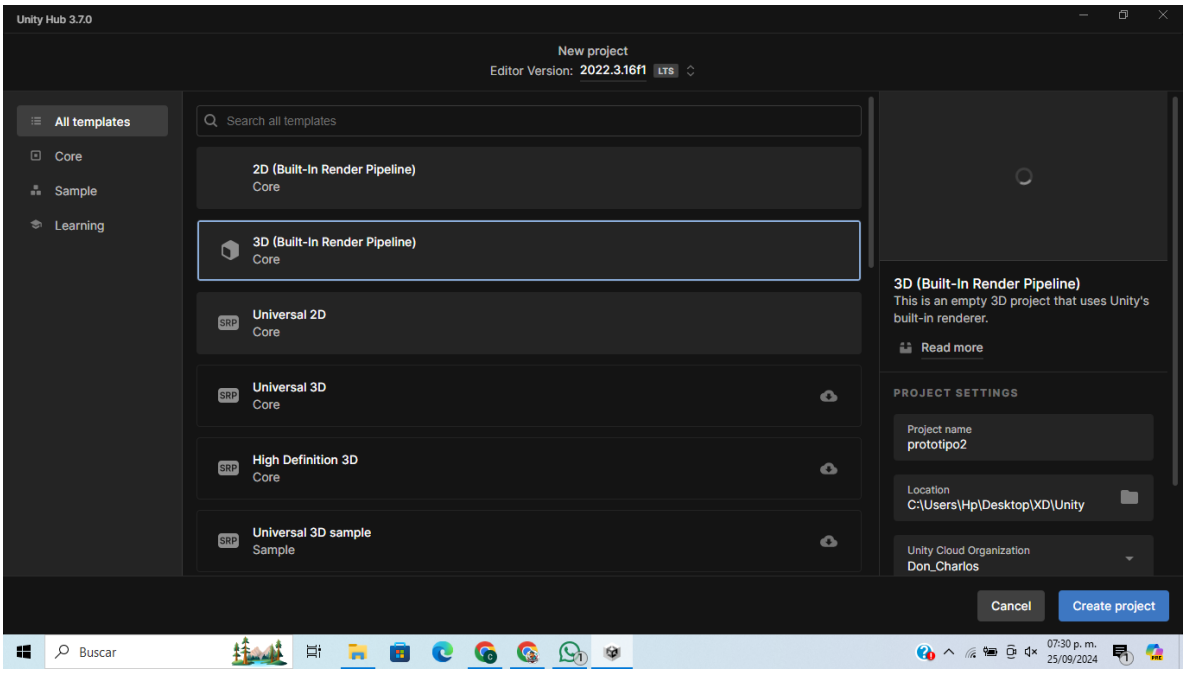
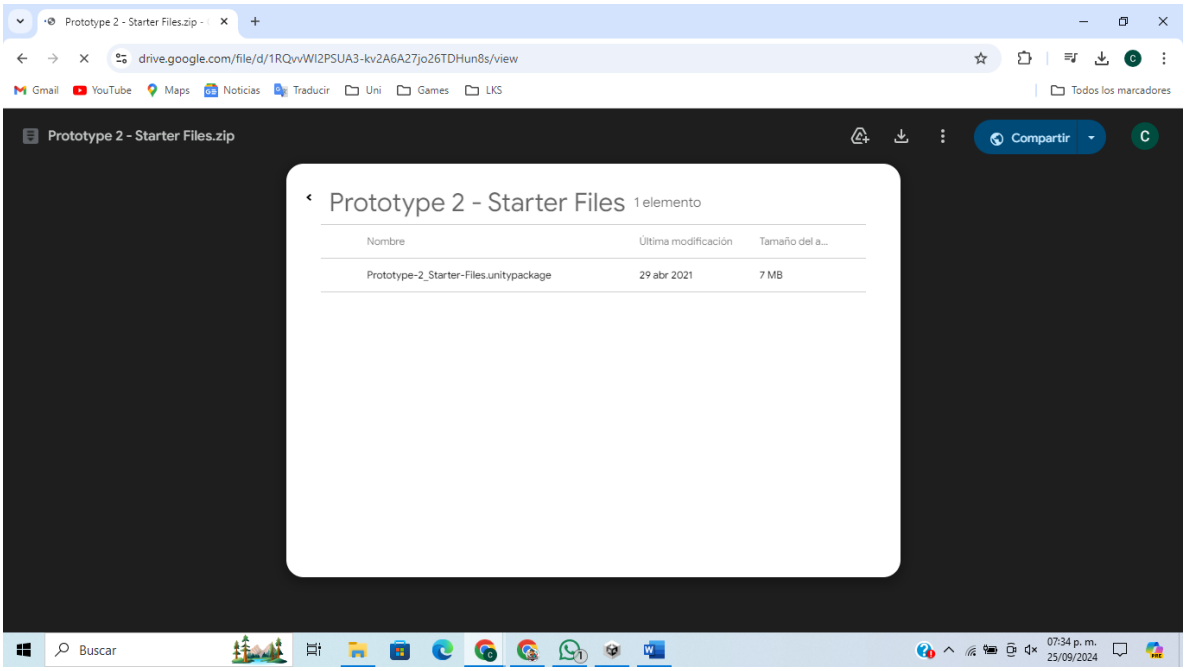

Unity Hub 3.7.0
New project
Editor Version: 2022.3.16f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
High Definition 3D
Core
Universal 3D sample
Sample
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
prototipo2
Location
C:\Users\Hp\Desktop\XD\Unity
Unity Cloud Organization
Don_Charlos
Cancel
Create project
Buscar
07:30 p. m.
25/09/2024


Prototype 2 - Starter Files.zip
drive.google.com/file/d/1RQvvWI2PSUA3-kv2A6A27jo26TDHun8s/view
Gmail
YouTube
Maps
Noticias
Traducir
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Todos los marcadores
Prototype 2 - Starter Files.zip
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Prototype 2 - Starter Files 1 elemento
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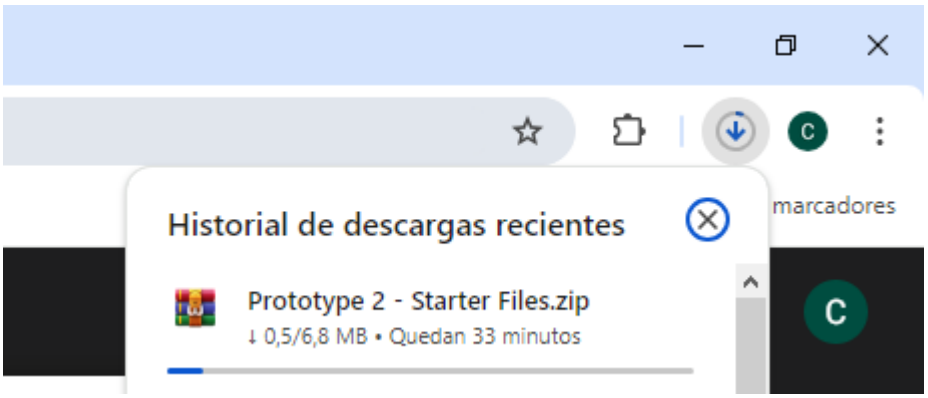
Última modificación
Tamaño del a...
Prototype-2_Starter-Files.unitypackage
29 abr 2021
7 MB
Buscar
07:34 p. m.
25/09/2024


Historial de descargas recientes
Prototype 2 - Starter Files.zip
↓ 0,5/6,8 MB • Quedan 33 minutos
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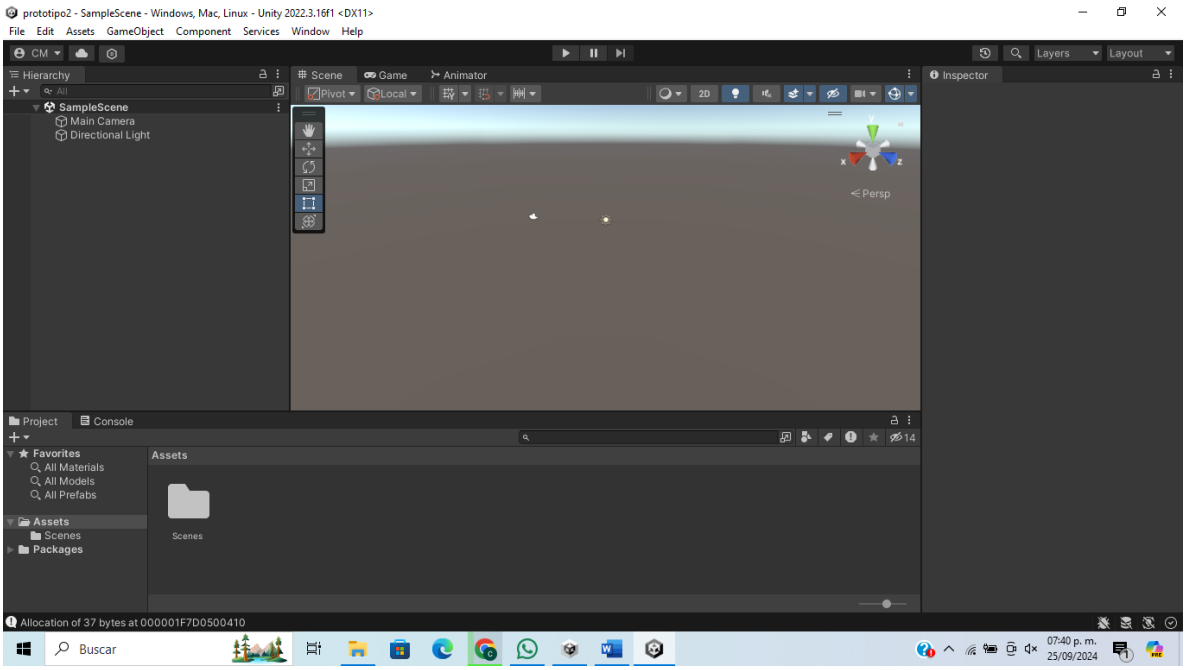
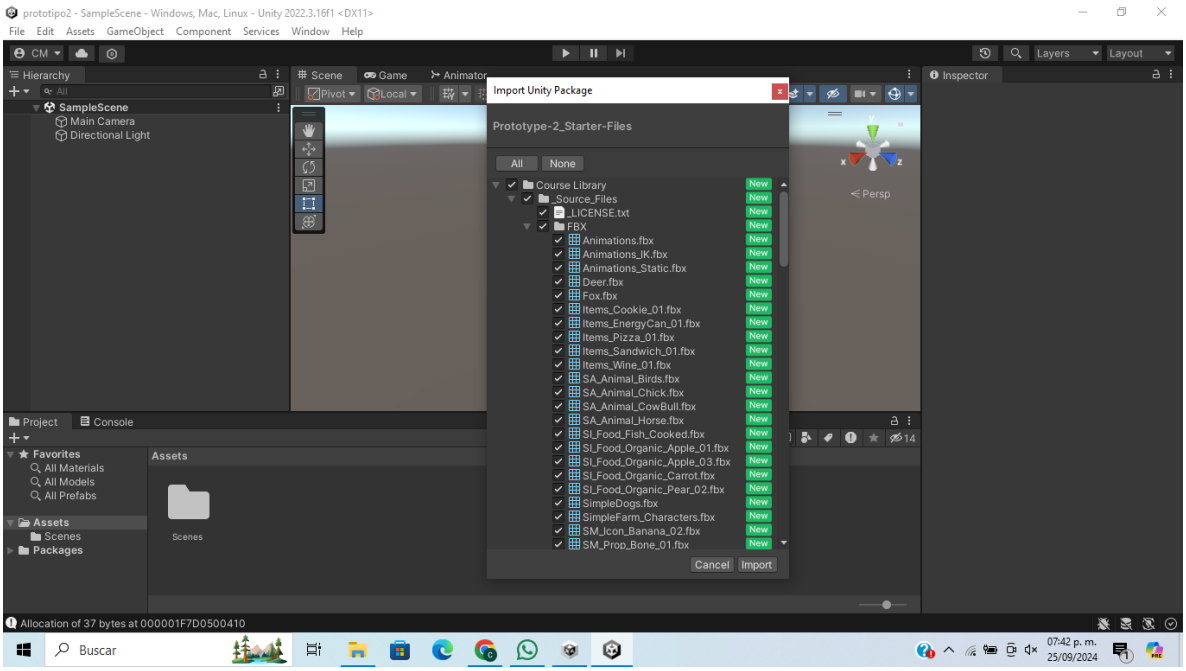

prototipo2 - SampleScene - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Animator
Persp
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Allocation of 37 bytes at 000001F7D0500410
Buscar
07:40 p. m.
25/09/2024


