

# 과학은?

$$\vec{\tau} = \vec{F} \times \vec{r} = \frac{d\vec{p}}{dt} \times \vec{r}$$

## AddTorqueExample

C#

JS

Boo

```
1  using UnityEngine;
2  using System.Collections;
3
4  public class AddTorqueExample : MonoBehaviour
5  {
6      public float amount = 50f;
7
8
9      void FixedUpdate ()
10     {
11         float h = Input.GetAxis("Horizontal") * amount * Time.deltaTime;
12         float v = Input.GetAxis("Vertical") * amount * Time.deltaTime;
13
14         rigidbody.AddTorque(transform.up * h);
15         rigidbody.AddTorque(transform.right * v);
16     }
17 }
```

# 프로그래밍

