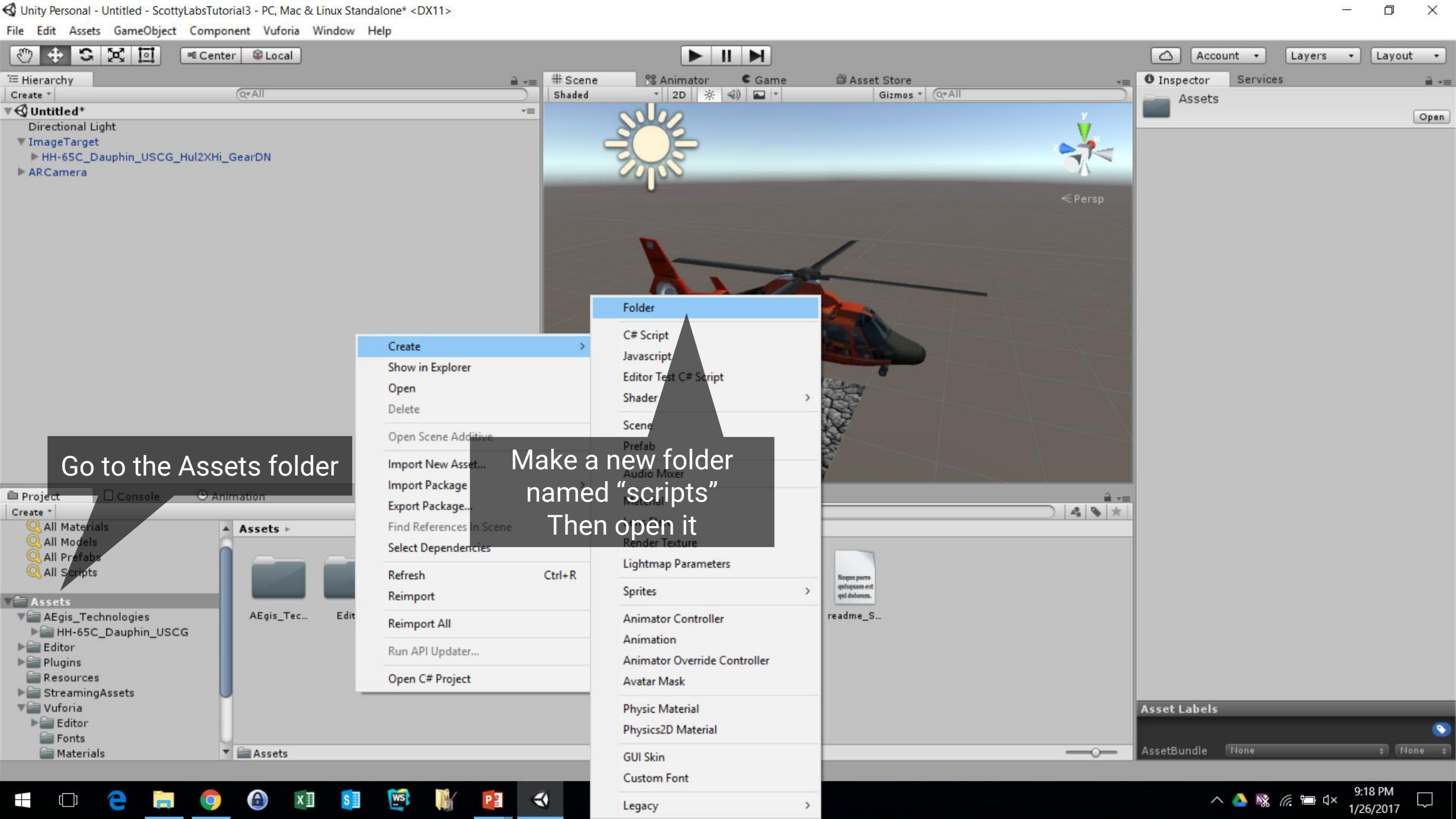


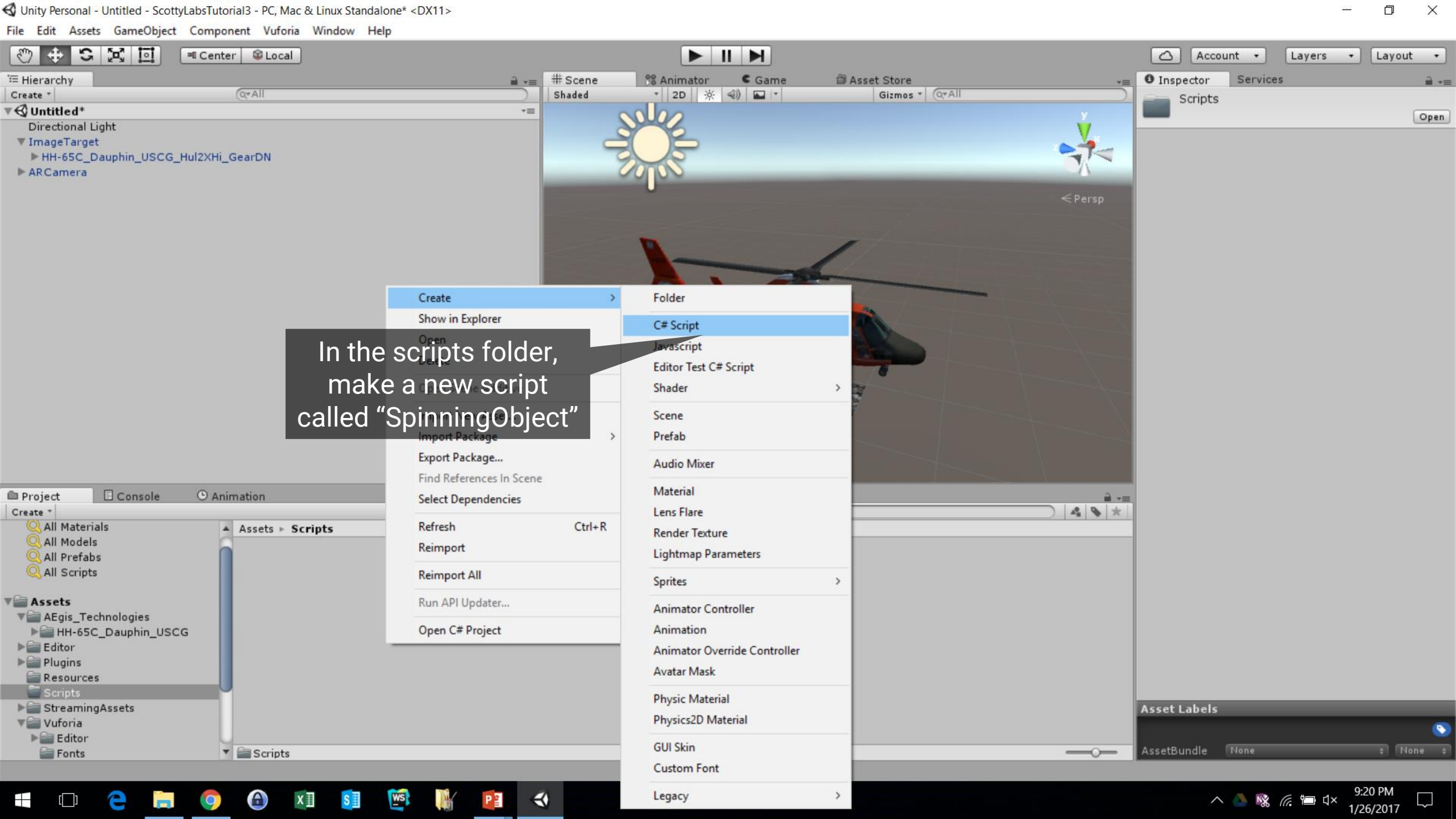
