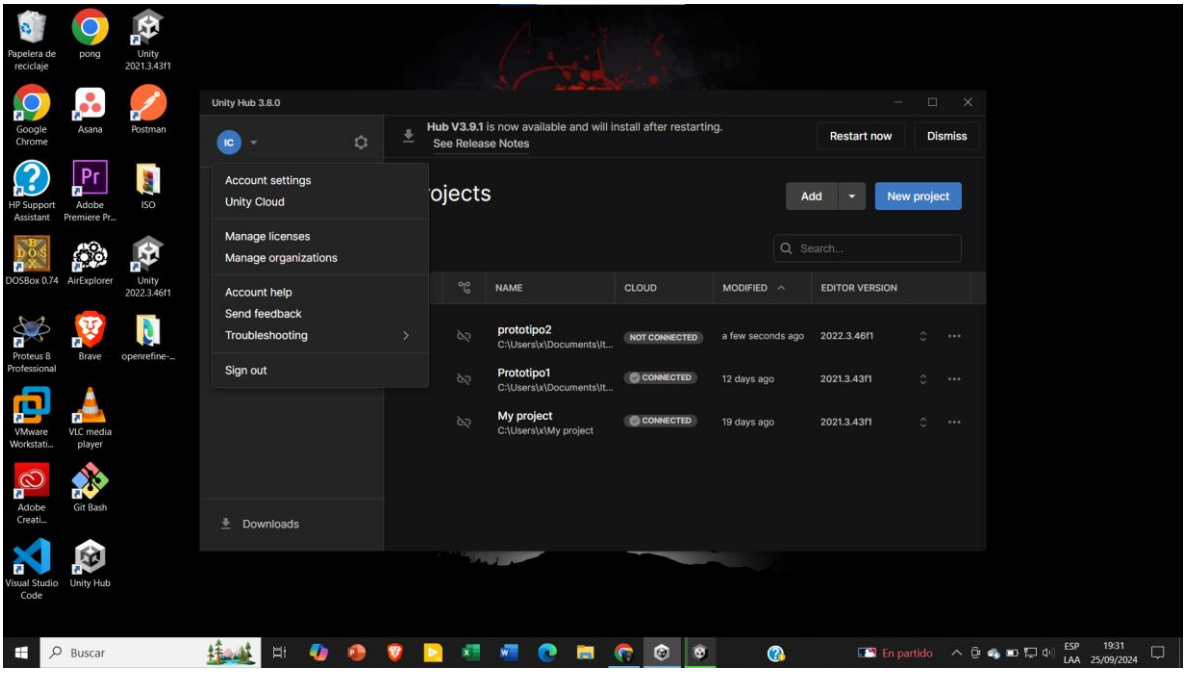
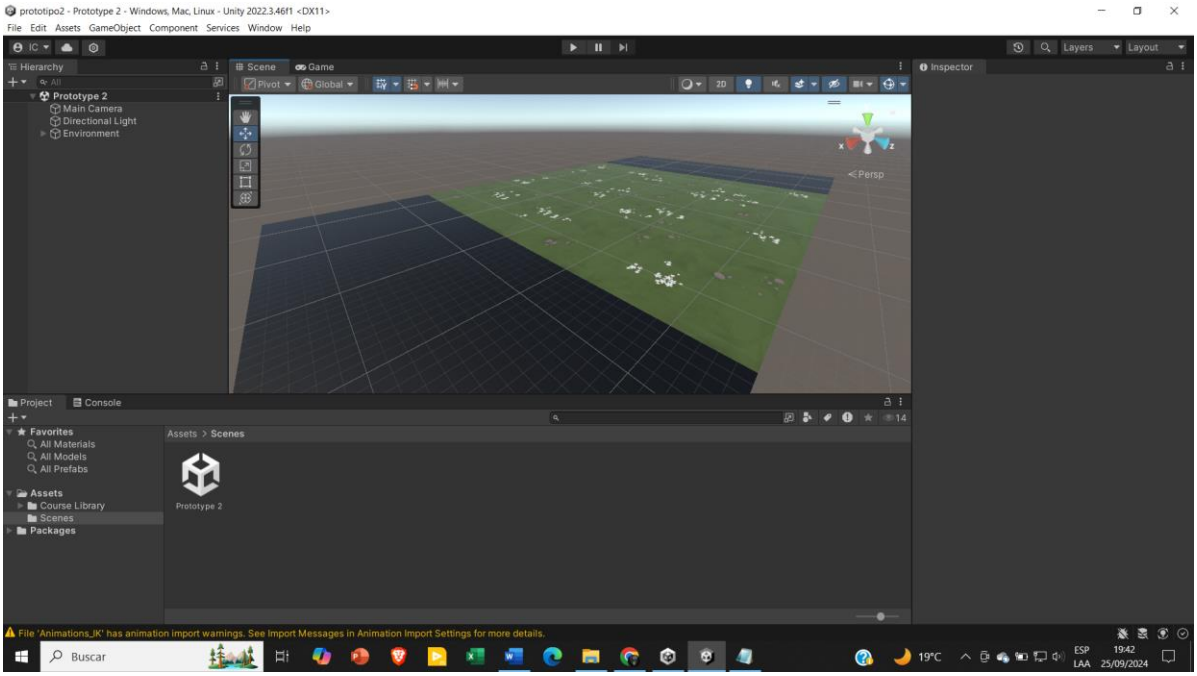
