

# Lab – Background, Camera

- Pick a theme (a sport you play, a hobby of yours, a video game you like to play) and get a jpg of it.
- Place your jpg in the scene and size it to the Camera field of view (white bounding box).
- Add a new GameObject to your scene that has at least 3 parts (head, torso, legs if you were making a person)
- Use gravity to move your new GameObject horizontally.
- The new GameObject and your background jpg should be related.
- See example.