Top Down Camera v1.0 Documentation

Thanks for purchasing Top Down Camera!

This asset will allow you to do the follow with your camera:

- Smoothly follow a target without jiggers
- Orbit the target via mouse drag with a custom orbiting speed
- Camera panning mode with custom panning speed
- Zoom in/out with custom min/max and custom zoom speed
- Professional looking screen shake effect with custom intensity

All you need to do is add the TopDownCamera component to your camera, select the options you need, assign your player Transform, then you're good to go! Below are descriptions of the custom settings you can use to make the perfect camera for your game.

General Settings

Target

This is the Transform that your camera will be following. Drag your player transform here.

Height

This is the height (Y axis value) the camera will be following the target at.

Depth

This is the depth (Z axis value) the camera will be following the target at.

Y Target Offset

By default the camera will track the origin of the players mesh. By adjusting this value you can tweak the Y axis value of the camera's tracking point.

Rotation Controls

Y Rotation Offset

By default the camera will sit directly behind the player. Tweaking this setting allows you to change the angle that you look at your character. (So you can get that 45 deg top down angle popular in a lot of games)

Enable User Rotation

With this option enabled it allows the player to manually orbit around the target with the camera by dragging the mouse.

Rotation Speed

This is the orbiting speed of the camera if User Rotation is enabled.

Hide Cursor On Rotate

If checked, the cursor will disappear while the player is orbiting the camera.

Zoom Controls

Zoom Enabled

If checked, the player is able to zoom closer and further away from the target.

Zoom Min

This is the closest the camera can get to the target.

Zoom Max

This is the farthest the camera can get from the target.

Zoom Speed

This is the speed at which the zoom transition takes place.

Panning Controls

Panning Enabled

If checked, the player is able to stop tracking the player and pan around the level.

Panning Speed

This is the speed at which the camera moves while panning.

Hide Cursor On Pan

If checked, the cursor will disappear while the player is panning the camera.

Visual Obstruction Controls

Note: This option only affects Materials that have an alpha channel.

Fade Out Obstructions

This enables the fading out of objects between the target and the camera.

Fade Speed

This is the speed in which obstructing objects fade out and back in.

Target Fade Alpha

You can adjust the transparency of faded objects by setting this value.

Screen Shake Controls

Intensity

This sets the intensity of a screen shake when the ShakeScreen() function is called from the TopDownCamera script.

Questions?

First off, thanks again for purchasing this asset!

Please let me know if you have any questions/comments/suggestions. You can contact me at b2fassets@outlook.com.