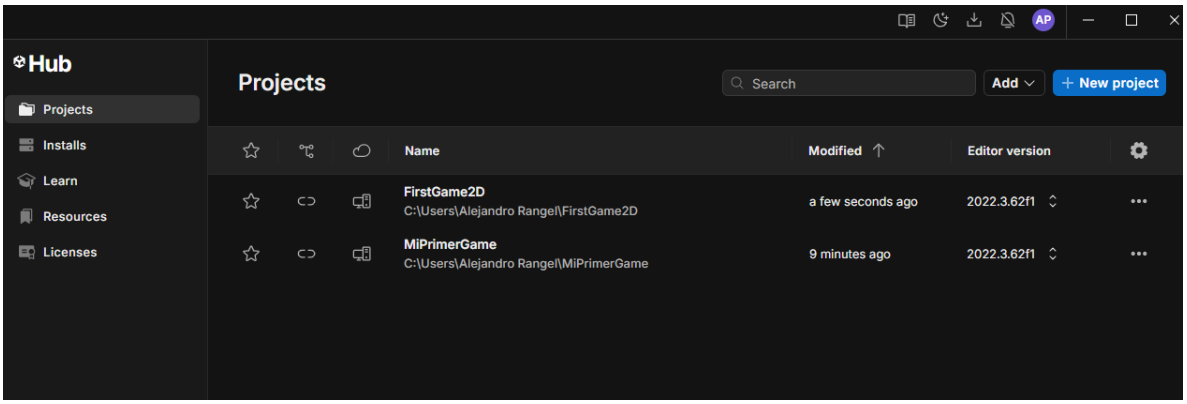
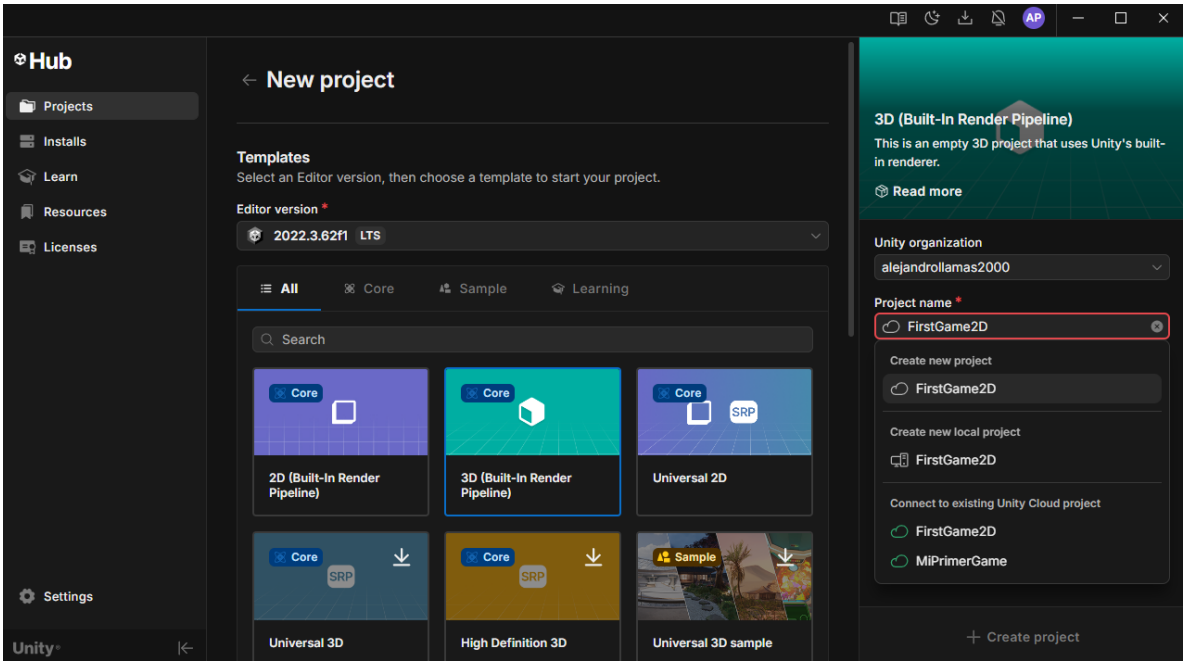
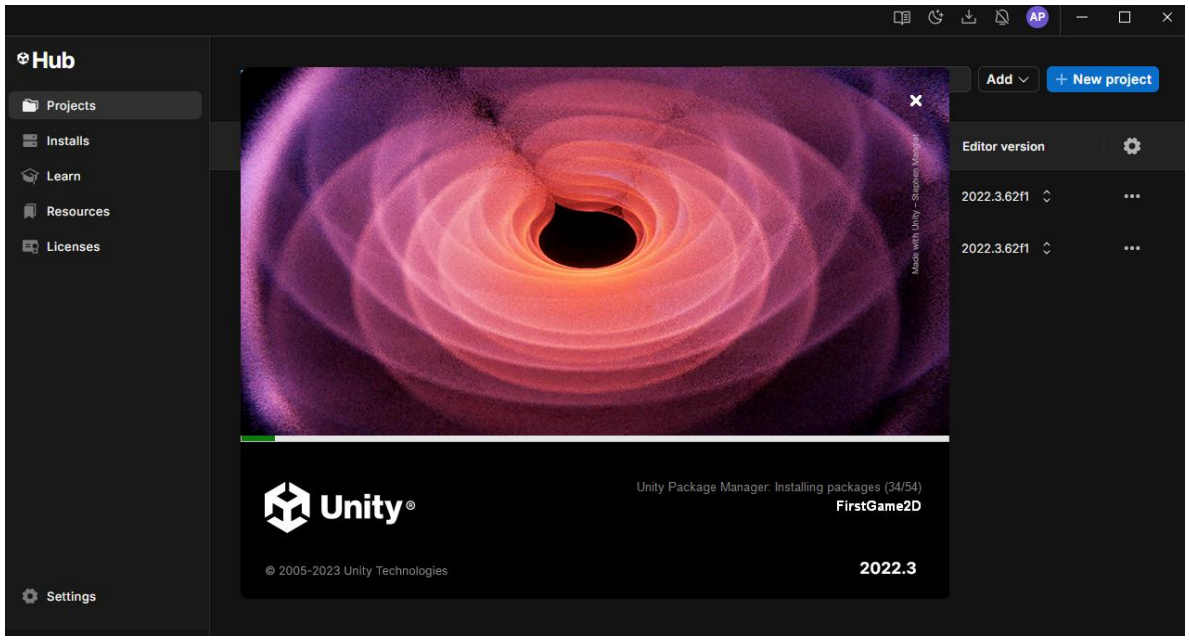
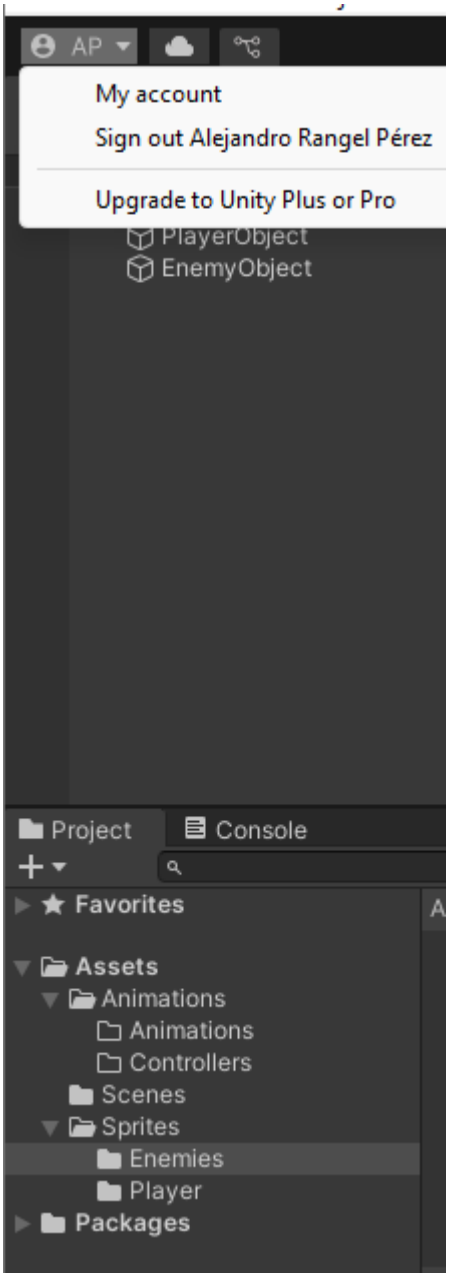
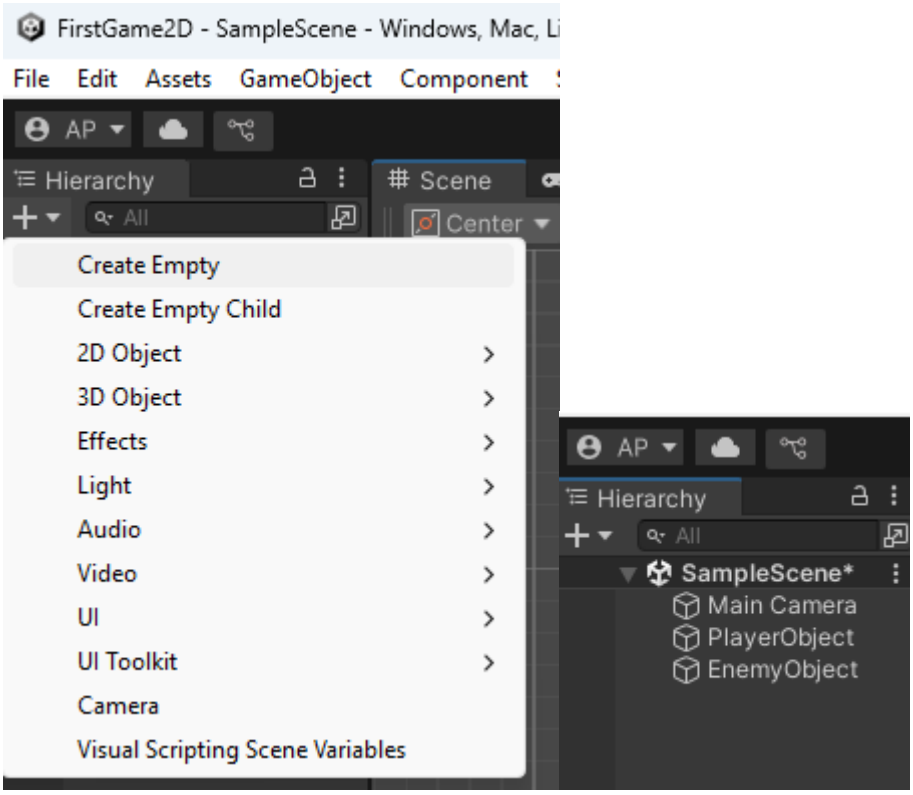
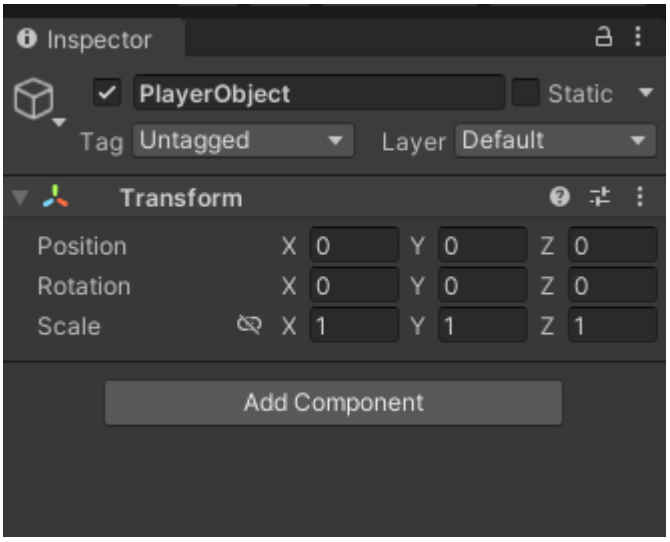

