Animate the color of camera

public class AnimCameraColor : MonoBehaviourHelper   
{  
 void Start ()  
 {  
 AnimColor ();  
 }  
   
 void AnimColor()  
 {  
 Color c = constant.RandomBrightColor ();  
  
 Camera.main.DOColor (c, Random.Range (3, 10)).OnComplete (AnimColor);  
 }  
}