



Unity Asset - Camera Controller v3.349

2025-02-10 16:39:02

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Introducing the next evolution in game camera solutions – the Adventure Camera. Far surpassing traditional 3rd person cameras, this innovative Camera Controller offers unparalleled versatility, seamlessly adapting to various gameplay styles including 1st person, strategy/MOBA, and more. With its advanced 'camera motors', transitions between views are smooth and dynamic, empowering developers to enhance their games with ease.

The feature-rich Camera Controller boasts an array of functionalities designed to elevate the gaming experience. From off-center 3rd person views to advanced obstruction detection, character fading, camera shakes, and beyond, every aspect is meticulously crafted to deliver top-tier performance.

Utilize the spline motor for captivating cut-scenes or in-game focus, or harness the flexibility of creating custom motors to craft a truly unique experience tailored to your game's needs.

- Modern 3rd person motor
- Traditional 3rd person motor
- 1st person motor
- Strategy/MOBA motor
- Path follow motor
- Fixed view motor
- Transition motor
- Custom motor creation
- Advanced collision detection
- Character fading
- Field-of-view zooming
- Camera shaking
- Spline component
- Intuitive UI
- Quick setup
- Compatible with any input solution
- Support for Windows Xbox controller
- C# code included
- Unmatched support

Experience the epitome of game camera technology with the Adventure Camera – where quality meets innovation.



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