Hub
Projects
Installs
Learn
Resources
Licenses
Projects
Search
Add
New project
Name
Modified
Editor version
FirstGame2D
C:\Users\Alejandro Rangel\FirstGame2D
a few seconds ago
2022.3.62f1
MiPrimerGame
C:\Users\Alejandro Rangel\MiPrimerGame
9 minutes ago
2022.3.62f1

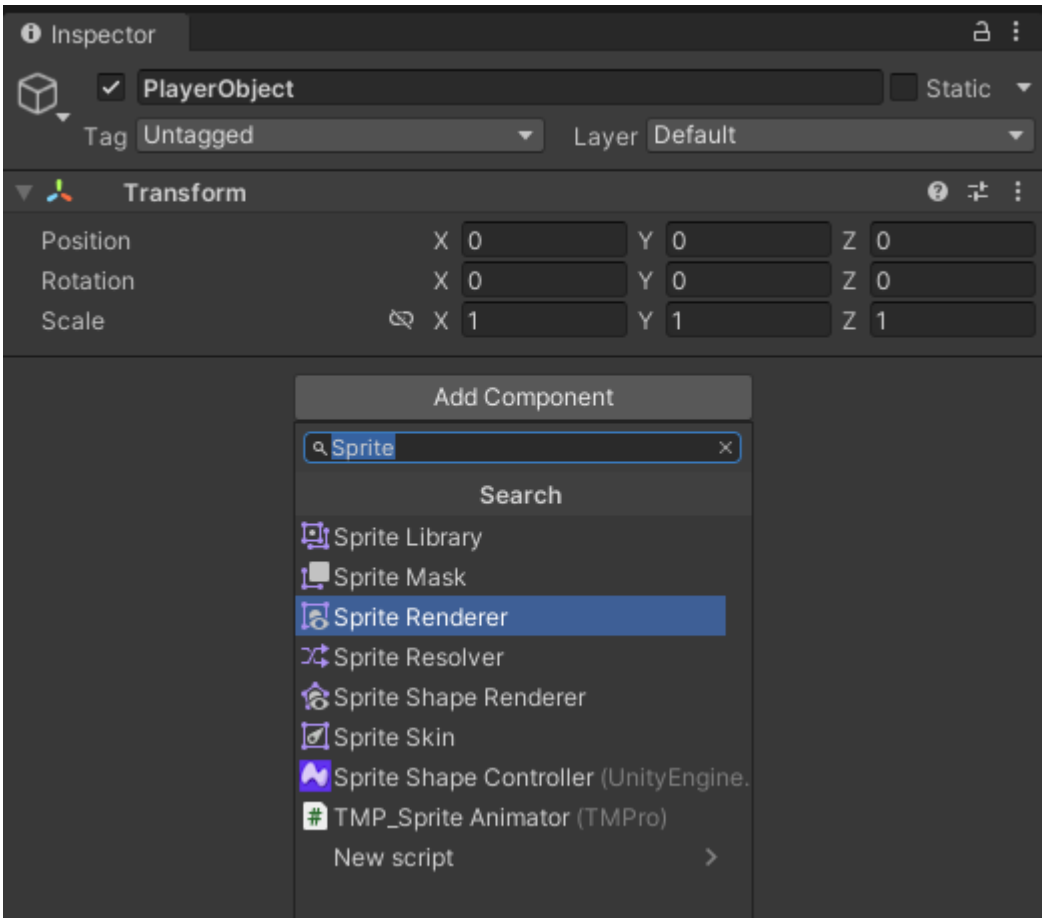

Hub
Projects
Installs
Learn
Resources
Licenses
Settings
Unity
New project
Templates
Select an Editor version, then choose a template to start your project.
Editor version *
2022.3.62f1 LTS
All
Core
Sample
Learning
Search
2D (Built-In Render Pipeline)
3D (Built-In Render Pipeline)
Universal 2D
Universal 3D
High Definition 3D
Universal 3D sample
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
Unity organization
alejandrollamas2000
Project name *
FirstGame2D
Create new project
FirstGame2D
Create new local project
FirstGame2D
Connect to existing Unity Cloud project
FirstGame2D
MiPrimerGame
Create project

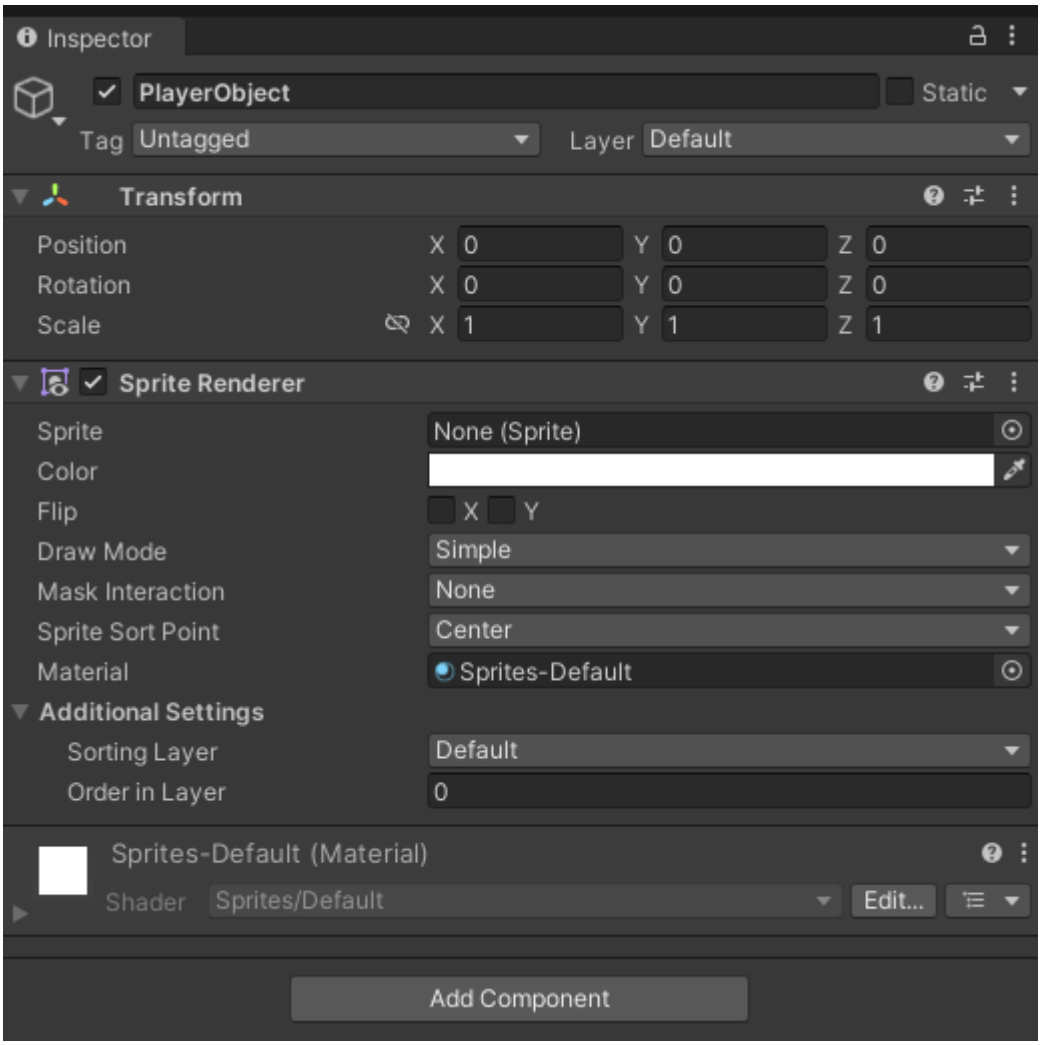

Hub
Projects
Installs
Learn
Resources
Licenses
Settings
Add
New project
Editor version
2022.3.62f1
2022.3.62f1
Made with Unity - Stephen Midgley
Unity
Unity Package Manager: Installing packages (34/54)
FirstGame2D
© 2005-2023 Unity Technologies
2022.3

