**Camera Control**

Using *cinemachine package* that provides the pre-defined virtual camera mechanism.

Steps to follow:

1) Go to Windows --> Package Manager --> Unity Registry **(Required Once)**

2) Search for cinemachine and install it. **(Required Once)**

3) Select Main Camera and add cinemachine brain to it.

4) On Inspector Panel, rename the camera and add the player object which is to be followed to ' follow ' component.

5) Change Body type to ' Framing Transposer '

6) Change Settings as per requirement and done.

Code :-

Class \_\_\_\_\_\_\_\_\_

{

GameObject playerObj;

Void Start()

{

playerObj = new <GameObject>();

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