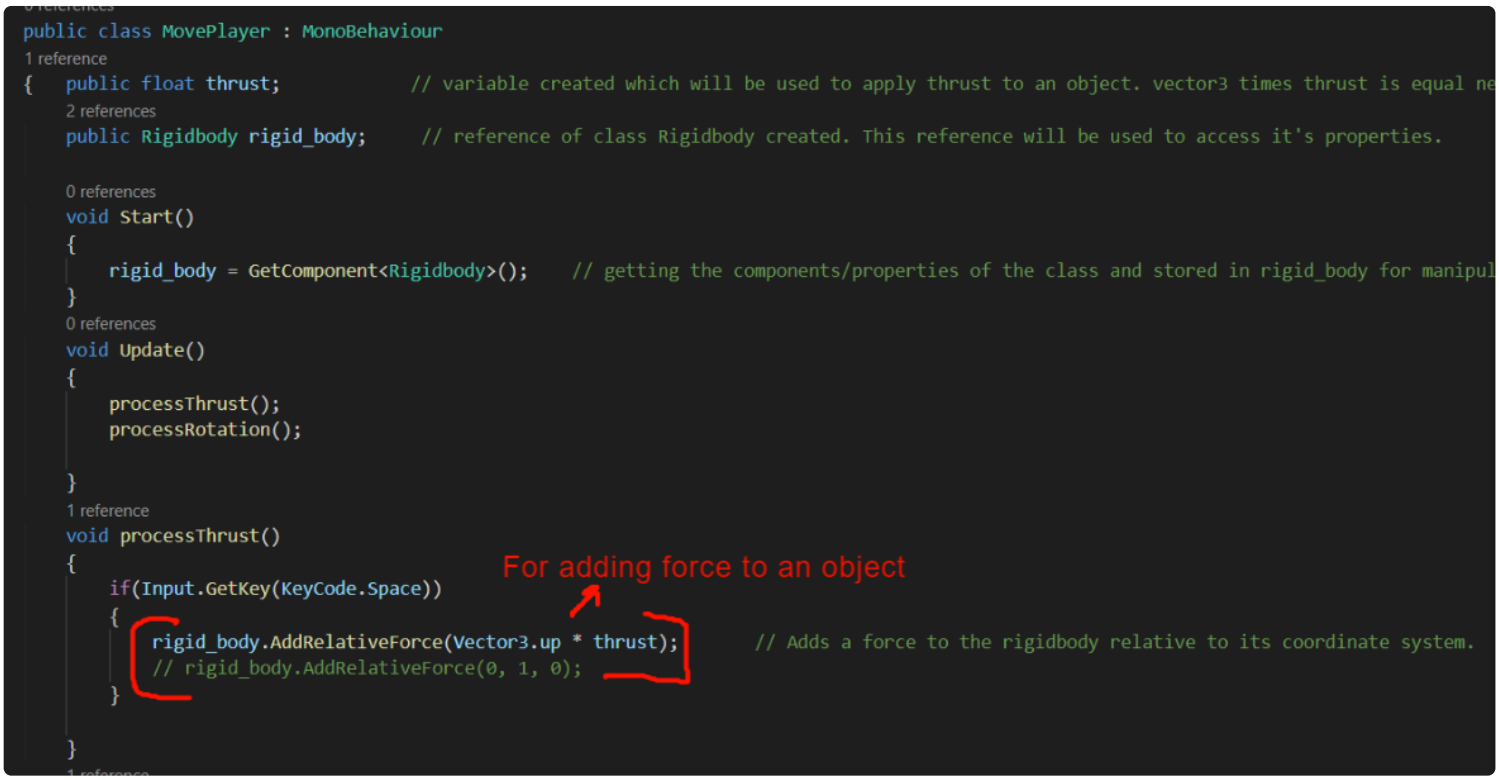

Vector3.up , Vector3.down, Vector3.left, etc. for vector movements.

Static Properties

back	Shorthand for writing Vector3(0, 0, -1).
down	Shorthand for writing Vector3(0, -1, 0).
forward	Shorthand for writing Vector3(0, 0, 1).
left	Shorthand for writing Vector3(-1, 0, 0).
negativeInfinity	Shorthand for writing Vector3(float.NegativeInfinity, float.NegativeInfinity, float.NegativeInfinity).
one	Shorthand for writing Vector3(1, 1, 1).
positiveInfinity	Shorthand for writing Vector3(float.PositiveInfinity, float.PositiveInfinity, float.PositiveInfinity).
right	Shorthand for writing Vector3(1, 0, 0).
up	Shorthand for writing Vector3(0, 1, 0).
zero	Shorthand for writing Vector3(0, 0, 0).

Rotating an object on press of a button

```
void processRotation()
{
    if(Input.GetKey(KeyCode.A))
    {
        transform.Rotate(Vector3.forward * Torque * Time.deltaTime);
    }
    else if(Input.GetKey(KeyCode.D))
    {
        transform.Rotate(Vector3.back * Torque * Time.deltaTime);
    }
}
```