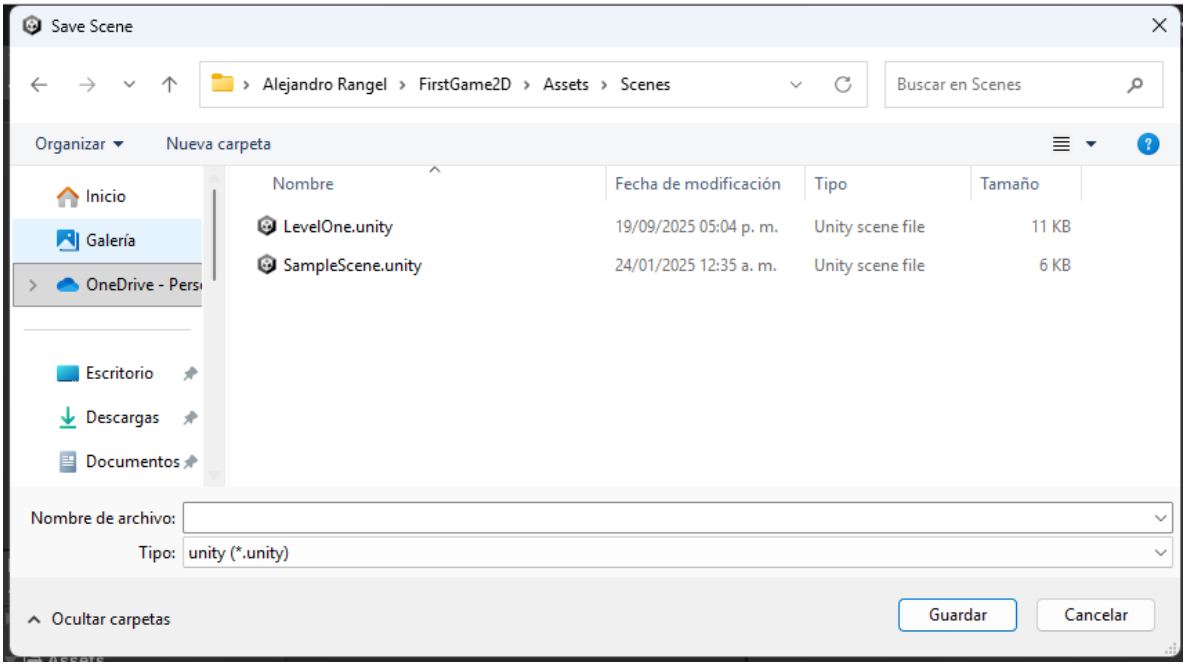

AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages

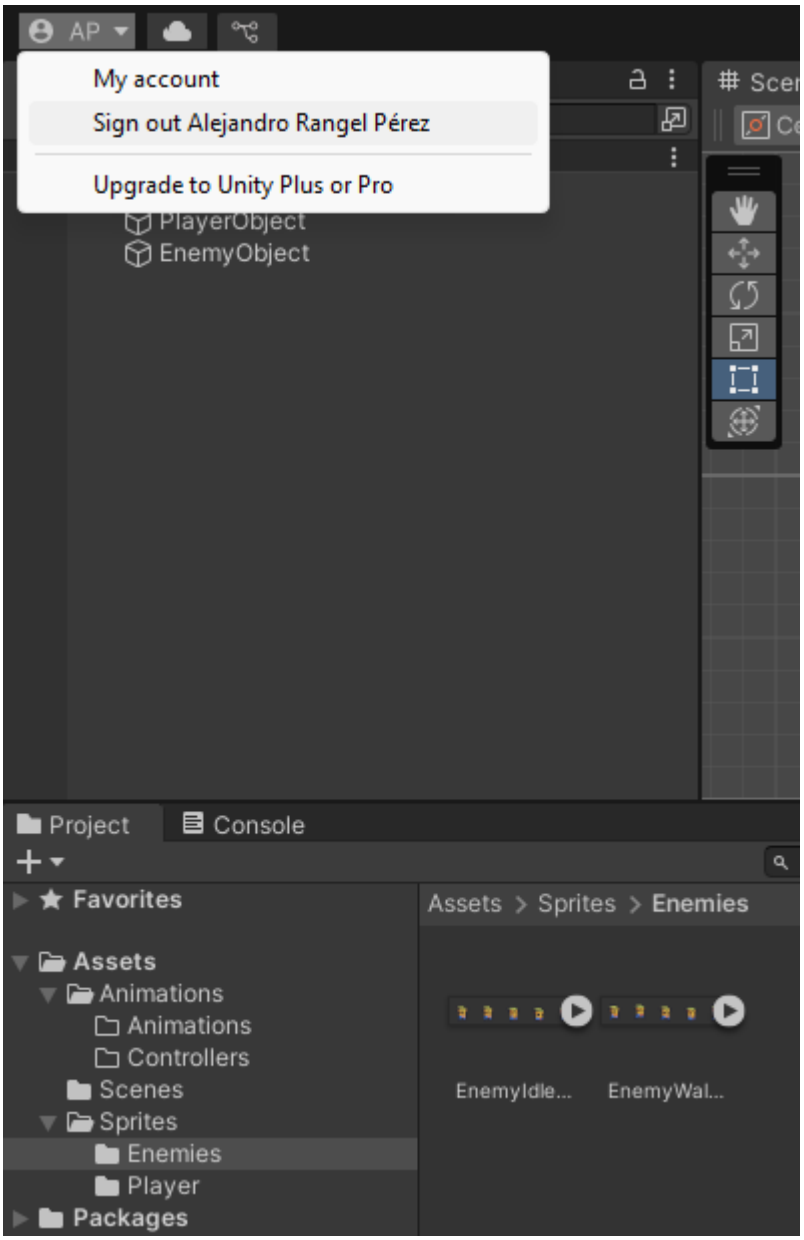

FirstGame2D - SampleScene - Windows, Mac, Li
File
Edit
Assets
GameObject
Component
AP
Hierarchy
Scene
All
Center
Create Empty
Create Empty Child
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Visual Scripting Scene Variables
AP
Hierarchy
All
SampleScene*
Main Camera
PlayerObject
EnemyObject

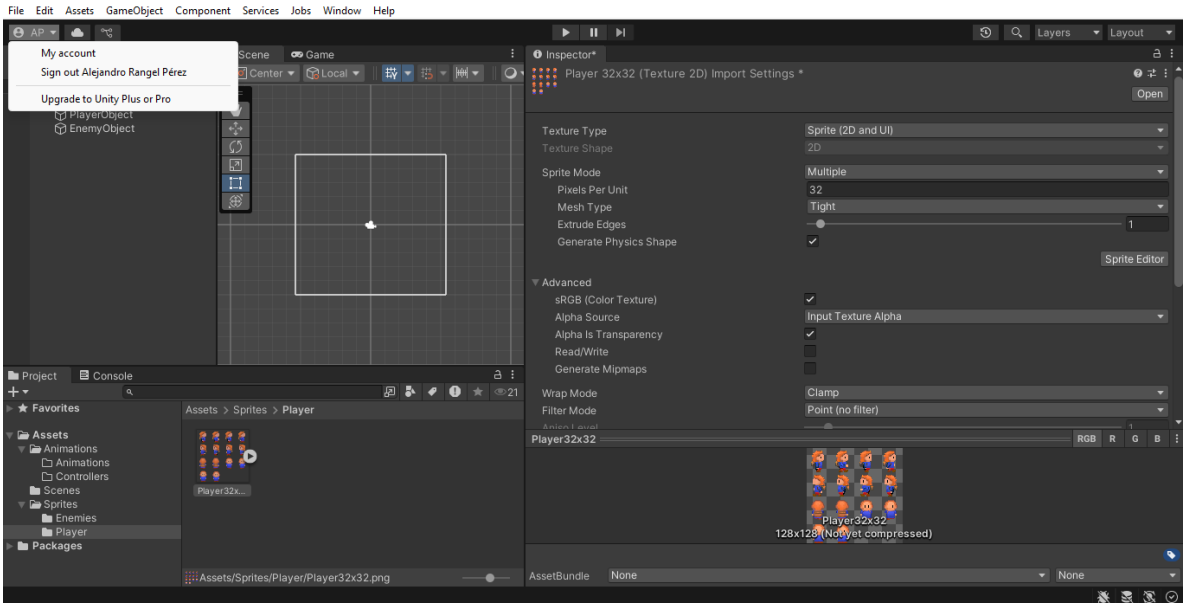

Inspector
PlayerObject
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
X 0
Y 0
Z 0
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Add Component

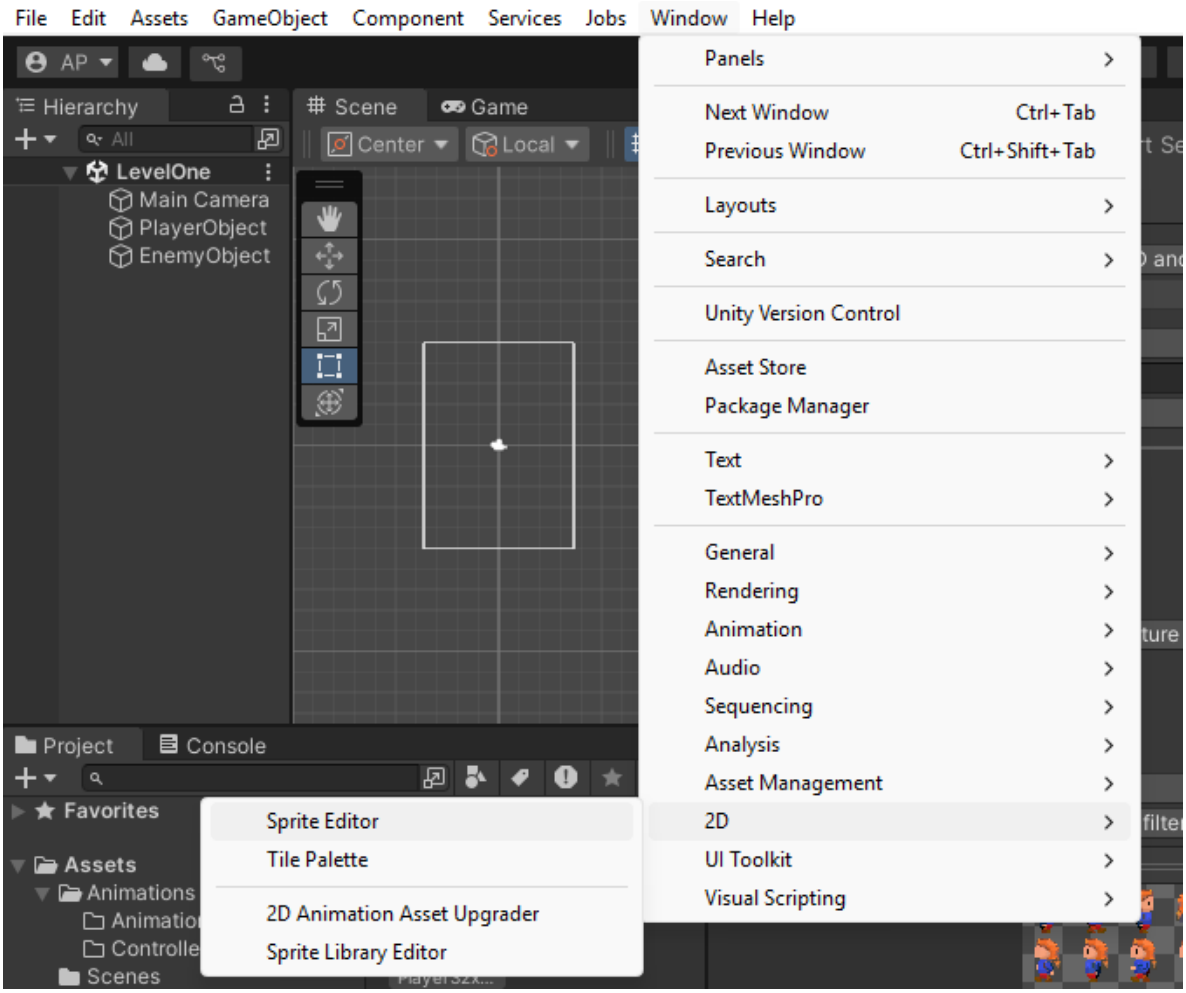

Inspector
PlayerObject
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
X 0
Y 0
Z 0
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Add Component
Sprite
Search
Sprite Library
Sprite Mask
Sprite Renderer
Sprite Resolver
Sprite Shape Renderer
Sprite Skin
Sprite Shape Controller (UnityEngine.
TMP_Sprite Animator (TMPro)
New script

