

Unity How to create a scrolling Background

- Create a Material with your background image;
- Create a Plane and set the Mesh renderer Material to your material;
- Make sure your X and Y rotation is set properly so that the Plane is visible for your Main cam;
- Create and add a scrolling script to your Plane;

Scrolling.cs

```
public class Scrolling : MonoBehaviour {  
    void Update() {  
        float offset = Time.time * 0.1f;  
        renderer.material.SetTextureOffset("_MainTex", new  
Vector2(offset, 0));  
    }  
}
```

- Drag your Plane onto your Main Camera so it becomes a child and moves along with your camera;

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