**模型渐变色脚本**

Posted on 2013年05月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 114 次

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| 01 | **var** colorStart = Color.red; |
| 02 | **var** colorEnd = Color.green; |
| 03 | **var** duration = 1.0; |
| 04 | **var** minimum = 0.0; |
| 05 | **var** maximum = 200.0; |
| 06 | function Update () { |
| 07 | **var** lerp = Mathf.PingPong (Time.time, duration) / duration; |
| 08 | renderer.material.color = Color.Lerp (colorStart, colorEnd, lerp); |
| 09 | transform.position.x = Mathf.Lerp(minimum, maximum, lerp); |
| 10 | } |
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