



Fade in and fade out gameObjects 2D

<https://youtu.be/sAJmA7eckKo>

Place a gameObject and give it this script :

```
// Fade in and out game Objects//  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
public class Fading : MonoBehaviour  
{  
  
public bool fadeoutin = true;  
public float fadeSpeed;  
  
IEnumerator FadeInObject()  
{  
while (this.GetComponent<Renderer>().material.color.a < 1)  
{ Color objectColor = this.GetComponent<Renderer>().material.color;  
float fadeAmount = objectColor.a + (fadeSpeed * Time.deltaTime);  
objectColor = new Color(objectColor.r, objectColor.g, objectColor.b, fadeAmount);  
this.GetComponent<Renderer>().material.color = objectColor; yield return null;  
}  
}  
  
IEnumerator FadeOutObject()  
{  
while (this.GetComponent<Renderer>().material.color.a > 0)  
{  
Color objectColor = this.GetComponent<Renderer>().material.color;  
float fadeAmount = objectColor.a - (fadeSpeed * Time.deltaTime);  
objectColor = new Color(objectColor.r, objectColor.g, objectColor.b, fadeAmount);  
this.GetComponent<Renderer>().material.color = objectColor;  
yield return null;  
}  
}  
}
```



```
public void Update()
{
    if (Input.GetKeyDown(KeyCode.Q) && fadeoutin == true)
    {
        fadeoutin = false;
        StartCoroutine(FadeOutObject());
    }
    if (Input.GetKeyDown(KeyCode.W) && fadeoutin == false)
    {
        fadeoutin = true;
        StartCoroutine(FadeInObject());
    }
}
}
```

In this example 2 IE numerators are created for fade in and out. Depending on the bool variable setting it gets activated. The bool Can be changed by using the keys Q (for fade out) and W (for fade in). You can use this different ways. You can set the fade speed in the inspector's view.