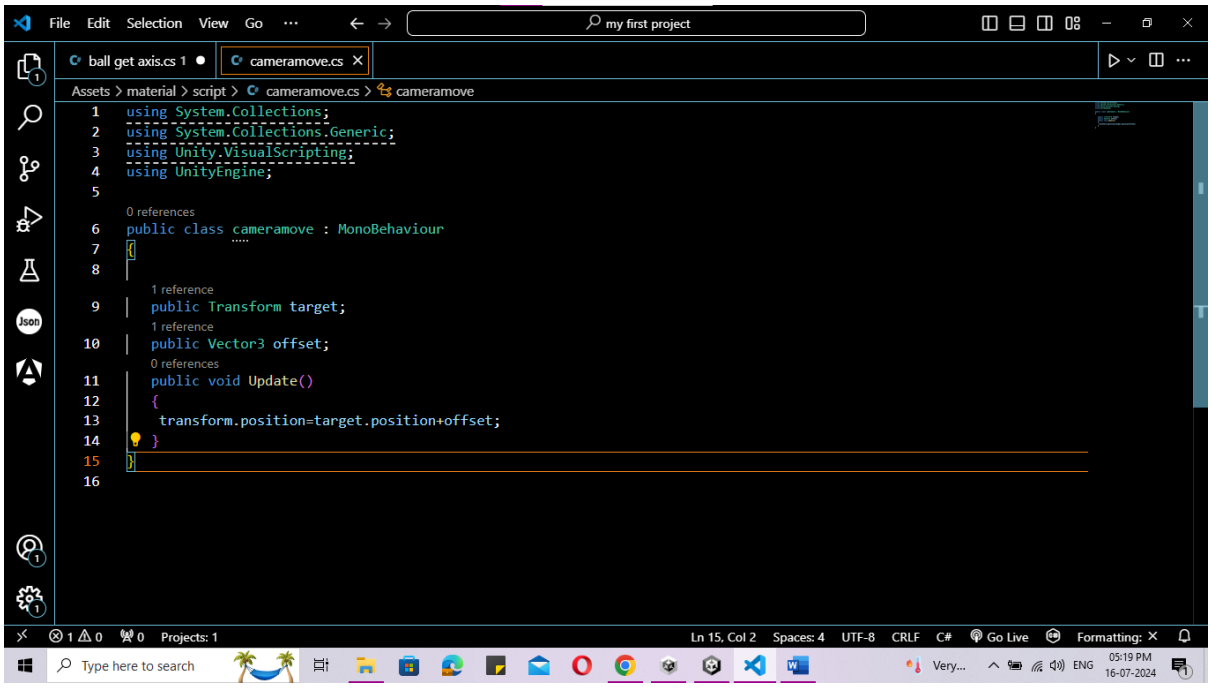
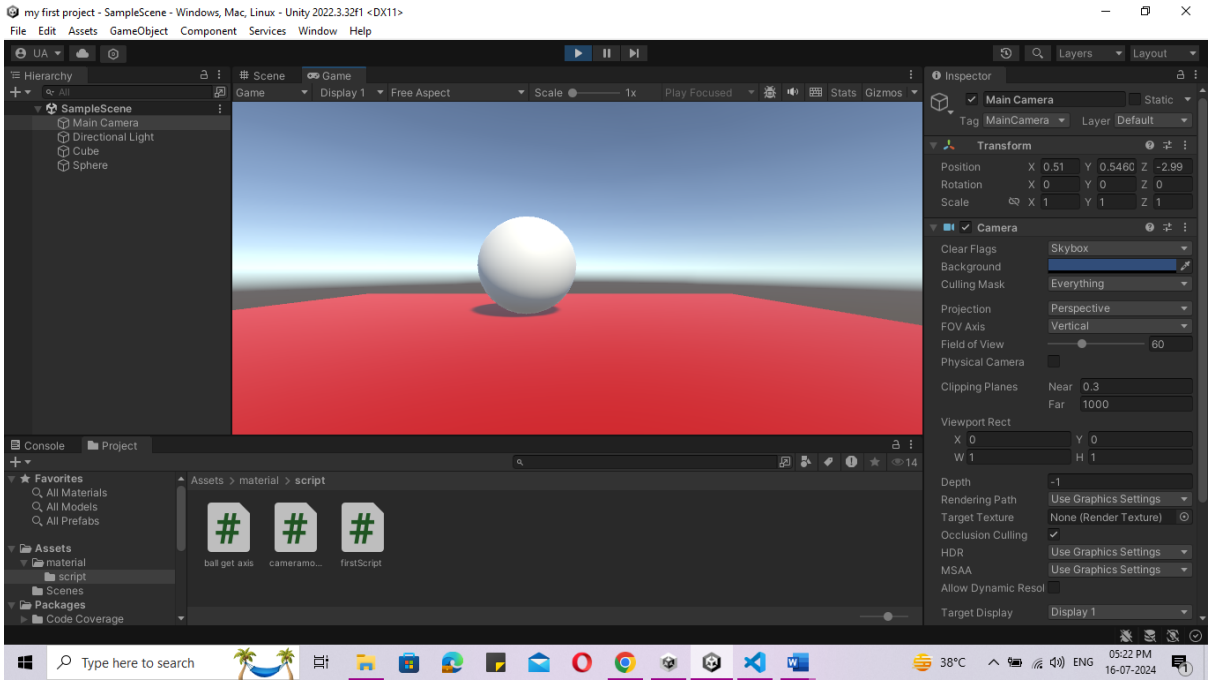
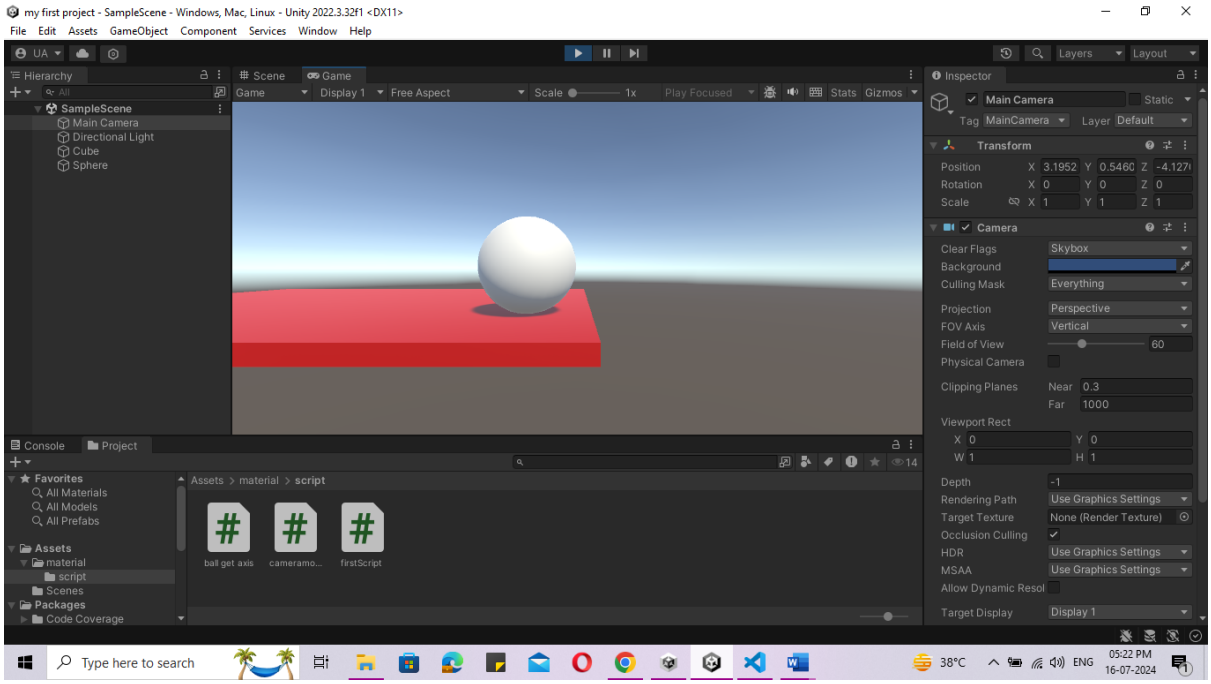
Camera movement is way to synchronize our main camera with our object so that we we move the ball our camera should also follow the axis we can also provide some offset to change view






my first project - SampleScene - Windows, Mac, Linux - Unity 2022.3.32f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Cube
Sphere
Scene
Game
Display 1
Free Aspect
Scale
Play Focused
Stats
Gizmos
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Perspective
FOV Axis
Vertical
Field of View
60
Physical Camera
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
MSAA
Allow Dynamic Resol
Target Display
Display 1
Console
Project
Favorites
All Materials
All Models
All Prefabs
Assets
material
script
Scenes
Packages
Code Coverage
Assets > material > script
ball get axis
cameramo...
firstScript
Type here to search
38°C
ENG
05:22 PM
16-07-2024