**摄影机晃动特效脚本**

Posted on 2013年05月06日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 152 次

复制代码到JavaScript，拖曳到摄影机上。

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| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **var** shake:**float** = 5; |
| 02 |  |
| 03 | **var** setShake:**float**; |
| 04 |  |
| 05 | **var** shakeSwitch:boolean = **false**; |
| 06 |  |
| 07 | function Start() { |
| 08 |  |
| 09 | setShake=shake; |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | function OnGUI() { |
| 14 |  |
| 15 | **if** (GUILayout.Button (“Shake”)) { |
| 16 |  |
| 17 | shake=setShake; |
| 18 |  |
| 19 | shakeSwitch=**true**; |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | function Update() { |
| 26 |  |
| 27 | **if**(shakeSwitch==**true**){ |
| 28 |  |
| 29 | transform.position.x = Random.Range(0,shake \* 2) -shake; |
| 30 |  |
| 31 | transform.position.y = Random.Range(0,shake \* 1) -shake; |
| 32 |  |
| 33 | shake = shake/1.05; |
| 34 |  |
| 35 | **if** (shake < 0.05){ |
| 36 |  |
| 37 | shake = 0; |
| 38 |  |
| 39 | shakeSwitch=**false**; |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | } |