
Subject: Re: What view-point do you use, and why?
Posted by [Havoc 89](#) on Tue, 14 Jul 2009 05:43:12 GMT
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I have never been able to us free aim, if anything it makes my aiming worse.

I personally prefer a mix of both depending on the situation ofcourse. 3rd person is usually the default because your aim doesnt have to be perfect in order to hit a target. As long as the target comes within the trajectory of the player's gun and the reticle its a lot easier to hit. However when sniping, and by that I mean actual sniping and not jumping up and down while you're within a meter of your targer; I prefer to use first person for pin point accuracy. Using first person is also very useful when when you're behind cover and want to shoot from just beyond the cover. I also prefer using first person with the pistol just because it becomes easier to actually aim at the head and gurantee a hit on the head rather then being in 3rd person and trying to guess the trajectory by shooting above the player to hit their head.

3rd person is also my default for the obvious reason of being able to peak around corners as it makes it much easier to suprise people. Not to mention that you do actually see a lot more in third person then in first person.
