



```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class FollowCamera : MonoBehaviour
6  {
7      [SerializeField] GameObject thingToFollow;
8      // this things position (camera) should be the same as the car's position
9
10     void Update()
11     {
12         transform.position = thingToFollow.transform.position + new Vector3 (0,0,-10);
13     }
14 }
15

```

' GameObject ' class store the desired game object on which something is to be performed

Necessary to make camera positioned slightly apart from followed object

Note: - To avoid jitter effect, we use *LateUpdate()* instead of just *Update()*