Creating a New Third Person Camera

The default 3rd person camera that Max creates for you is quite limited and is also buggy. The offsets ("dolly") cannot be changed and you cannot transition to or from another camera.

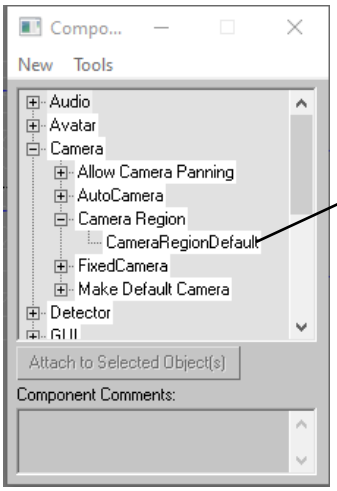
You will need to create a new default 3rd person camera if you want to adjust the offsets to suit your environment or transition to or from another camera or telescope.

In this tutorial, we will create a new 3rd person camera to replace Max's.

You need to create two new objects: a camera region and the camera itself.

Create the region

Create a region (cuboid) that encompasses the whole Age or just the linkin point.

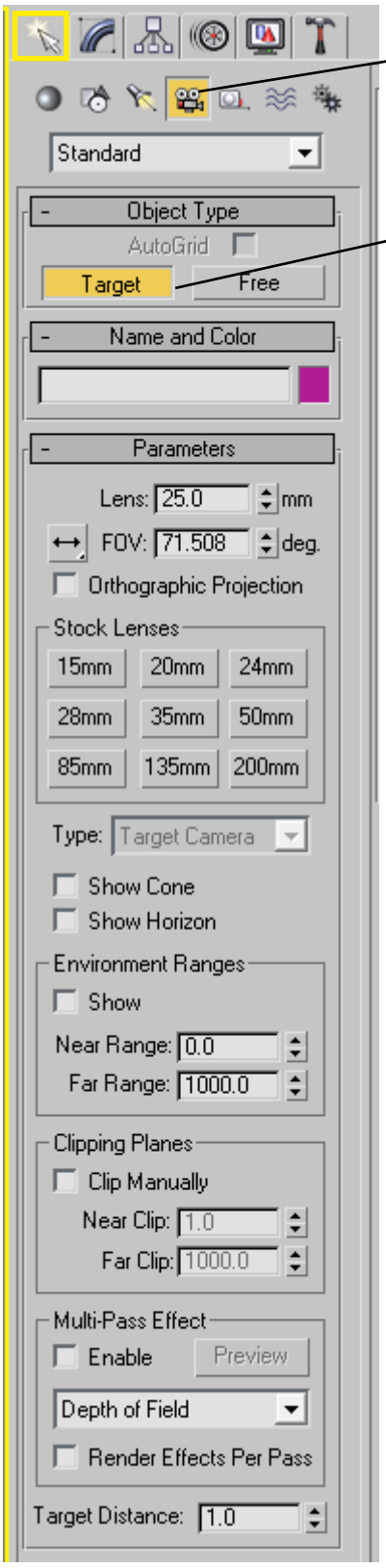


Select the region. Call up the Component Manager. Click on New>Camera>Camera Region. Rename it something useful and attach it to the cuboid.

Whilst still in the Component Manager, add a PageInfo01 component.

Create the camera

Create a new Target camera and place it somewhere in your scene. The exact location is not important as it is going to follow the avatar.



Click the Create tab and choose Cameras

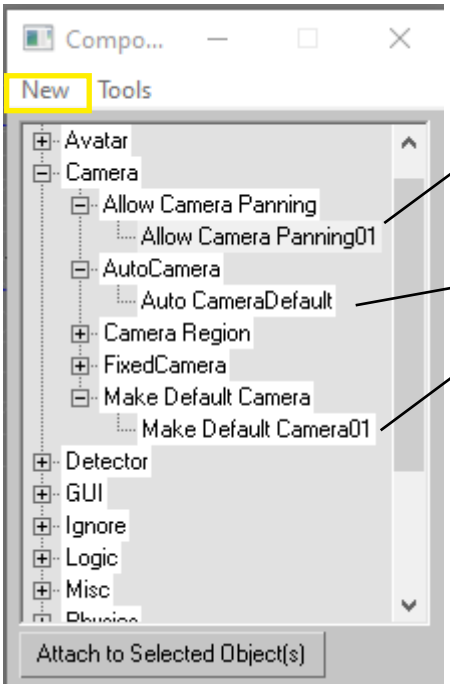
Select Target

The cursor changes to a cross. Click and drag to create the camera.

