# Watch Where You’re Going

## Overview:

First things first, we will create a new prototype and download the starter files! You’ll notice a beautiful island, sky, and particle effects... all of which can be customized! Next you will allow the player to rotate the camera around the island in a perfect radius, providing a glorious view of the scene. The player will be represented by a sphere, wrapped in a detailed texture of your choice. Finally you will add force to the player, allowing them to move forwards or backwards in the direction of the camera.

## Project Outcome:

The camera will evenly rotate around a focal point in the center of the island, provided a horizontal input from the player. The player will control a textured sphere, and move them forwards or backwards in the direction of the aforementioned focal point.

By the end of this lesson, you will be able to:

* Apply Texture wraps to objects
* Attaching a camera to its focal point using parent-child relationships
* Transform objects based on local XYZ values

[Unity Video Series](https://learn.unity.com/tutorial/lesson-4-1-watch-where-you-re-going?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96846edbc2a2bcde6d0fc)

[Written Instructions](https://drive.google.com/file/d/1d4M5W9LcE5xsRY-5sePCsyhIs85goKuY/view?usp=sharing)