

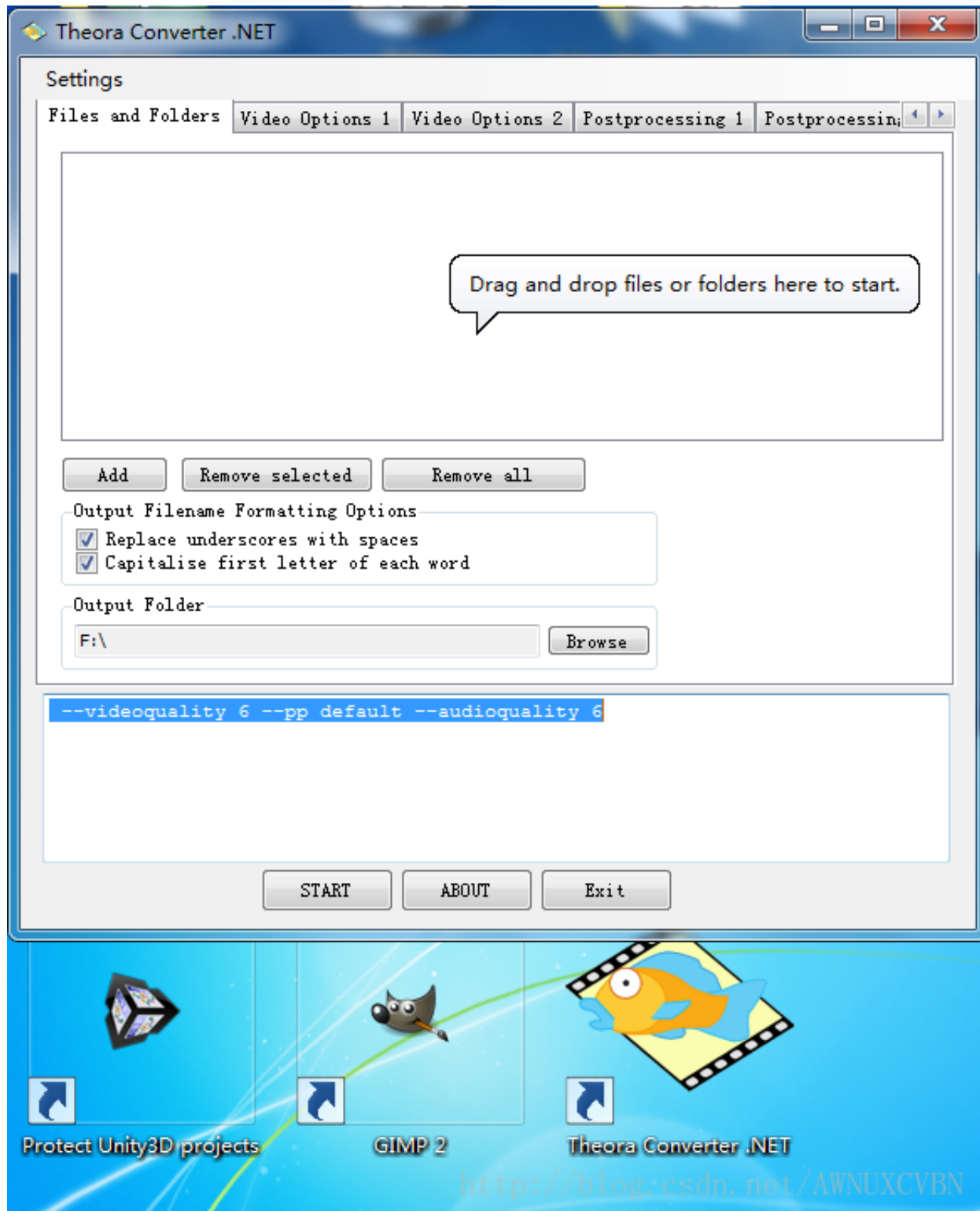
# Unity3D播放视频 - 