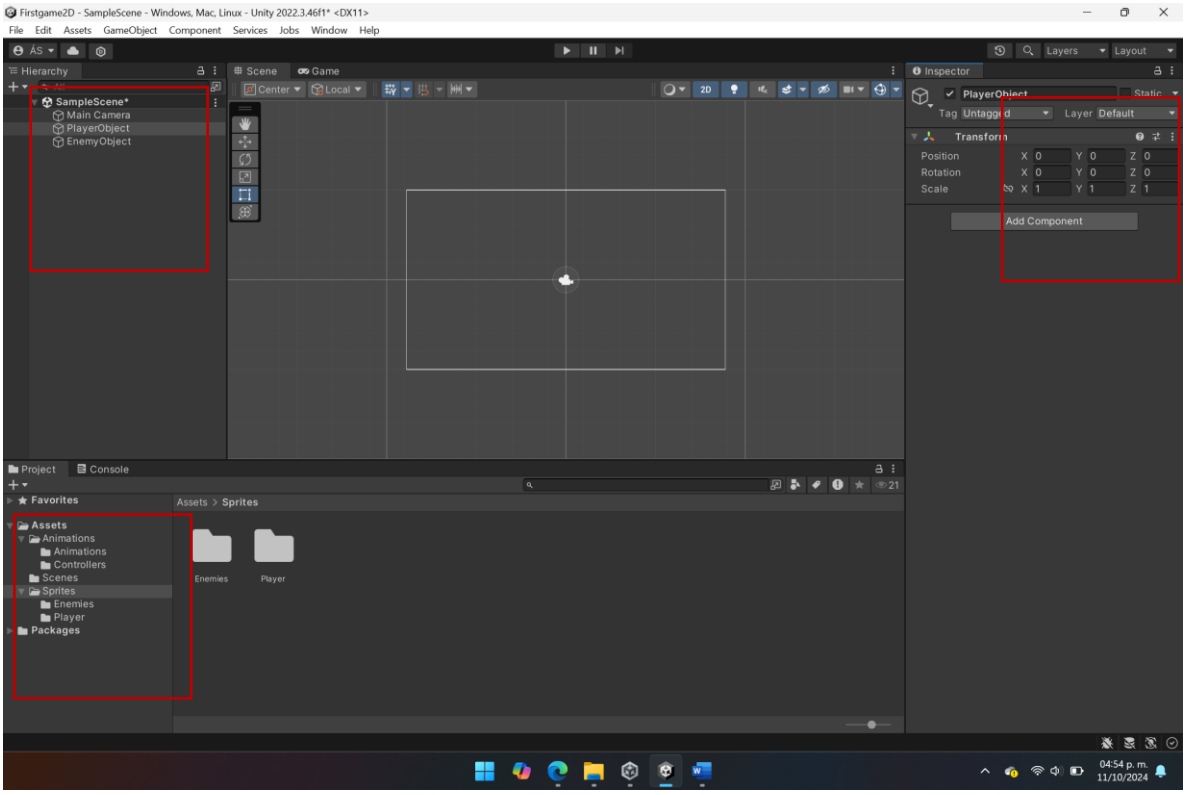
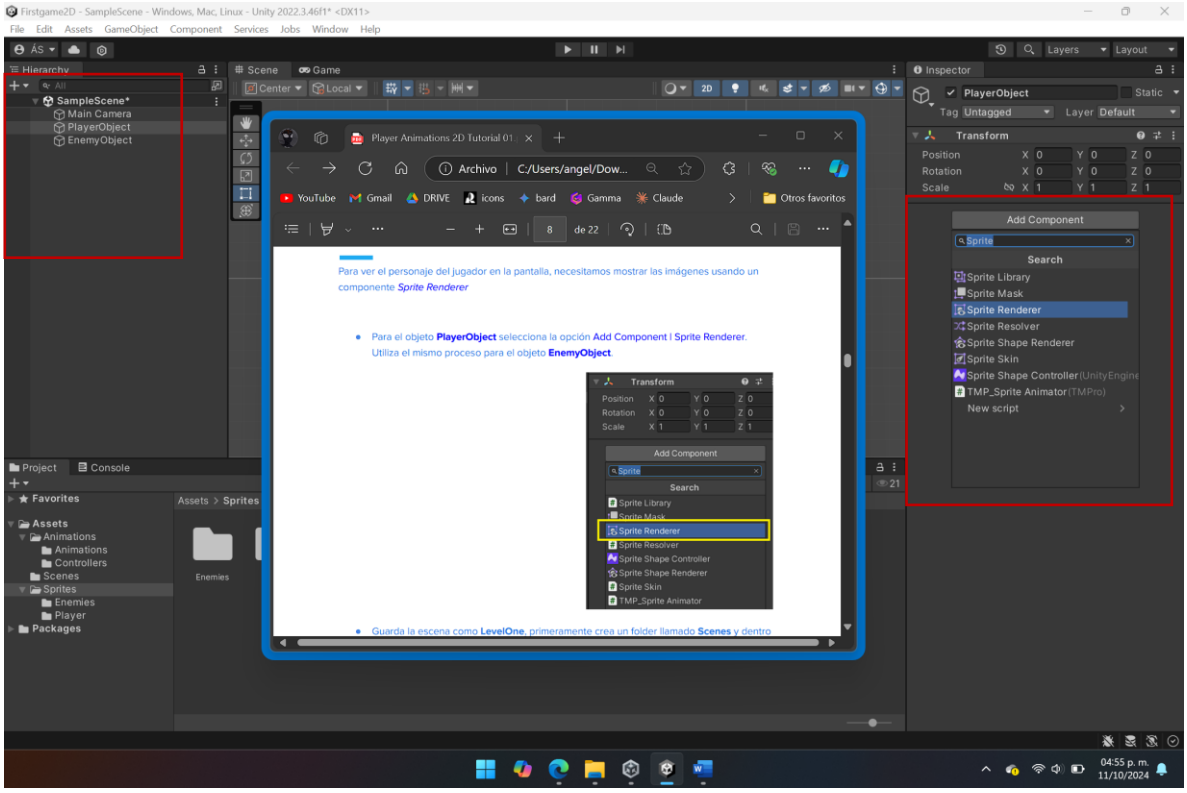
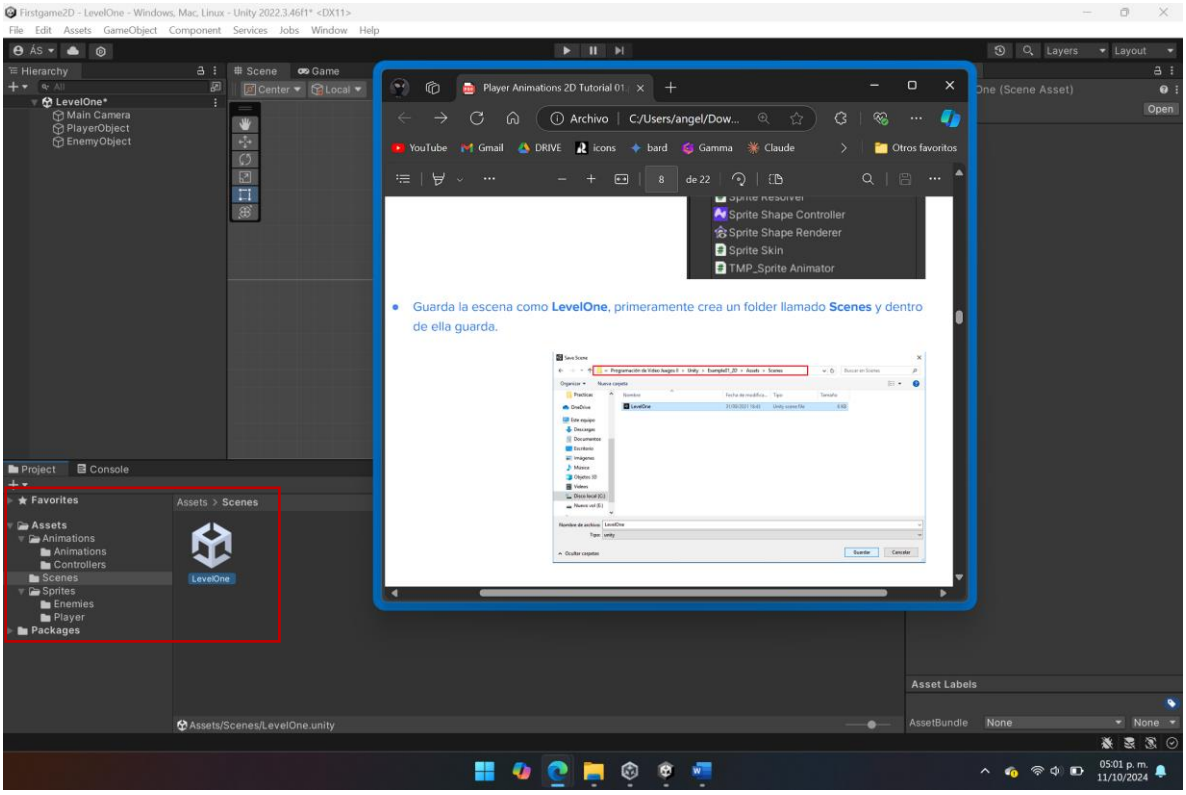