Rename it to something useful eg, CameraDefault.

Place it somewhere in the scene.

We now need to add some components.



With the camera selected, call up the Component Manager.

Click on New>Camera>Allow Camera Panning. Attach it to the camera.

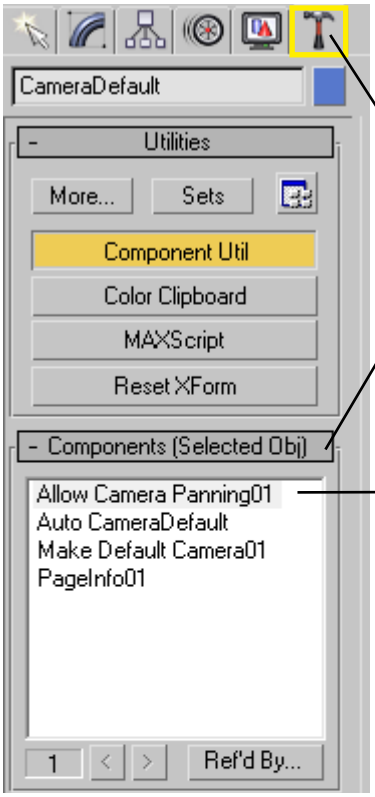
We are also going to need:

New>Camera>AutoCamera

New>Camera>MakeDefaultCamera

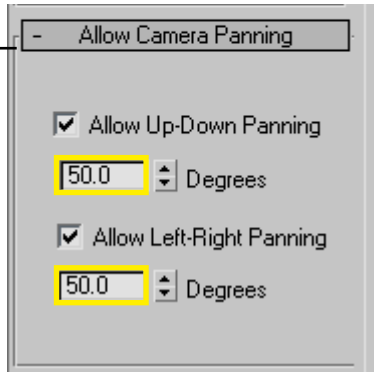
Rename these to something useful and attach to the camera you created.