不忘初心 方得始终 - 博客频道

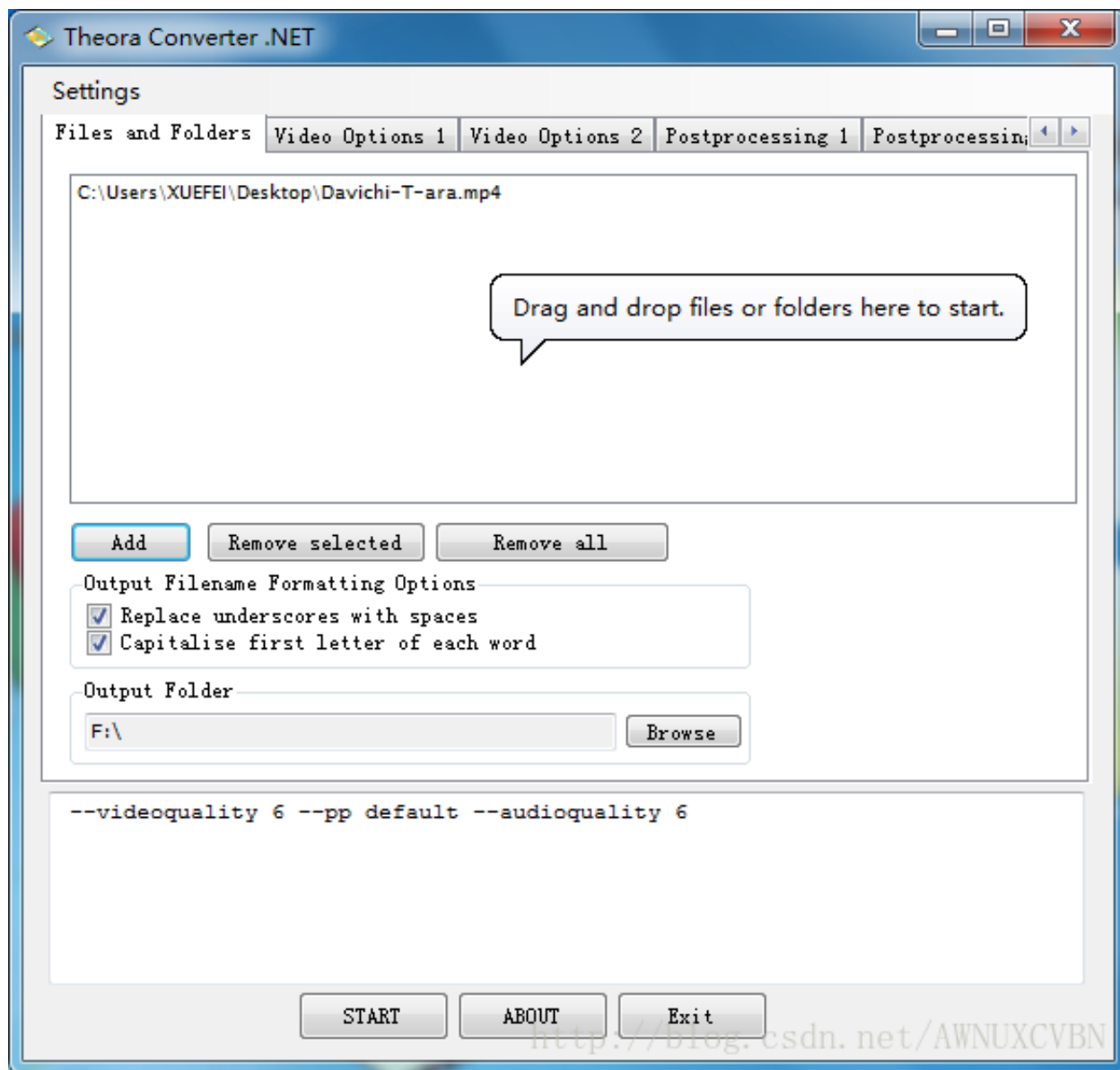
分类:

