



Unreal Engine - Code Plugins Advanced Third Person Camera v5.1

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Unreal Engine - Code Plugins Advanced Third Person Camera v5.1: Introducing Advanced 3rd Person Camera, a highly adaptable and robust system designed to empower developers with unparalleled control over camera behavior in Unreal Engine. This plugin offers a plethora of features and customization options, ensuring that you can create the perfect camera experience for your game.

- Full Control: Easily adjust camera positions, angles, and field of view to achieve the desired perspective.
- Smart Collision Handling: Seamlessly navigate around obstructions such as trees or poles, ensuring clear views during gameplay.
- Adaptive Moves: The camera dynamically adjusts to match your character's actions and the terrain they traverse, minimizing obstructed views.
- Keep It Clear: Automatically hides objects obstructing the camera's view, including the character if they get too close.
- Lock-On Target: Maintain focus on the action with the lock-on feature, ideal for combat scenes or highlighting specific interactions.
- Flexibility and Customization: Choose from a variety of camera modes and scripts to tailor the camera behavior to your game's needs.
- Set and Forget: Utilize triggers in your game to automatically switch camera views based on character location or actions.



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