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The Doppler Shift
Gizmo demonstrates

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how this occurs by illustrating the sound waves emitted by a moving vehicle. Students can adjust the velocity of the vehicle, the position of the observer, and the frequency and velocity of the sound waves. As the vehicle moves, they will see that waves in front of the car are compressed, raising the pitch ...

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unity rotate towards
point 2d; unity rotate
towards vector3; how to
rotate unity 2d; unity
rotation object by
direction 2d; unity 2d
top down movement
rotate in direction; how
to rotate a vector3 in

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unity; make sprite point towards the way it's going unity; rotate sprite towards moving direction; turn the player towards is heading unity 2d

[unity 2d rotate towards direction Code Example](#)

```
//Simple 3D FPS  
controller using  
System.Collections;
```

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```
using System.Collections.Generic; using  
UnityEngine; [RequireComponent(typeof(CharacterController))] public  
class SC_FPSController : MonoBehaviour {  
    public float  
    walkingSpeed = 7.5f;  
    public float  
    runningSpeed = 11.5f;  
    public float jumpSpeed  
    = 8.0f; public float  
    gravity = 20.0f; public
```

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```
Camera playerCamera;  
public float lookSpeed =  
2.0f ...
```

[unity simple fps
controller Code
Example -
codegrepper.com](#)

2D terms. 2D Object: A
2D GameObject The
fundamental object in
Unity scenes, which can
represent characters,

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props, scenery, cameras, waypoints, and more. A GameObject's functionality is defined by the Components attached to it. More info See in Glossary such as a tilemap A GameObject that allows you to quickly create 2D levels using tiles and a grid overlay.

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[Unity - Manual:](#)
[Glossary](#)

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