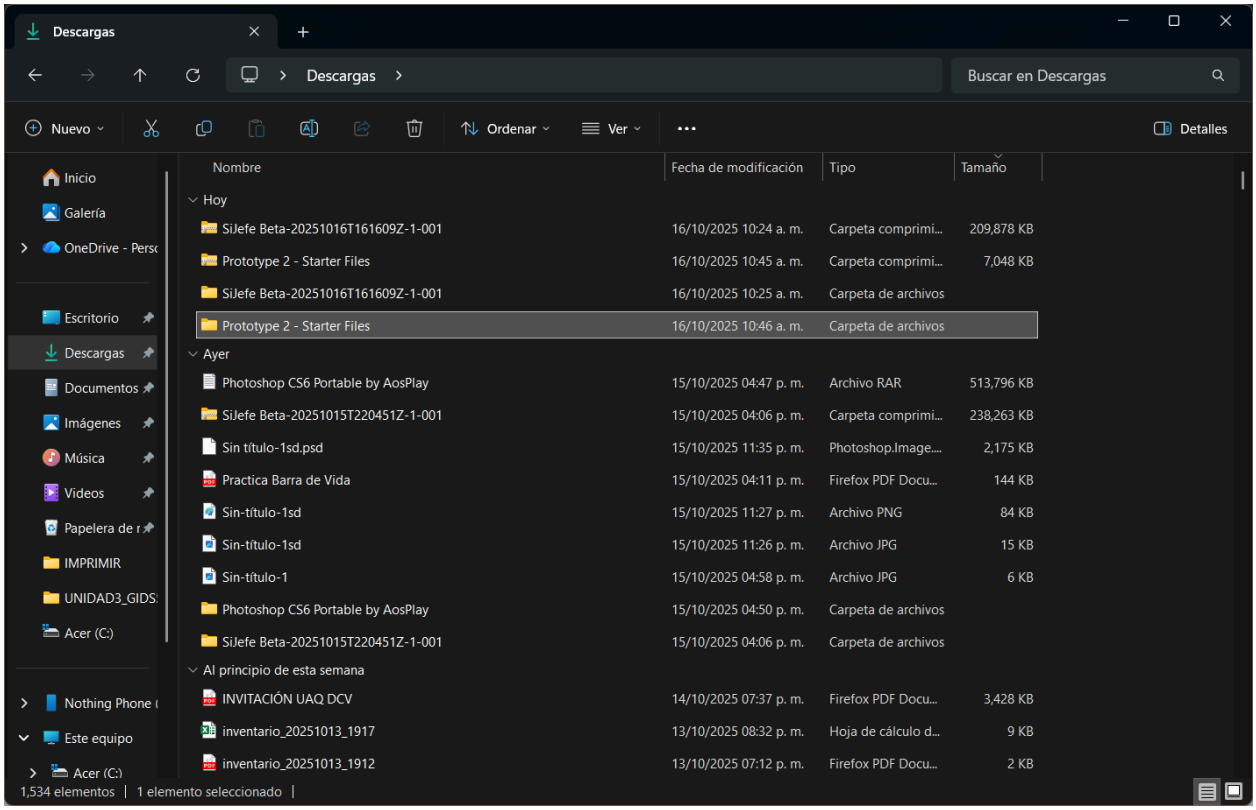
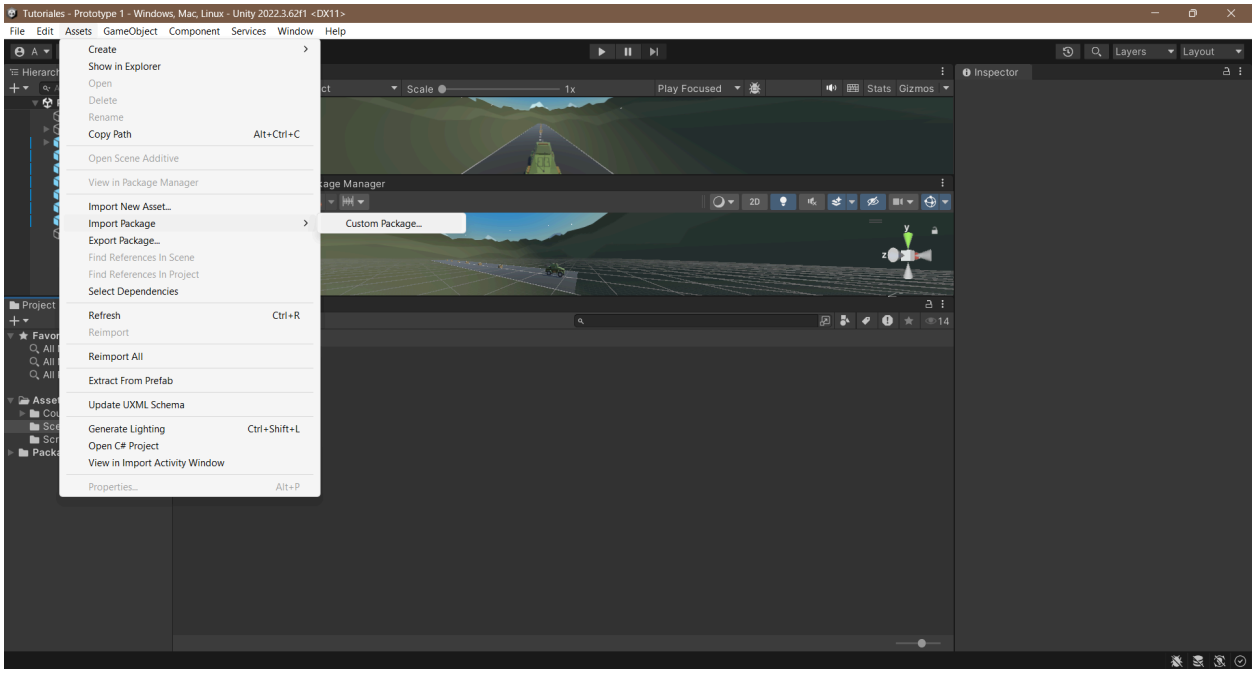
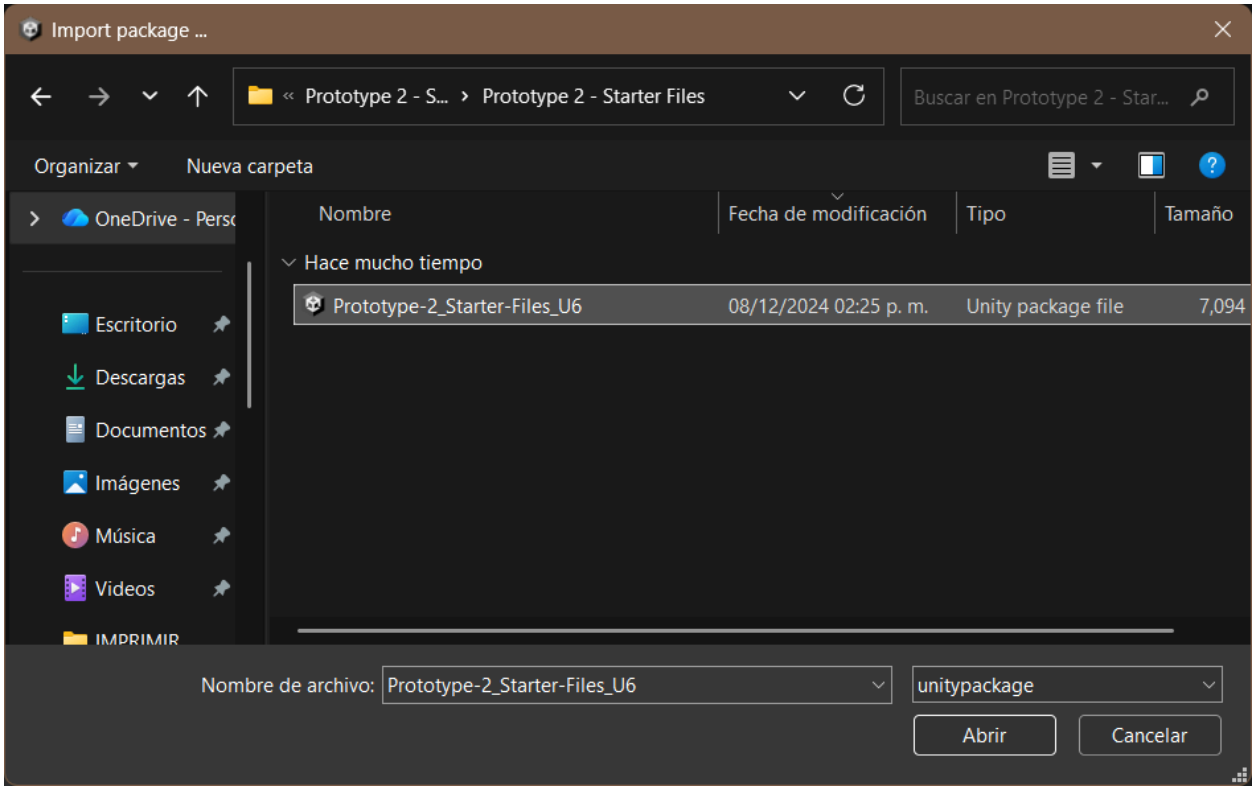
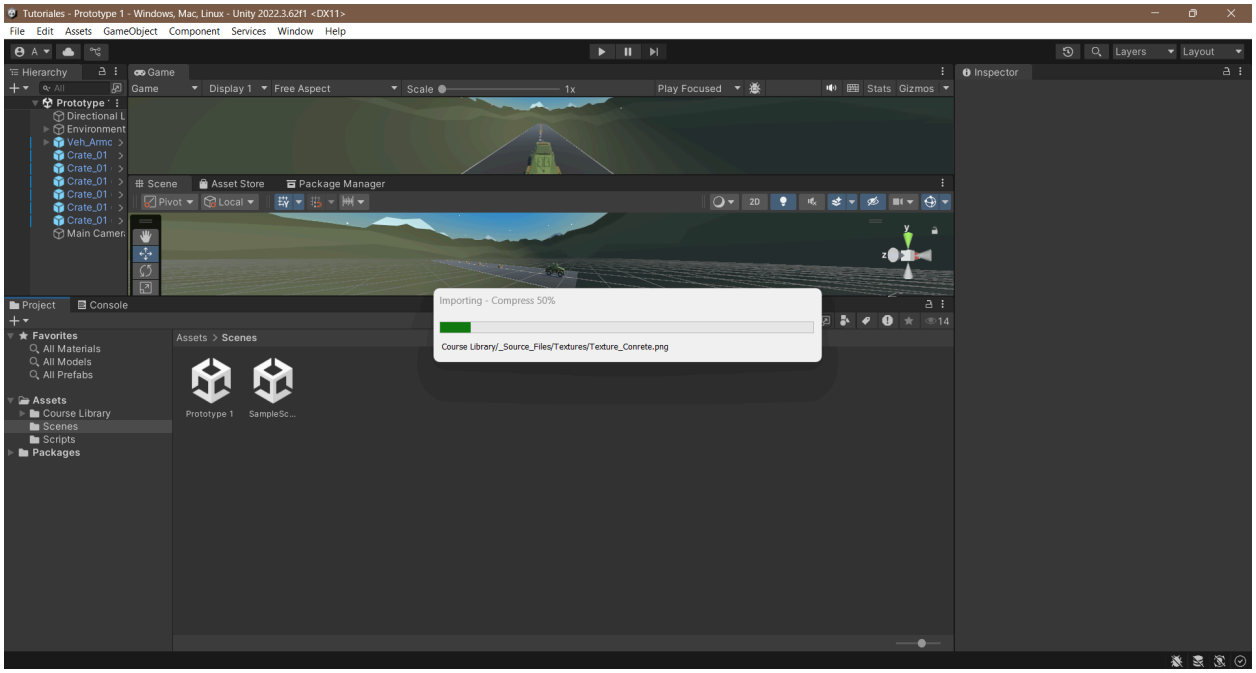
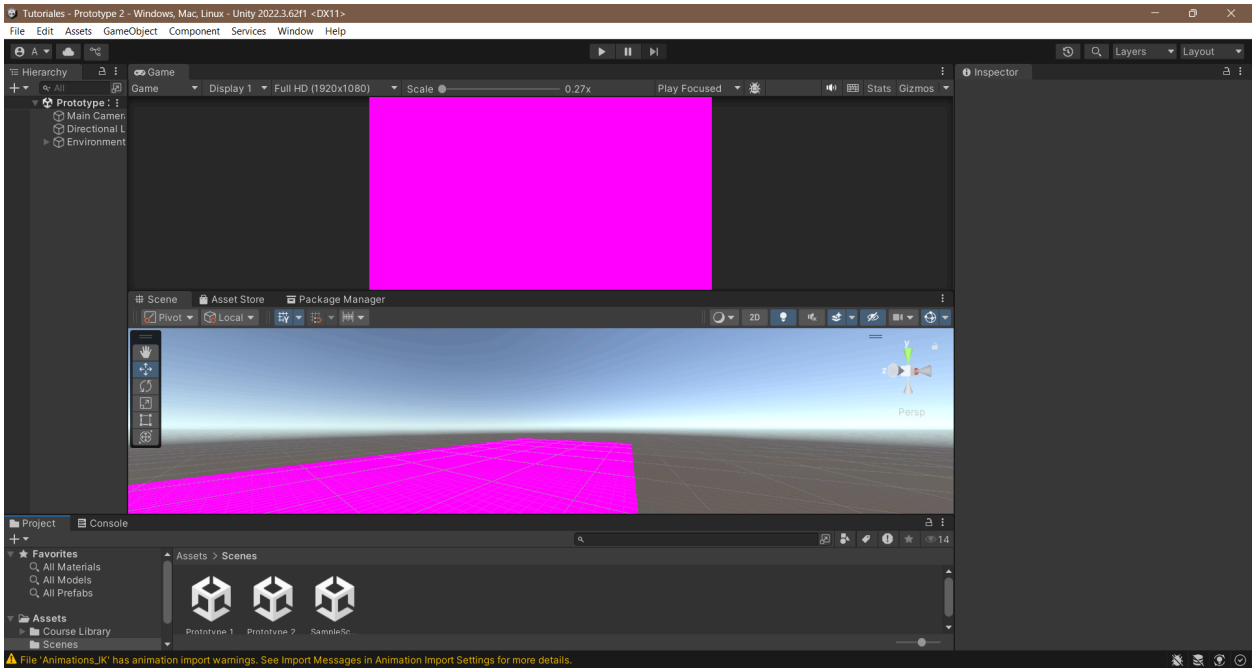
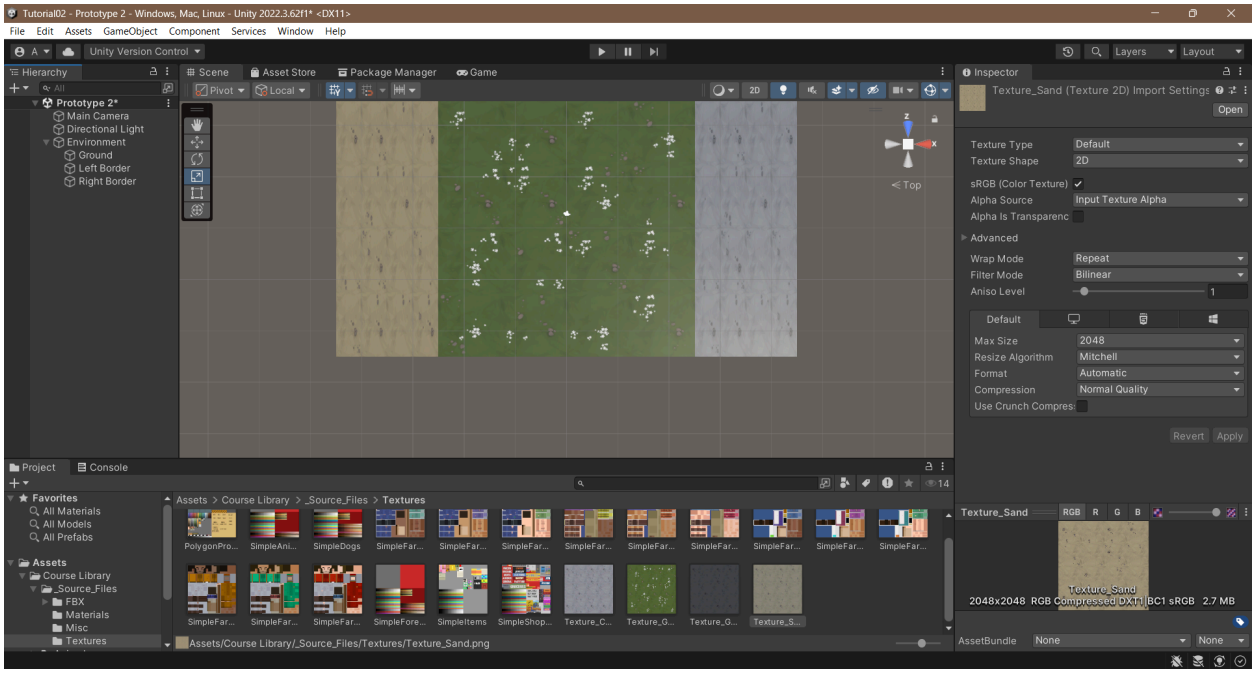

Descargas
Descargas
Buscar en Descargas
Nuevo
Ordenar
Ver
Detalles
Inicio
Galería
OneDrive - Perso
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Papelera de r
IMPRIMIR
UNIDAD3_GIDS
Acer (C:)
Nothing Phone (
Este equipo
Acer (C:)
Nombre
Fecha de modificación
Tipo
Tamaño
Hoy
SiJefe Beta-20251016T161609Z-1-001 16/10/2025 10:24 a. m. Carpeta comprimi... 209,878 KB
Prototype 2 - Starter Files 16/10/2025 10:45 a. m. Carpeta comprimi... 7,048 KB
SiJefe Beta-20251016T161609Z-1-001 16/10/2025 10:25 a. m. Carpeta de archivos
Prototype 2 - Starter Files 16/10/2025 10:46 a. m. Carpeta de archivos
Ayer
Photoshop CS6 Portable by AosPlay 15/10/2025 04:47 p. m. Archivo RAR 513,796 KB
SiJefe Beta-20251015T220451Z-1-001 15/10/2025 04:06 p. m. Carpeta comprimi... 238,263 KB
Sin título-1sd.psd 15/10/2025 11:35 p. m. Photoshop.Image.... 2,175 KB
Practica Barra de Vida 15/10/2025 04:11 p. m. Firefox PDF Docu... 144 KB
Sin-título-1sd 15/10/2025 11:27 p. m. Archivo PNG 84 KB
Sin-título-1sd 15/10/2025 11:26 p. m. Archivo JPG 15 KB
Sin-título-1 15/10/2025 04:58 p. m. Archivo JPG 6 KB
Photoshop CS6 Portable by AosPlay 15/10/2025 04:50 p. m. Carpeta de archivos
SiJefe Beta-20251015T220451Z-1-001 15/10/2025 04:06 p. m. Carpeta de archivos
Al principio de esta semana
INVITACIÓN UAQ DCV 14/10/2025 07:37 p. m. Firefox PDF Docu... 3,428 KB
inventario_20251013_1917 13/10/2025 08:32 p. m. Hoja de cálculo d... 9 KB
inventario_20251013_1912 13/10/2025 07:12 p. m. Firefox PDF Docu... 2 KB
1,534 elementos | 1 elemento seleccionado

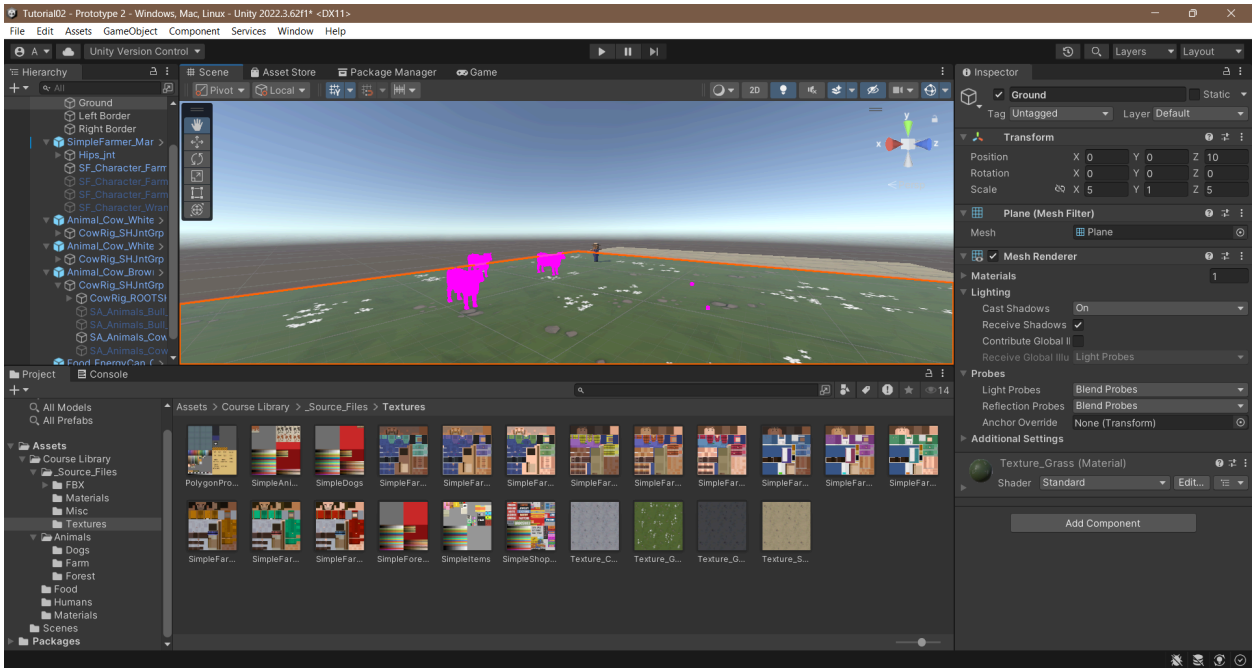

Tutoriales - Prototype 1 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Find References In Project
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Update UXML Schema
Generate Lighting Ctrl+Shift+L
Open C# Project
View in Import Activity Window
Properties... Alt+P
Custom Package...
Scale 1x
Play Focused
Stats Gizmos
Inspector
Layers
Layout
Project

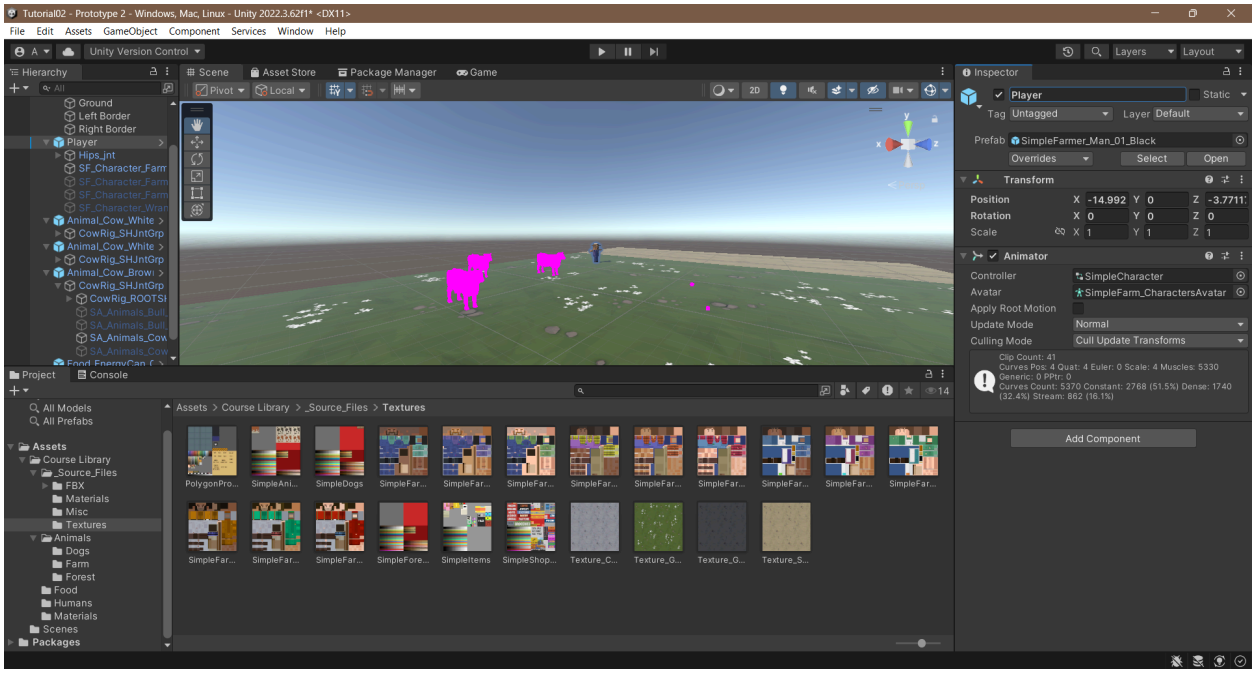

Import package ...
Prototype 2 - S... › Prototype 2 - Starter Files
Buscar en Prototype 2 - Star...
Organizar
Nueva carpeta
OneDrive - Perso
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
IMPRIMIR
Nombre
Fecha de modificación
Tipo
Tamaño
Hace mucho tiempo
Prototype-2_Starter-Files_U6
08/12/2024 02:25 p. m.
Unity package file
7,094
Nombre de archivo:
Prototype-2_Starter-Files_U6
unitypackage
Abrir
Cancelar

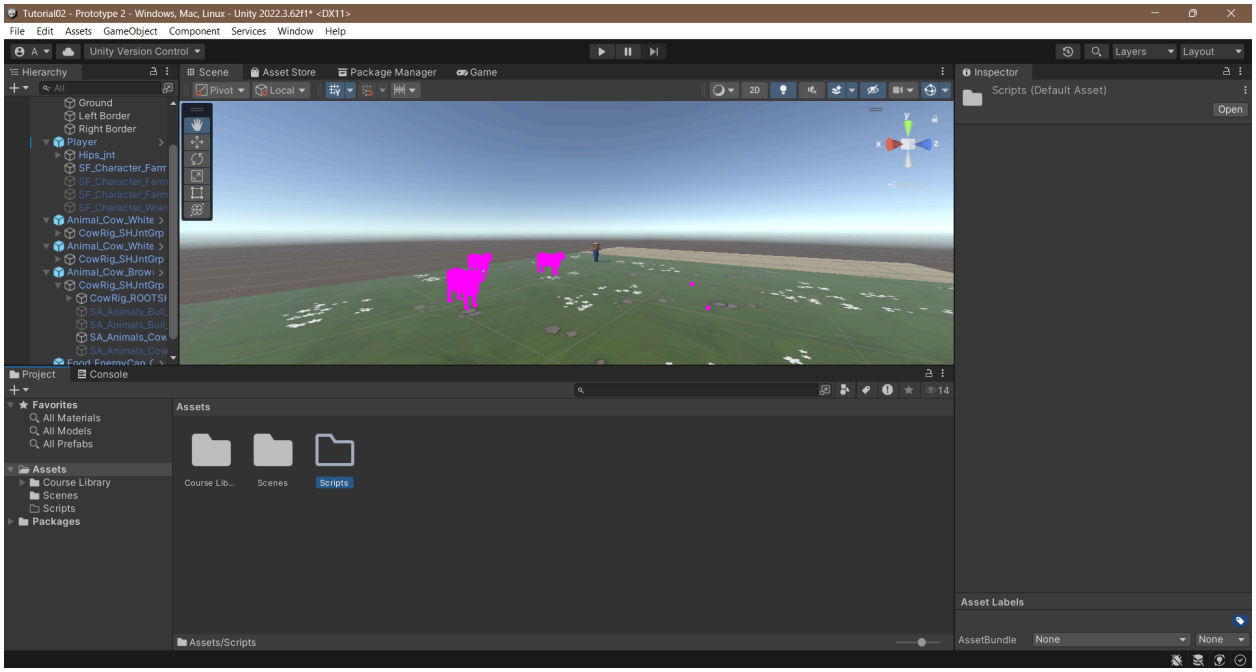

Tutoriales - Prototype 1 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Game
Display 1
Free Aspect
Play Focused
Stats
Gizmos
Inspector
Scene
Asset Store
Package Manager
Project
Console
Importing - Compress 50%
Course Library/_Source_Files/Textures/Texture_Conrete.png
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scenes
Prototype 1
SampleSc...

