MonoBehaviour BlindAnimator m cutInCanvas m rectTrans m material m blindID - m cutInFadeDuration - m cutInDisplayDuration - m blindFadeDuration m cutInFadeOutDelay m cutInFadeOutDuration - m initialPositionX m finalPositionX m propertyName m_startUpValue + In() + Out() + CutIn() Method() - INN() - OUTT() - Start() - InSequence() OutSequence()