```csharp
//Lavet af Markus Brun Olsen uden for projektet

using UnityEngine;

public class CameraCrop : MonoBehaviour {
    //fields
    public Vector2 targetRatio = new Vector2(16, 9); // Set this to your
        target aspect ratio, eg. (16, 9) or (4, 3).
    private Vector2 lastSize; //for remembering what the screen size was
        last frame

    void Start() {
        Camera.main.aspect = targetRatio.x / targetRatio.y; //setting
            screen aspect ratio (does not change it is just in case)
        lastSize = new Vector2(-1, -1); //setting last size to something it
            can never be
        FixedUpdate(); //setting crop of screen from the start
    }

    // Call this method if your window size or target aspect change.
    public void FixedUpdate() {
        if(lastSize.x != Screen.width || lastSize.y != Screen.height) { //
            screen size has changed
            lastSize = new Vector2(Screen.width, Screen.height); //setting
                last screen size to current screen size (updating it)

            //getting scaler
            float widthScale = Screen.width / targetRatio.x;
            float heightScale = Screen.height / targetRatio.y;

            //chosing scaler
            if(widthScale > heightScale) { //if adding black bars at width
                float scale = (1f / widthScale) * heightScale; //getting
                    scale
                Camera.main.rect = new Rect((1f - scale) / 2f, 0f, scale,
                    1f); //setting black bars
            } else if(widthScale < heightScale){
                float scale = (1f / heightScale) * widthScale; //getting
                    scale
                Camera.main.rect = new Rect(0f, (1f - scale) / 2f, 1f,
                    scale); //setting black bars
            }
        }
    }
}
```