
FIXED CAMERA SYSTEM

User's Manual

Developed by Germán López Gutiérrez

CONTENT

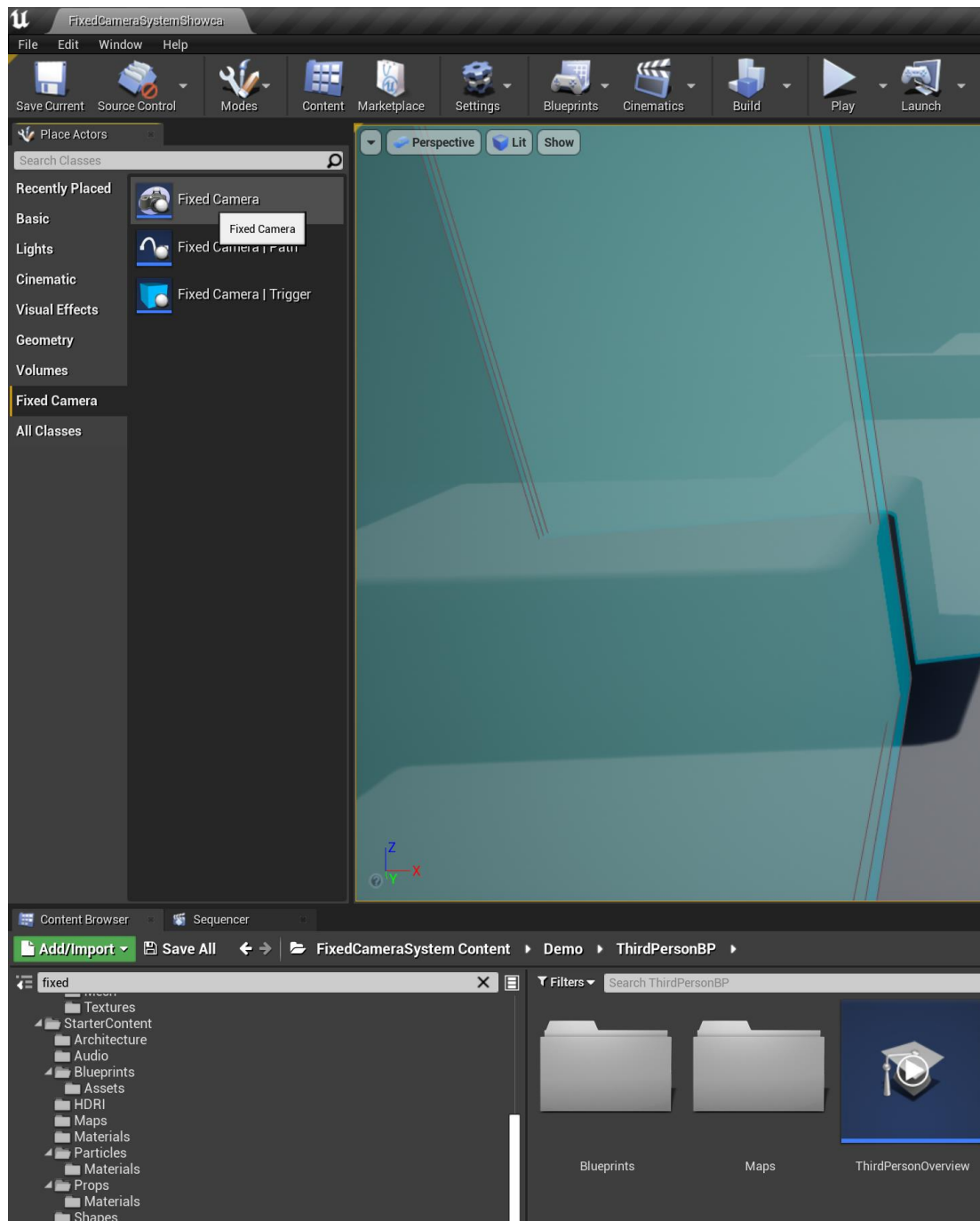
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OVERVIEW

