Script CameraControlleur

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraControleur : MonoBehaviour {

Vector3 relativePos;

GameObject \_sphere;

// Use this for initialization

void Start () {

\_sphere = GameObject.Find("Sphere");

relativePos = \_sphere.transform.position - transform.position;

}

// Update is called once per frame

void Update () {

transform.position = \_sphere.transform.position - relativePos;

}

}