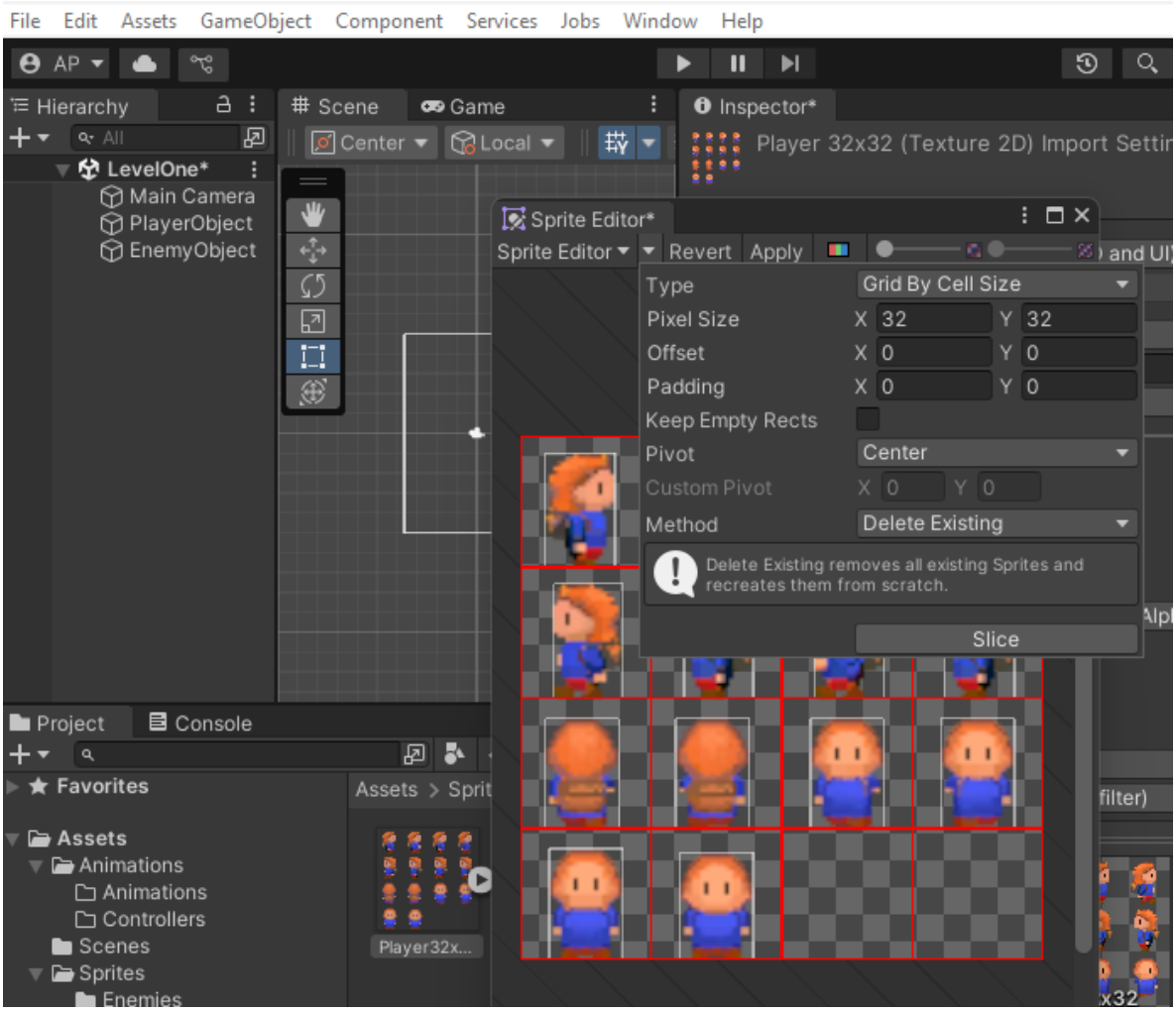

Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite None (Sprite)
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component

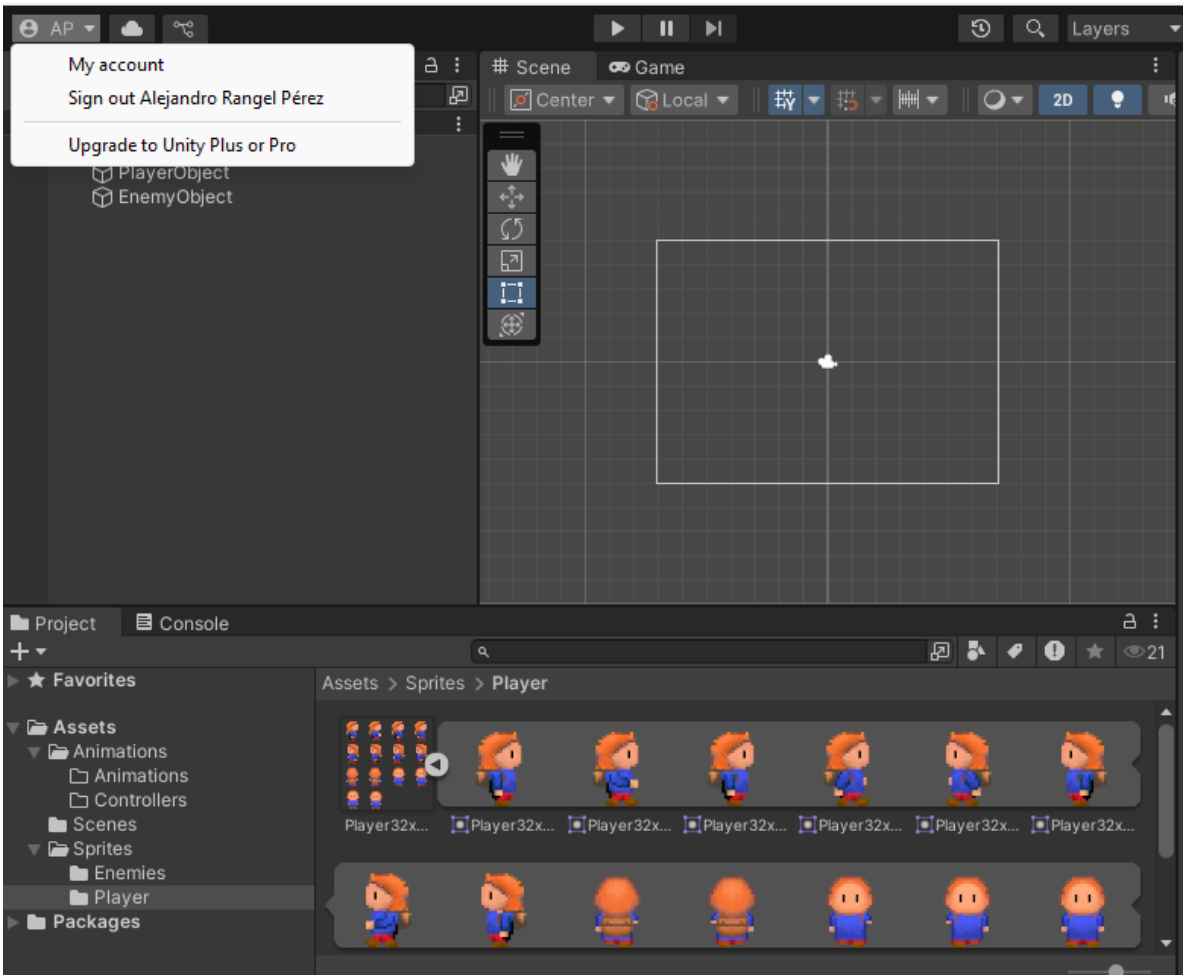

Save Scene
Alejandro Rangel › FirstGame2D › Assets › Scenes
Buscar en Scenes
Organizar
Nueva carpeta
Inicio
Galería
OneDrive - Pers
Escritorio
Descargas
Documentos
Nombre
Fecha de modificación
Tipo
Tamaño
LevelOne.unity
19/09/2025 05:04 p. m.
Unity scene file
11 KB
SampleScene.unity
24/01/2025 12:35 a. m.
Unity scene file
6 KB
Nombre de archivo:
Tipo: unity (*.unity)
Ocultar carpetas
Guardar
Cancelar

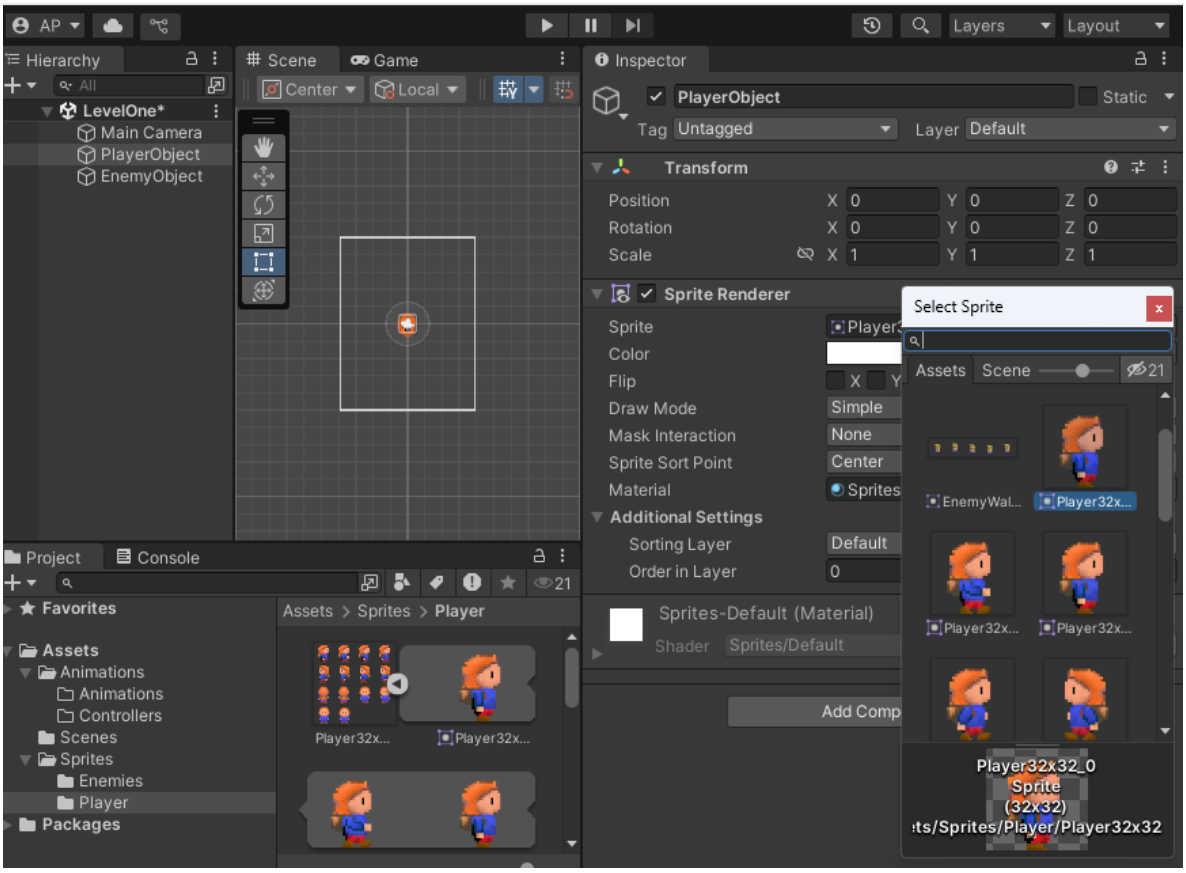

AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...