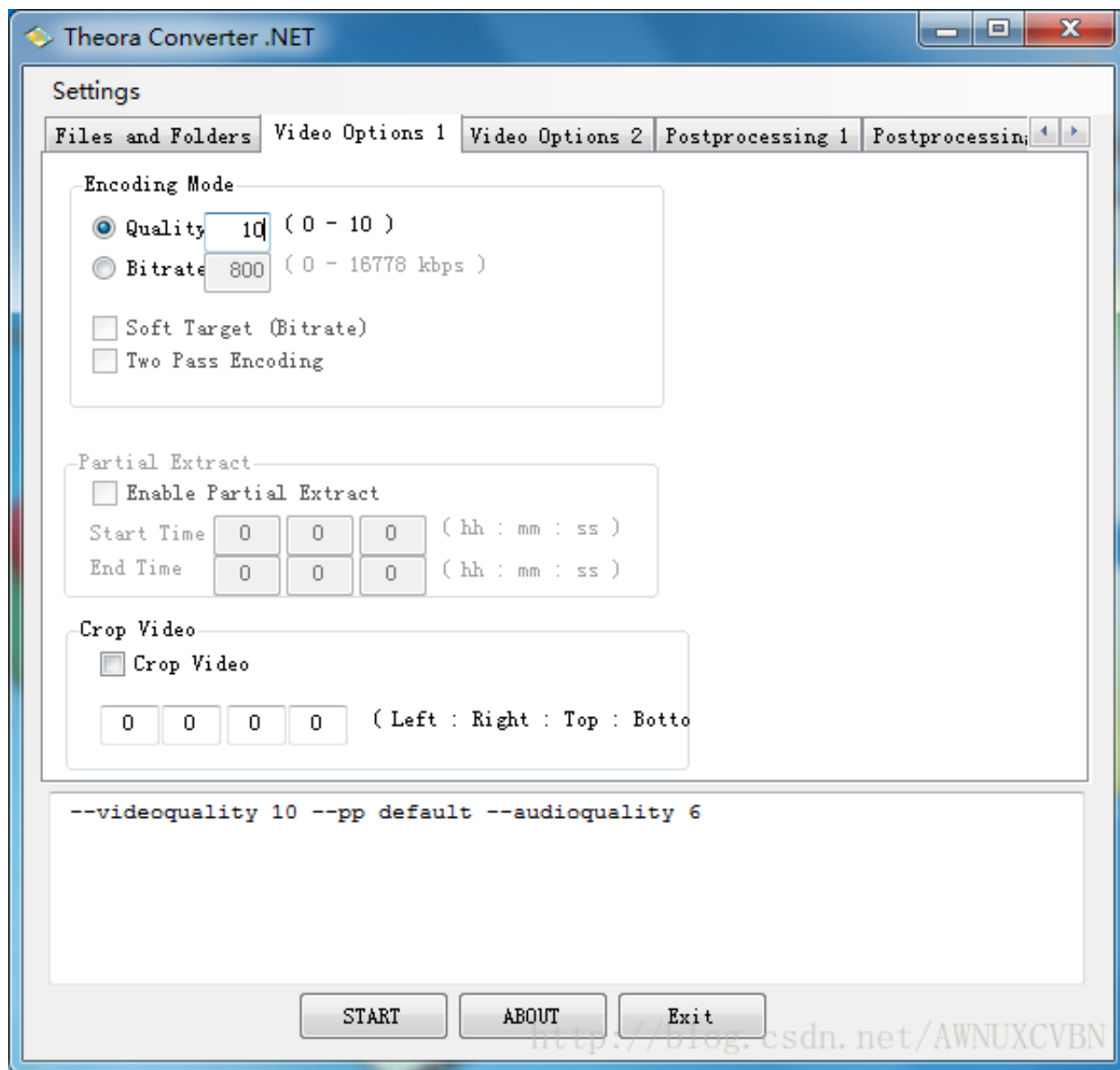
Unity3D (127)

