# Workshop 7 Lab 1

In this activity, we are going to animate a sphere using lerp() function.

**Procedure:**

Create a new Unity Project “Interpolation” with 3D template.

Add in a Sphere in the scene

A picture containing night sky

Description automatically generated

Create a new C# script, Interpolate.

Graphical user interface, text, application, email

Description automatically generated

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Description automatically generated

Attached the script to the Sphere.

Run the scene and observe how the Sphere animate.

Change the keyframe position and test it again.