

Detecting Collisions

The `OnCollisionEnter` method can be used to detect a collision of a `GameObject` with another `GameObject`. In this example we are also using the `GetComponent<Renderer>()` method to access the object's renderer component, which controls its visual appearance.

We create a new script with the name `ChangeColorOnCollision`.

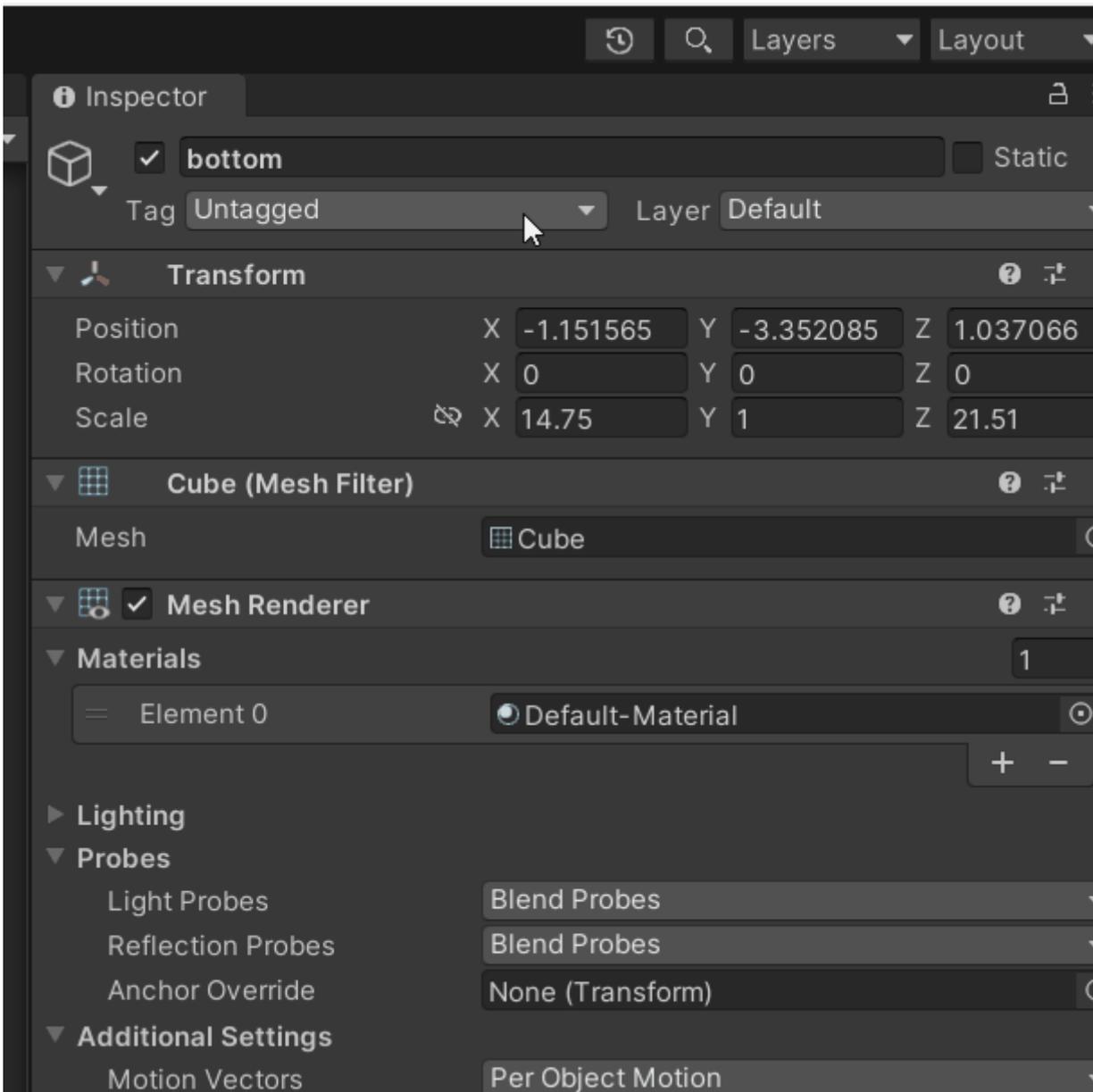
Add the following code to the script:

```
public class ChangeColorOnCollision : MonoBehaviour {
    private Renderer objectRenderer;
    public Color newColor;

    void Start() {
        objectRenderer = GetComponent<Renderer>();
    }

    void OnCollisionEnter(Collision collision) {
        if (collision.gameObject.tag == "wall") {
            objectRenderer.material.color = newColor;
        }
    }
}
```

In the Inspector tag the obstacle - in our case our frame as 'wall'



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