

SgtFastBillboard

This component rotates the current Gameobject to the rendering camera.

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. [SgtFastBillboard](#)

1. [RollWithCamera](#)

2. [AvoidClipping](#)