# **TUTORIAL 2**

## **Moving GameObjects**

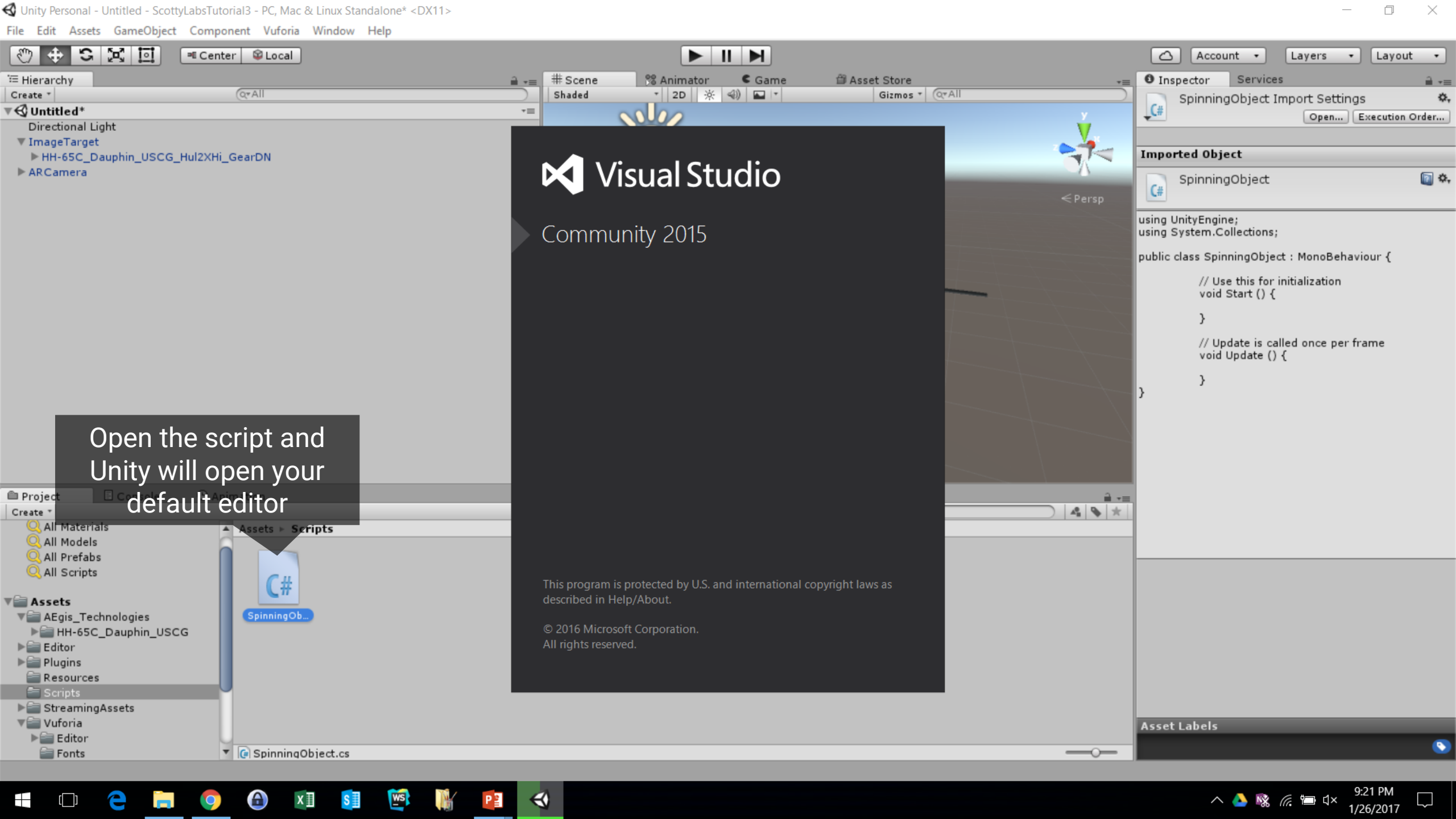


