



Downloadable package: Conversation camera

This template provides a means to automatically cut between two characters dynamically when talking to one another. The characters can be placed anywhere in a scene, and the camera will frame them using a range of pre-defined shots. Additional options allow you to add animation and random timing, for a more natural feel.

Such behaviour is popular when making large games with many characters, such as Shenmue, because it automates the process of showing two characters speak.

Note that this package is more intended to be an example on the way custom events (particularly OnStartSpeech) can be used to dynamic trigger camera behaviour. You may find that you want to use this package as the basis for something more advanced, in which case you can go through the ConversationCamera.cs script that contains the bulk of the code.

Installation

1. Extract this package into your Adventure Creator project
2. Drop an instance of the included ConversationCamera prefab into the scene, and configure its Inspector to suit
3. In the Actions Manager, click on the "Custom Action scripts" folder icon, and point to this package's Scripts/CustomActions directory
4. When you wish to begin using the conversation camera, use the new **Camera: Conversation** Action, set the **Method** to **Start**, and enter the details of the two characters it should work for
5. When you wish to end the sequence, use another such Action and set the **Method** to **Stop**.