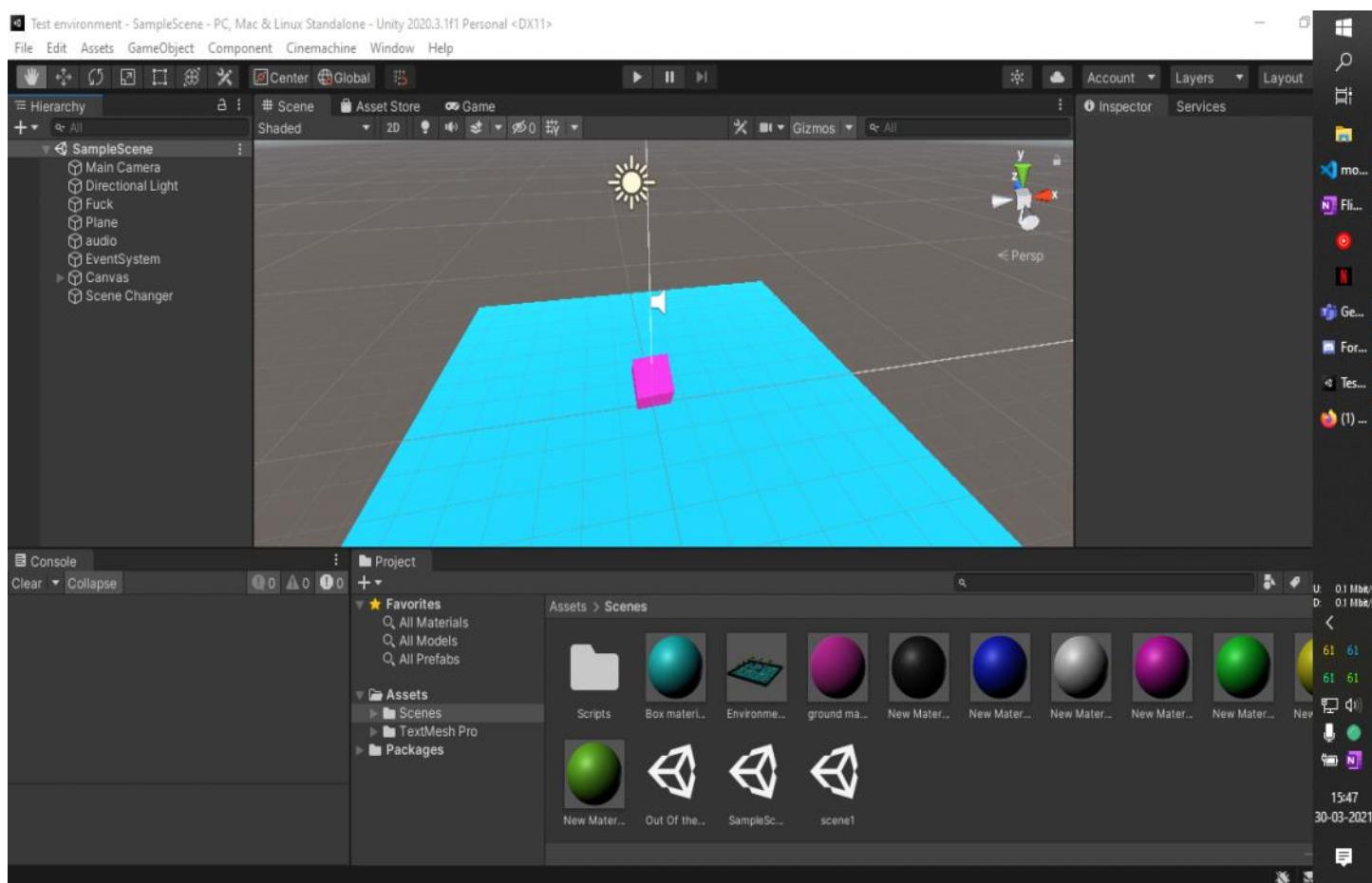
