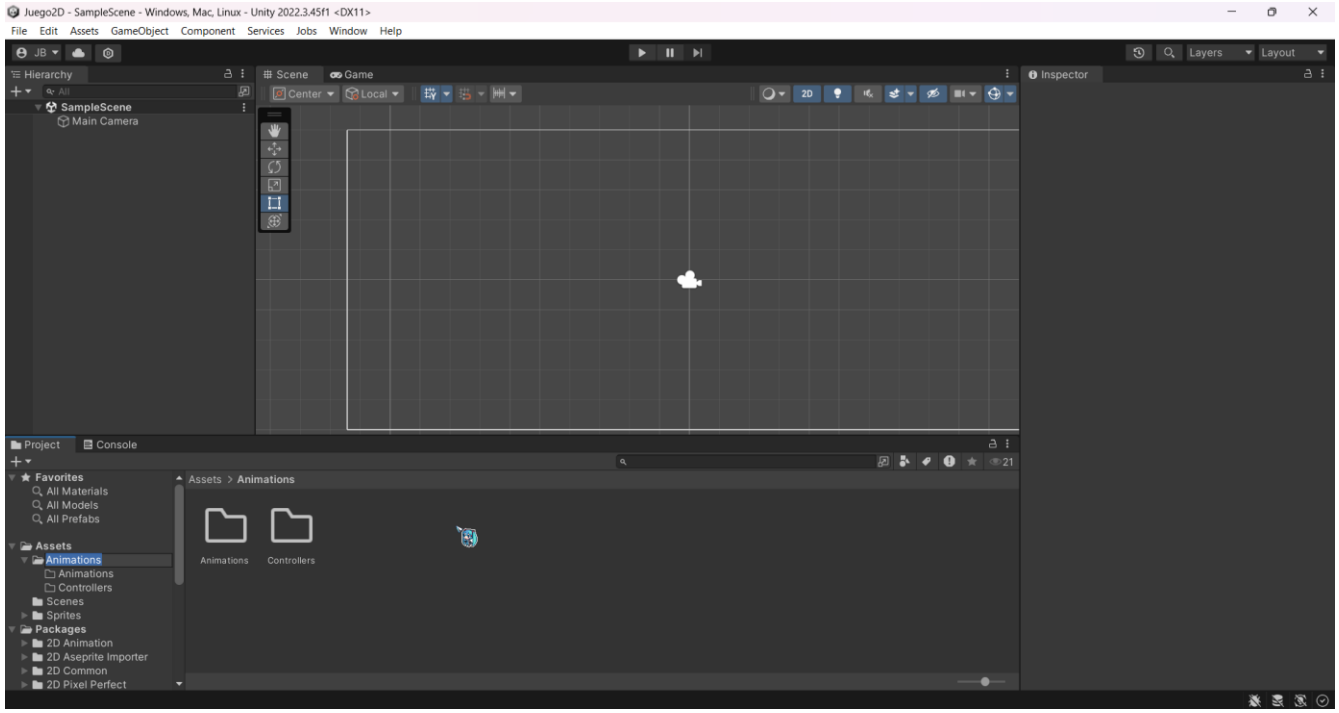
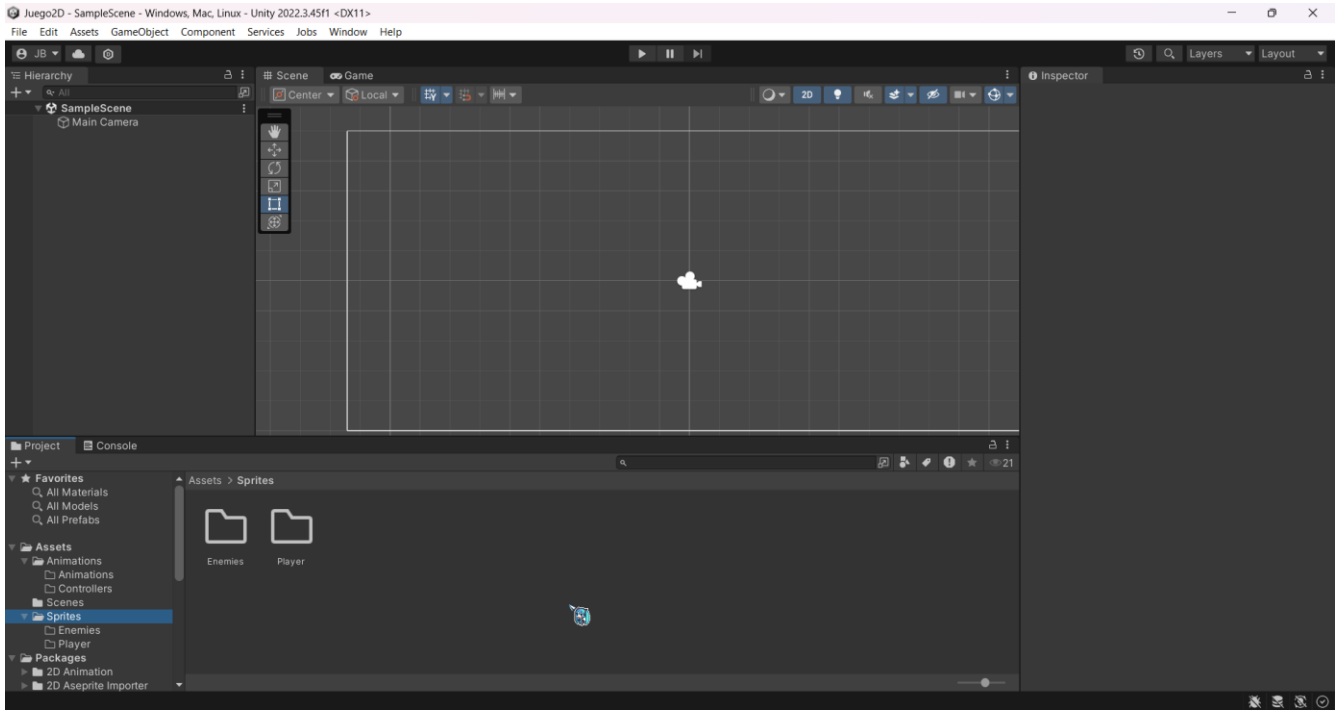

Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Sprites
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
Assets > Animations
Animations
Controllers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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
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Inspector
Project
Console
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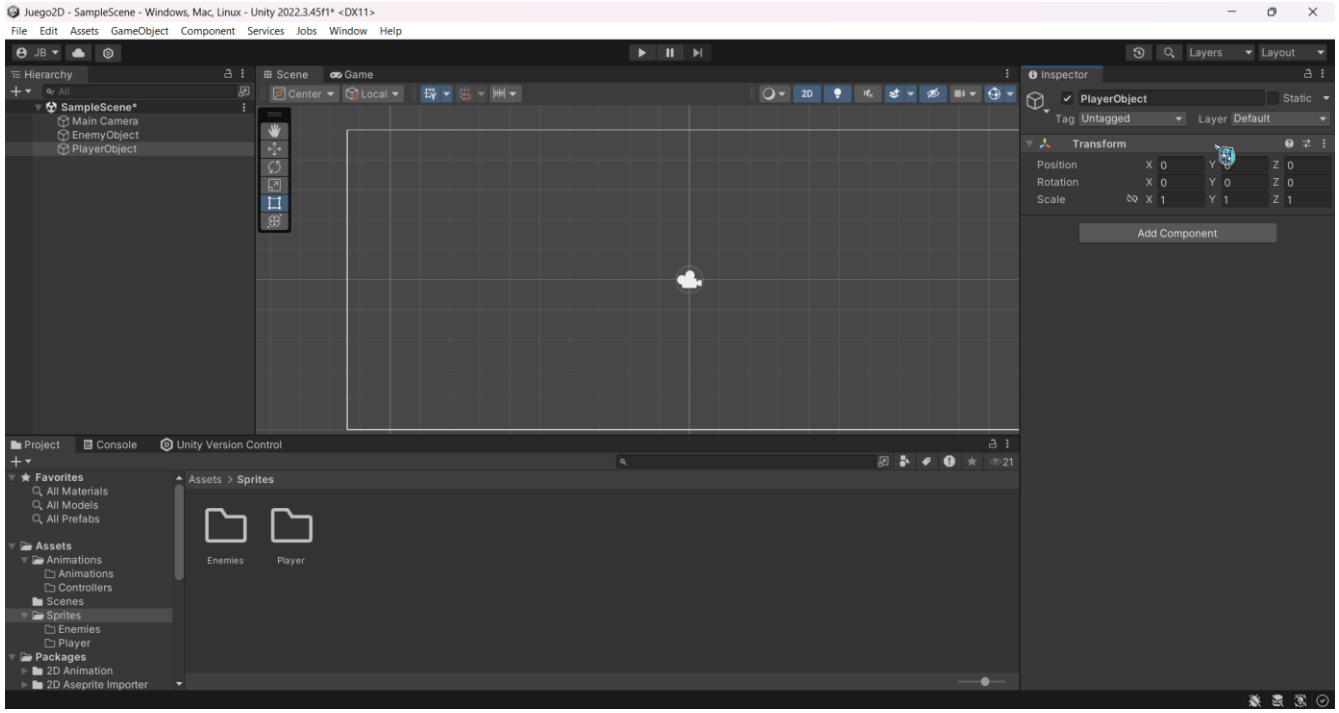
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites
Enemies
Player


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
Project
Console
Unity Version Control
Favorites
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All Models
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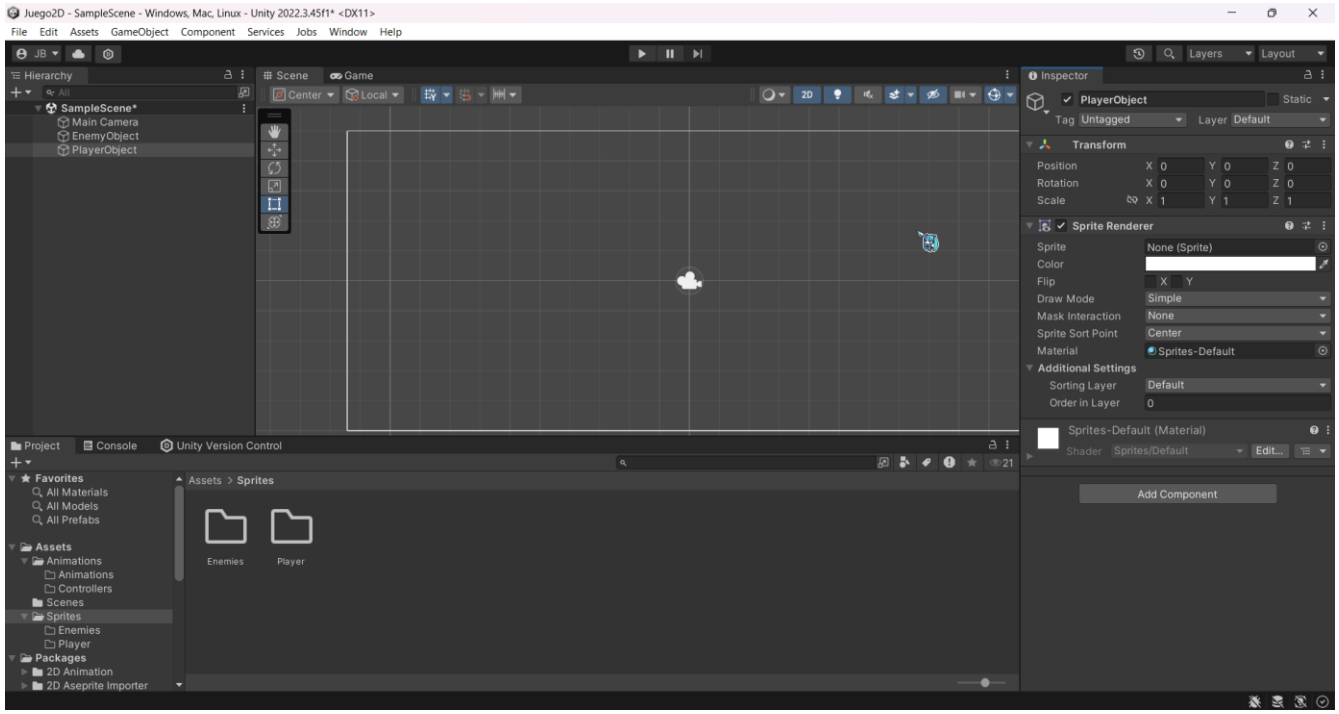
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites
Enemies
Player