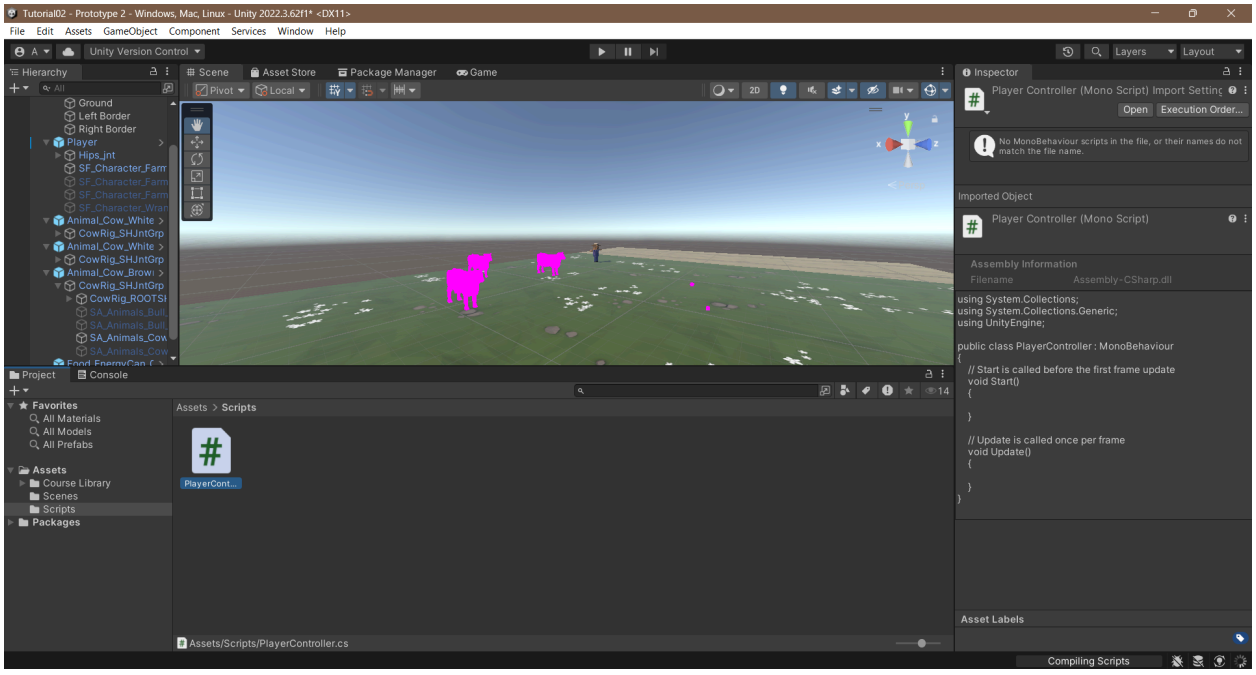

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Game
Inspector
Scene
Asset Store
Package Manager
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Assets > Scenes
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

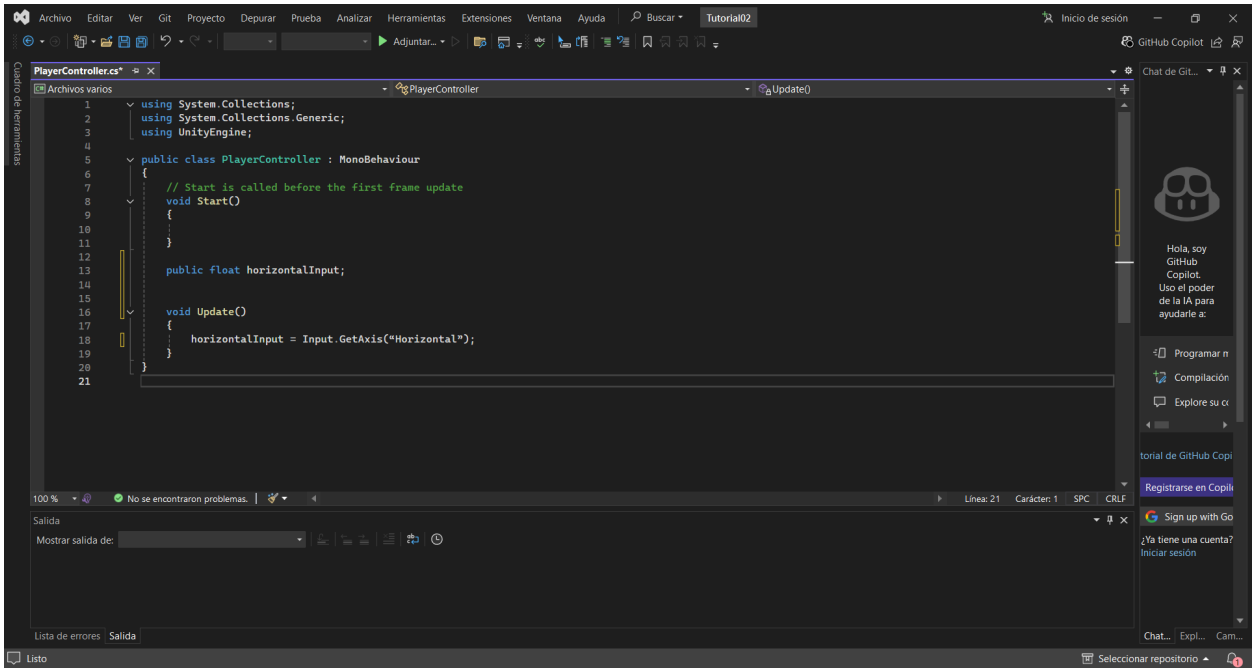

Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Unity Version Control
Hierarchy
Scene
Asset Store
Package Manager
Game
Inspector
Texture_Sand (Texture 2D) Import Settings
Open
Texture Type Default
Texture Shape 2D
sRGB (Color Texture)
Alpha Source Input Texture Alpha
Advanced
Wrap Mode Repeat
Filter Mode Bilinear
Aniso Level
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression Normal Quality
Revert Apply
Project
Console
Assets > Course Library > _Source_Files > Textures
Assets/Course Library/_Source_Files/Textures/Texture_Sand.png
2048x2048 RGB Compressed DXT1 BC1 sRGB 2.7 MB
AssetBundle None

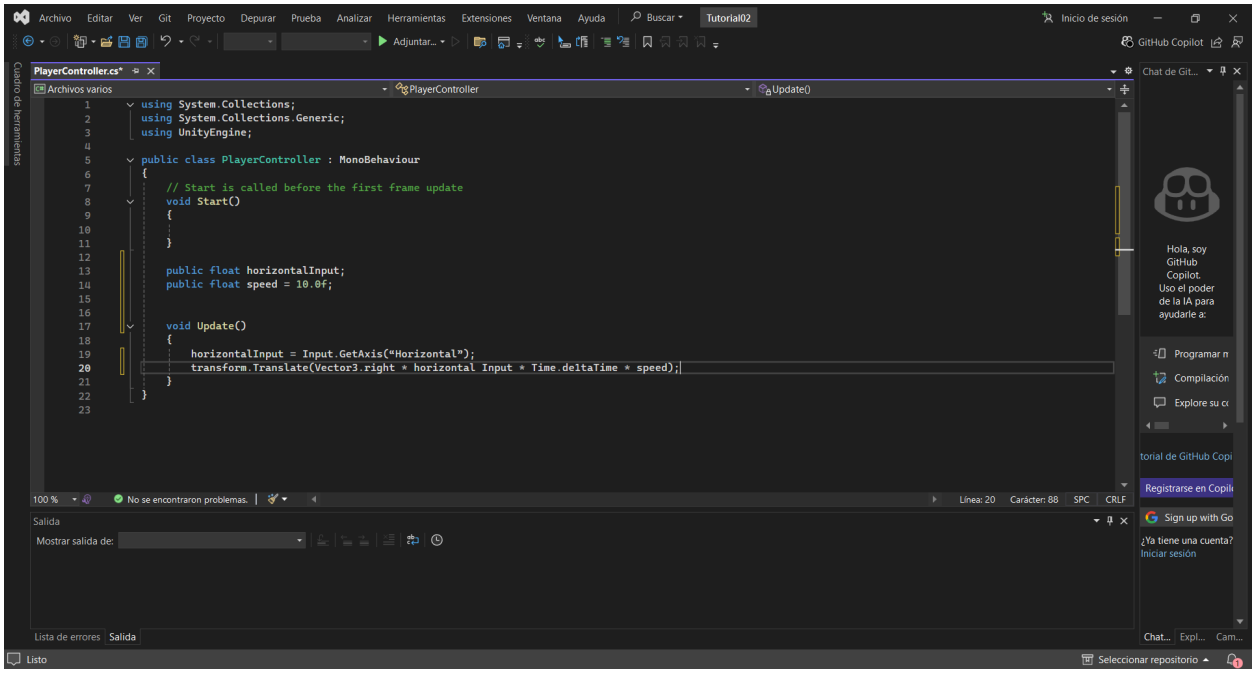

Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Unity Version Control
Hierarchy
Scene
Asset Store
Package Manager
Game
Inspector
Ground
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Plane (Mesh Filter)
Mesh Plane
Mesh Renderer
Materials
Lighting
Cast Shadows On
Receive Shadows
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Texture_Grass (Material)
Shader Standard
Edit...
Add Component
Project
Console
Assets > Course Library > _Source_Files > Textures
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages


Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Unity Version Control
Hierarchy
Scene
Asset Store
Package Manager
Game
Inspector
Player
Static
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_01_Black
Overrides
Select
Open
Transform
Position X -14.992 Y 0 Z -3.7711
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 41
Curves Pos: 4 Quat: 4 Euler: 0 Scale: 4 Muscles: 5330
Generic: 0 PPtr: 0
Curves Count: 5370 Constant: 2768 (51.5%) Dense: 1740
(32.4%) Stream: 862 (16.1%)
Add Component
Project
Console
Assets > Course Library > _Source_Files > Textures
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages


Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Unity Version Control
Layers
Layout
Hierarchy
Scene
Asset Store
Package Manager
Game
Inspector
Scripts (Default Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Course Lib...
Scenes
Scripts
Assets/Scripts
Asset Labels
AssetBundle
None


Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Unity Version Control
Layers
Layout
Hierarchy
Scene
Asset Store
Package Manager
Game
Inspector
Player Controller (Mono Script) Import Setting
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Player Controller (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts
PlayerCont...
Assets/Scripts/PlayerController.cs
Asset Labels
Compiling Scripts


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Tutorial02
Inicio de sesión
Adjuntar...
GitHub Copilot
PlayerController.cs*
Archivos varios
PlayerController
Update()
Cuadro de herramientas
Chat de Git...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
public float horizontalInput;
void Update()
{
horizontalInput = Input.GetAxis("Horizontal");
}
}
Hola, soy GitHub Copilot. Uso el poder de la IA para ayudarle a:
Programar n
Compilación
Explore su c
torial de GitHub Copi
Registrarse en Copil
Sign up with Go
¿Ya tiene una cuenta?
Iniciar sesión
100 %
No se encontraron problemas.
Línea: 21
Carácter: 1
SPC
CRLF
Salida
Mostrar salida de:
Lista de errores
Salida
Chat...
Expl...
Cam...
Listo
Seleccionar repositorio


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Tutorial02
Inicio de sesión
Adjuntar...
GitHub Copilot
PlayerController.cs*
Archivos varios
PlayerController
Update()
Cuadro de herramientas
Chat de Git...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
public float horizontalInput;
public float speed = 10.0f;
void Update()
{
horizontalInput = Input.GetAxis("Horizontal");
transform.Translate(Vector3.right * horizontal Input * Time.deltaTime * speed);
}
}
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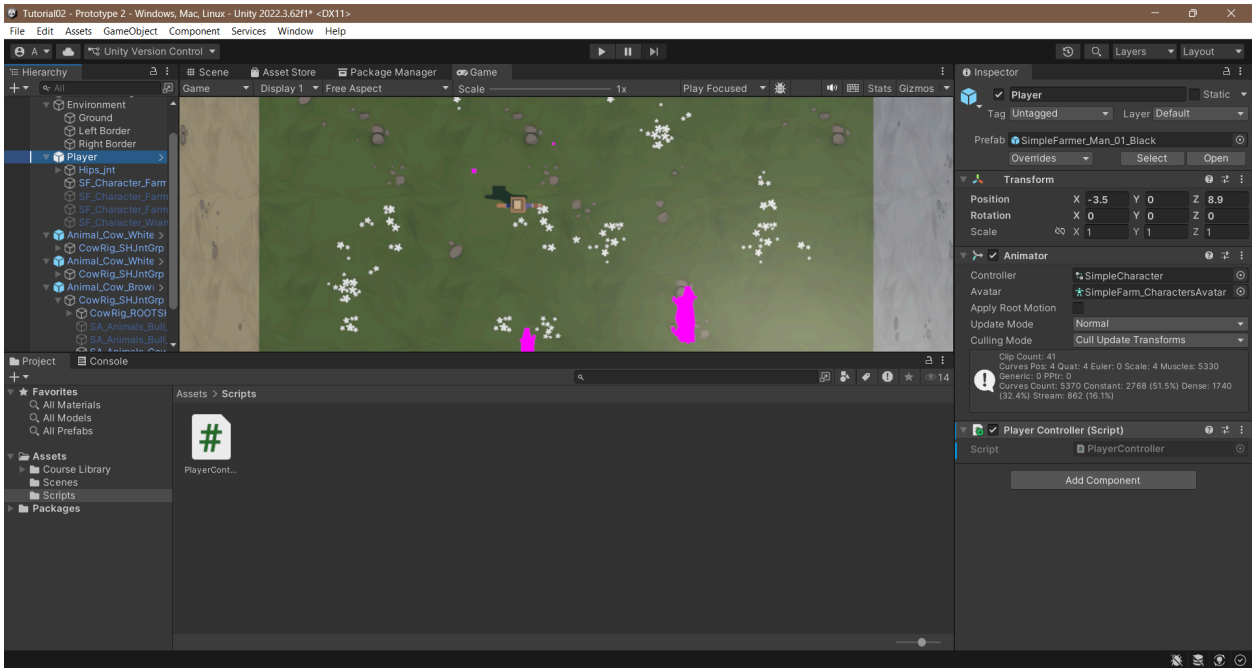
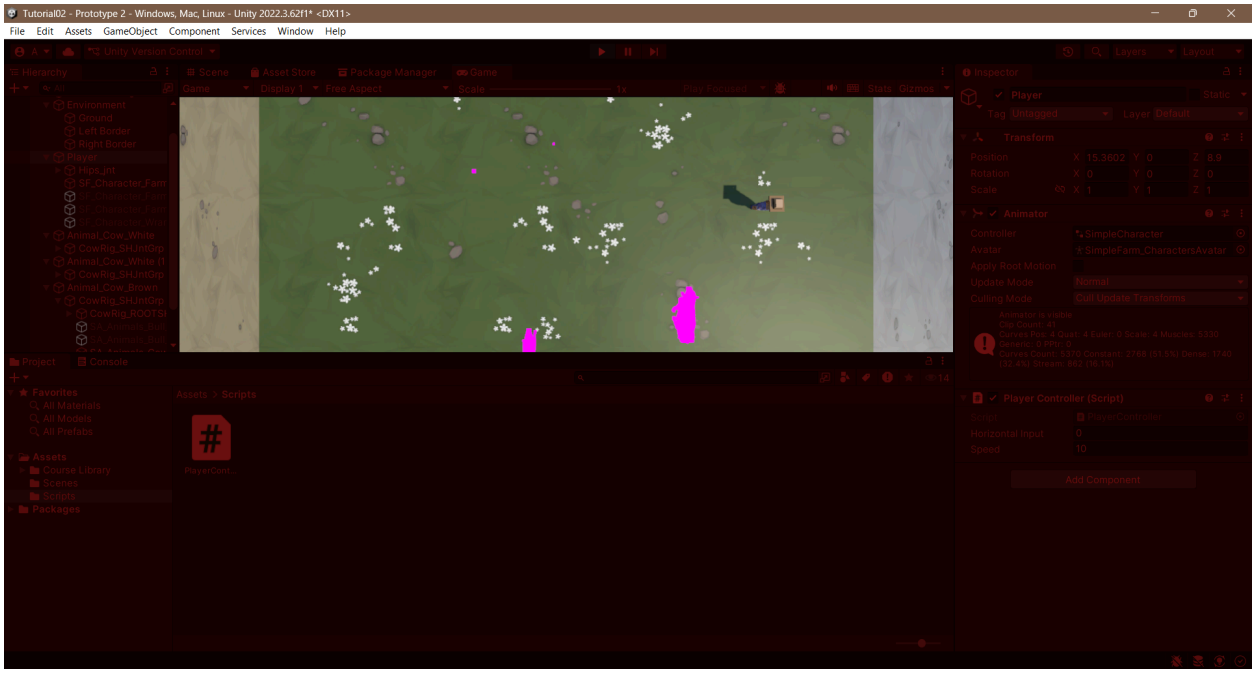
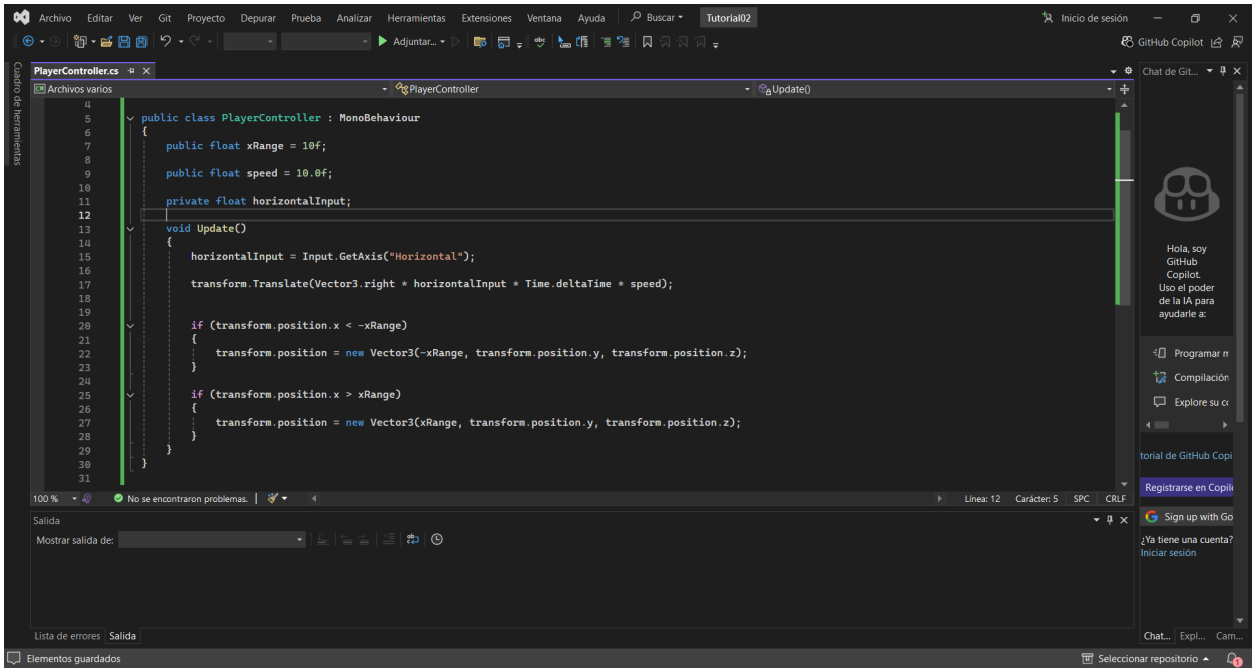
Explore su c
torial de GitHub Copi
Registrarse en Copil
Sign up with Go
¿Ya tiene una cuenta?
Iniciar sesión
100 %
No se encontraron problemas.
Línea: 20
Carácter: 88
SPC
CRLF
Salida
Mostrar salida de:
Lista de errores
Salida
Chat...
Expl...
Cam...
Listo
Seleccionar repositorio


Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Environment
Ground
Left Border
Right Border
Player
Hips_jnt
Animal_Cow_White
Animal_Cow_Brown
CowRig_SHJntGrp
CowRig_ROOTSI
Scene
Asset Store
Package Manager
Game
Display 1
Free Aspect
Play Focused
Stats
Gizmos
Inspector
Player
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_01_Black
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Script PlayerController
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts


Tutorial02 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Player Controller (Script)
Horizontal Input
Speed
Add Component


