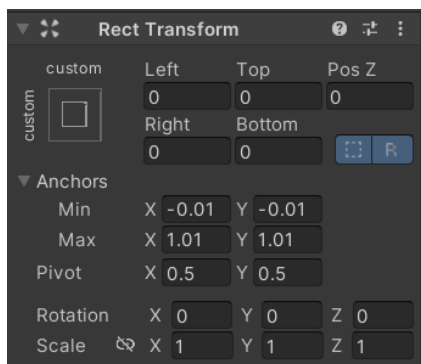


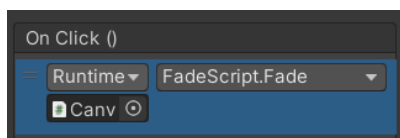
Unity Fade In/Out

Fade Out (기본 → Black)

1. 2D Canvas 생성
2. Canvas > UI > Image(name: 'Black') 생성 후 stretch로 canvas에 꽉 차도록 설정
 - Anchors를 화면을 조금 벗어나도록 설정해준다. (혹시 화면에 꽉 찰 때 빈 틈이 생길까봐)
 - 이미지 색을 검은색으로 변경



3. 이미지 alpha 값을 0으로 하고 비활성화
4. Assets/Scripts 폴더 생성 후 FadeScript.cs 작성 -> Canvas에 삽입
5. Canvas > UI > Button 생성
6. Button의 On Click () 이벤트에 FadeScript의 Fade 함수 넣어준다.



7. Canvas의 script 'Panel' 변수에 'Black' 컴포넌트 drag & drop

참고

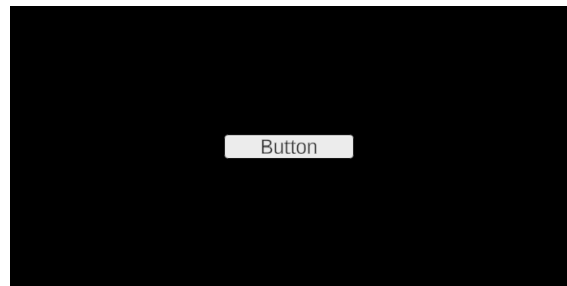
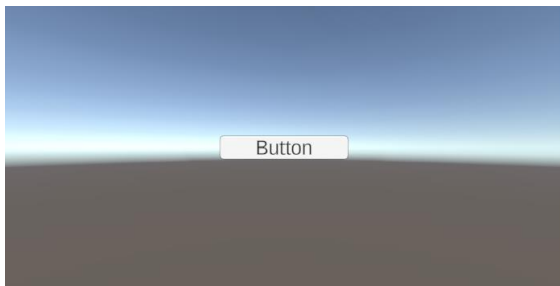
만약 시작하자마자 fade out하고 싶다면, Script의 Start 함수에 Fade() 함수를 넣으면 된다.

FadeScript.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class FadeScript : MonoBehaviour
{
    public Image Panel;
    float time = 0f;
    float F_time = 1f;

    public void Fade()
    {
        StartCoroutine(FadeFlow());
    }
    IEnumerator FadeFlow()
    {
        Panel.gameObject.SetActive(true);
        Color alpha = Panel.color;
        while (alpha.a < 1f)
        {
            time += Time.deltaTime / F_time;
            alpha.a = Mathf.Lerp(0, 1, time);
            Panel.color = alpha;
            yield return null;
        }
        yield return null;
    }
}
```



Fade In (Black → 기본)

Button 누르면 Fade Out 되고, 1초 뒤에 바로 Fade In 실행되는 코드.

FadeScript.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class FadeScript : MonoBehaviour
{
    public Image Panel;
    float time = 0f;
    float F_time = 1f;

    public void Fade()
    {
        StartCoroutine(FadeFlow());
    }
    IEnumerator FadeFlow()
    {
        Panel.gameObject.SetActive(true);
        time = 0f;
        Color alpha = Panel.color;
        while (alpha.a < 1f)
        {
            time += Time.deltaTime / F_time;
            alpha.a = Mathf.Lerp(0, 1, time);
            Panel.color = alpha;
            yield return null;
        }

        time = 0f;

        yield return new WaitForSeconds(1f);

        while (alpha.a > 0f)
        {
            time += Time.deltaTime / F_time;
            alpha.a = Mathf.Lerp(1, 0, time);
            Panel.color = alpha;
            yield return null;
        }
        Panel.gameObject.SetActive(false);
        yield return null;
    }
}
```

참고

<https://www.youtube.com/watch?v=NYdLinZVsAM>