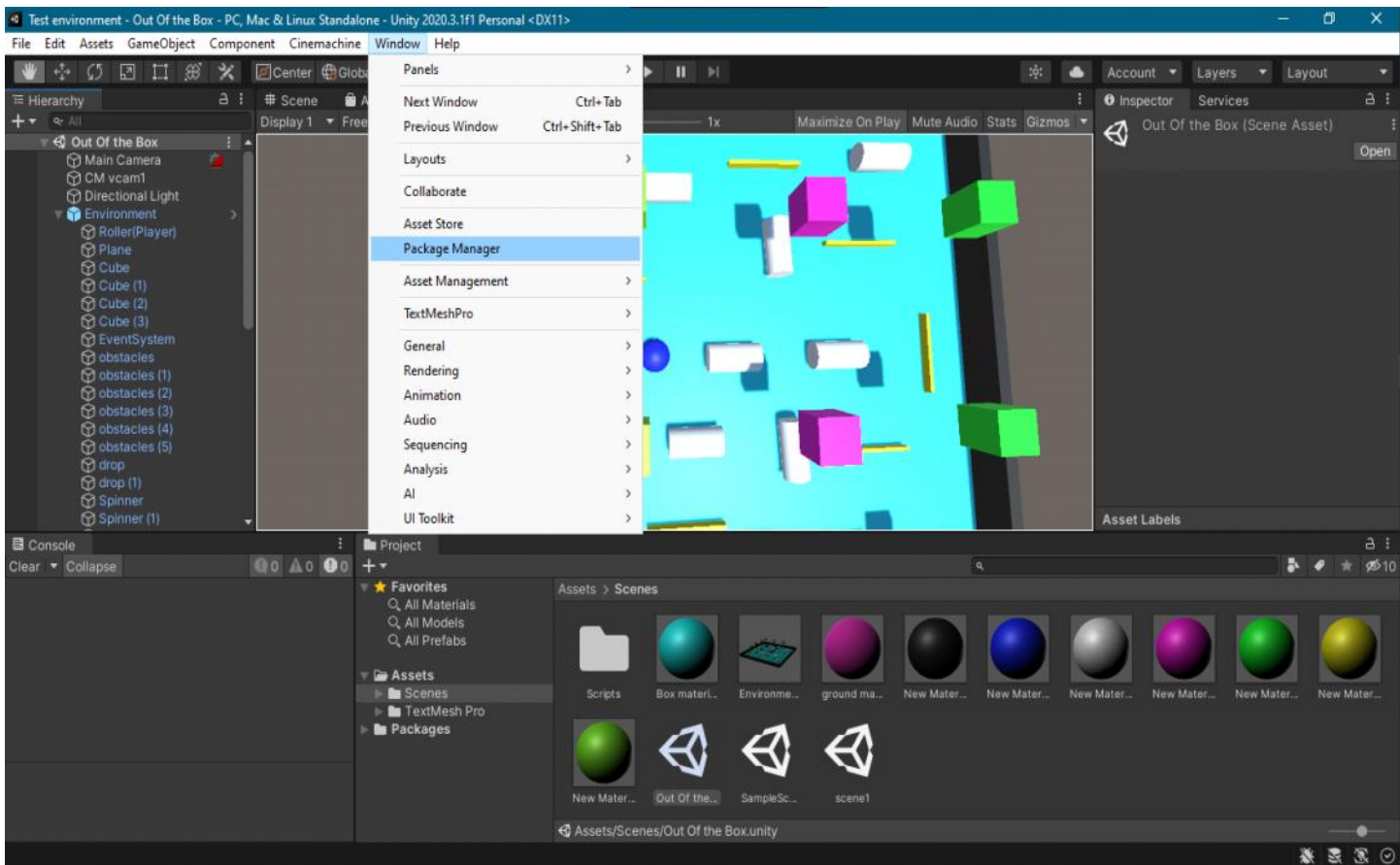


