Ultimate Camera Controller

(Follow + Orbit + Zoom Functionality)

by Thunderstorm Game Studios

General Description:

Thank you for buying the Ultimate Camera Controller package. This asset aims to give developers, artists and designers the ability to easily add interactivity to their game cameras, making them able to move, zoom in and out or follow a target. Dragging one or two scripts into a Game Object is the only you have to do to add Orbit, Follow and Zoom Functionality to your PC Game's Cameras. This package is a great time saver that can be used in all your projects.

More specifically, the Ultimate Camera Controller package can handle **Camera Follow & Orbit** as well as **Camera Zooming** for PC. Of course, each feature works independently, meaning that it is not necessary to include all the functionality in the same camera. For example you can have one camera that can zoom and follow a target and another one that can be orbited and follows the player without being able to zoom in and out.

With that package it takes **less than 5 minutes** to set up those features that would require many hours to be programmed by yourself.

Considering that this package will be used not only by programmers but also by designers and artists we have made it **extremely easy to set up**. The only you have to do is to drag and drop a script to the Camera's Game Object and adjust the

parameters so that they fit your game. Setting things up will take less than 5 minutes and it's **not needed to mess with code at all**. The inspectors are customized in order to make the package even more user friendly.

The code is **commented, well-structured and easily extensible** so that you can alter the existing features or add your own new ones without difficulty.

With all the necessary parameters such as **rotation speed, follow smoothness and orbit mouse buttons** exposed to the inspector for editing and with a friendly to the user approach this package is ideal to conveniently make your PC Game Cameras interactive even if you **don't know how to code!**

Features:

-Codeless set up and configuration

-Includes Camera Zoom, Orbit and Follow

-Extremely easy to set up and customize

-Customized inspectors for easier editing and less UI clattering

-Well documented and commented code

-Code is well structured and easily extensible

-Continuous Support by the developer

-Example scene demonstrating correct usage of the package

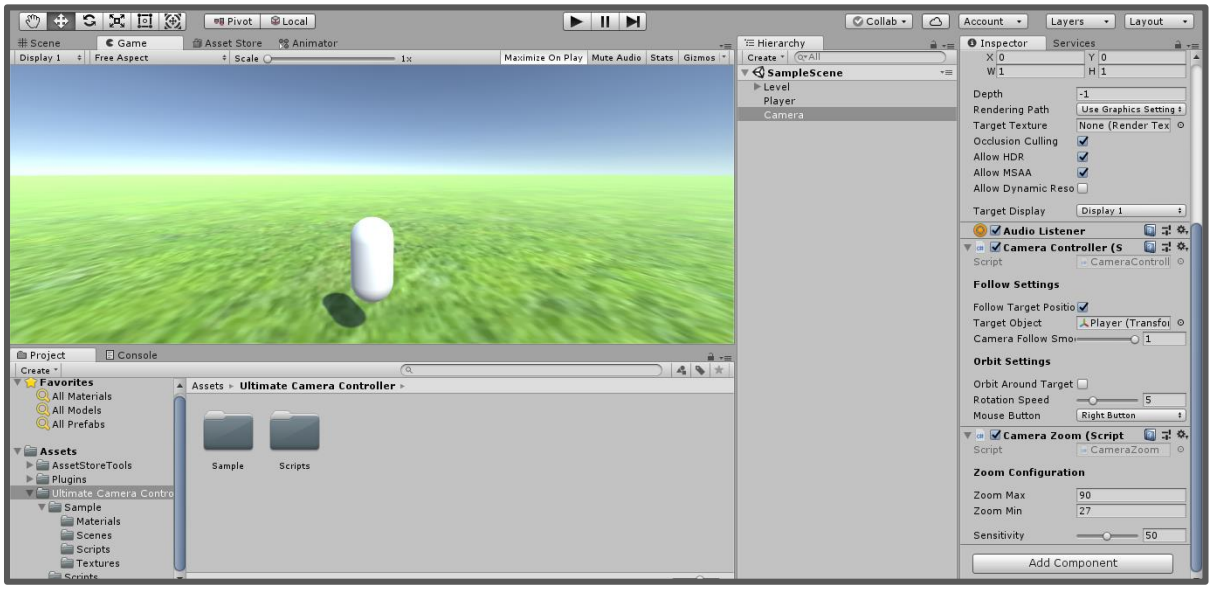
-Full source code and documentation included

How to download and install:

