

To get started I recommend running the example scene found in the folder "DynamicSplitScreen\DSSExampleScene"

In this example you will see four root game objects. The first is the camera controller and this is where all of the split screen stuff is happening. The second gameobject just contains all of the elements of the scene such as light and the floor.

The third and forth game objects contain the two gameobjects that the camera will track. One is an AI character that runs around using a waypoint system and the other is a character that you can control.

Lets look back at the camera controller.

The first two variables are the cameras. Because of the method used to achieve the split screen effect , one of the cameras is unable to have a default skybox and they both have some custom layer and depth settings so I recommend using the cameras attached to the prefab.

The next two variables are the targets the two cameras should follow respectively. These can be any two game objects that you want the cameras to follow.

The next variable, camera mask, is the shape of the mask. Currently there are only two, a line and a jagged line. I may add more in future updates.

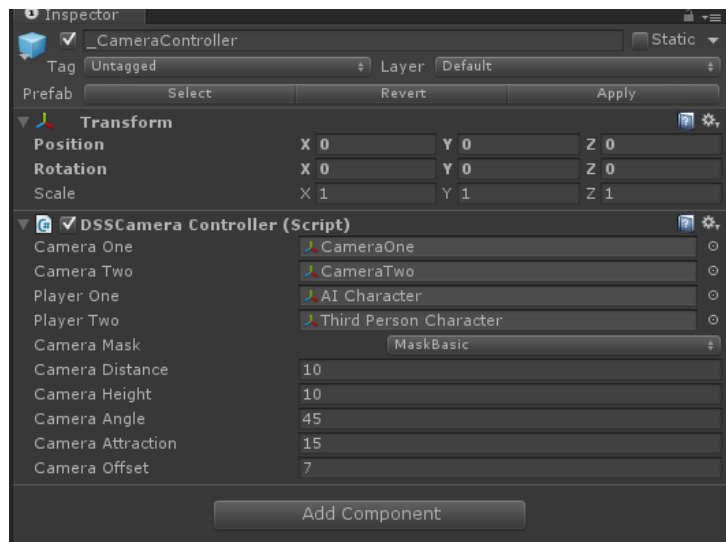
The camera distance is the distance back on the z axis the cameras will be relative to their targets. This should be used in combination with camera height and angle to give you control over the camera setup for your game.

Camera attraction affects how close the targets should be before they start to try to join together. If you set this too high the targets might be forced off the screen.

Finally the camera offset is used to center the targets on their side of the screen. This will change when you change the camera height or distance so you will have to play with it until it works for you.

Making your own scene:

To make your own scene from scratch simply drag the prefab from the "DynamicSplitScreen\DSSExampleScene\Prefab" folder into the scene and set the target variables to your character. The prefab handles everything to do with the cameras but you will



have to provide you own controls for the targets. Once you setup you controls you can tweak all the settings until you have it like you want.

Notes:

It is highly recommended that the targets stay on the same y position. I haven't tested what will happen if they don't.

The cameras use layer 31 for this to work so don't put anything you want rendered in layer 31.

Camera two can't use a normal skybox so there is a plane attached to it for the sky in the prefab. If you want to add your own skybox to it just replace the plane with your object.

For problems with this tool or suggestions email theassassin011@gmail.com

I would also be excited to see anything you make using this tool so feel free to email that to the same place.

Good luck with your game!

Paul