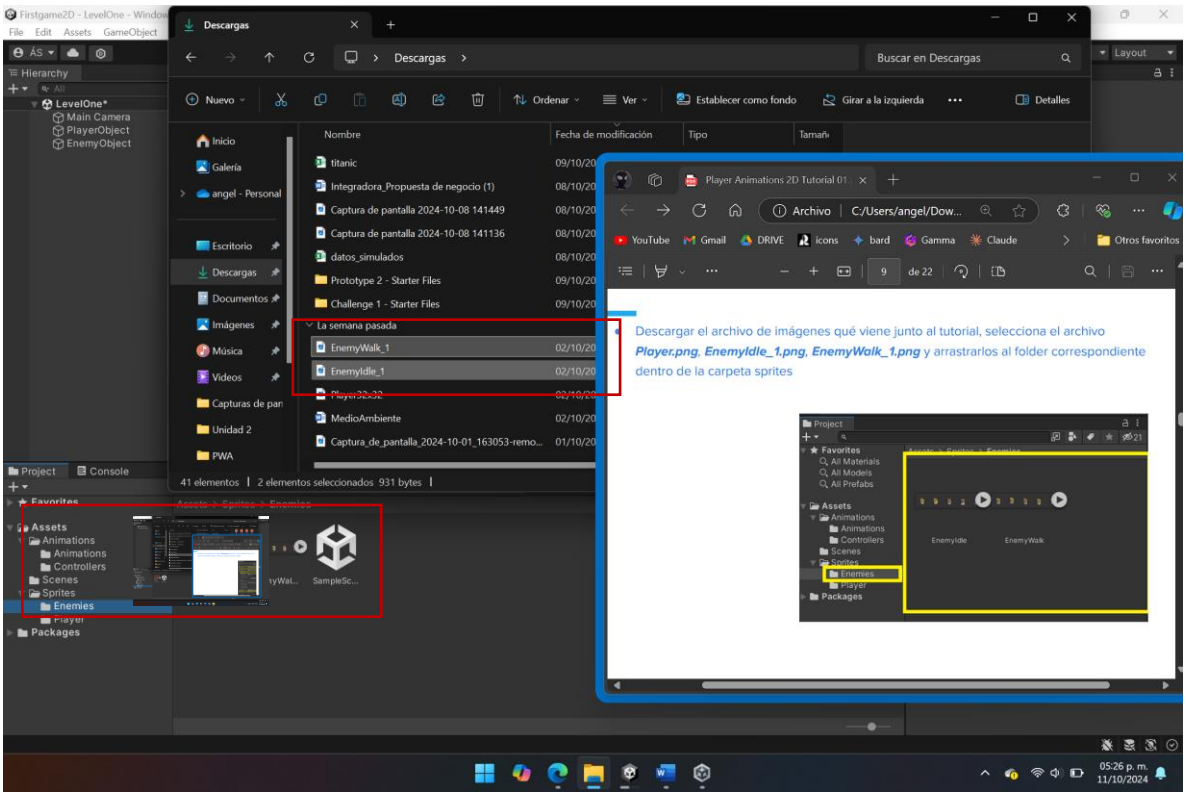
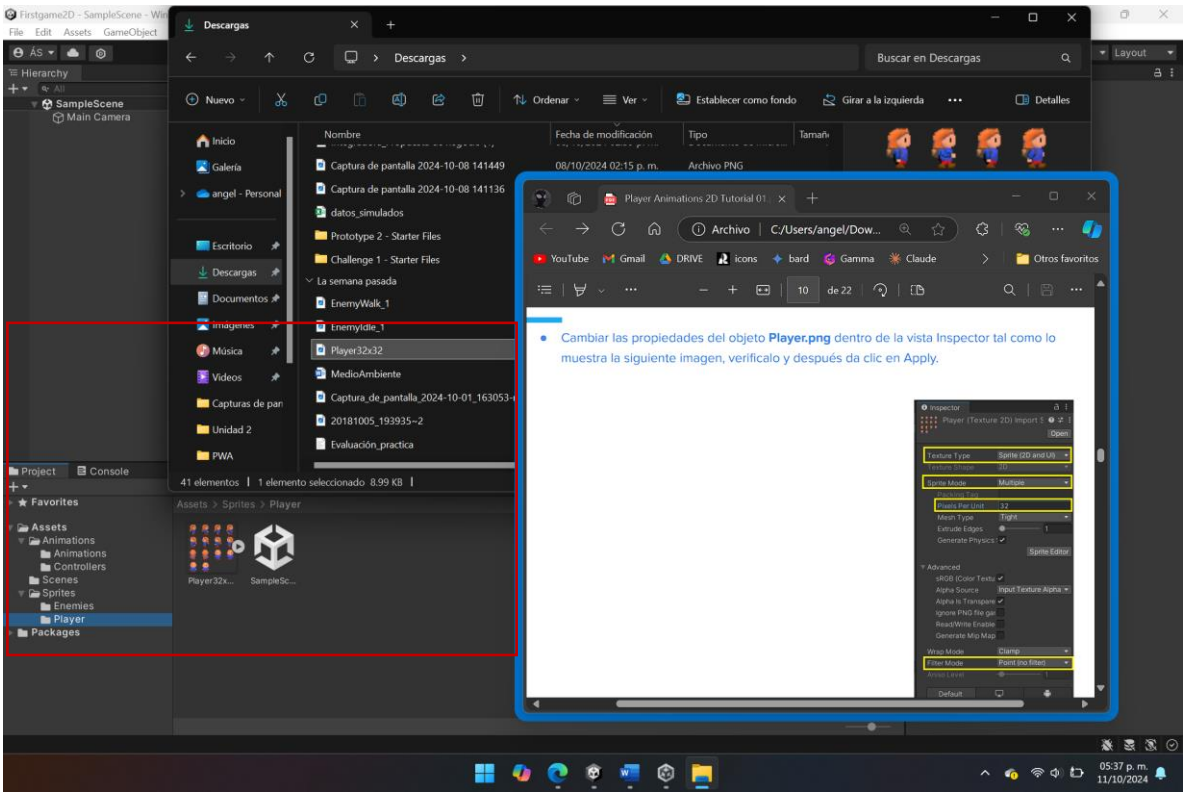
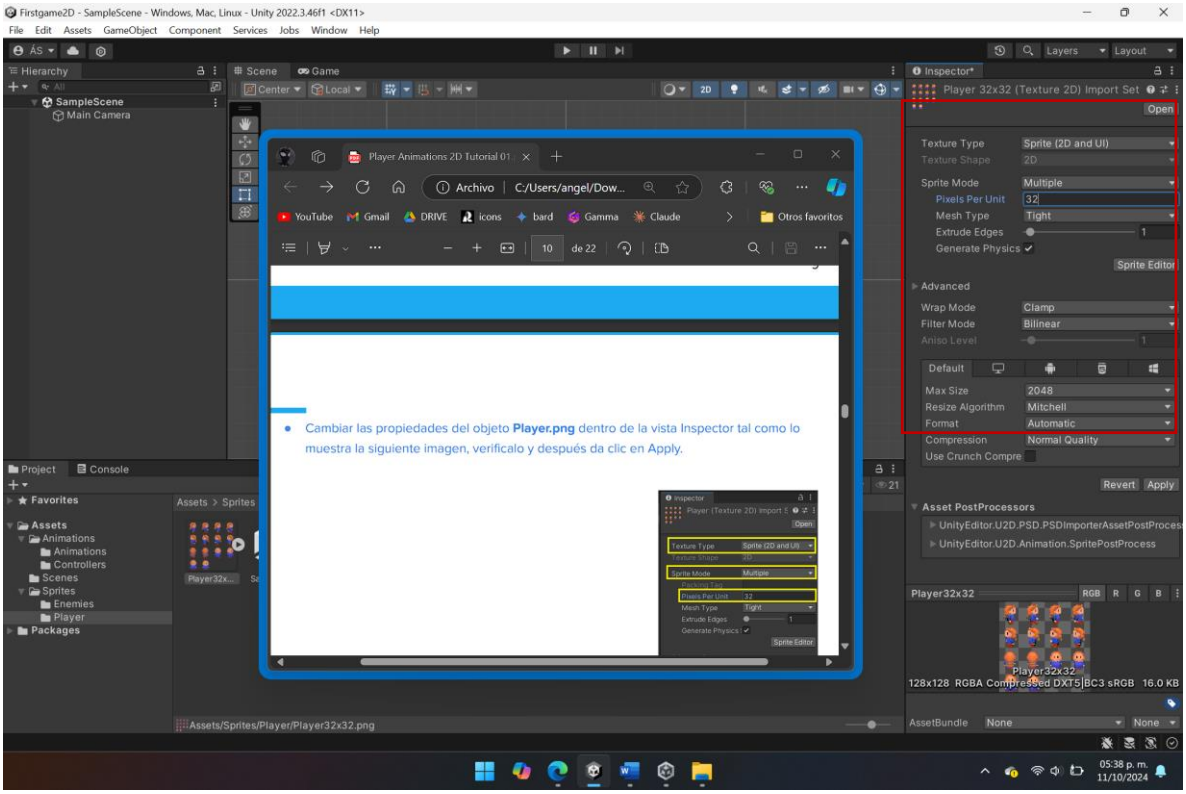

