**Unity3D脚本：随时间改变光照强度**

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| 01 | *// Pulse light's intensity over time* |
| 02 |  |
| 03 | *//随时间改变光照强度* |
| 04 |  |
| 05 | **var** duration : **float**= 1.0; |
| 06 |  |
| 07 | function Update() { |
| 08 |  |
| 09 | *// argument for cosine* |
| 10 |  |
| 11 | *//余弦理论* |
| 12 |  |
| 13 | **var** phi : **float** = Time.time / duration \* 2 \* Mathf.PI; |
| 14 |  |
| 15 | *// get cosine and transform from &minus;1..1 to 0..1 range* |
| 16 |  |
| 17 | *//获取余弦，并将范围从&minus;1~1变为0~1* |
| 18 |  |
| 19 | **var** amplitude : **float** = Mathf.Cos( phi ) \* 0.5 + 0.5; |
| 20 |  |
| 21 | *// set light color* |
| 22 |  |
| 23 | *//设置灯光颜色* |
| 24 |  |
| 25 | light.intensity = amplitude; |
| 26 |  |
| 27 | } |