local parede =script.Parent

while true do

parede.Rotation = Vector3.new(parede.Rotation.X + 1000)

wait(1)

parede.Transparency = 1

wait(1)

parede.Transparency = 0

wait(1)

end

Parede 2

local parede =script.Parent

while true do

parede.Rotation = Vector3.new(parede.Rotation.X + 1000)

wait(1,5)

parede.Transparency = 1

wait(1)

parede.Transparency = 0

wait(1.5)

end