



Unity Assets - Invector Third Person Controller - Basic Locomotion Template v2.6.4

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The **Unity Assets - Invector Third Person Controller - Basic Locomotion Template** offers a streamlined solution for game developers seeking to implement a high-quality humanoid Character Controller.

With minimal setup time, developers gain access to a robust and highly customizable template, allowing them to focus on crafting unique gameplay experiences.

"Unity Assets - Invector Third Person Controller - Basic Locomotion Template" Samples:

Key features include basic locomotion behaviors and animations, support for Unity Rig-type Humanoid Avatar, an advanced Third Person Camera System, and actions such as sprinting, jumping, crouching, and rolling. Additionally, the template includes systems for vaulting, climbing, and stepping up obstacles, and a generic action system for triggering animations. Other notable features comprise a ladder system, gdoll System, FootStep System, and various utility scripts. Demo scenes for Isometric, 2.5D Platformer, TopDown, and Mobile environments are also included, enhancing accessibility and versatility.



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