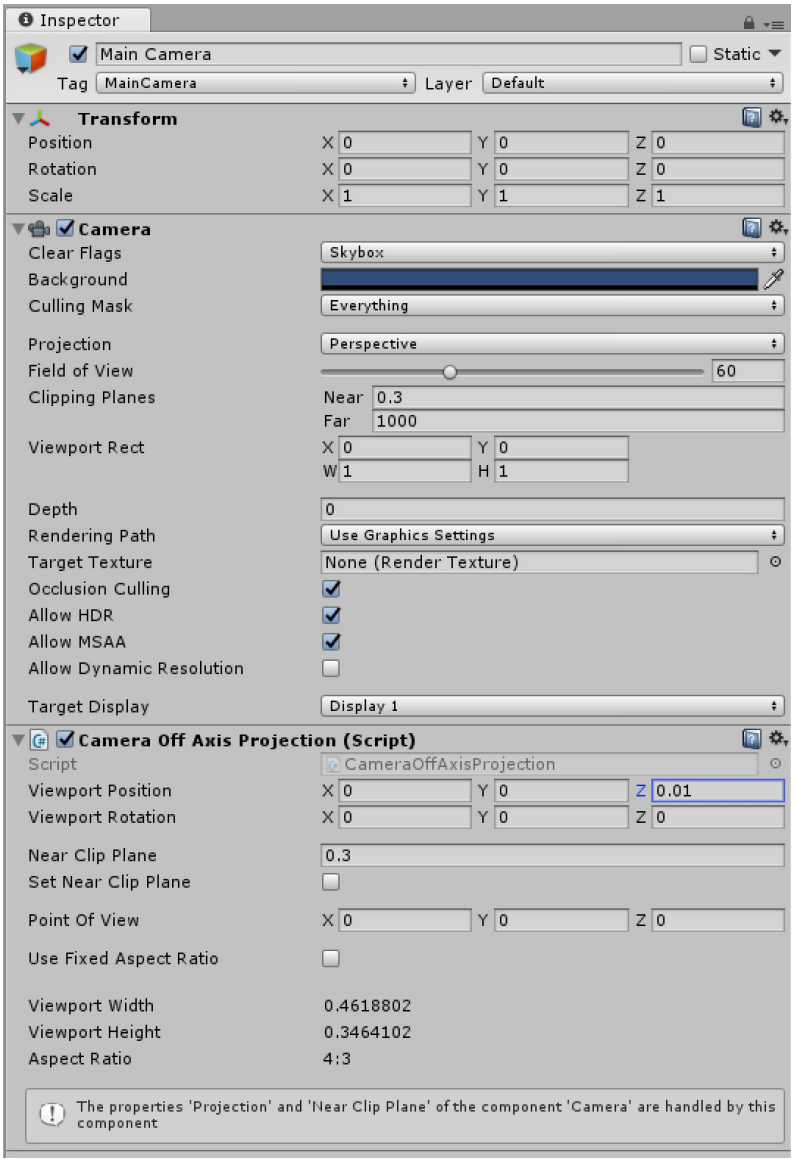
Camera Off Axis Projection v1.0

The **Camera Off Axis Projection** component allows you to easily configure cameras with point of views that is not on the symmetry axis of the view plane.

Adding Component

Select the camera game object and add the **CameraOffAxisProjection** component. Or create a new game object and add the **CameraOffAxisProjection** component. The camera component will be added automatically.



Properties

Property		Function
Viewport Position		Local position of the view plane. The component Z must be greater than or equal to 0.01
Viewport Rotation		Local rotation of the view plane, expressed in euler angles
Near Clip Plane		The near clipping plane distance
Set Near Clip Plane		If true, the near clipping plane distance is set equal to the distance between the point of view and the of view plane
Point Of View		Local position of the point of view
Use Fixed Aspect Ratio		If true, a fixed aspect ratio is set (Aspect Width divided by Aspect Height)
	Aspect Width	Width of the view plane
	Aspect Height	Height of the view plane
	Use Aspect As Viewport Size	If true, the fixed aspect ratio is set as the size of the view plane

Add the component **CameraPointOfViewController** in **CameraOffAxisProjection** game object to control the point of view position through another game object.

For more details, visit https://www.youtube.com/watch?v=ubnng5ON3Xc

Details

The properties *Projection* and *NearClipPlane* of the *Camera* component are handled by *CameraOffAxisProjection* component. Also, if the properties *UseFixedAspectRatio* and *UseAspectAsViewportSize* are true, the property *FieldOfView* of *Camera* is handled by *CameraOffAxisProjection*.

The component updates the projection and transformation matrix in the *LateUpdate* cycle. Camera methods and properties that modify projection and transformation matrix (for example *ResetProjectionMatrix*, *ResetWorldToCameraMatrix* and

ResetAspect methods; *Aspect* or *FieldOfView* properties) should not be invoked from other components as they affect the correct projection of the camera.

Some post-processing effects, such as *Screen Space Reflection* or *Temporal Anti-Aliasing*, will not work correctly since they modify the projection matrix.

Version History

v1.0 - First release

Contact

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