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Tutorial02 Inicio de sesión
Adjuntar...
GitHub Copilot
PlayerController.cs
Archivos varios
PlayerController
Update()
Cuadro de herramientas
Chat de Git...
public class PlayerController : MonoBehaviour
{
public float xRange = 10f;
public float speed = 10.0f;
private float horizontalInput;
void Update()
{
horizontalInput = Input.GetAxis("Horizontal");
transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);
if (transform.position.x < -xRange)
{
transform.position = new Vector3(-xRange, transform.position.y, transform.position.z);
}
if (transform.position.x > xRange)
{
transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
}
}
}
Hola, soy GitHub Copilot. Uso el poder de la IA para ayudarle a:
Programar n
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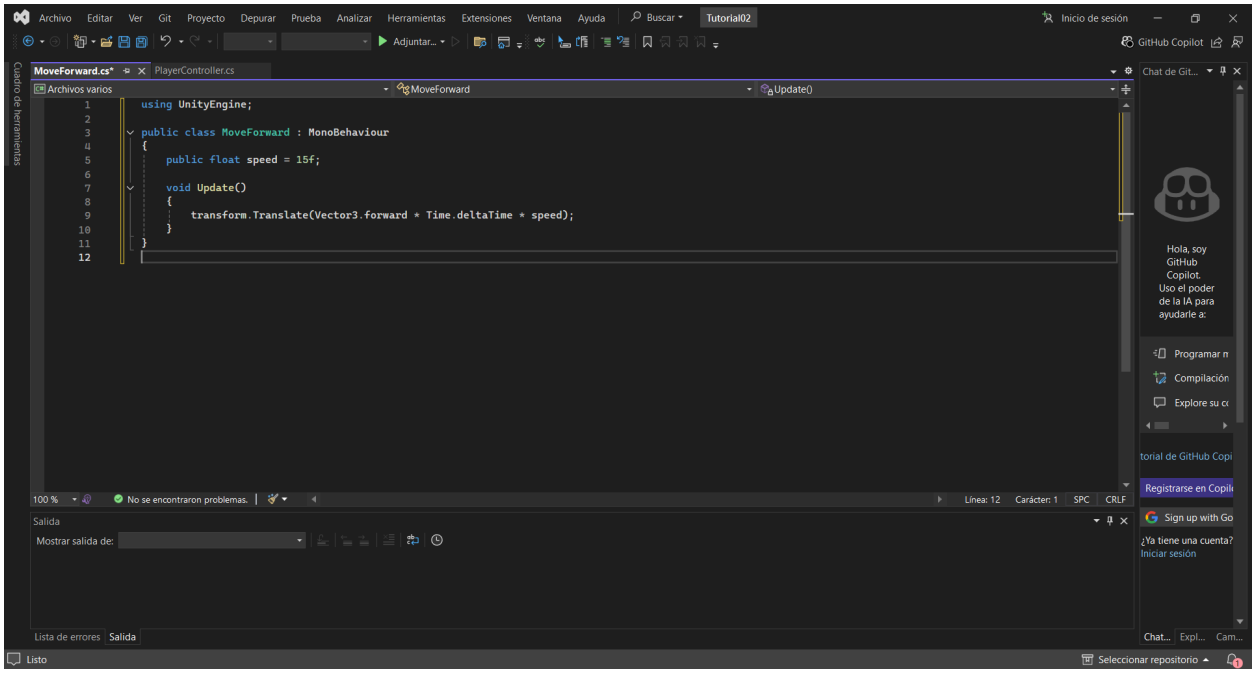
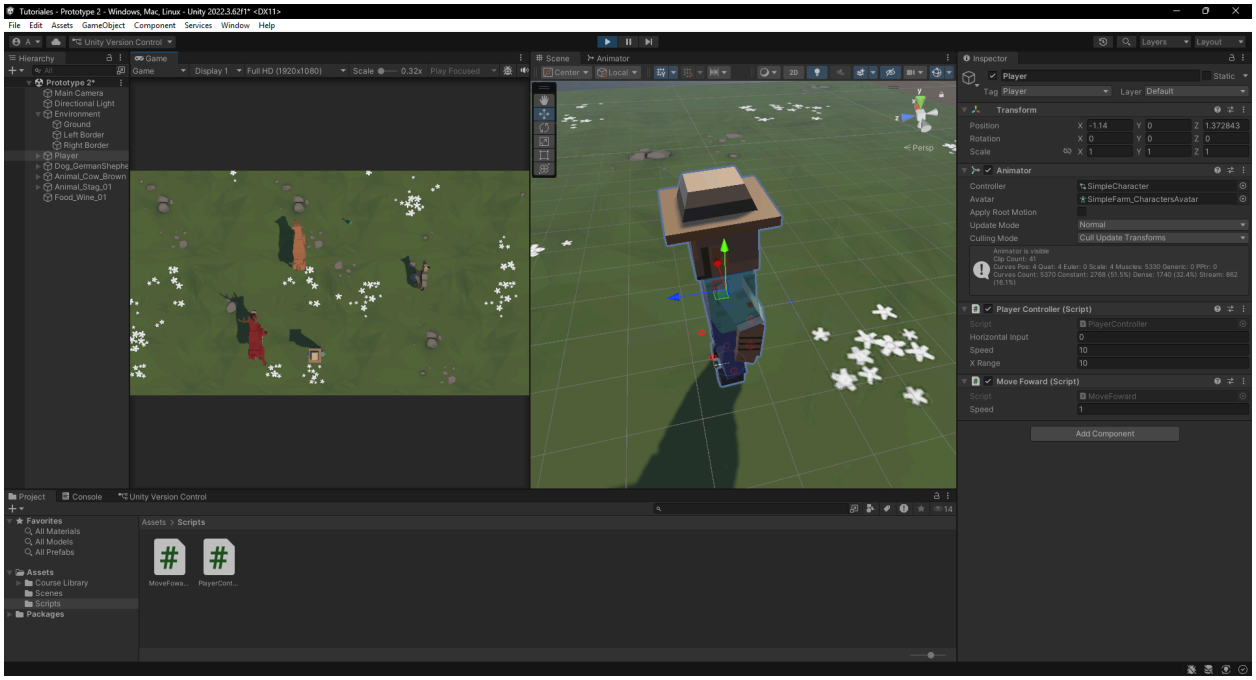
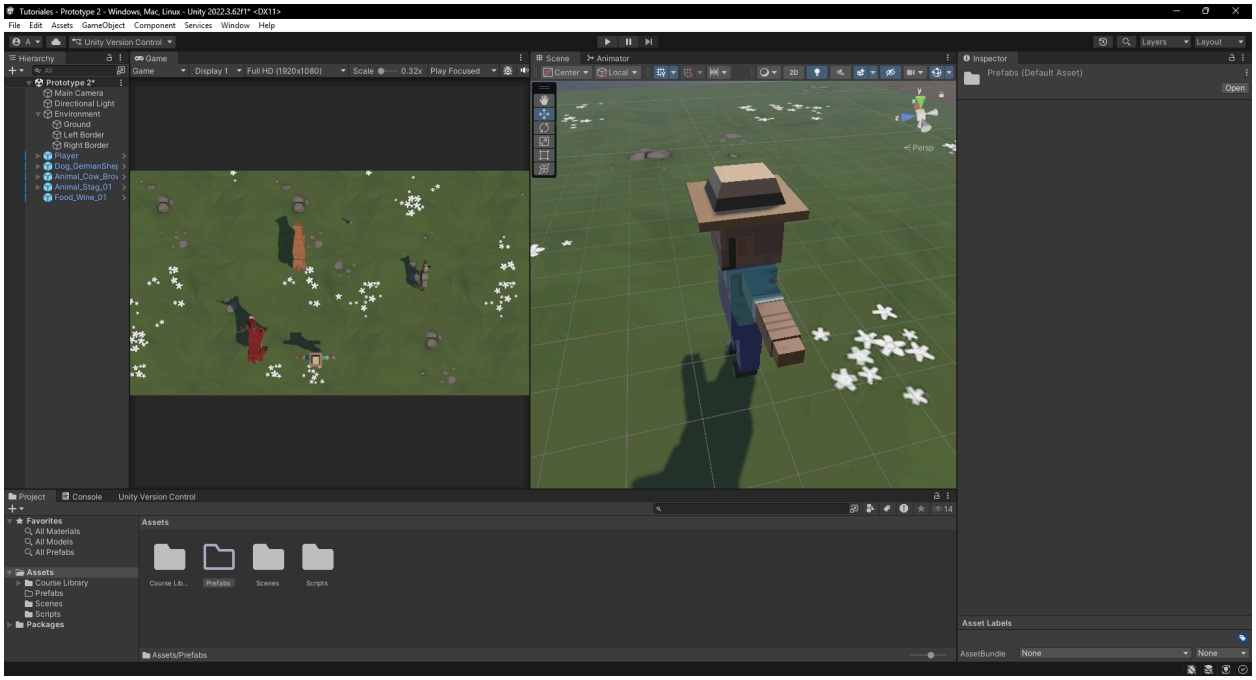
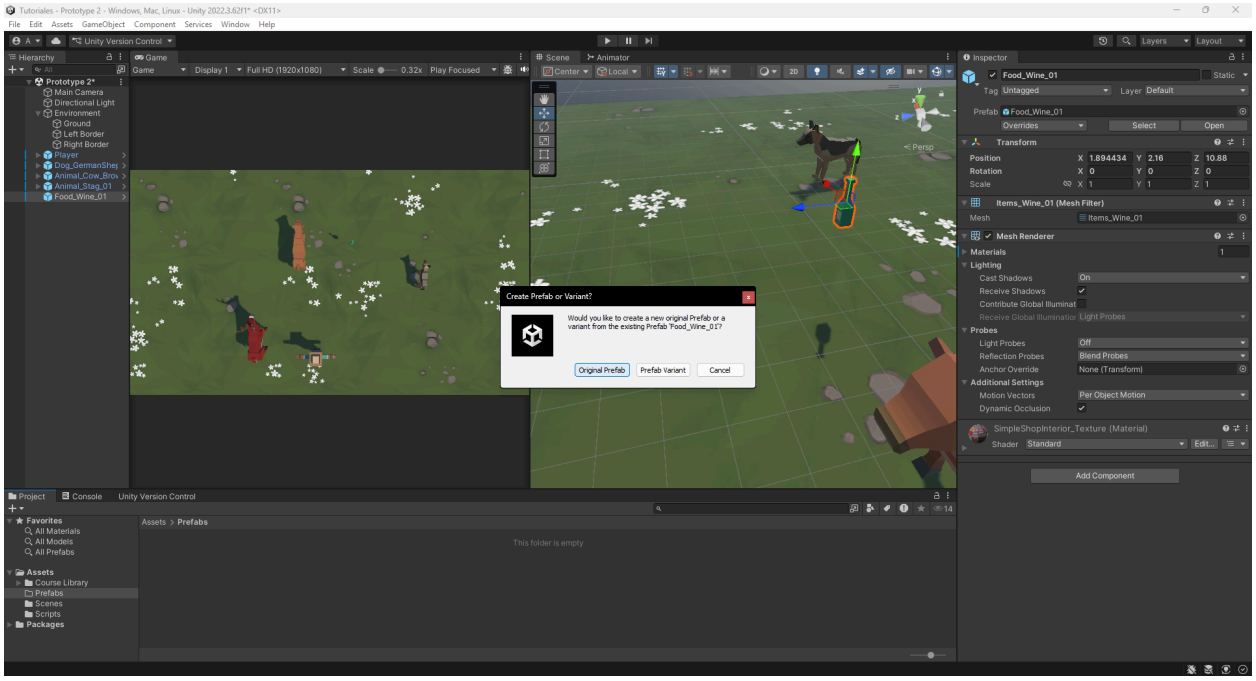
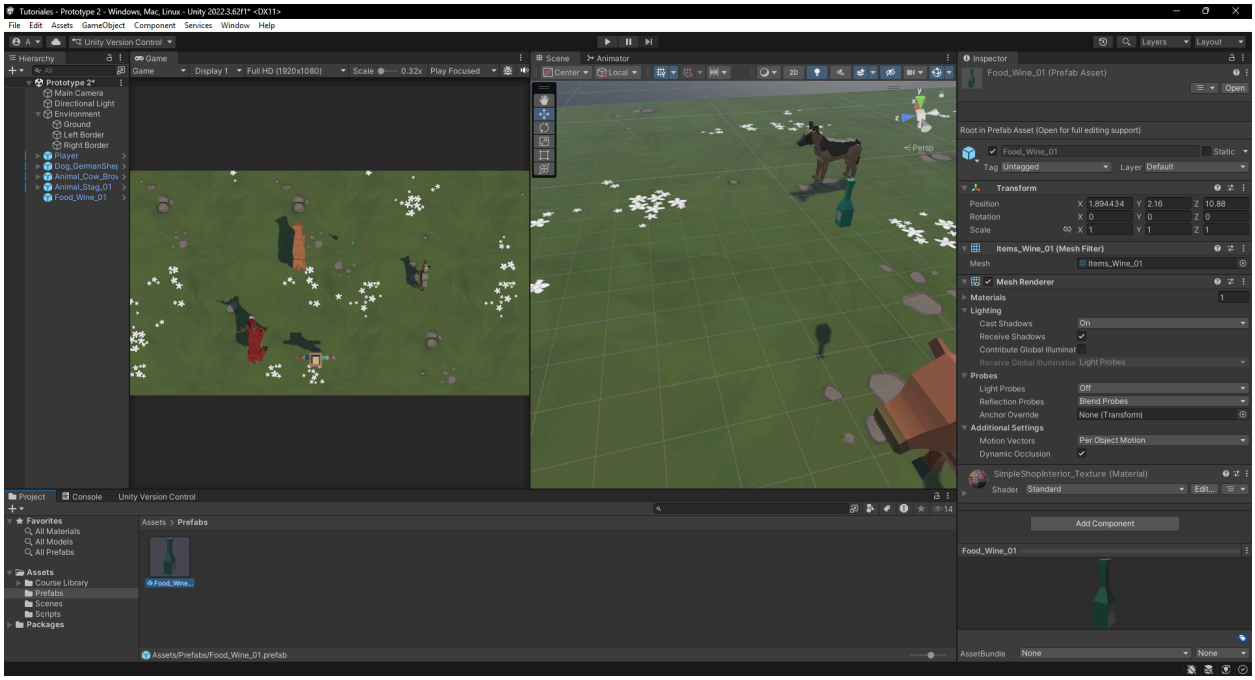
Explore su c
torial de GitHub Copi
Registrarse en Copil
Sign up with Go
¿Ya tiene una cuenta?
Iniciar sesión
100 %
No se encontraron problemas.
Línea: 12 Carácter: 5 SPC CRLF
Salida
Mostrar salida de:
Lista de errores Salida
Chat... Expl... Cam...
Elementos guardados
Seleccionar repositorio

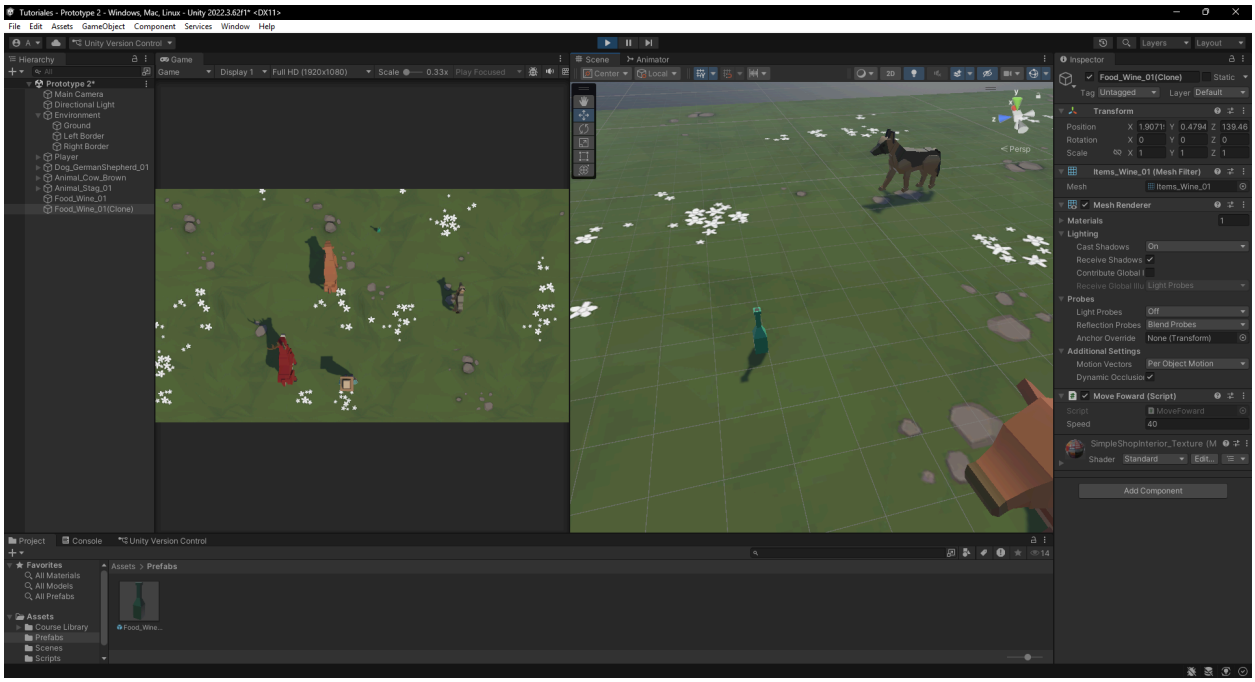

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Tutorial02 Inicio de sesión
Adjuntar...
GitHub Copilot
MoveForward.cs*
PlayerController.cs
Archivos varios
MoveForward
Update()
Cuadro de herramientas
Chat de Git...
using UnityEngine;
public class MoveForward : MonoBehaviour
{
public float speed = 15f;
void Update()
{
transform.Translate(Vector3.forward * Time.deltaTime * speed);
}
}
Hola, soy GitHub Copilot. Uso el poder de la IA para ayudarle a:
Programar n
Compilación
Explore su c
torial de GitHub Copi
Registrarse en Copil
Sign up with Go
¿Ya tiene una cuenta?
Iniciar sesión
100 %
No se encontraron problemas.
Línea: 12 Carácter: 1 SPC CRLF
Salida
Mostrar salida de:
Lista de errores Salida
Chat... Expl... Cam...
Listo
Seleccionar repositorio

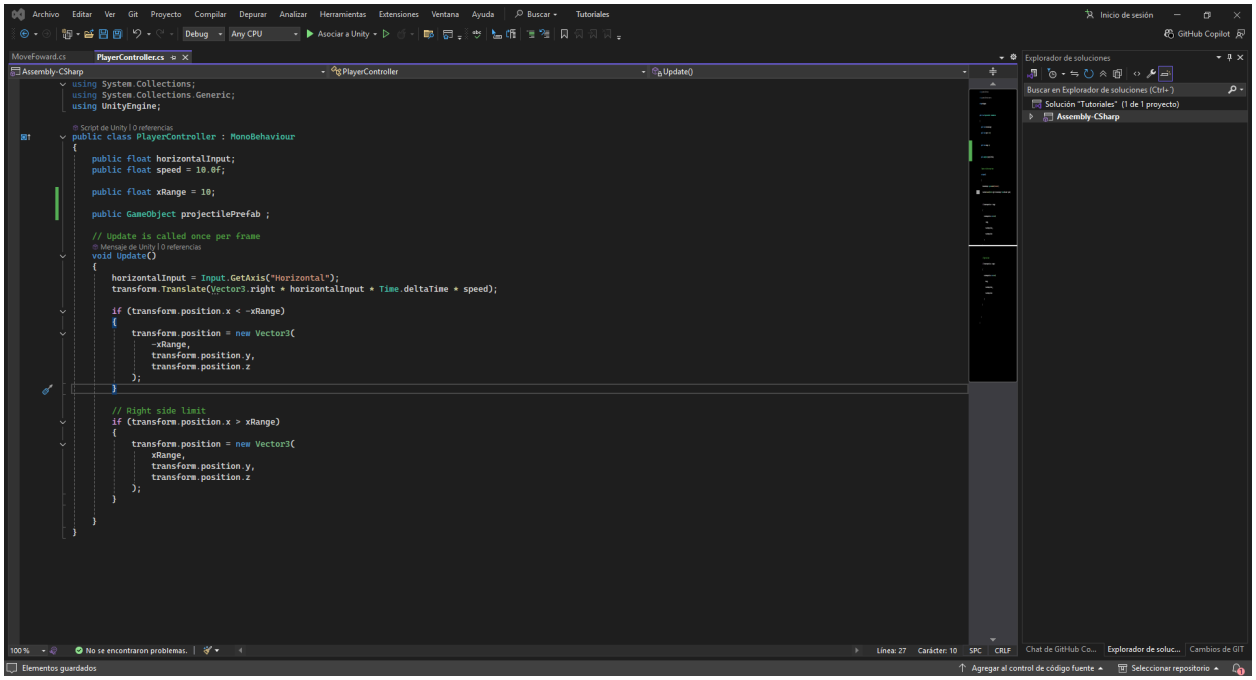

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog_GermanShephe
Animal_Cow_Brown
Animal_Stag_01
Food_Wrie_01
Game
Display 1
Full HD (1920x1080)
Scale
0.32x
Play Focused
Scene
Animator
Persp
Inspector
Player
Tag Player
Layer Default
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Horizontal Input 0
Speed 10
X Range 10
Move Foward (Script)
Speed 1
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts
MoveFowa...
PlayerCont...

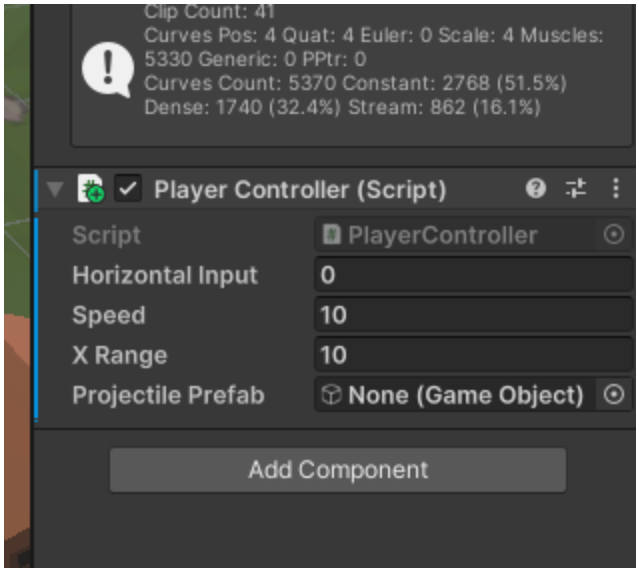


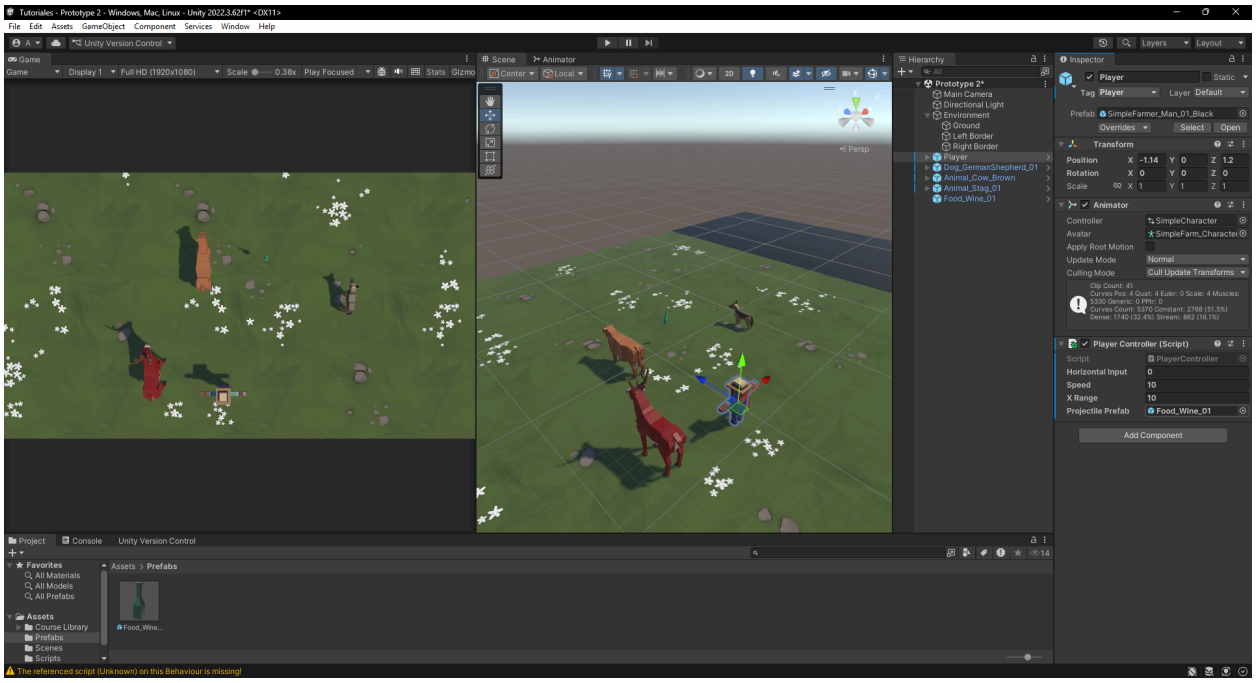

Create Prefab or Variant?
Would you like to create a new original Prefab or a variant from the existing Prefab 'Food_Wine_01'?
Original Prefab
Prefab Variant
Cancel

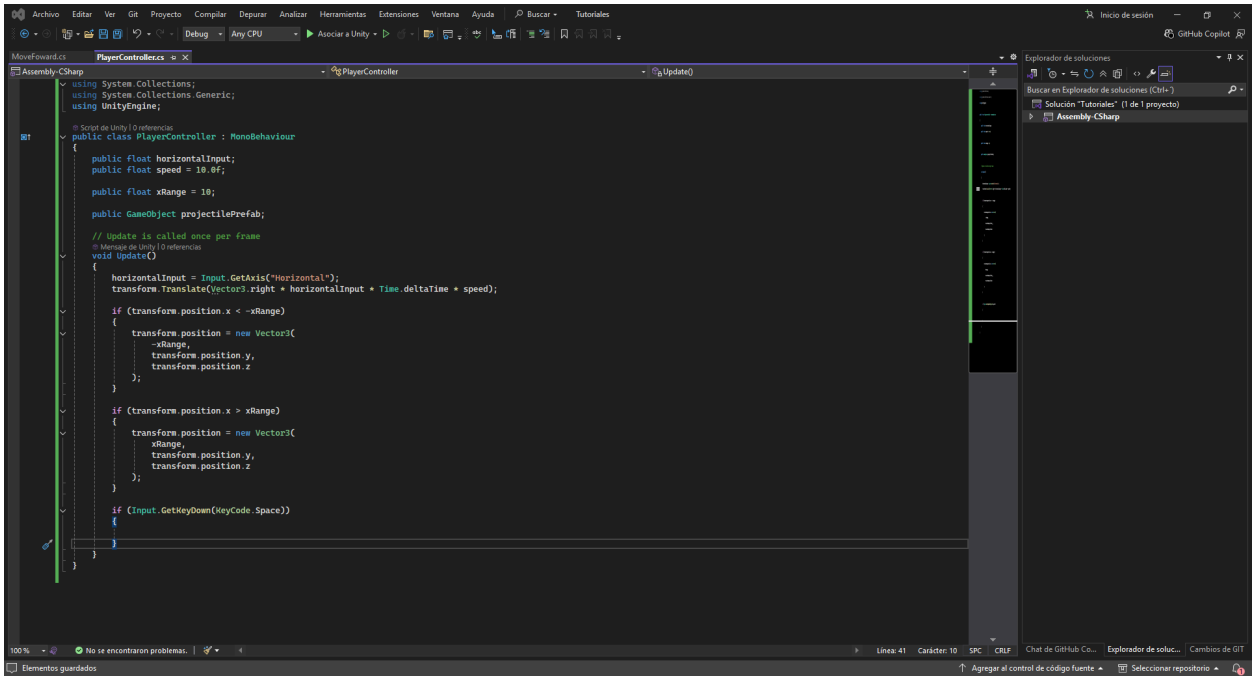




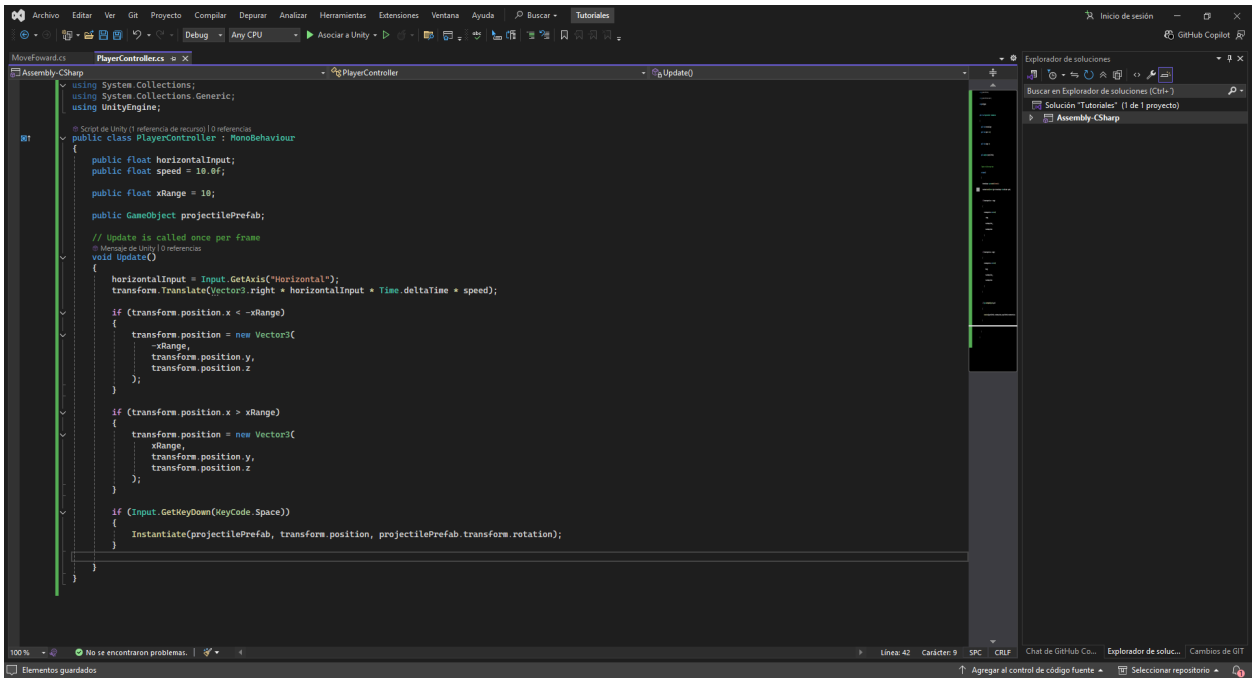

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Tutoriales
Inicio de sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
MoveFoward.cs
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
public float horizontalInput;
public float speed = 10.0f;
public float xRange = 10;
public GameObject projectilePrefab ;
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
horizontalInput = Input.GetAxis("Horizontal");
transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);
if (transform.position.x < -xRange)
{
transform.position = new Vector3(
-xRange,
transform.position.y,
transform.position.z
);
}
// Right side limit
if (transform.position.x > xRange)
{
transform.position = new Vector3(
xRange,
transform.position.y,
transform.position.z
);
}
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
100 %
No se encontraron problemas.
Línea: 27
Carácter: 10
SPC
CRLF
Chat de GitHub Co...
Explorador de soluc...
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio


Clip Count: 41
Curves Pos: 4 Quat: 4 Euler: 0 Scale: 4 Muscles:
5330 Generic: 0 PPtr: 0
Curves Count: 5370 Constant: 2768 (51.5%)
Dense: 1740 (32.4%) Stream: 862 (16.1%)
Player Controller (Script)
Script
PlayerController
Horizontal Input
0
Speed
10
X Range
10
Projectile Prefab
None (Game Object)
Add Component

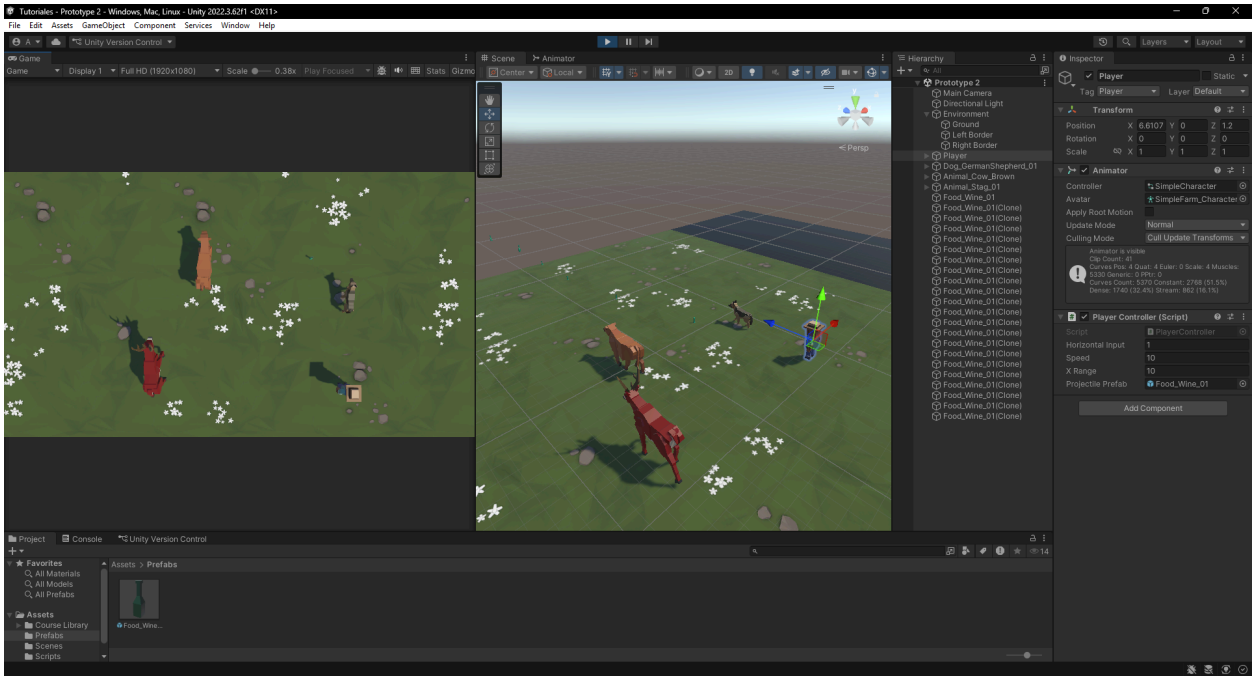

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Inspector
Player Controller (Script)
Horizontal Input
Speed
X Range
Projectile Prefab
Add Component
Project
Console
Assets
Prefabs
The referenced script (Unknown) on this Behaviour is missing!