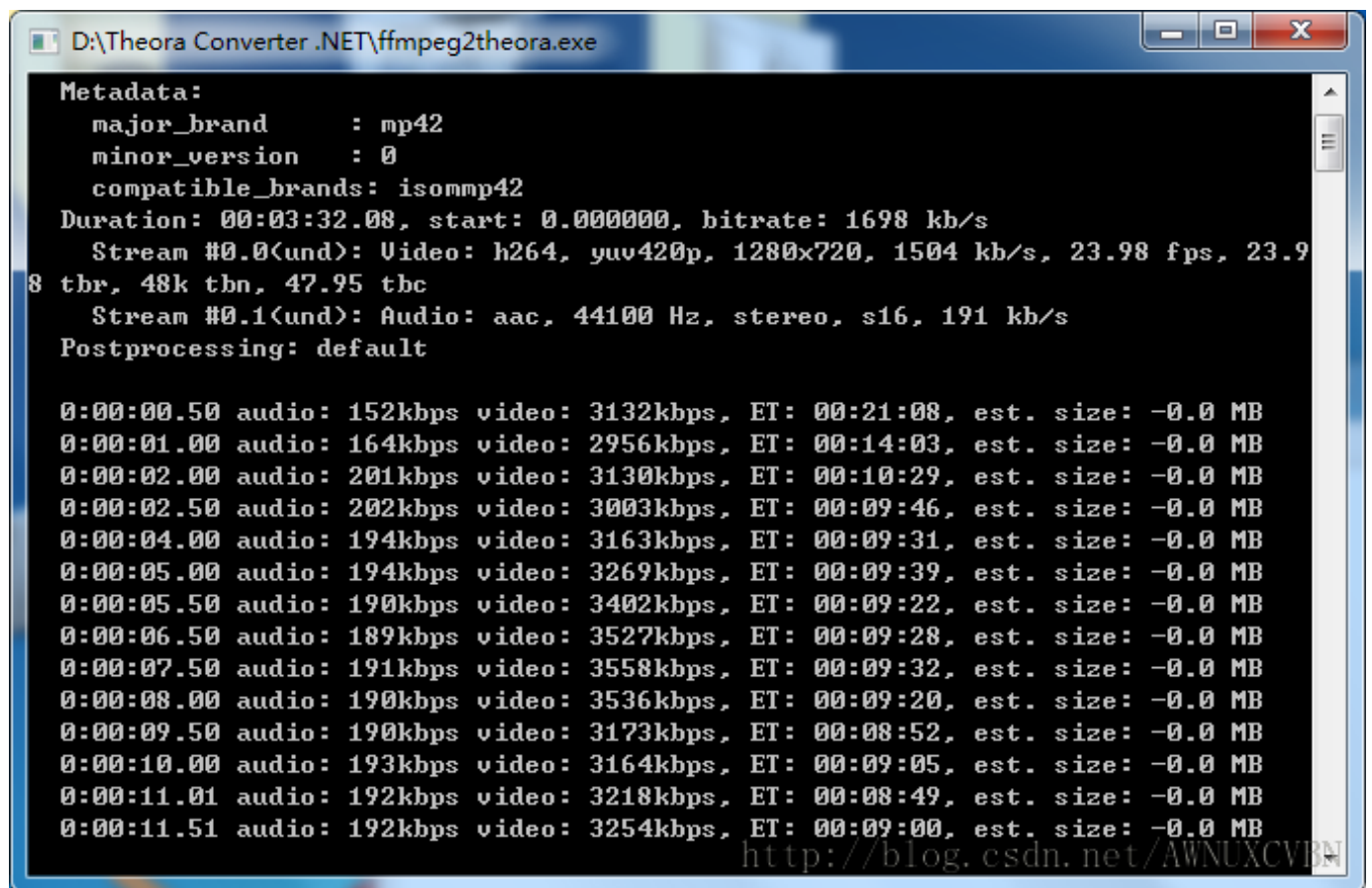
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[点击这里下载视频转换器](#)，该转换器会把其他格式转化为ogv格式，直接被unity识别，不需要安装quicktime不需要重启，更为重要的是比把mov导入unity的要清晰。