FIRST STEPS

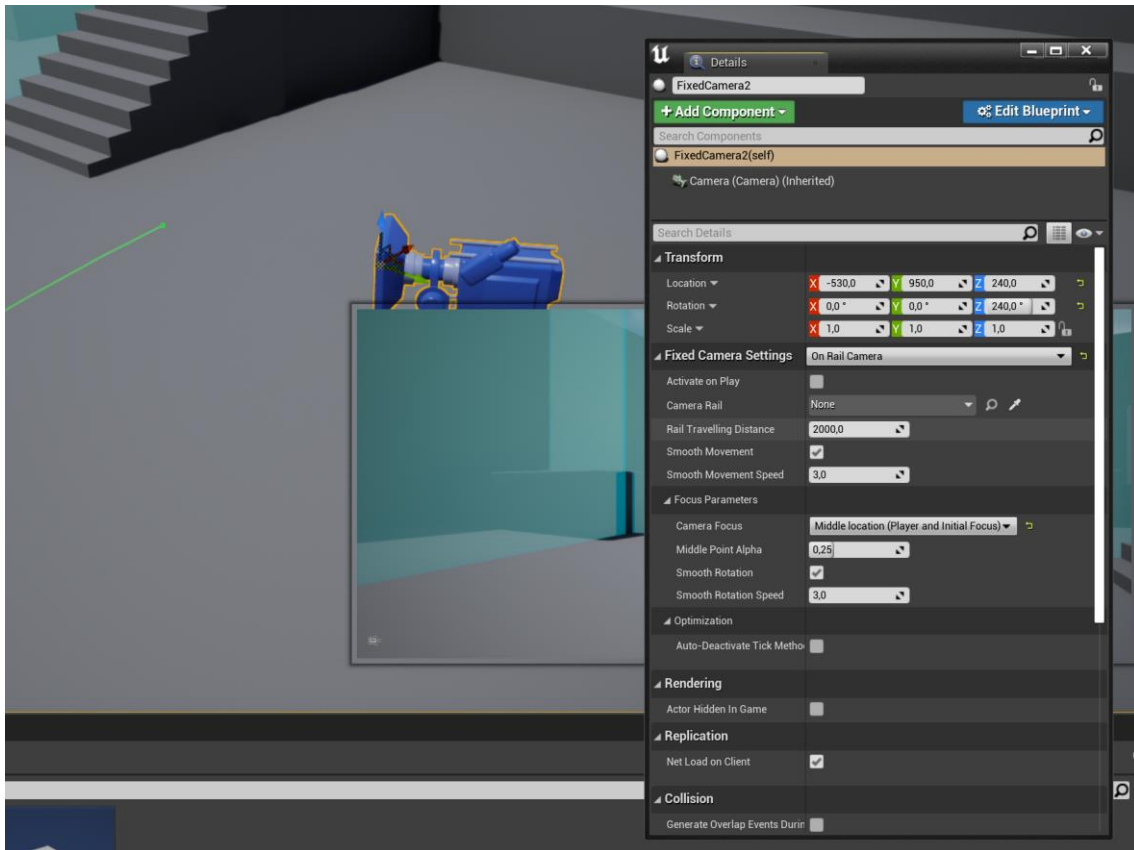
To carry out the inclusion of the different tools, open the **Place Actors** tab and drag any of them into the scene. The included tools are:

- Fixed Camera
- Fixed Camera Path
- Fixed Camera Trigger



FIXED CAMERA

Fixed camera is a class that includes multiple variables that can be easily modified in the scene, depending on the type of camera used.



