

Dynamic Multi Target Camera for Unity

Concise Unity library which dynamically keeps a set of objects (e.g. players and important objects) in view, a common problem for a wide range of games. This asset is a direct build from the source code available on [GitHub](#).

More information about the library's inner workings and underlying math is available in the related [blog article](#)

The library was developed for, and used by [Survival Ball](#). The game has an heavy shared screen local co-op component, which requires the camera to dynamically keep many key elements in view.

Install

Import the `CameraMultiTarget` folder into your project when installing it from the Asset Store.

Usage

Add the `CameraMultiTarget` component to a camera and then you can programatically set which game objects the camera will track via the component's `SetTargets(GameObject[] targets)` method.

For example, you can set the targets in your game controller component (if you choose to have one), like the following:

```
public class ExampleGameController : MonoBehaviour
{
    public CameraMultiTarget cameraMultiTarget;

    private void Start() {
        var targets = new List<GameObject>();
        targets.Add(CreateTarget());
        targets.Add(CreateTarget());
        targets.Add(CreateTarget());
        cameraMultiTarget.SetTargets(targets.ToArray());
    }

    private GameObject CreateTarget() {
        GameObject target = GameObject.CreatePrimitive(PrimitiveType.Capsule);
        target.transform.position = Random.insideUnitSphere * 10f;
        return target;
    }
}
```

Example Scene

An example scene of the library's usage is included in the `CameraMultiTarget/Example` folder.