Cameras in Unity - how to make camera follow the object movement

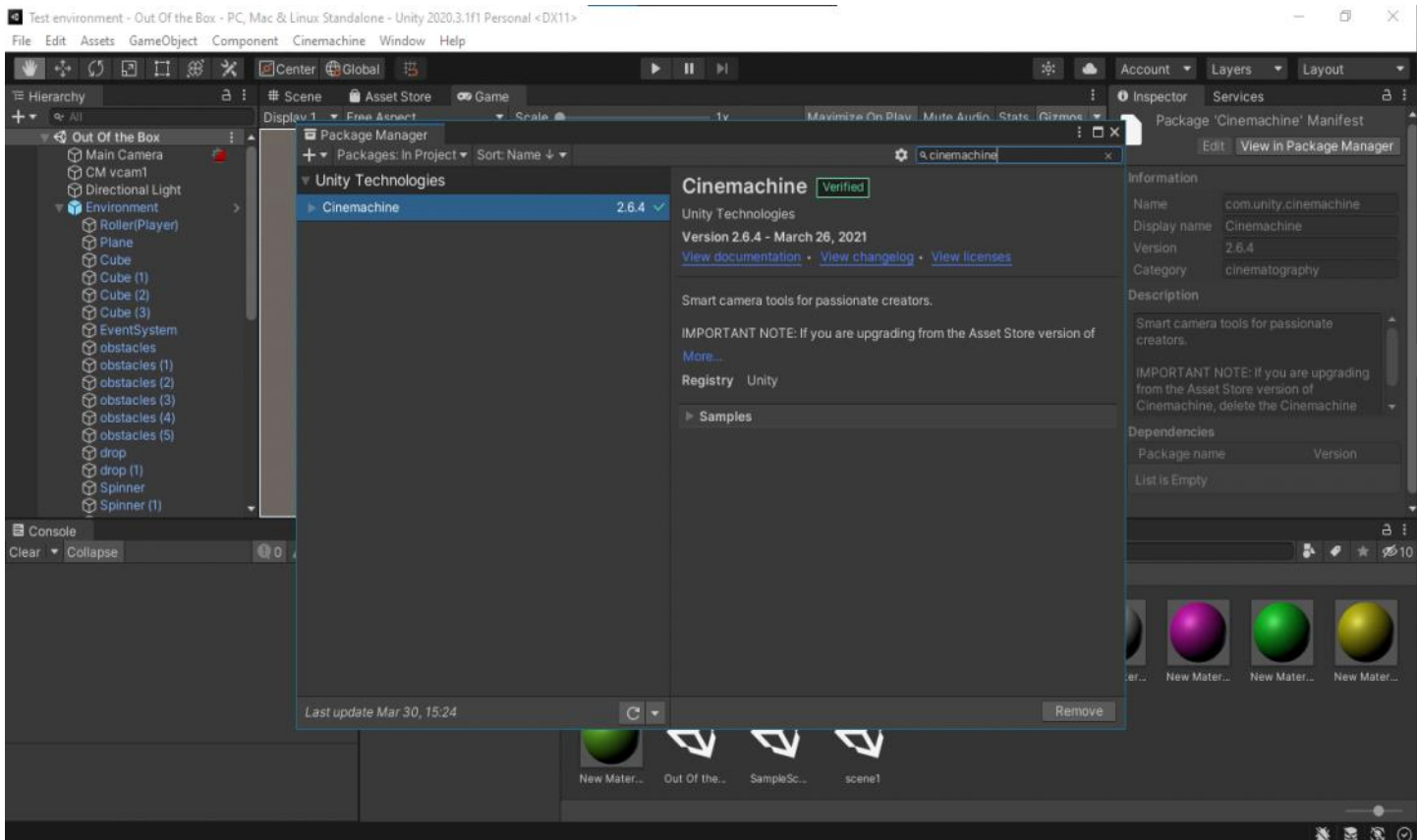
-Mayank Kumar Patel 20BCG10035



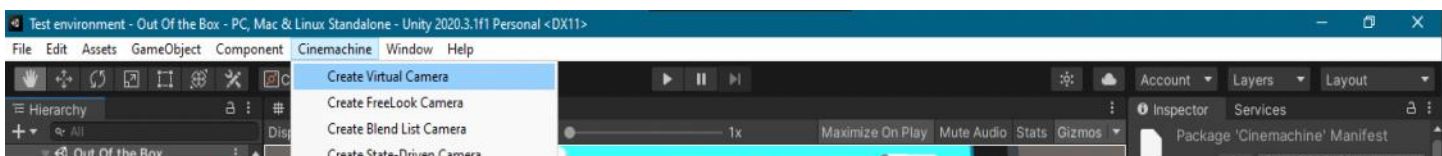
STEP1: Made Scenes a) Sample Scene b) Scene 1 and c) Out of Box(Main Game Scene)

