

## Animate

**Fade** **Note:** For fade animations to work you need to have materials with a blend mode of fade.

**Note:** 100% alpha is relative to each GameObject's initial alpha value. This is to prevent materials with custom alpha values from being reset.

Fade a GameObject from 0% to 100% with a duration of 1s.

```
CandyCoded.Animate.Fade(gameObject, 0, 1, 1);
```

Fade a GameObject from 100% to 0% with a duration of 1s.

```
CandyCoded.Animate.Fade(gameObject, 1, 0, 1);
```

Fade a GameObject with a custom AnimationCurve.

```
public AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.Fade(gameObject, animationCurve);

}
```

**MoveTo** Move a GameObject to a new Vector3 with a duration of 1s.

```
CandyCoded.Animate.MoveTo(gameObject, new Vector3(10, 10, 10), 1);
```

Move an object in world space.

```
CandyCoded.Animate.MoveTo(gameObject, new Vector3(10, 10, 10), 1, Space.World);
```

**Position** Move GameObject with a custom Vector3AnimationCurve.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.Position(gameObject, animationCurve);

}
```

**PositionRelative** Move GameObject, relative to its original position, with a custom Vector3AnimationCurve.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.PositionRelative(gameObject, animationCurve);

}
```

**RotateTo** Rotate a GameObject to a new Vector3 with a duration of 1s.

```
CandyCoded.Animate.RotateTo(gameObject, new Vector3(360, 0, 0), 1);
```

**Rotation** Rotate GameObject with a custom Vector3AnimationCurve.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.Rotation(gameObject, animationCurve);

}
```

**Scale** Scale GameObject with a custom Vector3AnimationCurve.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.Scale(gameObject, animationCurve);

}
```

**ScaleTo** Scale a GameObject to a new Vector3 with a duration of 1s.

```
CandyCoded.Animate.ScaleTo(gameObject, new Vector3(2, 2, 2), 1);
```

**ScaleRelative** Scale GameObject, relative to it's original scale, with a custom Vector3AnimationCurve.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {

    CandyCoded.Animate.ScaleRelative(gameObject, animationCurve);

}
```

**Stop** Stop animation attached to a GameObject by name.

```
private void Start() {

    CandyCoded.Animate.Stop(gameObject, "Fade");

}
```

**StopAll** Stops all animations attached to a GameObject.

```
private void Start() {

    CandyCoded.Animate.StopAll(gameObject);

}
```