

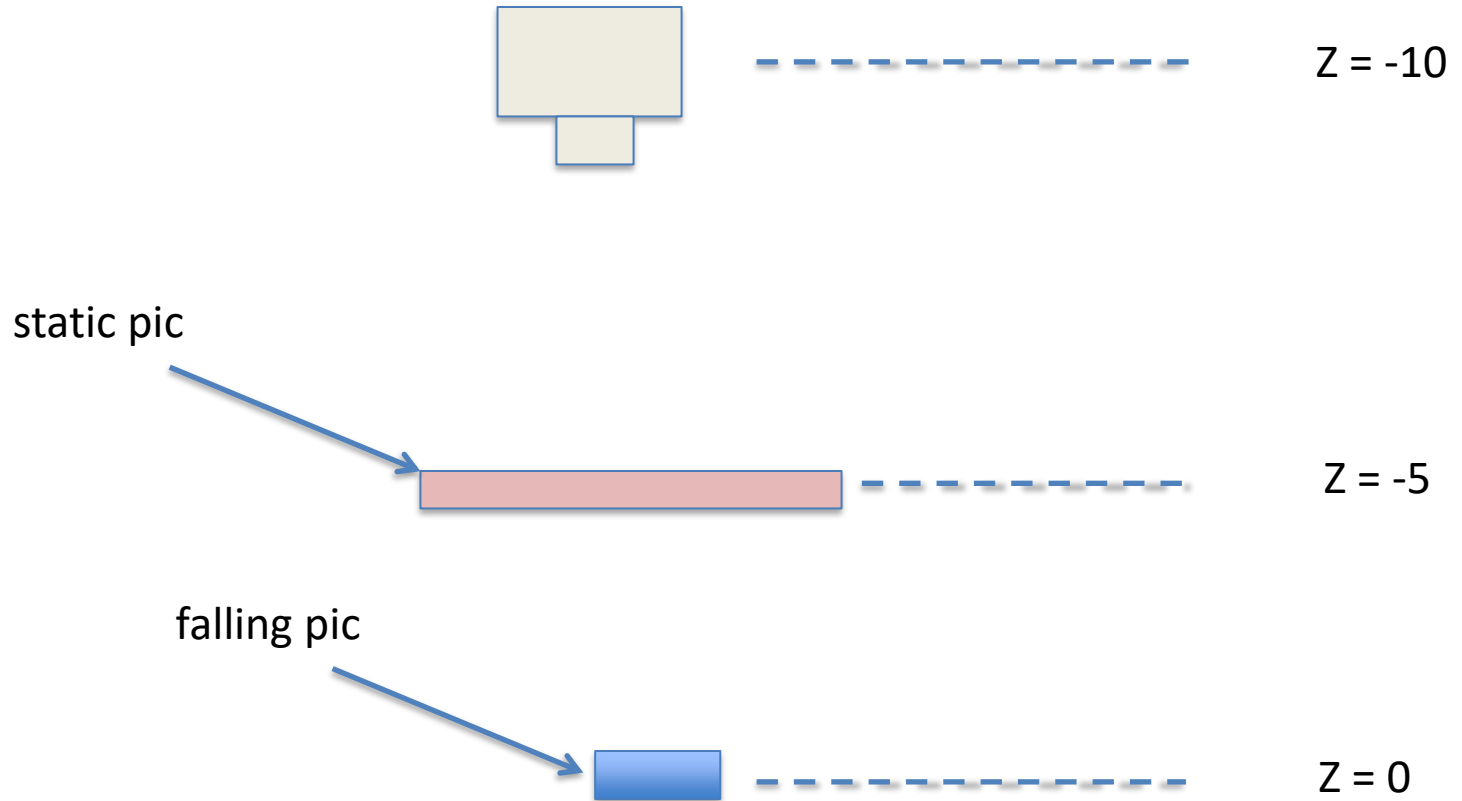
Intro to Unity

Collider Component & Camera

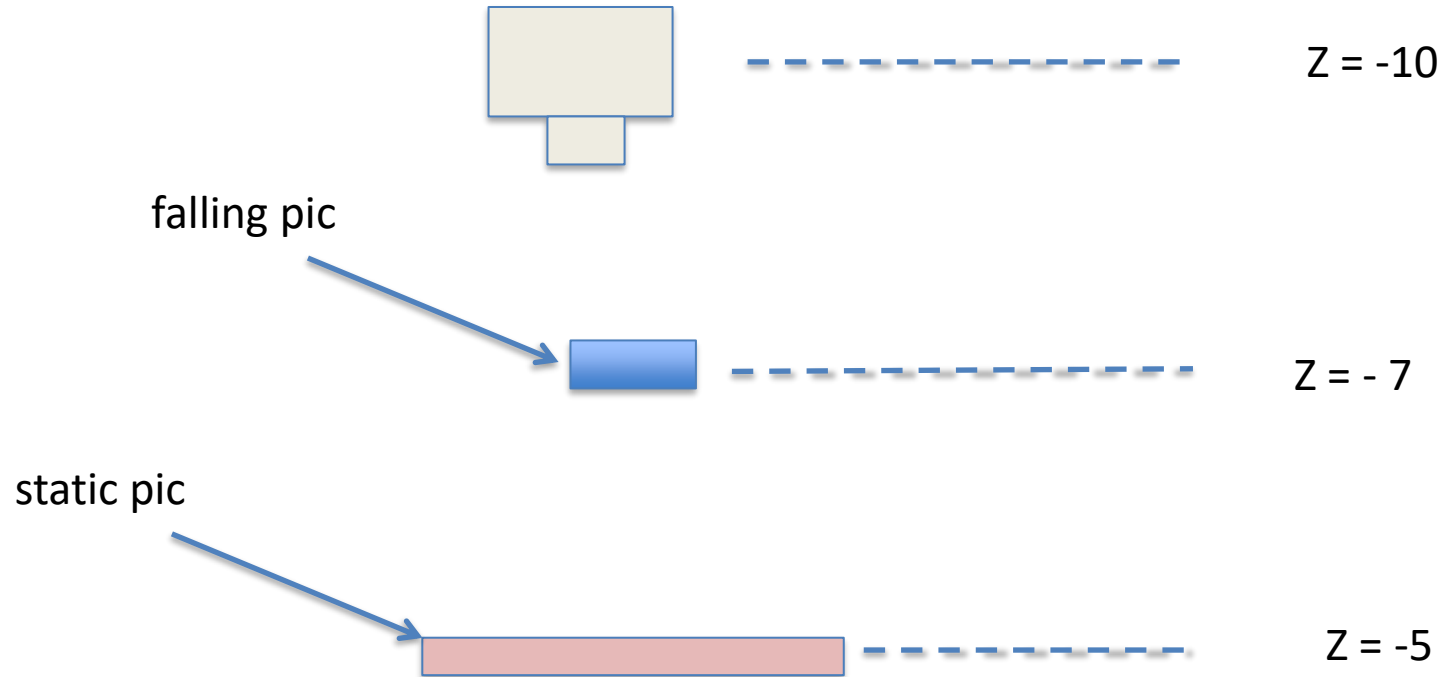
Justin Park

The Camera...

Camera – moving image appears behind static image



Camera – moving image appears in front of static image



Lab

- Using your pic, make five GameObjects, all falling in this relation to the camera:

