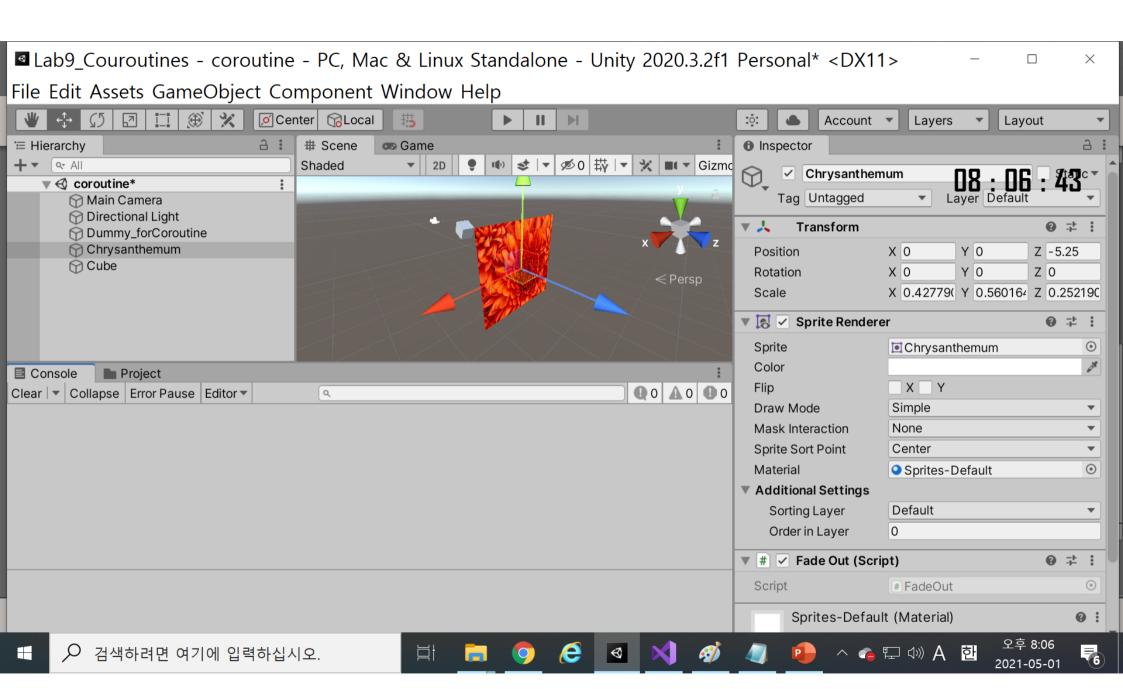
Sprite Renderer



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.positon.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);
```