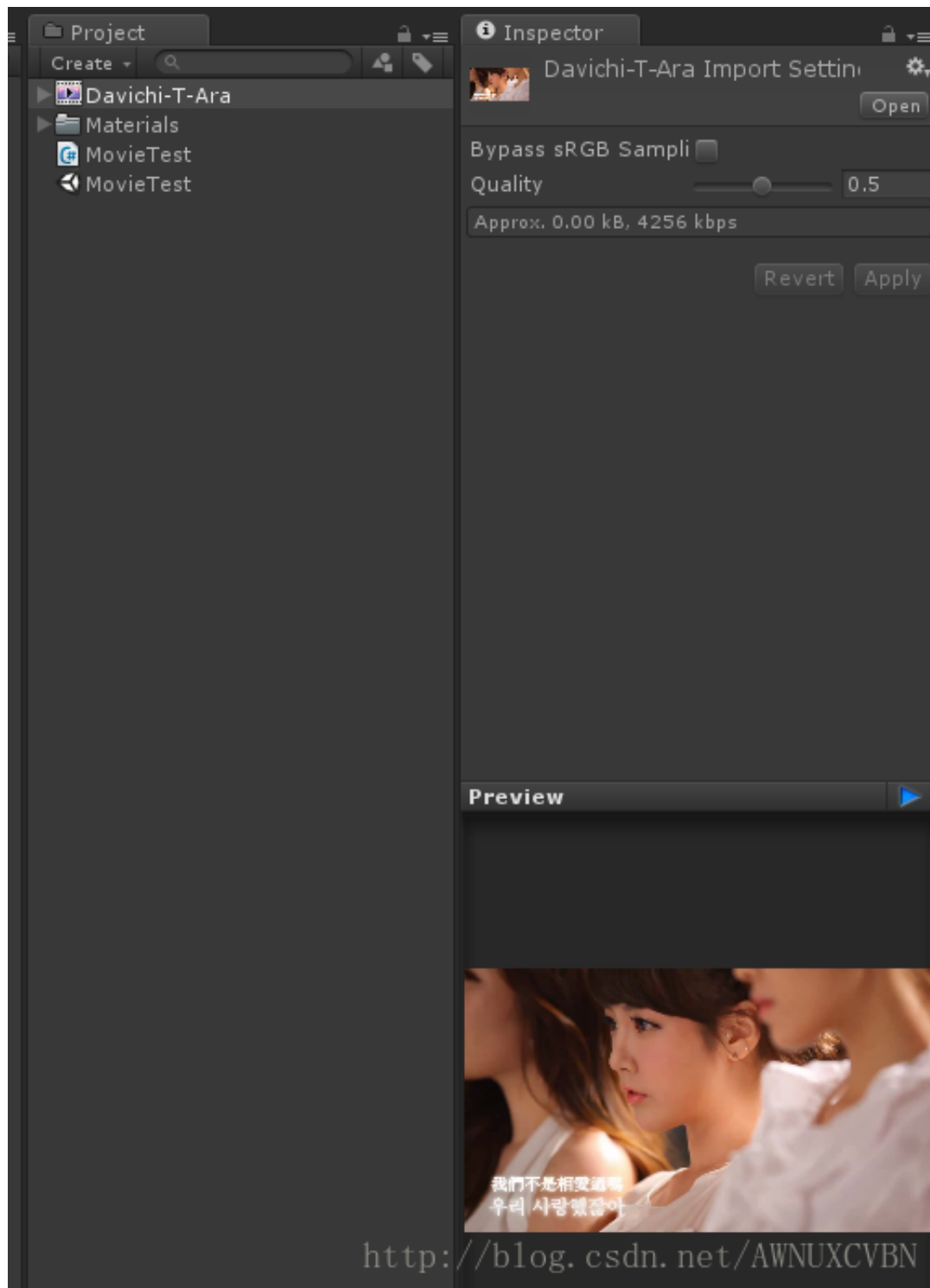


The screenshot shows a Windows command prompt window titled "D:\Theora Converter .NET\ffmpeg2theora.exe". The output text is as follows:

```
Metadata:
  major_brand      : mp42
  minor_version    : 0
  compatible_brands: isommp42
Duration: 00:03:32.08, start: 0.000000, bitrate: 1698 kb/s
  Stream #0.0<und>: Video: h264, yuv420p, 1280x720, 1504 kb/s, 23.98 fps, 23.98 tbr, 48k tbn, 47.95 tbc
  Stream #0.1<und>: Audio: aac, 44100 Hz, stereo, s16, 191 kb/s
Postprocessing: default

0:00:00.50 audio: 152kbps video: 3132kbps, ET: 00:21:08, est. size: -0.0 MB
0:00:01.00 audio: 164kbps video: 2956kbps, ET: 00:14:03, est. size: -0.0 MB
0:00:02.00 audio: 201kbps video: 3130kbps, ET: 00:10:29, est. size: -0.0 MB
0:00:02.50 audio: 202kbps video: 3003kbps, ET: 00:09:46, est. size: -0.0 MB
0:00:04.00 audio: 194kbps video: 3163kbps, ET: 00:09:31, est. size: -0.0 MB
0:00:05.00 audio: 194kbps video: 3269kbps, ET: 00:09:39, est. size: -0.0 MB
0:00:05.50 audio: 190kbps video: 3402kbps, ET: 00:09:22, est. size: -0.0 MB
0:00:06.50 audio: 189kbps video: 3527kbps, ET: 00:09:28, est. size: -0.0 MB
0:00:07.50 audio: 191kbps video: 3558kbps, ET: 00:09:32, est. size: -0.0 MB
0:00:08.00 audio: 190kbps video: 3536kbps, ET: 00:09:20, est. size: -0.0 MB
0:00:09.50 audio: 190kbps video: 3173kbps, ET: 00:08:52, est. size: -0.0 MB
0:00:10.00 audio: 193kbps video: 3164kbps, ET: 00:09:05, est. size: -0.0 MB
