UNITY3D 笔记

1 术语

collectables

收藏品

2 摄像机跟随角色

class CameraFollow: MonoBehaviour{

public Transform target; // 跟随的目标

public Vector2 offset = new Vector2 (0.1f, 1f);

public float dampTime = 0.3f;

private Vector3 velocity = Vector3.zero;

void Awake(){

Application.targetFrameRate = 60;

}

void Update(){

// word to viewport

Vector3 point = GetComponent<Camera>().WorldToViewportPoint(target.position);

Vector3 delta = target.position - GetComponent<Camera>().ViewportToWorldPoint(new Vector3(offset.x, offset.y, point.z));

// Camera move to target position

Vector3 destination = transform.position + delta;

// y always 1.0f

destination = new Vector3(destination.x, offset.y, destination.z);

transform.position = Vector3.SmoothDamp(

transform.position,

destination,

ref velocity,

dampTime);

}

}

Vector3

SmoothDamp

public static Vector3 SmoothDamp(

Vector3 current,

Vector target,

ref Vector3 currentVelocity,

float smoothTime,

float maxSpeed = Mathf.Infinity,

float deltaTime = Time.deltaTime

)

函数 Mathf.SmoothDamp

相机的缓冲跟踪和boss直升机跟踪士兵