

# Sprite Renderer

Hand

Move

Rotate

Scale

2D

3D

Shaded

Wireframe

Grid

Gizmo

Hierarchy

Scene

Game

Shaded

2D

3D

Shaded

Wireframe

Grid

Gizmo

coroutine\*

Main Camera

Directional Light

Dummy\_forCoroutine

Chrysanthemum

Cube

Inspector

Chrysanthemum

Tag Untagged

Layer Default

Static

Transform

Position X 0 Y 0 Z -5.25

Rotation X 0 Y 0 Z 0

Scale X 0.42779 Y 0.56016 Z 0.25219

Sprite Renderer

Sprite Chrysanthemum

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 0

Fade Out (Script)

Script FadeOut

Sprites-Default (Material)

Console

Project

Clear

Collapse

Error Pause

Editor

0

0

0

Game Object ➔ Create Empty

Component ➔ Rendering ➔ Sprite Renderer

Assign a Sprite object to "Sprite" property of "Sprite Renderer" Component

# Coroutine

- 여러 frame time에 걸쳐서 수행되는 함수

StartCoroutine 함수, IEnumerator 타입, yield return 문장

Ex)

```
void Start () {
```

```
    spriteRenderer = GetComponent<SpriteRenderer> ();
```

```
    //StartCoroutine ("RunFadeOut");
```

```
    StartCoroutine (RunFadeOut());
```

```
}
```

```
IEnumerator RunFadeOut() {  
    Color color = spriteRenderer.color;  
  
    while (color.a > 0.0f) {  
        color.a -= 0.1f;  
        spriteRenderer.color = color;  
        gameObject.transform.position.x -= 0.5;  
        yield return new WaitForSeconds(0.1f);  
        //yield return 0;  
    }  
}
```

```
IEnumerator RunFadeOut() {  
    Color color = spriteRenderer.color;  
  
    while (color.a > 0.0f) {  
        color.a -= 0.1f;  
        spriteRenderer.color = color;  
  
        vector3 vv = gameObject.transform.position;  
        vv.z += 0.5f;  
        gameObject.transform.position = vv;  
  
        yield return new WaitForSeconds(0.1f);  
    }  
}
```