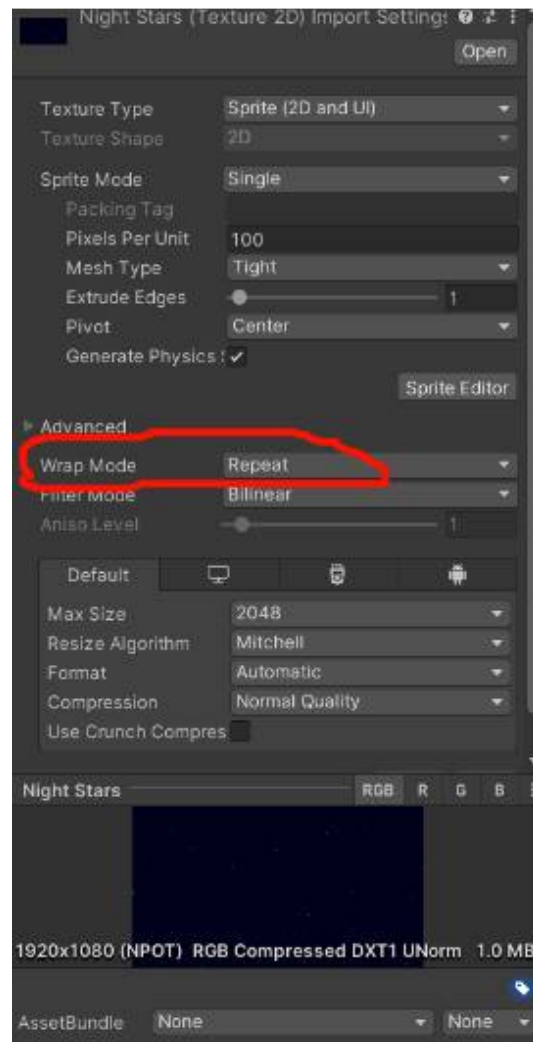Select 3D object --> Quad

Remove its Mesh Collider which is not needed.

In desired background, change Wrap Mode to Repeat.

Drag and drop background to Quad.

In shader, select Unlit --> Texture.

Resize the quad to adjust it to camera view size.

Make the quad to child of game manager which nothing but an empty game object.

Create C# Script for looping background

```csharp
0 references
public class LoopingBackground : MonoBehaviour
{
    1 reference
    public float BackgroundMoveSpeed;
    1 reference
    public Renderer backgroundRenderer;

    0 references
    void Update()
    {
        backgroundRenderer.material.mainTextureOffset += new Vector2(BackgroundMoveSpeed * Time.deltaTime, 0f);
    }
}
```