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旋转注视

**RaycastHit中的碰撞点为世界坐标系上的碰撞点**

Lerp 线性插值

Slerp 球面插值

Transform方法

LookAt

四元数方法：

LookRotation

FromToRotation

SetLookRotation

**球面插值旋转**

myTransform.rotation = Quaternion.Slerp(myTransform.rotation,

Quaternion.LookRotation(target.position - myTransform.position), rotationSpeed \* Time.deltaTime);

**下面两种情况结果一样**

transform.LookAt(target.transform);

transform.rotation = Quaternion.LookRotation(target.transform.position - transform.position);