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Add Component
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Enemies
Player
04:54 p. m.
11/10/2024

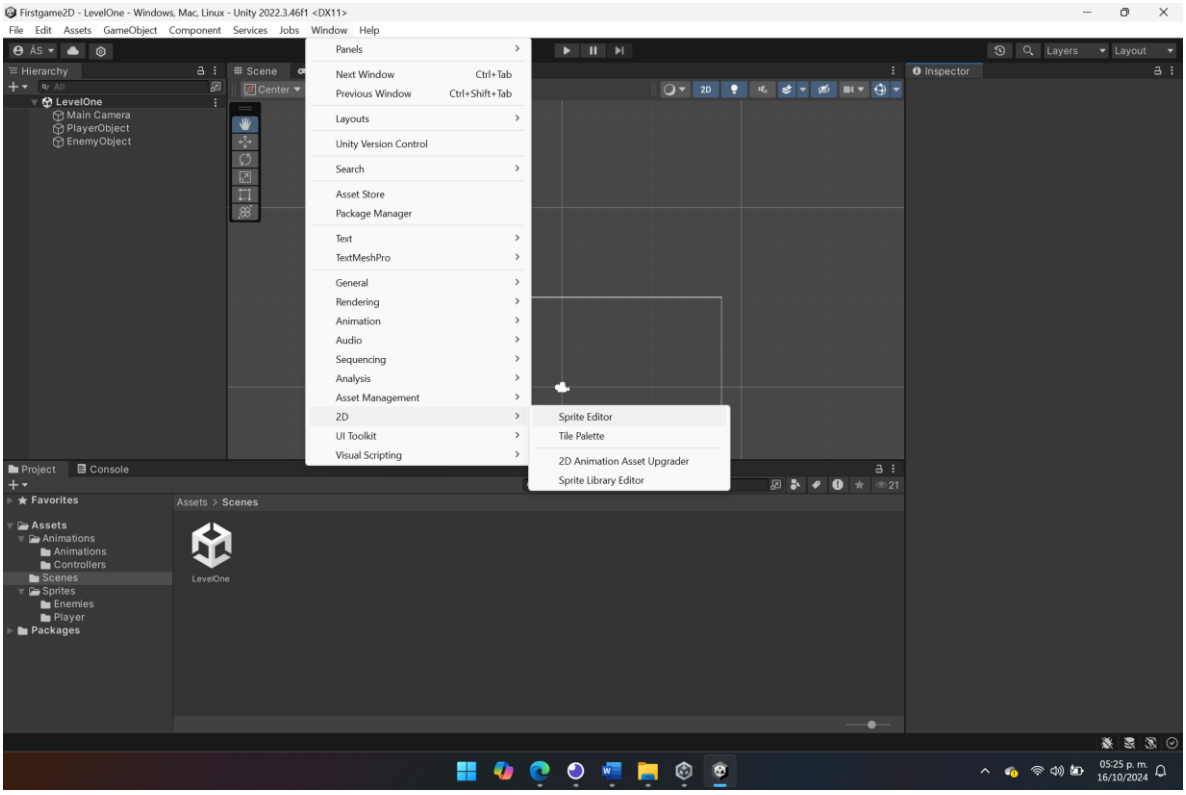

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Add Component
Sprite
Search
Sprite Library
Sprite Mask
Sprite Renderer
Sprite Resolver
Sprite Shape Renderer
Sprite Skin
Sprite Shape Controller (UnityEngine
TMP_Sprite Animator (TMPro)
New script
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Enemies
Player Animations 2D Tutorial 01
Archivo | C:/Users/angel/Dow...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Claude
Otros favoritos
8 de 22
Para ver el personaje del jugador en la pantalla, necesitamos mostrar las imágenes usando un componente Sprite Renderer
Para el objeto PlayerObject selecciona la opción Add Component | Sprite Renderer.
Utiliza el mismo proceso para el objeto EnemyObject.
Guarda la escena como LevelOne, primeramente crea un folder llamado Scenes y dentro
04:55 p. m.
11/10/2024

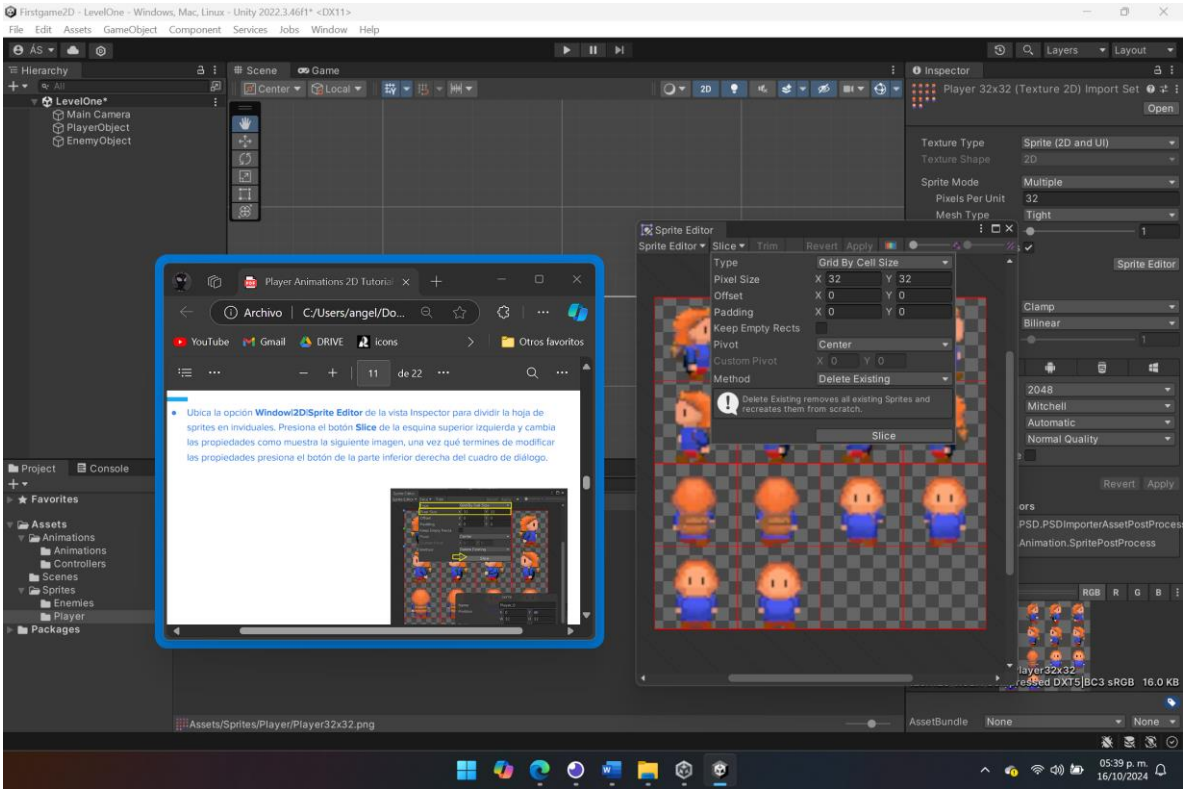

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Player Animations 2D Tutorial 01
Sprite Shape Controller
Sprite Shape Renderer
Sprite Skin
TMP_Sprite Animator
Guarda la escena como LevelOne, primeramente crea un folder llamado Scenes y dentro de ella guarda.
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Scenes
LevelOne
Assets/Scenes/LevelOne.unity
Asset Labels
AssetBundle
None

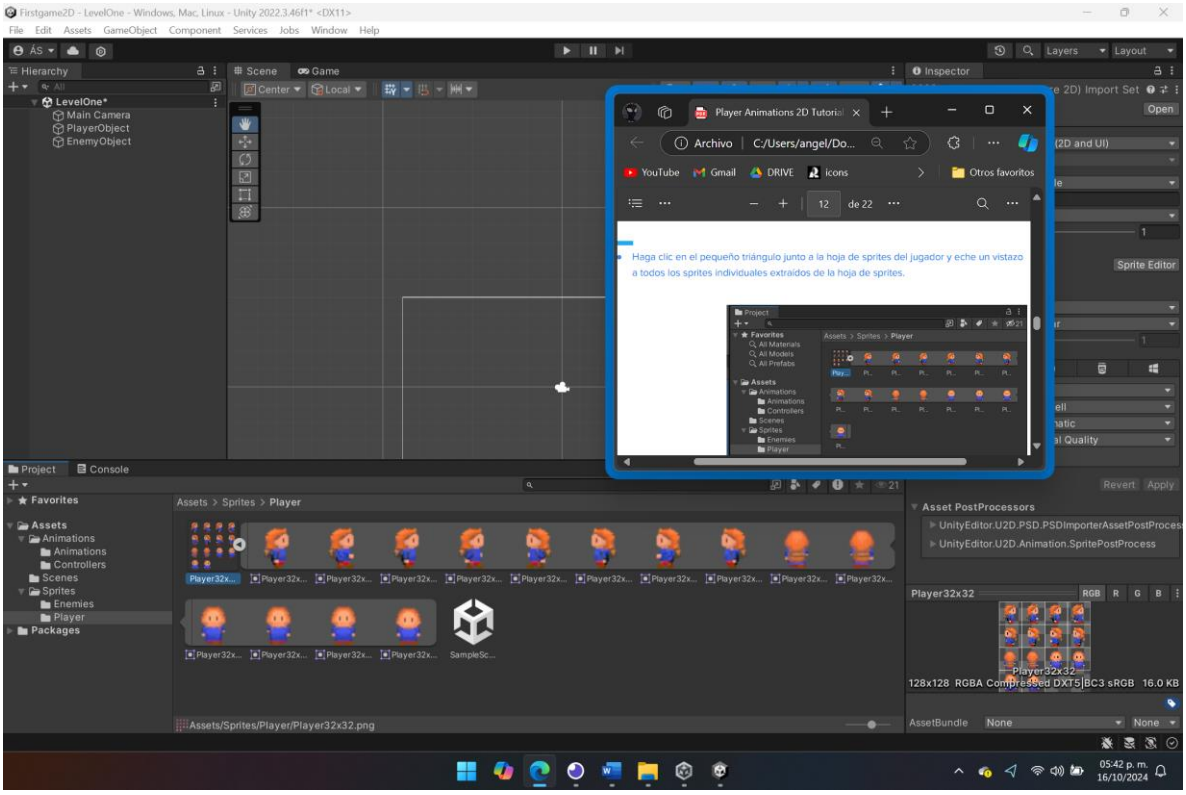

Descargas
Buscar en Descargas
Nuevo
Ordenar
Ver
Establecer como fondo
Girar a la izquierda
Detalles
Inicio
Galería
angel - Personal
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Capturas de pan
Unidad 2
PWA
Nombre
Fecha de modificación
Tipo
titanic
Integradora_Propuesta de negocio (1)
Captura de pantalla 2024-10-08 141449
Captura de pantalla 2024-10-08 141136
datos_simulados
Prototype 2 - Starter Files
Challenge 1 - Starter Files
La semana pasada
EnemyWalk_1
EnemyIdle_1
MedioAmbiente
41 elementos | 2 elementos seleccionados 931 bytes
Player Animations 2D Tutorial 01
Descargar el archivo de imágenes qué viene junto al tutorial, selecciona el archivo Player.png, EnemyIdle_1.png, EnemyWalk_1.png y arrastrarlos al folder correspondiente dentro de la carpeta sprites
Project
Console
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Packages

