



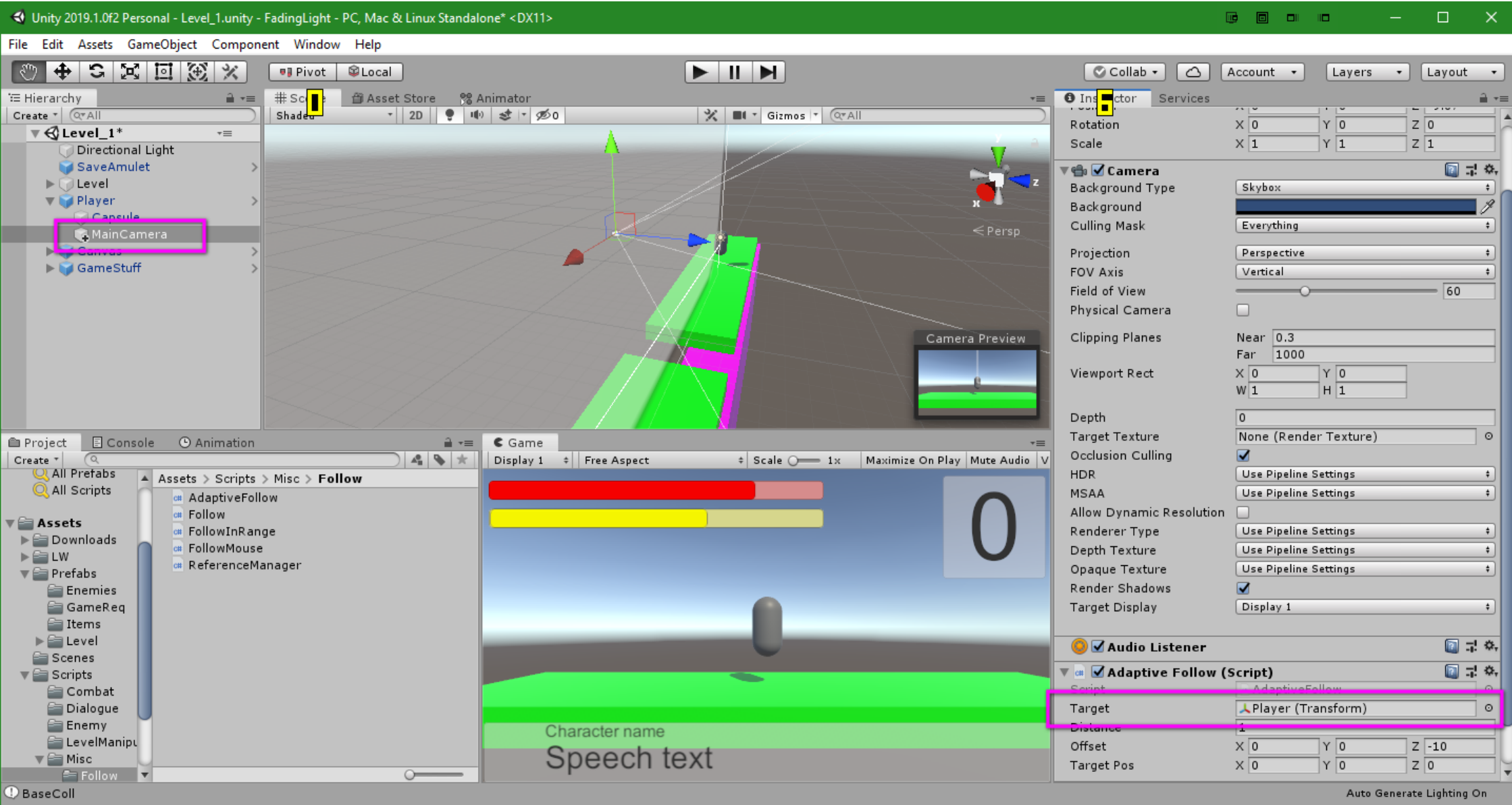
DIVISION OF
DIGITAL CONTENTS
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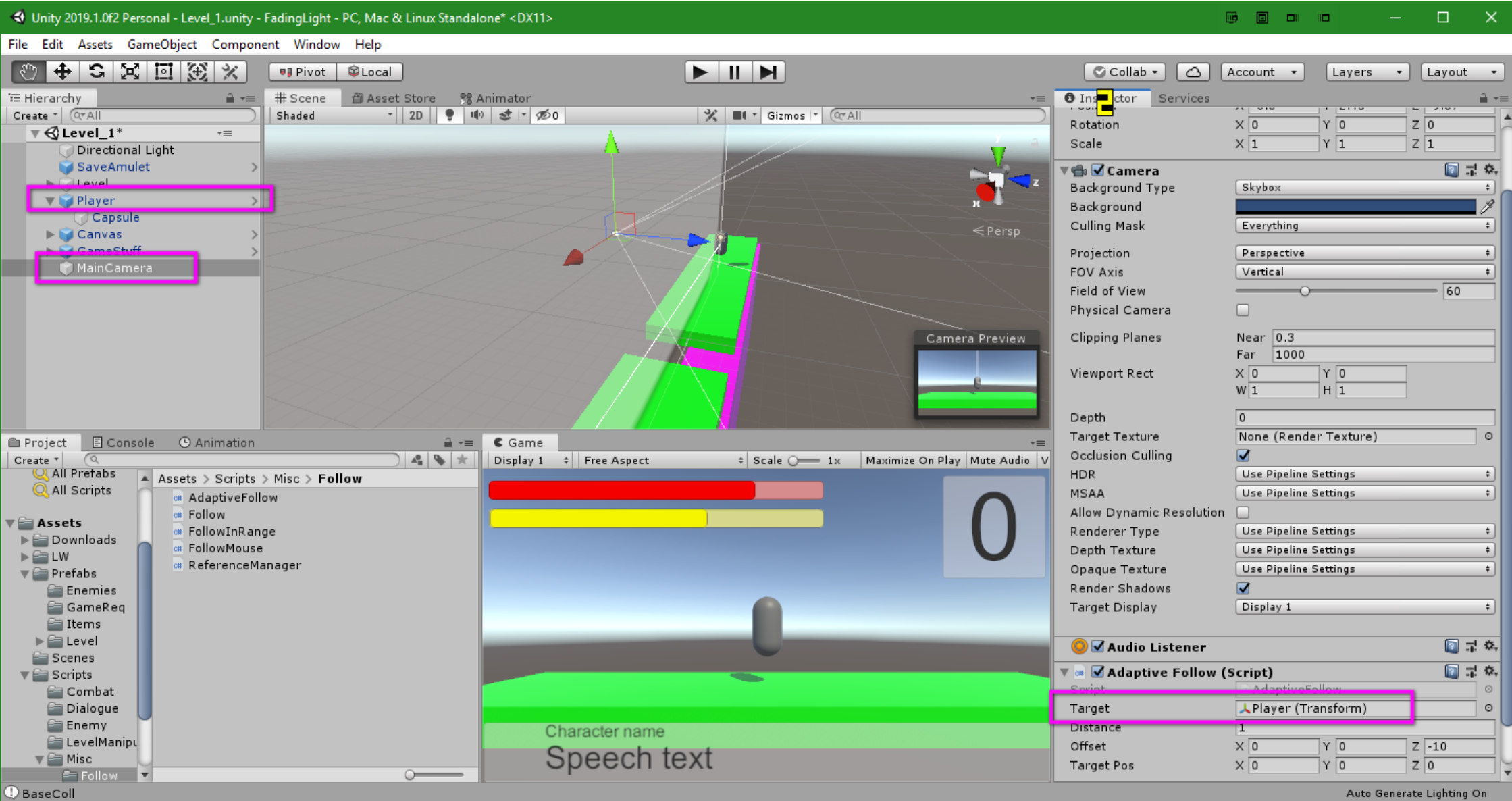
Unity

Jittering Problem in Rigidbody Movement

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Previous

```
void Update()
{
    Vector3 temp = new Vector3(targetRigidbody.velocity.x * distance * 1f,
targetRigidbody.velocity.y * distance * 0.5f, 0f);
    _targetPos = Vector3.Lerp(transform.position, target.position + temp +
displacement, Time.fixedDeltaTime * 2f);
    transform.position = _targetPos;
}
```

Improved

```
private bool _isFixedUpdate = false;

void FixedUpdate()
{
    Vector3 temp = new Vector3(targetRigidbody.velocity.x * distance * 1f,
targetRigidbody.velocity.y * distance * 0.5f, 0f);
    _targetPos = Vector3.Lerp(transform.position, target.position + temp +
displacement, Time.fixedDeltaTime * 2f);
    transform.position = _targetPos;
    _isFixedUpdate = true;
}

void LateUpdate()
{
    if (_isFixedUpdate == false)
    {
        // lerp between current position and previous physics position
        // jintaeaks on 2019/05/23 21:30
        Vector3 lerpPos = Vector3.Lerp(transform.position, _targetPos, 0.0f);
        transform.position = lerpPos;
    }

    _isFixedUpdate = false;
}
```

Demo

QnA

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