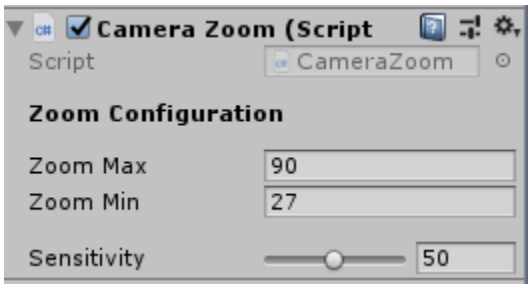
Inside Unity Editor open the Asset Store (Window > Asset Store or Ctrl+9) and purchase the “Ultimate Camera Controller (Follow + Orbit + Zoom Functionality)” asset. Once you have purchased it you can download and then import it. In the import settings you will definitely need to import the Scripts folder in order for the asset to work properly. Our suggestion is to import the entire package because, in this way, you will have access to the sample scene demonstrating the correct usage of the package.

How to use the package:

Using the Ultimate Camera Controller package is really easy. In the sample scene (Assets > Ultimate Camera Controller > Sample > Scenes) we have set up a simple environment that allows you to test the asset and understand how it works so that you can implement it by yourself in other scenes. In the sample scene the player can move using the WASD keyboard keys. With the default settings enabled you can orbit the camera around the Player (this white capsule), and zoom using the mouse scroll wheel.



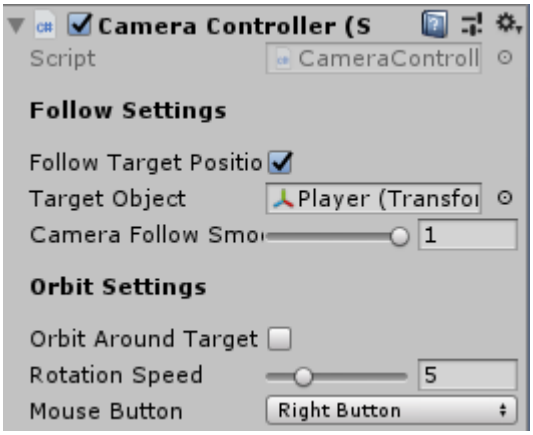
So let's see how we can add zoom functionality to a camera using the Ultimate Camera Controller. First of all, you will need to create a game object that has a "Camera" component attached to it if there is no such object created already. In this object select Add Component > Ultimate Camera Controller > Camera Zoom or just drag on it the CameraZoom.cs script (Assets > Ultimate Camera Controller > Scripts). Now take a look at the script's inspector. It should look like this:



Now you are able to zoom in and out using the mouse scroll wheel. You can adjust the zoom values and the sensitivity in the inspector. Each variable has a tooltip that appears when you hover over the variable's field in case you forget its usage purpose.

Warning: If the limits are set to 0 and 0 there will be errors in the console. To fix it you will need to set one value to a non-zero number.

The same way you can add orbit and follow functionality to the camera (Add Component > Ultimate Camera Controller > Camera Controller or Assets > Ultimate Camera Controller > Scripts > Camera Controller.cs). This script should be attached to an object that contains a Camera or that has a child object containing a Camera Component.



Again each variable has a tooltip that explains its functionality. The "Follow Target Position" option should be checked if you want the camera to follow the target. The second field is the transform of the target object. The "Camera Follow Smoothness" value defines how smoothly the camera will follow the target. Moving on to the orbit settings, you must check the "Orbit Around Target" field if you want the player to be able to orbit around the target object. The "Rotation Speed" is the speed by which the camera moves when orbiting. The dropdown in the bottom lets you select which mouse button the player must hold in order to orbit.

So that's all you need to know about how to set up and use the Ultimate Camera Controller Package.

Code explanation:

We explain the code analytically in the form of comments inside each script. By reading carefully through the comments you will understand everything about how the code works and what each line of code is there to do. Please do not alter the code if you are not sure what you are doing!

Customer Support:

Should you have any suggestion, question, complain or remark you want to share with us, we would love to hear from you! To contact us please use the following email address: (thunderstormgamestudios@gmail.com). For most of the time you can expect a response within 24 hours.

Updates and new features:

We will continue to update the product by adding new features, bug fixes and performance optimizations. We will try to create a new update every month. Features we plan to add include but are not limited to: more customized inspector, editor windows, mobile support, selection of specific axes that the camera can follow in and much more. We are open to new ideas too!

Please if you like the package take some time to rate it and write a brief review on the Asset Store. That would help us a lot!