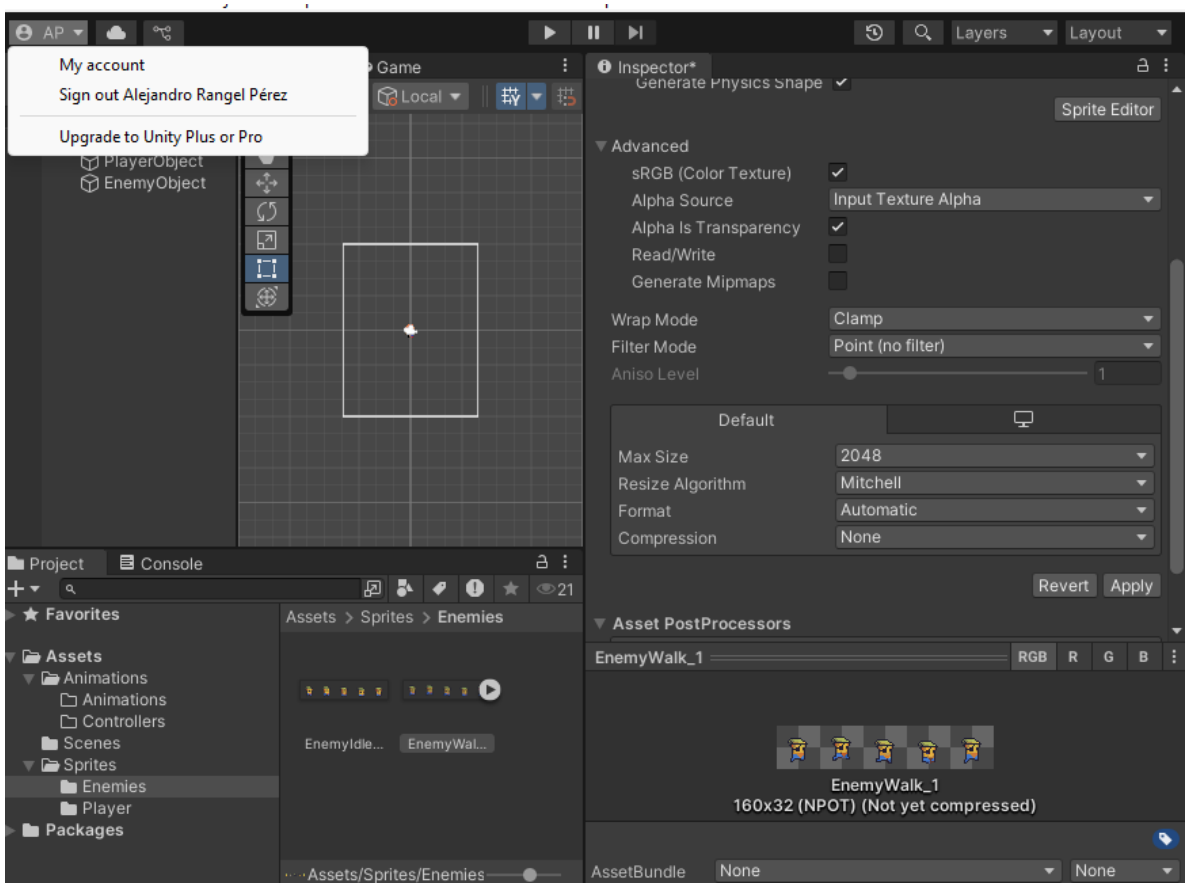

File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Center
Local
Inspector*
Player 32x32 (Texture 2D) Import Settings *
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x32
128x128 (Not yet compressed)
Assets/Sprites/Player/Player32x32.png
AssetBundle
None

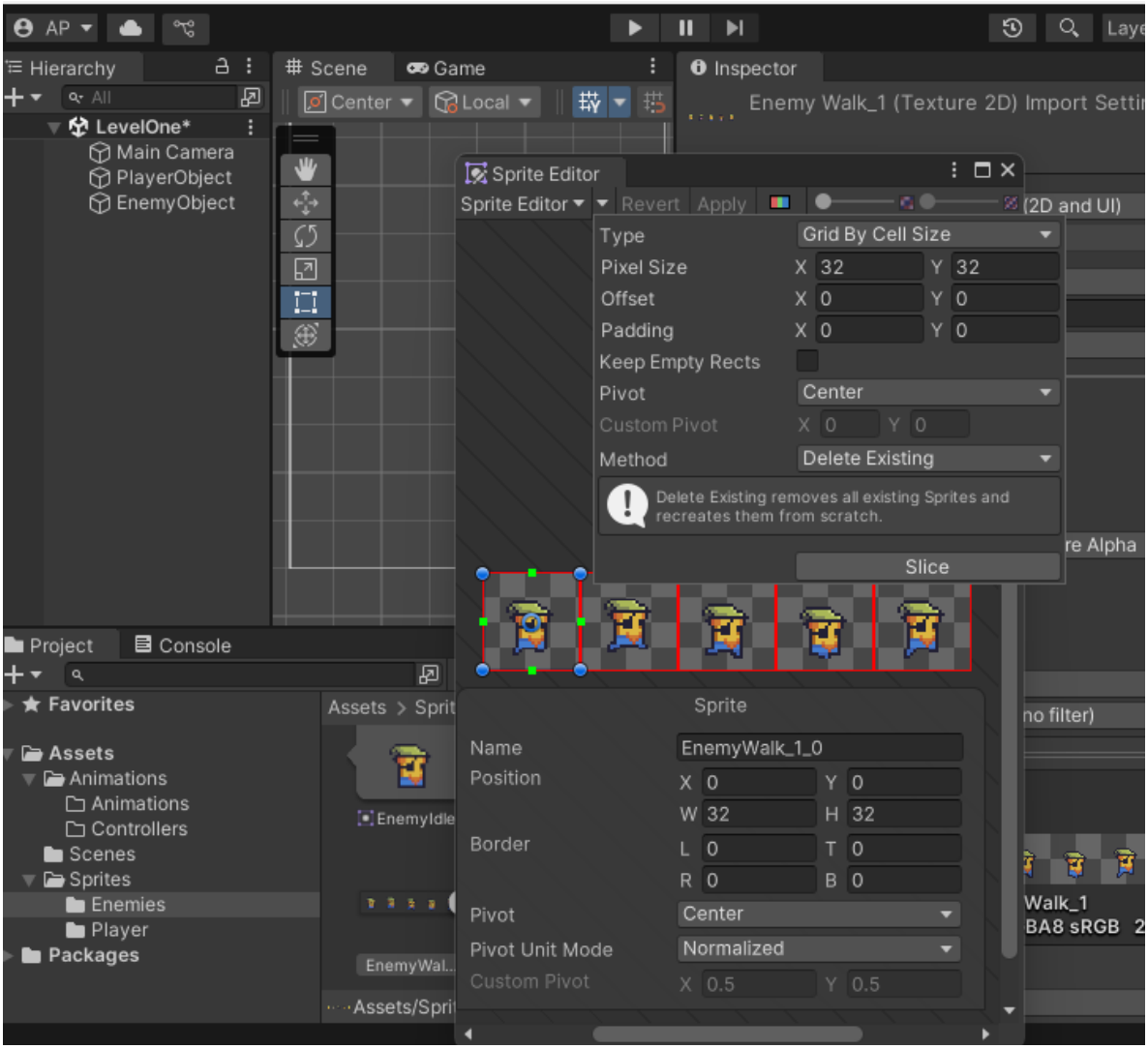

File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Center
Local
LevelOne
Main Camera
PlayerObject
EnemyObject
Project
Console
Favorites
Assets
Animations
Scenes
Panels
Next Window Ctrl+Tab
Previous Window Ctrl+Shift+Tab
Layouts
Search
Unity Version Control
Asset Store
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

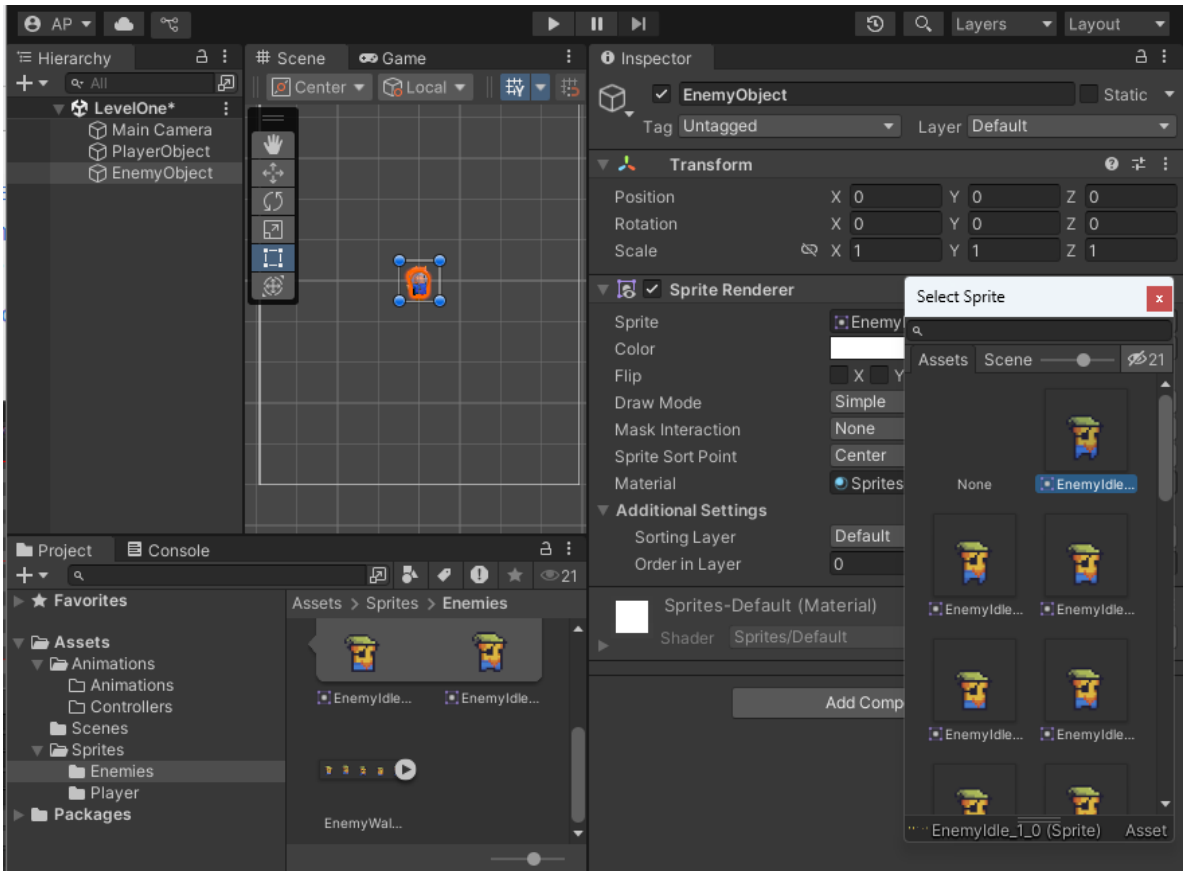

File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Center
Local
Inspector*
Player 32x32 (Texture 2D) Import Settin
Sprite Editor*
Sprite Editor
Revert
Apply
Type
Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot
Center
Custom Pivot X 0 Y 0
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player32x...


AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Layers
Scene
Game
Center
Local
2D
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x...

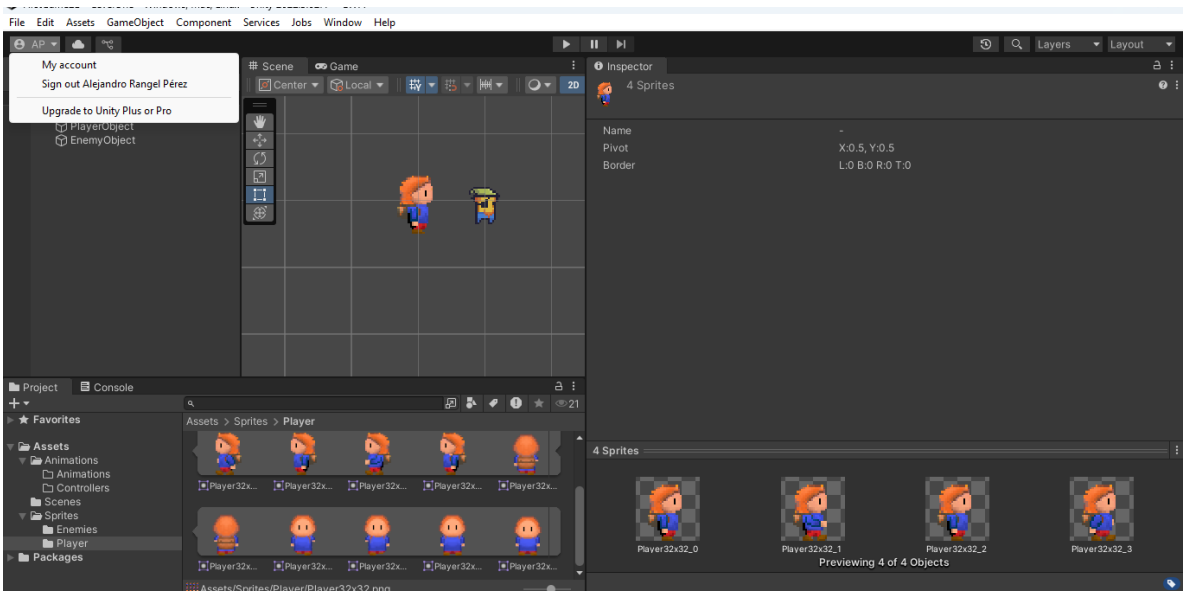

Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Center
Local
Inspector
PlayerObject
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Additional Settings
Sorting Layer
Default
Order in Layer
Sprites-Default (Material)
Shader
Sprites/Default
Add Comp
Select Sprite
Assets
Scene
EnemyWal...
Player32x...
Player32x32_0
Sprite
(32x32)
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player