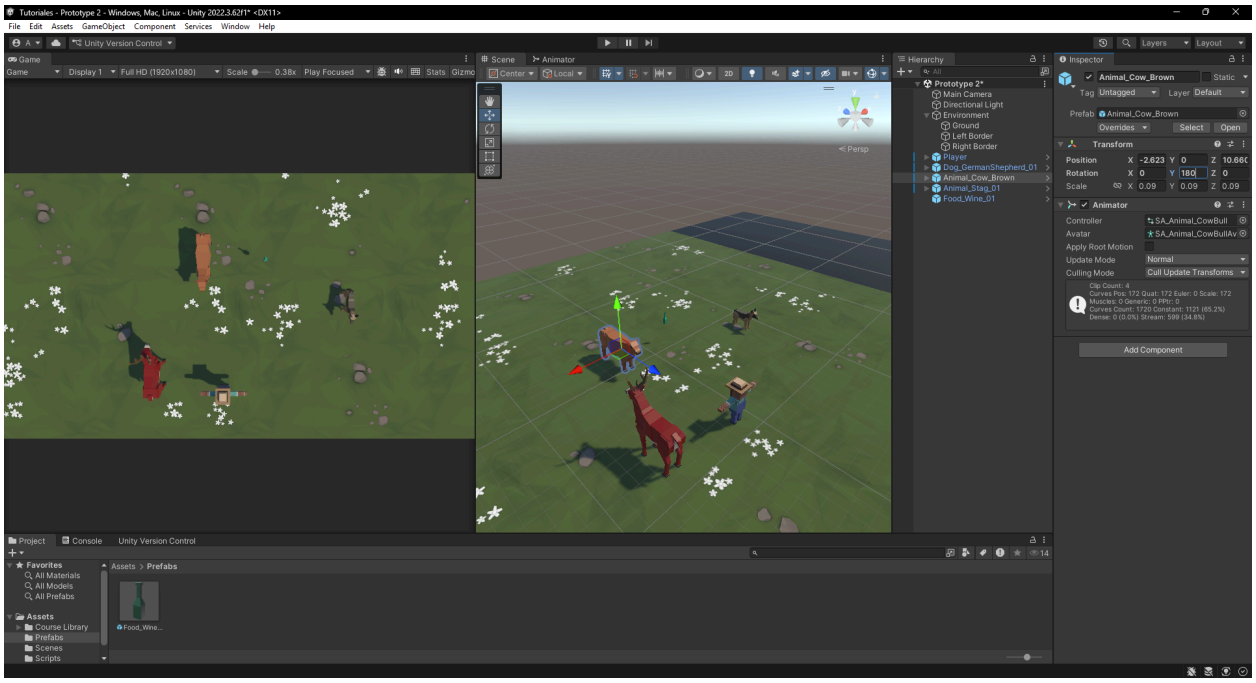


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
    public float horizontalInput;
    public float speed = 10.0f;

    public float xRange = 10;

    public GameObject projectilePrefab;

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        horizontalInput = Input.GetAxis("Horizontal");
        transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);

        if (transform.position.x < -xRange)
        {
            transform.position = new Vector3(
                -xRange,
                transform.position.y,
                transform.position.z
            );
        }

        if (transform.position.x > xRange)
        {
            transform.position = new Vector3(
                xRange,
                transform.position.y,
                transform.position.z
            );
        }

        if (Input.GetKeyDown(KeyCode.Space))
        {

        }
    }
}
```



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Script de Unity (1 referencia de recurso) | 0 referencias
public class PlayerController : MonoBehaviour
{
    public float horizontalInput;
    public float speed = 10.0f;

    public float xRange = 10;

    public GameObject projectilePrefab;

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        horizontalInput = Input.GetAxis("Horizontal");
        transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);

        if (transform.position.x < -xRange)
        {
            transform.position = new Vector3(
                -xRange,
                transform.position.y,
                transform.position.z
            );
        }

        if (transform.position.x > xRange)
        {
            transform.position = new Vector3(
                xRange,
                transform.position.y,
                transform.position.z
            );
        }

        if (Input.GetKeyDown(KeyCode.Space))
        {
            Instantiate(projectilePrefab, transform.position, projectilePrefab.transform.rotation);
        }
    }
}
```


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog_GermanShepherd_01
Animal_Cow_Brown
Animal_Stag_01
Food_Wine_01
Inspector
Player
Transform
Position
Rotation
Scale
Animator
Controller
SimpleCharacter
Avatar
SimpleFarm_Character
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Player Controller (Script)
Horizontal Input
Speed
X Range
Projectile Prefab
Food_Wine_01
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog_GermanShepherd_01
Animal_Cow_Brown
Animal_Stag_01
Food_Wine_01
Inspector
Animal_Cow_Brown
Prefab
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Select
Open
Transform
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Rotation
Scale
Animator
Controller
SA_Animal_CowBull
Avatar
SA_Animal_CowBullAv
Apply Root Motion
Update Mode
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Culling Mode
Cull Update Transforms
Add Component
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Console
Unity Version Control
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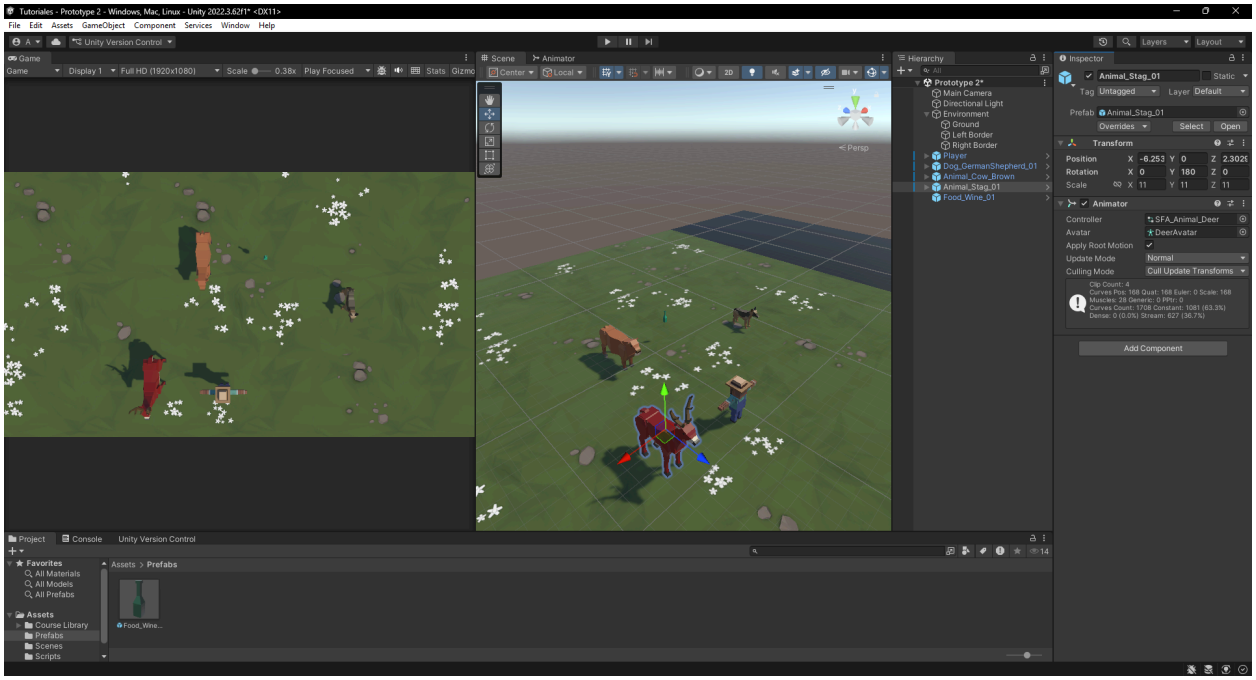
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Game
Scene
Animator
Hierarchy
Inspector
Project
Console
Unity Version Control
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog_GermanShepherd_01
Animal_Cow_Brown
Animal_Stag_01
Food_Wine_01
Animal_Stag_01
Transform
Position
Rotation
Scale
Animator
Controller
SFA_Animal_Deer
Avatar
DeerAvatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Add Component
Favorites
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All Models
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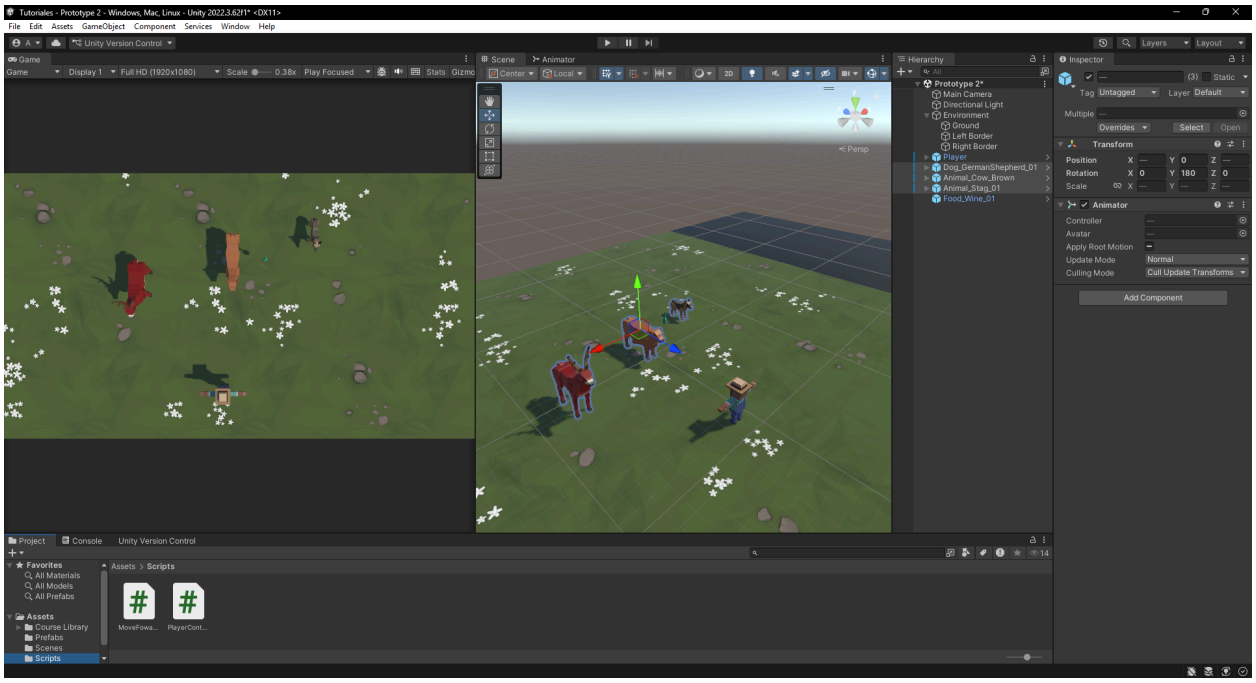
Scripts
Assets > Prefabs


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Game
Scene
Animator
Hierarchy
Inspector
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Unity Version Control
Prototype 2*
Main Camera
Directional Light
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Animal_Stag_01
Food_Wine_01
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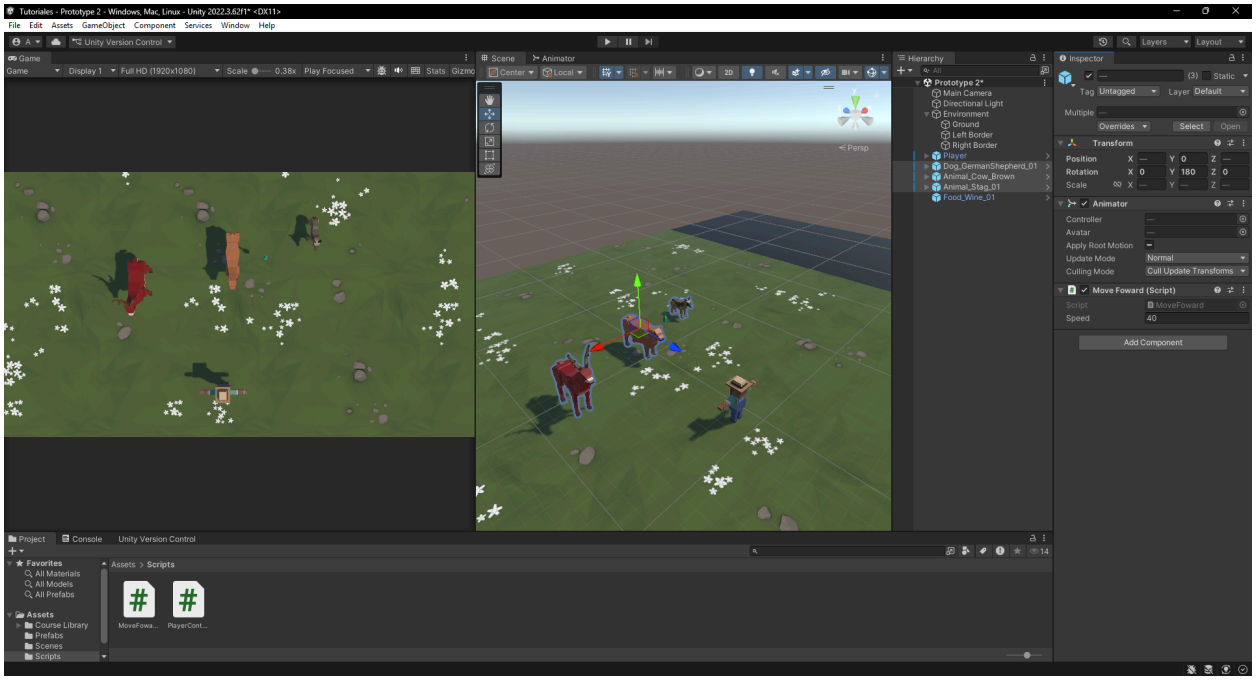
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
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Ground
Left Border
Right Border
Player
Dog_GermanShepherd_01
Animal_Cow_Brown
Animal_Stag_01
Food_Wine_01
Inspector
Transform
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Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Move Foward (Script)
Script
Speed
40
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
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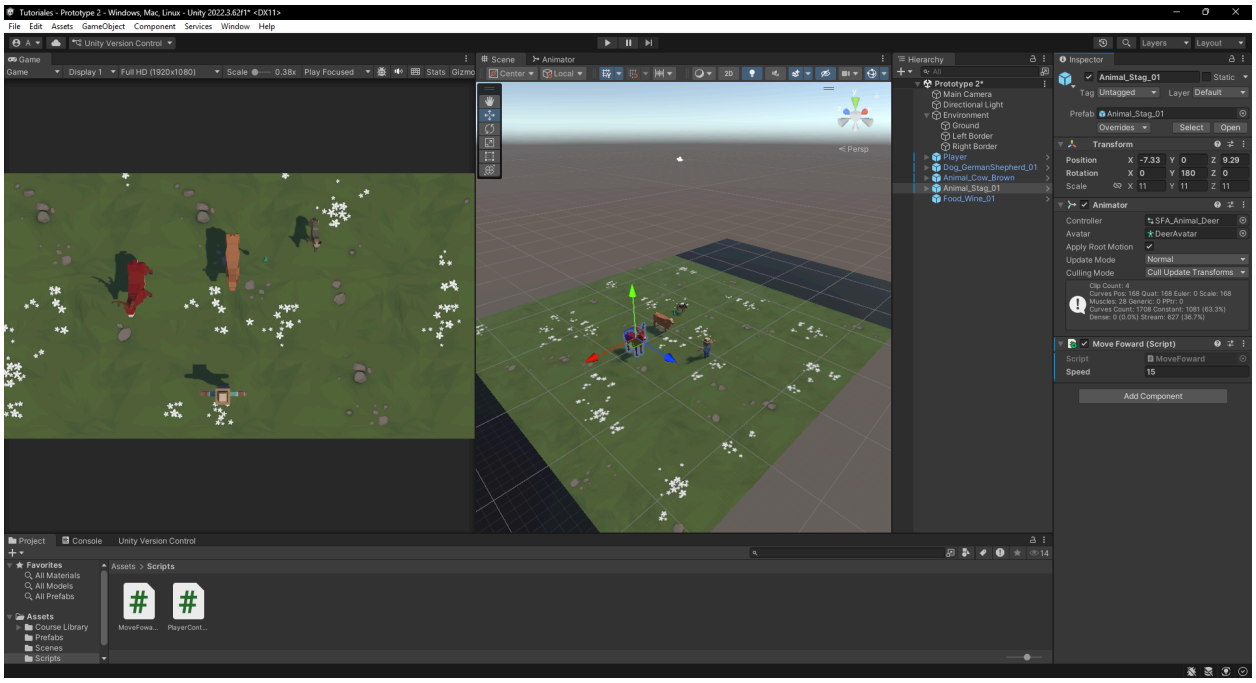
Course Library
Prefabs
Scenes
Scripts
MoveFowa...
PlayerCont...


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog_GermanShepherd_01
Animal_Cow_Brown
Animal_Stag_01
Food_Wine_01
Inspector
Animal_Stag_01
Transform
Position
Rotation
Scale
Animator
Controller
SFA_Animal_Deer
Avatar
DeerAvatar
Apply Root Motion
Update Mode
Culling Mode
Move Foward (Script)
Script
Speed
15
Add Component
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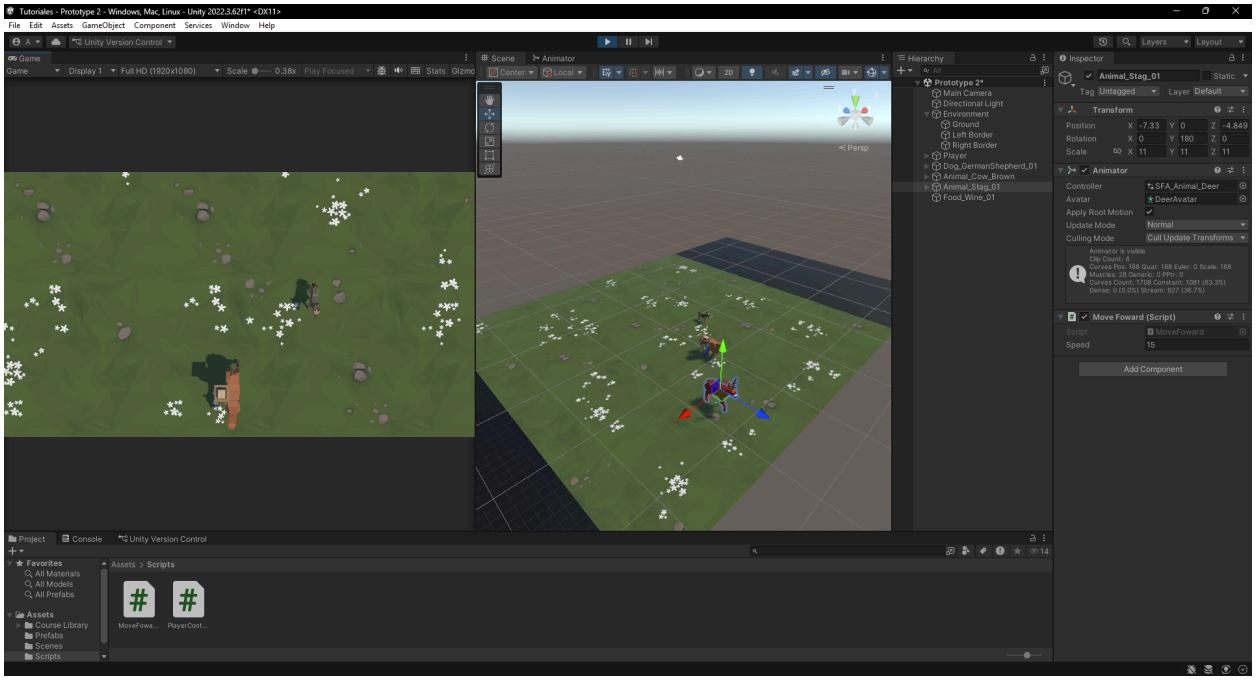
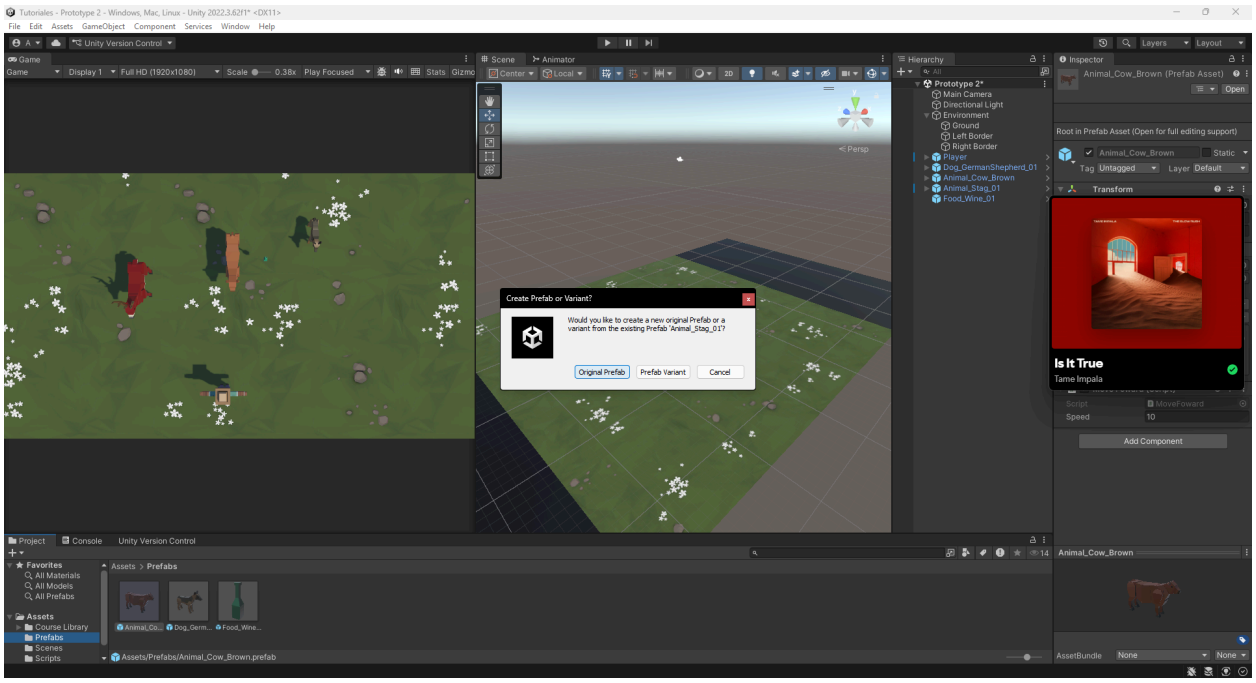
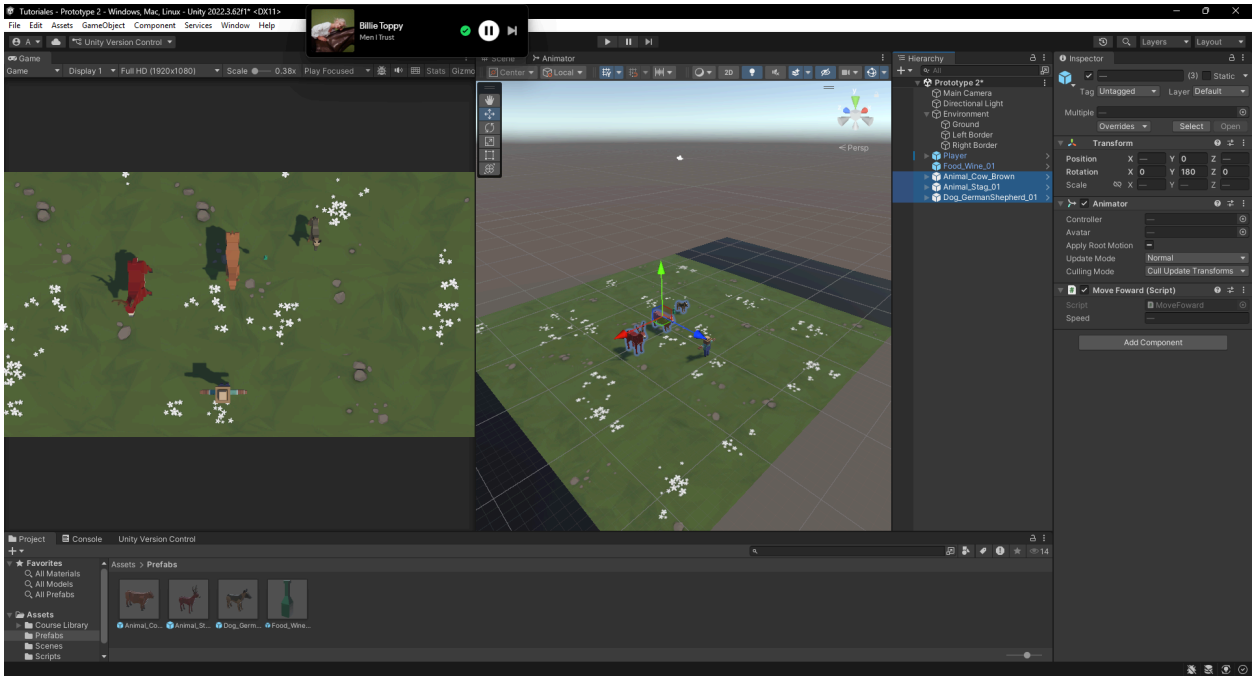
MoveFowa...
PlayerCont...