Go to the Assets folder

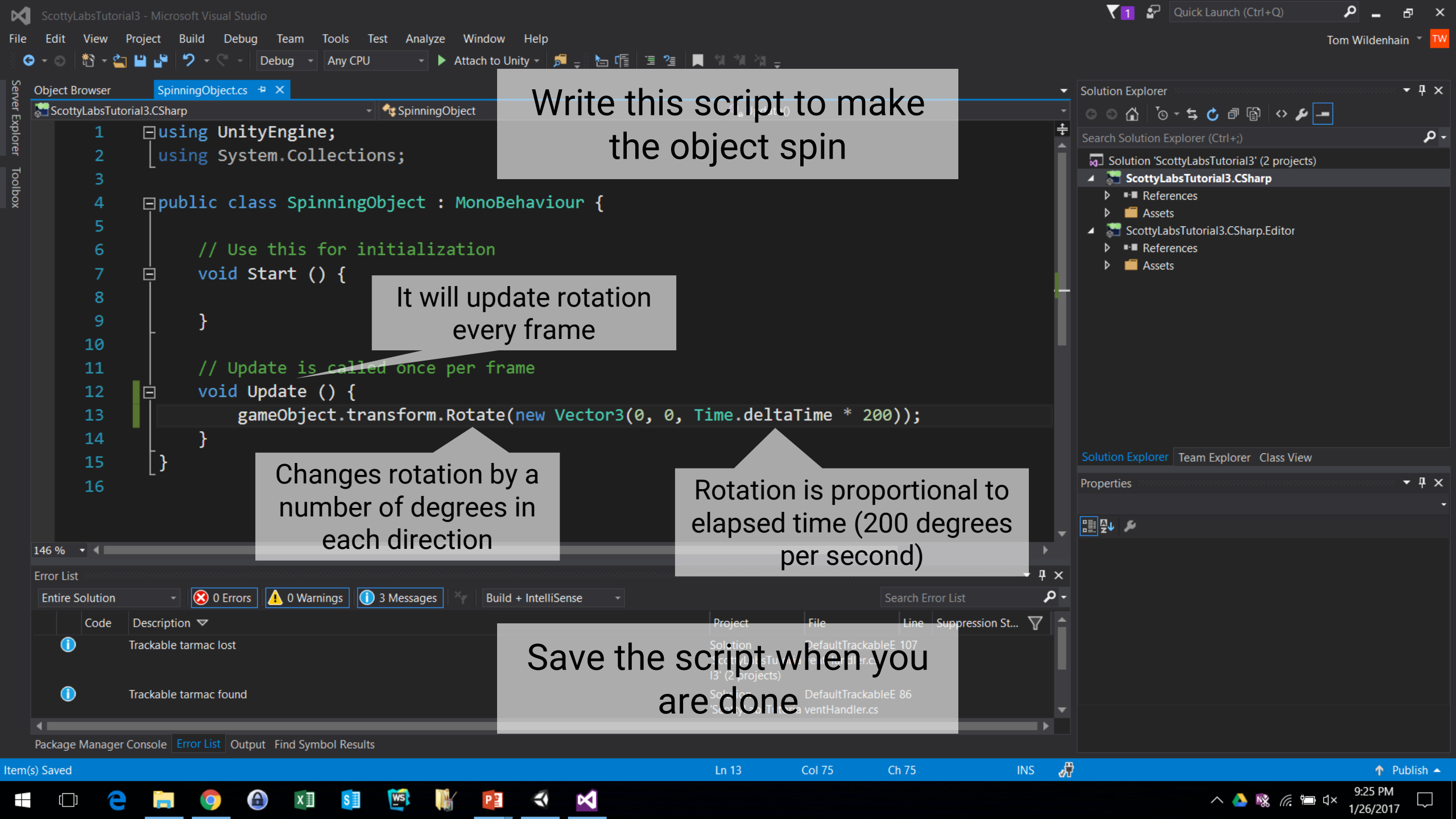
Make a new folder  
named "scripts"  
Then open it



In the scripts folder,  
make a new script  
called "SpinningObject"



