﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class changeColor : MonoBehaviour

{

// Start is called before the first frame update

void Start()

{

StartCoroutine("ChangeColor");

}

// Update is called once per frame

void Update()

{

}

IEnumerator ChangeColor()

{//オブジェクトが赤色ですその後、yiled break があるからｚ終わります

gameObject.GetComponent<Renderer>().material.color = Color.red;

//yield return new WaitForSeconds(3);

yield break;

gameObject.GetComponent<Renderer>().material.color = Color.blue;

}

}