



## Unity Asset - Third Person Motion Controller v2.812

2025-02-10 16:50:03

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### Unity Asset - Third Person Motion Controller v2.812:

Introducing the Motion Controller, your ultimate solution for achieving AAA quality character control, whether you're controlling humans or non-humans.

Unlike other third-person humanoid controllers available on the Asset Store, the Motion Controller stands out as a versatile, component-based framework adaptable to any character type. While it offers prebuilt motions for humans, its true strength lies in its flexibility to handle anything from bugs to cats, aliens to race cars, thanks to its customizable nature. Crafted from the ground up with extensibility in mind, it empowers you to create custom motions, integrate your own animations, and even share motions with fellow developers.

#### Includes

- Actor Controller: An advanced character controller supporting gravity, moving platforms, custom character shapes, and even walking on walls.
- Motion Controller: A flexible framework capable of accommodating a wide range of character types.
- Multiple Cameras: Enhance your gameplay experience with various camera perspectives.
- Debug Logger: Streamline your debugging process with built-in logging capabilities.
- Object Pool: Optimize performance with efficient object pooling techniques.
- Profiler: Gain insights into performance metrics for fine-tuning your game.

With the Motion Controller, you'll have access to a comprehensive suite of components to bring your characters to life. Whether it's running, jumping, climbing obstacles, or scaling walls, the Motion Controller provides the tools you need to create immersive experiences with ease.

- Traverse walls, ceilings, and more with dynamic movement options.
- Seamlessly move and rotate with platforms for immersive gameplay.
- Choose from 3 different walk/run styles to suit your character's personality.
- Access 3 distinct basic camera setups for varied perspectives.
- Customize falls, jumps, climbs, and other actions to align with your game's mechanics.
- Tailor gravity, grounding, and other physics parameters to match your world's dynamics.
- Integrate custom animations effortlessly without requiring any coding.
- Design and implement custom motions for unparalleled character control.
- Compatibility with Nav Meshes for streamlined navigation.
- Support for any input solution, ensuring compatibility with your preferred control scheme.
- Versatility for both player characters (PCs) and non-player characters (NPCs).
- Seamlessly integrate prefabs into your project for rapid deployment.
- Enjoy a user-friendly UI for intuitive setup and configuration.
- Set up humanoid characters in seconds, minimizing development time.
- Native support for Windows Xbox controllers for enhanced gaming experiences.
- Includes C# code for further customization and advanced functionality.



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