Create Prefab or Variant?
Would you like to create a new original Prefab or a variant from the existing Prefab 'Animal_Stag_01'?
Original Prefab
Prefab Variant
Cancel
Is It True
Tame Impala


Billie Toppy
Men I Trust
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Inspector
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Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Move Foward (Script)
Script
Speed
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
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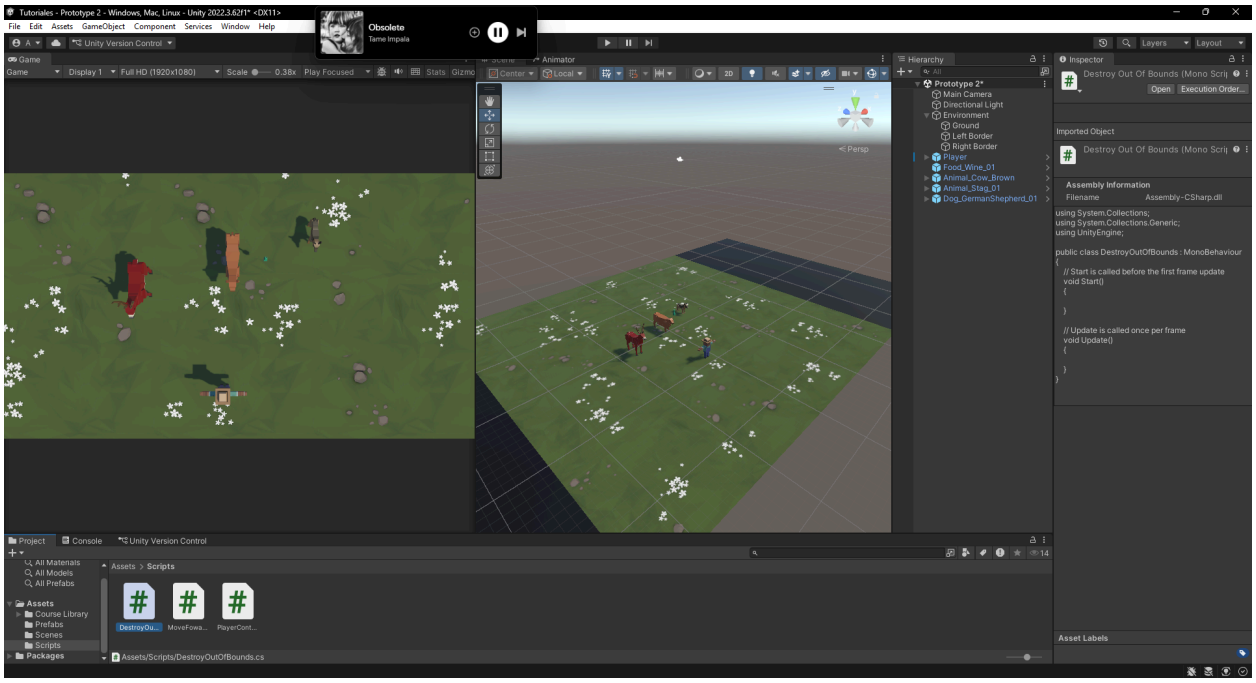
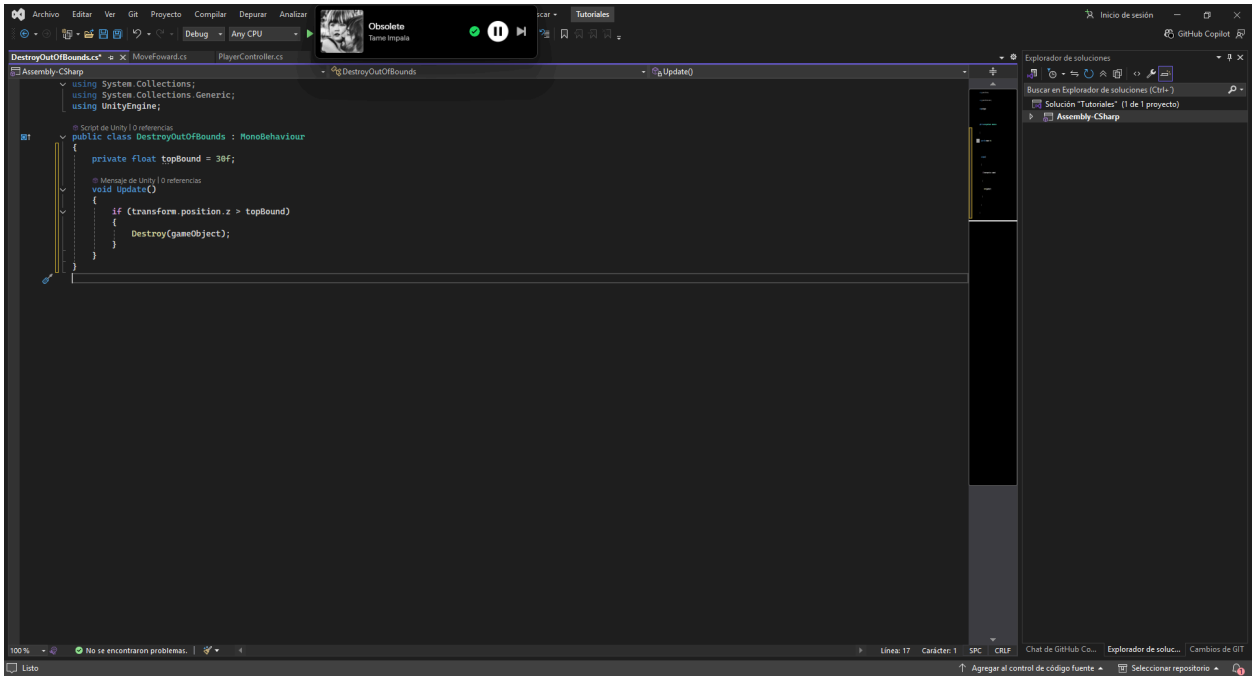
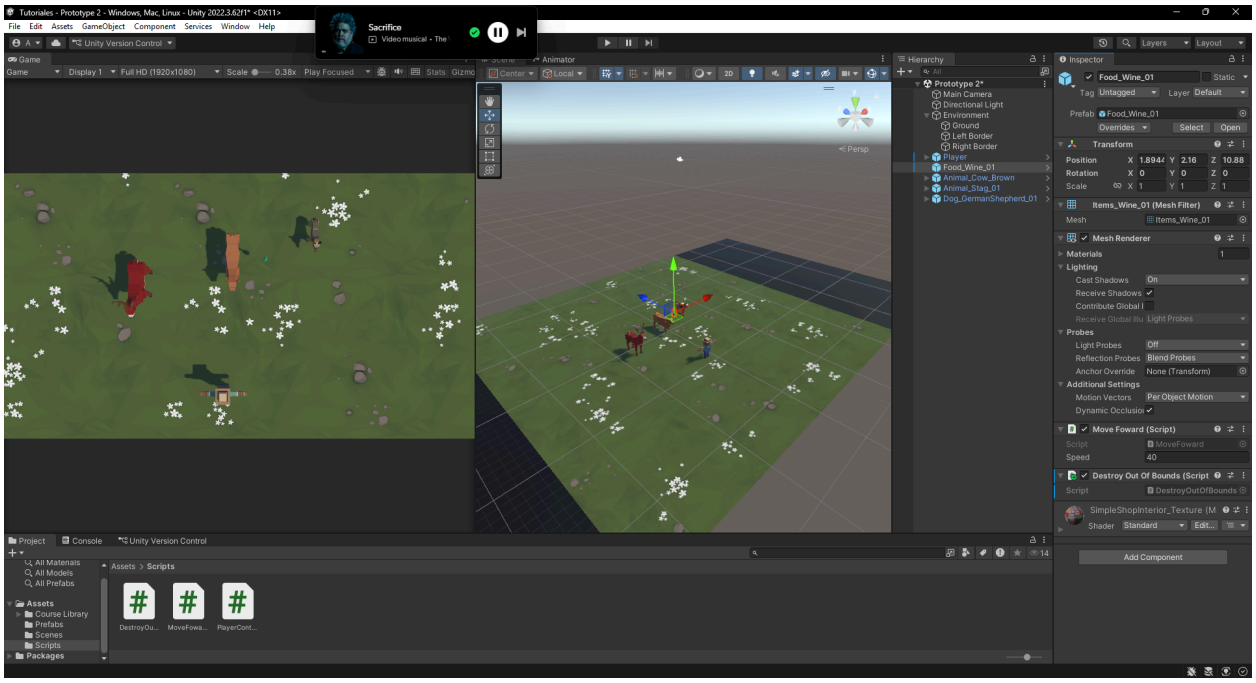
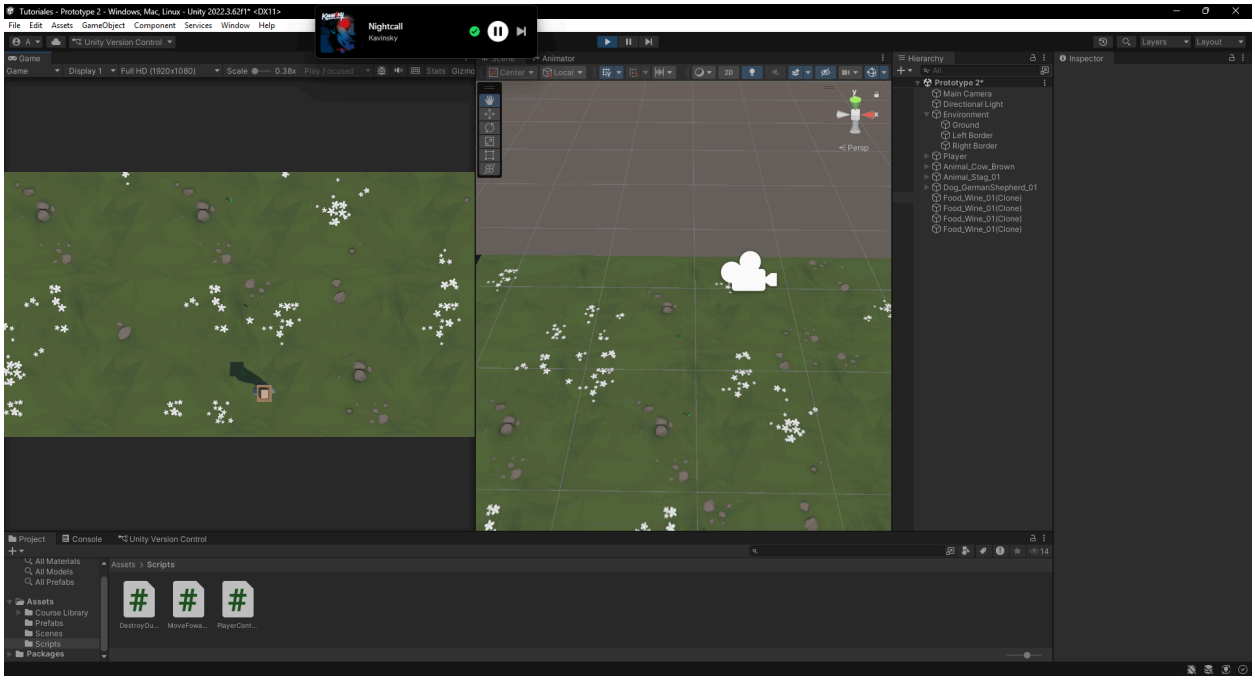
Scripts
Assets > Prefabs


Obsolete
Tame Impala
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Inspector
Destroy Out Of Bounds (Mono Scrip
Open
Execution Order...
Imported Object
Destroy Out Of Bounds (Mono Scrip
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DestroyOutOfBounds : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Asset Labels
Project
Console
Unity Version Control
Assets > Scripts
Assets/Scripts/DestroyOutOfBounds.cs


Obsolete
Tame Impala
DestroyOutOfBounds.cs*
MoveFoward.cs
PlayerController.cs
Assembly-CSharp
DestroyOutOfBounds
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class DestroyOutOfBounds : MonoBehaviour
{
private float topBound = 30f;
Mensaje de Unity | 0 referencias
void Update()
{
if (transform.position.z > topBound)
{
Destroy(gameObject);
}
}
}
Explorador de soluciones
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 17
Carácter: 1
Listo


Sacrifice
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Inspector
Food_Wine_01
Transform
Position
Rotation
Scale
Items_Wine_01 (Mesh Filter)
Mesh Renderer
Move Foward (Script)
Speed
40
Destroy Out Of Bounds (Script
Add Component
Project
Console
Assets
Scripts
Packages


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Nightcall
Kavinsky
Unity Version Control
Layers
Layout
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmo
Animator
Center
Local
2D
Persp
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Food_Wine_01(Clone)
Food_Wine_01(Clone)
Food_Wine_01(Clone)
Food_Wine_01(Clone)
Inspector
Project
Console
Unity Version Control
All Materials
All Models
All Prefabs
Assets
Course Library
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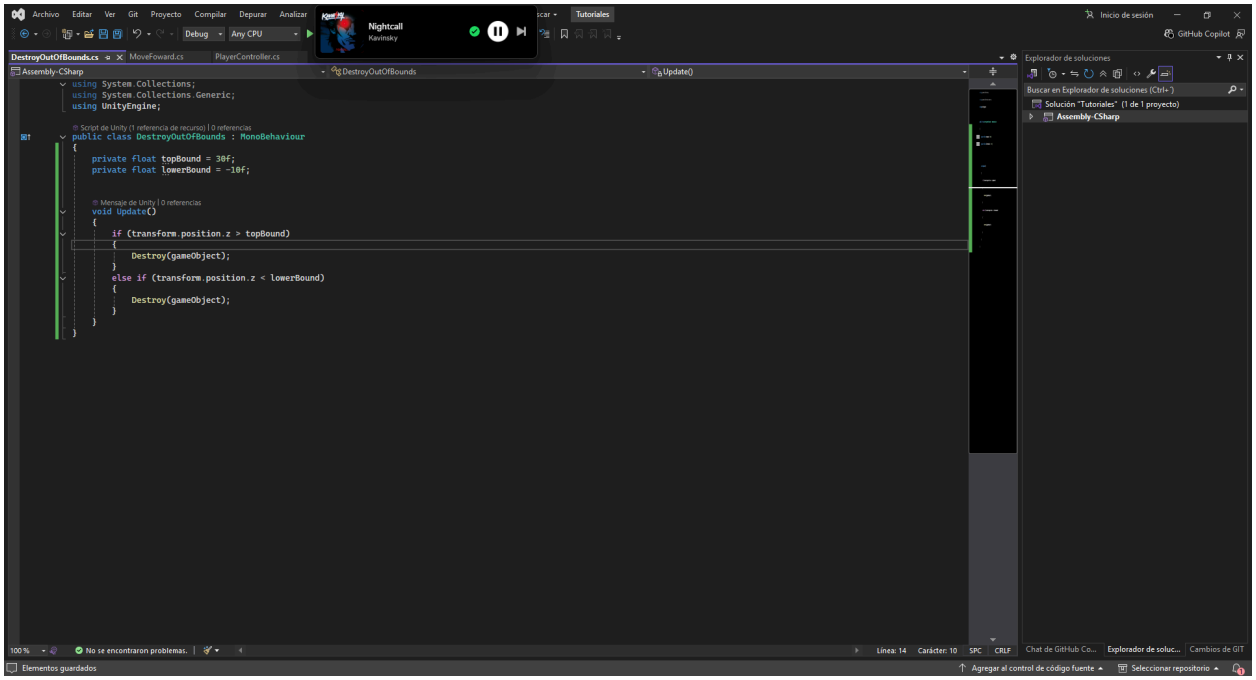
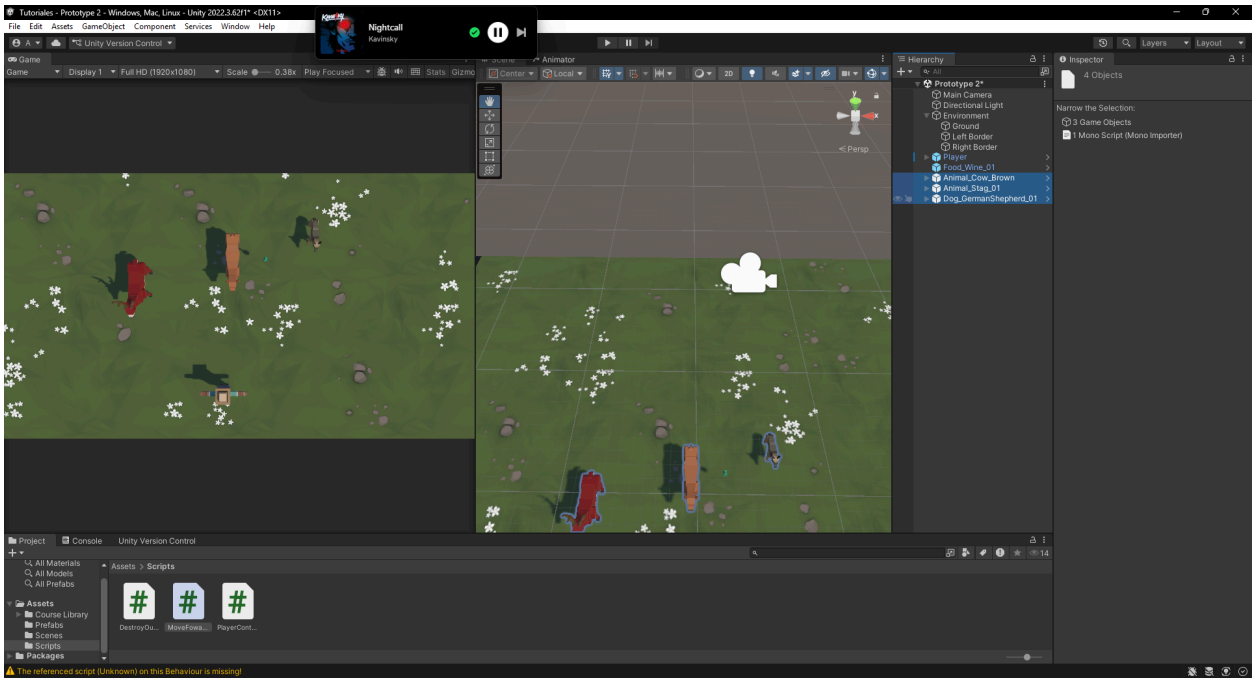
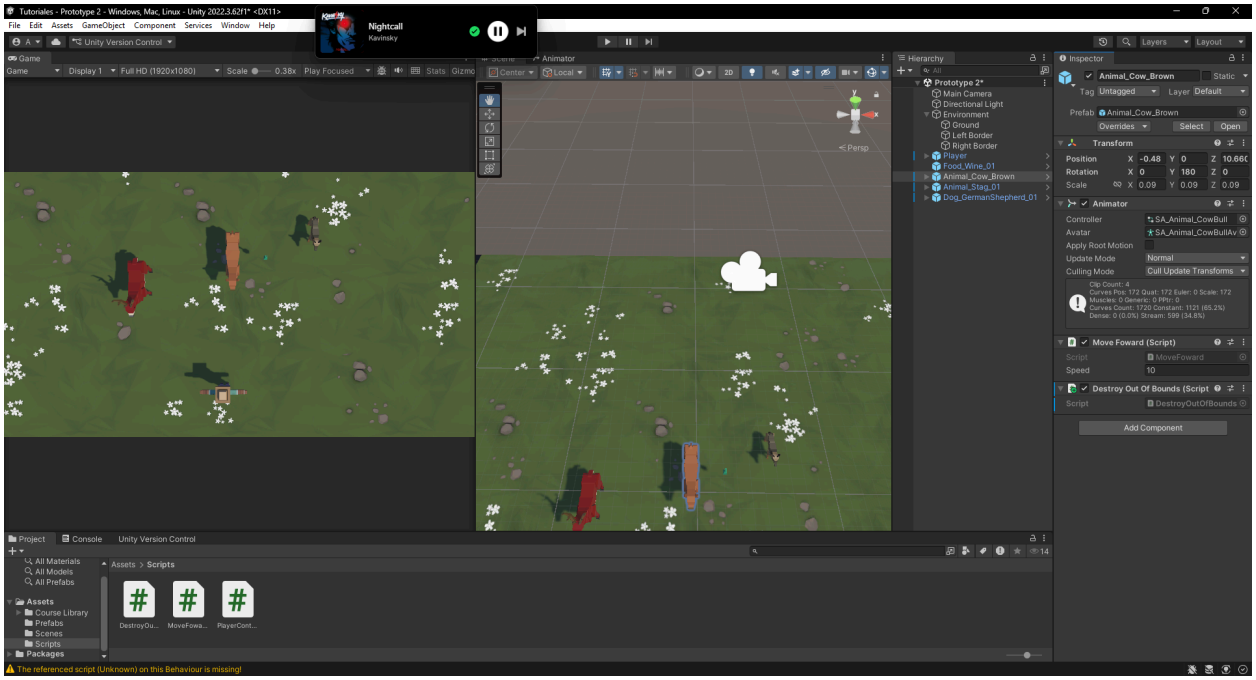
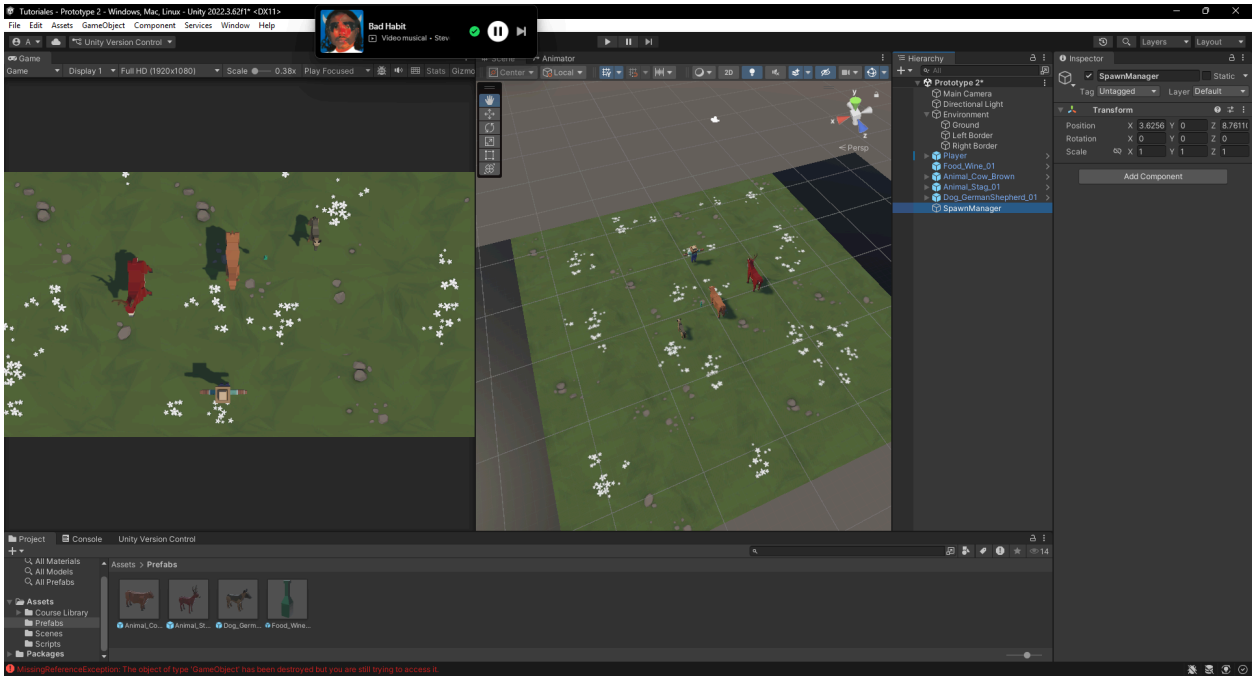
Scenes
Scripts
Packages
Assets > Scripts
DestroyOu...
MoveFowa...
PlayerCont...


Nightcall
Kavinsky
DestroyOutOfBounds.cs
MoveFoward.cs
PlayerController.cs
Assembly-CSharp
DestroyOutOfBounds
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DestroyOutOfBounds : MonoBehaviour
{
private float topBound = 30f;
private float lowerBound = -10f;
void Update()
{
if (transform.position.z > topBound)
{
Destroy(gameObject);
}
else if (transform.position.z < lowerBound)
{
Destroy(gameObject);
}
}
}
Explorador de soluciones
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 14
Carácter: 10
Elementos guardados


Nightcall
Kavinsky
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Inspector
4 Objects
Narrow the Selection:
3 Game Objects
1 Mono Script (Mono Importer)
Project
Console
Assets
Scripts
The referenced script (Unknown) on this Behaviour is missing!


Nightcall
Kavinsky
Review, Revert or Apply Overrides
on Animal_Stag_01
in Scene
Animal_Stag_01
Destroy Out Of Bounds (Script)
Revert All
Apply All
Bad Habit
Video musical - Lacy


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Bad Habit
Video musical - Stev
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale 0.38x
Play Focused
Stats
Gizmos
Animator
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
SpawnManager
Inspector
SpawnManager
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Add Component
Project
Console
Unity Version Control
All Materials
All Models
All Prefabs
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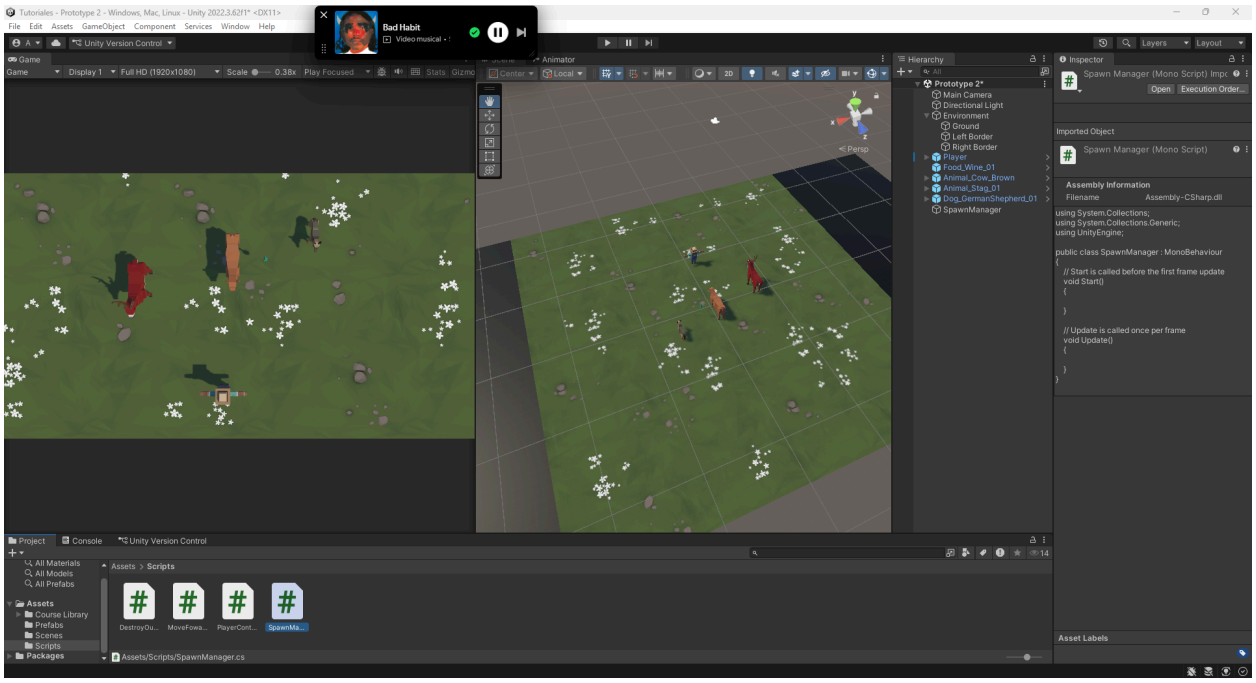
Assets > Prefabs
MissingReferenceException: The object of type 'GameObject' has been destroyed but you are still trying to access it.


