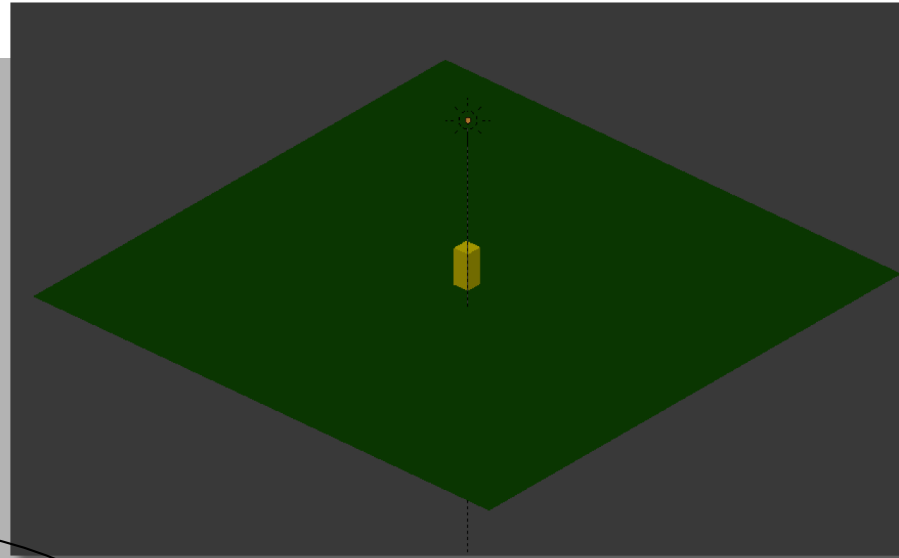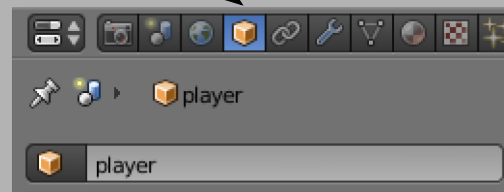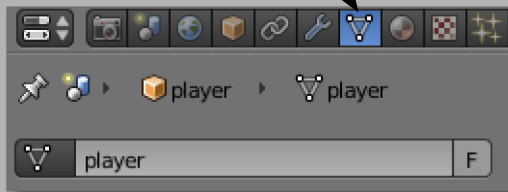**Blender** **Game Engine**

Camera Movement

Step 1:

you should be able to set up a basic level, similar to this one.

A green plane, a yellow cube and a sun lamp.

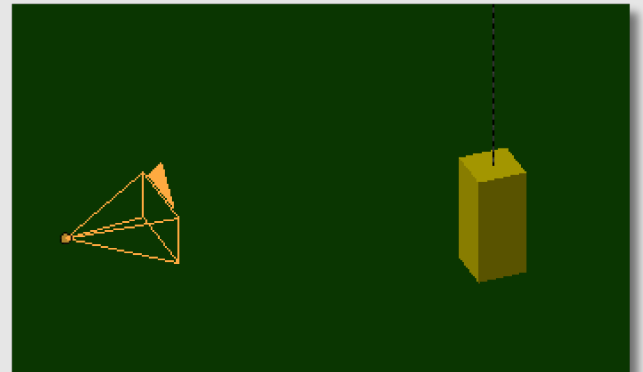Select the cube and name it player in both **Object** and **Object Data** panels.

Step 2:

Add a camera.

Make sure that it is facing the character.

If the camera is crooked, you can straighten it by pressing **ALT R**, **ALT G**. This will place it directly in the centre of the grid.

Step 3:

Select the camera and add the following logic bricks.

With the Camera Actuator, the Min and Max fields determine the minimum and maximum distance the camera will get to the object.

You can experiment with the values, if these don't suit.