**Unity3D简单脚本完成水下特效**

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| 01 | Javascript - Underwater.js |
| 02 |  |
| 03 | *//This script enables underwater effects. Attach to main camera.* |
| 04 |  |
| 05 | *//Define variables* |
| 06 | **var** underwaterLevel = 7; |
| 07 |  |
| 08 | *//The scene's default fog settings* |
| 09 | **private** **var** defaultFog = RenderSettings.fog; |
| 10 | **private** **var** defaultFogColor = RenderSettings.fogColor; |
| 11 | **private** **var** defaultFogDensity = RenderSettings.fogDensity; |
| 12 | **private** **var** defaultSkybox = RenderSettings.skybox; |
| 13 | **var** noSkybox : Material; |
| 14 |  |
| 15 | function Start () { |
| 16 | *//Set the background color* |
| 17 | camera.backgroundColor = Color (0, 0.4, 0.7, 1); |
| 18 | } |
| 19 |  |
| 20 | function Update () { |
| 21 | **if** (transform.position.y < underwaterLevel) { |
| 22 | RenderSettings.fog = **true**; |
| 23 | RenderSettings.fogColor = Color (0, 0.4, 0.7, 0.6); |
| 24 | RenderSettings.fogDensity = 0.04; |
| 25 | RenderSettings.skybox = noSkybox; |
| 26 | } |
| 27 |  |
| 28 | **else** { |
| 29 | RenderSettings.fog = defaultFog; |
| 30 | RenderSettings.fogColor = defaultFogColor; |
| 31 | RenderSettings.fogDensity = defaultFogDensity; |
| 32 | RenderSettings.skybox = defaultSkybox; |
| 33 | } |
| 34 | } |