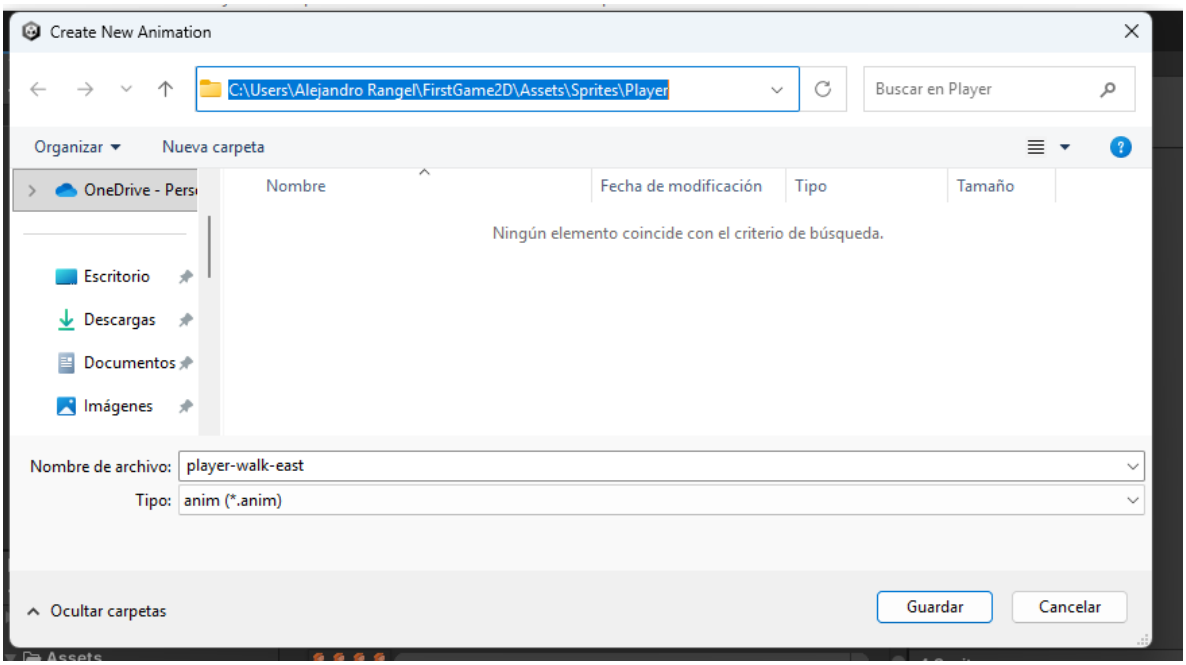

AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
Layers
Layout
Game
Local
PlayerObject
EnemyObject
Inspector*
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
1
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
EnemyWalk_1
RGB
R
G
B
EnemyWalk_1
160x32 (NPOT) (Not yet compressed)
AssetBundle
None
None
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Assets/Sprites/Enemies

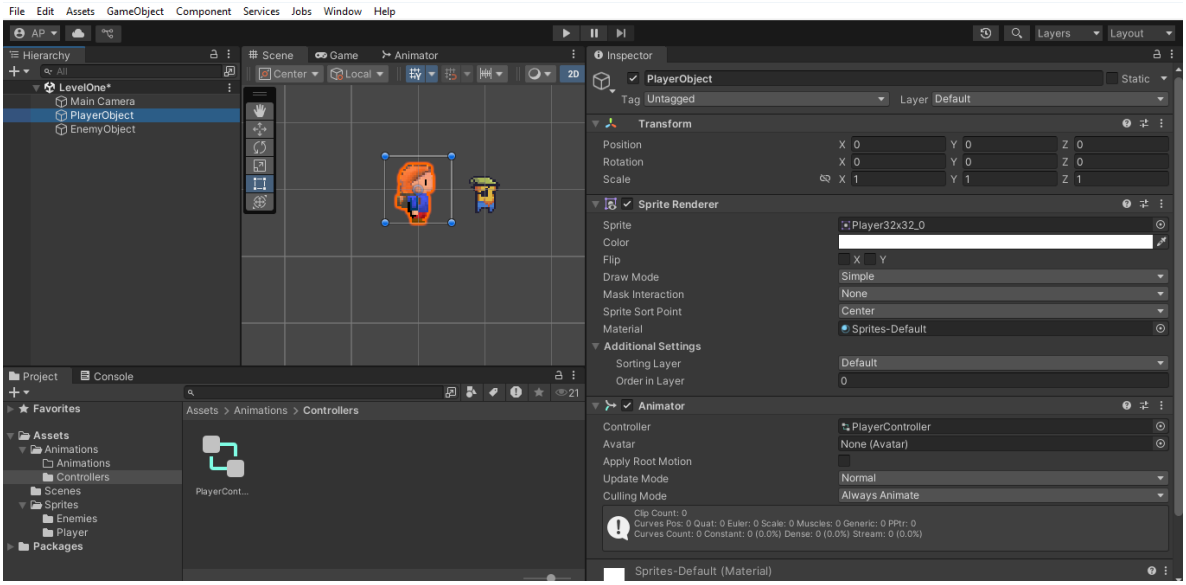

Hierarchy
Scene
Game
Inspector
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy Walk_1 (Texture 2D) Import Setti
Sprite Editor
Sprite Editor
Revert
Apply
(2D and UI)
Type
Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot
Center
Custom Pivot X 0 Y 0
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
re Alpha
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprit
EnemyIdle
EnemyWal...
Assets/Spri
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
no filter)
Walk_1
BA8 sRGB

