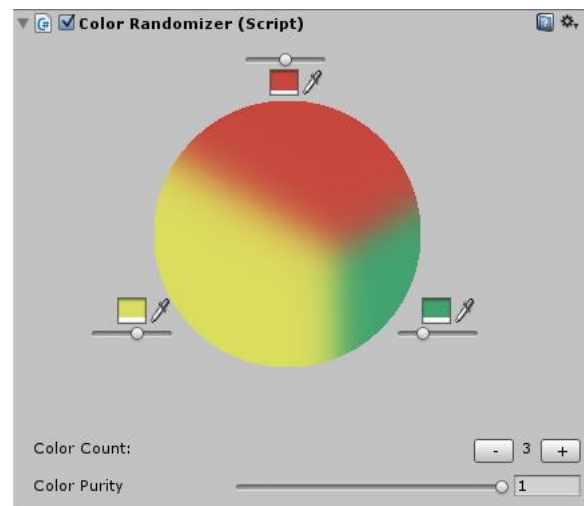**Using Color Randomizer**

1. Add a ColorRandomizer script to a GameObject in your scene.
2. Call the RandomColor() method on that script to get a random color from the color mixing circle shown in the inspector.

Settings

- Change the colors by clicking on them
- The slider next to each color determines its weighting in the overall mix
- Change the amount of colors using the "+" and "-" buttons
- The "Color Purity" slider determines how much the colors will blend with each other:
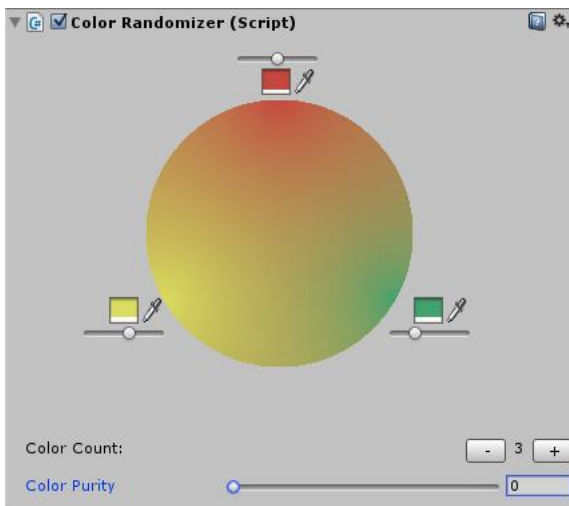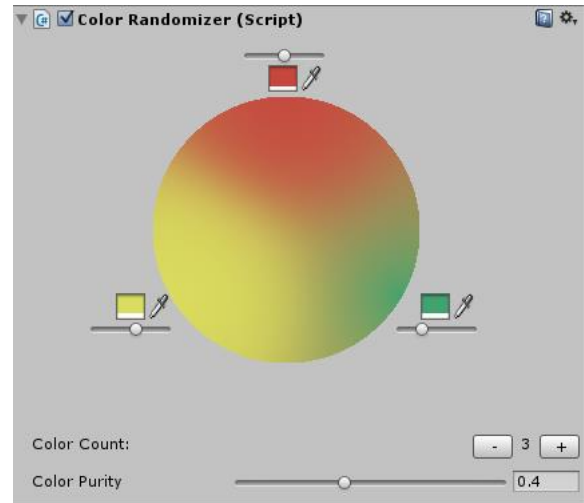
Low Color Purity

High Color Purity