﻿

using UnityEngine;

public class AppearSprite : MonoBehaviour

{

private void OnCollisionEnter2D(Collision2D collision)

{

GameObject objectToDisappear = GameObject.Find("nameOfObject");

objectToDisappear.GetComponent<Renderer>().enabled = false;

}

private void OnCollisionExit2D(Collision2D collision)

{

GameObject objectToAppear = GameObject.Find("nameOfObject");

objectToAppear.GetComponent<Renderer>().enabled = true;

}

}