**Unity3D脚本：摄像机穿墙时自动缩小距离**

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[**Unity3D**](http://www.unitymanual.com)脚本：[**摄像机**](http://www.unitymanual.com/1410.html)穿墙时自动缩小距离

class SoldierCamera : MonoBehaviour  
{  
private Transform target;  
private Transform camTransform;  
public LayerMask hitLayer;  
private Vector3 cPos;  
public float normalDistance;  
private float targetDistance;  
private Vector3 camDir;

void Start ()  
{  
}

void LateUpdate ()  
{  
CameraMovement();  
}

void CameraMovement()  
{  
camDir = (camTransform.position - target.position).normalized;  
cPos = target.position;  
targetDistance = Vector3.Distance(camTransform.position,target.position);

RaycastHit hit;  
if (Physics.Raycast(cPos, camDir, out hit, targetDistance + 0.2f, hitLayer))  
{  
float t = hit.distance - 0.1f;  
camTransform.position = t \* camDir + cPos;  
}  
else {  
if (targetDistance != normalDistance) {  
float t = Mathf.Lerp(targetDistance,normalDistance,Time.deltaTime \* 15);  
camTransform.position = t \* camDir + cPos;  
}  
}  
}

}