

# Intro to Unity – Random

# How do We Generate a Random # in Unity?

- `Random.Range (-5, 5)`
- Generates a random value between -5 and 5
- `r = Random.Range(-10,10);`
- `print(r)`
- The output would be any value between and not including -10 to 10.
- For example, -3

# Lab

- Program your character to relocate to a different random position in the field of view of your camera
- The character should move every frame of your movie
- The range of motion (the variation of the random number range) should be selectable in Unity
- Watch the sample lab output video for a demonstration