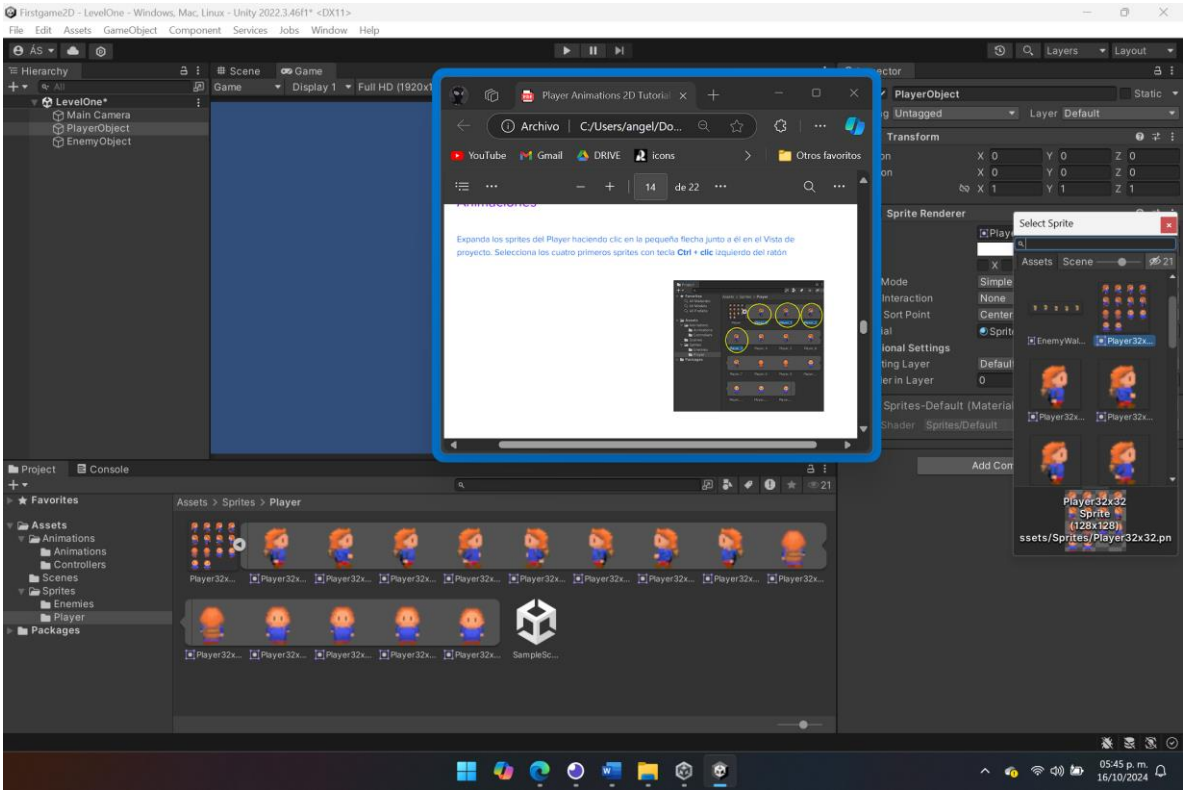

Firstgame2D - SampleScene - Wi
File Edit Assets GameObject
Hierarchy
SampleScene
Main Camera
Descargas
Buscar en Descargas
Nuevo
Ordenar
Ver
Establecer como fondo
Girar a la izquierda
Detalles
Inicio
Galería
angel - Personal
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Capturas de pan
Unidad 2
PWA
Nombre
Fecha de modificación
Tipo
Tamaño
Captura de pantalla 2024-10-08 141449
08/10/2024 02:15 p. m.
Archivo PNG
Captura de pantalla 2024-10-08 141136
datos_simulados
Prototype 2 - Starter Files
Challenge 1 - Starter Files
La semana pasada
EnemyWalk_1
EnemyIdle_1
Player32x32
MedioAmbiente
Captura_de_pantalla_2024-10-01_163053-
20181005_193935~2
Evaluación_practica
41 elementos | 1 elemento seleccionado 8.99 KB
Player Animations 2D Tutorial 01
Archivo | C:/Users/angel/Dow...
YouTube Gmail DRIVE icons bard Gamma Claude
Otros favoritos
10 de 22
Cambiar las propiedades del objeto Player.png dentro de la vista Inspector tal como lo muestra la siguiente imagen, verificalo y después da clic en Apply.
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
05:37 p. m.
11/10/2024

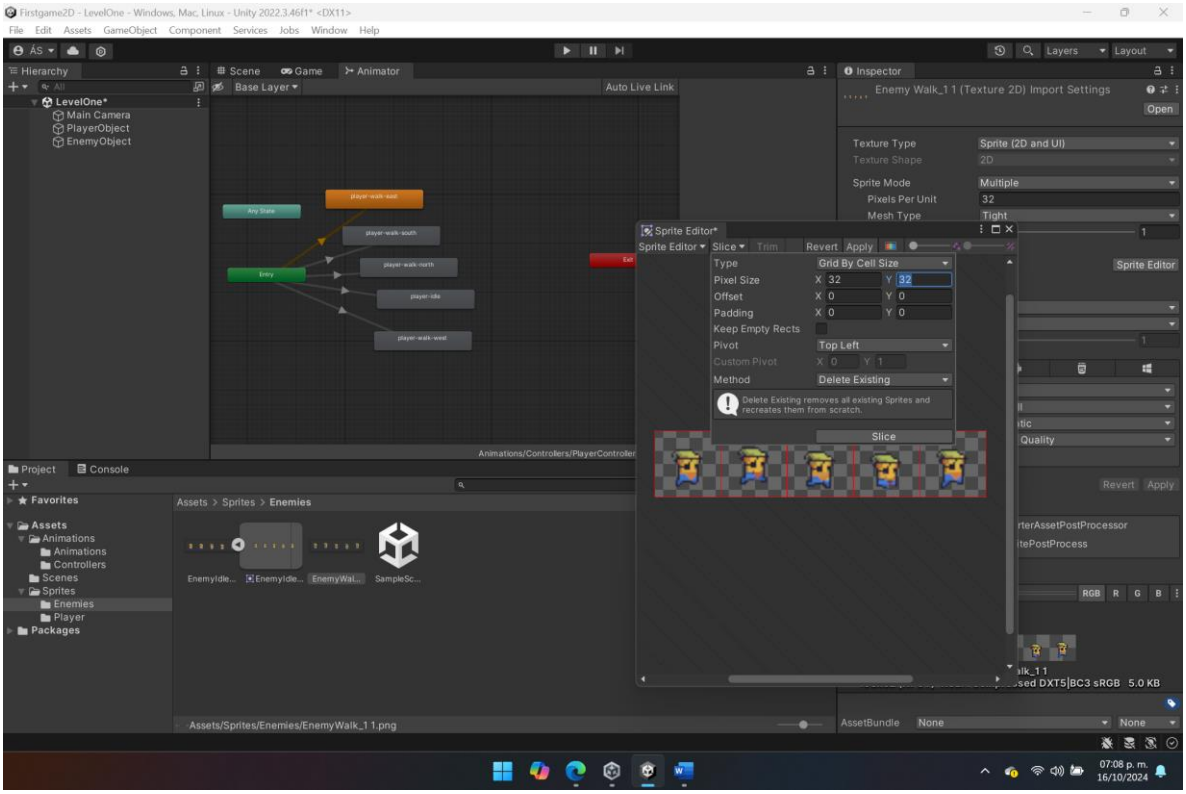

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector*
Player 32x32 (Texture 2D) Import Set
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Bilinear
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
Normal Quality
Use Crunch Compre
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProces
UnityEditor.U2D.Animation.SpritePostProcess
Player32x32
RGB R G B
128x128 RGBA Compressed DXT5 BC3 sRGB 16.0 KB
AssetBundle None
Player Animations 2D Tutorial 01
Archivo | C:/Users/angel/Dow...
YouTube Gmail DRIVE icons bard Gamma Claude
Otros favoritos
10 de 22
Cambiar las propiedades del objeto Player.png dentro de la vista Inspector tal como lo muestra la siguiente imagen, verificalo y después da clic en Apply.
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Assets/Sprites/Player/Player32x32.png
05:38 p. m.
11/10/2024

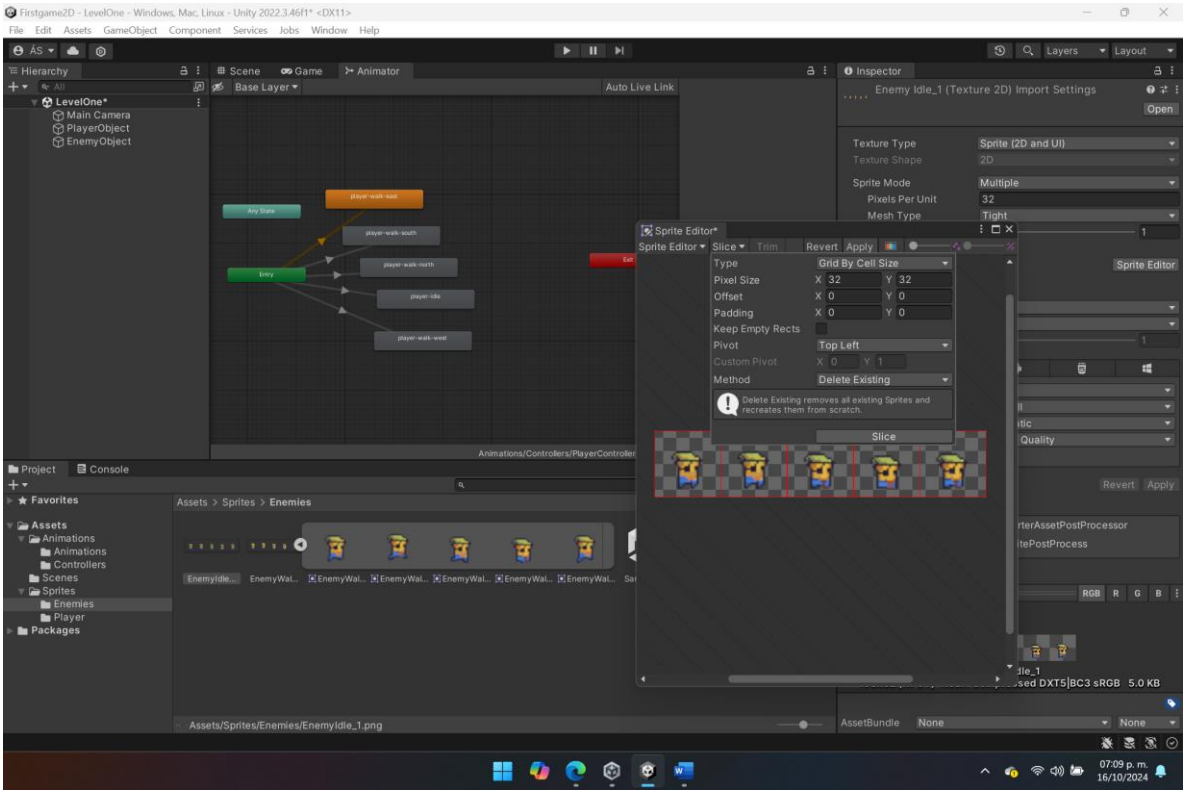

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Inspector
Panels
Next Window Ctrl+Tab
Previous Window Ctrl+Shift+Tab
Layouts
Unity Version Control
Search
Asset Store
Package Manager
Text
TextMeshPro
General
Rendering
Animation
Audio
Sequencing
Analysis
Asset Management
2D
UI Toolkit
Visual Scripting
Sprite Editor
Tile Palette
2D Animation Asset Upgrader
Sprite Library Editor
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Scenes
LevelOne
05:25 p. m.
16/10/2024