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite None (Sprite)
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
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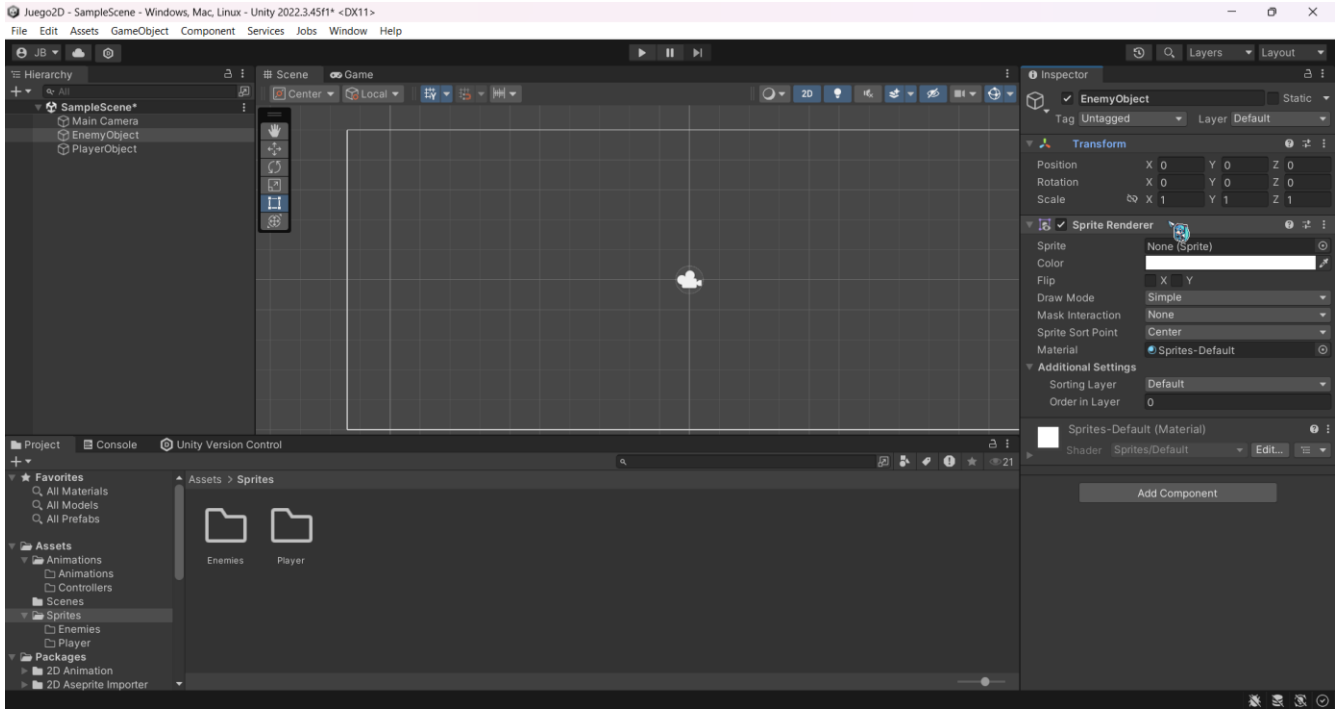
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites
Enemies
Player


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite None (Sprite)
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
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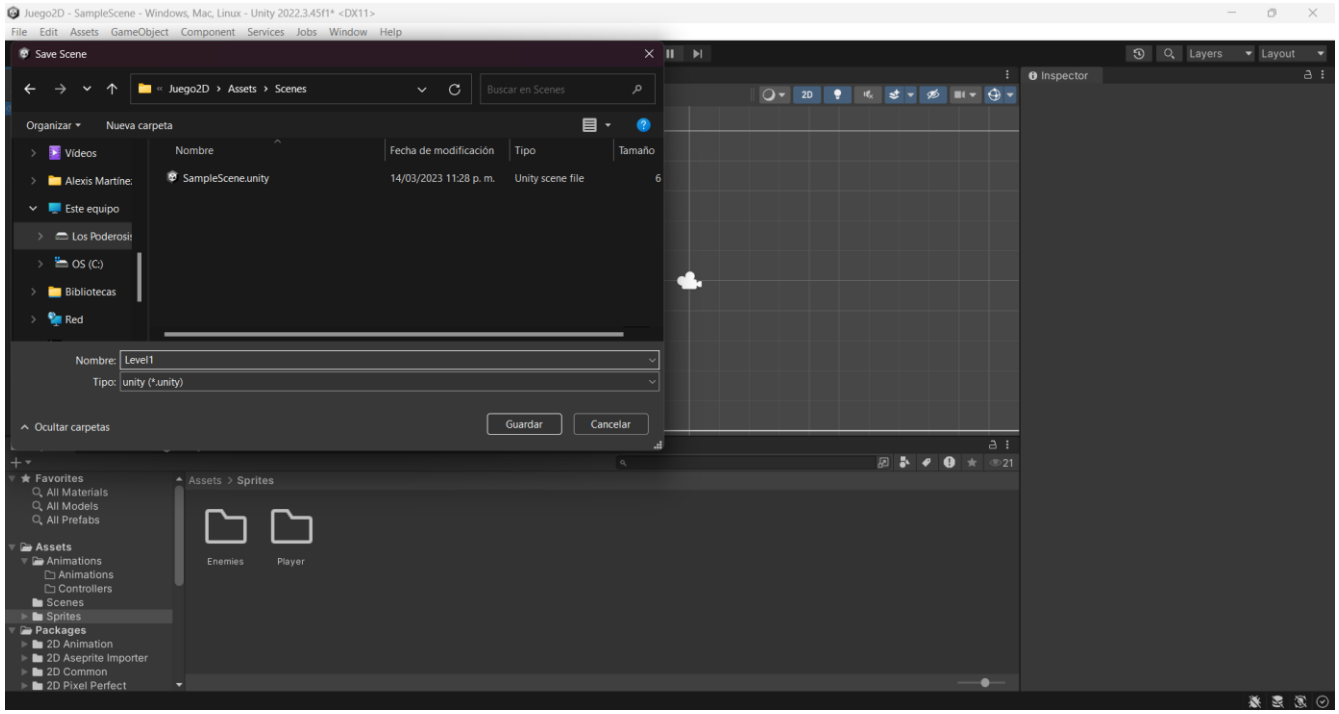
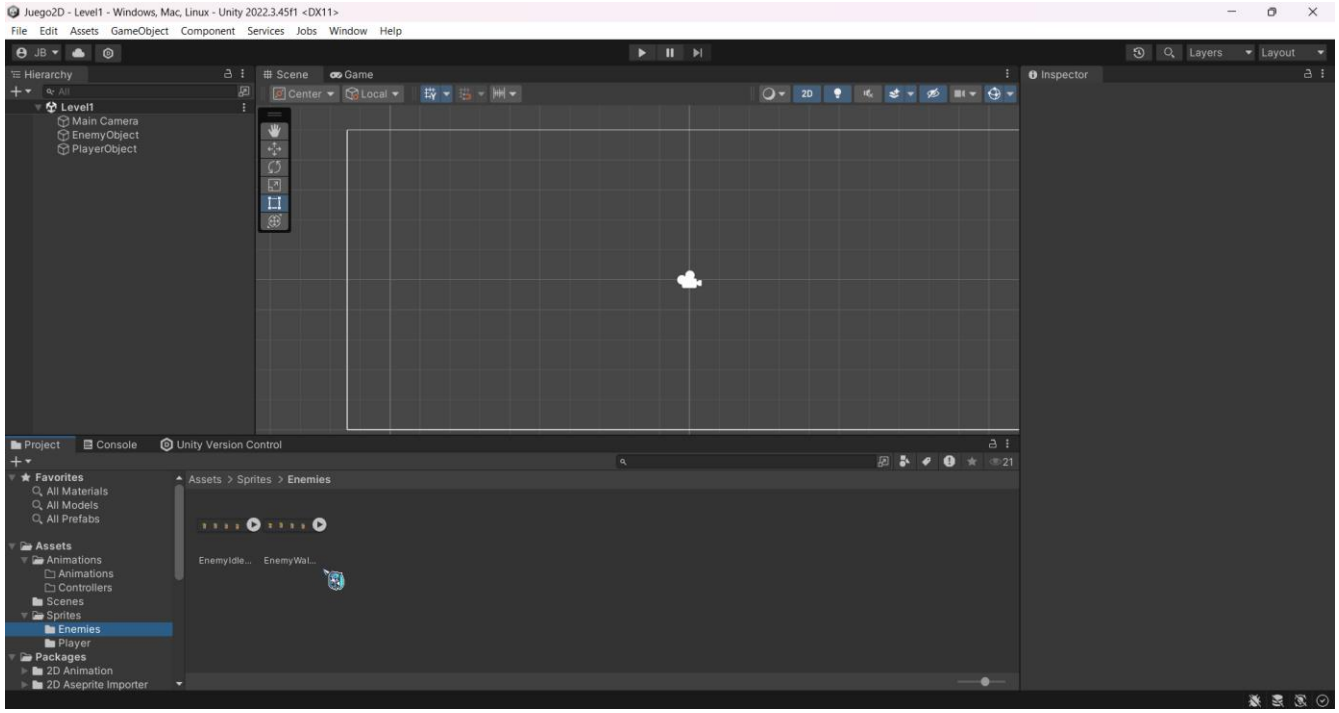
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites
Enemies
Player


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Save Scene
Juego2D > Assets > Scenes
Buscar en Scenes
Organizar
Nueva carpeta
Vídeos
Alexis Martínez
Este equipo
Los Poderosos
OS (C:)
Bibliotecas
Red
Nombre
Fecha de modificación
Tipo
Tamaño
SampleScene.unity
14/03/2023 11:28 p. m.
Unity scene file
6
Nombre: Level1
Tipo: unity (*.unity)
Ocultar carpetas
Guardar
Cancelar
Inspector
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Sprites
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
Assets > Sprites
Enemies
Player