Open the script and  
Unity will open your  
default editor



Write this script to make the object spin

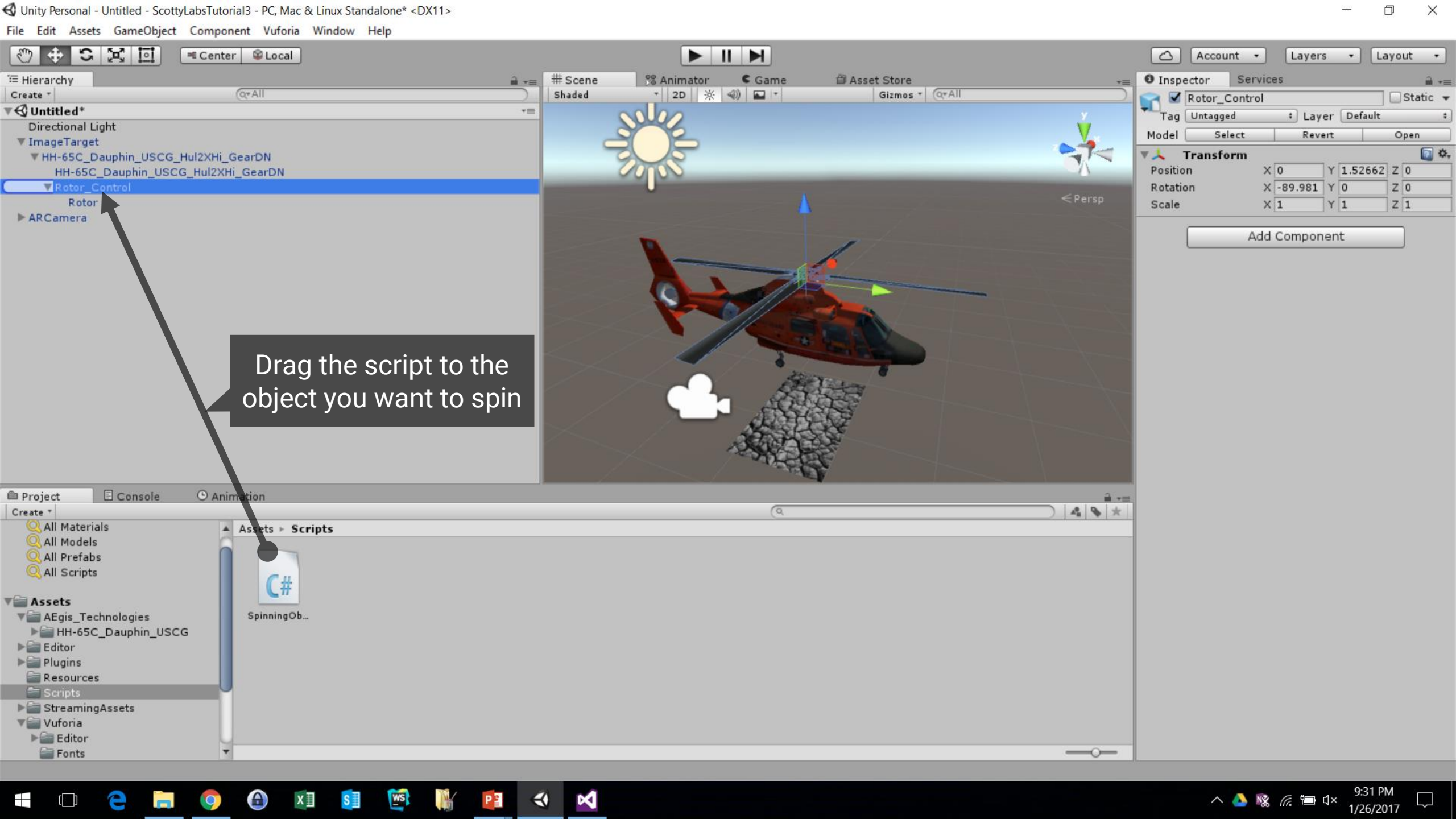
It will update rotation every frame