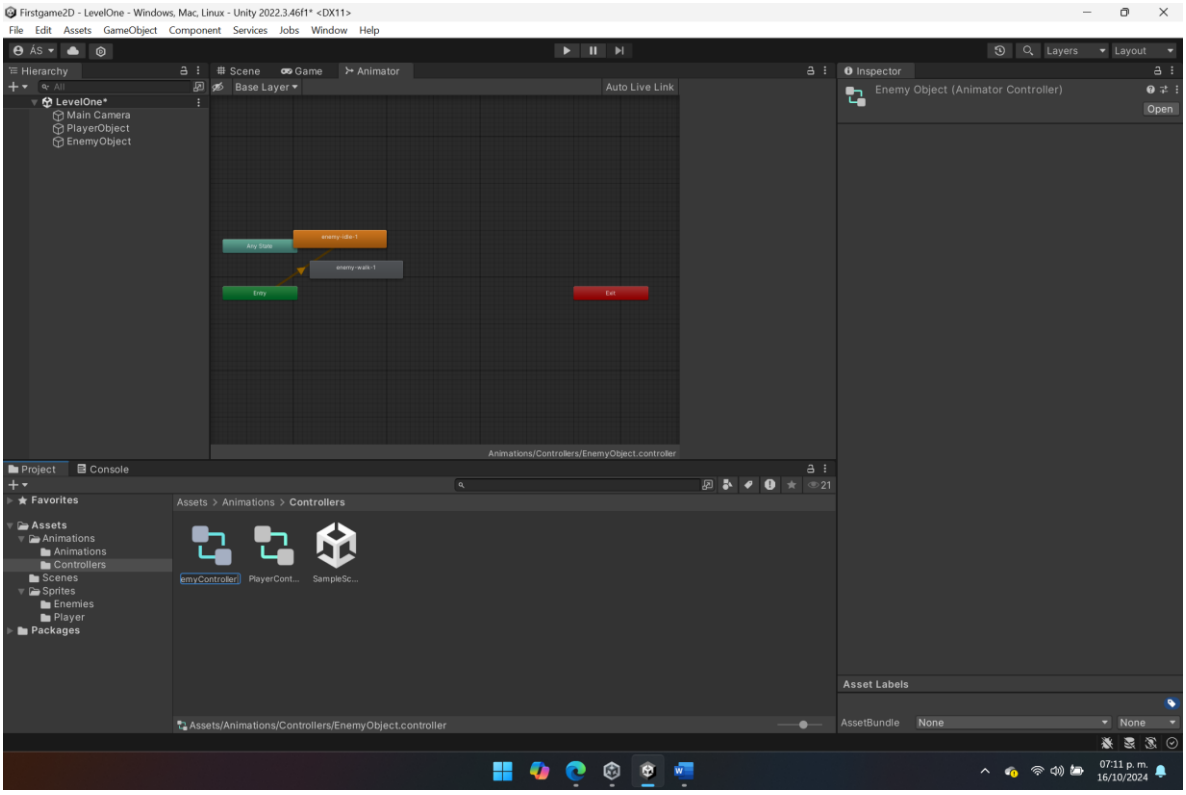

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Player 32x32 (Texture 2D) Import Set
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Clamp
Bilinear
2048
Mitchell
Automatic
Normal Quality
Revert
Apply
Player Animations 2D Tutorial
Archivo
C:/Users/angel/Do...
YouTube
Gmail
DRIVE
icons
Otros favoritos
11 de 22
Ubica la opción Window|2D|Sprite Editor de la vista Inspector para dividir la hoja de sprites en inviduales. Presiona el botón Slice de la esquina superior izquierda y cambia las propiedades como muestra la siguiente imagen, una vez qué termines de modificar las propiedades presiona el botón de la parte inferior derecha del cuadro de diálogo.
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets/Sprites/Player/Player32x32.png
AssetBundle
None
05:39 p. m.
16/10/2024

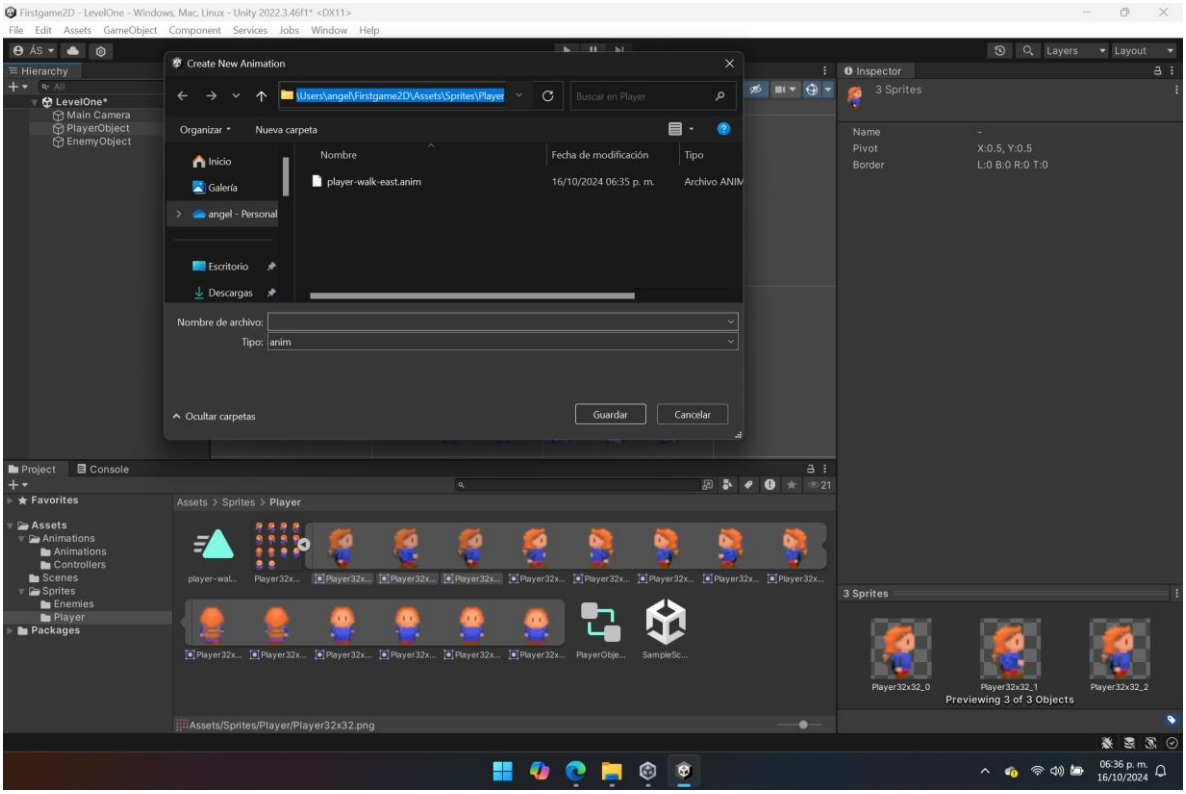

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
Asset PostProcessors
Player32x32
128x128 RGBA Compressed DXT5 BC3 sRGB 16.0 KB
Player Animations 2D Tutorial
Archivo | C:/Users/angel/Do...
YouTube
Gmail
DRIVE
icons
Otros favoritos
12 de 22
Haga clic en el pequeño triángulo junto a la hoja de sprites del jugador y eche un vistazo a todos los sprites individuales extraídos de la hoja de sprites.
05:42 p. m.
16/10/2024