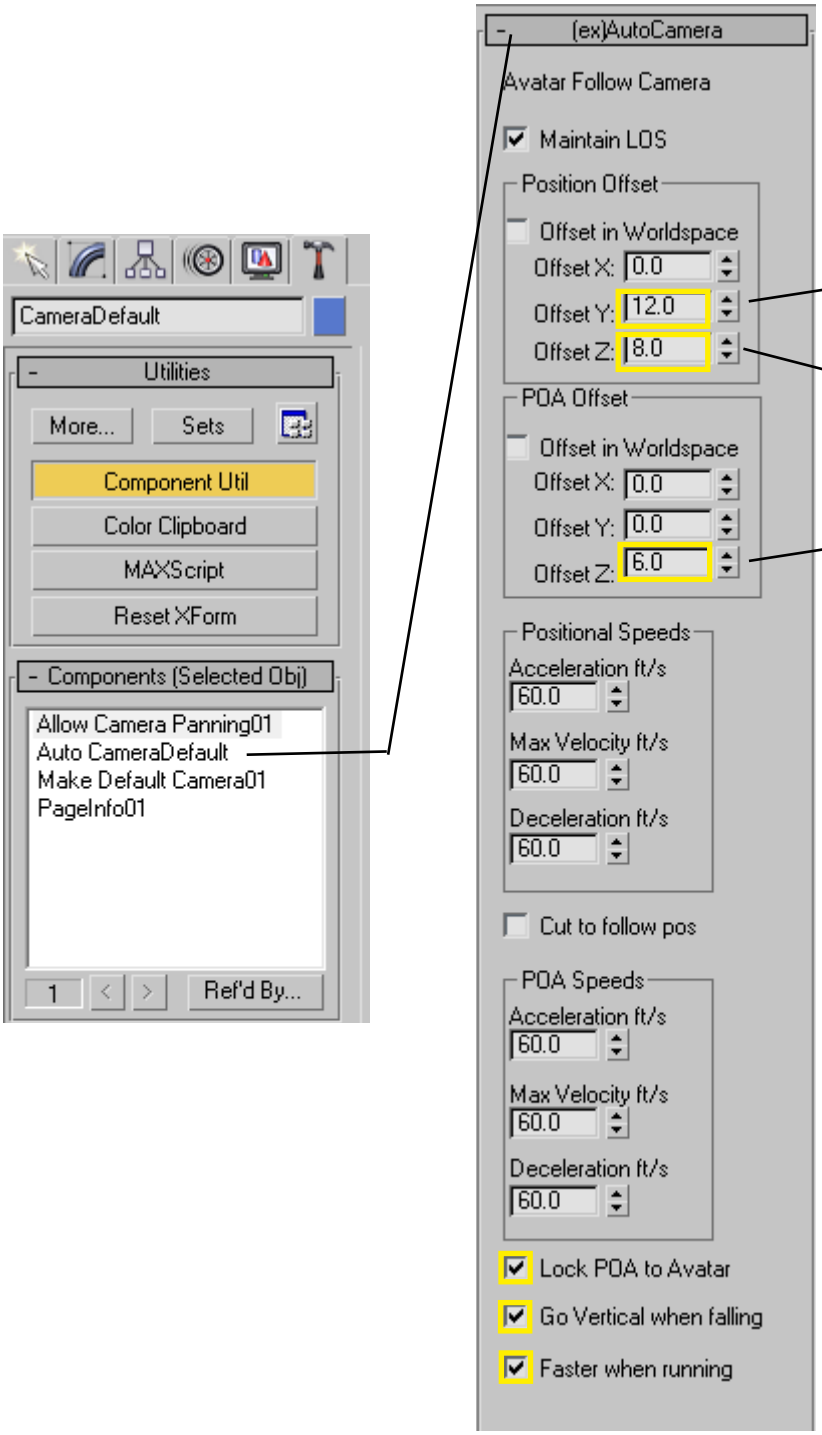
Whilst still in the Component Manager, add a PageInfo01 component.



Click on the Utilities tab and you should have these components.

Some of these have variables which you can change (highlighted in yellow to show the values *I* used):





Maximum "zoom out" distance, (the "dolly")