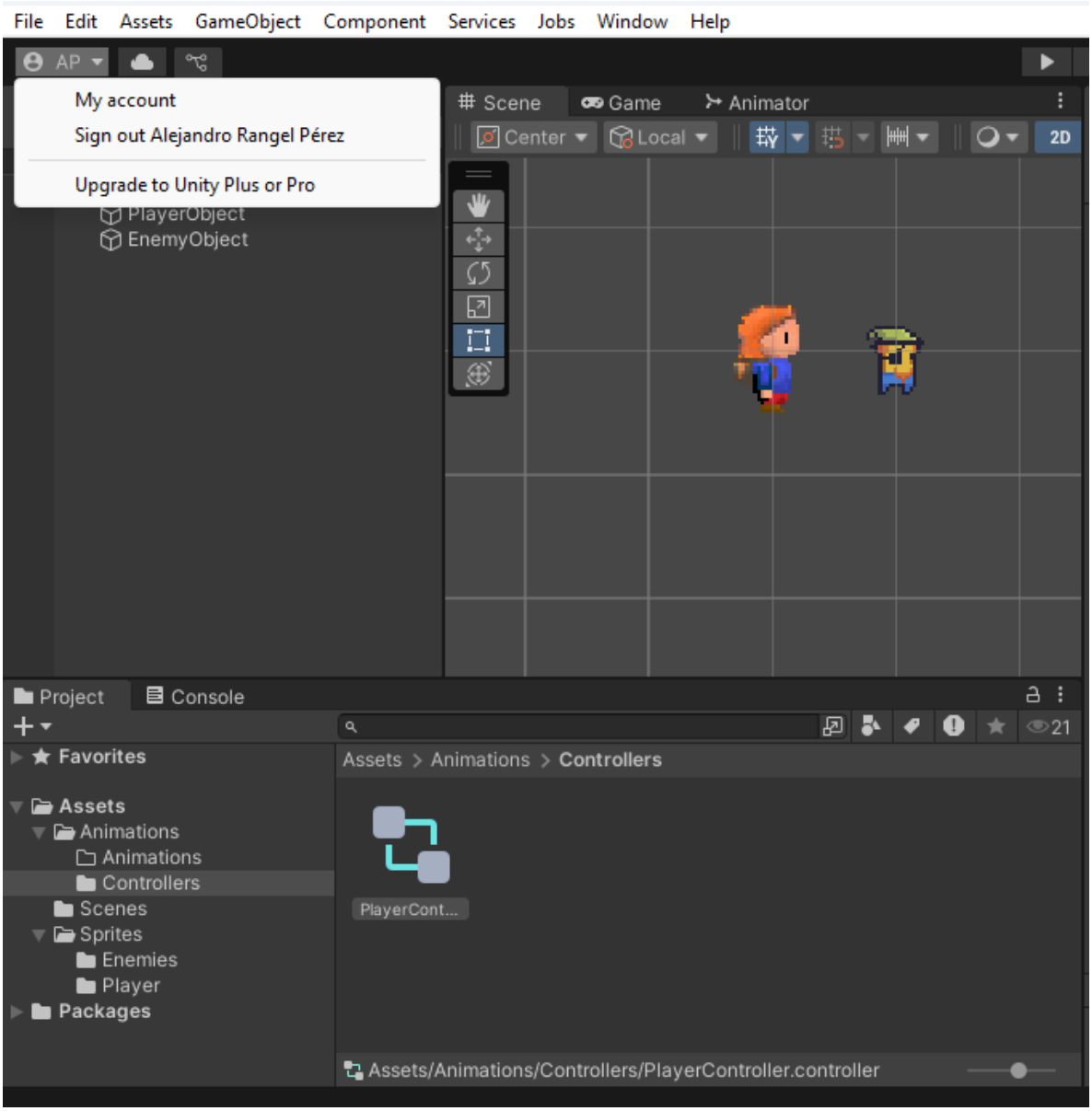


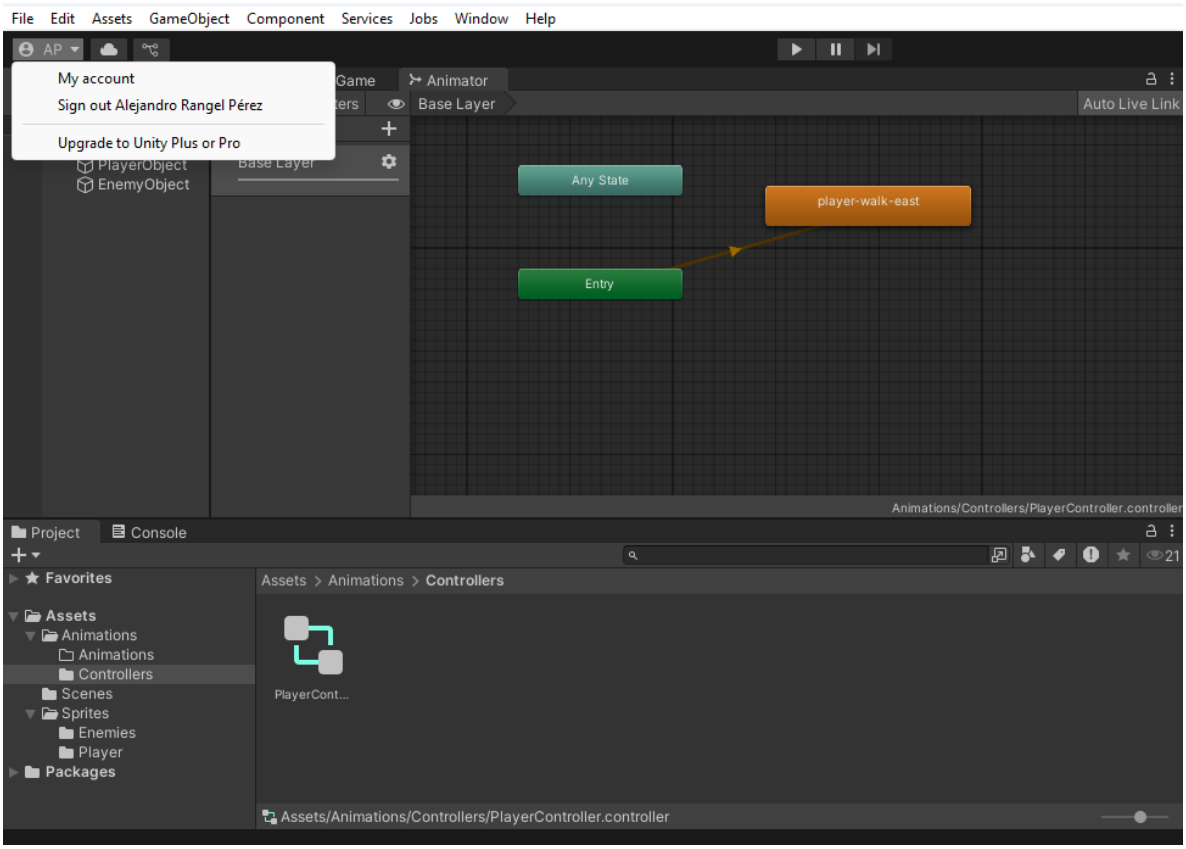
Animaciones



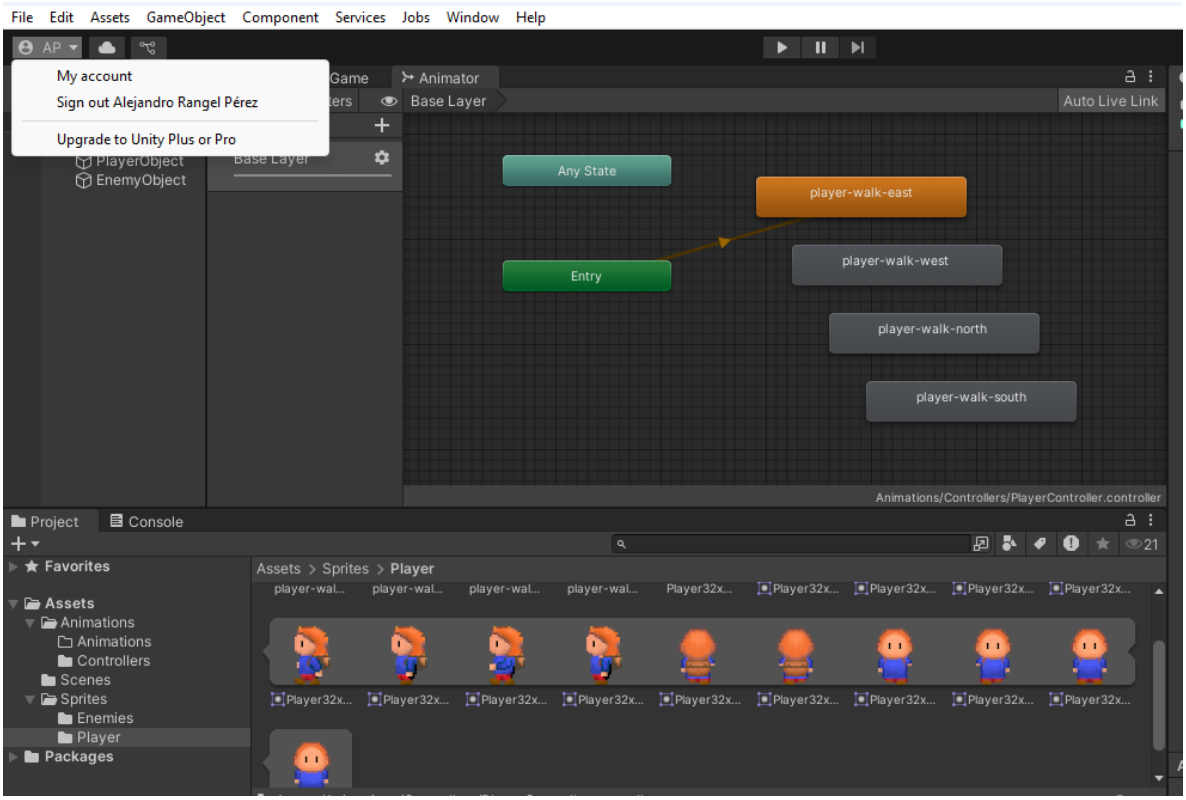

Create New Animation
C:\Users\Alejandro Rangel\FirstGame2D\Assets\Sprites\Player
Buscar en Player
Organizar
Nueva carpeta
OneDrive - Pers
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo:
player-walk-east
Tipo:
anim (*.anim)
Ocultar carpetas
Guardar
Cancelar

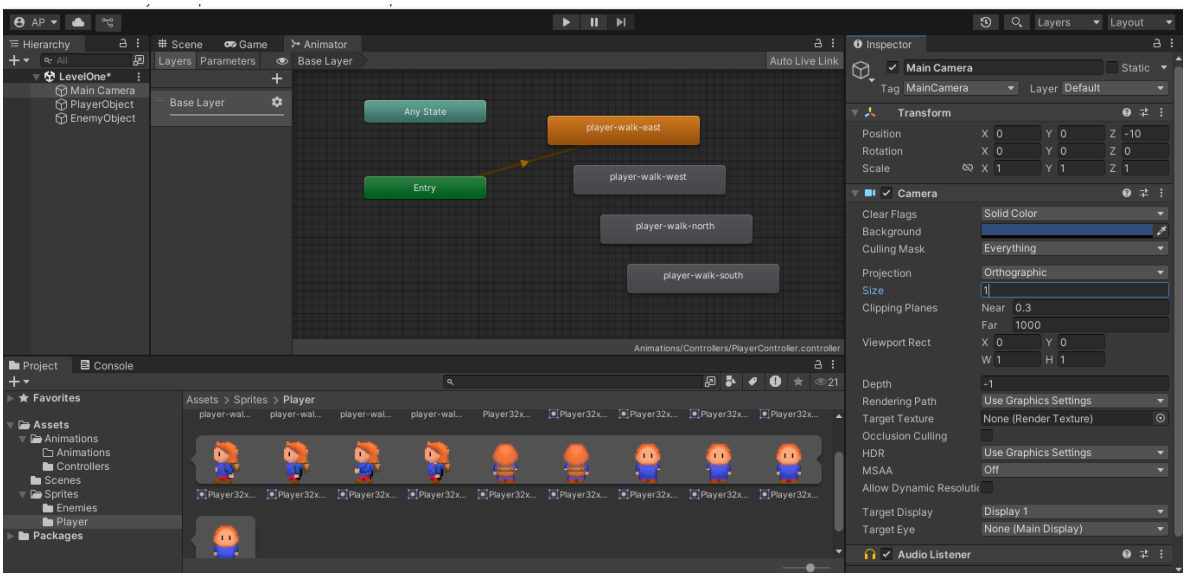

File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
PlayerObject
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Player32x32_0
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
PlayerController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
Sprites-Default (Material)

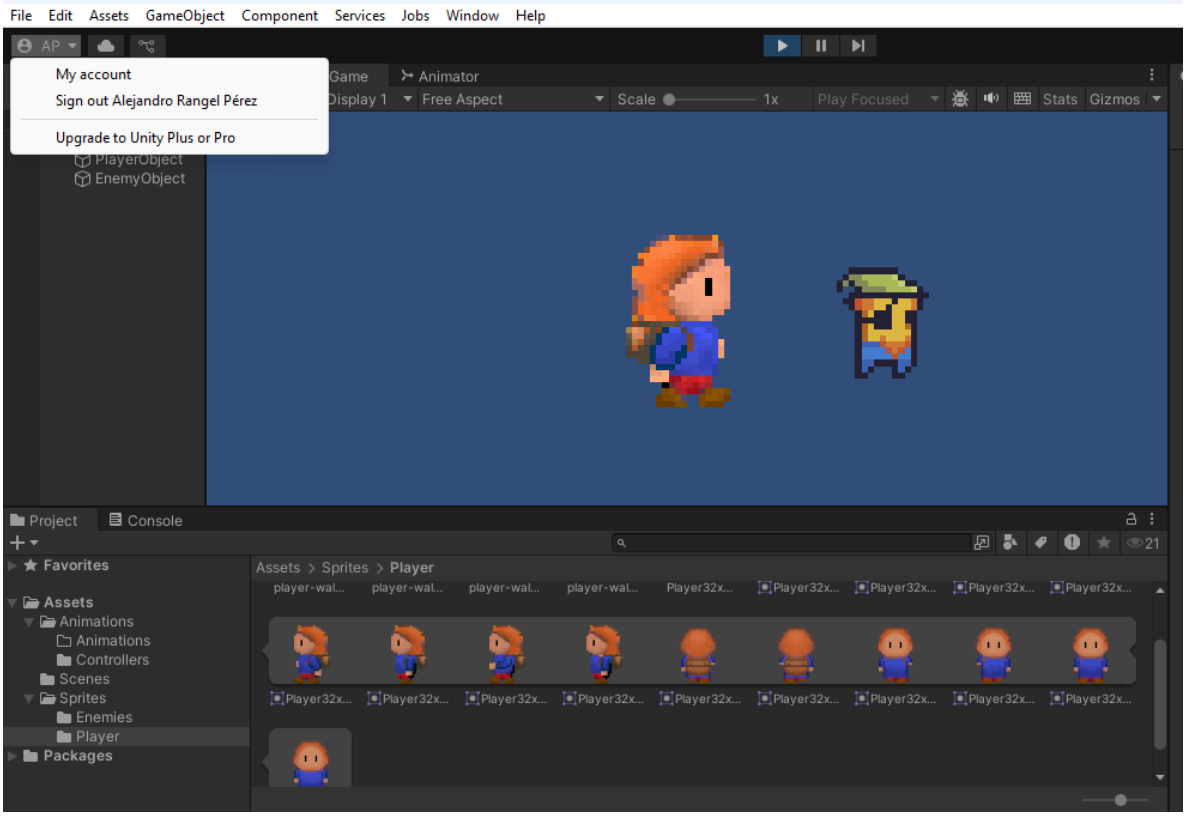

File Edit Assets GameObject Component Services Jobs Window Help
AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Center
Local
2D
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Assets/Animations/Controllers/PlayerController.controller