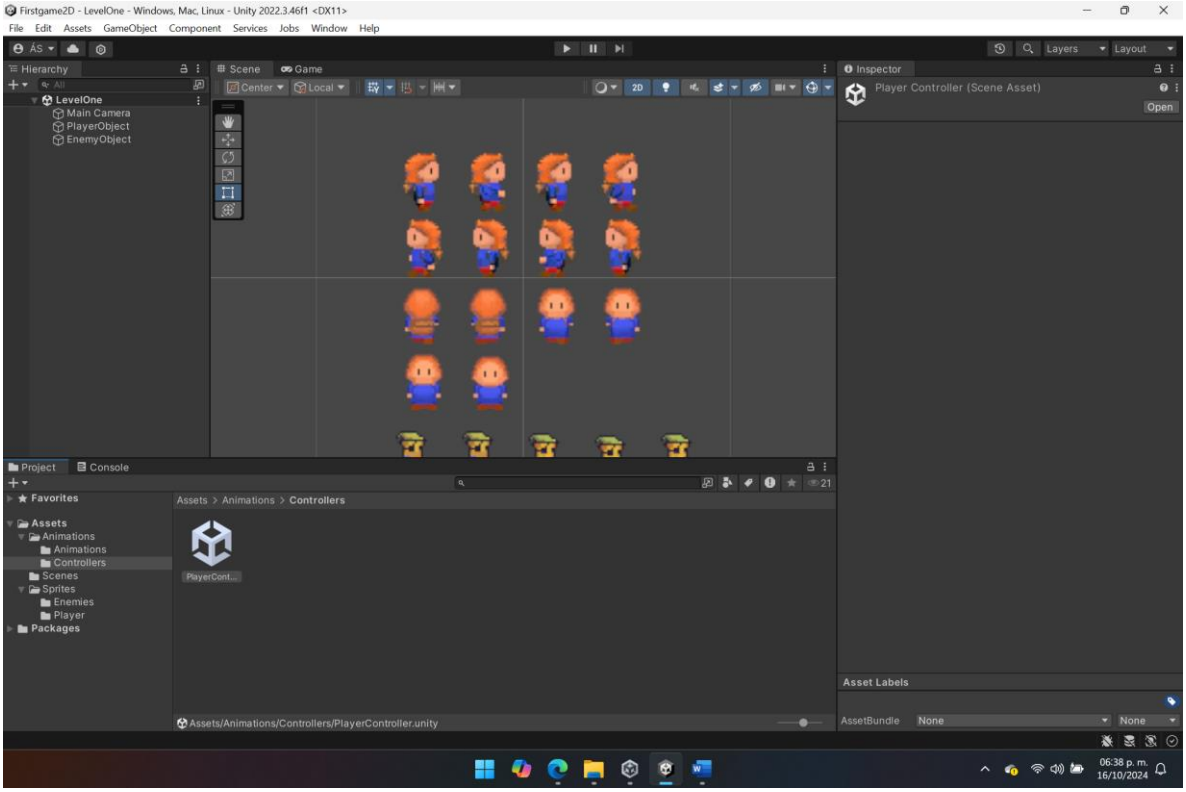

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Display 1
Full HD (1920x1
Inspector
PlayerObject
Transform
Sprite Renderer
Select Sprite
Player32x32
Sprite
(128x128)
ssets/Sprites/Player32x32.pn
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player Animations 2D Tutorial
Archivo | C:/Users/angel/Do...
YouTube
Gmail
DRIVE
icons
Otros favoritos
14 de 22
Expande los sprites del Player haciendo clic en la pequeña flecha junto a él en el Vista de proyecto. Selecciona los cuatro primeros sprites con tecla Ctrl + clic izquierdo del ratón
05:45 p. m.
16/10/2024

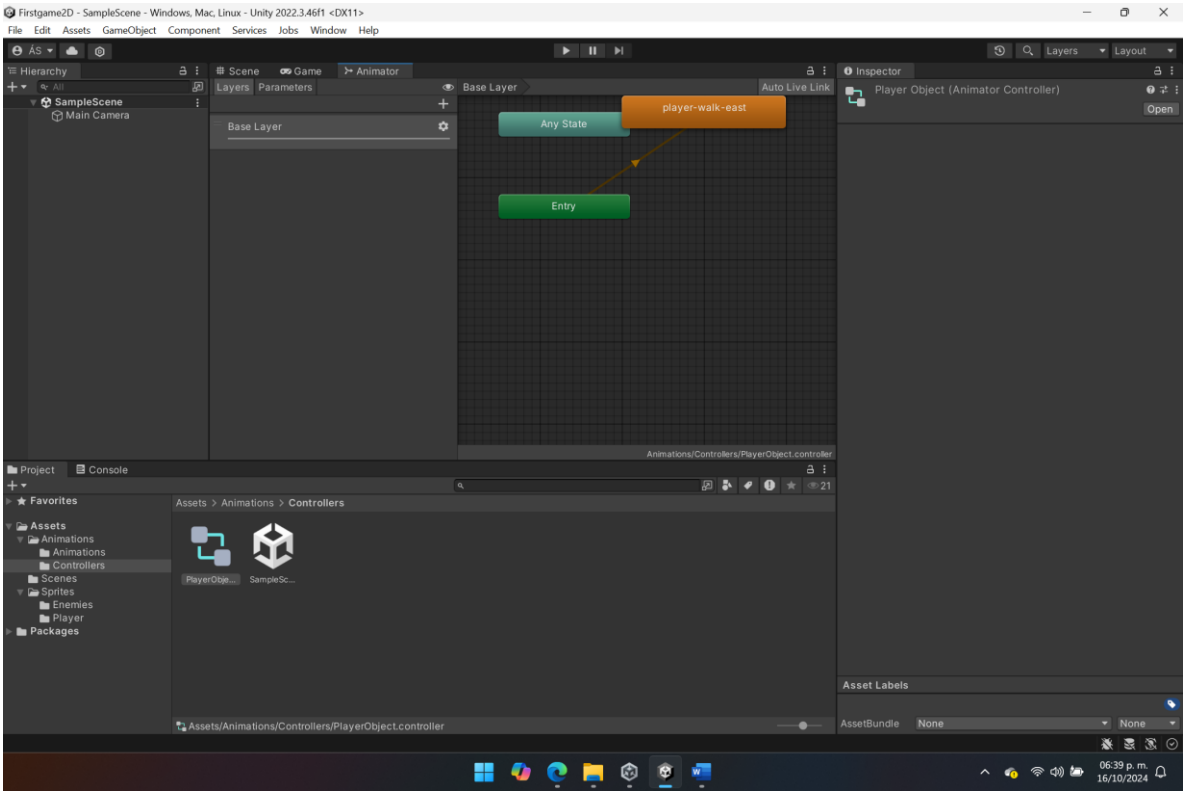

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-south
player-walk-north
player-idle
player-walk-west
Animations/Controllers/PlayerController
Inspector
Enemy Walk_1 1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Type
Grid By Cell Size
Pixel Size
X 32
Y 32
Offset
X 0
Y 0
Padding
X 0
Y 0
Keep Empty Rects
Pivot
Top Left
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyIdle...
EnemyWal...
SampleSc...
Assets/Sprites/Enemies/EnemyWalk_1 1.png
AssetBundle
None
DXT5|BC3 sRGB 5.0 KB
07:08 p. m.
16/10/2024

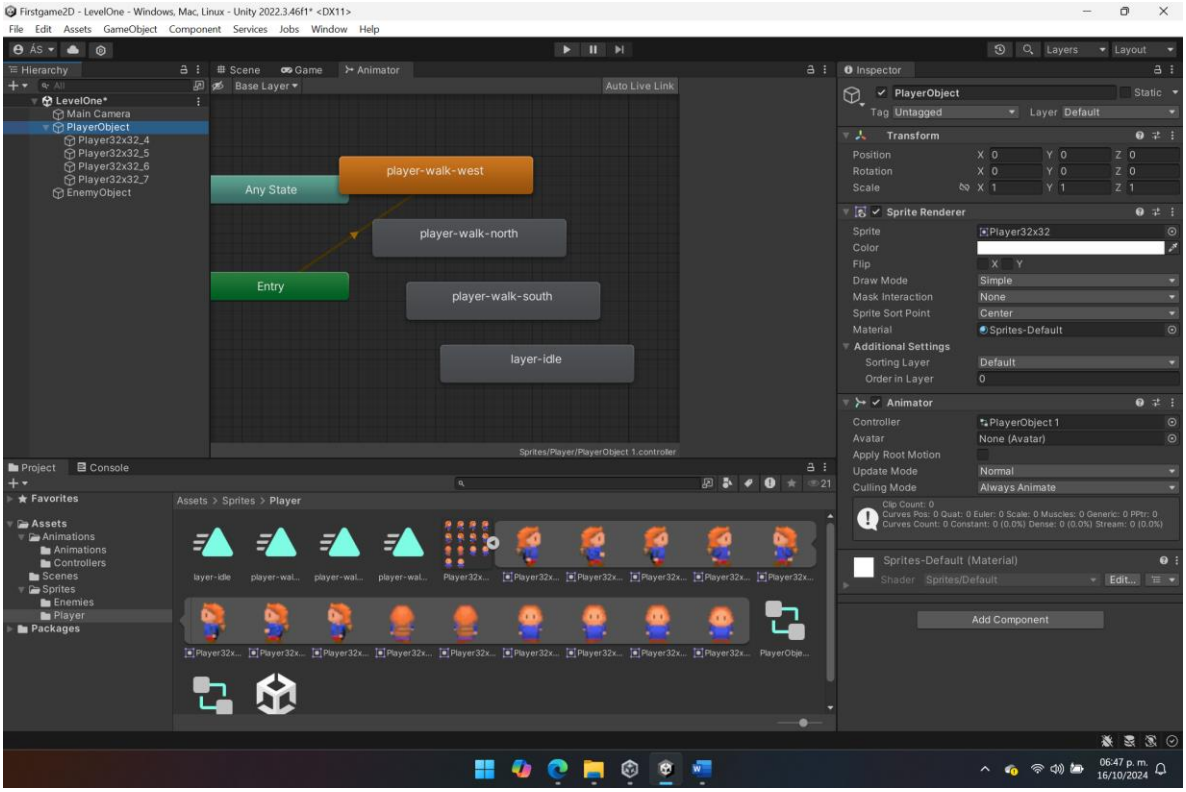

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-south
player-walk-north
player-idle
player-walk-west
Animations/Controllers/PlayerController
Inspector
Enemy Idle_1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Type
Grid By Cell Size
Pixel Size
X 32
Y 32
Offset
X 0
Y 0
Padding
X 0
Y 0
Keep Empty Rects
Pivot
Top Left
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Assets/Sprites/Enemies/EnemyIdle_1.png
AssetBundle
None
DXT5|BC3 sRGB 5.0 KB
07:09 p. m.
16/10/2024