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Main Camera
EnemyObject
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All Models
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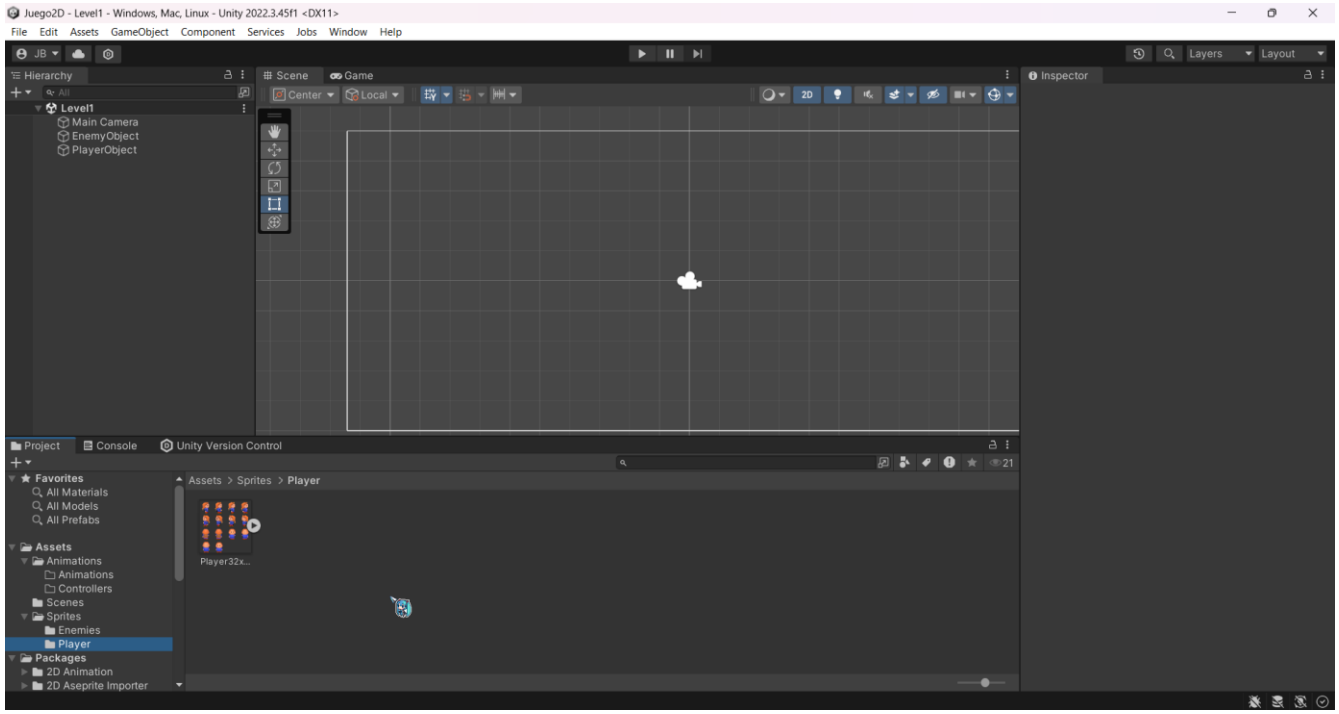
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Level1
Main Camera
EnemyObject
PlayerObject
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Unity Version Control
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All Models
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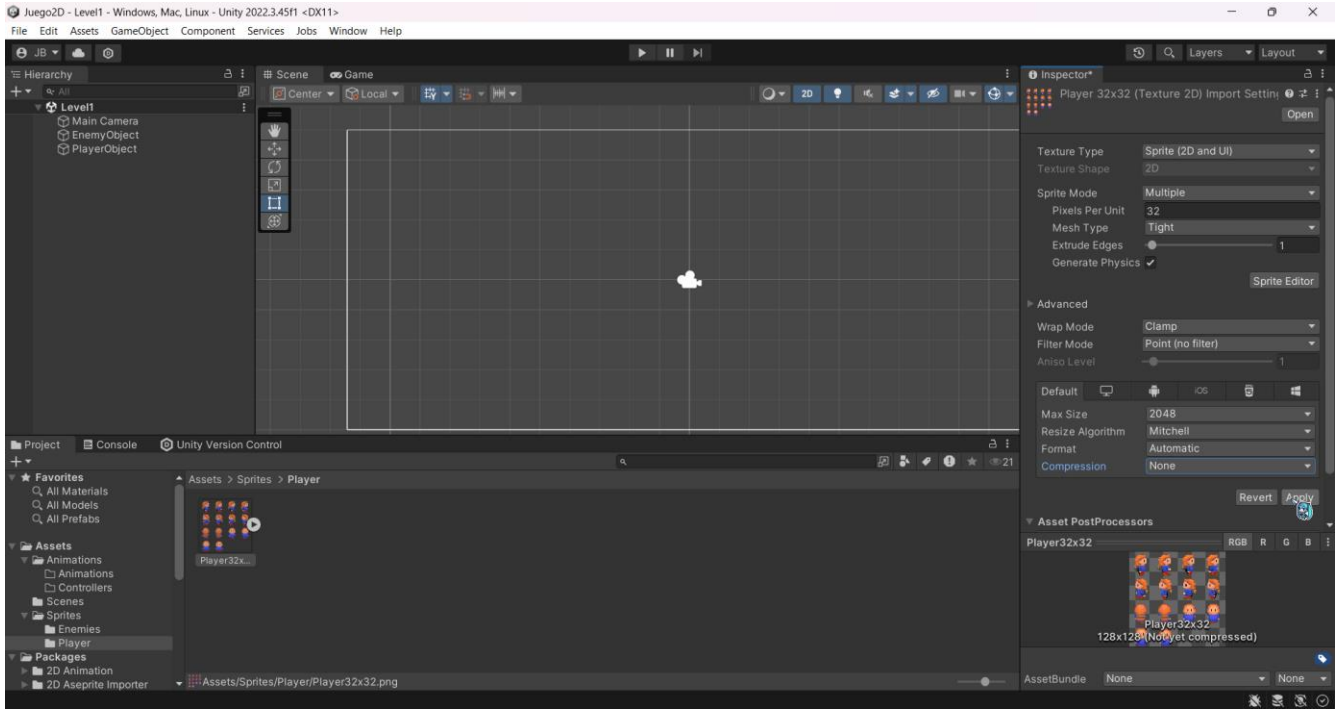
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites > Player
Player32x...