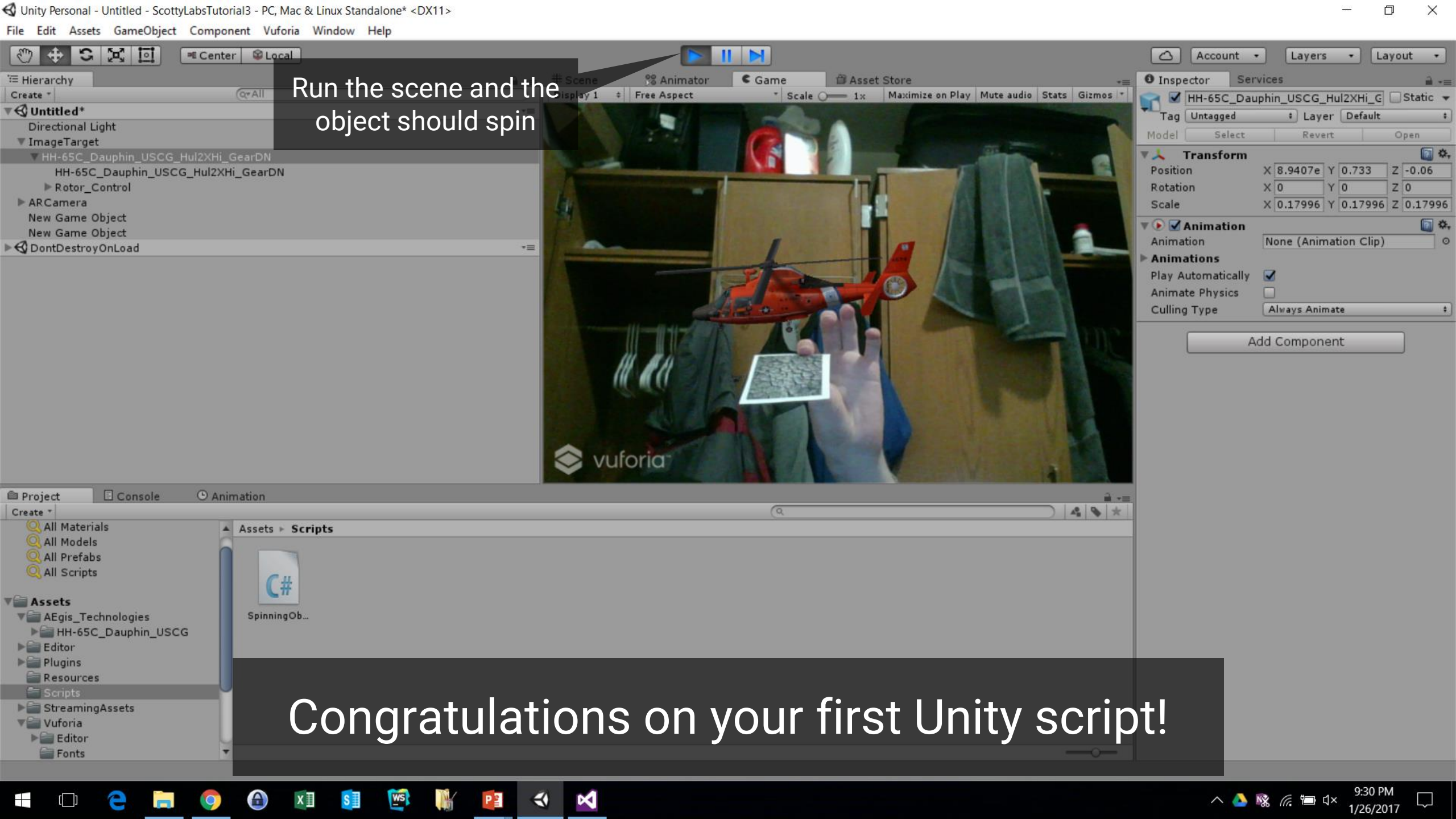
Changes rotation by a number of degrees in each direction

Rotation is proportional to elapsed time (200 degrees per second)