0:00:11.01 audio: 192kbps video: 3218kbps, ET: 00:08:49, est. size: -0.0 MB
0:00:11.51 audio: 192kbps video: 3254kbps, ET: 00:09:00, est. size: -0.0 MB
```

A watermark URL is visible at the bottom right: <http://blog.csdn.net/AWNUXCVBN>





```

1. using UnityEngine;
2. using System.Collections;
3. public class MovieTest : MonoBehaviour
4. {
5.     //电影纹理
6.     public MovieTexture movTexture;
7.     void Start()
8.     {
9.         //设置当前对象的主纹理为电影纹理
10.        renderer.material.mainTexture = movTexture;
11.        //设置电影纹理播放模式为循环
12.        movTexture.loop = true;
13.        //StartCoroutine(DownloadMovie());
14.    }
15.    void OnGUI()
16.    {
17.        if (GUILayout.Button("播放/继续"))
18.        {
19.            //播放/继续播放视频
20.            if (!movTexture.isPlaying)
21.            {
22.                movTexture.Play();
23.            }
24.        }

```

```

25.         if (GUILayout.Button("暂停播放"))
26.         {
27.             //暂停播放
28.             movTexture.Pause();
29.         }
30.         if (GUILayout.Button("停止播放"))
31.         {
32.             //停止播放
33.             movTexture.Stop();
34.         }
35.     }
36.     IEnumerator DownloadMovie()
37.     {
38.         WWW www = new WWW("http://127.0.0.1/Head.ogv");
39.         yield return www;
40.         Debug.Log(Time.time);
41.         movTexture = www.movie;
42.         //设置当前对象的主纹理为电影纹理
43.         renderer.material.mainTexture = movTexture;
44.         movTexture.loop = true;
45.     }
46. }