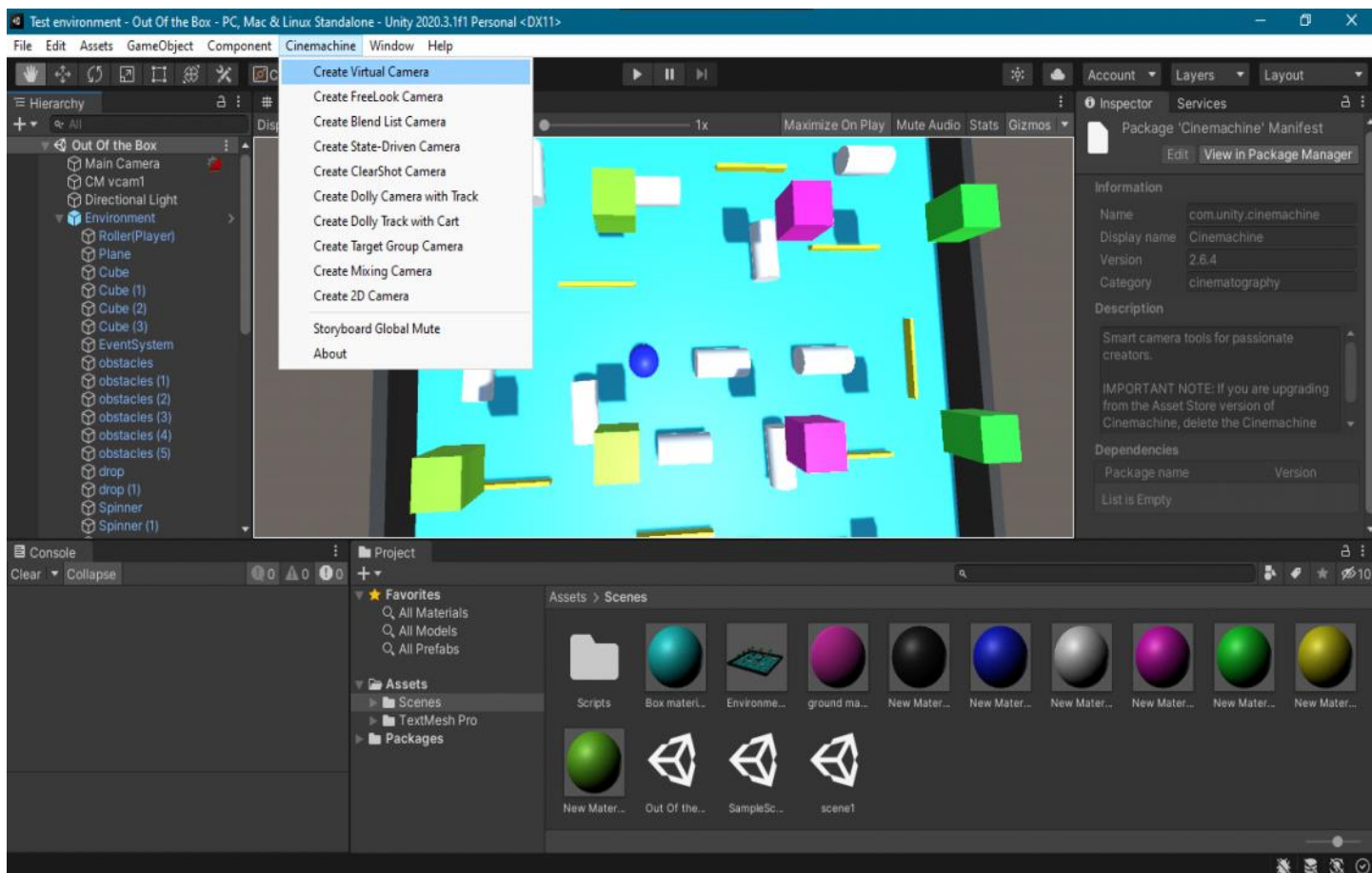


Step2: Go to Window in the Tool Bar Section. Then Go to Package Manager.

