Caracmouse :
(mousefollow f
mousbutton)
vector3 (to use the
"z" variable)

- do like the video
- use" if mousclick
{z = 0}
else
{z = -10}"

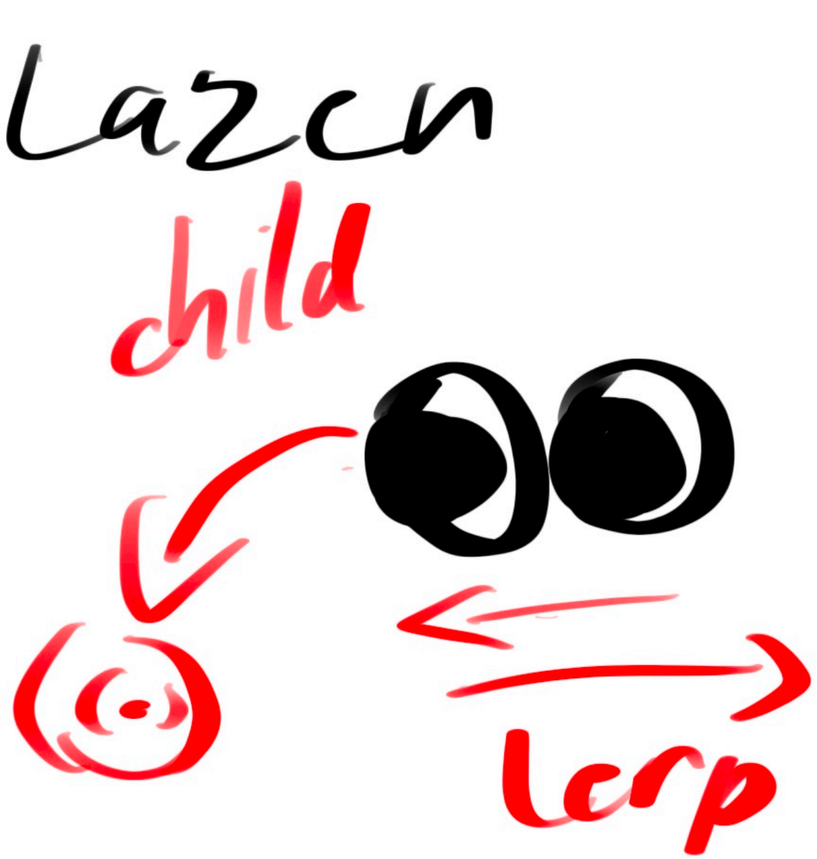
```
void start()
{}
void update()
{
mousepos
= Camera.main.Screentoworldpoint.(Input.mouseposition)
transform.position = mousepos
```

the object alway follow mouse,
only when mouse click "z" changes

Cat eyes (parent + lerp)

- use lerp to constraint the area
  it can move.
- make it the child of the

Lazcn



Sparkling (lerp, curve animation)

range [0,1]

float t

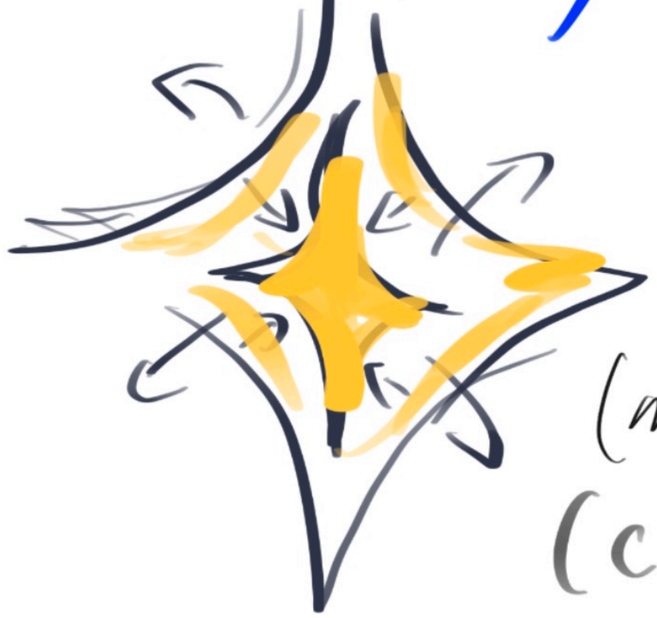
void strt()

{ t = 0 }//reset

void update()

t += Time.deltatime (smoot animation)

localscale = one * curve.Evaluate(t)



(multiple?)

(copy paste ?)

Rat movement :(like sparkling)

lerp + curve

Except replace

"scale" → position

Scripts :

- Sparkling
- Cat eyes
- Lazor
- Mouse move

- Lerp
- Curve animation
- Mouse Input
- parenting