

Simple Physics Based 1st Person Bike Camera

Main Camera Settings (to stop sliding out)



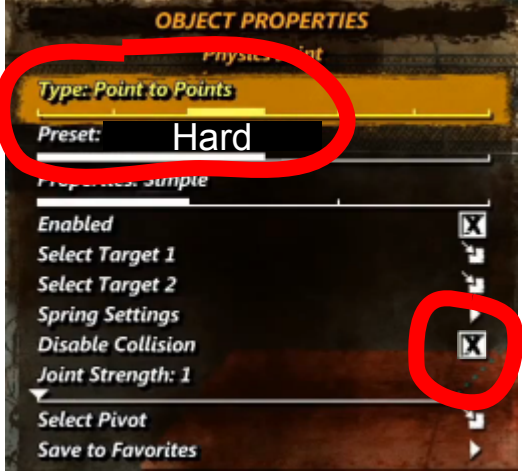
1

Physics Joint Settings

Set "Select Target 1" to the Custom Camera.

Set "Select Target 2" to either the riders head, shoulders or the bike.

note:
the riders shoulders may be better than the riders head as the phoenix 250 shakes the camera when stationary.



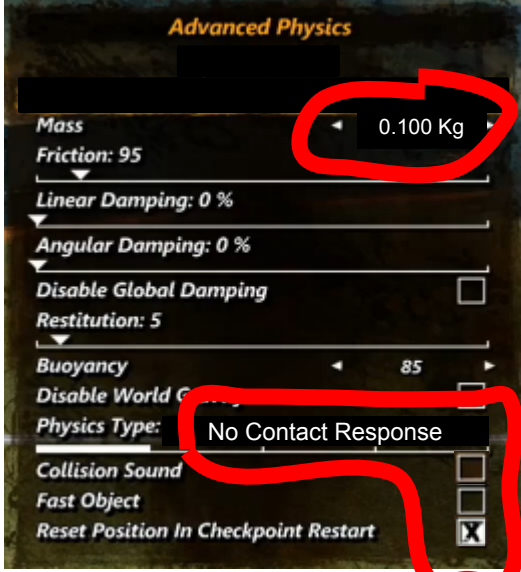
To Set the position of the camera:-
Open the Editor Settings Menu and select the riders head as the Snap Plane
Now select the physics joint pivot and move it roughly to the riders head and use the right stick button to snap the pivot, it should jump into place, do the same with the custom camera and then adjust the position and rotation as desired (double right click may help here)



3



Custom Camera Settings



2



Optional, Lean on Left Stick Vertical