prototipo2 - SampleScene - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Animator
Import Unity Package
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_LICENSE.txt
FBX
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Animations_IK.fbx
Animations_Static.fbx
Deer.fbx
Fox.fbx
Items_Cookie_01.fbx
Items_EnergyCan_01.fbx
Items_Pizza_01.fbx
Items_Sandwich_01.fbx
Items_Wine_01.fbx
SA_Animal_Birds.fbx
SA_Animal_Chick.fbx
SA_Animal_CowBull.fbx
SA_Animal_Horse.fbx
SI_Food_Fish_Cooked.fbx
SI_Food_Organic_Apple_01.fbx
SI_Food_Organic_Apple_03.fbx
SI_Food_Organic_Carrot.fbx
SI_Food_Organic_Pear_02.fbx
SimpleDogs.fbx
SimpleFarm_Characters.fbx
SM_Icon_Banana_02.fbx
SM_Prop_Bone_01.fbx
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Assets
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Allocation of 37 bytes at 000001F7D0500410
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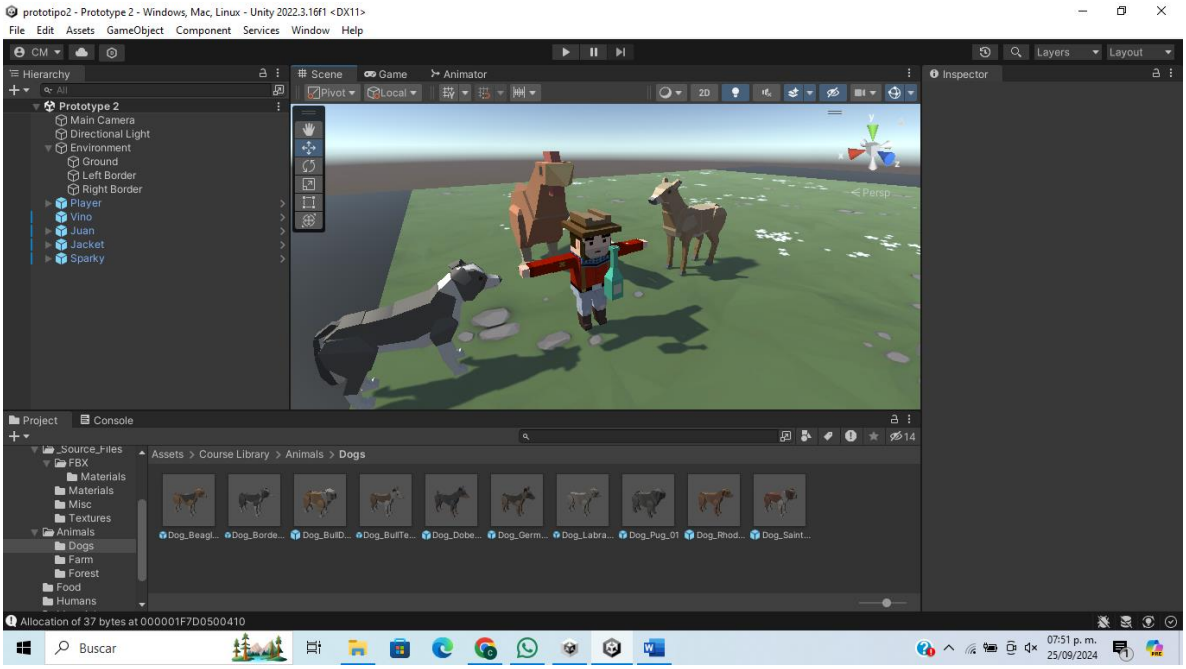
07:42 p. m.
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
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Sparky
Scene
Game
Animator
Inspector
Project
Console
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Dogs
Farm
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Humans
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Allocation of 37 bytes at 000001F7D0500410
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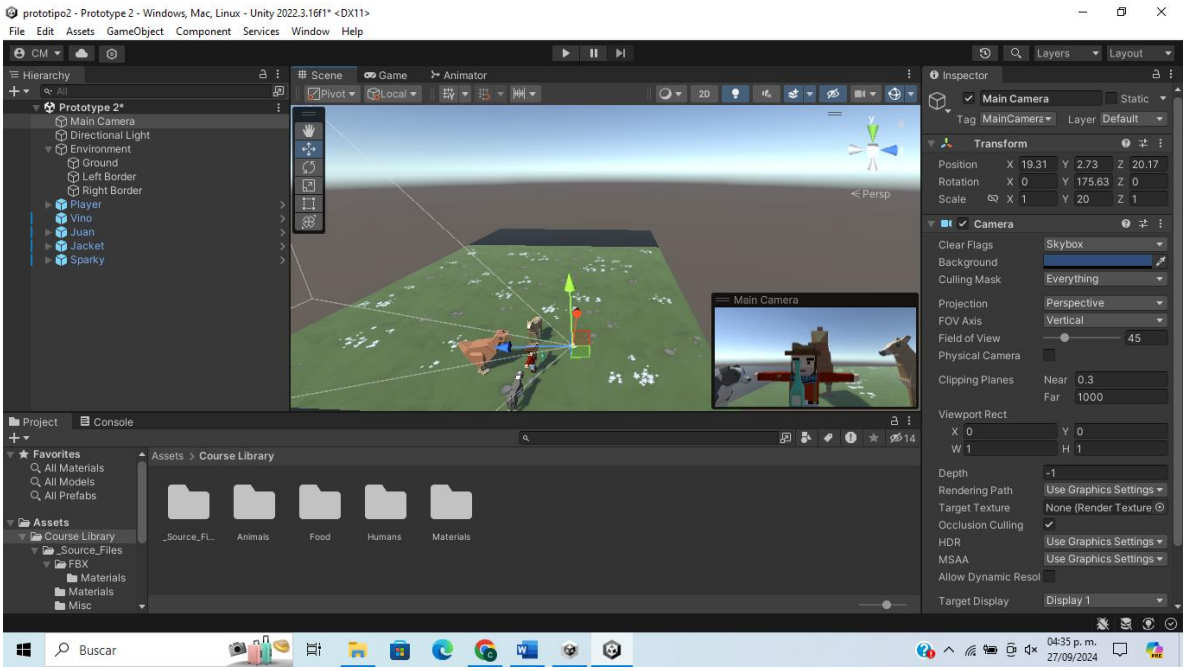
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
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Jacket
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Scene
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Animator
Persp
Main Camera
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
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
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
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All Models
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Humans
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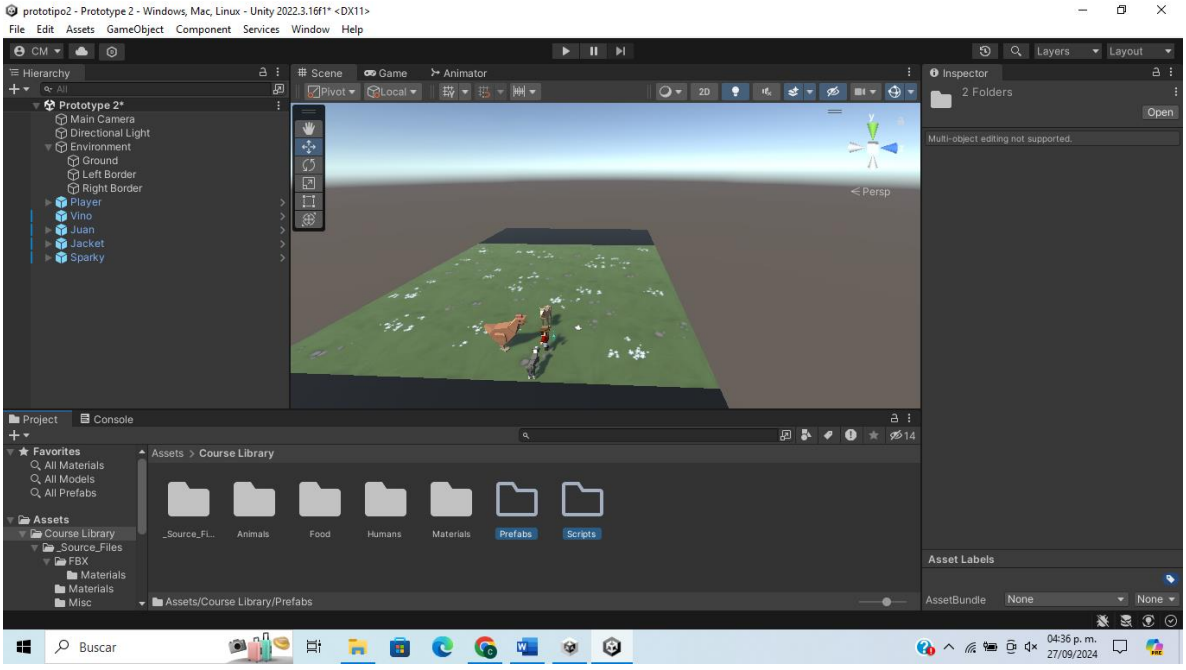
04:35 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
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Ground
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Right Border
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Juan
Jacket
Sparky
Scene
Game
Animator
Persp
Inspector
2 Folders
Open
Multi-object editing not supported.
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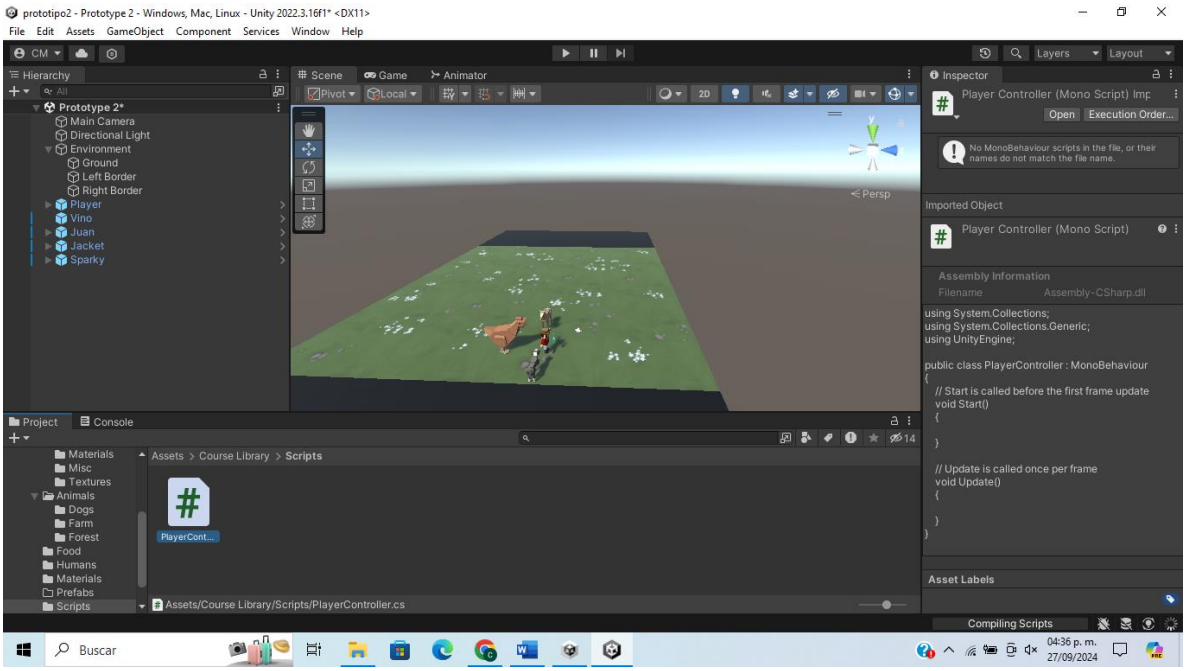
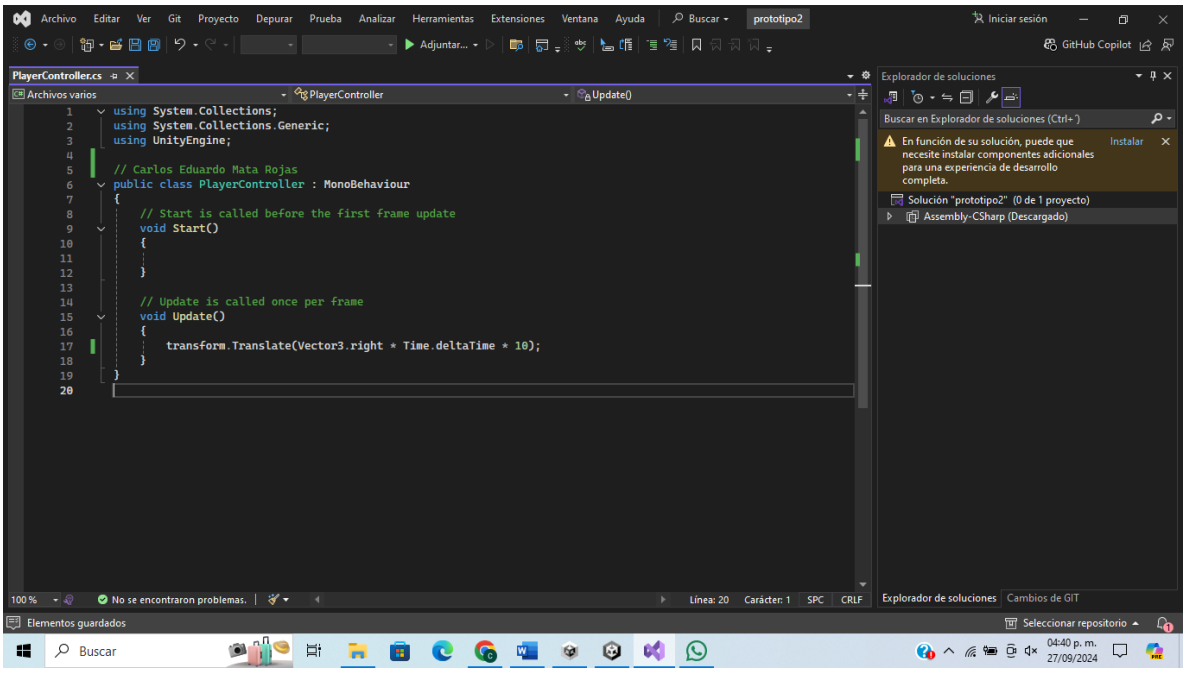
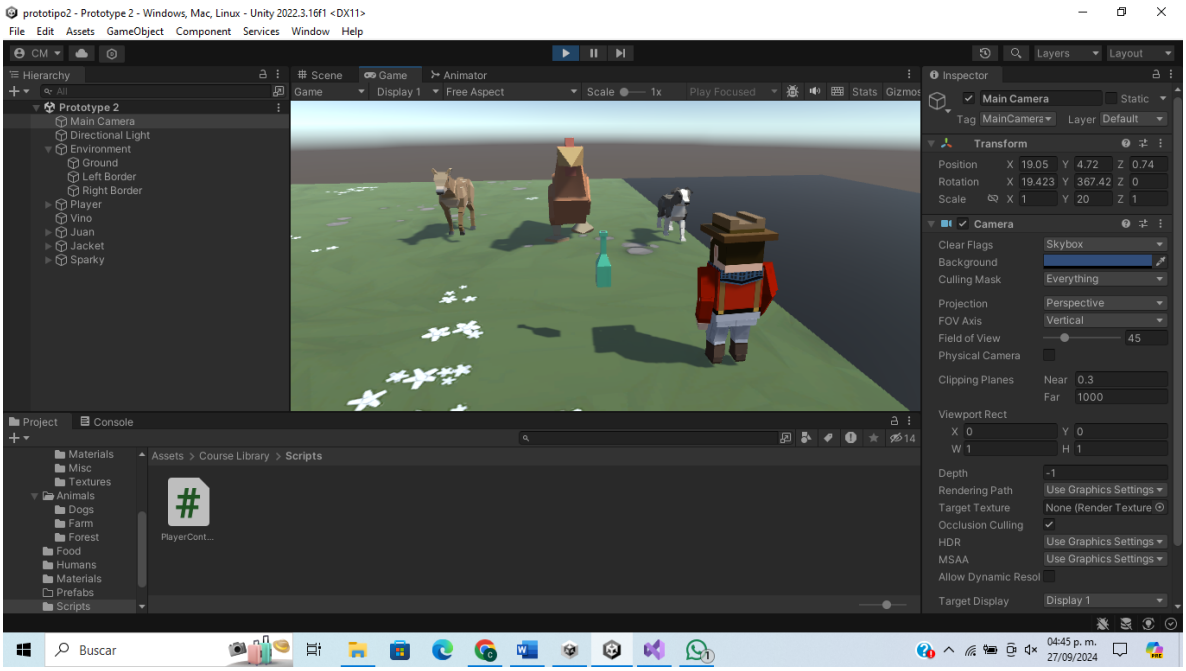
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Materials
Misc
Assets > Course Library
_Source_Fi...
Animals
Food
Humans
Materials
Prefabs
Scripts
Assets/Course Library/Prefabs
Asset Labels
AssetBundle None None
Buscar
04:36 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene
Game
Animator
Persp
Inspector
Player Controller (Mono Script) Imp
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
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Assets > Course Library > Scripts
PlayerCont...
Assets/Course Library/Scripts/PlayerController.cs
Asset Labels
Compiling Scripts
Buscar
04:36 p. m.
27/09/2024


