Using the Fader object

- Import the fader object. It will not have a 3D model, because it is just meant to fade your world in and out. You may see the red green and blue orientation lines, but they will not show up in your animation.
- There are two methods you can use for this fader:
  - **fade out** – Use this method to fade your world to black.
  - **fade in** – Use this method to fade back into your world after a fade out.
- Both methods have a parameter `howLong`, which is how long in seconds you want it to take for the fade to occur. The fade will occur smoothly across that time.

The fade in method will only work properly if it is used to fade back in after use of the fade out method. If for any reason you used code you wrote on your own to try to fade your world to black, the fade in method is not guaranteed to work.
Sample Code

```plaintext
world.scene 1
fader.fade out howLong = 2

// If you are switching scenes, change your camera point of view after fading out but before fading in. Make sure to set the duration to zero, or else the screen will be unnecessarily black for a second while your camera moves.

camera set point of view to scene 2 camera orientation duration = 0 seconds more...
fader.fade in howLong = 2

world.scene 2
```