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1
Main Camera
EnemyObject
PlayerObject
Scene
Game
Inspector*
Player 32x32 (Texture 2D) Import Settin
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
Point (no filter)
Aniso Level
Default
iOS
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
Player32x32
RGB
R
G
B
128x128 (Not yet compressed)
AssetBundle
None
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
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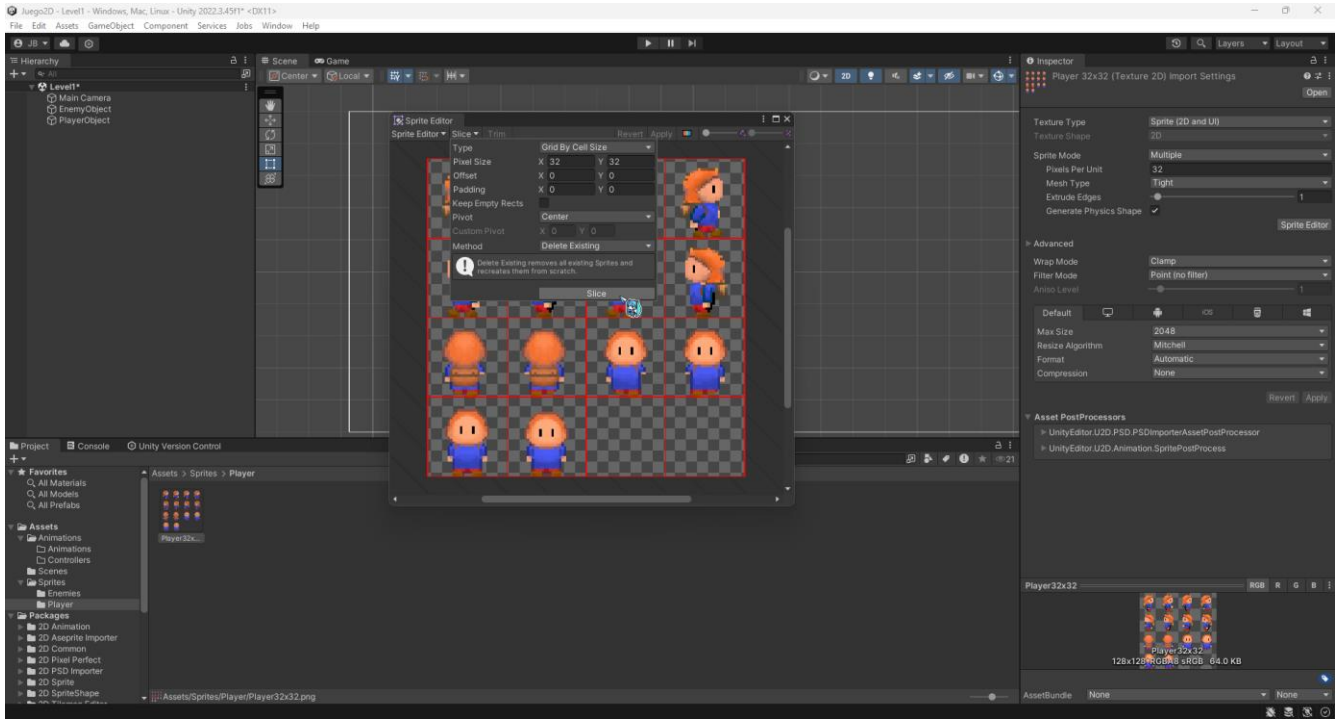
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Sprite Editor
Type
Grid By Cell Size
Pixel Size
X 32
Y 32
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Inspector
Player 32x32 (Texture 2D) Import Settings
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 Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
iOS
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
Player32x32
RGB
R
G
B
128x128 RGBA8 sRGB 64.0 KB
AssetBundle
None
Project
Console
Unity Version Control
Favorites
All Materials
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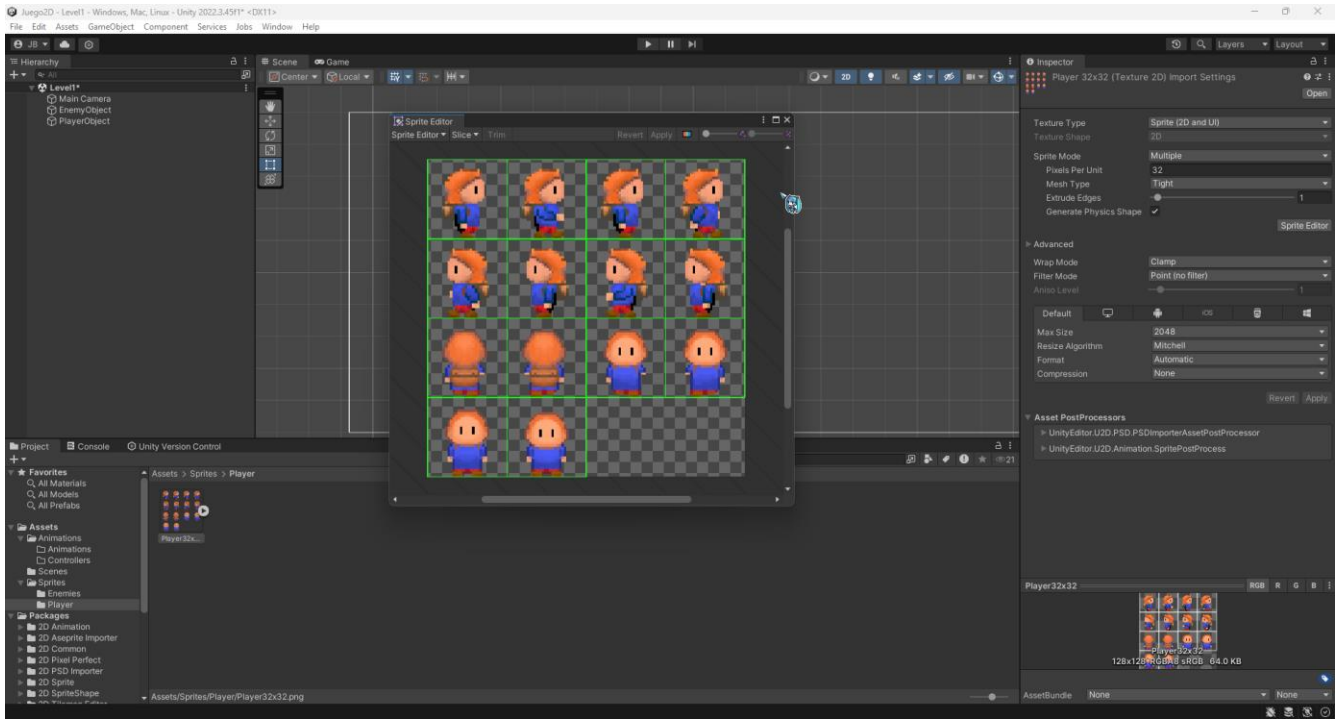
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1*
Main Camera
EnemyObject
PlayerObject
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Inspector
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Sprite Mode
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Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
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UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
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Unity Version Control
Assets > Sprites > Player
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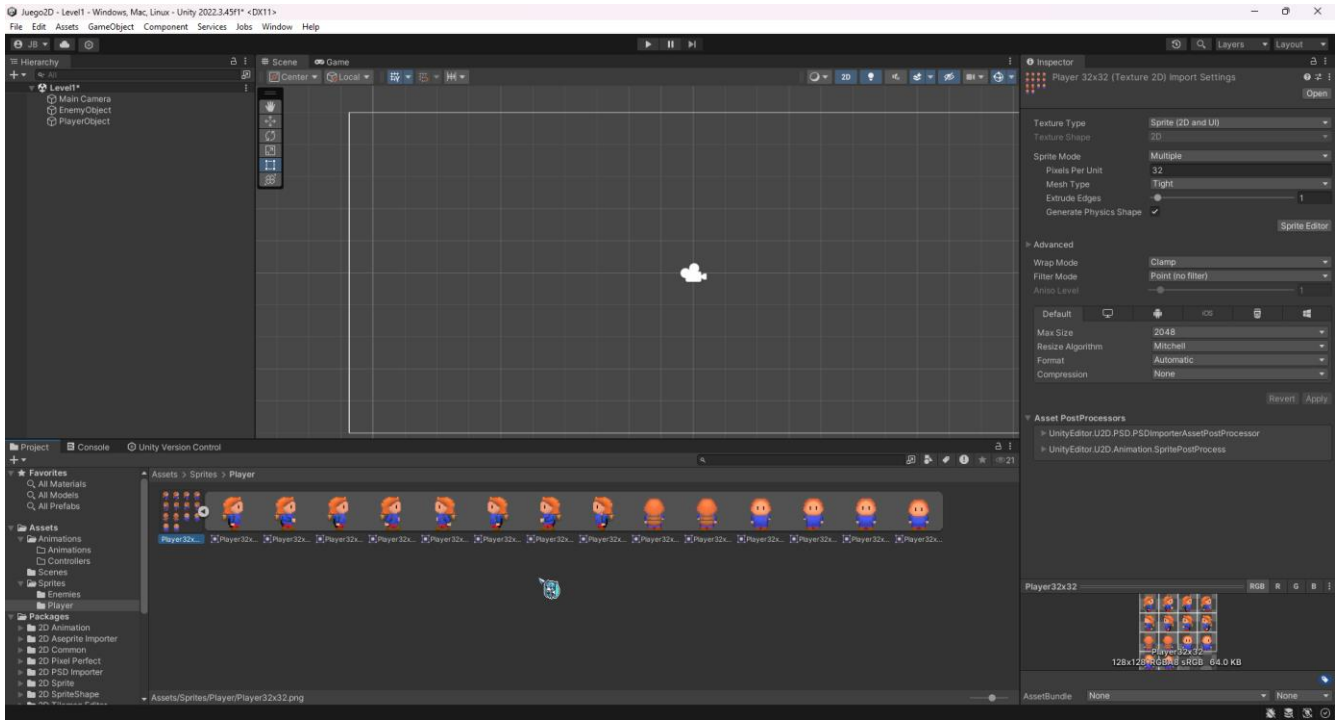
Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Level1*
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Player 32x32 (Texture 2D) Import Settings
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
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Console
Unity Version Control
Assets > Sprites > Player
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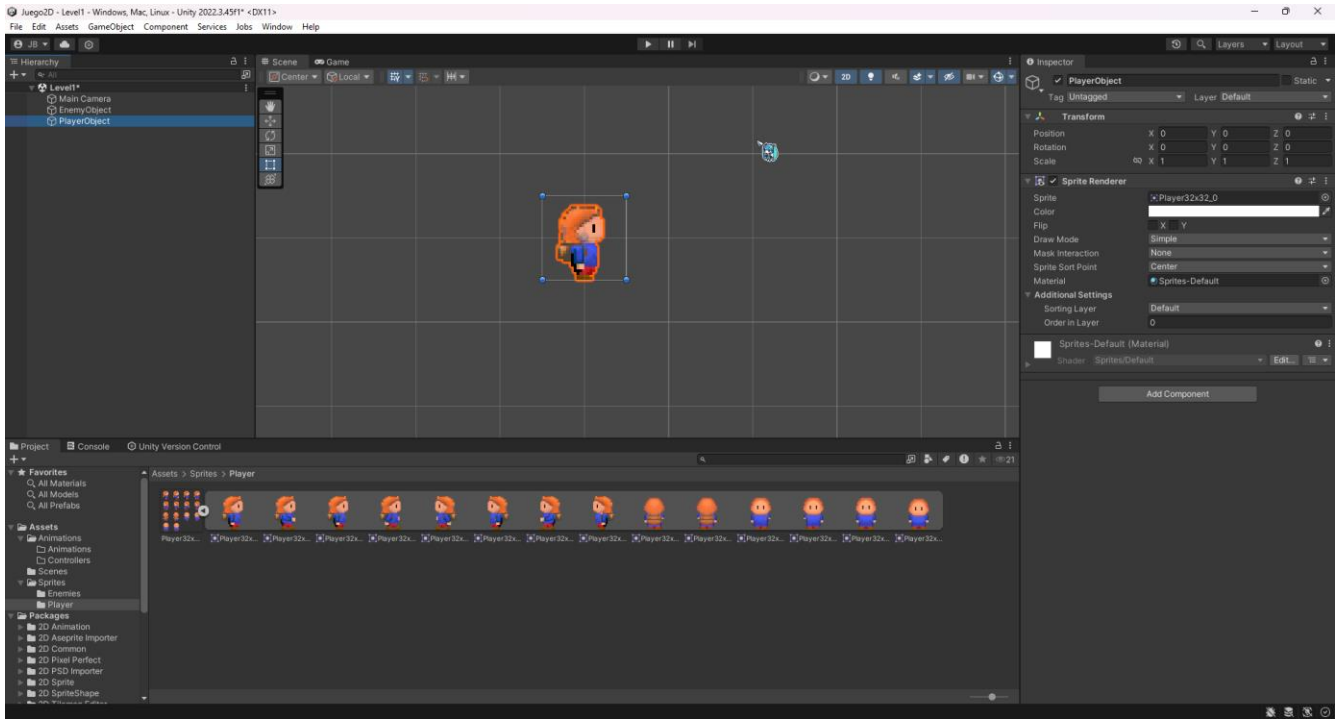
Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Inspector
PlayerObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Add Component
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Console
Unity Version Control
Assets > Sprites > Player
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All Models
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Sprites
Enemies
Player
Packages
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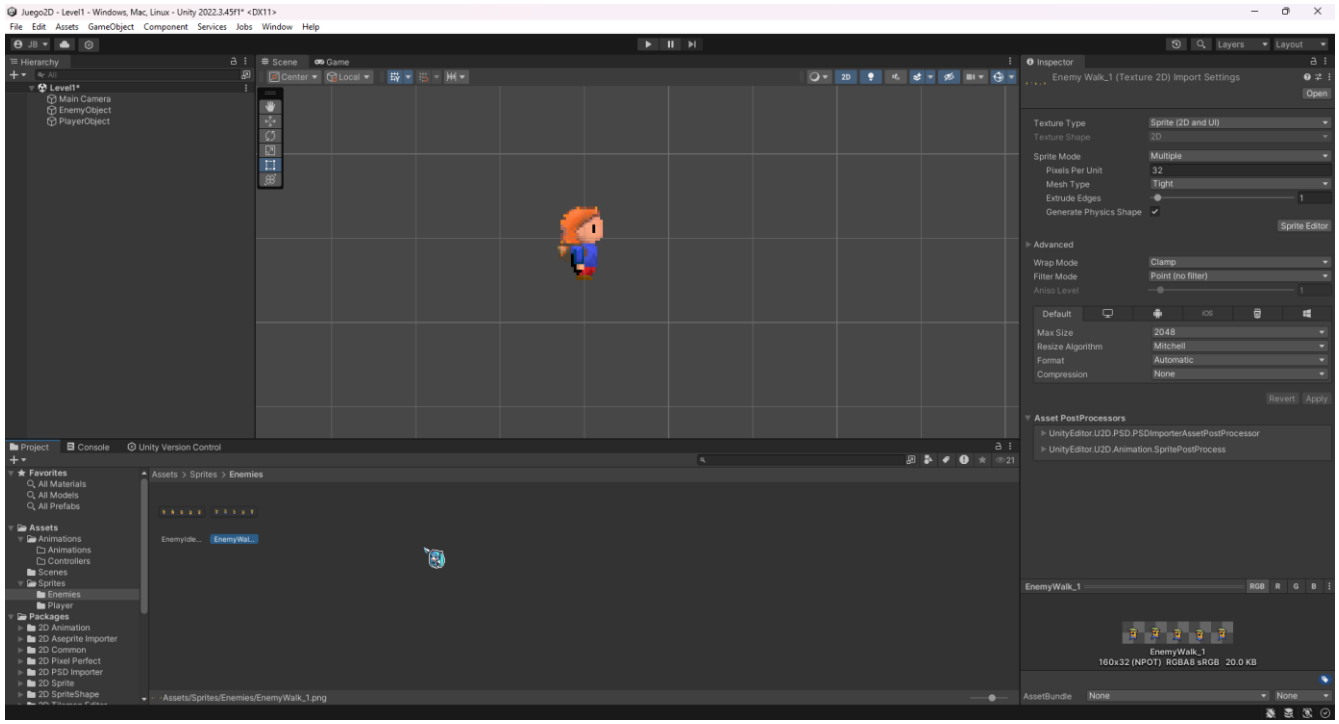
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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EnemyObject
PlayerObject
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Enemy Walk_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
Extrude Edges 1
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
iOS
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
EnemyWalk_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle None
Project
Console
Unity Version Control
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Assets/Sprites/Enemies/EnemyWalk_1.png
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
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Packages
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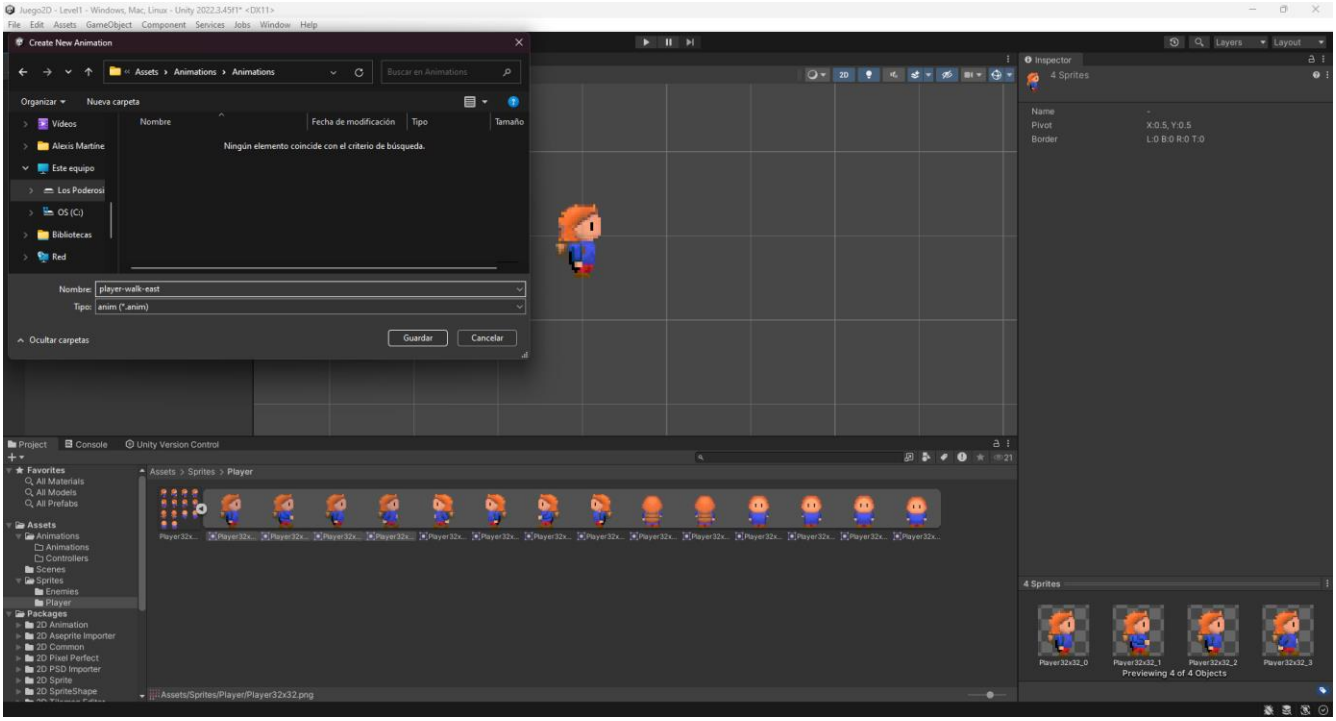
2D SpriteShape