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Bad Habit
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale 0.38x
Play Focused
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Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
SpawnManager
Inspector
Spawn Manager (Mono Script) Impc
Open
Execution Order...
Imported Object
Spawn Manager (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Unity Version Control
All Materials
All Models
All Prefabs
Assets
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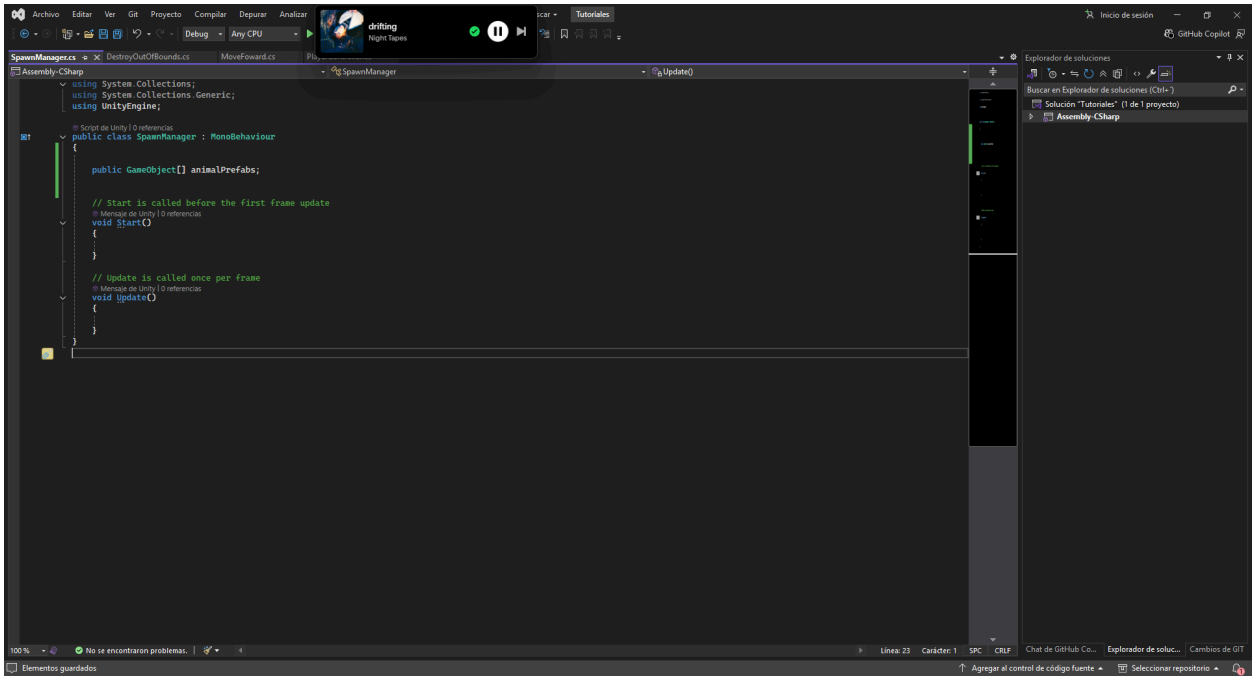
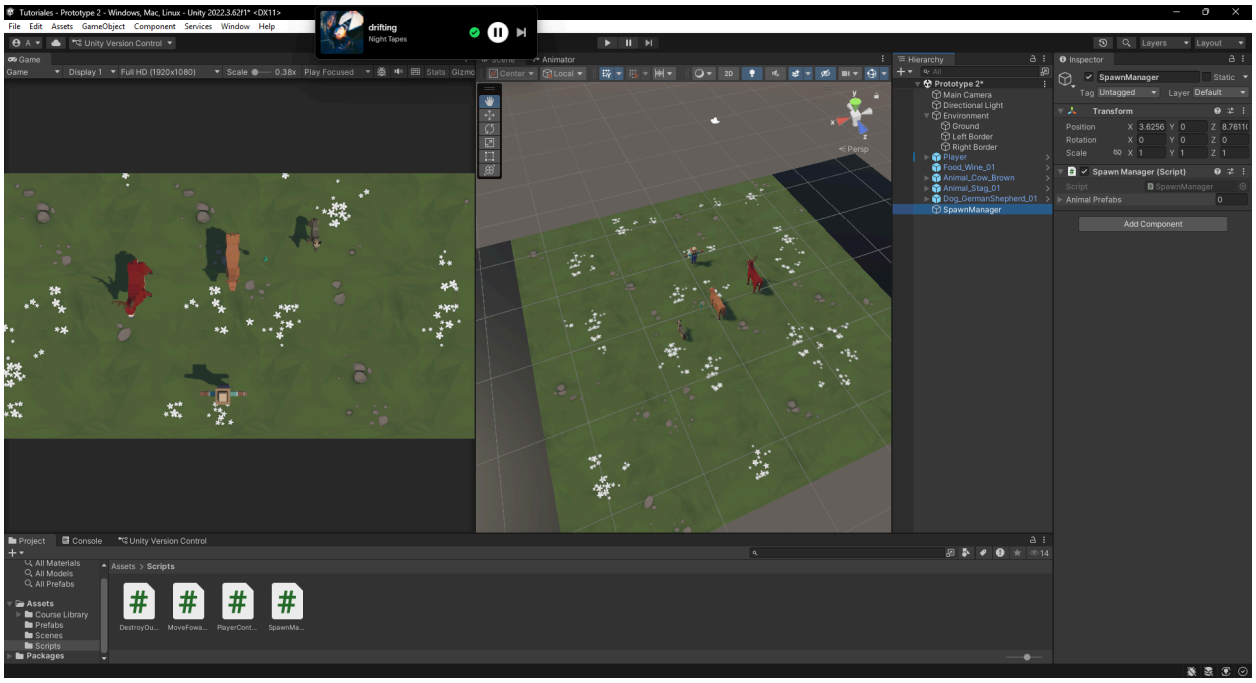
Packages
Assets > Scripts
DestroyOu...
MoveFowa...
PlayerCont...
SpawnMa...
Assets/Scripts/SpawnManager.cs
Asset Labels


drifting
Night Tapes
SpawnManager.cs
DestroyOutOfBounds.cs
MoveFoward.cs
Assembly-CSharp
SpawnManager
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Explorador de soluciones
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp


drifting
Night Tapes
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Wine_01
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
SpawnManager
Inspector
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Scale
Spawn Manager (Script)
Animal Prefabs
Add Component
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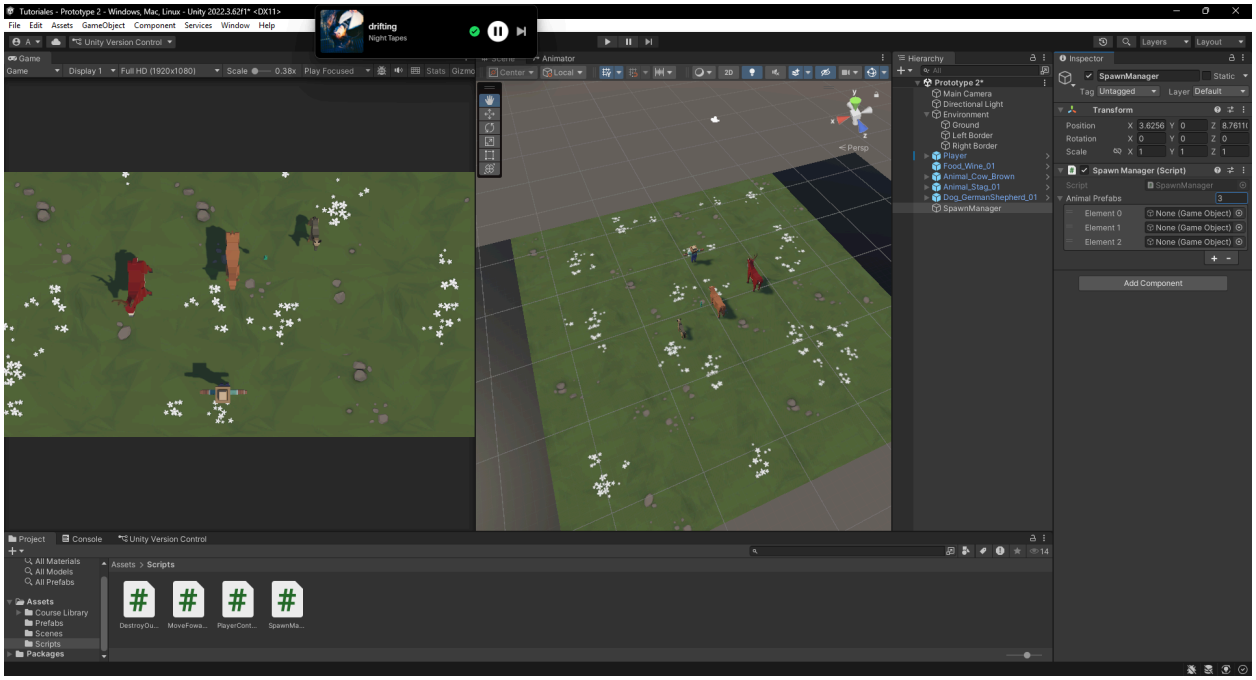
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Night Tapes
Unity Version Control
Layers
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Animal_Stag_01
Dog_GermanShepherd_01
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SpawnManager
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Untagged
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Default
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Scale
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None (Game Object)
Element 1
None (Game Object)
Element 2
None (Game Object)
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Course Library
Prefabs
Scenes
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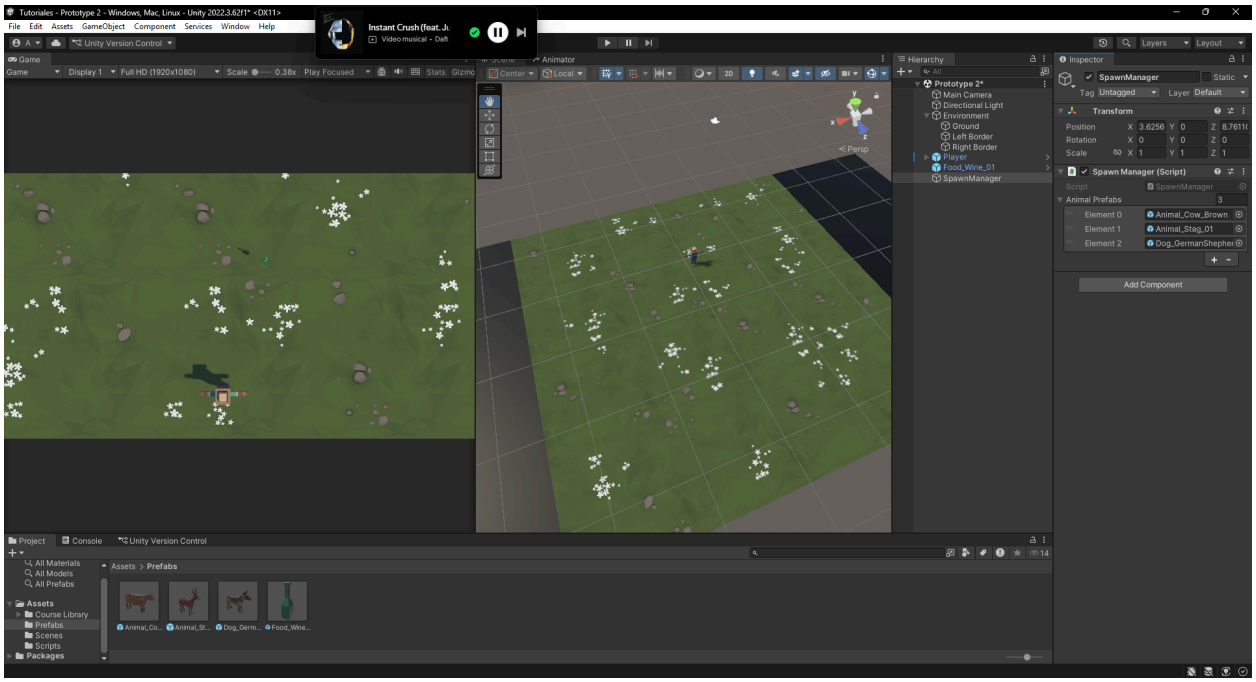
DestroyOu...
MoveFowa...
PlayerCont...
SpawnMa...


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Instant Crush (feat. Ju
Video musical • Daft
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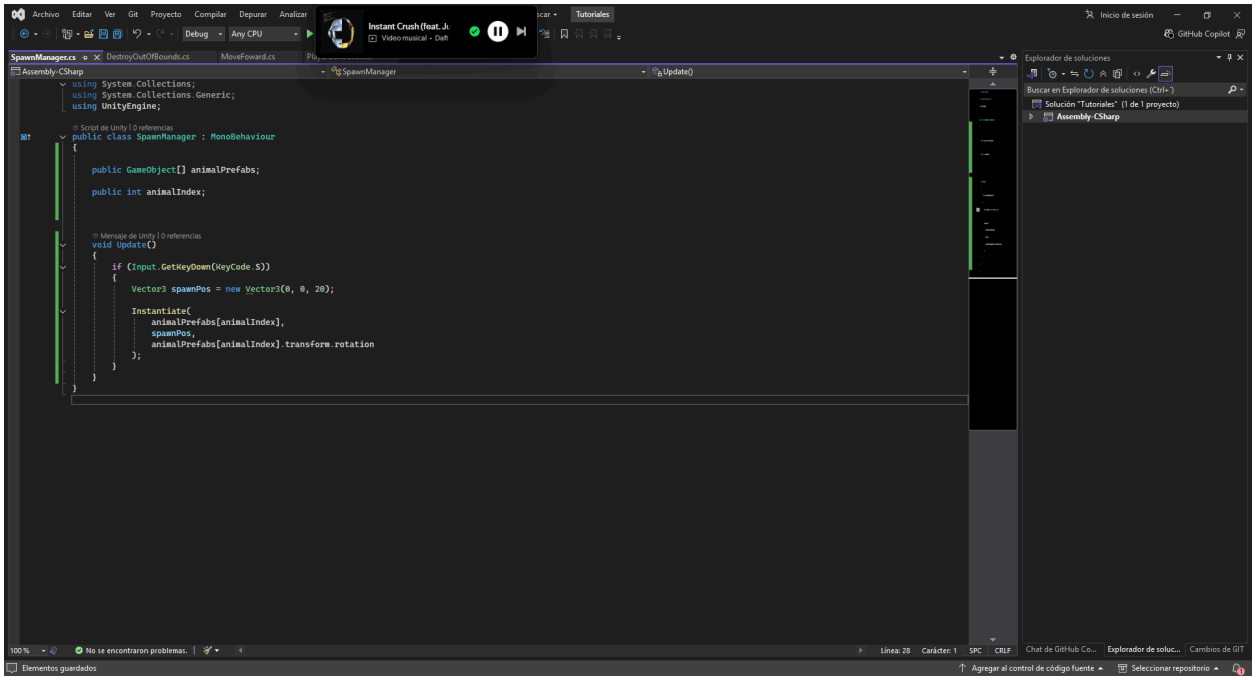
Animal_Co...
Animal_St...
Dog_Germ...
Food_Wine...


Instant Crush (feat. Ju
Video musical · Daft
Archivo Editar Ver Git Proyecto Compilar Depurar Analizar
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GitHub Copilot
Debug
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SpawnManager.cs
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MoveFoward.cs
Assembly-CSharp
SpawnManager
Update()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
public int animalIndex;
Mensaje de Unity | 0 referencias
void Update()
{
if (Input.GetKeyDown(KeyCode.S))
{
Vector3 spawnPos = new Vector3(0, 0, 20);
Instantiate(
animalPrefabs[animalIndex],
spawnPos,
animalPrefabs[animalIndex].transform.rotation
);
}
}
}
100 %
No se encontraron problemas.
Línea: 28
Carácter: 1
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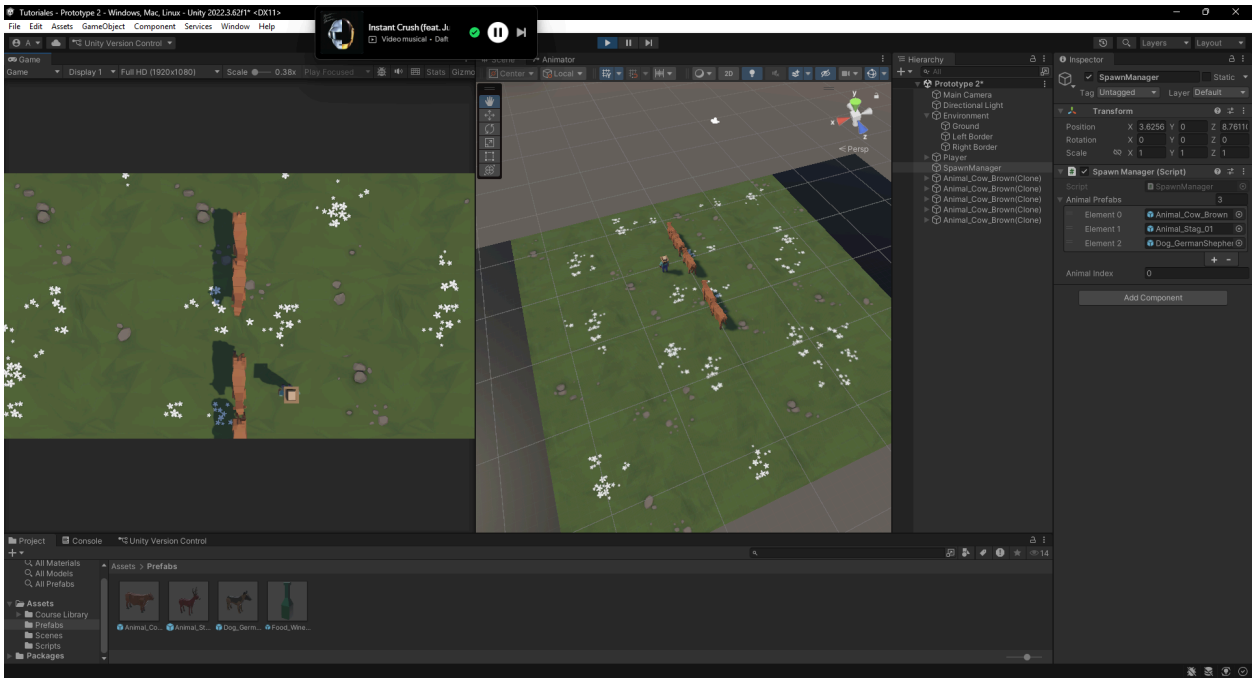
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Instant Crush (feat. Ju
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File Edit Assets GameObject Component Services Window Help
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Untagged
Layer
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Animal Index
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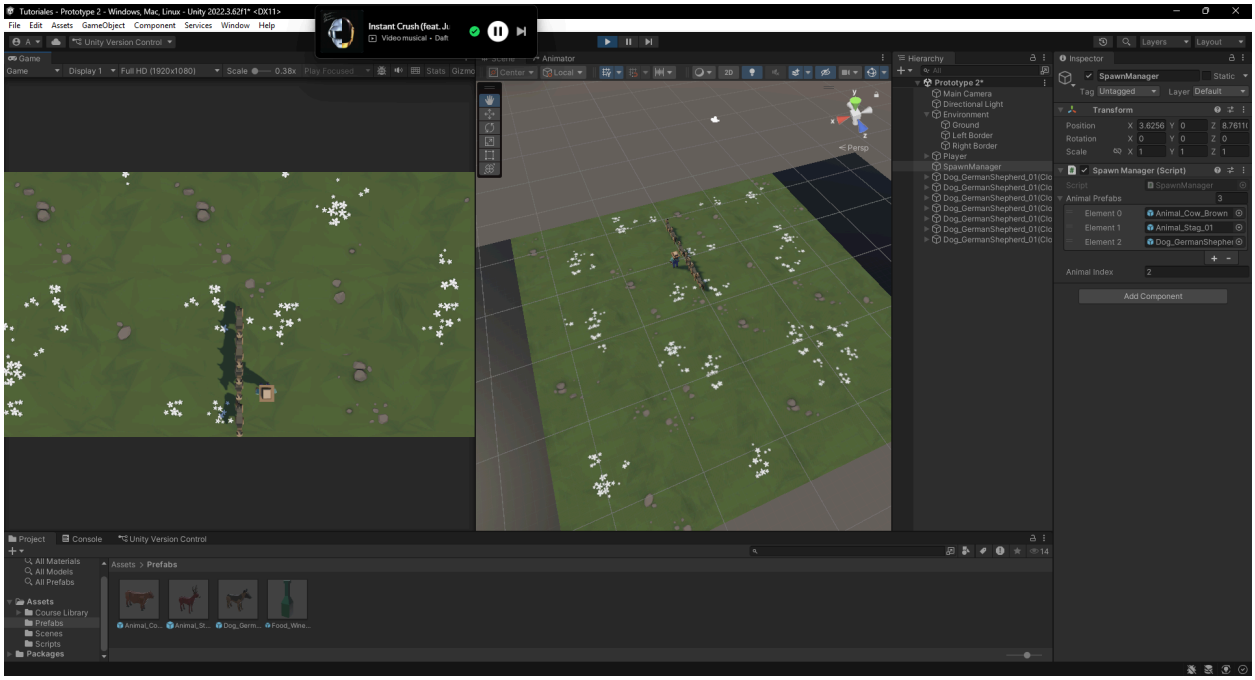
Assets > Prefabs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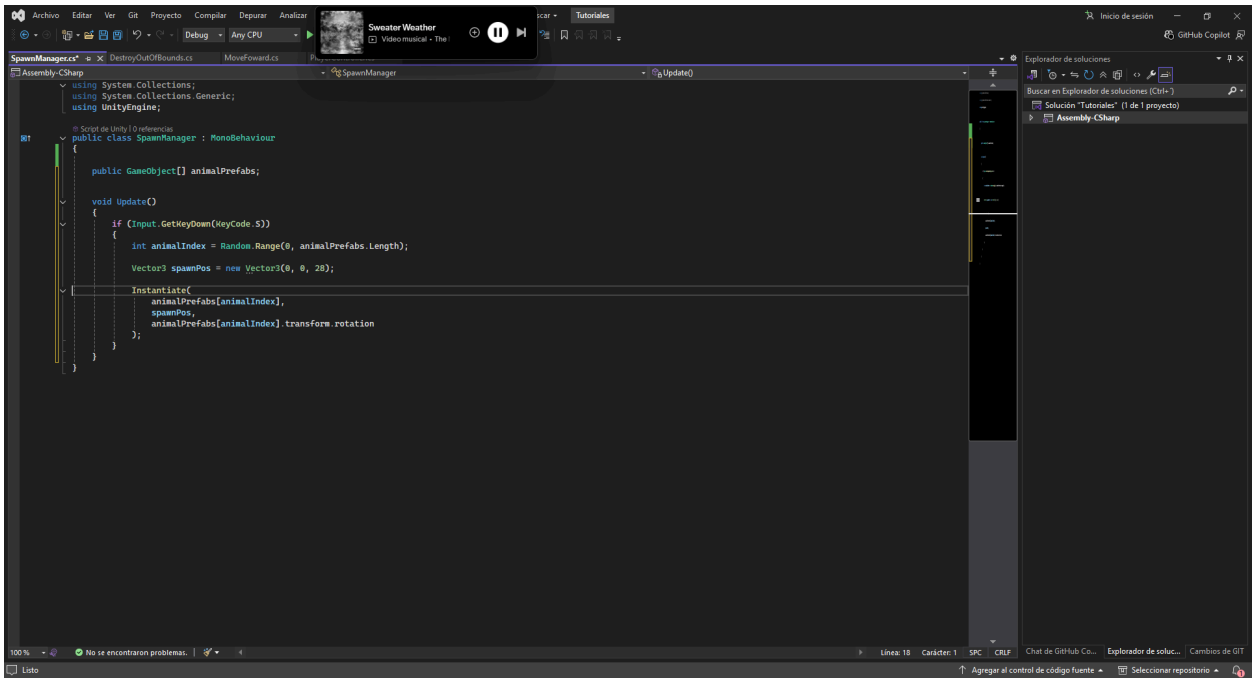
Archivo Editar Ver Git Proyecto Compilar Depurar Analizar
Sweater Weather
Video musical · The
Tutoriales
Inicio de sesión
GitHub Copilot
Debug
Any CPU
SpawnManager.cs*
DestroyOutOfBounds.cs
MoveFoward.cs
Assembly-CSharp
SpawnManager
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
void Update()
{
if (Input.GetKeyDown(KeyCode.S))
{
int animalIndex = Random.Range(0, animalPrefabs.Length);
Vector3 spawnPos = new Vector3(0, 0, 20);
Instantiate(
animalPrefabs[animalIndex],
spawnPos,
animalPrefabs[animalIndex].transform.rotation
);
}
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
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Carácter: 1
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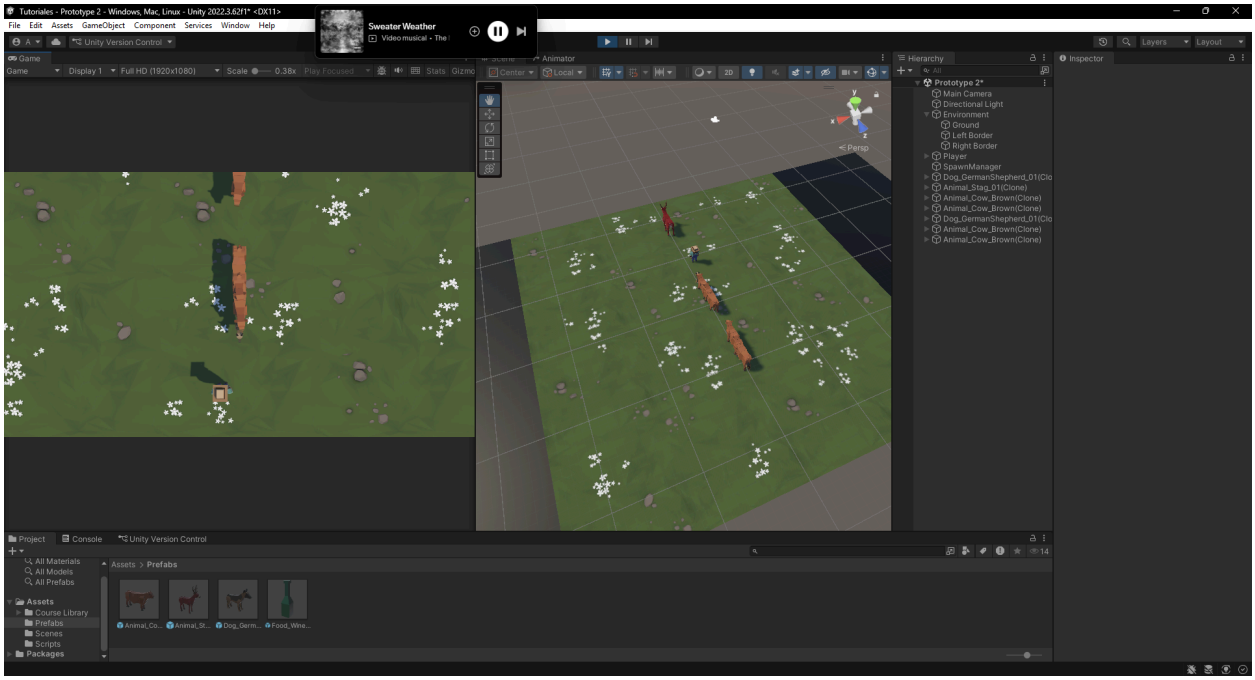
Seleccionar repositorio


