```
using UnityEngine;
using System.Collections;
/*
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 */

public class FollowCamera : MonoBehaviour
{
                    //object to follow
                    public GameObject target;

                    //camera follow parameters
                    public float followSpeed;
                    public float horizontalOffset;
                    public float verticalOffset;
                    public float minSpeed;
                    private Vector3 normalizedVelocity;
                    private Vector3 newCameraPosition;
                    private float trackingSpeed;

                    //LateUpdate() made for a jerky camera so this code was
moved to FixedUpdate()
                    void FixedUpdate ()
                    {
                                        //calculate desired new position of the
camera based on the ball's velocity (direction) and offsets
                                        normalizedVelocity = Vector3.Normalize
(target.rigidbody.velocity);
                                        newCameraPosition =
target.transform.position - (normalizedVelocity * horizontalOffset) +
verticalOffset * Vector3.up;

                                        //use the magnitude of the ball's
velocity to smooth camera transitions,
                                        //but we don't want the camera to be too
slow
                                        trackingSpeed =
target.rigidbody.velocity.magnitude;
                                        if (trackingSpeed <= minSpeed)
                                                            trackingSpeed =
minSpeed;

                                        //move camera to new position smoothly
via lerp and keep the camera pointed at the ball
                                        transform.position = Vector3.Lerp
(transform.position, newCameraPosition, Time.deltaTime * trackingSpeed *
followSpeed);
                                        transform.LookAt (target.transform);
                    }
}
```