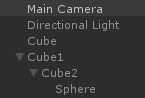
<http://blog.csdn.net/jk823394954/article/details/52426908>

当分配layerCullDistances，你需要指定的float数组有32个值。0值的消隐距离意思是使用远剪裁屏幕距离。



public class LayerCullDistances : MonoBehaviour

{

public GameObject targetObject1;

public GameObject targetObject2;

public float time = 0;

void Start()

{

if (targetObject1 == null || targetObject2 == null) return;

float[] distances = new float[32];

for (int i = 0, size = distances.Length; i < size; i++) distances[i] = 0;

// 设置cube与sphere层的剔除距离

int layer1 = LayerMask.NameToLayer("Sphere");

int layer2 = LayerMask.NameToLayer("Cube");

distances[layer1] = Vector3.Distance(transform.position, targetObject1.transform.position);

distances[layer2] = Vector3.Distance(transform.position, targetObject2.transform.position);

Camera.main.layerCullDistances = distances;

}

void Update()

{

if (time <= 5)

{

transform.Translate(-Vector3.forward \* Time.deltaTime);

time += Time.deltaTime;

}

else if (time > 5 && time <= 10)

{

transform.Translate(Vector3.forward \* Time.deltaTime);

time += Time.deltaTime;

}

else

{

time = 0;

}

}

}

