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| 产品名称21\_CameraFollower |  |
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| 产品版本21\_CameraFollower | Total 4 pages 共 4页 |
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21\_CameraFollower Release Notes

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| --- | --- | --- | --- |
| Prepared by  拟制 | Unity内容组 | Date  日期 | 2019/06/14 |
| Reviewed by  审核 |  | Date  日期 |  |
| Approved by  批准 |  | Date  日期 |  |



Shadow Creator Information Technology Co.,Ltd.

上海影创信息科技有限公司

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Revision Record 修订记录

| Date  日期 | Revision Version  修订 版本 | Release Notes | Change Description  修改描述 | Author  作者 |
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| 2019/06/14 | V1.0.0 | 21\_CameraFollower | 初稿完成 | 王超群 |
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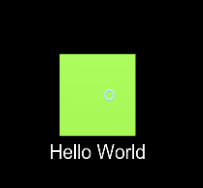
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# 21\_CameraFollower简介

## 简介

**例程目的**：演示如何跟随组件CameraFollower来达到游戏对象一直保持在视野范围内

**例程效果**：直接运行程序，然后让转动头部让方块消失在视野内，等待一会方块会自动跟随过来



**备注：**

使用键盘，只需要将预制体拖到场景即可，预制体路径：

Assets\ShadowCreator\Tools\Keyboard\Resources\ KeyBoard.prefab

**例程路径**：

Assets\Examples\ 21\_CameraFollower \ 21\_CameraFollower.unity

## 脚本分析

**主要脚本：**

Assets\ShadowCreator\Components\CameraFollower.cs

**关键语句：**

///跟随过来后游戏对象距离头部的距离

private float followDistance = 2;

///跟随频率，也就是如果消失在视野范围，followTime后会触发跟随，单位秒

private float followTime = 2;