
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class rotate : MonoBehaviour {
6
7     void Update()
8     {
9         transform.Rotate(0, 0, 60 * Time.deltaTime); //rotates 60 degrees per
10             second around z axis
11     }
12 }
13
```