

```
1  //Telling what Libraries we can get Components from.
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5
6  public class ScreenFader : MonoBehaviour {
7      //defining variables...
8      Animator anim;
9      bool isFading = false;
10     //isFading is going to be the actually toggle of whether the canvas is in a fading state.
11
12     // Use this for initialization
13     void Start () {
14         anim = GetComponent<Animator>();
15     }
16
17     //while something is fading, we need to make sure that it doesn't check to fade again.
18     public IEnumerator FadeToClear () {
19         isFading = true;
20         anim.SetTrigger("FadeIn");
21
22         while (isFading)
23             yield return null;
24         //return stop the whole script and restarts it.
25     }
26
27
28     public IEnumerator FadeToBlack () {
29         isFading = true;
30         anim.SetTrigger("FadeOut");
31
32         while (isFading)
33             yield return null;
34     }
35
36     // Set Back to isFading to false to turn off trigger.
37     void AnimationComplete() {
38         isFading = false;
39     }
40 }
41
42 }
43
```