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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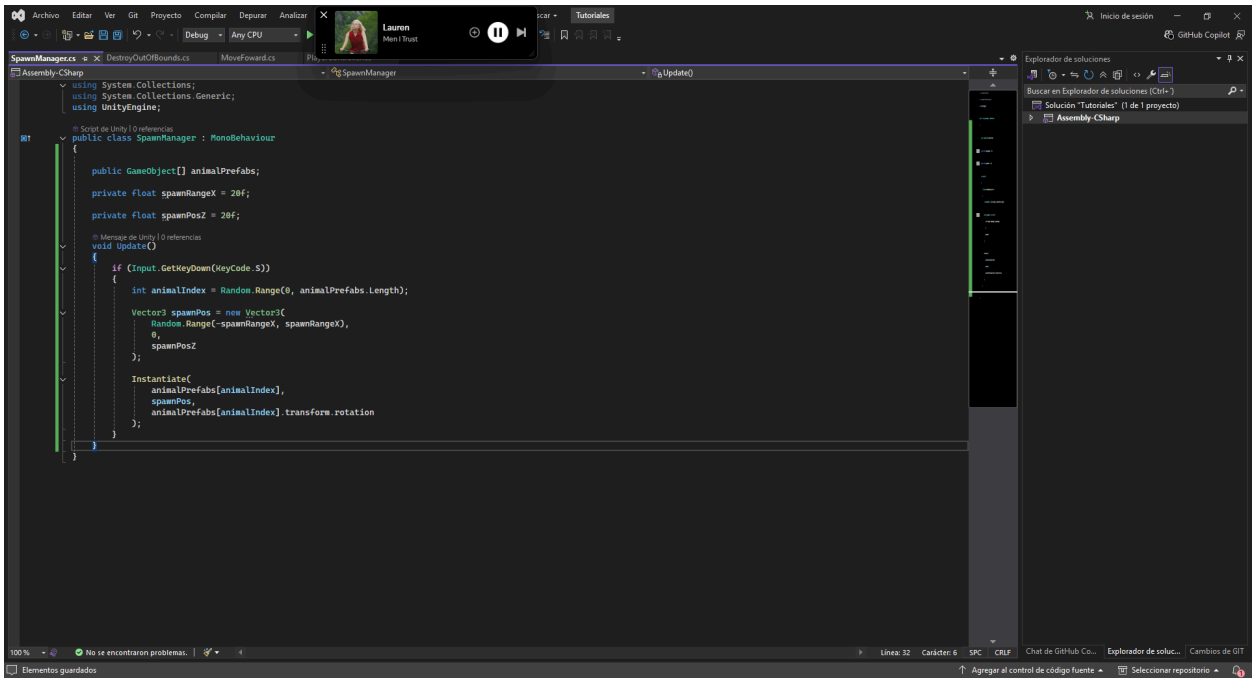
Archivo Editar Ver Git Proyecto Compilar Depurar Analizar
Lauren
Men I Trust
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MoveFoward.cs
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Update()
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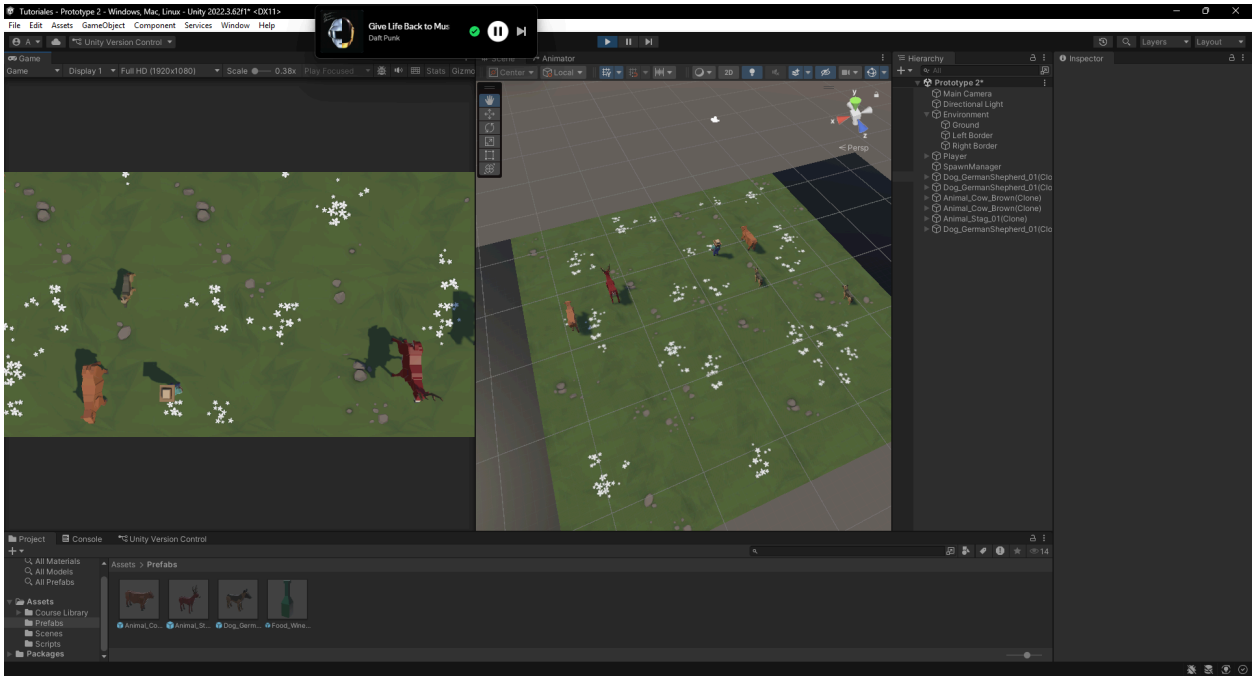
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
private float spawnRangeX = 20f;
private float spawnPosZ = 20f;
void Update()
{
if (Input.GetKeyDown(KeyCode.S))
{
int animalIndex = Random.Range(0, animalPrefabs.Length);
Vector3 spawnPos = new Vector3(
Random.Range(-spawnRangeX, spawnRangeX),
0,
spawnPosZ
);
Instantiate(
animalPrefabs[animalIndex],
spawnPos,
animalPrefabs[animalIndex].transform.rotation
);
}
}
No se encontraron problemas.
Línea: 32 Carácter: 6 SPC CRLF
Elementos guardados


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Give Life Back to Mus
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Unity Version Control
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Animal_Cow_Brown(Clone)
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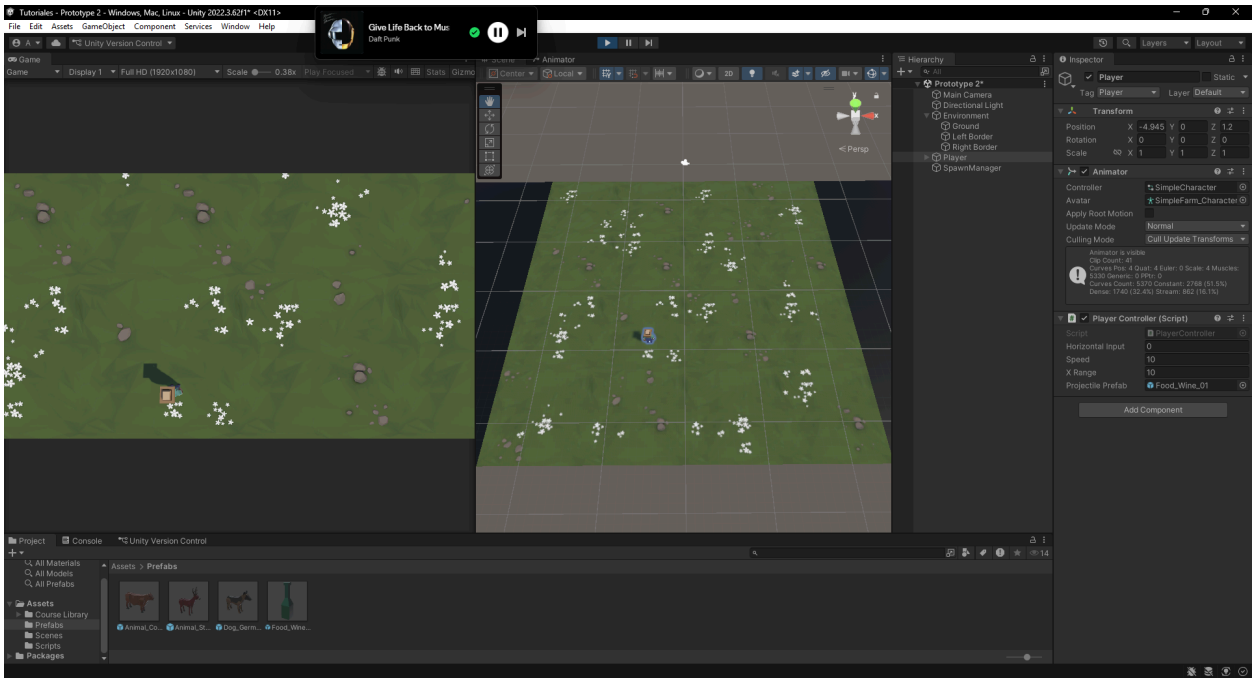
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Tag Player
Layer Default
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Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_Character
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Script PlayerController
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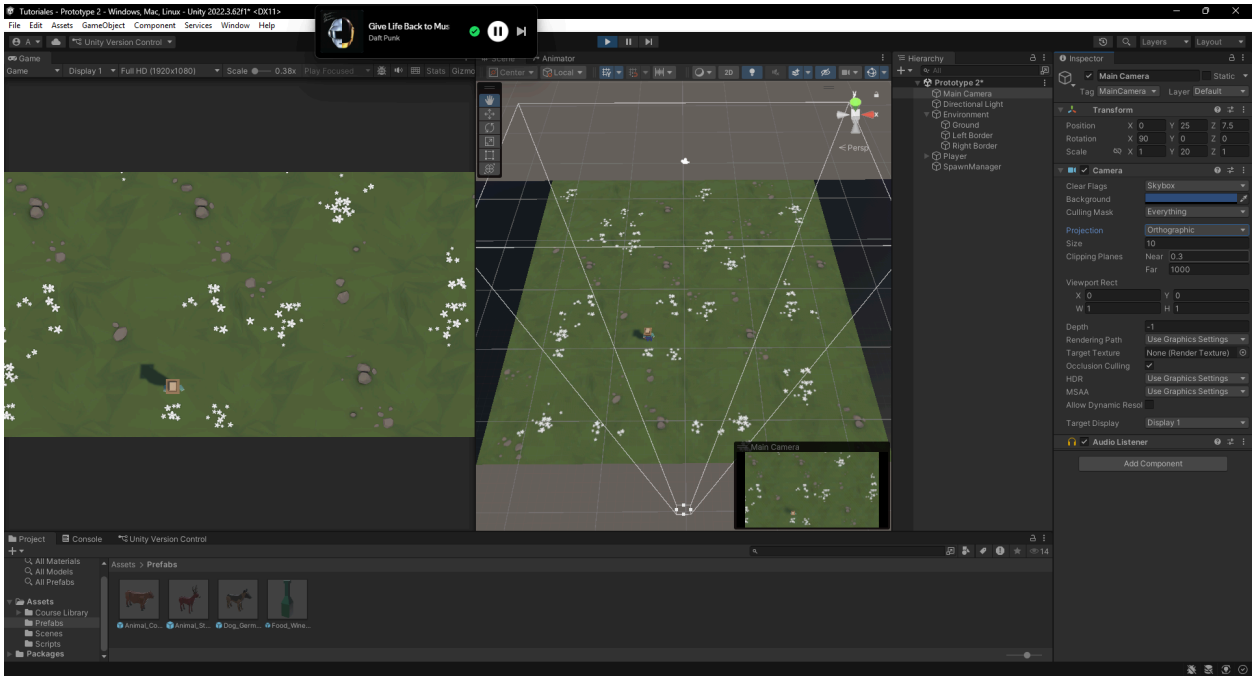
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Background
Culling Mask
Everything
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Orthographic
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Far
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
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None (Render Texture)
Occlusion Culling
HDR
MSAA
Allow Dynamic Resol
Target Display
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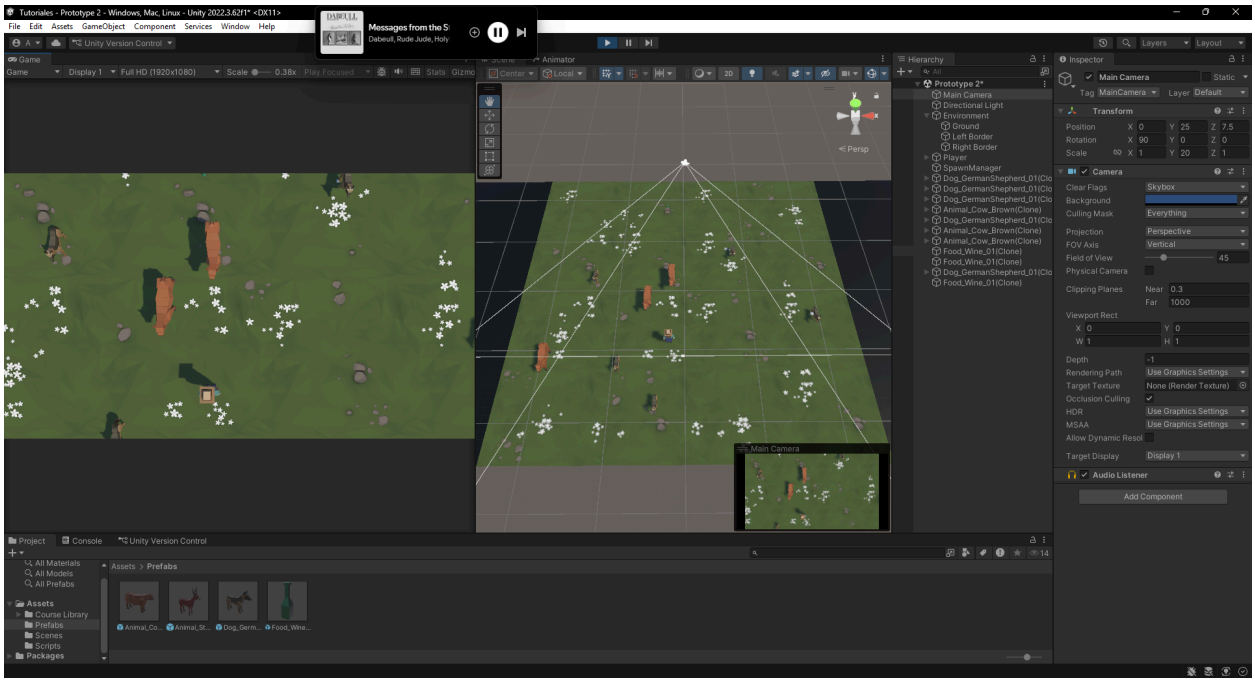
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
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Camera
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Culling Mask
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Clipping Planes
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Viewport Rect
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Use Graphics Settings
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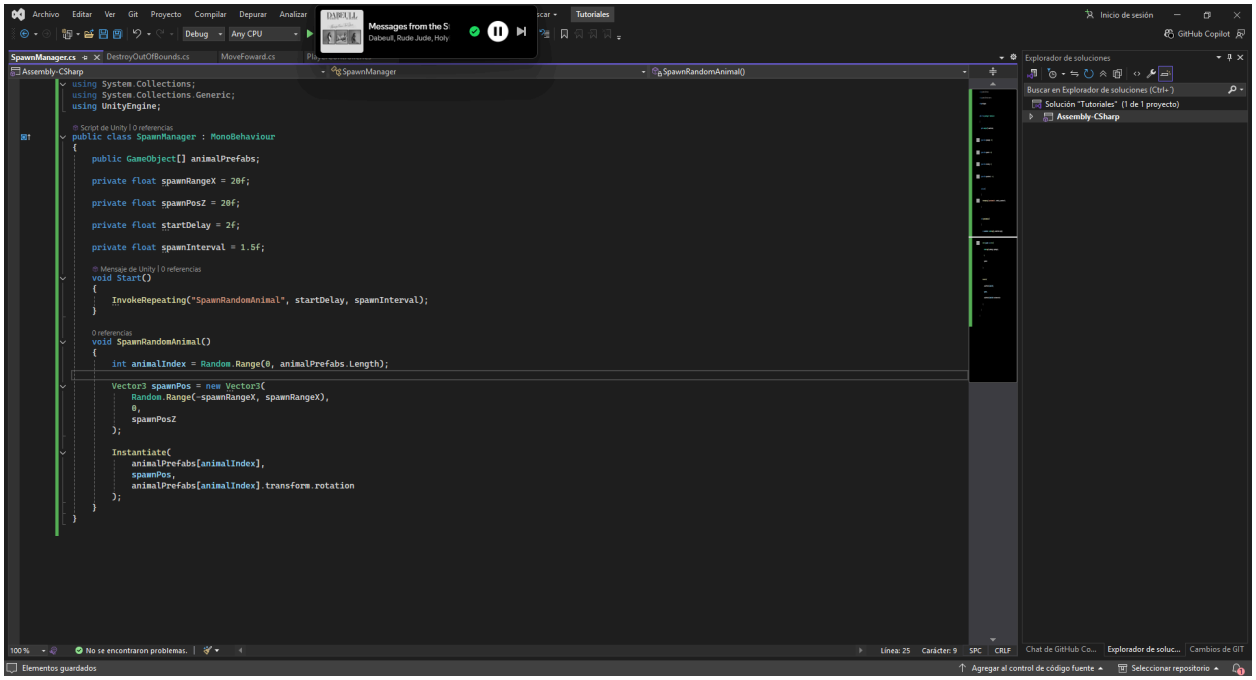
Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Tutoriales
Debug Any CPU
Messages from the S
Dabeull, Rude Jude, Holy
SpawnManager.cs DestroyOutOfBounds.cs MoveFoward.cs
Assembly-CSharp SpawnManager SpawnRandomAnimal()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
private float spawnRangeX = 20f;
private float spawnPosZ = 20f;
private float startDelay = 2f;
private float spawnInterval = 1.5f;
Mensaje de Unity | 0 referencias
void Start()
{
InvokeRepeating("SpawnRandomAnimal", startDelay, spawnInterval);
}
0 referencias
void SpawnRandomAnimal()
{
int animalIndex = Random.Range(0, animalPrefabs.Length);
Vector3 spawnPos = new Vector3(
Random.Range(-spawnRangeX, spawnRangeX),
0,
spawnPosZ
);
Instantiate(
animalPrefabs[animalIndex],
spawnPos,
animalPrefabs[animalIndex].transform.rotation
);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
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Línea: 25 Carácter: 9 SPC CRLF
Elementos guardados
Agregar al control de código fuente
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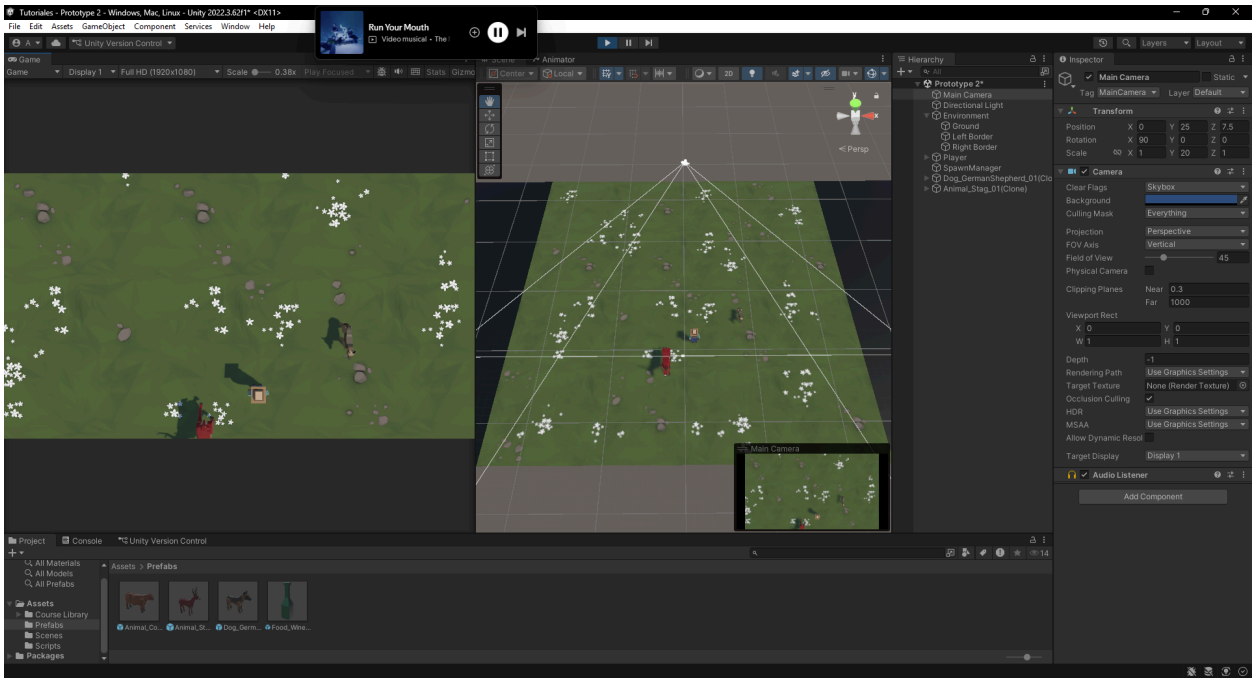
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Run Your Mouth
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Game
Display 1 Full HD (1920x1080) Scale 0.38x Play Focused
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Dog_GermanShepherd_01(Clo
Animal_Stag_01(Clone)
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Main Camera
Tag MainCamera Layer Default
Transform
Position X 0 Y 25 Z 7.5
Rotation X 90 Y 0 Z 0
Scale X 1 Y 20 Z 1
Camera
Clear Flags Skybox
Background
Culling Mask Everything
Projection Perspective
FOV Axis Vertical
Field of View 45
Physical Camera
Clipping Planes Near 0.3 Far 1000
Viewport Rect
X 0 Y 0
W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Use Graphics Settings
Allow Dynamic Resol
Target Display Display 1
Audio Listener
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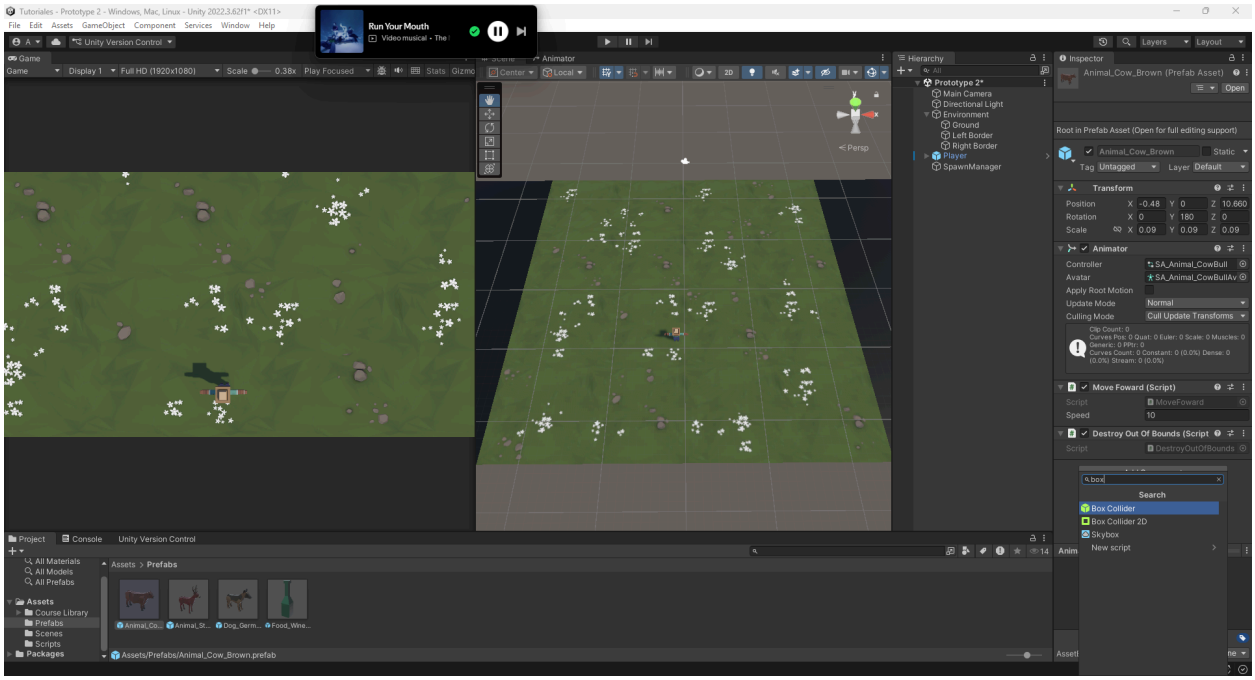
Run Your Mouth
Video musical - The
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
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Animal_Cow_Brown (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Animal_Cow_Brown
Static
Tag Untagged
Layer Default
Transform
Position X -0.48 Y 0 Z 10.660
Rotation X 0 Y 180 Z 0
Scale X 0.09 Y 0.09 Z 0.09
Animator
Controller SA_Animal_CowBull
Avatar SA_Animal_CowBullAv
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Move Foward (Script)
Script MoveFoward
Speed 10
Destroy Out Of Bounds (Script
Script DestroyOutOfBounds
box
Search
Box Collider
Box Collider 2D
Skybox
New script
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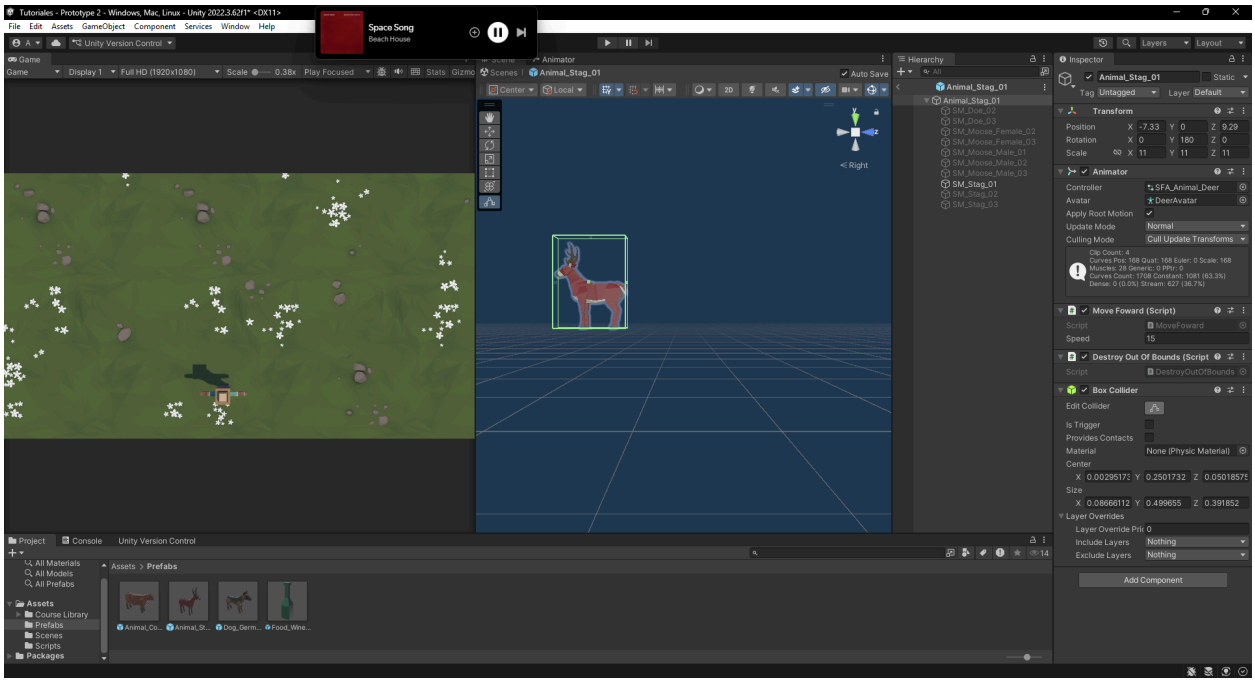
Assets > Prefabs
Assets/Prefabs/Animal_Cow_Brown.prefab


