## FLIGHT SIMULATOR KIT



## INDIAN OCEAN ASSETS



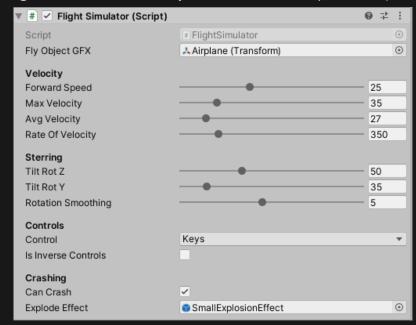
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## Steps to Add Flight Simulation

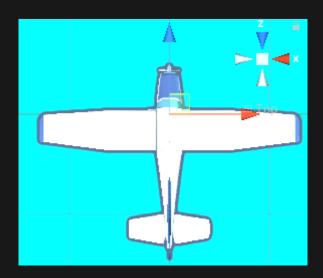
- 1. Create an empty gameobject.
- 2. Add any object to the scene in which you want to give Flight! & make it the child of that empty object.



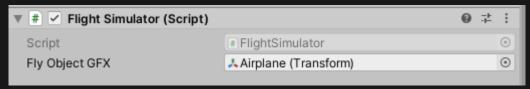
3. Add the Flight Simulator Component to this (airplane) object.



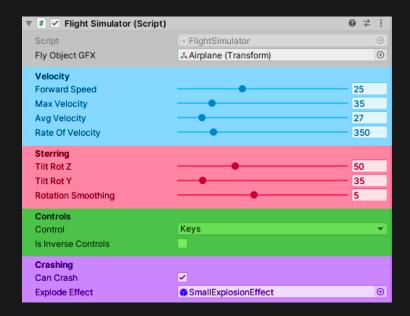
4. Set the Values accordingly, and note that the Transform of the Aeroplane (& its child object) should face the **Forward(Z) direction**.



5. Assign the Child object of Aeroplane in Fly Object GFX slot.



6. Test and Change the Variables' Value as you need the Flight Simulator to work.



## What Camera to use:

You can create your custom Camera Controller or Use CineMachine (recommended)

Make sure you unparent the Main Camera.