1、RigidBody组件的Is Kinematic属性打上勾（设为true，使其不受物理引擎驱动，Wall是为了防止其移动，Person是为了防止其受到力不断旋转）

.is kinematic 是否开启动力学，开启此项，物体不受力的作用

2、通过Transform组件移动物体

function Update() {

//导弹相对于战斗机Fighter以ShootSpeed 的速度向前运动,Vector3.forward在此时表示导弹的正前方

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

}

通过Vector3.MoveTowards()移动物体

using UnityEngine;

using System.Collections;

public class YellowMove : MonoBehaviour {

public int MoveSpeed = 10;

Vector3 target;

void Start () {

target = new Vector3(20, transform.position.y, 20);

}

void Update () {

transform.position = Vector3.MoveTowards(transform.position, target, MoveSpeed \* Time.deltaTime);

}

}

使用lerp()移动

using UnityEngine;

using System.Collections;

public class YellowMove : MonoBehaviour {

public float MoveSpeed = 0.1f;

Vector3 Target = new Vector3(20, 20, 20);

 //控制物体向Target移动

void Update () {

gameObject.transform.localPosition = new Vector3(

Mathf.Lerp(transform.position.x, Target.x, MoveSpeed \* Time.deltaTime),

Mathf.Lerp(transform.position.y, Target.y, MoveSpeed \* Time.deltaTime),

Mathf.Lerp(transform.position.z, Target.z, MoveSpeed \* Time.deltaTime));

}

}

3、碰撞体分为几种:球、立方体、网格、圆柱、胶囊等。

4、见unity