http://answers.unity3d.com/questions/341149/rotation-back-to-its-original-position.html

You will need to store the original rotation in a Quaterion member. You can set a quaternion member \_StartRotation in the Start function, and each time you need to restore the original rotation, you will just need to do transform.rotation = \_StartRotation;

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<http://answers.unity3d.com/questions/57489/rotate-slowly-back-to-0-0-0.html>

**How to make an object go the direction it is facing?**

<http://answers.unity3d.com/questions/616195/how-to-make-an-object-go-the-direction-it-is-facin.html>

# [Time](https://docs.unity3d.com/ScriptReference/Time.html).deltaTime

<https://docs.unity3d.com/ScriptReference/Time-deltaTime.html>

# Rotating an Object to its Original Angles after certain distance from ground

<http://answers.unity3d.com/questions/696589/rotating-an-object-to-its-original-angles-after-ce.html>

# Resetting transform's original position and rotation after using transform.rotateAround

<http://answers.unity3d.com/questions/170300/resetting-transforms-original-position-and-rotatio.html>

# Getting an object to rotate back to zero after key is released

<http://answers.unity3d.com/questions/463430/getting-an-object-to-rotate-back-to-zero-after-key.html>

# [Vector3](https://docs.unity3d.com/ScriptReference/Vector3.html).RotateTowards

# <https://docs.unity3d.com/ScriptReference/Vector3.RotateTowards.html>

# Slowly bring rigidbody back to position?

# <http://answers.unity3d.com/questions/245983/slowly-bring-rigidbody-back-to-position.html>

# How do I rotate an object towards a Vector3 point?

# <http://answers.unity3d.com/questions/254130/how-do-i-rotate-an-object-towards-a-vector3-point.html>

# [Quaternion](https://docs.unity3d.com/ScriptReference/Quaternion.html).Lerp

# <https://docs.unity3d.com/ScriptReference/Quaternion.Lerp.html>

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# [MonoBehaviour](https://docs.unity3d.com/ScriptReference/MonoBehaviour.html).OnMouseDrag()

# <https://docs.unity3d.com/ScriptReference/MonoBehaviour.OnMouseDrag.html>

# youtube videos on smoothly move back to old position.

# <https://www.google.co.in/search?q=how+to+rotate+an+object+and+bring+it+back+to+position+in+unity&source=lnms&tbm=vid&sa=X&ved=0ahUKEwiX7svR1fvTAhXFgI8KHeA8C0YQ_AUICigB&biw=1920&bih=974>

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