There are two types of cameras:

- Static Camera
- On Rail Camera

Each of the cameras have its own parameters. Here are all of them:

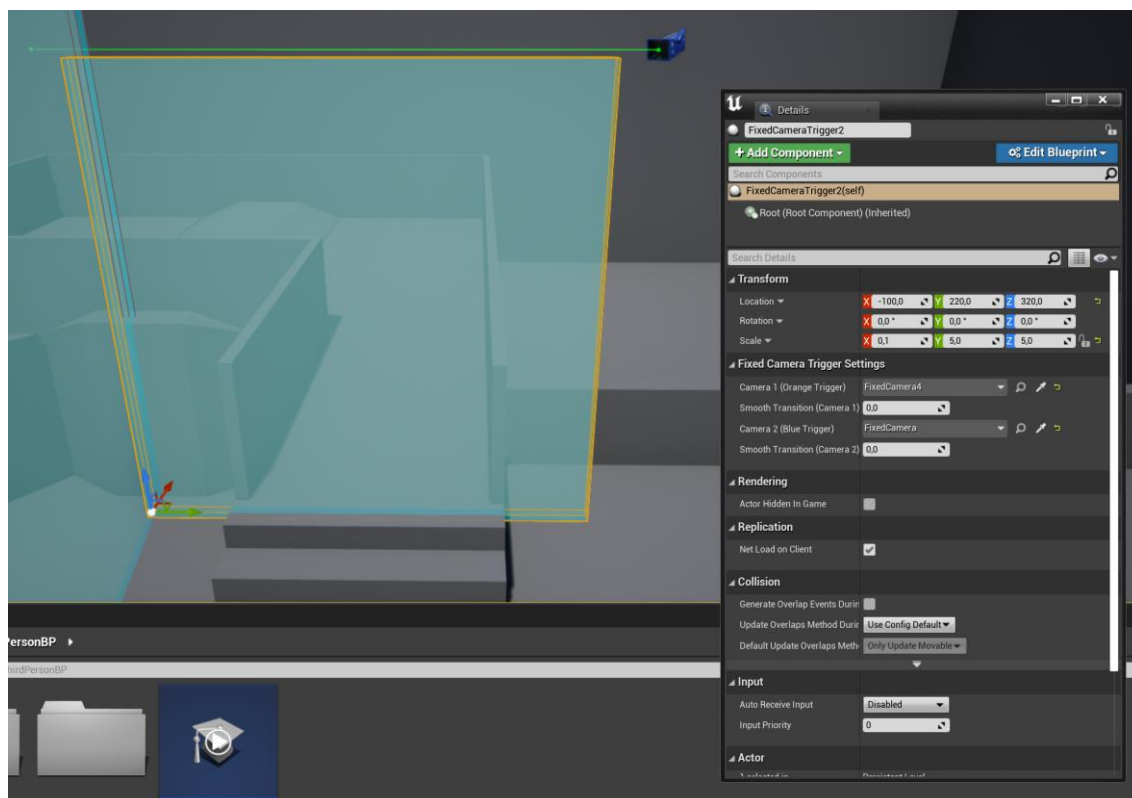
Activate On Play	Activates this camera after starting the game.
Camera Rail	Reference to the camera rail.
Rail Travelling Distance	Max distance between the player and the camera to reach the last point of the rail.
Smooth Movement	Activates smooth camera movement.
Smooth Movement Speed	Smooth camera movement velocity.
Camera Focus	Enumerator with the different types of focuses: <ul style="list-style-type: none"> ▪ No Focus ▪ Focus on Player ▪ Focus on Target ▪ Middle position between player and initial focus ▪ Middle position between player and target
Focus Target	Target object reference.
Middle Point Alpha	Point between the target and the player (0...1).
Smooth Rotation	Activates smooth camera rotation.
Smooth Rotation Speed	Smooth camera rotation velocity.

FIXED CAMERA PATH

The camera rail works like a normal spline. Modify it until getting the desired size and form and reference it into the **Fixed Camera Actor**.

FIXED CAMERA TRIGGER

This actor contains two collision boxes, each with a color (blue and orange). In the parameters, you must assign a camera to be activated depending on the last box collider with which the character has finished its overlapping.



You can also configure a smooth transition effect between cameras.

APPENDIX

If you have any questions, feel free to ask me 😊.