Unit 2: Scripting

Lesson 6: Moving non-physical objects

Activity 3 ( 10’ minutes): Gap text

Fill the gaps with the words you’ve heard in the video.

Translate and Rotate are two functions used to change the _____ and _____ of a GameObject.

The argument of Translate takes a _____. Usually a translate operation is multiplied by Time.deltaTime. This means that it will be moved in metres per second rather than metres per _____. Instead of specifically saying Vector3(0,0,1) we can use Vector3.forward as a _____ to this.

Rotate works in a very similar way, again taking in a Vector3 into its _____. This time we are using the Vector3 shortcut Vector3.up, this represents the axis around which to _____. This is the first argument, and the amount to turn by is the second argument.

Note that these functions work on the _____ axis rather than in the _____ axis. So where we use Vector3.forward or Vector3.up, this is relative to the axis of the object it’s applied to. It’s also notable that if you want to move an object with a _____, so something that’s going to be interacting with physics, then you should not use translate or rotate. You should use the physics functions instead.