

## SgtBillboard

This component turns the current GameObject into a billboard. NOTE: If you're using the floating origin system then you should use the SgtFloatingBillboard component instead.

## RollWithCamera

If the camera rolls, should this billboard roll with it?

## AvoidClipping

If your billboard is clipping out of view at extreme angles, then enable this.

1. [SgtBillboard](#)

1. [RollWithCamera](#)

2. [AvoidClipping](#)