

# Camera Fade

## About

Simple class to fade camera view to a color.

**Only one script, no shader needed!**

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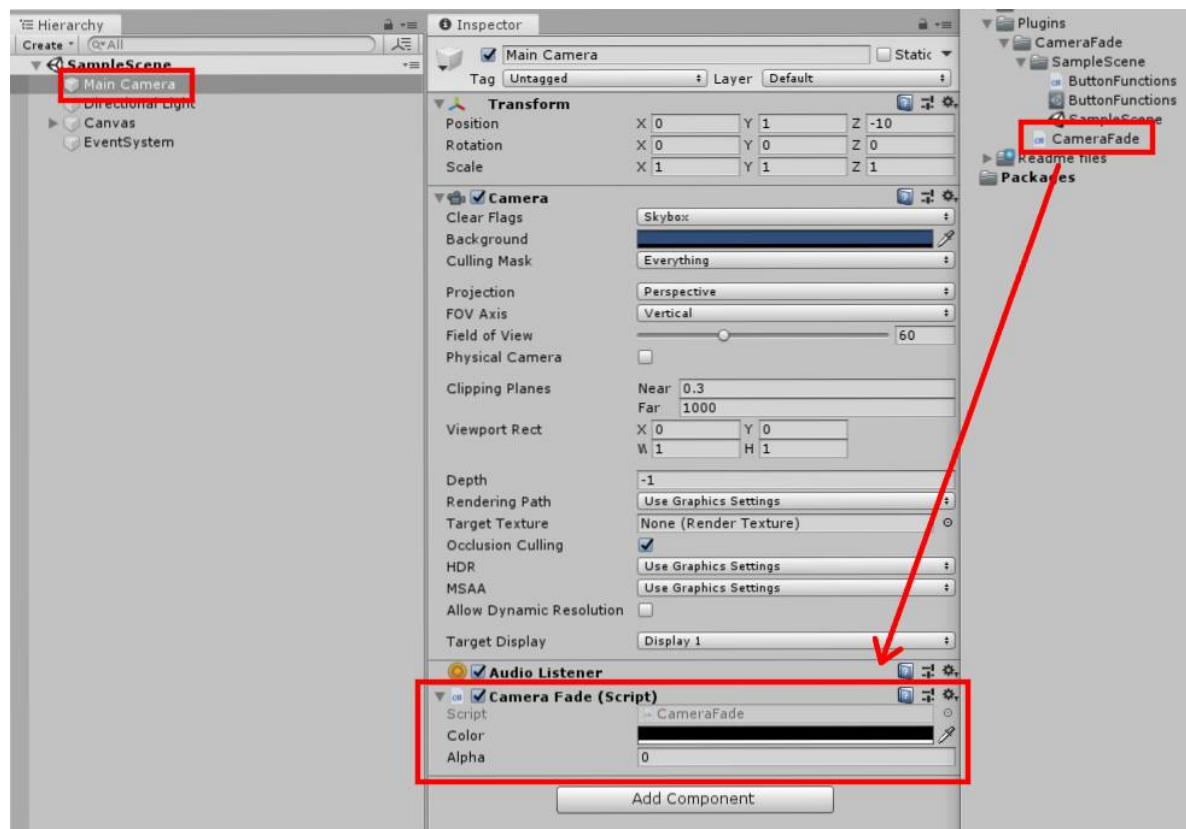
## Table of Contents

### Camera Fade

- [About](#)
- [Table of Contents](#)
- [Set up](#)
- [Scripting Reference](#)
- [Advanced Scripting Reference](#)

## Set up

Attach **CameraFade.cs** to **Camera**.



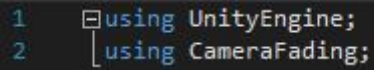
You can change **Color** and **Alpha** (0-1) values from inspector to test results.

# Scripting Reference

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To call Camera Fade methods from code use **namespace CameraFading**.

```
//Following "using UnityEngine;" line, like in the image.  
using CameraFading;
```



```
1  using UnityEngine;  
2  using CameraFading;
```

```
//Or use it directly  
CameraFading.CameraFade.In(2f);
```

Call **CameraFade.In** or **CameraFade.Out** functions passing duration,from anywhere in your code to fade in and out.

```
//Duration = 2 seconds  
CameraFade.In(2f);  
CameraFade.Out(2f);
```

Set color with **CameraFade.Color**.

```
//Set what color you want  
CameraFade.Color = Color.blue;
```

Set alpha manually with **CameraFade.Alpha**.

```
//Middle alpha  
CameraFade.Alpha = 0.5f;
```

# Advanced Scripting Reference

Possibility to **force restart** Fade In and Fade Out functions when called.

```
//Duration = 2 seconds
//Force restart = true
CameraFade.In(2f, true);
```

Possibility to **force fixed duration when fades don't restart**. By default fades use a fraction of duration if they start from middle-state-alpha.

```
//Duration = 2 seconds
//Force restart = false
//Fixed duration = true
CameraFade.In(2f, false, true);
```

Possibility to pass **callback** functions or lambda functions.

```
//Default duration is 1 second
CameraFade.In(() =>
{
    Debug.Log("fade out finished");
});

//Duration = 2 seconds
CameraFade.In(() =>
{
    Debug.Log("fade in finished");
},2f);

//Duration = 2 seconds
//Force restart = true
CameraFade.In(() =>
{
    Debug.Log("fade in finished");
},2f, true);

//Duration = 2 seconds
//Force restart = false
//Fixed duration = true
CameraFade.In(() =>
{
    Debug.Log("fade in finished");
},2f, false, true);
```