



Downloadable package: Conversation camera

Thanks for downloading the “Conversation camera” package for Adventure Creator. This template provides a means to automatically cut between two characters dynamically when talking to one another. The characters can be placed anywhere in a scene, and the camera will frame them using a range of pre-defined shots. Additional options allow you to add animation and random timing, for a more natural feel.

Such behaviour is popular when making large games with many characters, such as Shenmue, because it automates the process of showing two characters speak.

To install, import this package and navigate to the **AdventureCreator** -> **Downloads** -> **Conversation camera** folder in the Project window. Select the **Template_ConversationCamera** asset file and click **Apply** in its Inspector to update your game.

After installation, a new **Conversation camera** prefab type will appear in the Scene Manager. Place one in the scene and configure its Inspector to suit.

To control it at runtime, use the new **Camera: Conversation** Action to reference it – setting the **Method** to either **Start** or **Stop**.