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
GitHub Copilot
Adjuntar...
PlayerController.cs
Archivos varios
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Carlos Eduardo Mata Rojas
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
transform.Translate(Vector3.right * Time.deltaTime * 10);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
100 %
No se encontraron problemas.
Línea: 20
Carácter: 1
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
04:40 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
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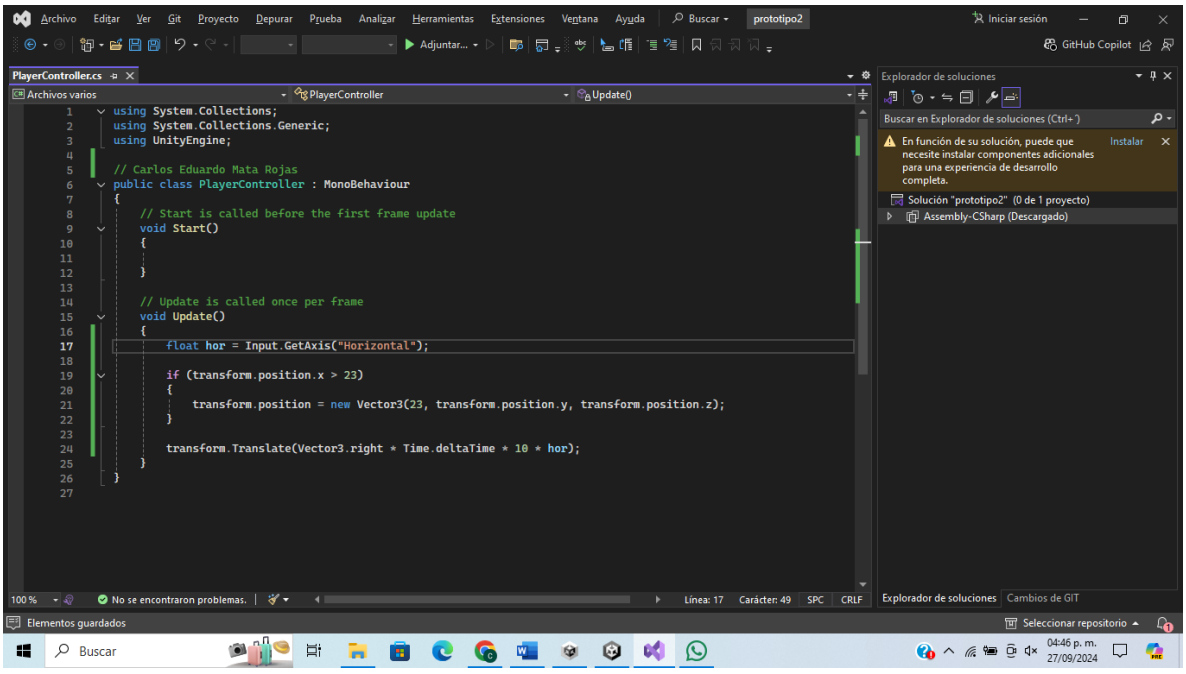
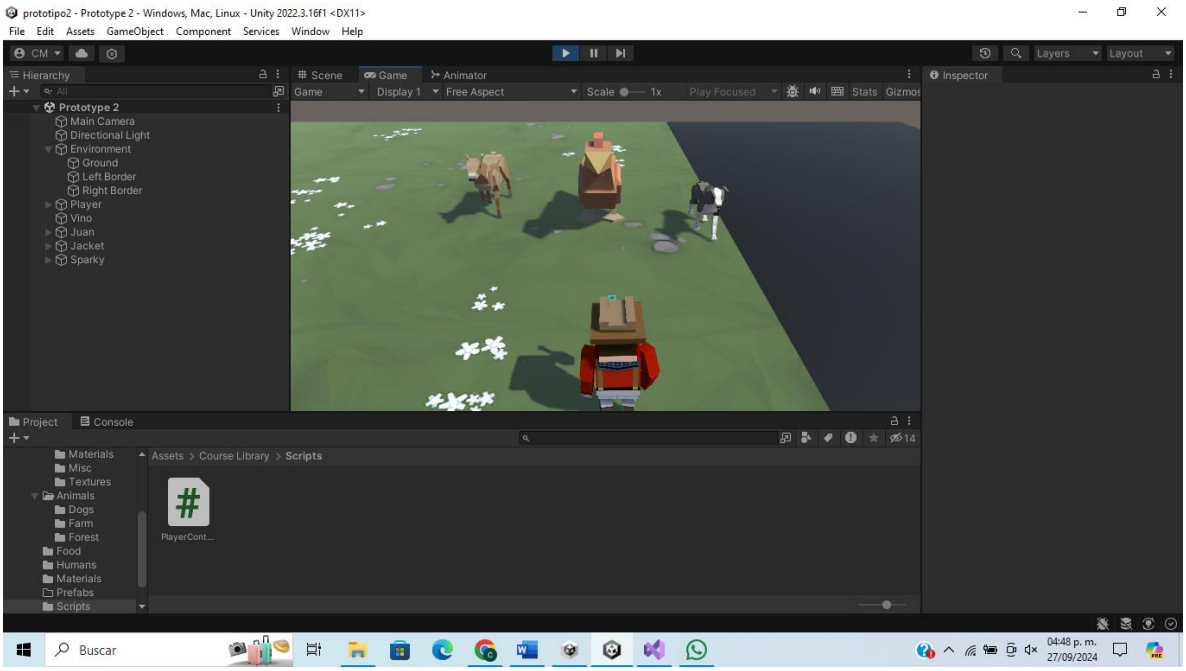
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene
Game
Animator
Display 1
Free Aspect
Scale 1x
Play Focused
Stats
Gizmos
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 19.05 Y 4.72 Z 0.74
Rotation X 19.423 Y 367.42 Z 0
Scale X 1 Y 20 Z 1
Camera
Clear 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
Project
Console
Assets > Course Library > Scripts
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
PlayerCont...
Buscar
04:45 p. m.
27/09/2024


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
GitHub Copilot
Adjuntar...
PlayerController.cs
Archivos varios
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Carlos Eduardo Mata Rojas
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
float hor = Input.GetAxis("Horizontal");
if (transform.position.x > 23)
{
transform.position = new Vector3(23, transform.position.y, transform.position.z);
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
100 %
No se encontraron problemas.
Línea: 17 Carácter: 49 SPC CRLF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
04:46 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
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Player
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Juan
Jacket
Sparky
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Game
Animator
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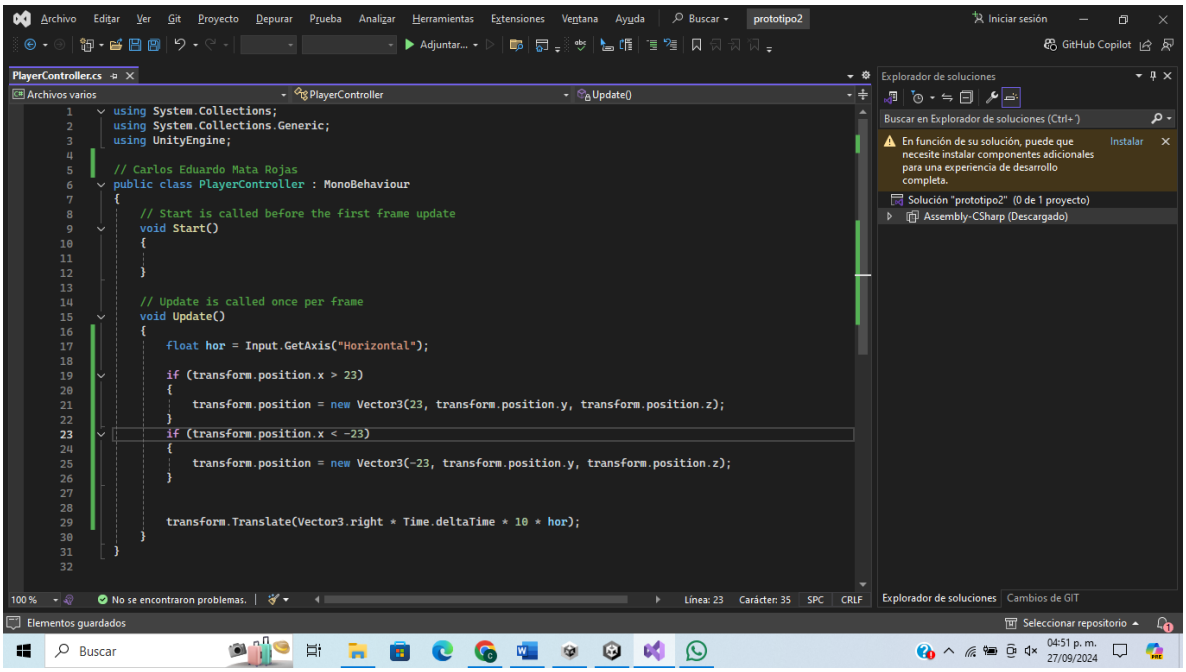
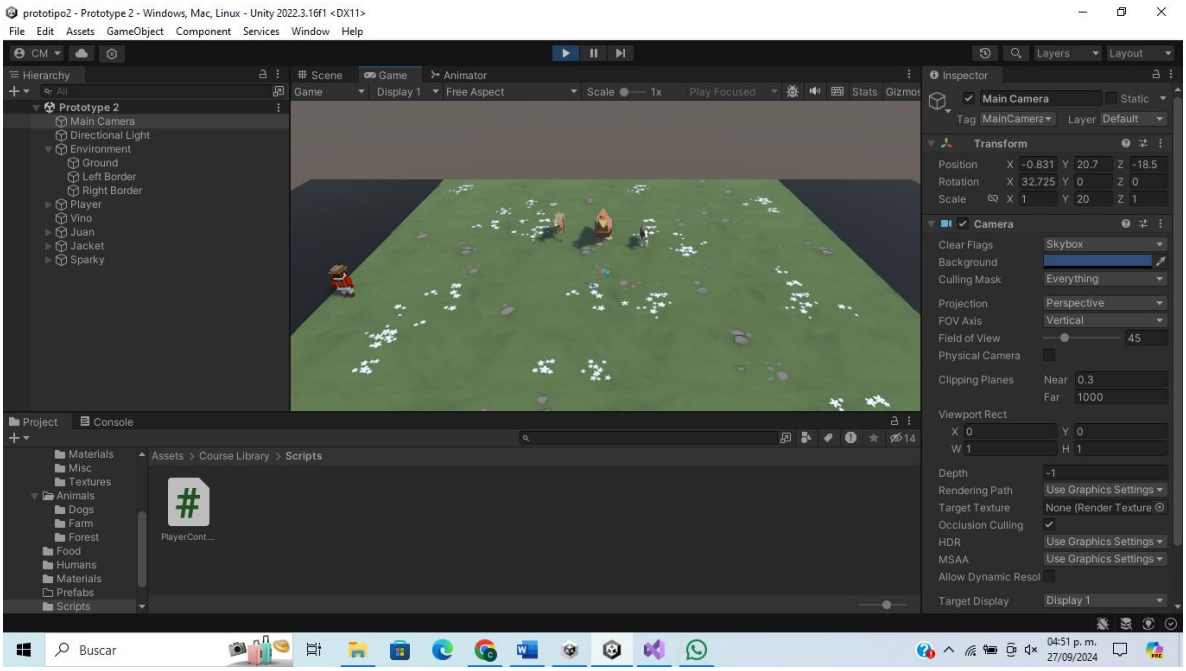
Stats
Gizmos
Inspector
Project
Console
Assets > Course Library > Scripts
PlayerCont...
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Buscar
04:48 p. m.
27/09/2024


