Posted on 2013年05月29日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 167 次

distanceAway：摄像机和目标点的水平面距离。

distanceUp：摄像机和目标的高度差。

smooth：摄像机移动到目标点的平滑度，也可以理解为速度。

transform.LookAt(); ：使摄像机始终朝向目标点。

脚本如下：

|  |  |  |
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|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** ThirdPersonCamera : MonoBehaviour |
| 05 | { |
| 06 | **public** **float** distanceAway; *// distance from the back of the craft* |
| 07 | **public** **float** distanceUp; *// distance above the craft* |
| 08 | **public** **float** smooth; *// how smooth the camera movement is* |
| 09 |  |
| 10 | **private** GameObject hovercraft; *// to store the hovercraft* |
| 11 | **private** Vector3 targetPosition; *// the position the camera is trying to be in* |
| 12 |  |
| 13 | Transform follow; |
| 14 |  |
| 15 | **void** Start(){ |
| 16 | follow = GameObject.FindWithTag ("Player").transform; |
| 17 | } |
| 18 |  |
| 19 | **void** LateUpdate () |
| 20 | { |
| 21 | *// setting the target position to be the correct offset from the hovercraft* |
| 22 | targetPosition = follow.position + Vector3.up \* distanceUp + follow.forward \* distanceAway; |
| 23 |  |
| 24 | *// making a smooth transition between it's current position and the position it wants to be in* |
| 25 | transform.position = Vector3.Lerp(transform.position, targetPosition, Time.deltaTime \* smooth); |
| 26 |  |
| 27 | *// make sure the camera is looking the right way!* |
| 28 | transform.LookAt(follow); |
| 29 | } |
| 30 | } |