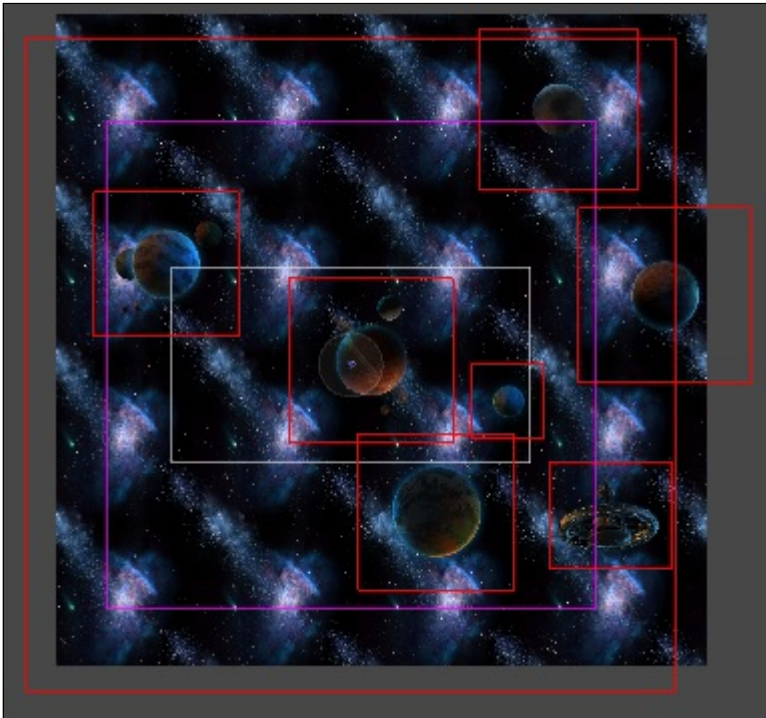


# Infinite Scroller / Introduction

The infinite scroller can be used to loop the scene or certain objects in the scene so that the world looks infinite.

The infinite scroller does not move the Unity camera but instead move the objects through the scene.

Objects disappear on one side of the screen and reappear again on the other side creating the illusion of an infinite world or moving around a sphere.



Now continue with [Getting Started](#)