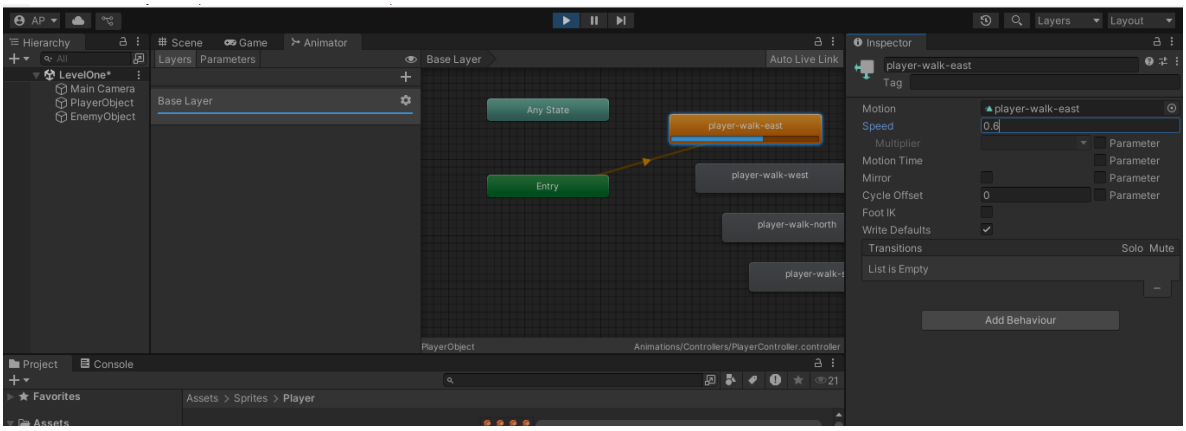


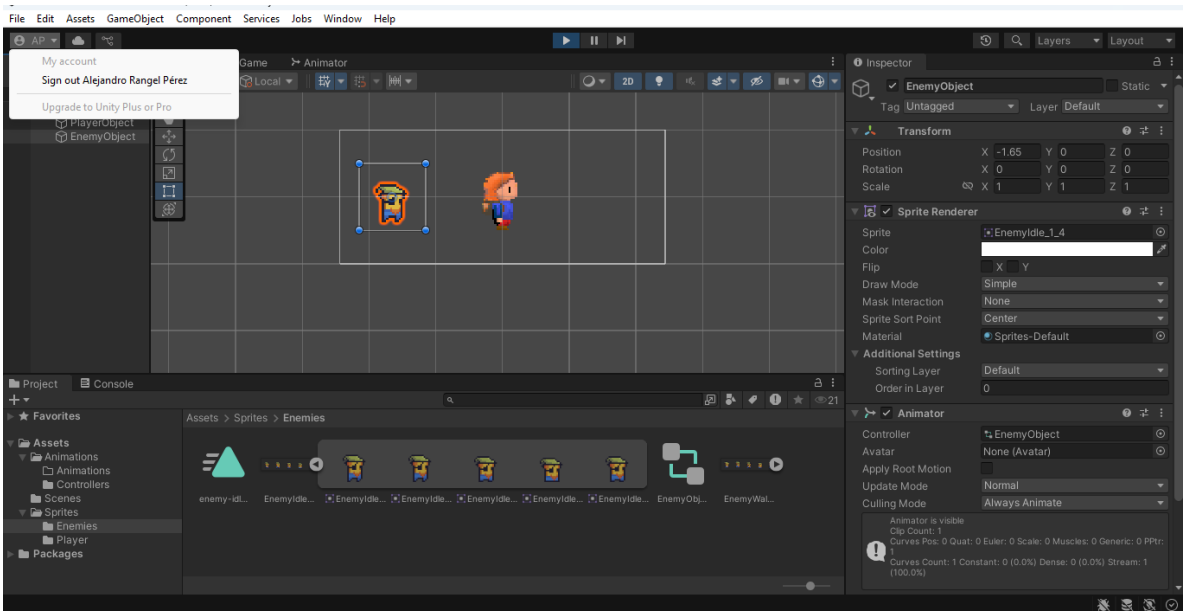
Máquina de estados de Animator

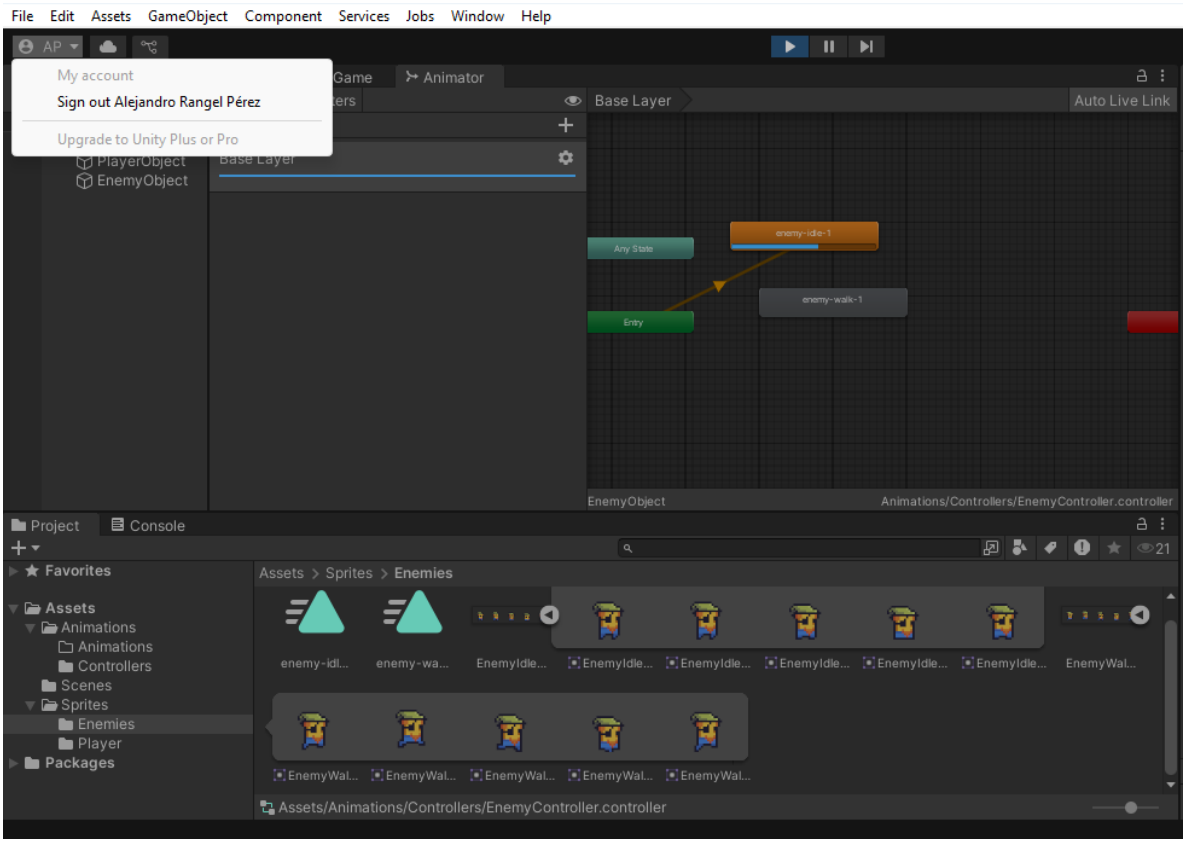


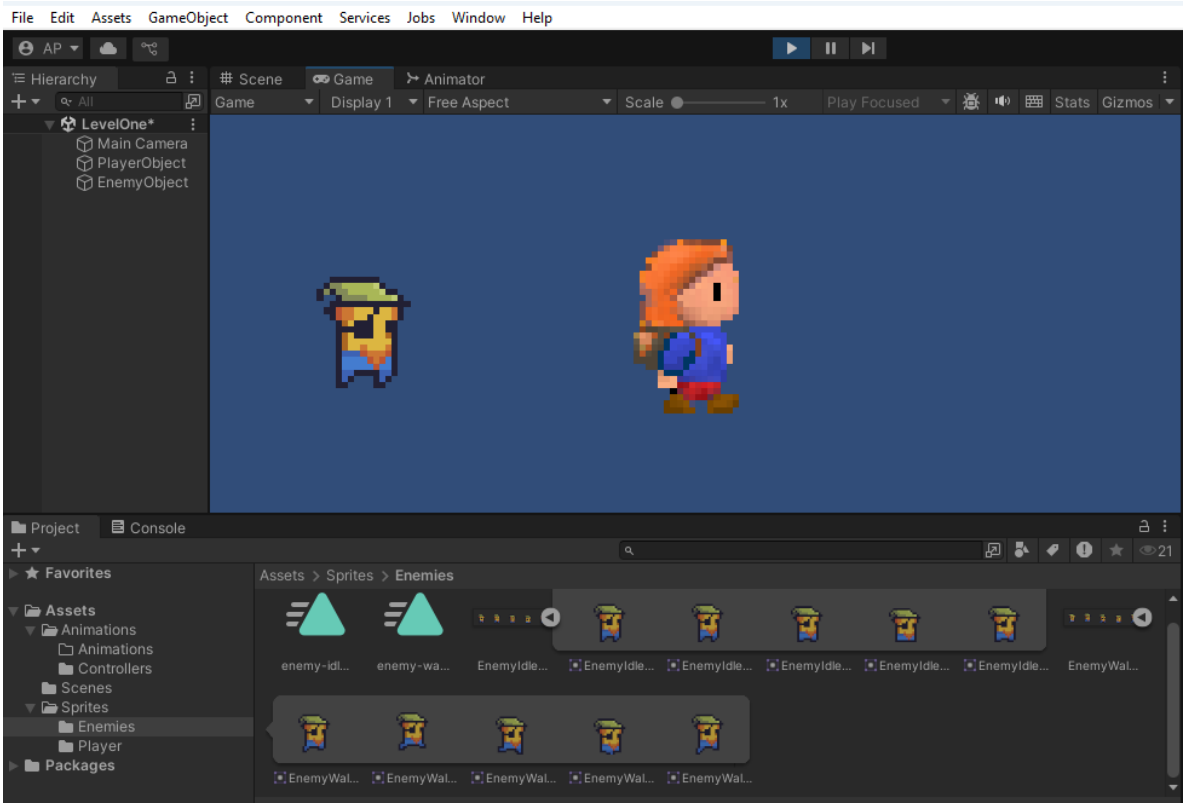

Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Orthographic
Size
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
MSAA
Off
Target Display
Display 1
Target Eye
None (Main Display)
Audio Listener
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player


File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
Game
Animator
Display 1
Free Aspect
Scale
1x
Play Focused
Stats
Gizmos
PlayerObject
EnemyObject
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player


Hierarchy
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
LevelOne*
Main Camera
PlayerObject
EnemyObject
Any State
player-walk-east
Entry
player-walk-west
player-walk-north
Inspector
player-walk-east
Tag
Motion
Speed
0.6
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo
Mute
List is Empty
Add Behaviour
Project
Console
Favorites
Assets > Sprites > Player
PlayerObject
Animations/Controllers/PlayerController.controller


File
Edit
Assets
GameObject
Component
Services
Jobs
Window
Help
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
EnemyObject
Tag
Untagged
Layer
Default
Static
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
EnemyIdle_1_4
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
EnemyObject
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Project
Console
Favorites
Assets > Sprites > Enemies
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages


File Edit Assets GameObject Component Services Jobs Window Help
AP
My account
Sign out Alejandro Rangel Pérez
Upgrade to Unity Plus or Pro
Game
Animator
Base Layer
Auto Live Link
PlayerObject
EnemyObject
Any State
enemy-idle-1
enemy-walk-1
Entry
EnemyObject
Animations/Controllers/EnemyController.controller
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Animations/Controllers/EnemyController.controller


File Edit Assets GameObject Component Services Jobs Window Help
AP
Hierarchy
Scene
Game
Animator
Game
Display 1
Free Aspect
Scale
1x
Play Focused
Stats
Gizmos
LevelOne*
Main Camera
PlayerObject
EnemyObject
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies