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() -m_blindAnimator BlindTransitionDirectorBehaviour **ITransitionHandle** CutIn() + In() + Out() -m_Director BlindTransitionDirector. BlindTransitionDirectorHandle - m SceneInfo - m SceneHandle + BlindTransitionDirectorHandle()

+ Start() + End() MonoBehaviour