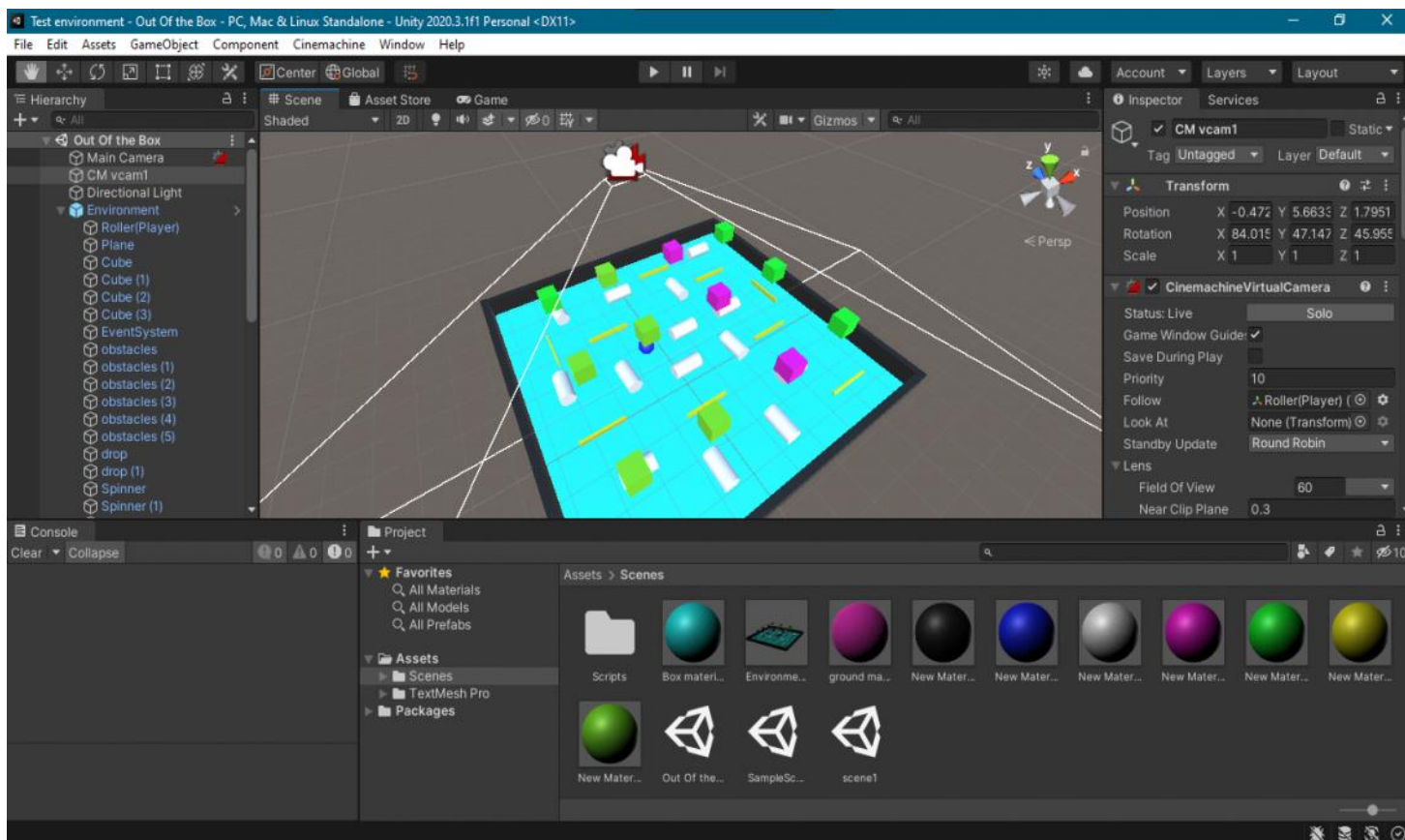


Step 3: From the Package Manager , download Cinemachine package which is used for different camera requirements while developing your game in Unity.