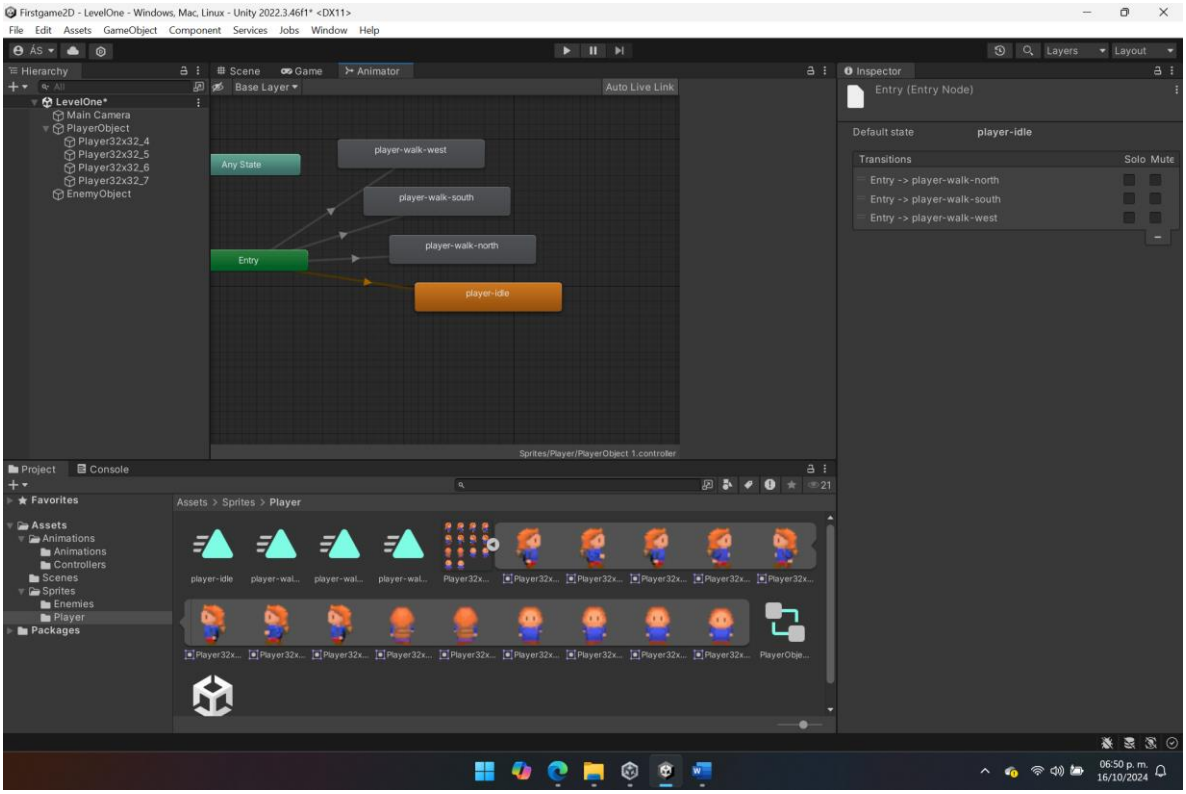

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
enemy-idle-1
enemy-walk-1
Entry
Exit
Animations/Controllers/EnemyObject.controller
Inspector
Enemy Object (Animator Controller)
Open
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
emyController
PlayerCont...
SampleSc...
Assets/Animations/Controllers/EnemyObject.controller
Asset Labels
AssetBundle
None
07:11 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
\Users\angel\Firstgame2D\Assets\Sprites\Player
Buscar en Player
Organizar
Nueva carpeta
Inicio
Galería
angel - Personal
Escritorio
Descargas
Nombre
Fecha de modificación
Tipo
player-walk-east.anim
16/10/2024 06:35 p. m.
Archivo ANIM
Nombre de archivo:
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
3 Sprites
Name
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
Previewing 3 of 3 Objects
06:36 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Player Controller (Scene Asset)
Open
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Assets/Animations/Controllers/PlayerController.unity
Asset Labels
AssetBundle
None
None
06:38 p. m.
16/10/2024


Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
Inspector
Player Object (Animator Controller)
Open
Animations/Controllers/PlayerObject.controller
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerObje...
SampleSc...
Asset Labels
AssetBundle
None
Assets/Animations/Controllers/PlayerObject.controller
06:39 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-north
Entry
player-walk-south
layer-idle
Sprites/Player/PlayerObject 1.controller
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Player32x32
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Animator
Controller
PlayerObject 1
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
layer-idle
PlayerObje...
06:47 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-south
player-walk-north
Entry
player-idle
Sprites/Player/PlayerObject 1.controller
Inspector
Entry (Entry Node)
Default state
player-idle
Transitions
Solo
Mute
Entry -> player-walk-north
Entry -> player-walk-south
Entry -> player-walk-west
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
06:50 p. m.
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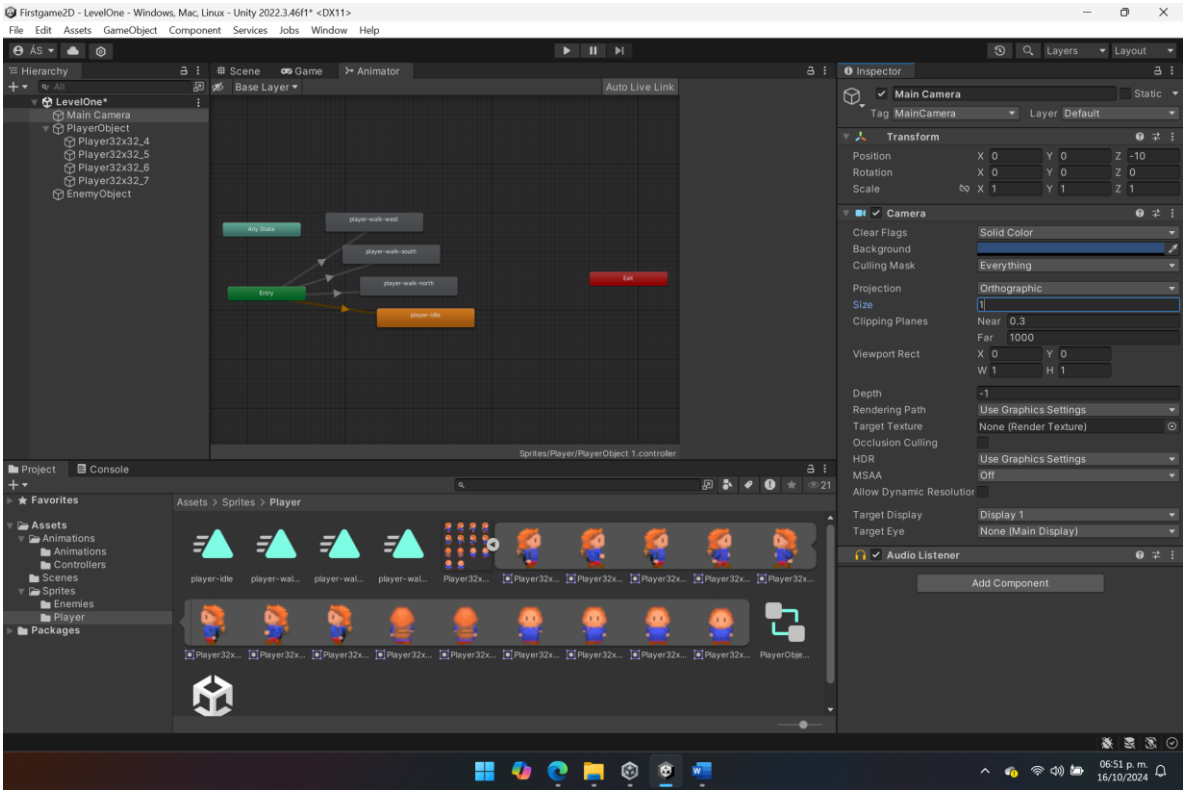
Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
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Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-south
player-walk-north
Entry
player-idle
Exit
Sprites/Player/PlayerObject 1.controller
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 0 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 1
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 Off
Allow Dynamic Resolution
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Add Component
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
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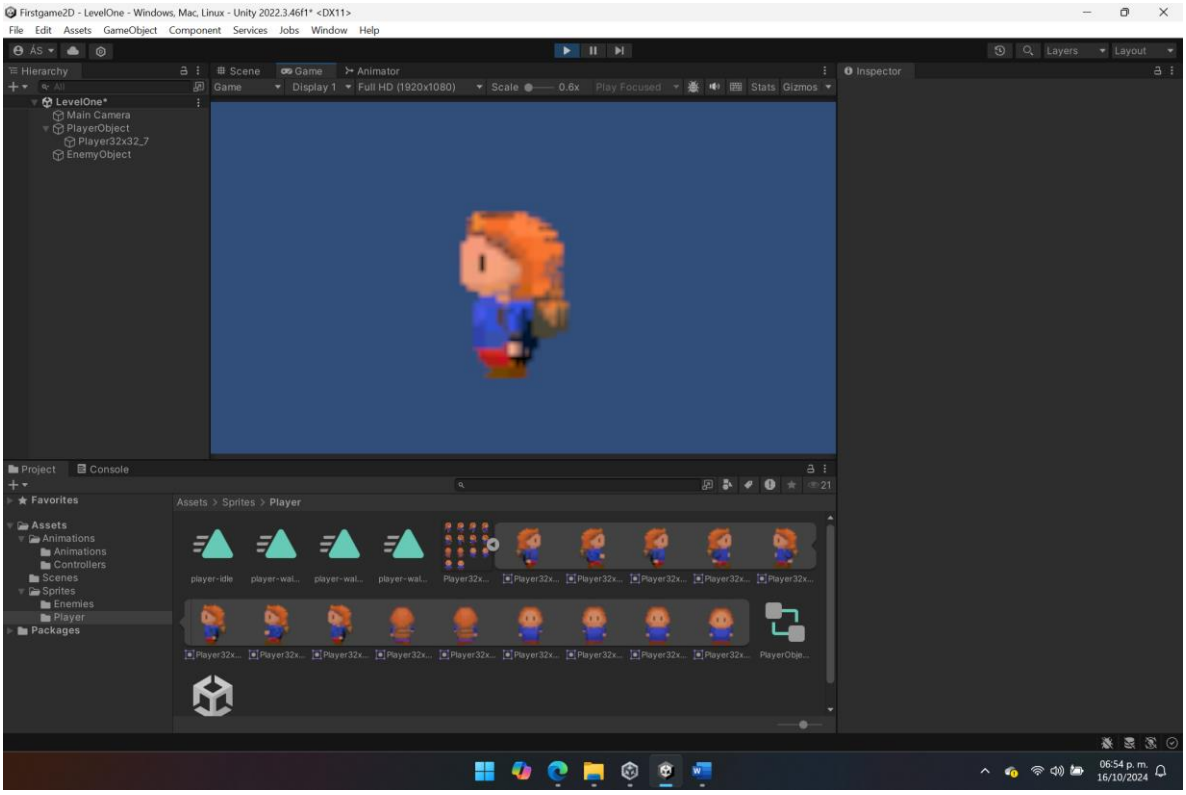
Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_7
EnemyObject
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Game
Animator
Inspector
Display 1
Full HD (1920x1080)
Scale
0.6x
Play Focused
Stats
Gizmos
Project
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Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
player-idle
06:54 p. m.
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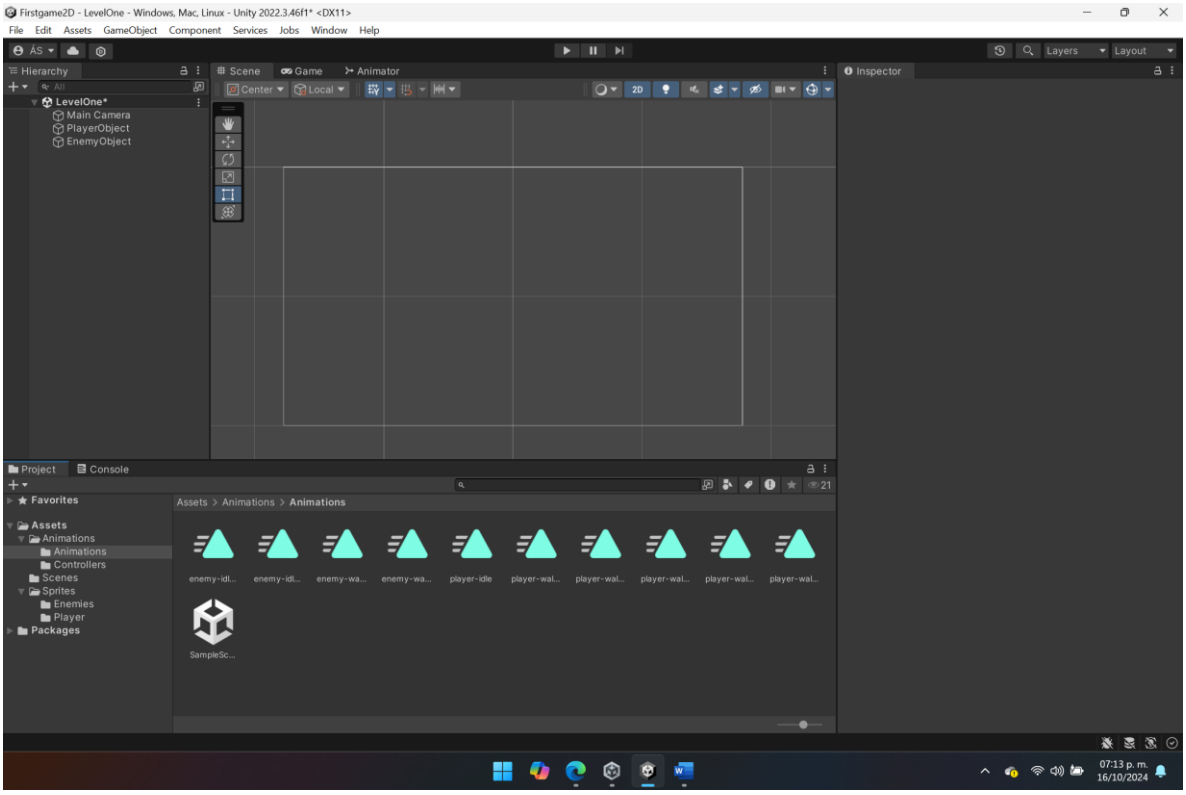
Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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EnemyObject
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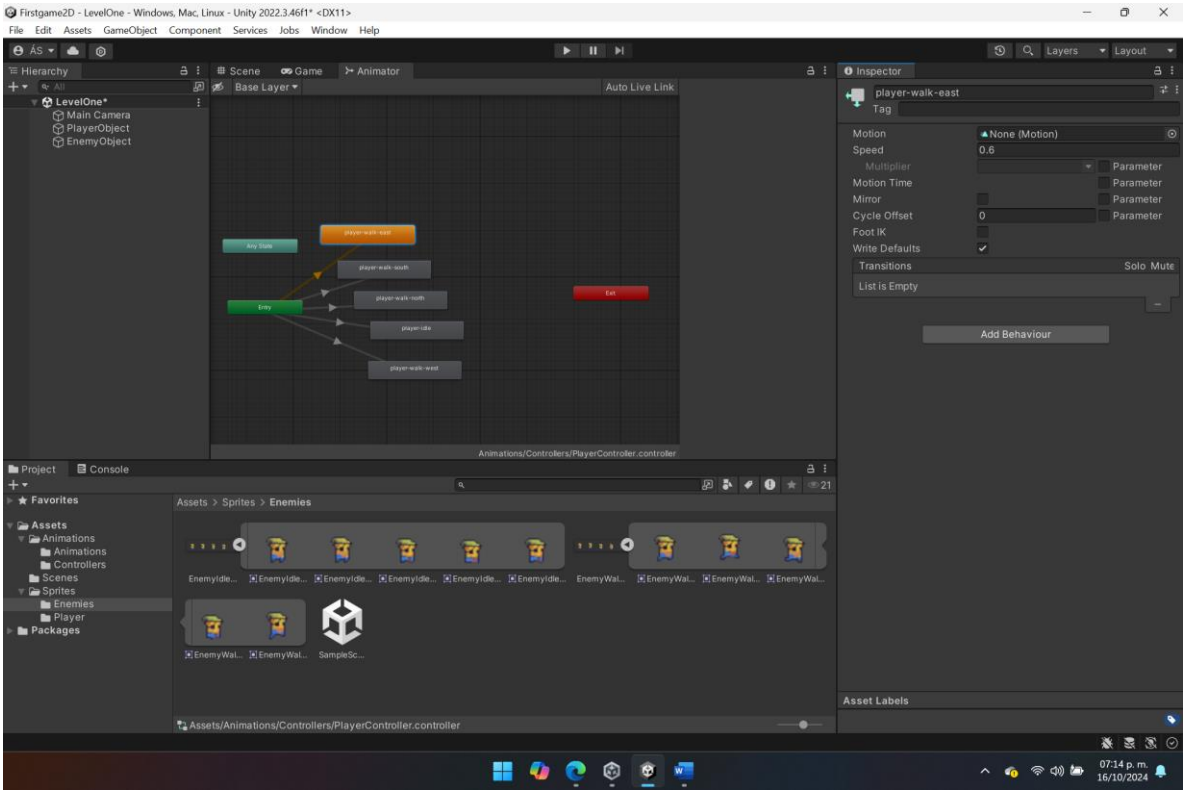
Assets > Animations > Animations
enemy-idl...
enemy-wa...
player-idle
player-wal...
SampleSc...
07:13 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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EnemyObject
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Animator
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Any State
Entry
Exit
player-walk-east
player-walk-south
player-walk-north
player-idle
player-walk-west
Animations/Controllers/PlayerController.controller
Inspector
player-walk-east
Tag
Motion
None (Motion)
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Project
Console
Favorites
Assets
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Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Animations/Controllers/PlayerController.controller
Asset Labels
07:14 p. m.
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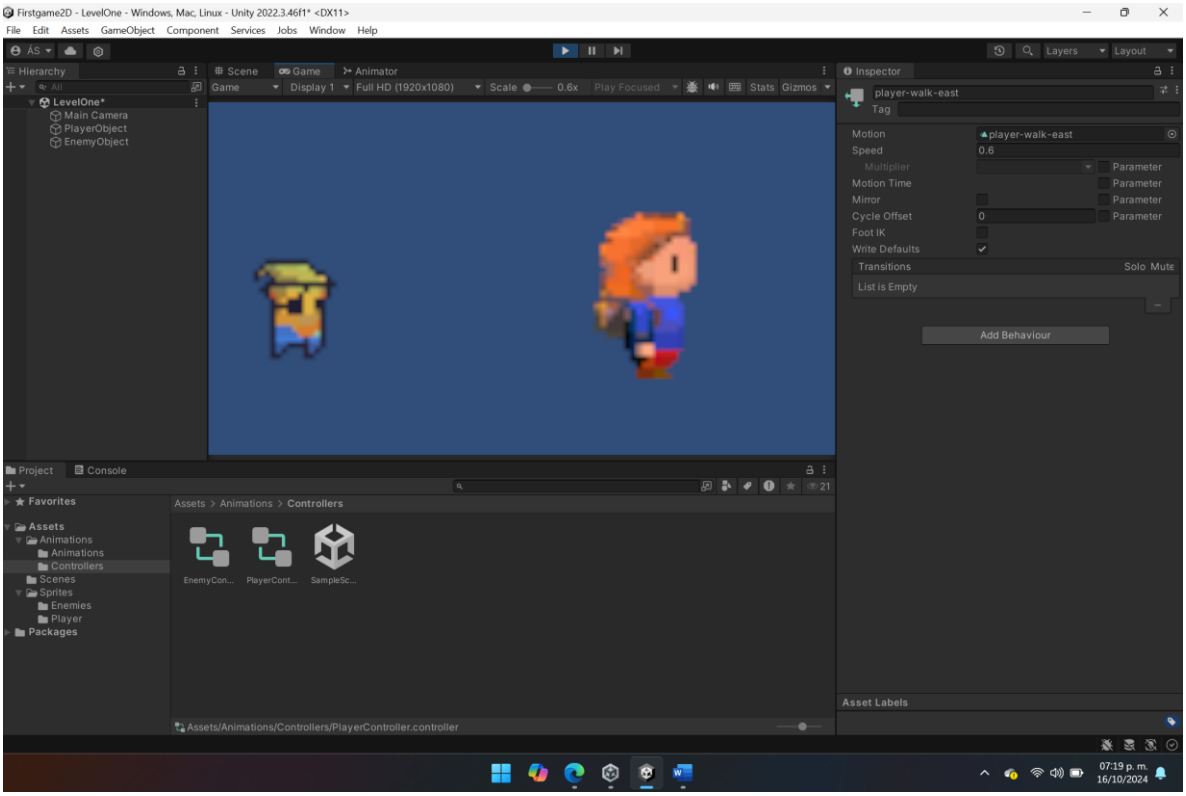
Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
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PlayerObject
EnemyObject
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Animator
Game
Display 1
Full HD (1920x1080)
Scale
0.6x
Play Focused
Stats
Gizmos
Inspector
player-walk-east
Tag
Motion
player-walk-east
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
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Assets > Animations > Controllers
EnemyCon...
PlayerCont...
SampleSc...
Assets/Animations/Controllers/PlayerController.controller
Asset Labels
07:19 p. m.
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