**Unity3D动态加载模型贴图方法**

Posted on 2013年03月21日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 311 次

[**Unity3D**](http://www.unitymanual.com)如何动态加载模型贴图？两种方法如下：

一.Resources.Load

Resource文件夹中一定要有glass贴图，跟enemy物体及模型。

// Assigns a texture named "Assets/Resources/glass" to a Plane.  
function Start () {  
var go = new GameObject.CreatePrimitive(PrimitiveType.Plane);  
go.renderer.material.mainTexture = Resources.Load("glass");  
}  
// Instantiates a prefab at the path "Assets/Resources/enemy".  
function Start () {  
var instance : GameObject = Instantiate(Resources.Load("enemy"));  
}

二.AssetBundle

生成Unity3D的格式的 Assets-Build AseetsBundel。

function Start () {  
var www = new WWW ("http://192.168.1.106/myBundle.unity3d");  
yield www;  
// Get the designated main asset and instantiate it.  
Instantiate(www.assetBundle.mainAsset);  
}