Code:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class InfinteScroll : MonoBehaviour

{

public float horizontal\_speed = 0.2f;

public float vertical\_speed = 0.2f;

private Renderer re;

// Start is called before the first frame update

void Start()

{

re = GetComponent<Renderer>();

}

// Update is called once per frame

void Update()

{

Vector2 offset = new Vector2(Time.time \* horizontal\_speed, Time.time \* vertical\_speed);

re.material.mainTextureOffset = offset;

}

}

