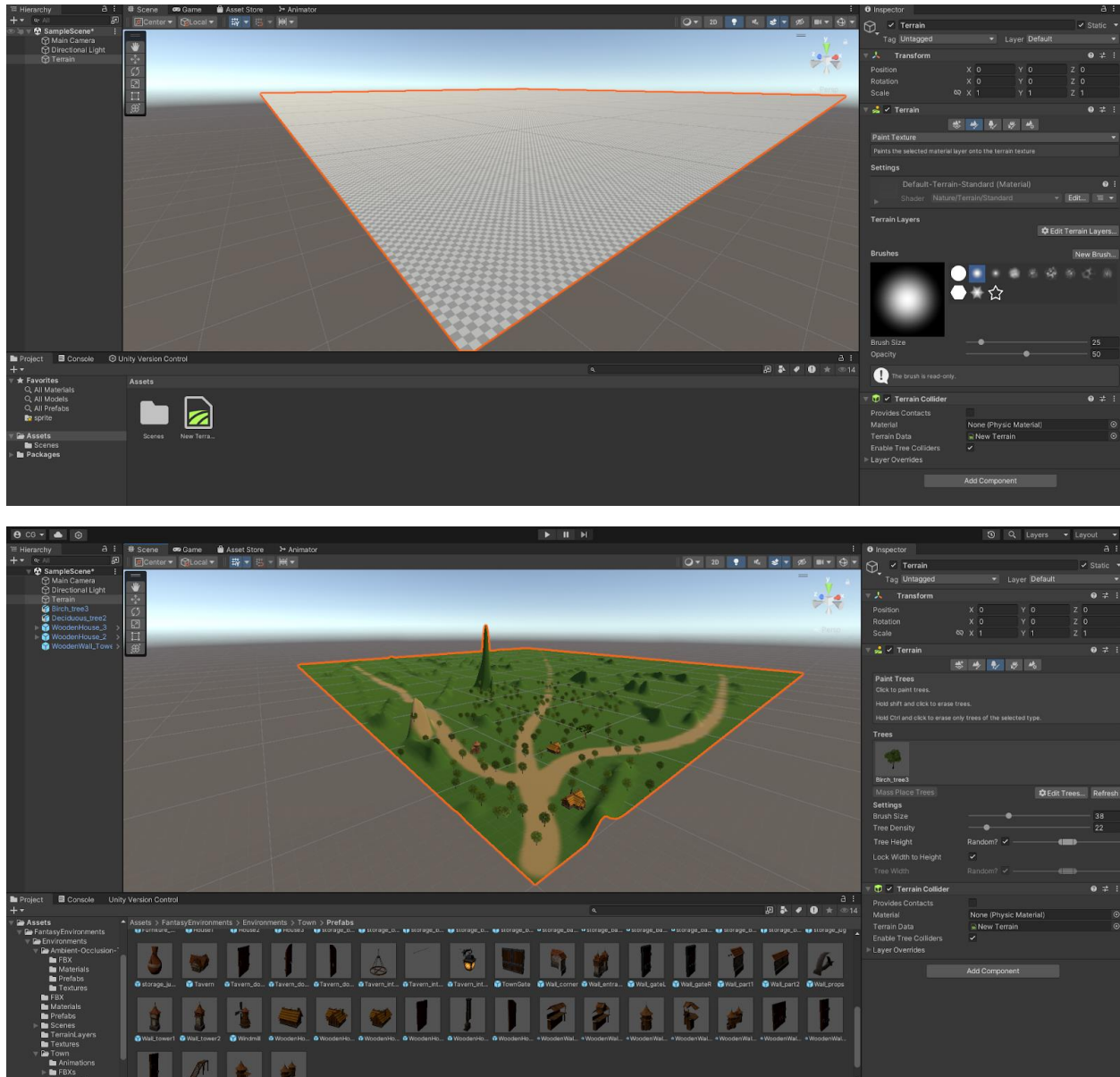


# Practical 8

Date:12/09/2024

**Aim :** Creating Using Unity Terrain in 3D.

**Scene:**





## Scripts:

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

public class playermove : MonoBehaviour
{
    public CharacterController controller;

    public float speed = 12f;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        float x = Input.GetAxis("Horizontal");
        float z = Input.GetAxis("Vertical");

        //right is the red Axis, foward is the blue axis
        Vector3 move = transform.right * x + transform.forward * z;

        controller.Move(move * speed * Time.deltaTime);
    }
}
```

## GameView :

