

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Camera : MonoBehaviour
{
    public GameObject player;
    private Vector3 offset;
    void Start()
    {
        offset = transform.position -
player.transform.position;//ă³çíà°îñŷ ŷêêê â³ăñóî â³ă îá°êà àî êàîăðè
    }

    void LateUpdate()//ôóíêö³ŷ âèçèâà°òüñŷ 1 ðàç â ê³íö³ êàăðó
    {
        transform.position = player.transform.position + offset;
    }
}

```