

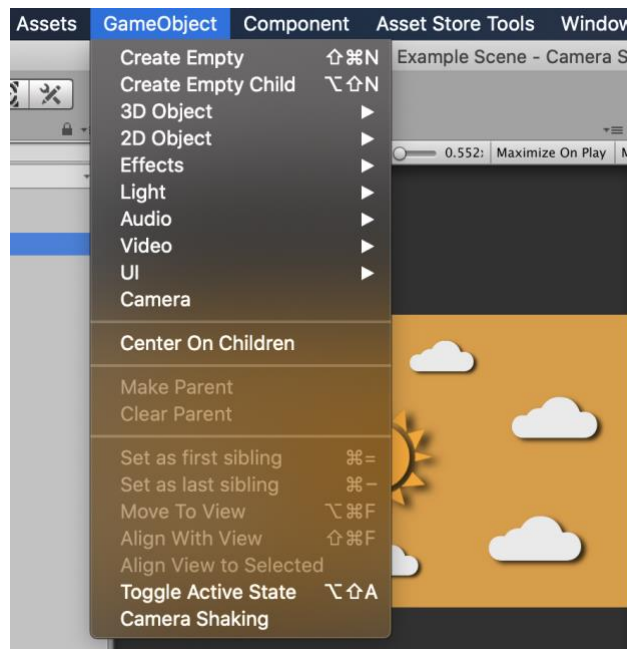
# Camera Shaking

by Vectrum Technologies

"Camera Shaking" is an Unity asset, which helps you to shake your camera within preferred duration and magnitude. In this document you will see how the things are going in this asset.

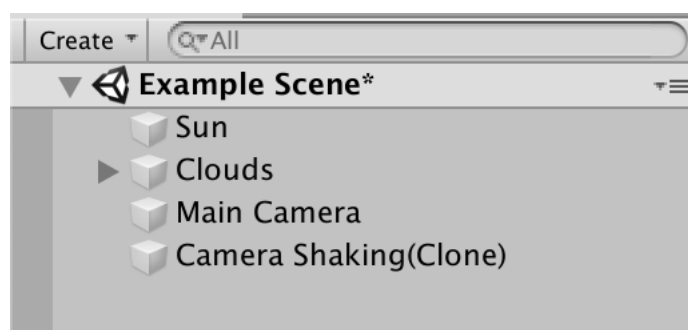
## How to setup

After asset installation has been finished you can create your level editor: "GameObject" -> "Camera Shaking".



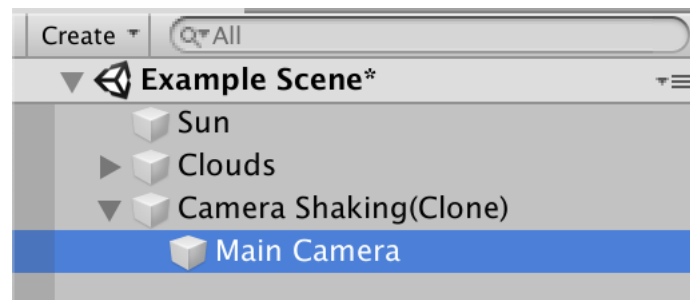
*Adding "Camera Shaking" to your scene*

This action will create a "Camera Shaking(Clone)" gameobject for you.



*"Camera Shaking(Clone)" gameobject*

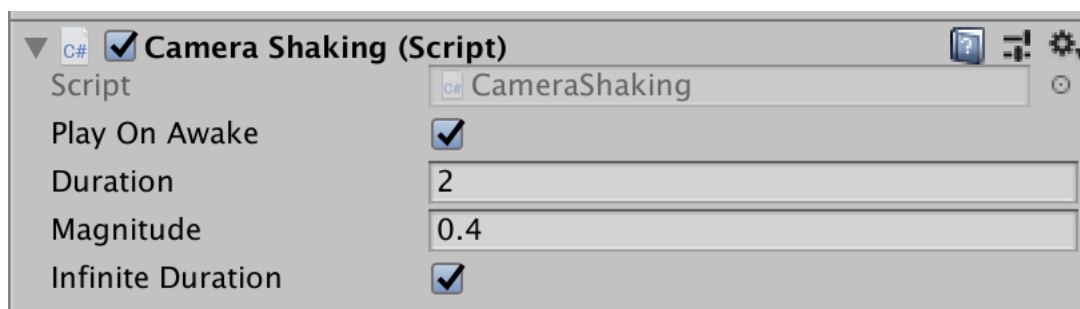
You need just to drag and drop your camera into created "Camera Shaking(Clone)" gameobject, like this:



*"Camera Shaking(Clone)" gameobject*

## Camera Shaking (Script)

This script is attached on "Camera Shaking(Clone)" gameobject and controls all the shaking action in your camera.



You can set:

- Play On Awake (Plays camera's shaking action, from the very start)
- Duration (camera's shaking duration can be set)
- Magnitude (camera's shaking magnitude can be set)
- Infinite duration (Always play camera's shaking, if this parameter is enabled)