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
GitHub Copilot
Adjuntar...
PlayerController.cs
Archivos varios
PlayerController
Update()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Carlos Eduardo Mata Rojas
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
float hor = Input.GetAxis("Horizontal");
if (transform.position.x > 23)
{
transform.position = new Vector3(23, transform.position.y, transform.position.z);
}
if (transform.position.x < -23)
{
transform.position = new Vector3(-23, transform.position.y, transform.position.z);
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
100 %
No se encontraron problemas.
Línea: 23
Carácter: 35
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
04:51 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
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Ground
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Player
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Juan
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Sparky
Scene
Game
Animator
Display 1
Free Aspect
Scale
Play Focused
Stats
Gizmos
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X -0.831 Y 20.7 Z -18.5
Rotation X 32.725 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
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Assets > Course Library > Scripts
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Dogs
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Humans
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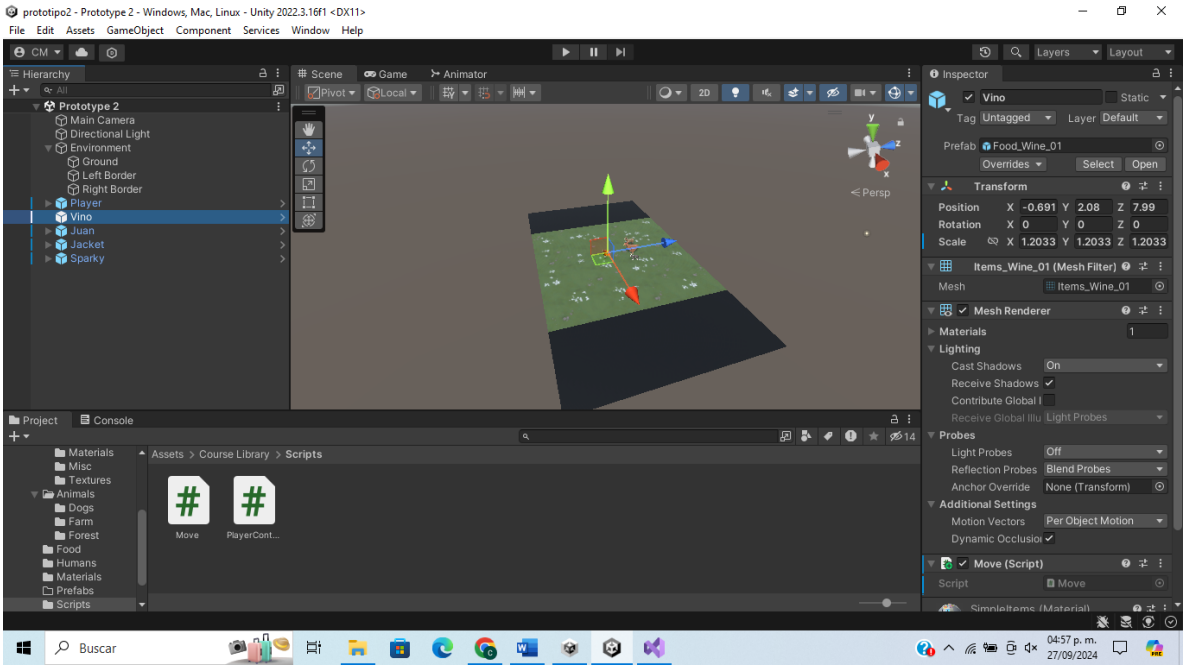
Scripts
PlayerCont...
Buscar
04:51 p. m.
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene
Game
Animator
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Local
2D
Persp
Inspector
Vino
Static
Tag Untagged
Layer Default
Prefab Food_Wine_01
Overrides
Select
Open
Transform
Position X -0.691 Y 2.08 Z 7.99
Rotation X 0 Y 0 Z 0
Scale X 1.2033 Y 1.2033 Z 1.2033
Items_Wine_01 (Mesh Filter)
Mesh Items_Wine_01
Mesh Renderer
Materials 1
Lighting
Cast Shadows On
Receive Shadows
Contribute Global I
Receive Global Illu Light Probes
Probes
Light Probes Off
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
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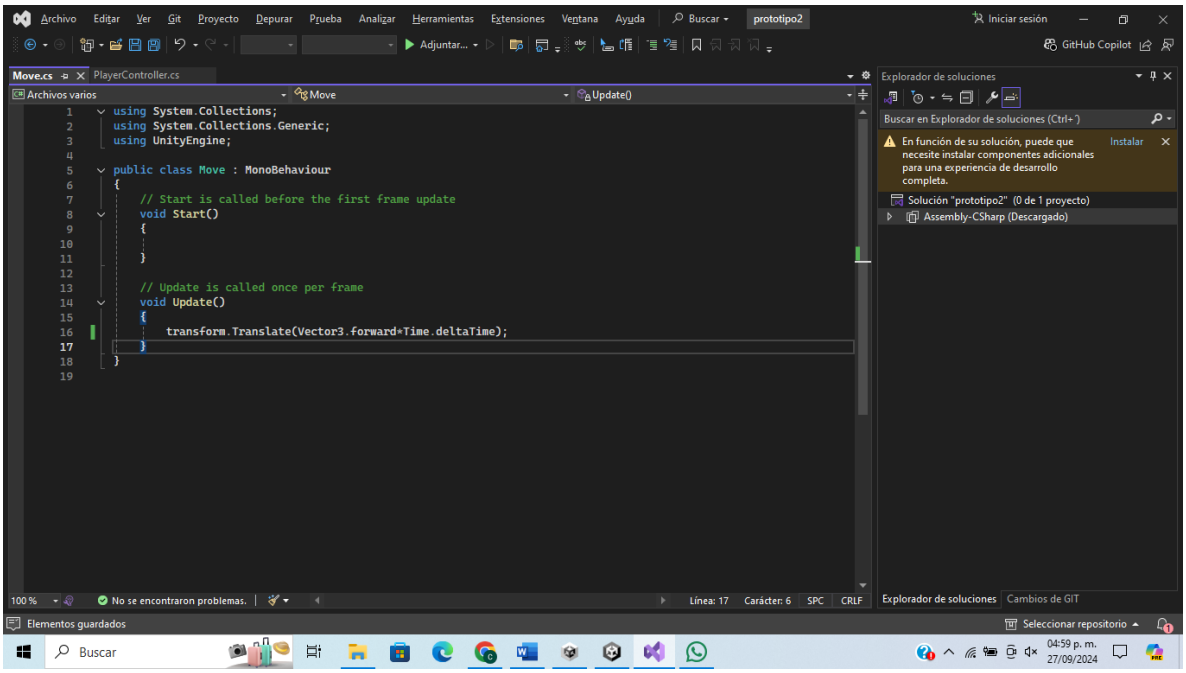
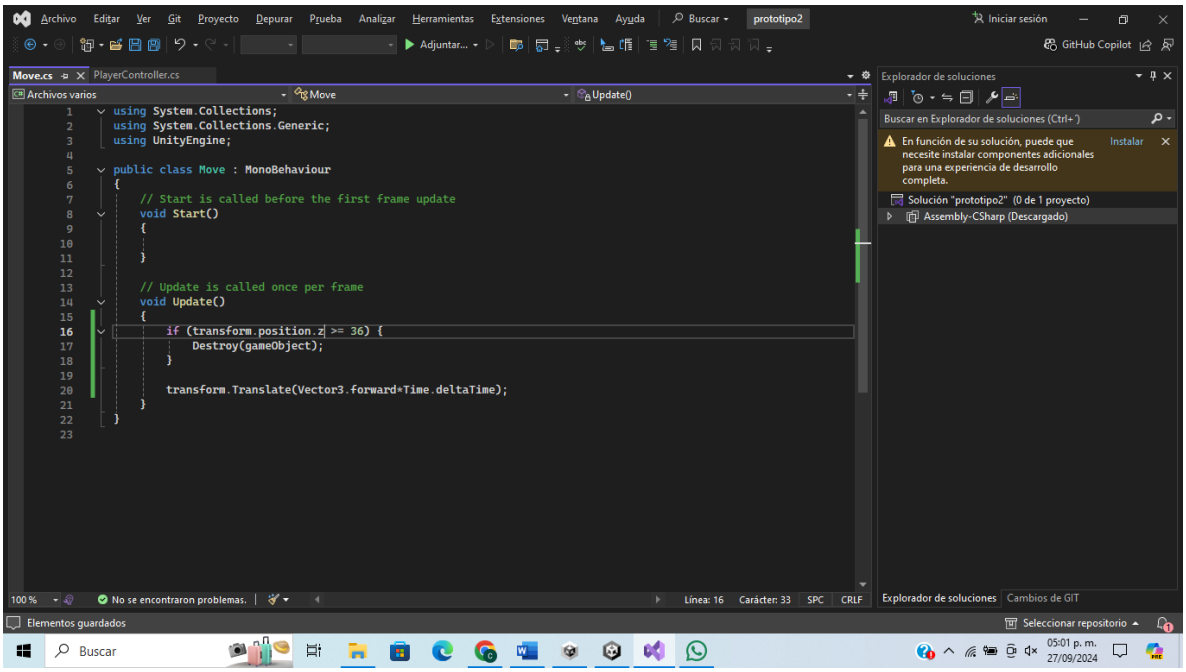
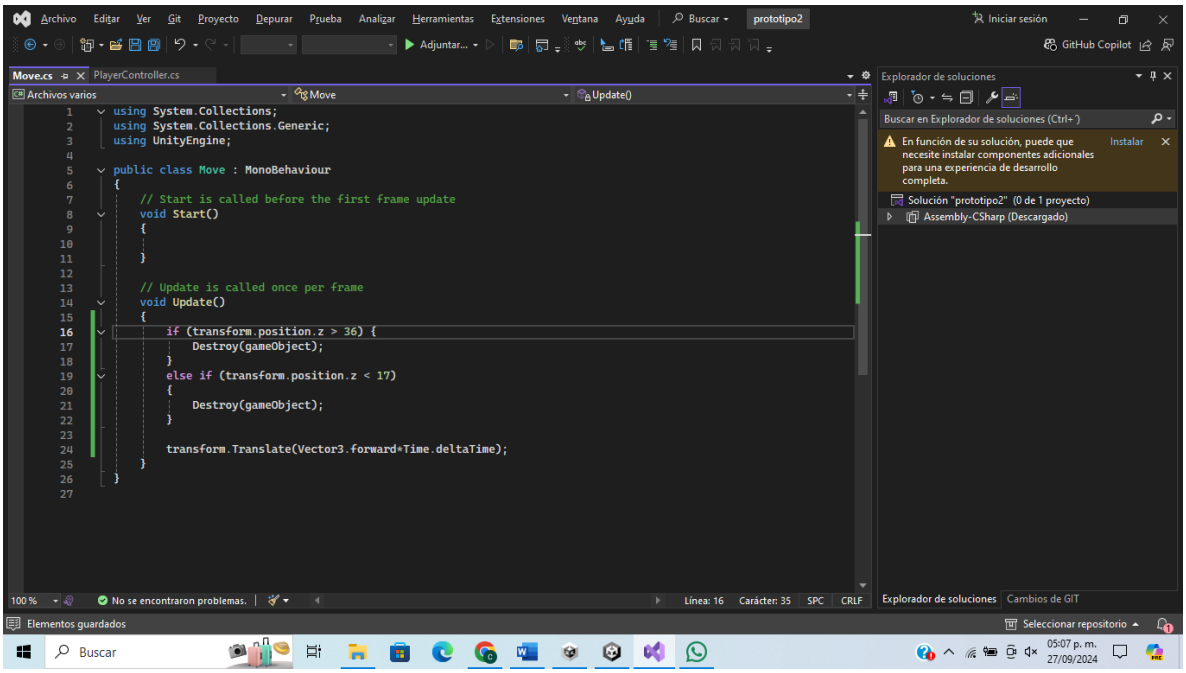
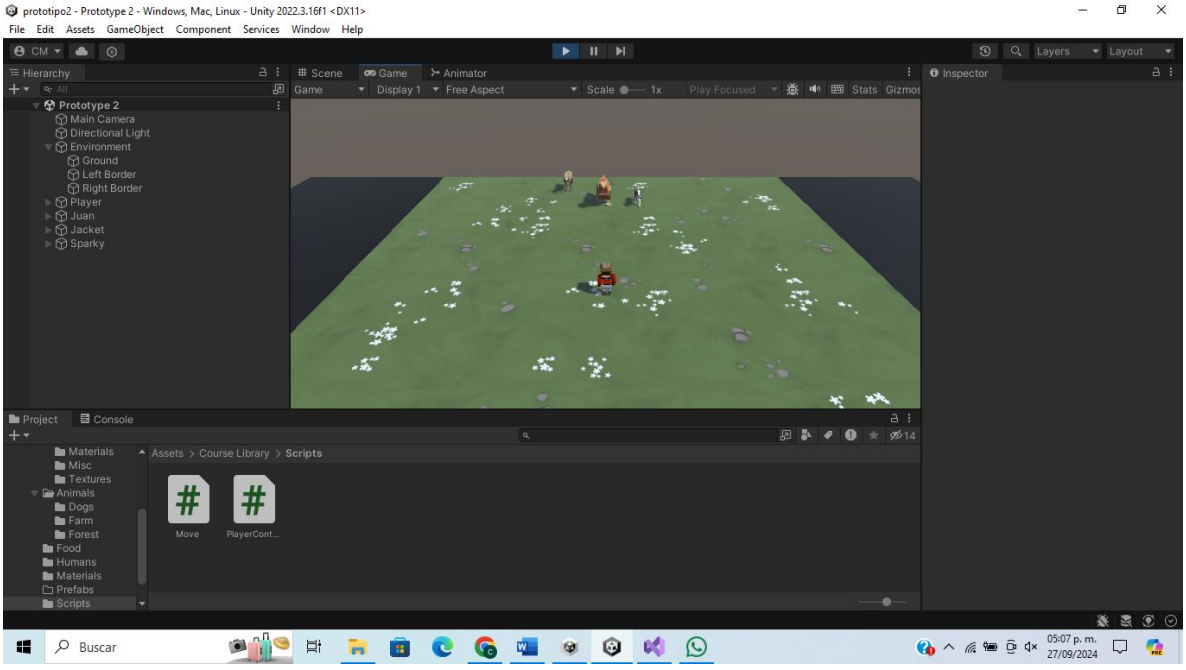
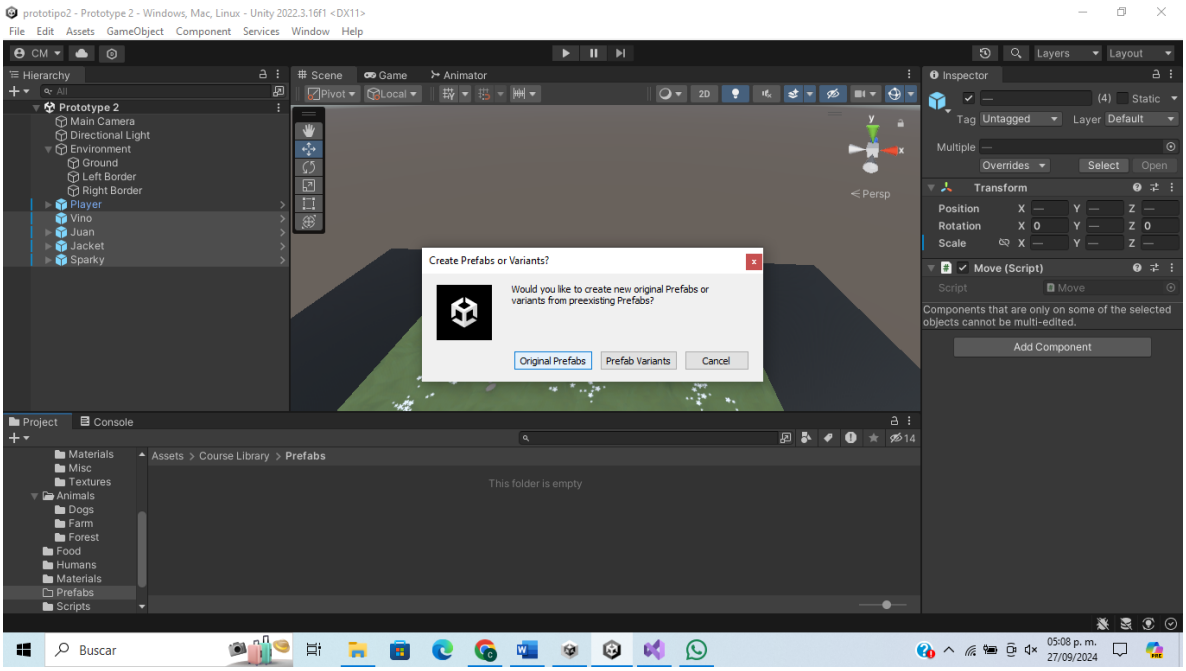
Move (Script)
Script Move
Project
Console
Assets > Course Library > Scripts
Move
PlayerCont...
Buscar
04:57 p. m.
27/09/2024