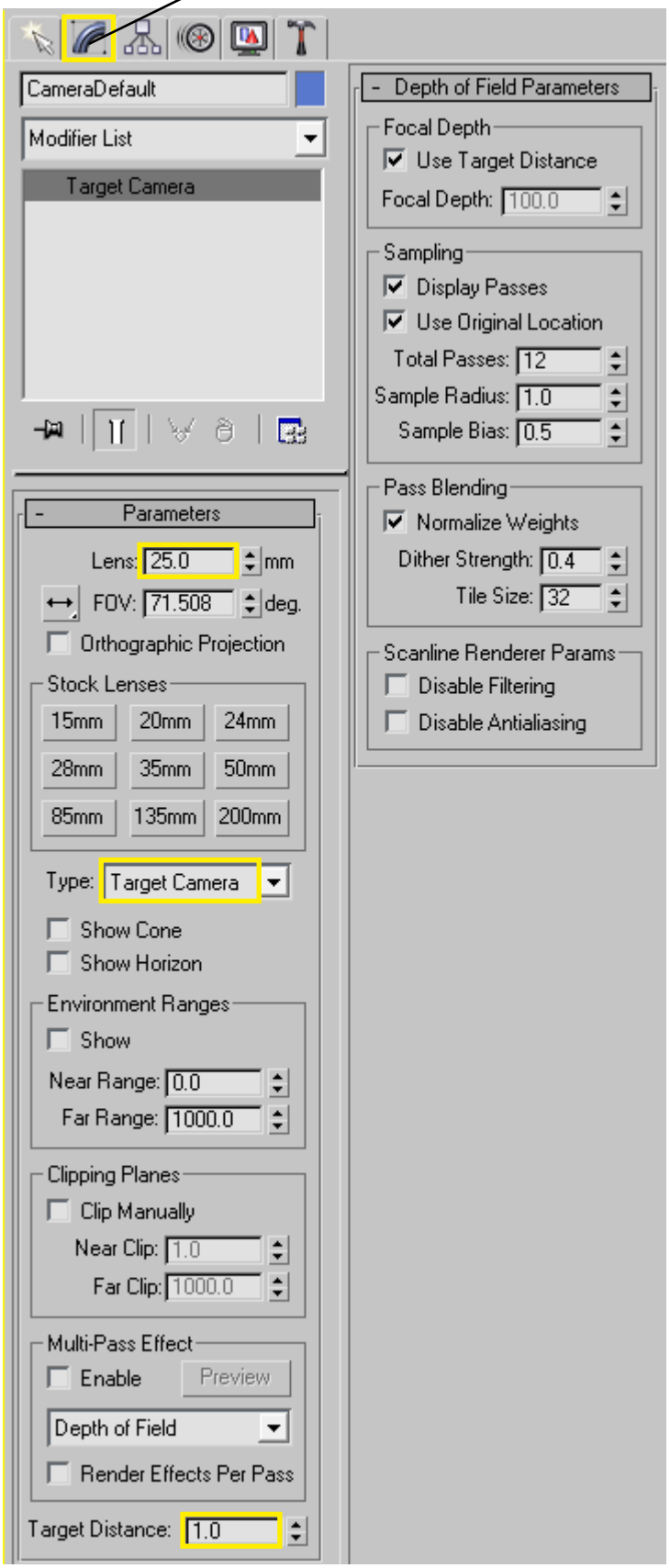
Maximum height above the avatar

Height of the camera above the ground when zoomed in

Experiment with different values here until you get the desired effect in game.

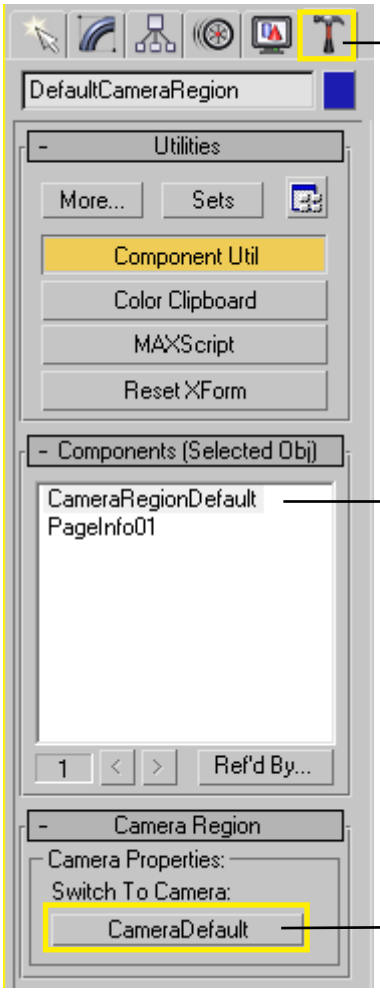
There are also some settings we need to change on the camera itself.

With the camera selected, click on the Modify tab to bring up the Parameters pane.



The values *I* changed are highlighted in yellow:

Now we need to head back to the Camera Region we created at the start of this tutorial because there's something we need to add.



Select the cuboid and click the Utilities tab

Select CameraRegion

Click this button and go into the scene, find your new camera and select it. Its name should now be on the button.

And that's it! You're done!
You can export in the usual way, link in and explore.

You will probably need to go back to the AutoCameraDefault component on the camera itself and play with those variables!

If you want to transition to or from other cameras in the scene, see the next tutorial.