과학은?

AddTorqueExample

C#	JS	Boo

```csharp
using UnityEngine;
using System.Collections;

public class AddTorqueExample : MonoBehaviour
{
    public float amount = 50f;


    void FixedUpdate ()
    {
        float h = Input.GetAxis("Horizontal") * amount * Time.deltaTime;
        float v = Input.GetAxis("Vertical") * amount * Time.deltaTime;

        rigidbody.AddTorque(transform.up * h);
        rigidbody.AddTorque(transform.right * v);
    }
}
```

과학은?

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

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