

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class SrollTex: monoBehaviour

{

public float ScrollX = 0.5f;

public float ScrollY = 0.5f;

void update()

{

float offsetX = Time.time \* \_\_\_\_\_\_\_\_\_\_;

float offsetY = Time.time \* \_\_\_\_\_\_\_\_\_\_;

GetComponent<Renderer>().material.mainTextureOffset = new Vector2(\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_);

}

}

**Reference**:-

1) <https://www.youtube.com/results?search_query=how+to+animate+scroll+textures+using+UNITY>

2)