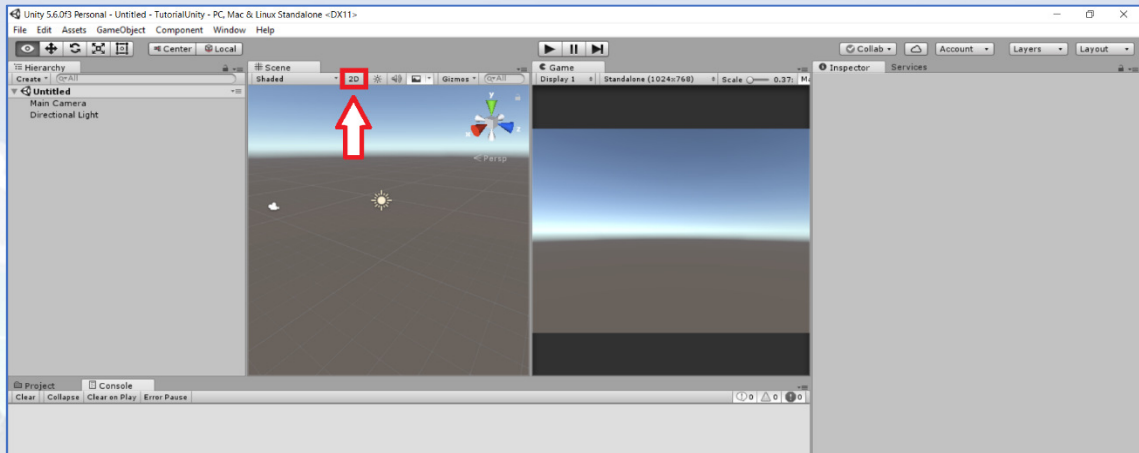


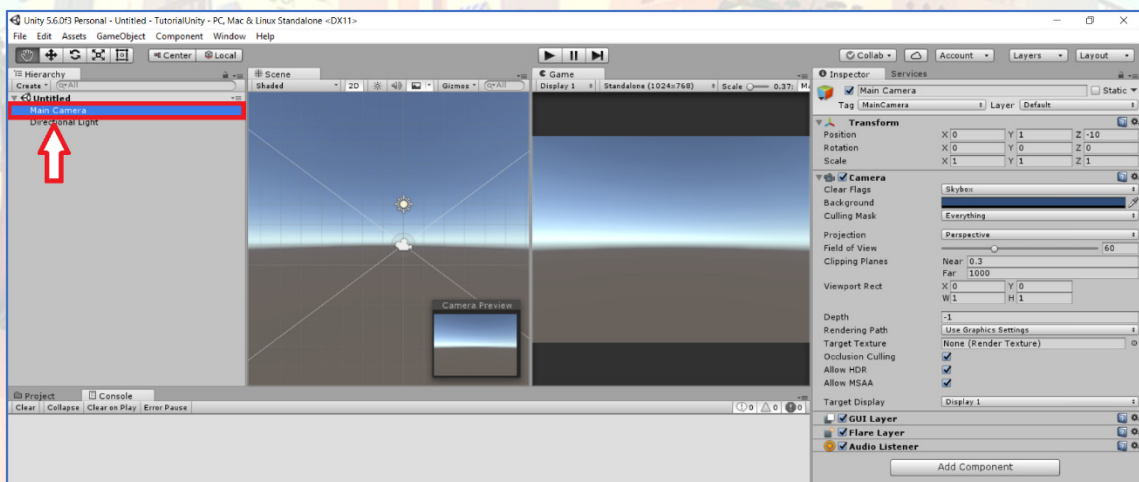


## Configurando o Projeto

1 – Altere a visualização de 3D para 2D.



2 – Na aba “Hierarchy” selecione o game object “Main Camera”.



3 – Na aba “Inspector” altere a propriedade “Projection” para “Orthographic”.