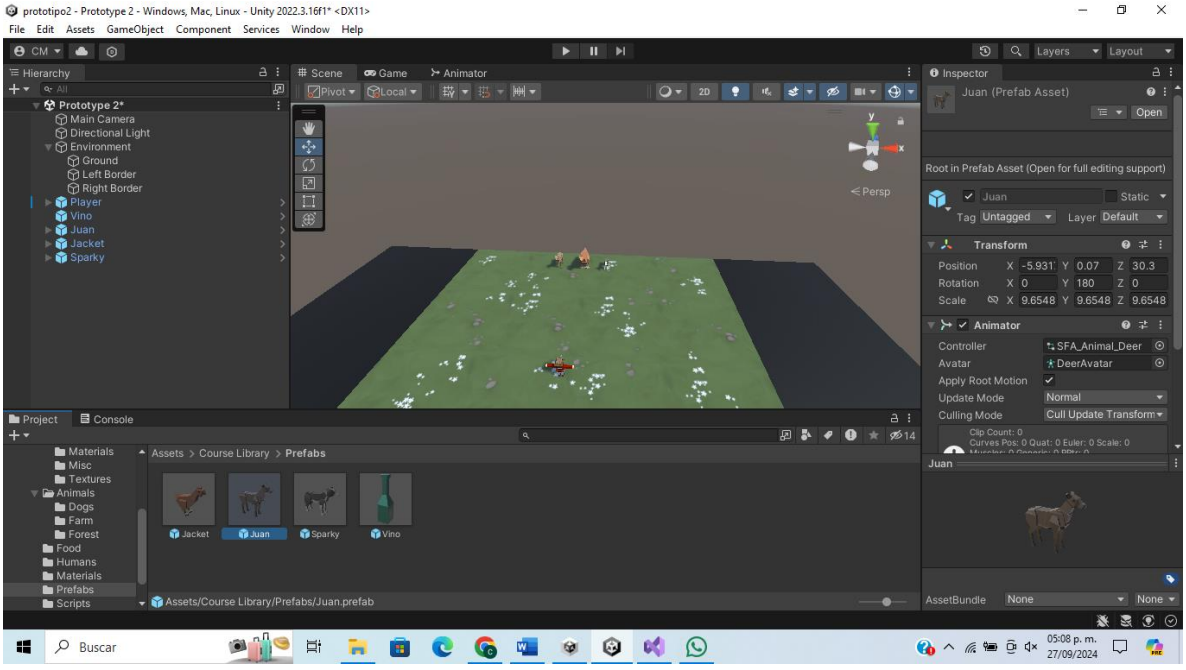

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
Move.cs PlayerController.cs
Archivos varios Move Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
transform.Translate(Vector3.forward*Time.deltaTime);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
100 % No se encontraron problemas. Línea: 17 Carácter: 6 SPC CRLF
Explorador de soluciones Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
04:59 p. m.
27/09/2024

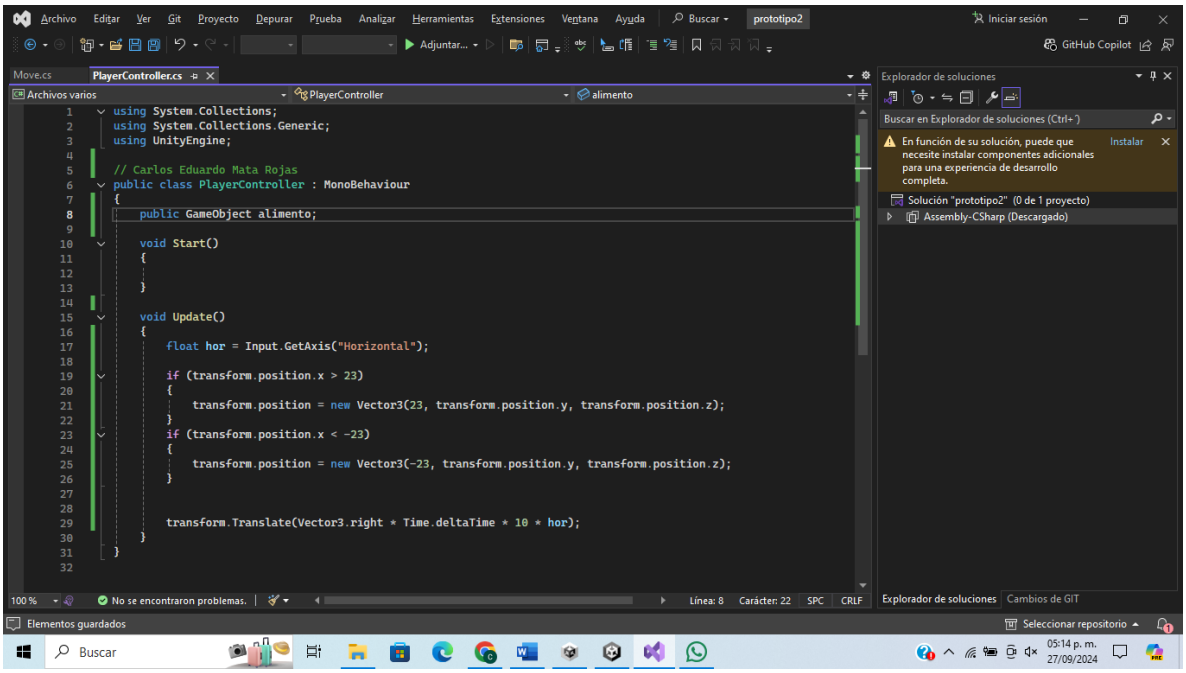

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
Move.cs PlayerController.cs
Archivos varios Move Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
if (transform.position.z >= 36) {
Destroy(gameObject);
}
transform.Translate(Vector3.forward*Time.deltaTime);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
100 % No se encontraron problemas. Línea: 16 Carácter: 33 SPC CRLF
Explorador de soluciones Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
05:01 p. m.
27/09/2024