```

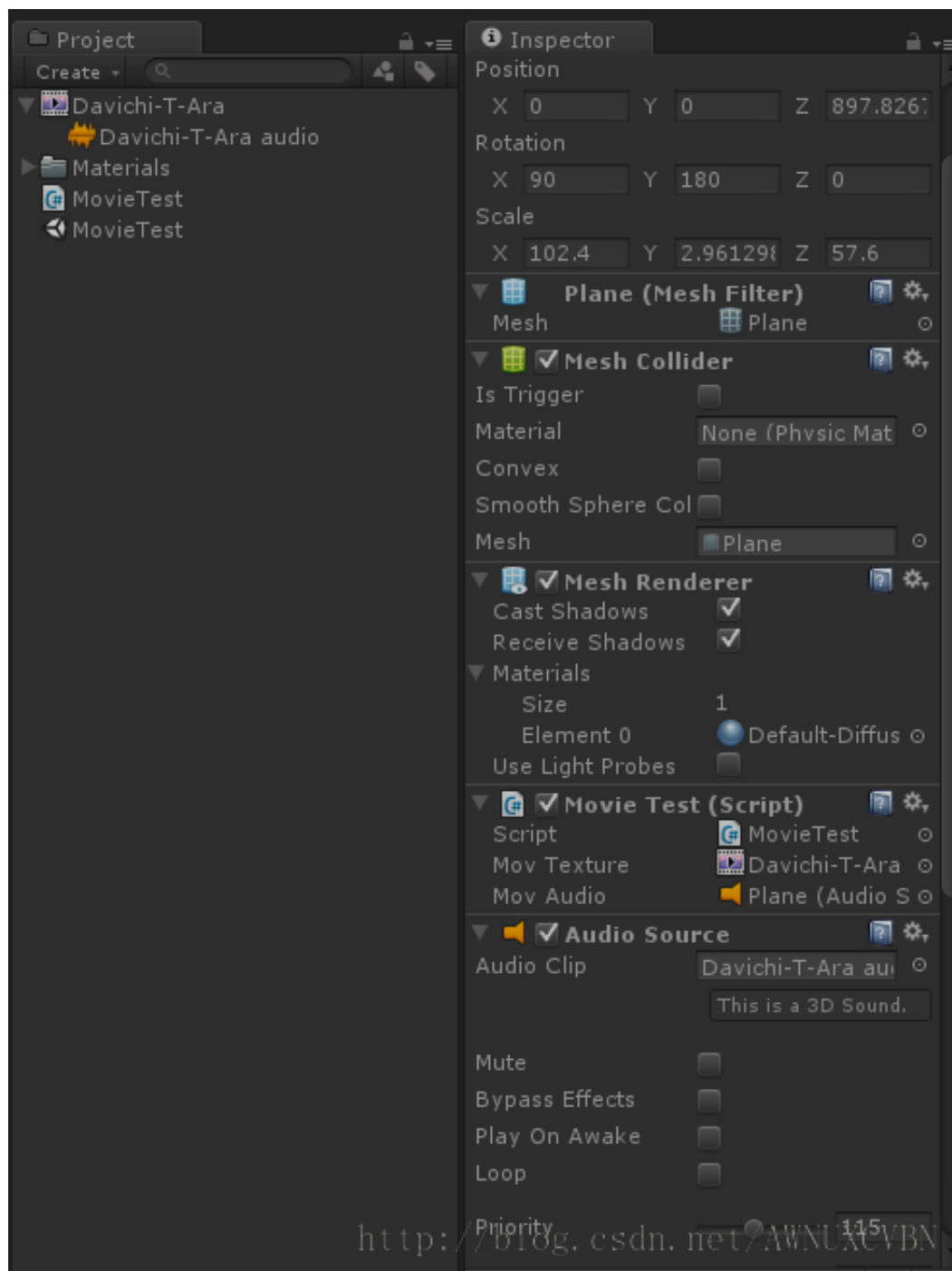
```

1. using UnityEngine;
2. using System.Collections;
3. public class MovieTest : MonoBehaviour
4. {
5.     //电影纹理
6.     public MovieTexture movTexture;
7.     //声音
8.     public AudioSource movAudio;
9.     void Start()
10.    {
11.        //设置当前对象的主纹理为电影纹理
12.        renderer.material.mainTexture = movTexture;
13.        //设置电影纹理播放模式为循环
14.        movTexture.loop = true;
15.        //StartCoroutine(DownloadMovie());
16.    }
17.    void OnGUI()
18.    {
19.        if (GUILayout.Button("播放/继续"))

```

```
20.         {
21.             //播放/继续播放视频
22.             if (!movTexture.isPlaying)
23.             {
24.                 movTexture.Play();
25.                 movAudio.Play();
26.             }
27.         }
28.         if (GUILayout.Button("暂停播放"))
29.         {
30.             //暂停播放
31.             movTexture.Pause();
32.             movAudio.Pause();
33.         }
34.         if (GUILayout.Button("停止播放"))
35.         {
36.             //停止播放
37.             movTexture.Stop();
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43.         WWW www = new WWW("http://127.0.0.1/Head.ogv");
44.         yield return www;
45.         Debug.Log(Time.time);
46.         movTexture = www.movie;
47.         //设置当前对象的主纹理为电影纹理
48.         renderer.material.mainTexture = movTexture;
49.         movTexture.loop = true;
50.     }
51. }
```





注：1280\*720分辨率的视频以此方法播放不会产生黑边。

以前只是测试，没有实际使用，发现多次点击播放后会有内存泄露。如下方法解决