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
Videos
Alexis Martine
Este equipo
Los Poderosi
OS (C:)
Bibliotecas
Red
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Nombre: player-walk-east
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
Inspector
4 Sprites
Name
Pivot
X:0.5, Y:0.5
Border
L:0 B:0 R:0 T:0
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All Materials
All Models
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2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets > Sprites > Player
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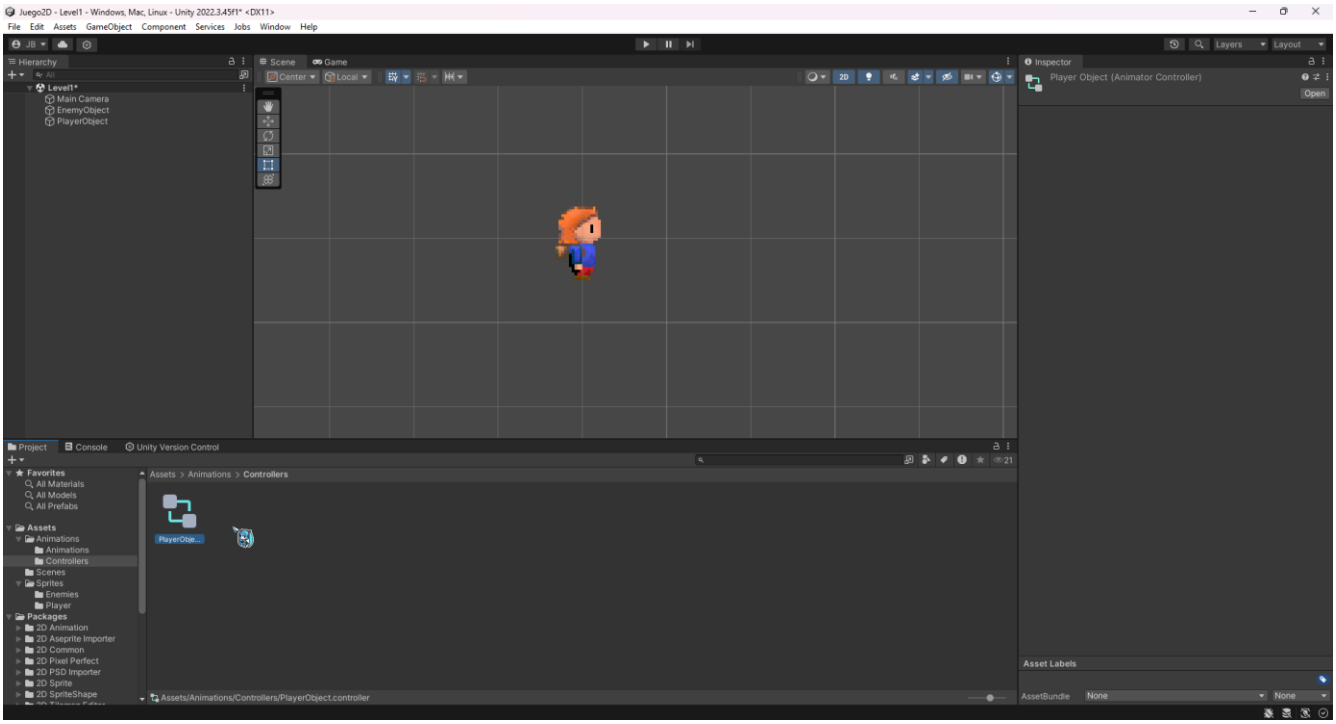
Player32x32_0
Player32x32_1
Player32x32_2
Player32x32_3
Previewing 4 of 4 Objects


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Local
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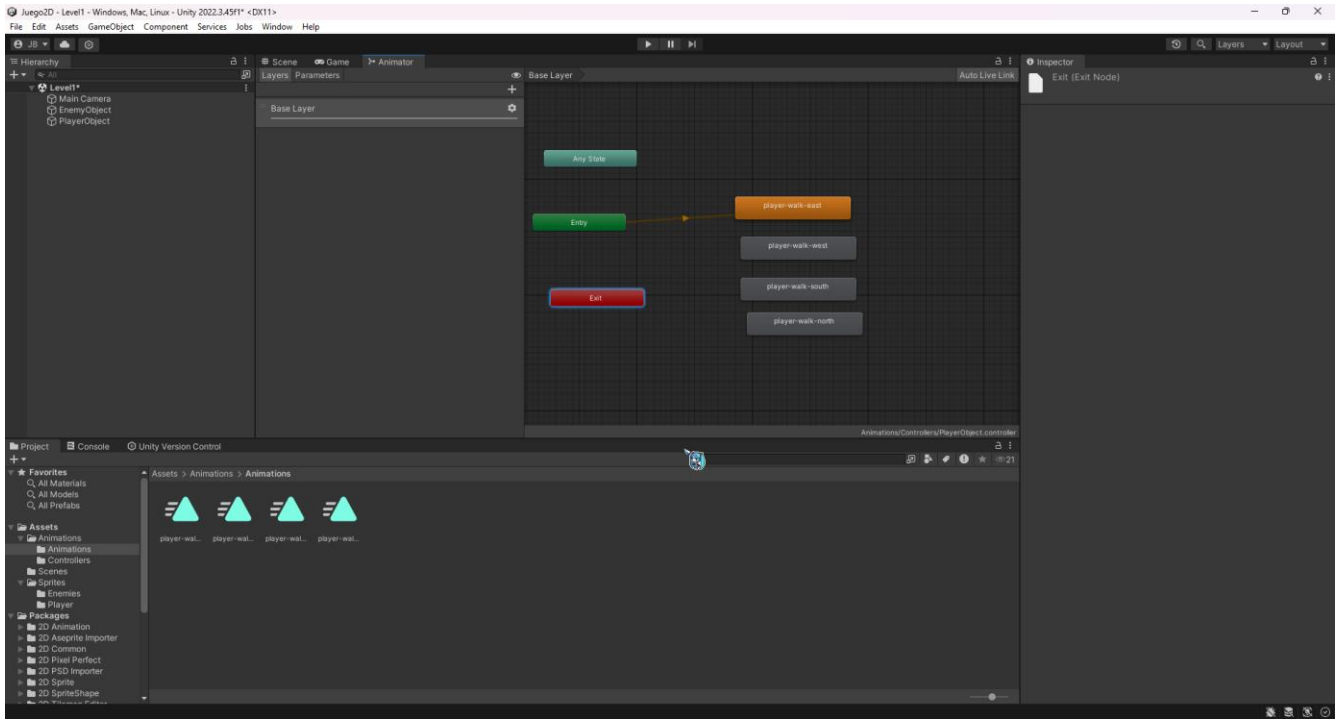
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets > Animations > Controllers
PlayerObje...
Assets/Animations/Controllers/PlayerObject.controller
Asset Labels
AssetBundle
None
None


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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EnemyObject
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Layers Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
Inspector
Exit (Exit Node)
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Unity Version Control
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All Models
All Prefabs
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Controllers
Scenes
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Player
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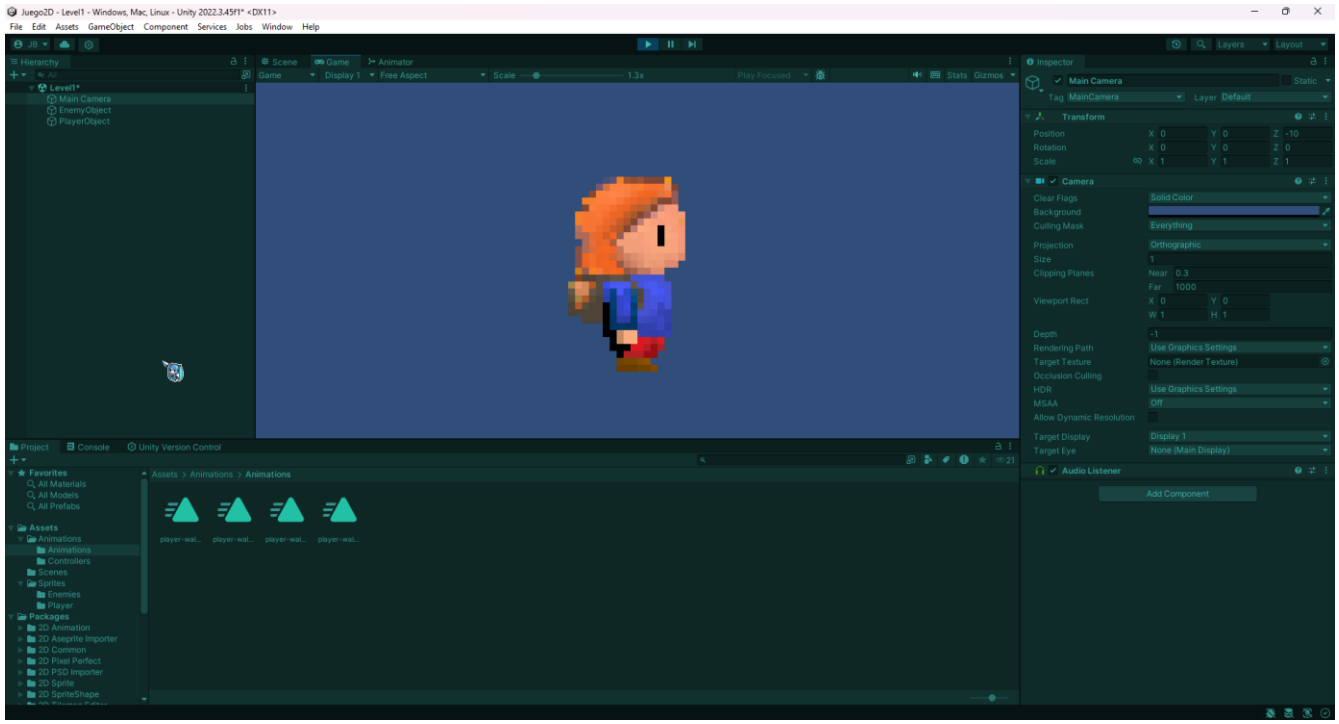
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets > Animations > Animations


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
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
Unity Version Control
Favorites
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All Models
All Prefabs
Assets
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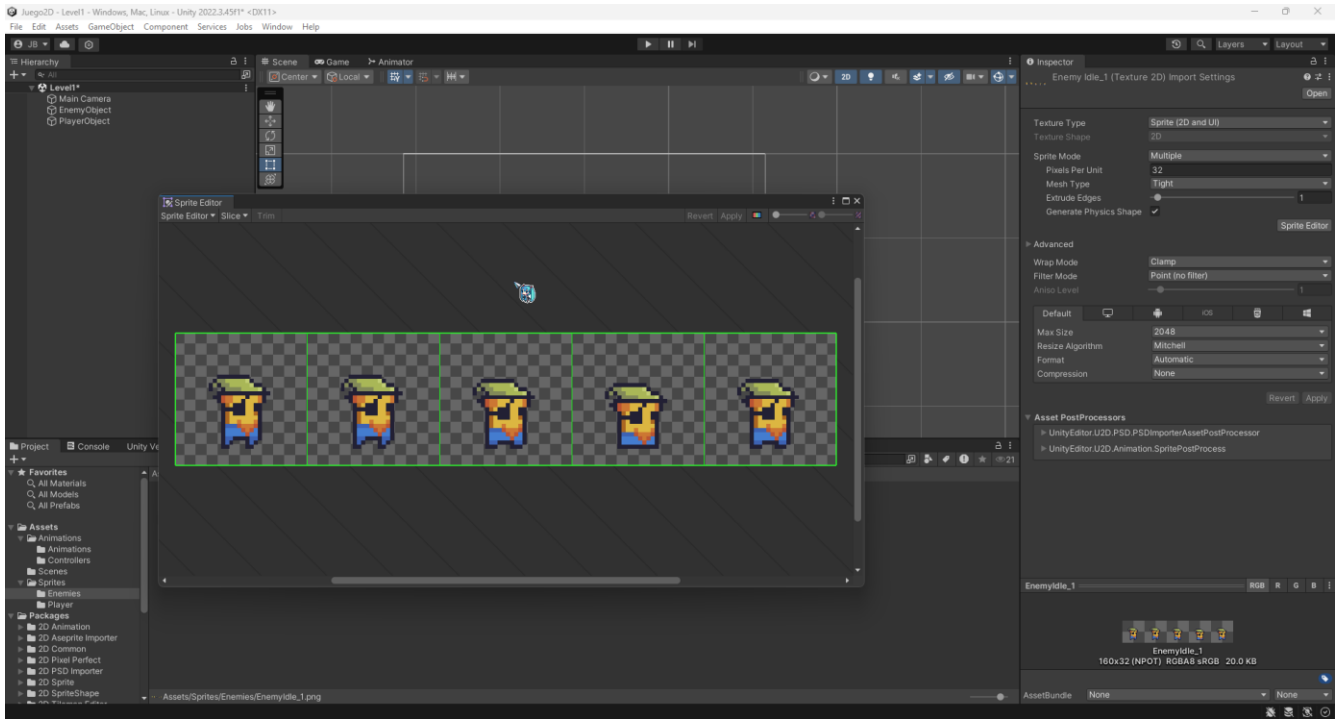
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets > Animations > Animations