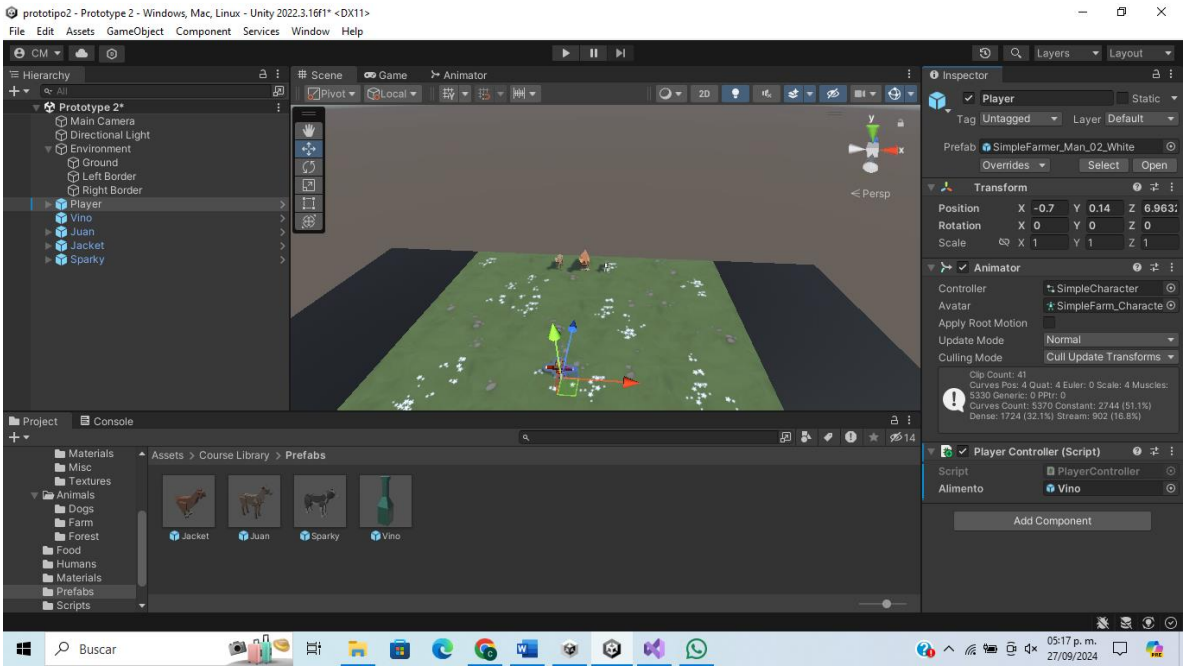

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Move.cs PlayerController.cs
Archivos varios Move Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
if (transform.position.z > 36) {
Destroy(gameObject);
}
else if (transform.position.z < 17)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward*Time.deltaTime);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+ˇ)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
No se encontraron problemas.
Línea: 16 Carácter: 35 SPC CRLF
Explorador de soluciones Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
05:07 p. m.
27/09/2024

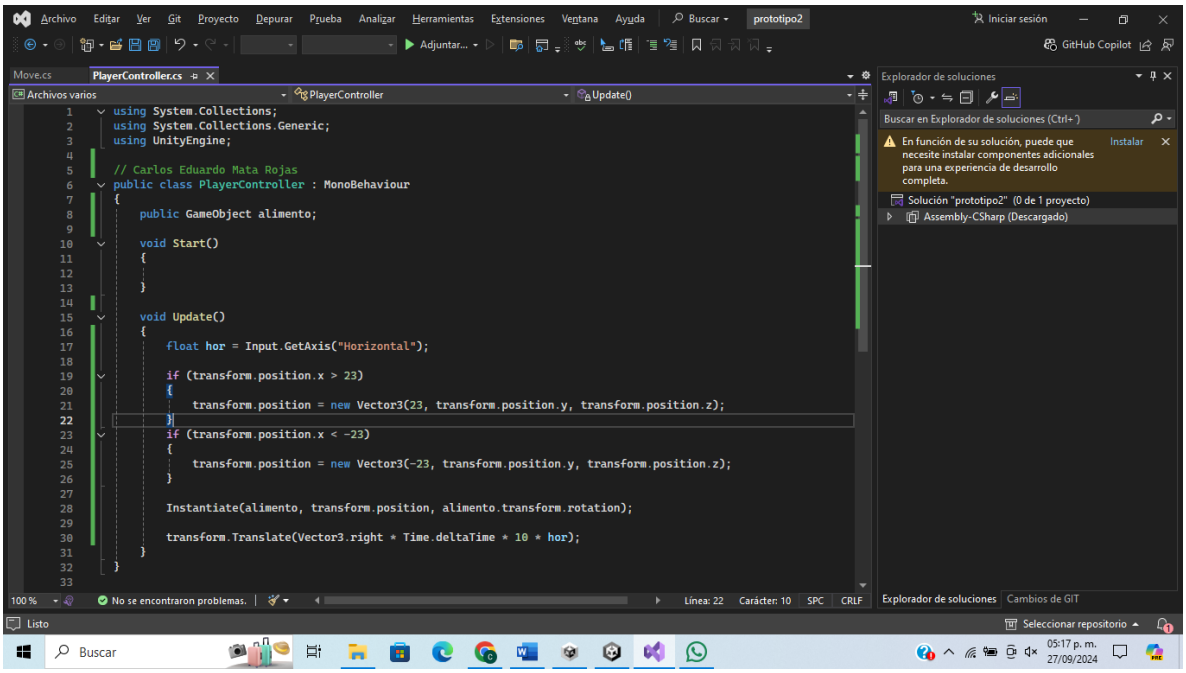

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Juan
Jacket
Sparky
Scene Game Animator
Game Display 1 Free Aspect Scale 1x Play Focused Stats Gizmos
Inspector
Project Console
Assets > Course Library > Scripts
Move
PlayerCont...
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Buscar
05:07 p. m.
27/09/2024

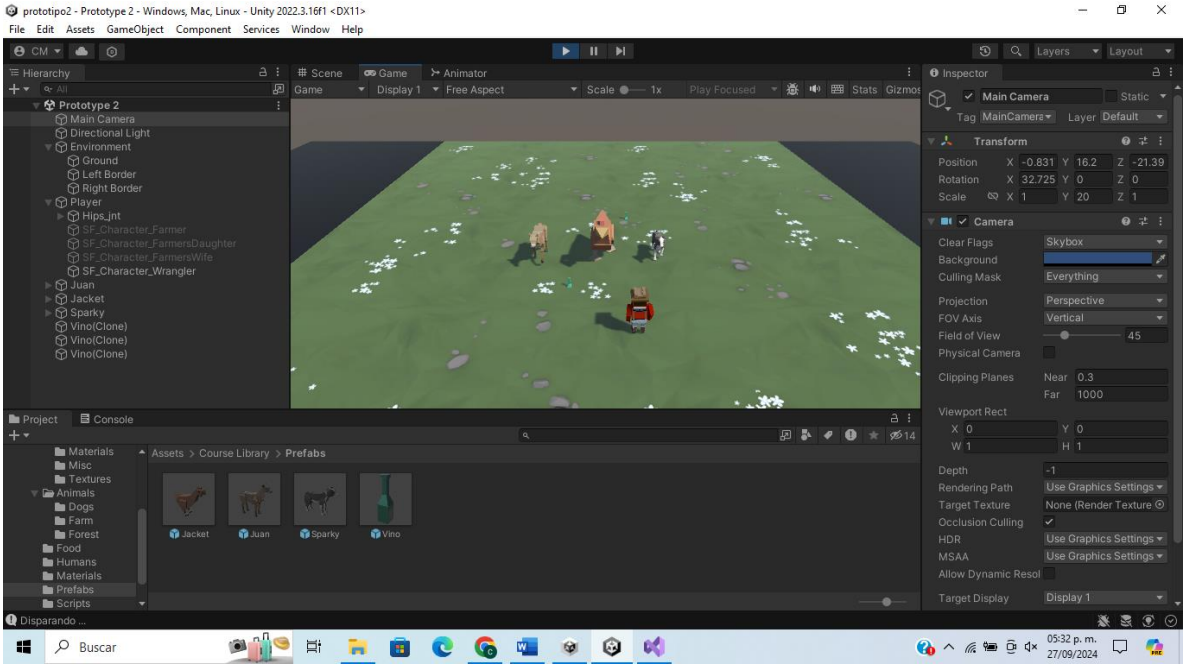

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene
Game
Animator
Persp
Create Prefabs or Variants?
Would you like to create new original Prefabs or variants from preexisting Prefabs?
Original Prefabs
Prefab Variants
Cancel
Inspector
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Move (Script)
Components that are only on some of the selected objects cannot be multi-edited.
Add Component
Project
Console
Assets > Course Library > Prefabs
This folder is empty
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Buscar
05:08 p. m.
27/09/2024

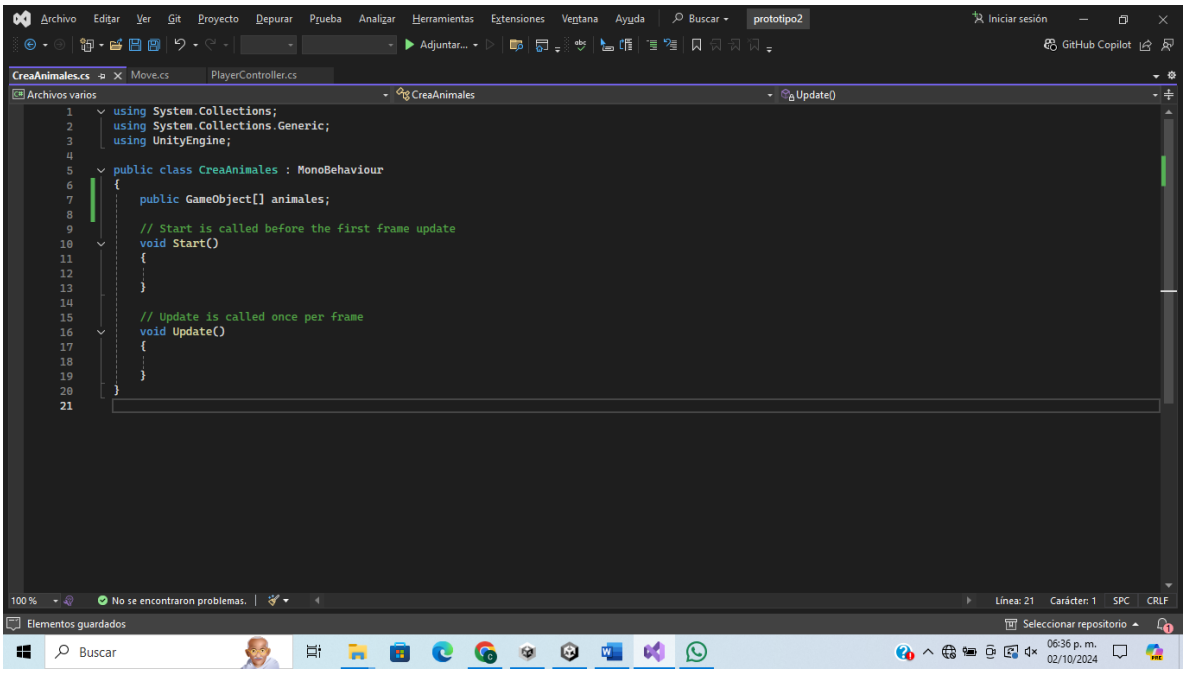

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene
Game
Animator
Persp
Inspector
Juan (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Tag Untagged
Layer Default
Transform
Position X -5.931 Y 0.07 Z 30.3
Rotation X 0 Y 180 Z 0
Scale X 9.6548 Y 9.6548 Z 9.6548
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transform
Project
Console
Assets > Course Library > Prefabs
Jacket
Juan
Sparky
Vino
Assets/Course Library/Prefabs/Juan.prefab
AssetBundle None None
Buscar
05:08 p. m.
27/09/2024