Save the script when you are done

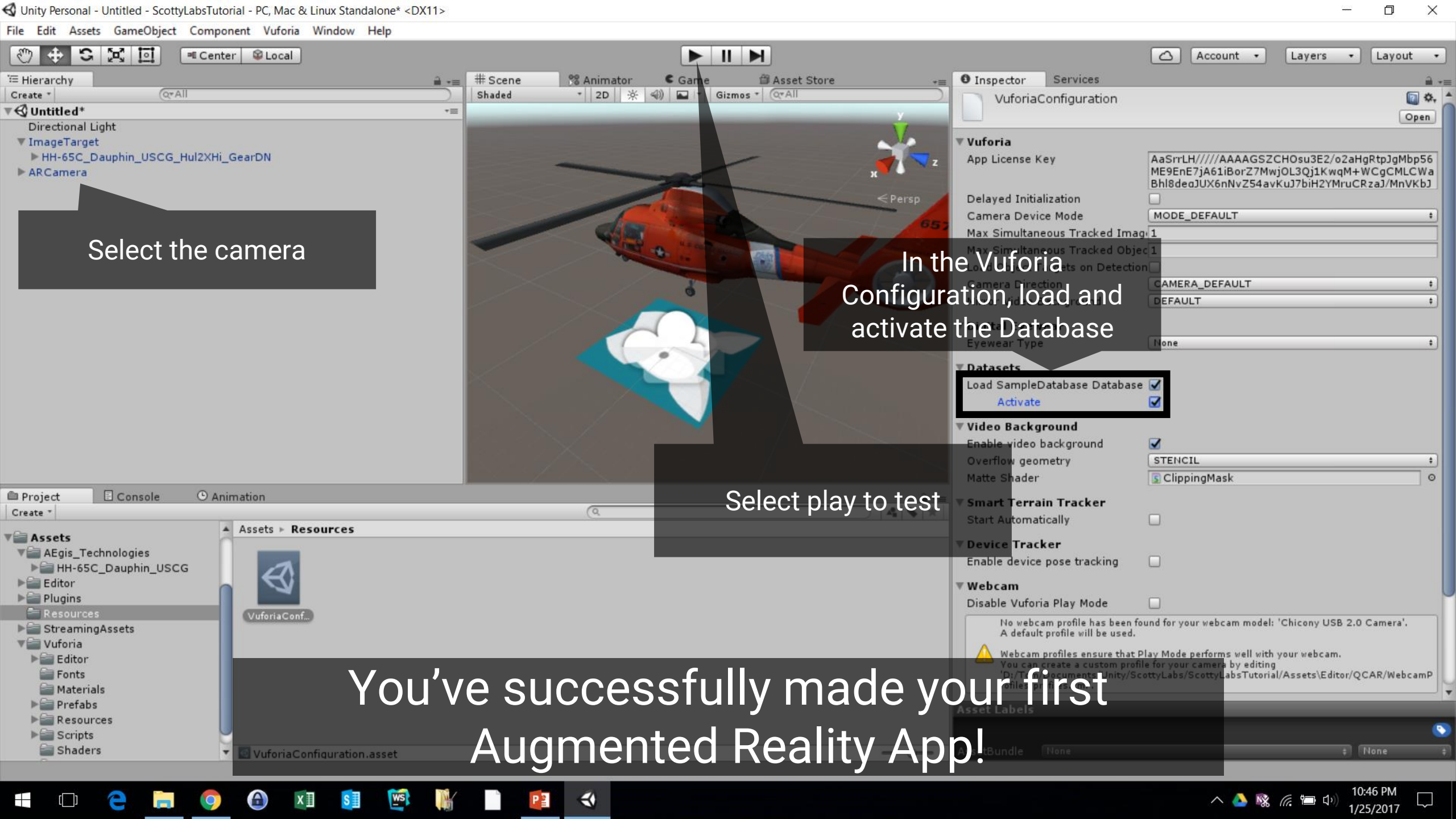






Run the scene and the  
object should spin

Congratulations on your first Unity script!



Select the camera

In the Vuforia Configuration, load and activate the Database

Select play to test

You've successfully made your first Augmented Reality App!