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Level1*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Animator
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
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
Extrude Edges
1
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
iOS
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
EnemyIdle_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle
None
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All Materials
All Models
All Prefabs
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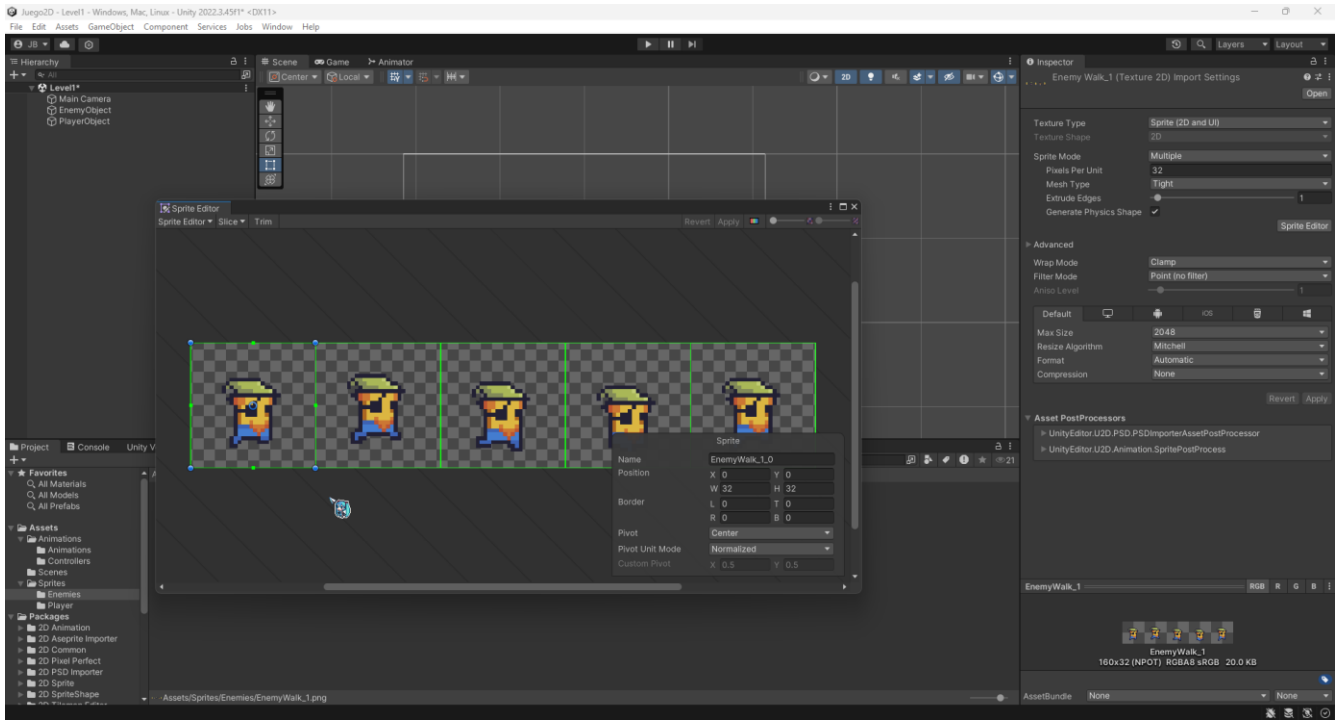
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
Assets/Sprites/Enemies/EnemyIdle_1.png