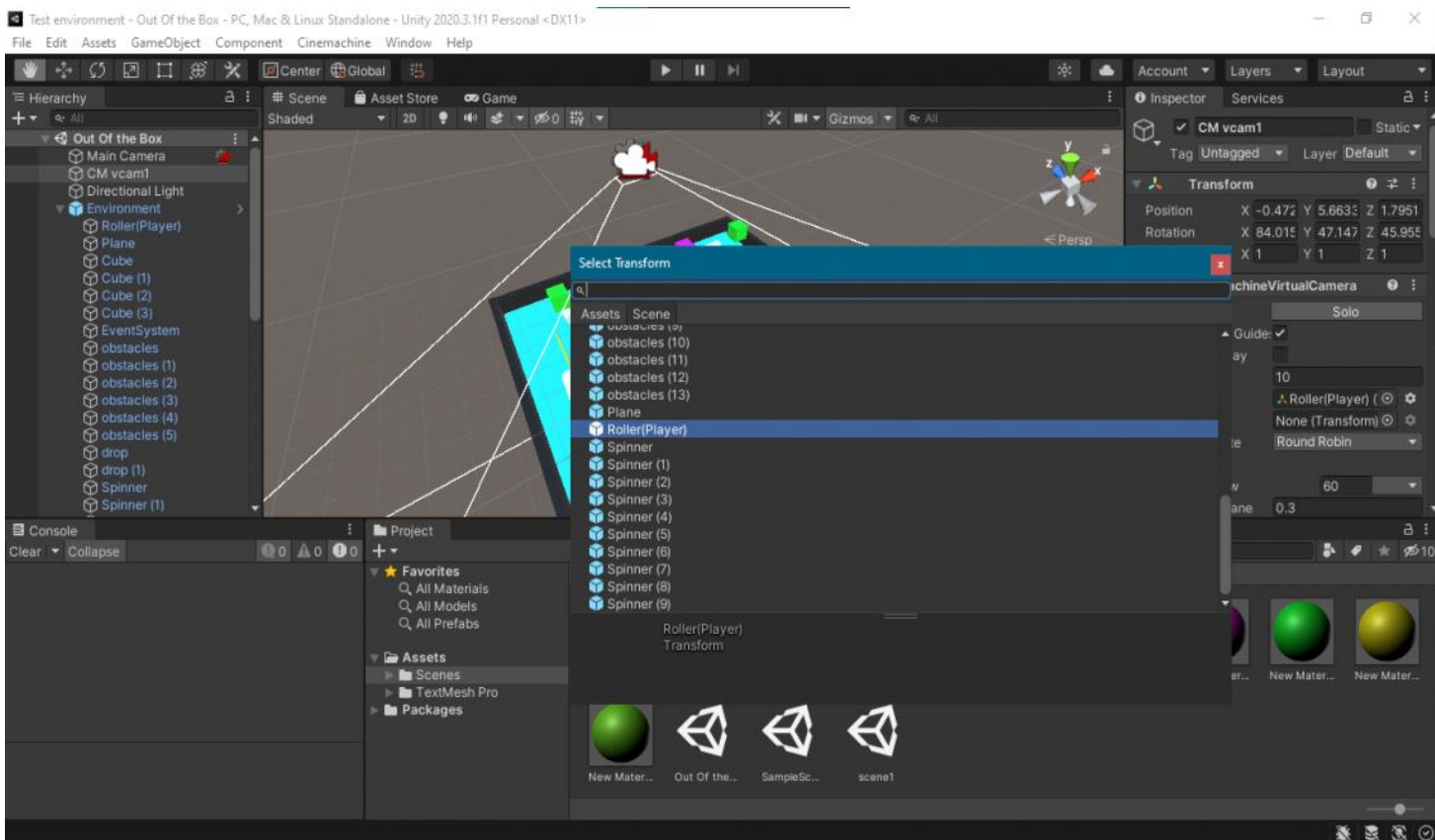




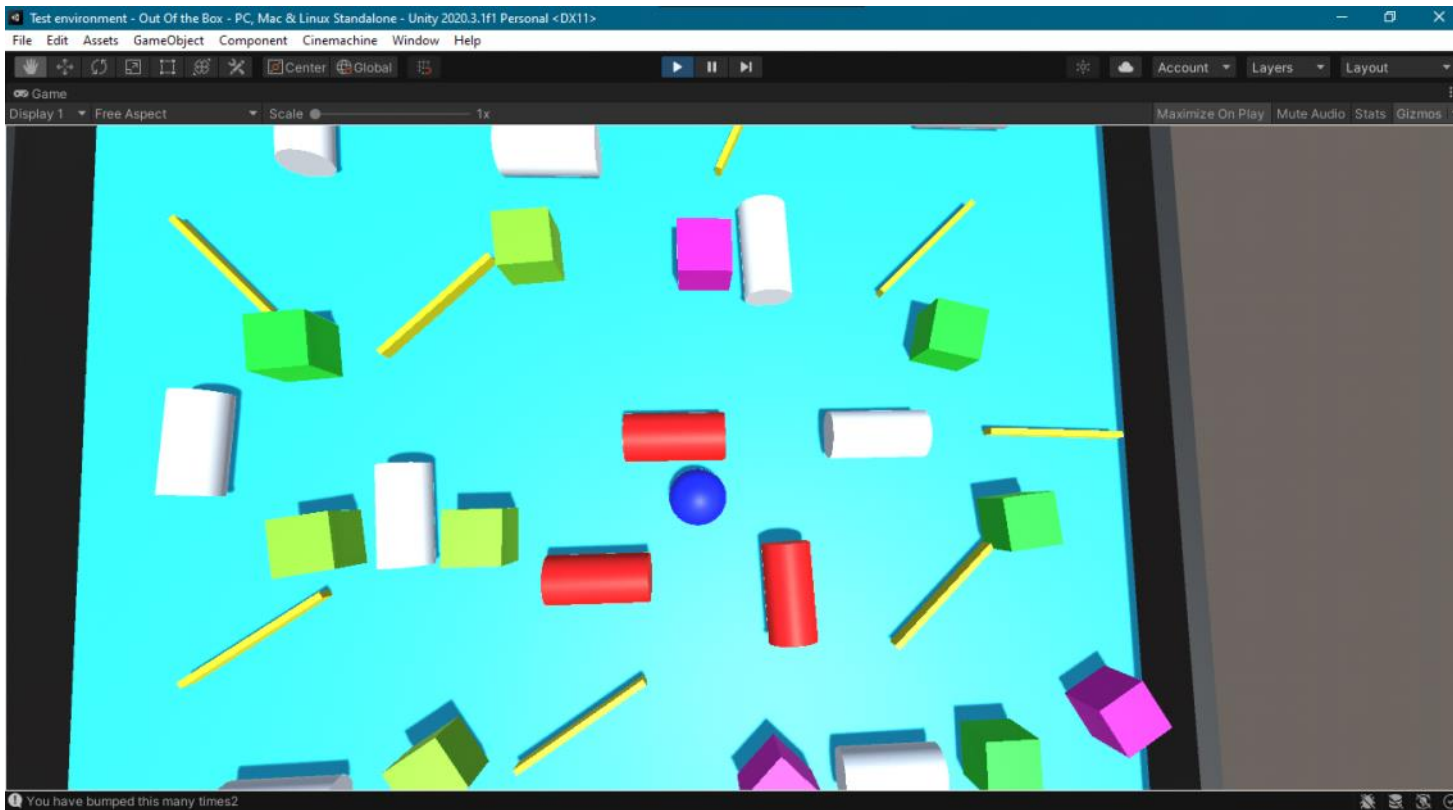
Step4: From the Cinemachine section , add a virtual camera . Click on the CM vcam1 , go to the inspector.



