This simulates an eye blink every 6~10 seconds.

Create the following functions in your script file:

```
void Blink()
{
        FadeOut();
        FadeOut(0.1);
}
```

```
void BlinkTimed()
{
        Blink();
        AddTimer ( "", RandFloat(6,10), "BlinkTimed" );
}
```

Then, add this line to your OnStart()

```
void OnStart()
{
        AddTimer ( "", RandFloat(6,10), "BlinkTimed" );
}
```

With this code, the screen will simulate a blink every 6~10 seconds.

Amn.-