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Main Camera
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Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name
EnemyWalk_1_0
Position
X 0
Y 0
W 32
H 32
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Inspector
Enemy Walk_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
Extrude Edges
1
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
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Revert Apply
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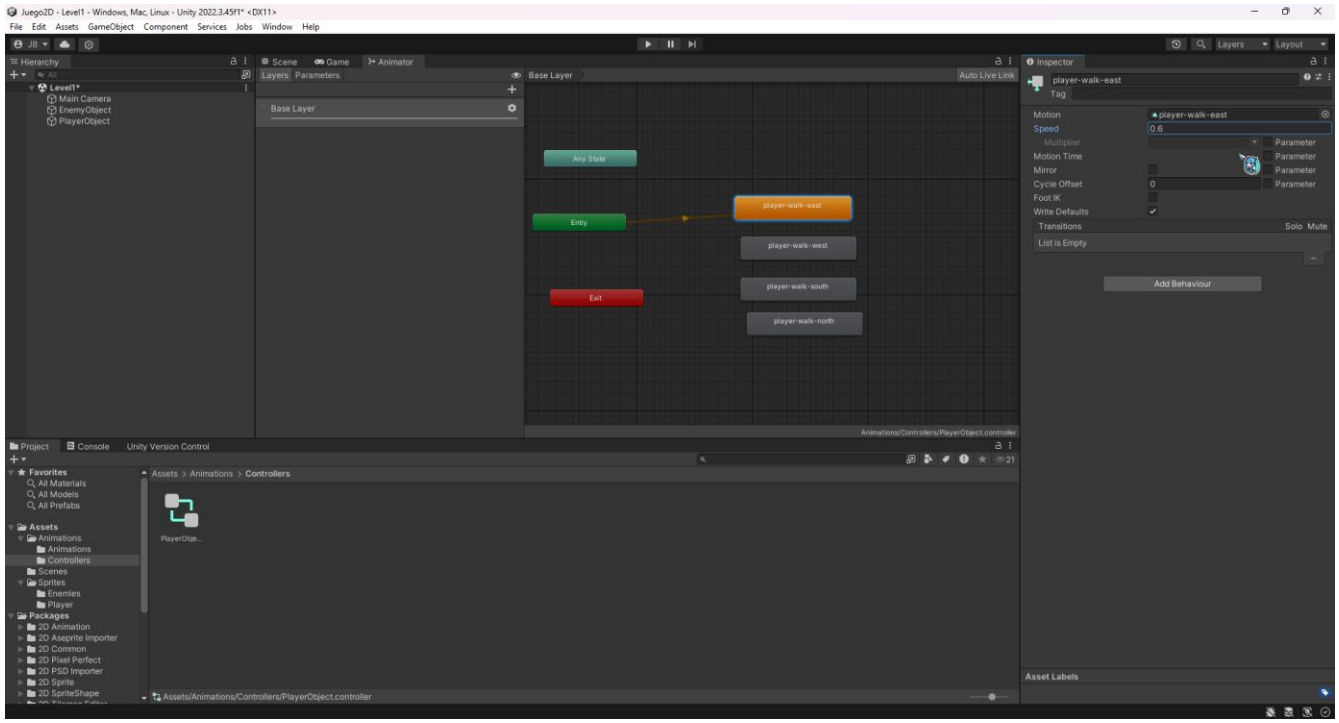
Assets/Sprites/Enemies/EnemyWalk_1.png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Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
Animations/Controllers/PlayerObject.controller
Inspector
player-walk-east
Tag
Motion
player-walk-east
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
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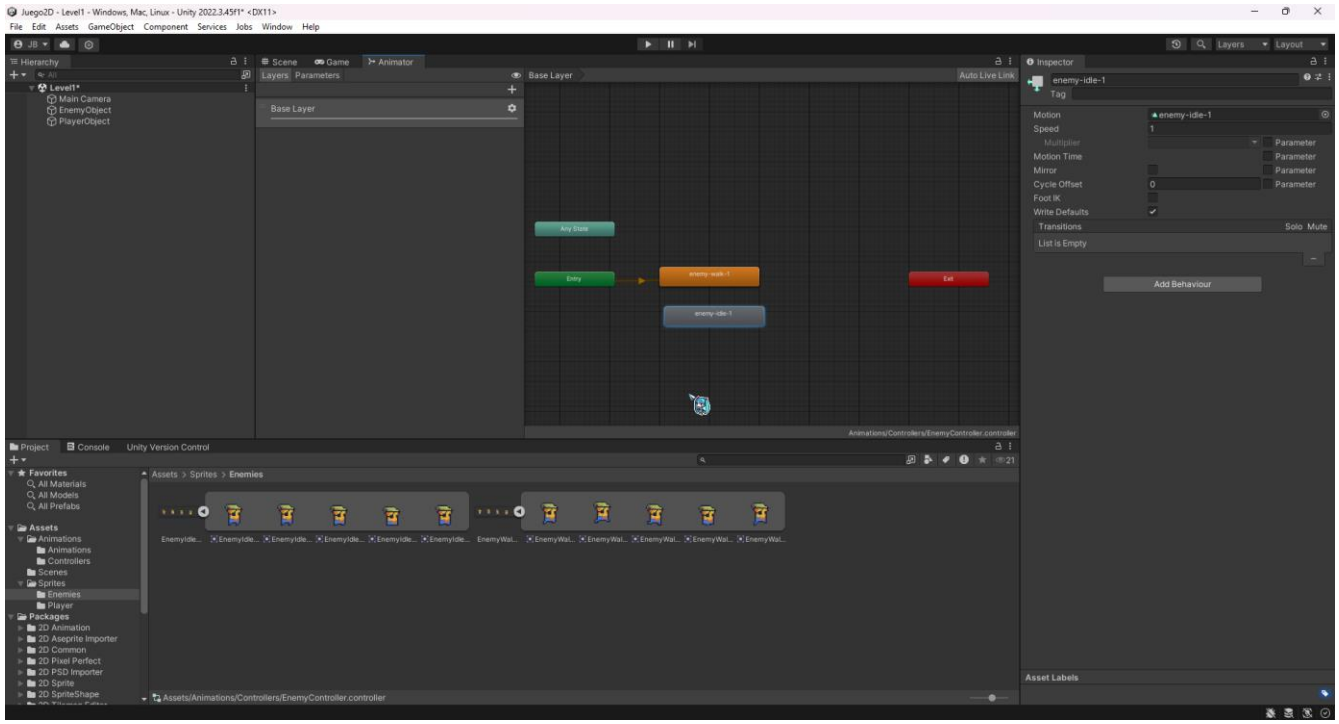
2D Sprite
2D SpriteShape
Assets > Animations > Controllers
PlayerObje...
Assets/Animations/Controllers/PlayerObject.controller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enemy-idle-1
Exit
Animations/Controllers/EnemyController.controller
Inspector
enemy-idle-1
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Motion
enemy-idle-1
Speed
1
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
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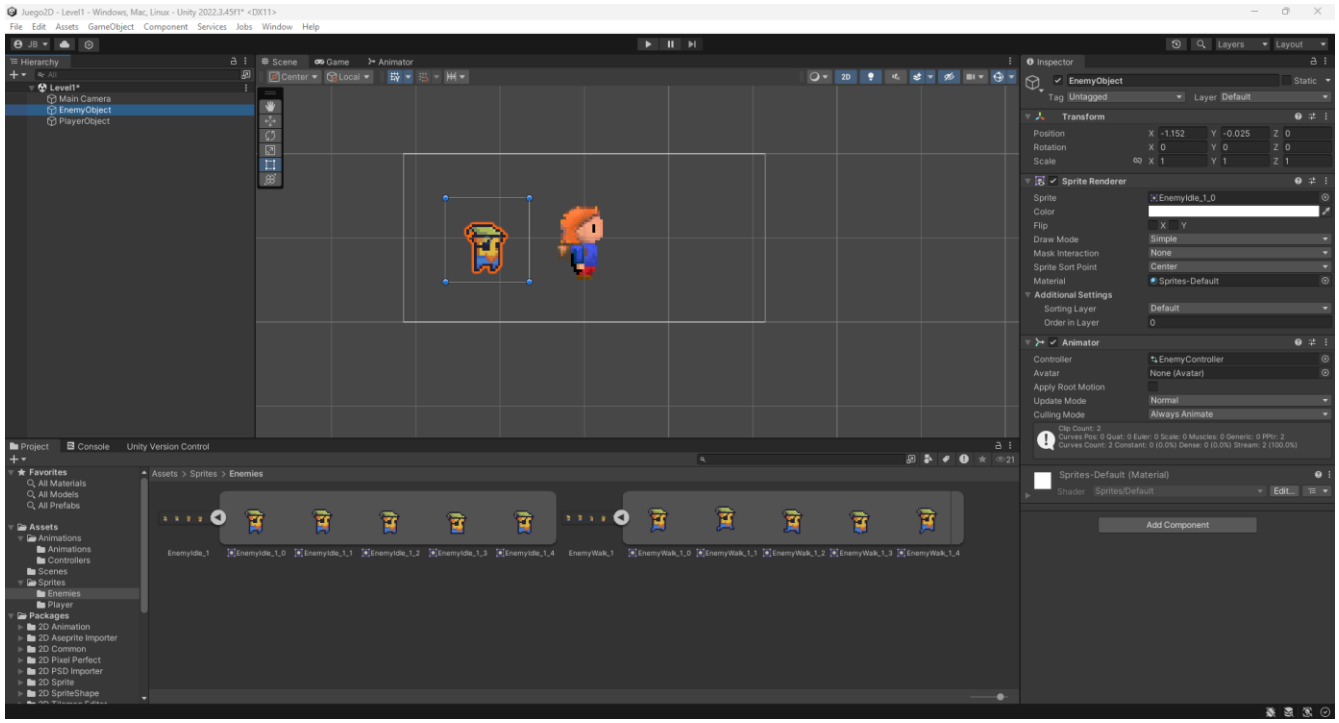
EnemyWal...
Assets/Animations/Controllers/EnemyController.controller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Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position X -1.152 Y -0.025 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 2
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 2
Curves Count: 2 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
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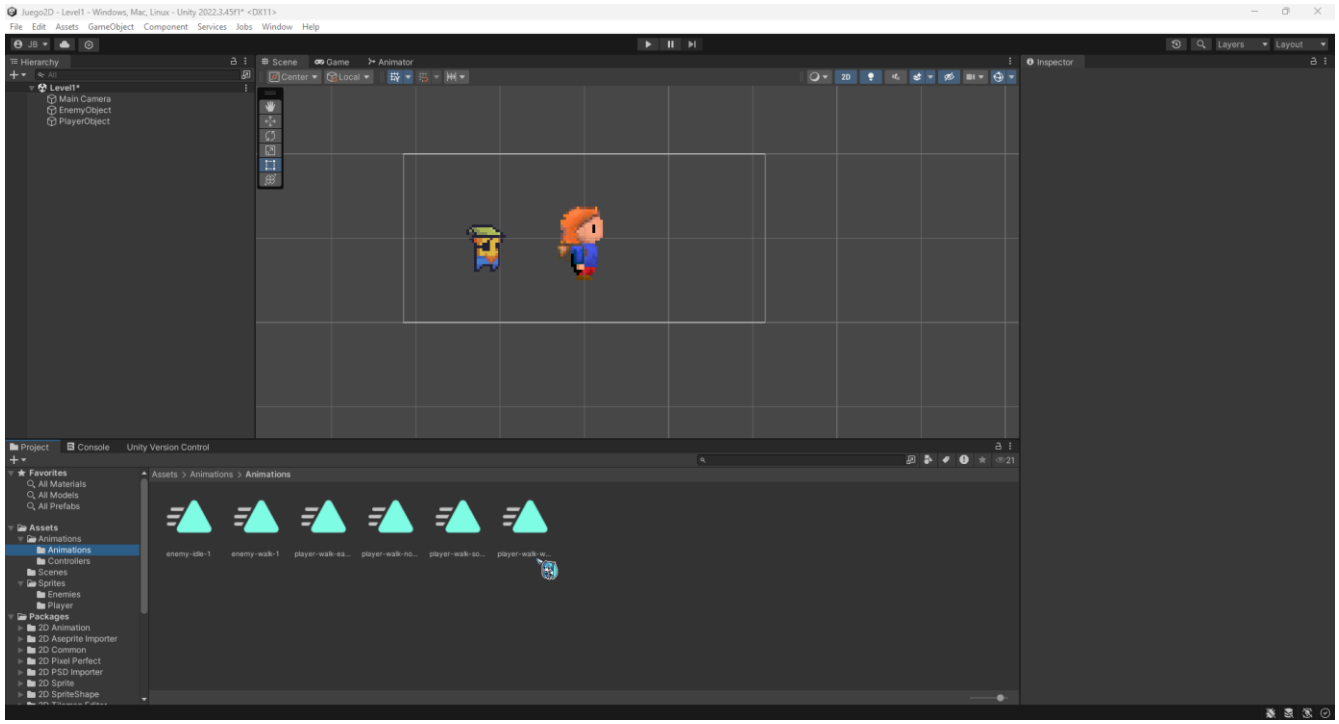
EnemyIdle_1_0
EnemyIdle_1_1
EnemyIdle_1_2
EnemyIdle_1_3
EnemyIdle_1_4
EnemyWalk_1
EnemyWalk_1_0
EnemyWalk_1_1
EnemyWalk_1_2
EnemyWalk_1_3
EnemyWalk_1_4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2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
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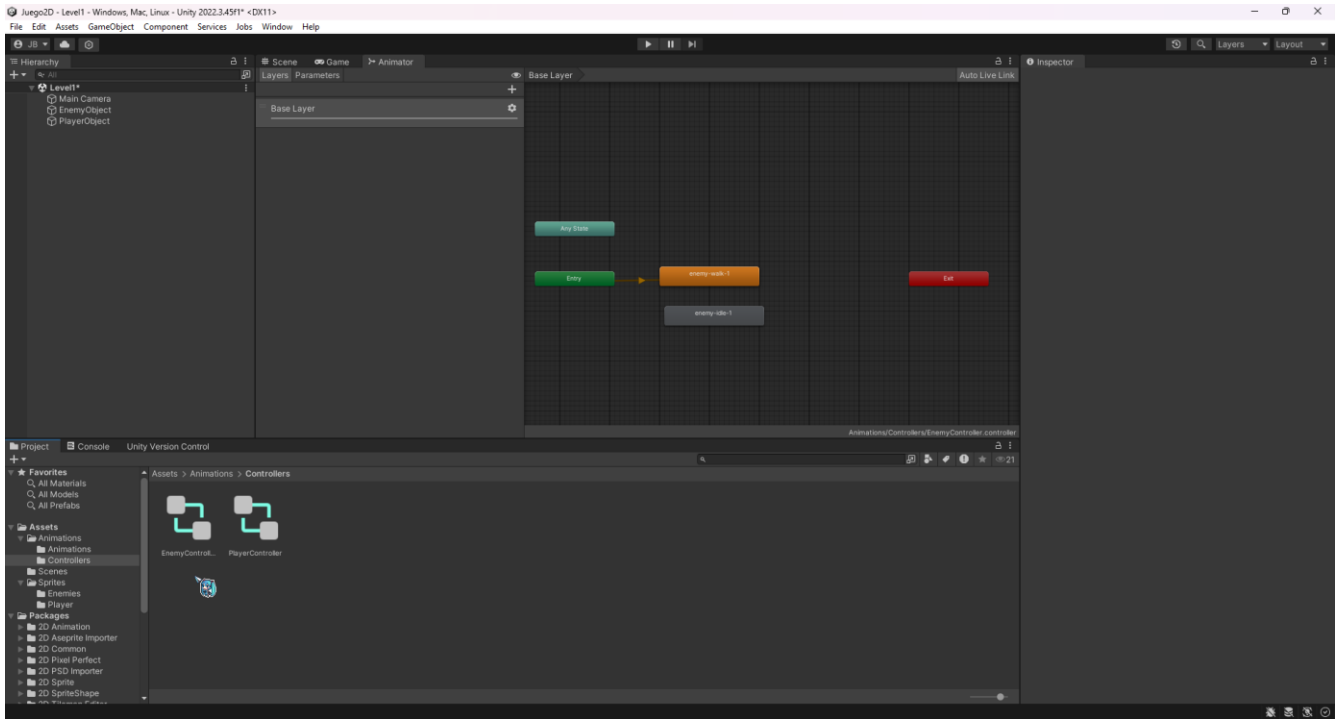
Assets > Animations > Animations
enemy-idle-1
enemy-walk-1
player-walk-ea...
player-walk-no...
player-walk-so...
player-walk-w...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2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
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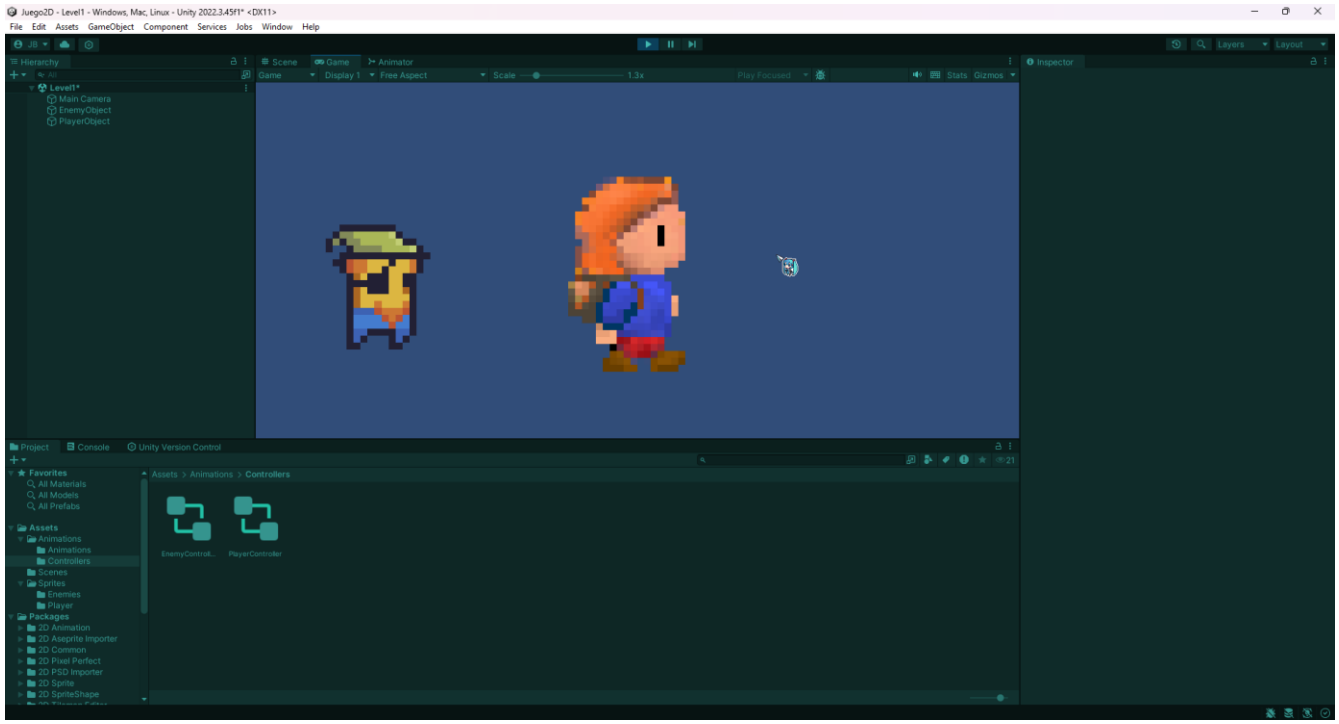
EnemyControll...
PlayerController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Free Aspect
Scale
1.3x
Play Focused
Stats
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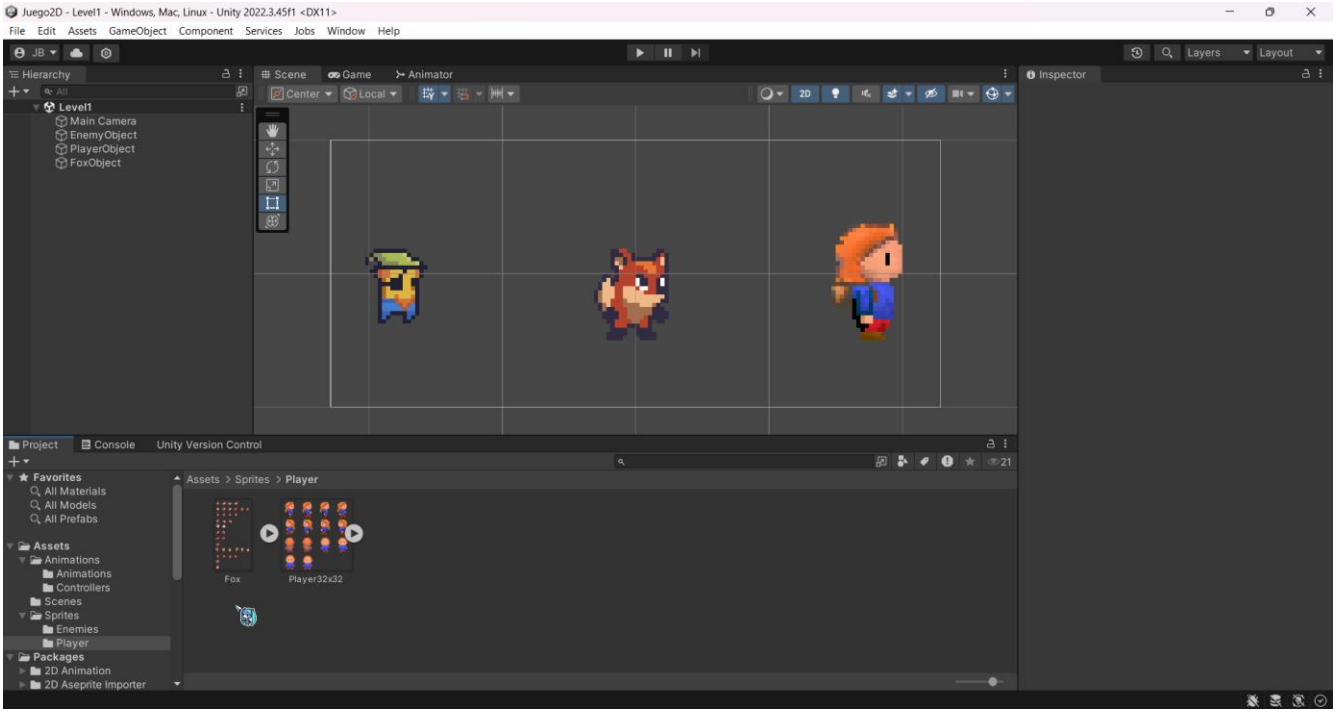
EnemyControll...
PlayerController


