# Workshop 6 Lab 3

In this activity, we are going to first learn about the basic of Ray cast.

**Part 1 Procedure:**

Create a new C# script IDRay.

Graphical user interface, text, application

Description automatically generated

Attached the script to the camera.

Test the scene.

Click on different object on the scene and observe the output.

**Part 2 Procedure:**

Adjust the position of the camera.

Graphical user interface

Description automatically generated

Test the scene and you will find that the player game object starts to tilt.

A picture containing text

Description automatically generated

To overcome this, we can use ray cast to compute the target position of where the player game object should look at.

In the Playermovement script, remove the code in update().

(Note: The code in the update function contains code to make player game object look at where the mouse is)

Create a new C# script PlayerLook

Text

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Attached the PlayerLook script to the player game object.

Test the scene.

**Part 3 Procedure:**

Now we want to add in a Ball on the floor when a mouse is click.

Create a Ball game object using sphere. Add in Rigidbody to the game object.

Make the Ball game object into a Prefab.

Graphical user interface, application

Description automatically generated

Modify the PlayerLook script. A picture containing text

Description automatically generated

Attached the Ball prefab to the player game object.

Test the scene. Mouse click on the floor to add on new balls.