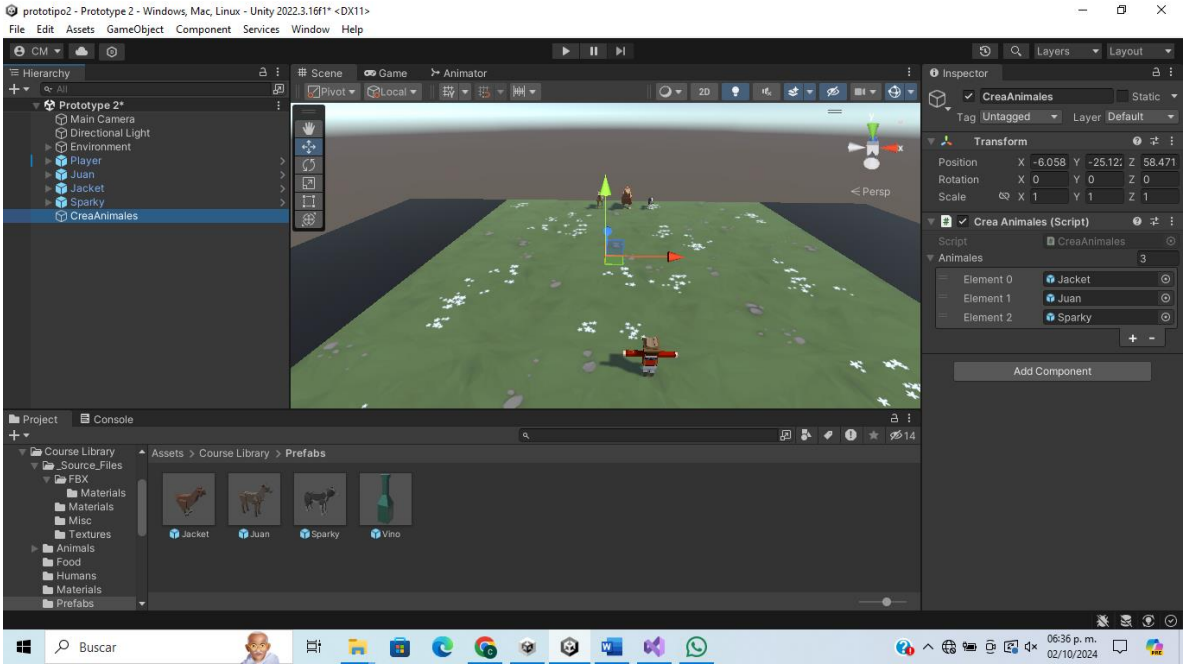

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
Move.cs PlayerController.cs
Archivos varios PlayerController alimento
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Carlos Eduardo Mata Rojas
public class PlayerController : MonoBehaviour
{
public GameObject alimento;
void Start()
{
}
void Update()
{
float hor = Input.GetAxis("Horizontal");
if (transform.position.x > 23)
{
transform.position = new Vector3(23, transform.position.y, transform.position.z);
}
if (transform.position.x < -23)
{
transform.position = new Vector3(-23, transform.position.y, transform.position.z);
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
100 % No se encontraron problemas. Línea: 8 Carácter: 22 SPC CRLF
Explorador de soluciones Cambios de GIT
Elementos guardados
Seleccionar repositorio
Buscar
05:14 p. m.
27/09/2024

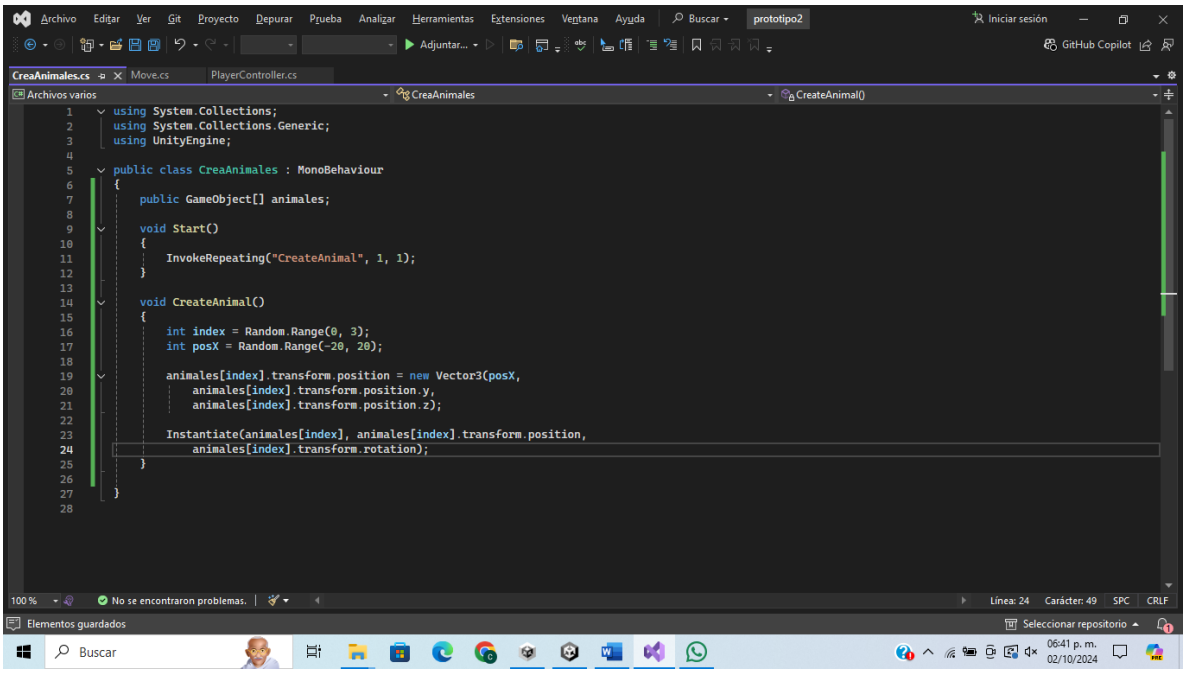

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Vino
Juan
Jacket
Sparky
Scene Game Animator
Persp
Inspector
Player
Tag Untagged Layer Default
Prefab SimpleFarmer_Man_02_White
Transform
Position X -0.7 Y 0.14 Z 6.963
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SimpleCharacter
Avatar SimpleFarm_Characte
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Script PlayerController
Alimento Vino
Add Component
Project Console
Assets > Course Library > Prefabs
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Jacket
Juan
Sparky
Vino
Buscar
05:17 p. m.
27/09/2024

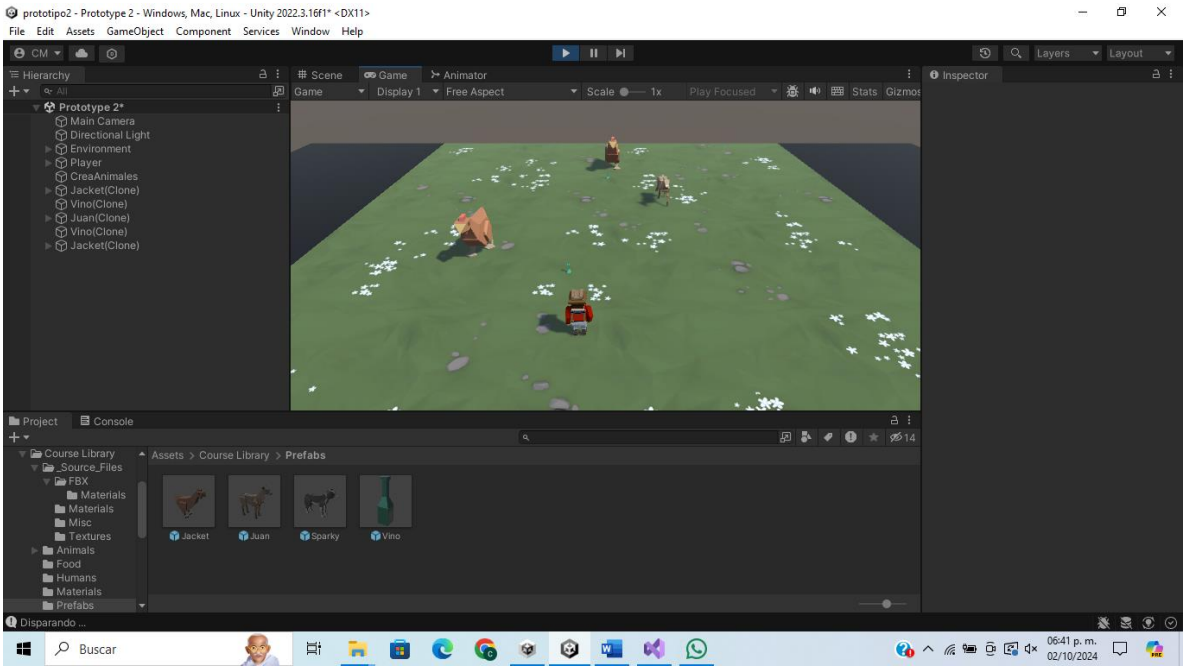

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
Move.cs PlayerController.cs
Archivos varios PlayerController Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Carlos Eduardo Mata Rojas
public class PlayerController : MonoBehaviour
{
public GameObject alimento;
void Start()
{
}
void Update()
{
float hor = Input.GetAxis("Horizontal");
if (transform.position.x > 23)
{
transform.position = new Vector3(23, transform.position.y, transform.position.z);
}
if (transform.position.x < -23)
{
transform.position = new Vector3(-23, transform.position.y, transform.position.z);
}
Instantiate(alimento, transform.position, alimento.transform.rotation);
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
En función de su solución, puede que necesite instalar componentes adicionales para una experiencia de desarrollo completa.
Instalar
Solución "prototipo2" (0 de 1 proyecto)
Assembly-CSharp (Descargado)
No se encontraron problemas.
Línea: 22 Carácter: 10 SPC CRLF
Explorador de soluciones Cambios de GIT
Listo
Seleccionar repositorio
Buscar
05:17 p. m.
27/09/2024

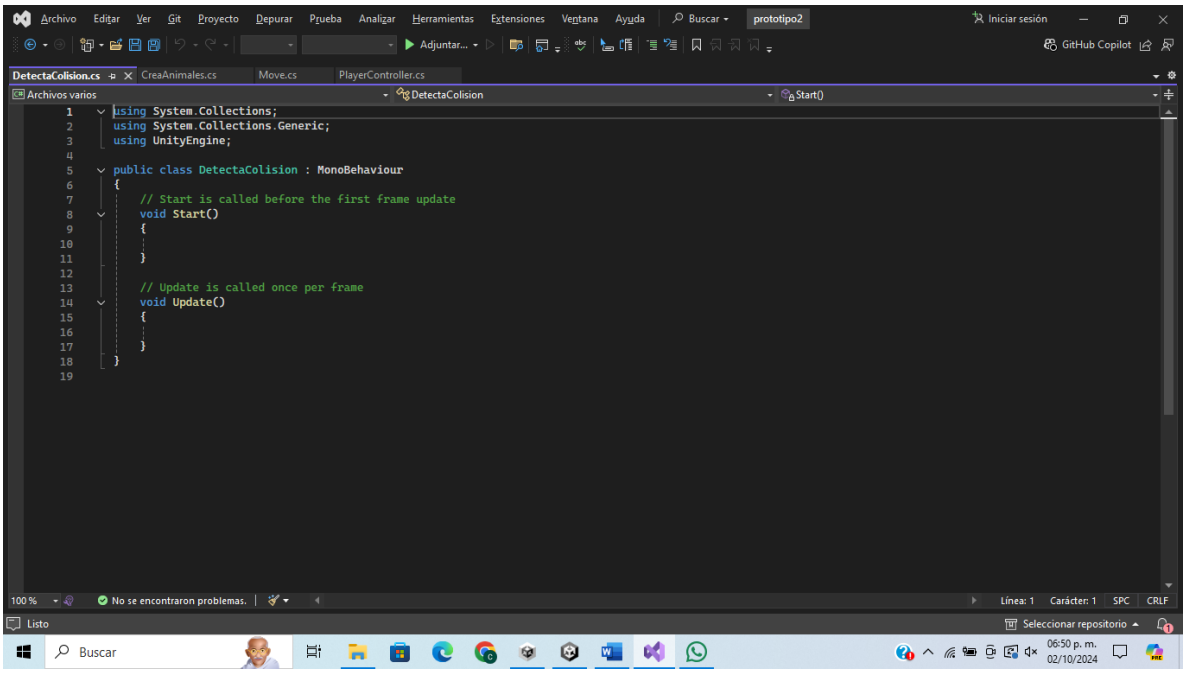

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
Juan
Jacket
Sparky
Vino(Clone)
Vino(Clone)
Vino(Clone)
Scene Game Animator
Game Display 1 Free Aspect Scale 1x Play Focused Stats Gizmos
Inspector
Main Camera
Tag MainCamera Layer Default
Transform
Position X -0.831 Y 16.2 Z -21.39
Rotation X 32.725 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
Project Console
Assets > Course Library > Prefabs
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scripts
Jacket Juan Sparky Vino
Disparando ...
Buscar
05:32 p. m.
27/09/2024