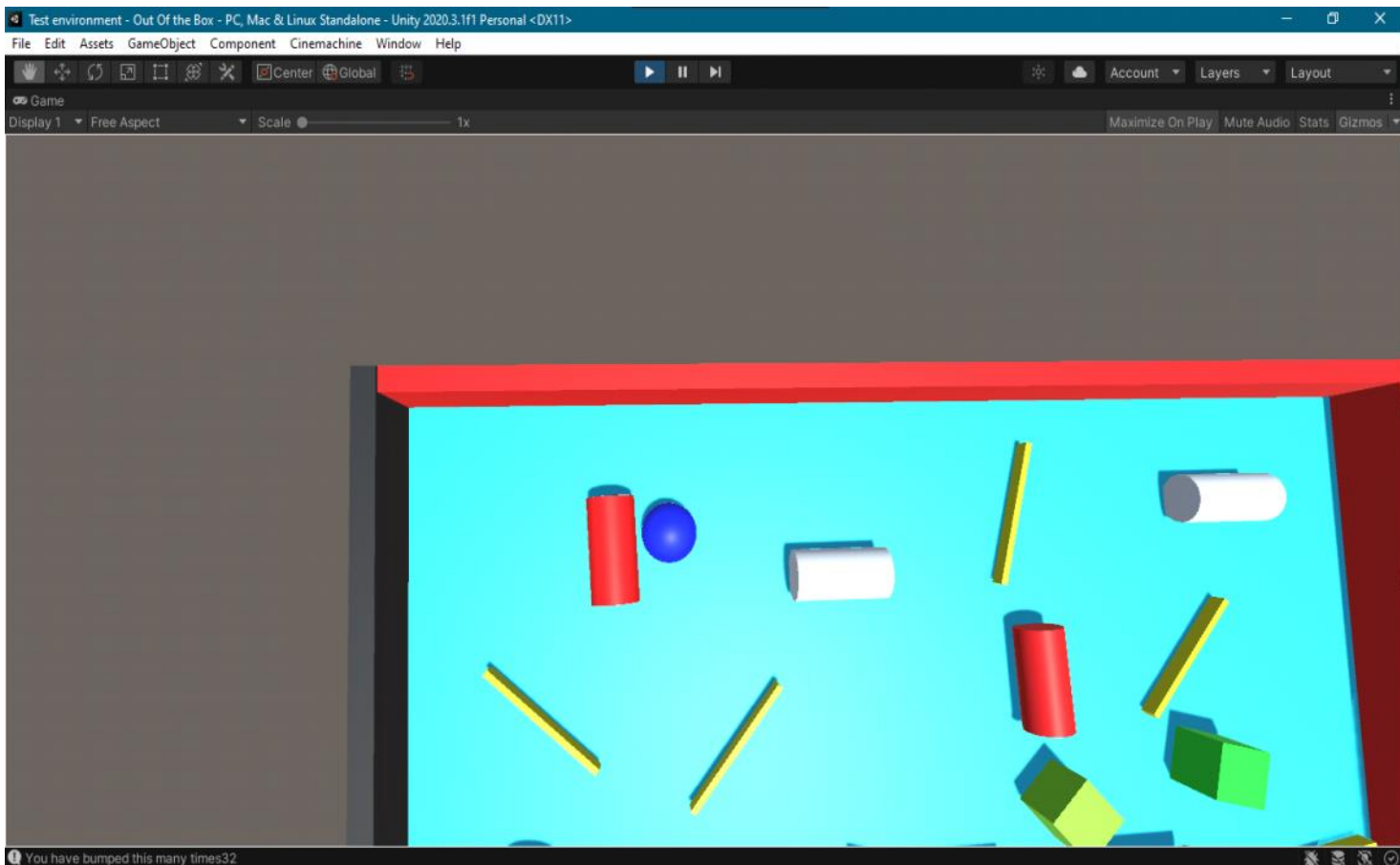
This the overview of my whole Game Scene and the placement of the camera in the scene.



Step 5: Drag your object that is to be followed by the camera, in the Follow Tab in the vcam1 inspector.



Step6: Hit the play button, you are into the game. You can move the sphere by W A S D or Arrows Keys.



Changed view of the Camera scene which shows that it is following the Sphere(Player).

Script used for moving the player(Sphere)

```
using System.Diagnostics;
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Debug = UnityEngine.Debug;
public class movebyKeyboard : MonoBehaviour
{
    // Start is called before the first frame update
    float movespeed = 8f; //to increase the movement speed
    void Start()
    {
        PrintInstructions();
    }
    // Update is called once per frame
    void Update()
    {
        MovePlayer();
    }
    void PrintInstructions()
    {
        Debug.Log("Use arrows keys to move the objects around");
    }
    void MovePlayer()
    {
        float xvalue = Input.GetAxis("Horizontal") * Time.deltaTime * movespeed; //timedelta t
        float zvalue = Input.GetAxis("Vertical") * Time.deltaTime * movespeed;
        transform.Translate(xvalue, 0, zvalue);
    }
}
```

Script used for Dropping Boxes after few seconds entering in the game.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Dropper : MonoBehaviour
{
    // Start is called before the first frame update
    MeshRenderer renderer;
```

```

Rigidbody rigidbody;
[SerializeField] int timetowait =5;
void Start()
{
    renderer = GetComponent<MeshRenderer>(); //caching a reference
    rigidbody = GetComponent<Rigidbody>();

    rigidbody.useGravity = false;
    renderer.enabled = false;
}
// Update is called once per frame
void Update()
{
    if(Time.time > timetowait)
    {
        rigidbody.useGravity = true;
        renderer.enabled = true;
    }
}
}

```