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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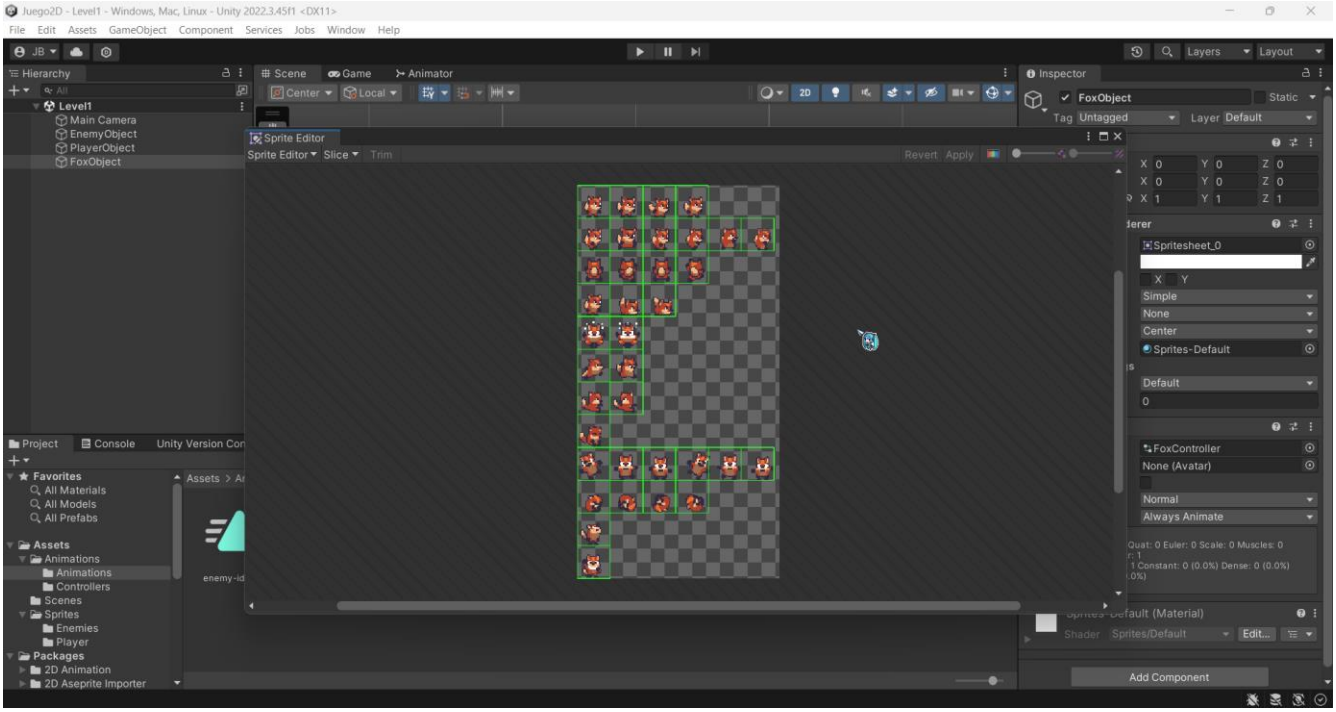
Assets > Sprites > Player
Fox
Player32x32


Juego2D - Level1 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Spritesheet_0
Simple
None
Center
Sprites-Default
Default
FoxController
None (Avatar)
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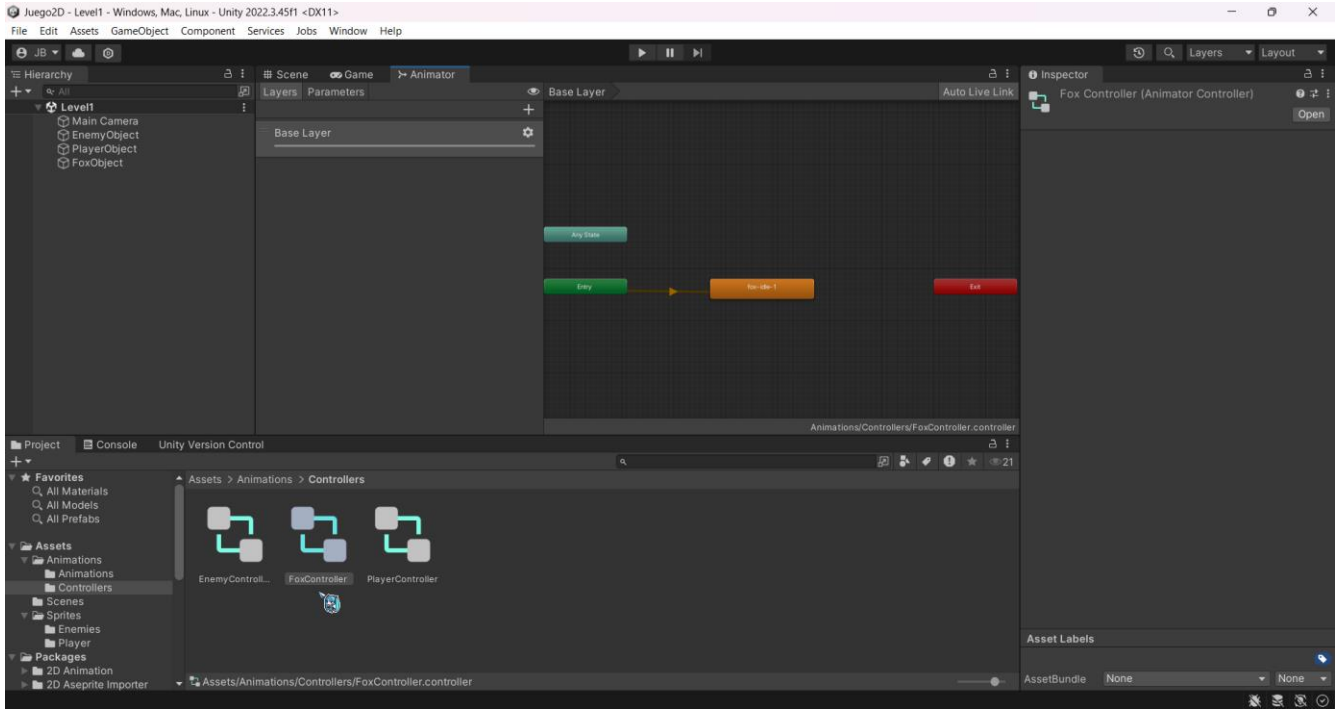
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FoxController
PlayerController
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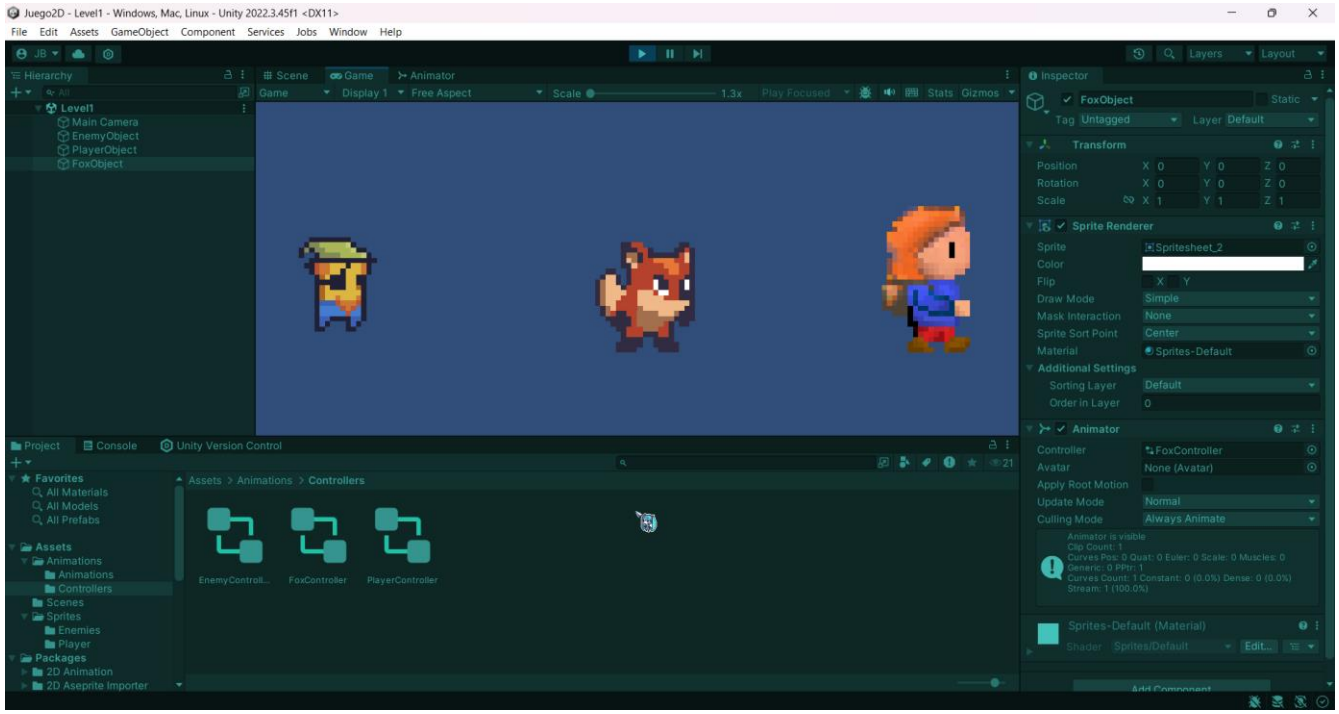
AssetBundle
None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Order in Layer
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Controller
FoxController
Avatar
None (Avatar)
Apply Root Motion
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