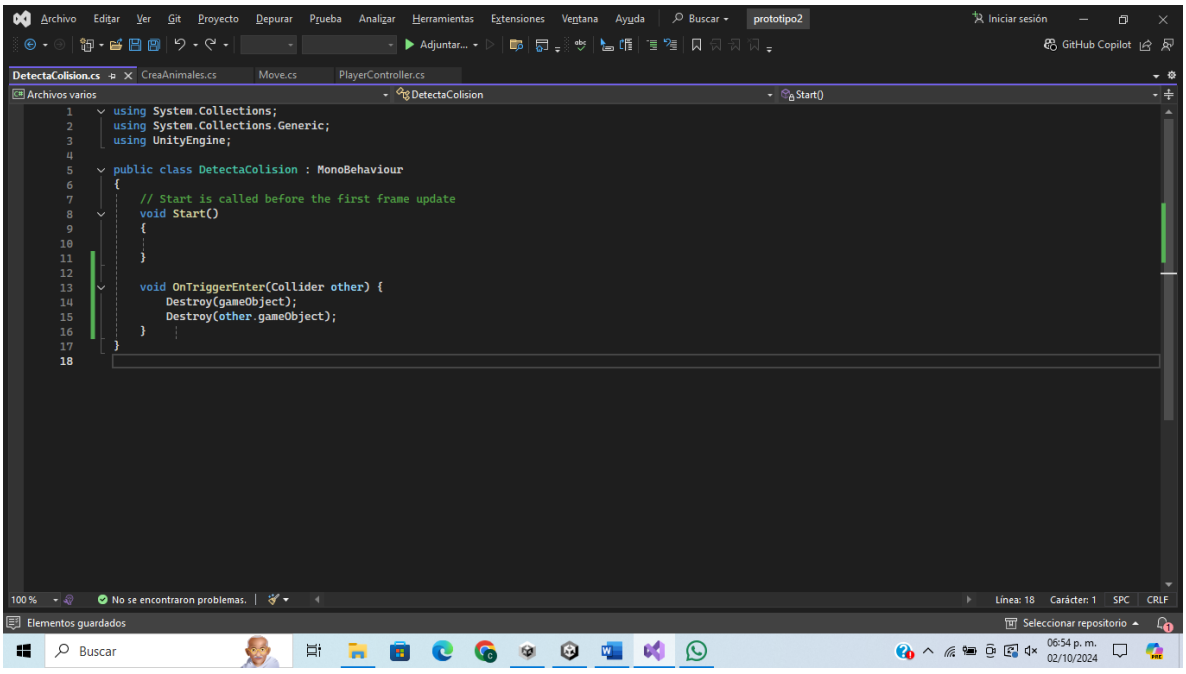

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
CreaAnimales.cs Move.cs PlayerController.cs
Archivos varios CreaAnimales Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class CreaAnimales : MonoBehaviour
{
public GameObject[] animales;
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
100 % No se encontraron problemas.
Línea: 21 Carácter: 1 SPC CRLF
Elementos guardados
Seleccionar repositorio
Buscar
06:36 p. m.
02/10/2024

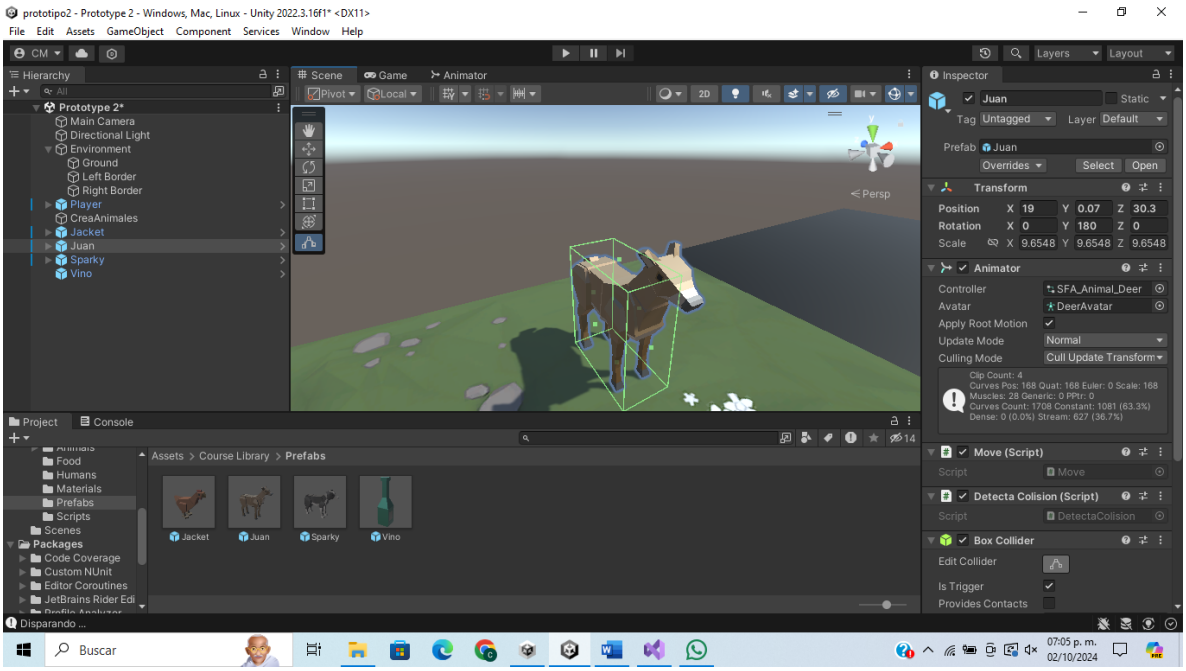

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Juan
Jacket
Sparky
CreaAnimales
Scene Game Animator
Persp
Inspector
CreaAnimales
Tag Untagged Layer Default
Transform
Position
Rotation
Scale
Crea Animales (Script)
Animales
Element 0 Jacket
Element 1 Juan
Element 2 Sparky
Add Component
Project Console
Assets > Course Library > Prefabs
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Animals
Food
Humans
Prefabs
Jacket Juan Sparky Vino
Buscar
06:36 p. m.
02/10/2024

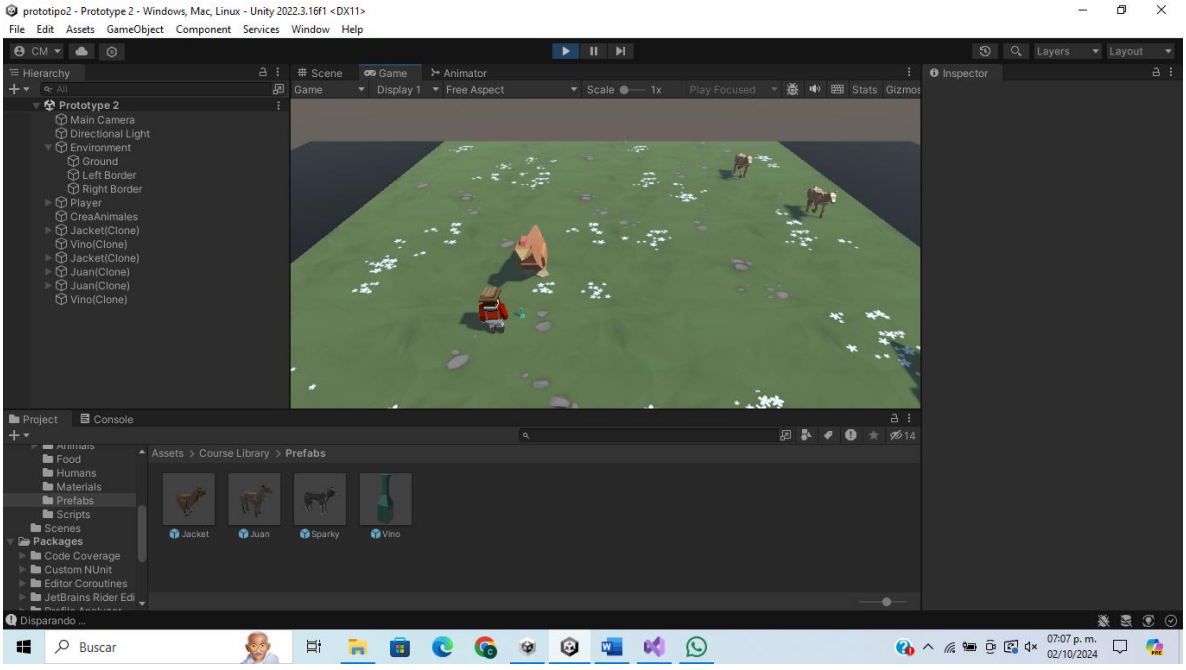

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
CreaAnimales.cs Move.cs PlayerController.cs
Archivos varios CreaAnimales CreateAnimal()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class CreaAnimales : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animales[index].transform.position = new Vector3(posX,
animales[index].transform.position.y,
animales[index].transform.position.z);
Instantiate(animales[index], animales[index].transform.position,
animales[index].transform.rotation);
}
}
100 % No se encontraron problemas. Línea: 24 Carácter: 49 SPC CRLF
Elementos guardados Seleccionar repositorio
Buscar
06:41 p. m.
02/10/2024

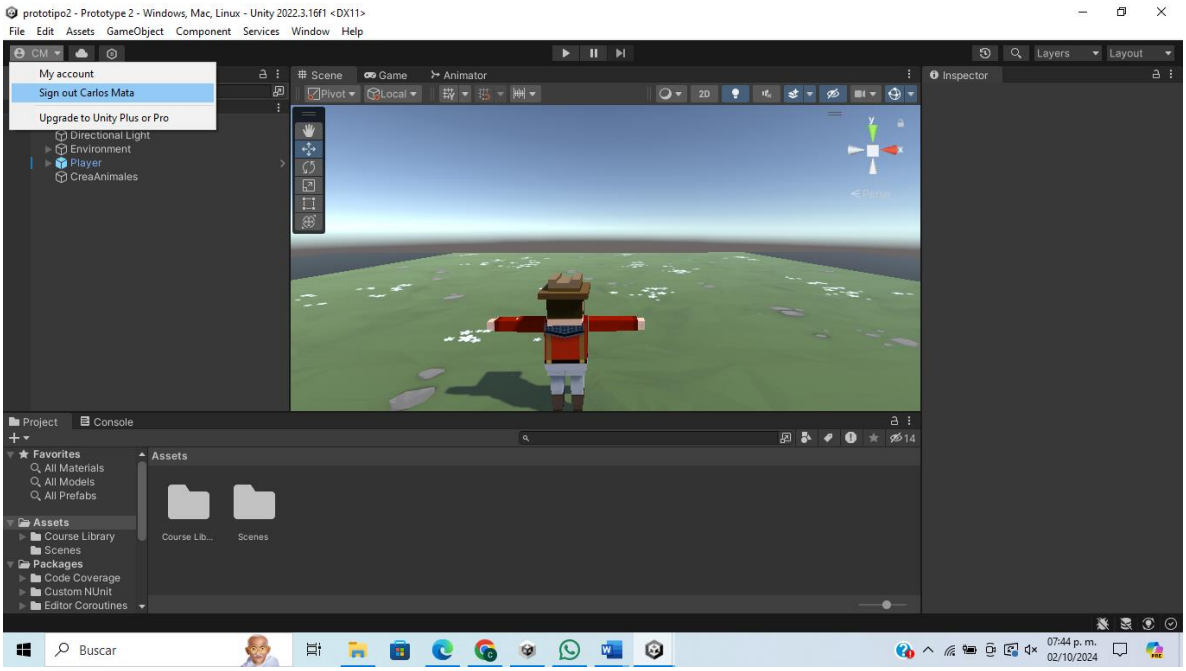

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
CreaAnimales
Jacket(Clone)
Vino(Clone)
Juan(Clone)
Vino(Clone)
Jacket(Clone)
Scene Game Animator
Display 1 Free Aspect Scale 1x Play Focused Stats Gizmos
Inspector
Project Console
Assets > Course Library > Prefabs
Course Library
_Source_Files
FBX
Materials
Materials
Misc
Textures
Animals
Food
Humans
Materials
Prefabs
Jacket Juan Sparky Vino
Disparando ...
Buscar
06:41 p. m.
02/10/2024


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
DetectaColision.cs CreaAnimales.cs Move.cs PlayerController.cs
Archivos varios DetectaColision Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
100 % No se encontraron problemas. Línea: 1 Carácter: 1 SPC CRLF
Listo Seleccionar repositorio
Buscar
06:50 p. m.
02/10/2024


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2 Iniciar sesión
Adjuntar... GitHub Copilot
DetectaColision.cs CreaAnimales.cs Move.cs PlayerController.cs
Archivos varios DetectaColision Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
void OnTriggerEnter(Collider other) {
Destroy(gameObject);
Destroy(other.gameObject);
}
}
100 % No se encontraron problemas. Línea: 18 Carácter: 1 SPC CRLF
Elementos guardados Seleccionar repositorio
Buscar
06:54 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
CreaAnimales
Jacket
Juan
Sparky
Vino
Scene
Game
Animator
Persp
Inspector
Juan
Static
Tag Untagged
Layer Default
Prefab Juan
Overrides
Select
Open
Transform
Position X 19 Y 0.07 Z 30.3
Rotation X 0 Y 180 Z 0
Scale X 9.6548 Y 9.6548 Z 9.6548
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transform
Move (Script)
Script Move
Detecta Colision (Script)
Script DetectaColision
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Project
Console
Assets > Course Library > Prefabs
Food
Humans
Materials
Prefabs
Scripts
Scenes
Packages
Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Edi
Jacket
Juan
Sparky
Vino
Disparando ...
Buscar
07:05 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
CreaAnimales
Jacket(Clone)
Vino(Clone)
Jacket(Clone)
Juan(Clone)
Juan(Clone)
Vino(Clone)
Scene
Game
Animator
Game
Display 1
Free Aspect
Scale 1x
Play Focused
Stats
Inspector
Project
Console
Assets > Course Library > Prefabs
Food
Humans
Materials
Prefabs
Scripts
Scenes
Packages
Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Edi
Jacket
Juan
Sparky
Vino
Disparando ...
Buscar
07:07 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Window Help
CM
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
Directional Light
Environment
Player
CreaAnimales
Scene
Game
Animator
Pivot
Local
2D
Persp
Inspector
Layers
Layout
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Packages
Code Coverage
Custom NUnit
Editor Coroutines
Assets
Course Lib...
Scenes
Buscar
07:44 p. m.
02/10/2024