

Materials

GetMaterialsInChildren

Returns an array of materials attached to renderers that are children of the supplied GameObject.

```
Material[] materials = CandyCoded.Materials.GetMaterialsInChildren(gameObject);
```

SetColorAlpha

Set the alpha value of a color object.

```
Debug.Log(CandyCoded.Materials.SetColorAlpha(material.color, 0.5f));
```