Space Song
Beach House
Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Game
Display 1 Full HD (1920x1080) Scale 0.38x Play Focused Stats Gizmos
Animator
Animal_Stag_01
Auto Save
Hierarchy
Animal_Stag_01
SM_Doe_02
SM_Doe_03
SM_Moose_Female_02
SM_Moose_Female_03
SM_Moose_Male_01
SM_Moose_Male_02
SM_Moose_Male_03
SM_Stag_01
SM_Stag_02
SM_Stag_03
Right
Inspector
Animal_Stag_01
Static
Tag Untagged
Layer Default
Transform
Position X -7.33 Y 0 Z 9.29
Rotation X 0 Y 180 Z 0
Scale X 11 Y 11 Z 11
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Move Foward (Script)
Script MoveFoward
Speed 15
Destroy Out Of Bounds (Script
Script DestroyOutOfBounds
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center
Size
Layer Overrides
Include Layers Nothing
Exclude Layers Nothing
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Console
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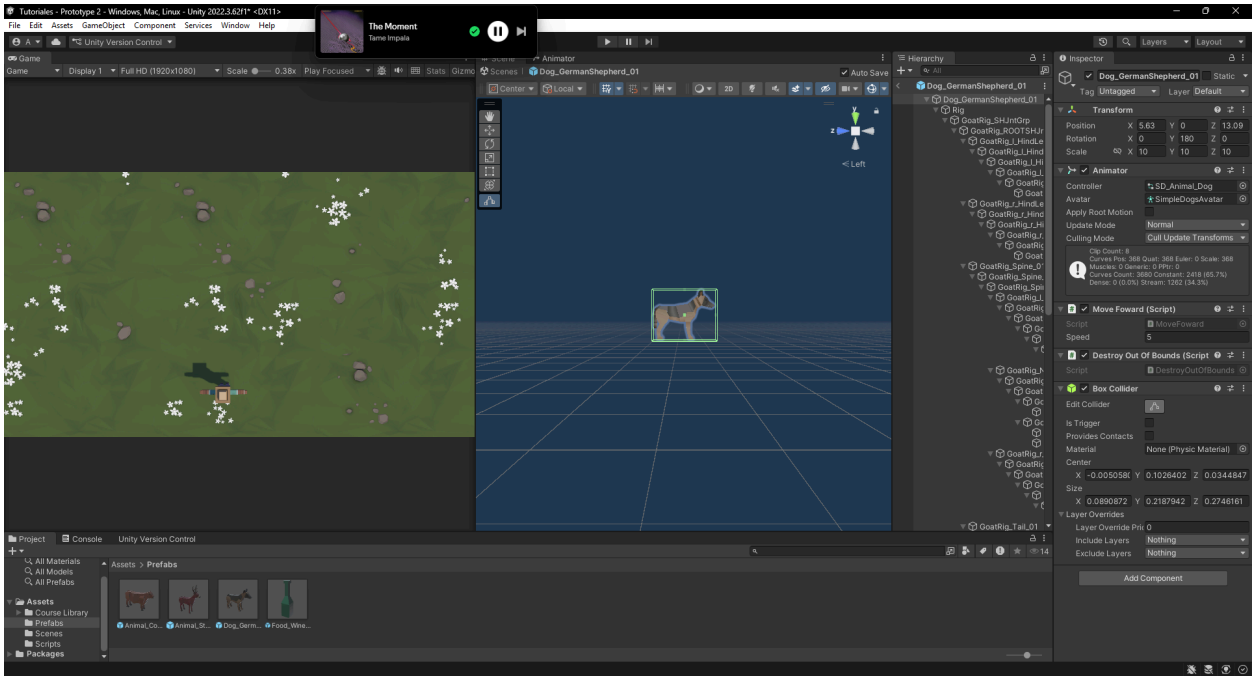
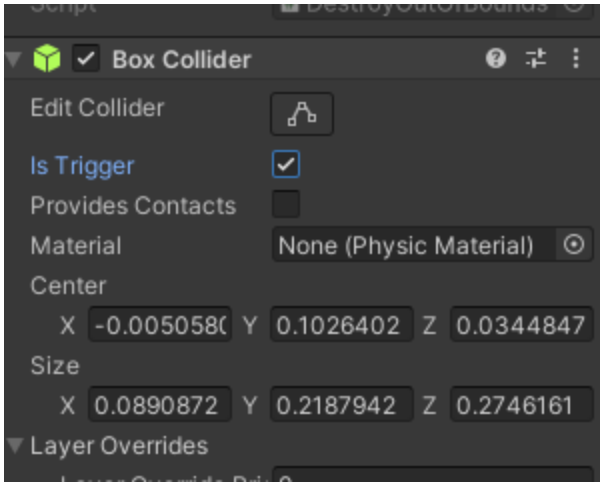
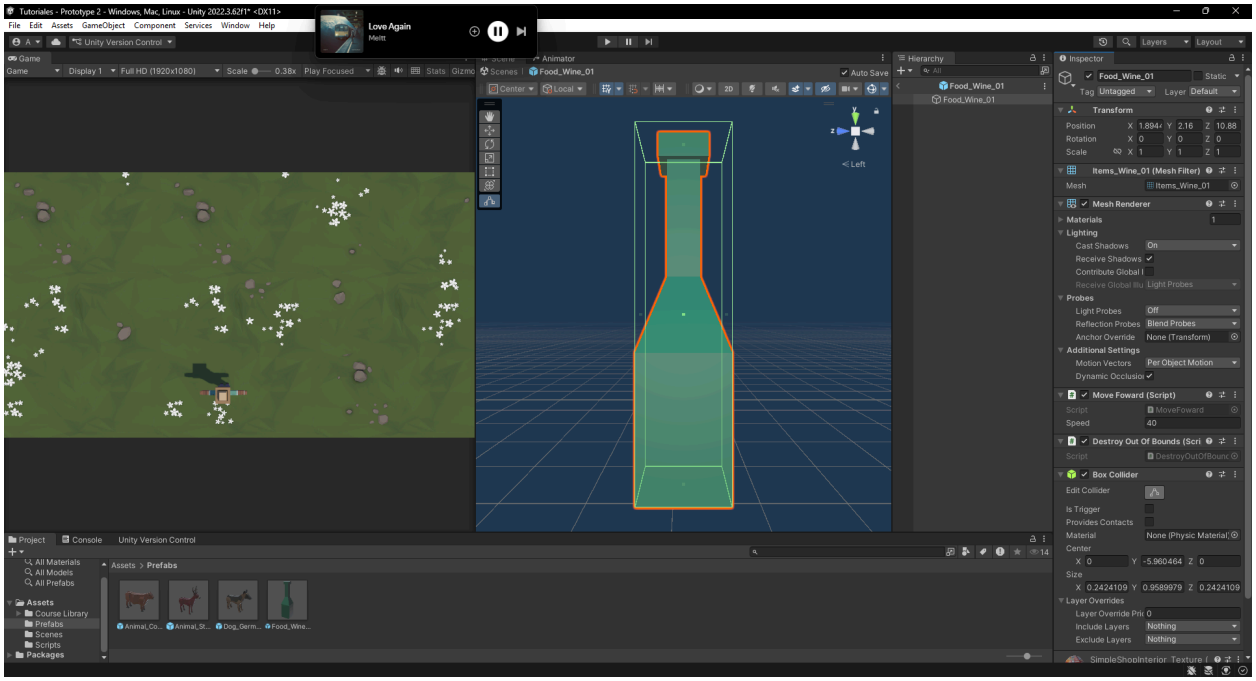
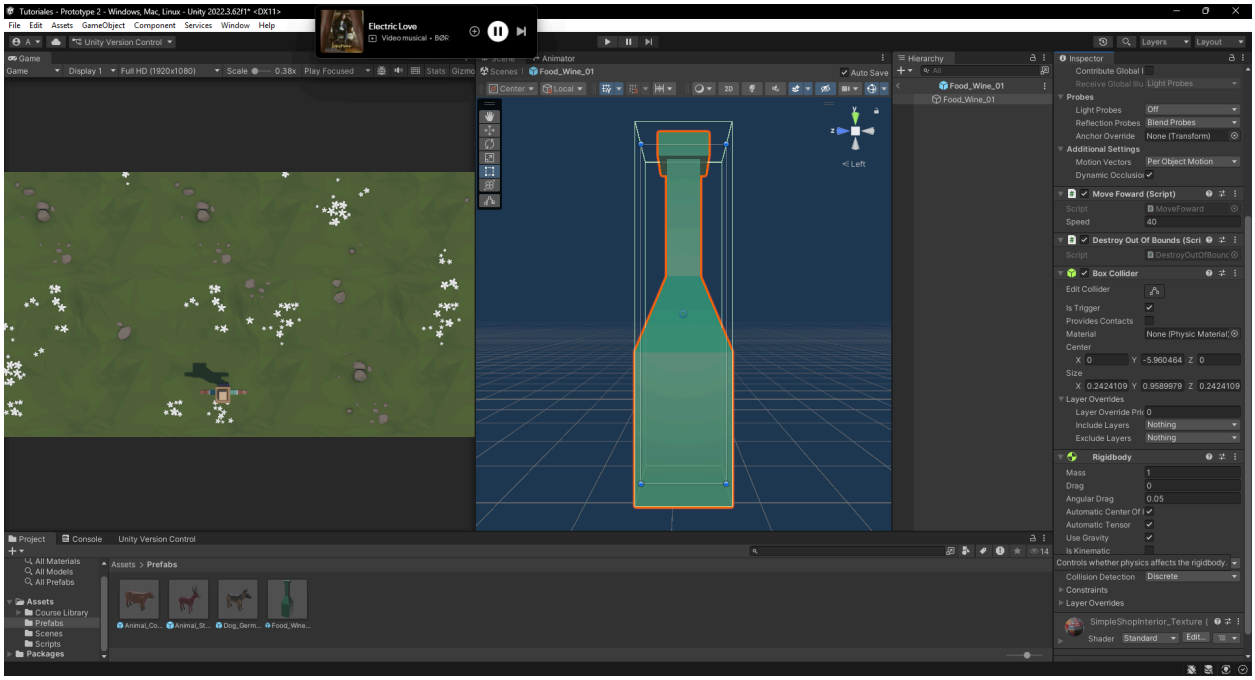
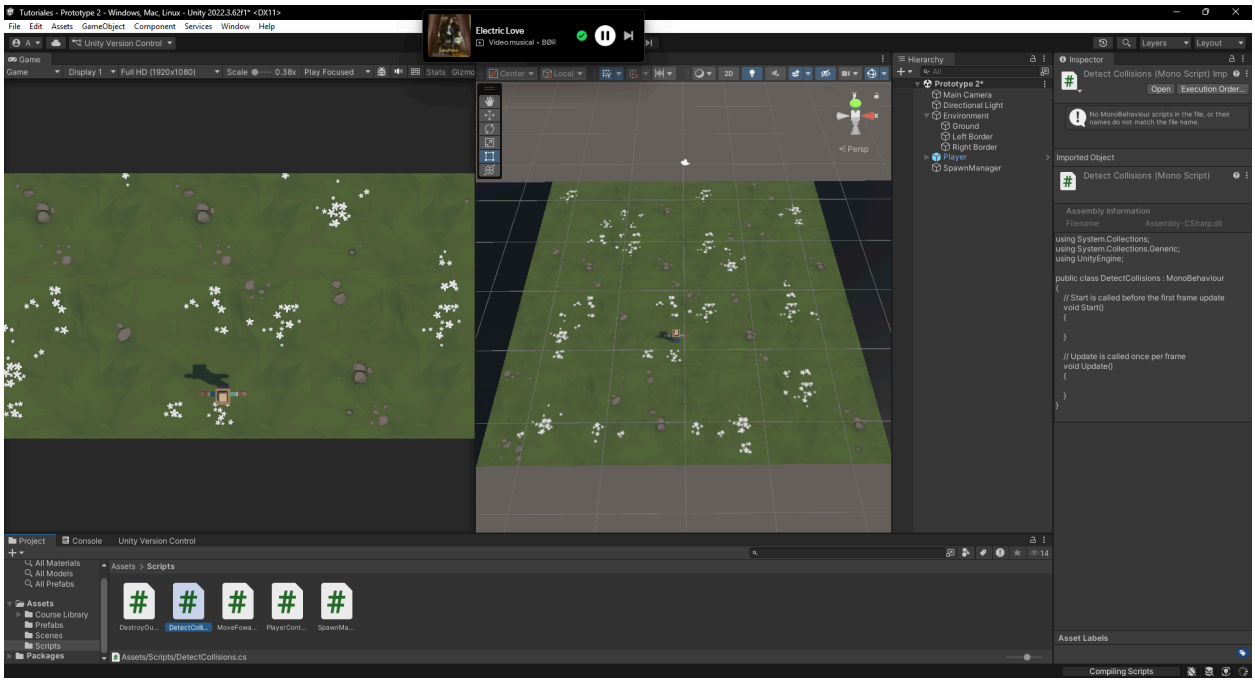
Assets > Prefabs

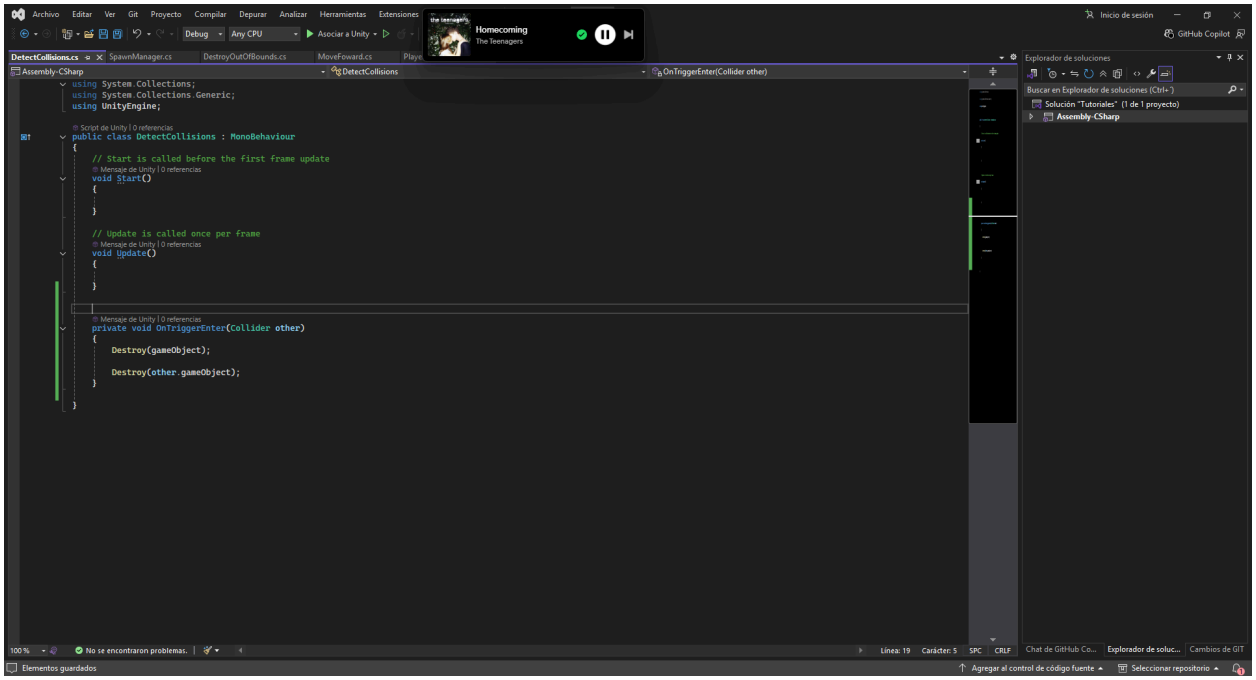

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
The Moment
Tame Impala
Dog_GermanShepherd_01
Animal_Cow_Brown

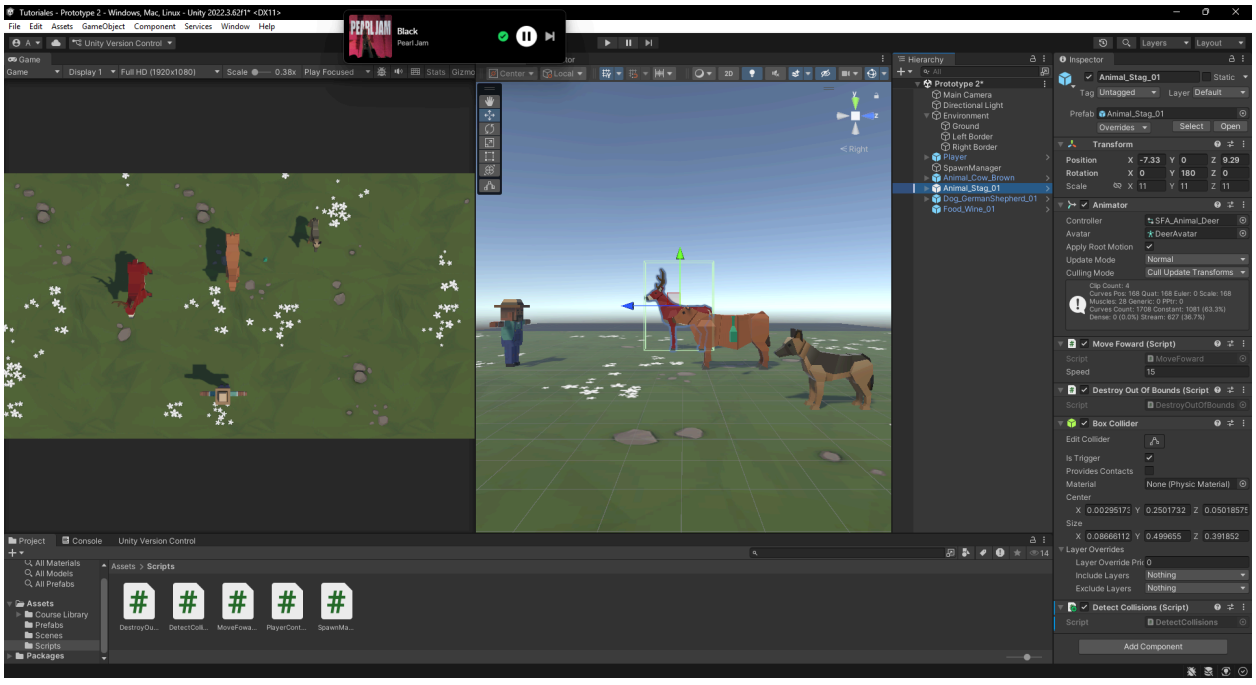

Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material)
Center
X -0.005058(Y 0.1026402 Z 0.0344847
Size
X 0.0890872 Y 0.2187942 Z 0.2746161
Layer Overrides

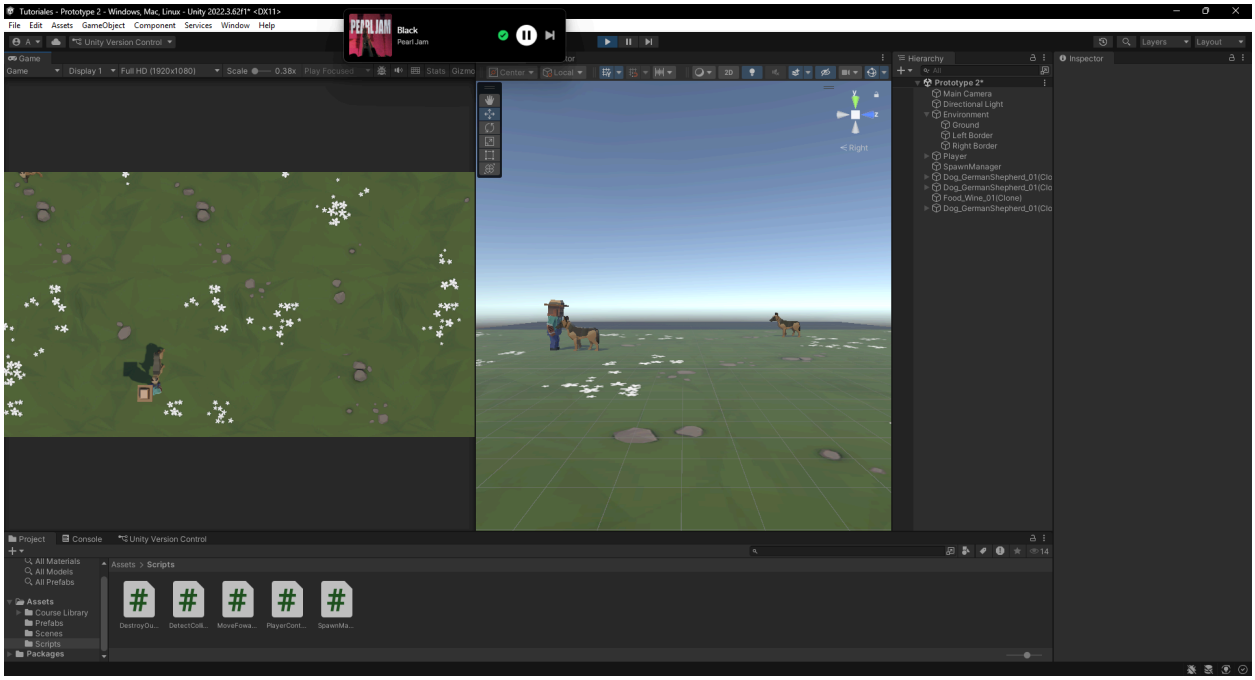

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Love Again
Melitt
Hierarchy
Inspector
Food_Wine_01
Transform
Items_Wine_01 (Mesh Filter)
Mesh Renderer
Move Foward (Script)
Destroy Out Of Bounds (Scri
Box Collider
Project
Console
Unity Version Control
Assets > Prefabs

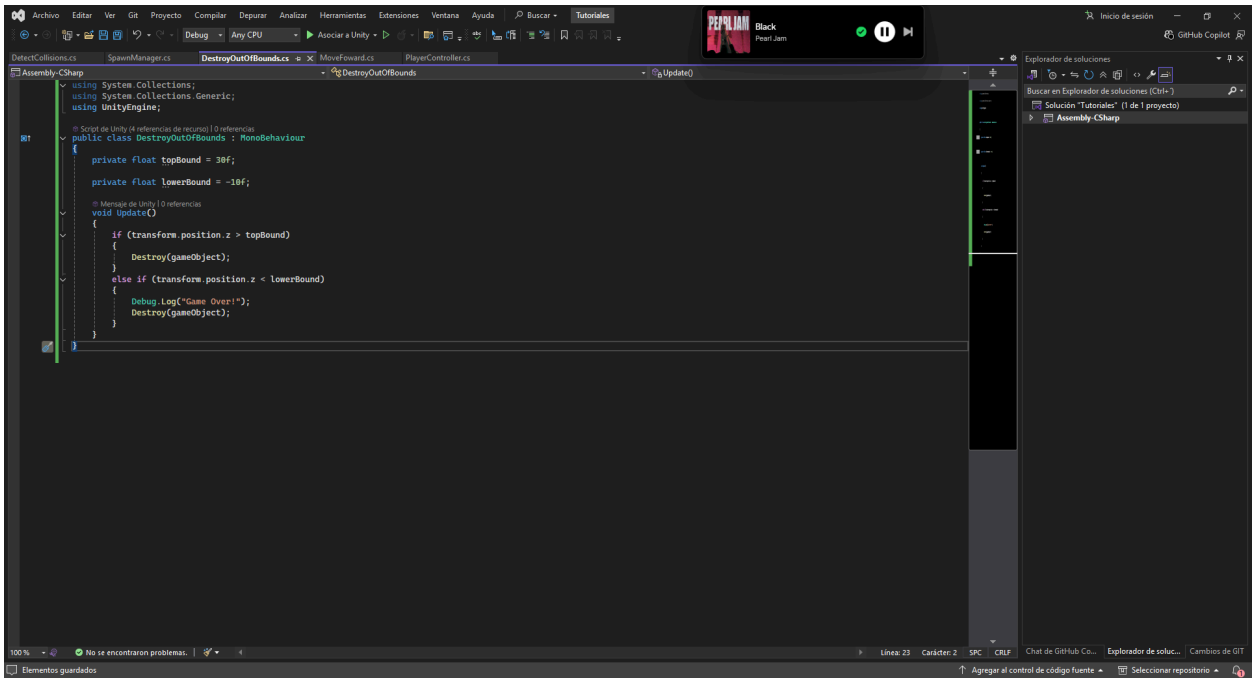

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Electric Love
Video musical · BØR
Hierarchy
Inspector
Move Foward (Script)
Destroy Out Of Bounds (Scri
Box Collider
Rigidbody
Project
Console
Unity Version Control
Assets > Prefabs

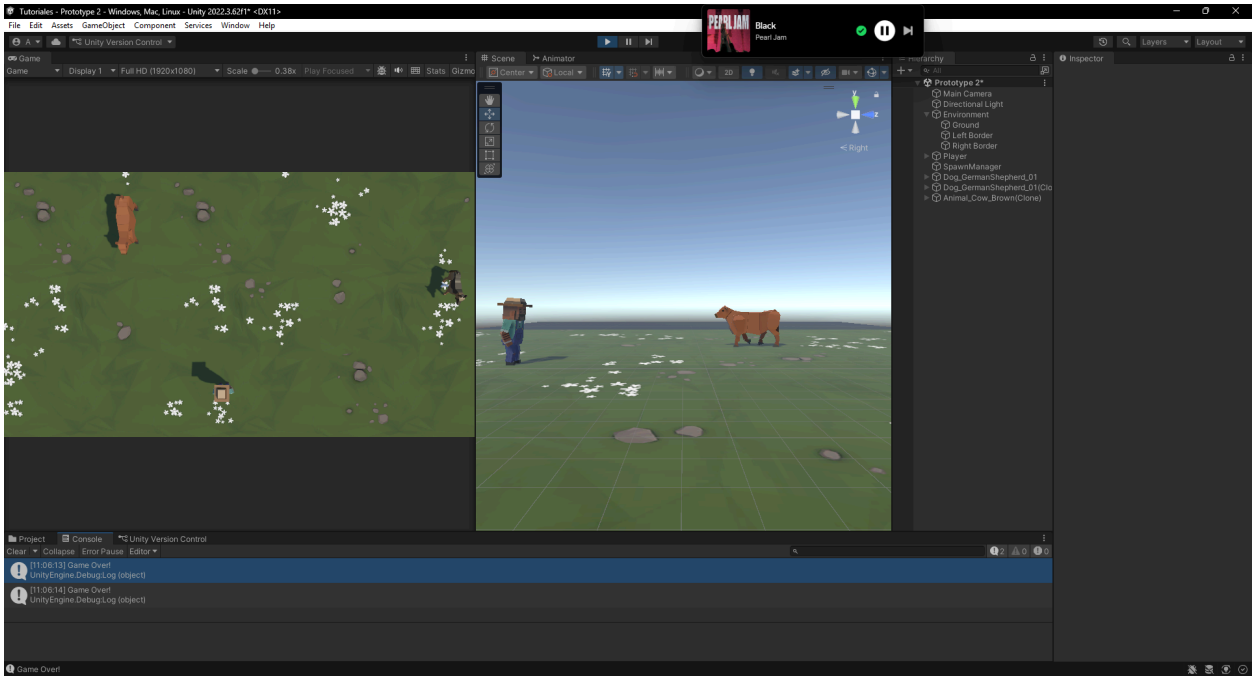

Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Electric Love
Video musical · BØR
Hierarchy
Inspector
Detect Collisions (Mono Script) Imp
Assets > Scripts
Assets/Scripts/DetectCollisions.cs
Compiling Scripts


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones
Homecoming
The Teenagers
Inicio de sesión
GitHub Copilot
DetectCollisions.cs
SpawnManager.cs
DestroyOutOfBounds.cs
MoveFoward.cs
Assembly-CSharp
DetectCollisions
OnTriggerEnter(Collider other)
Explorador de soluciones
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectCollisions : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
private void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
No se encontraron problemas.
Línea: 19
Carácter: 5
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Black
Pearl Jam
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
SpawnManager
Animal_Cow_Brown
Animal_Stag_01
Dog_GermanShepherd_01
Food_Wine_01
Inspector
Animal_Stag_01
Transform
Position
Rotation
Scale
Animator
Controller
SFA_Animal_Deer
Avatar
DeerAvatar
Move Foward (Script)
Speed
15
Destroy Out Of Bounds (Script
Box Collider
Is Trigger
Provides Contacts
Material
None (Physic Material)
Detect Collisions (Script)
Add Component
Project
Console
Unity Version Control
Assets > Scripts
Assets
Course Library
Prefabs
Scenes
Scripts
Packages


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Black
Pearl Jam
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
SpawnManager
Inspector
Project
Console
Unity Version Control
Assets > Scripts
All Materials
All Models
All Prefabs
Course Library
Prefabs
Scenes
Scripts
Packages


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Tutoriales
Black
Pearl Jam
DetectCollisions.cs
SpawnManager.cs
DestroyOutOfBounds.cs
MoveFoward.cs
PlayerController.cs
Assembly-CSharp
DestroyOutOfBounds
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DestroyOutOfBounds : MonoBehaviour
{
private float topBound = 30f;
private float lowerBound = -10f;
void Update()
{
if (transform.position.z > topBound)
{
Destroy(gameObject);
}
else if (transform.position.z < lowerBound)
{
Debug.Log("Game Over!");
Destroy(gameObject);
}
}
}
Explorador de soluciones
Solución "Tutoriales" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 23
Carácter: 2
SPC
CRLF
Elementos guardados


Tutoriales - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Black
Pearl Jam
Game
Scene
Animator
Hierarchy
Inspector
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
SpawnManager
Dog_GermanShepherd_01
Animal_Cow_Brown(Clone)
Project
Console
Unity Version Control
[11:06:13] Game Over!
UnityEngine.Debug:Log (object)
[11:06:14] Game Over!
UnityEngine.Debug:Log (object)
Game Over!