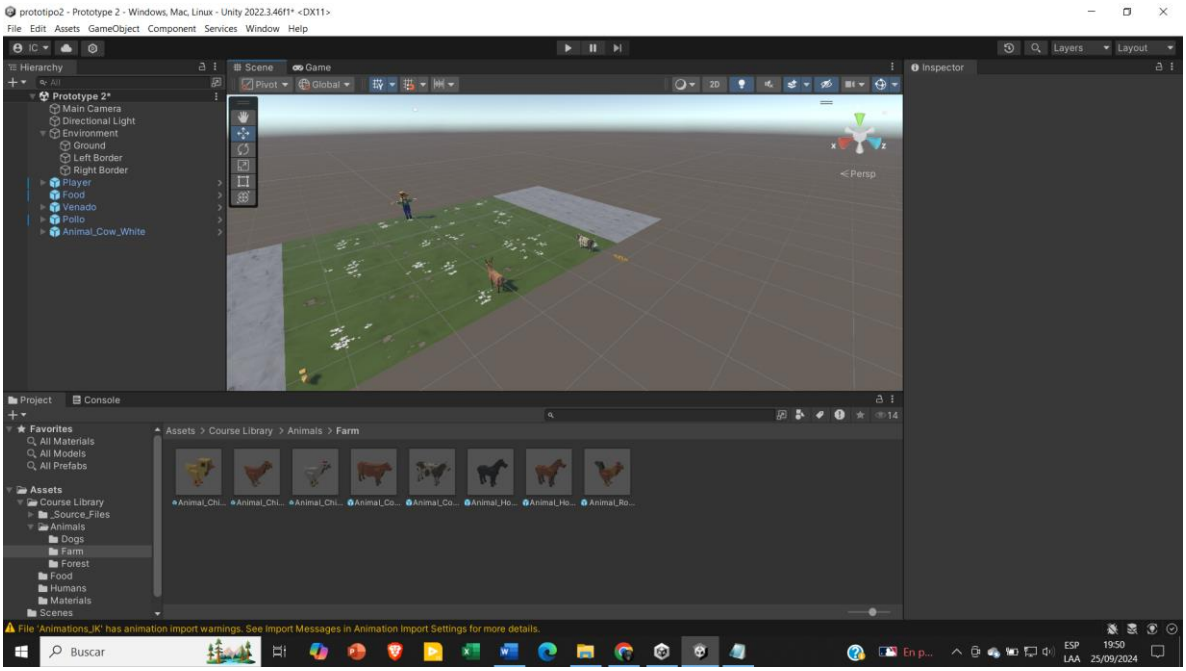
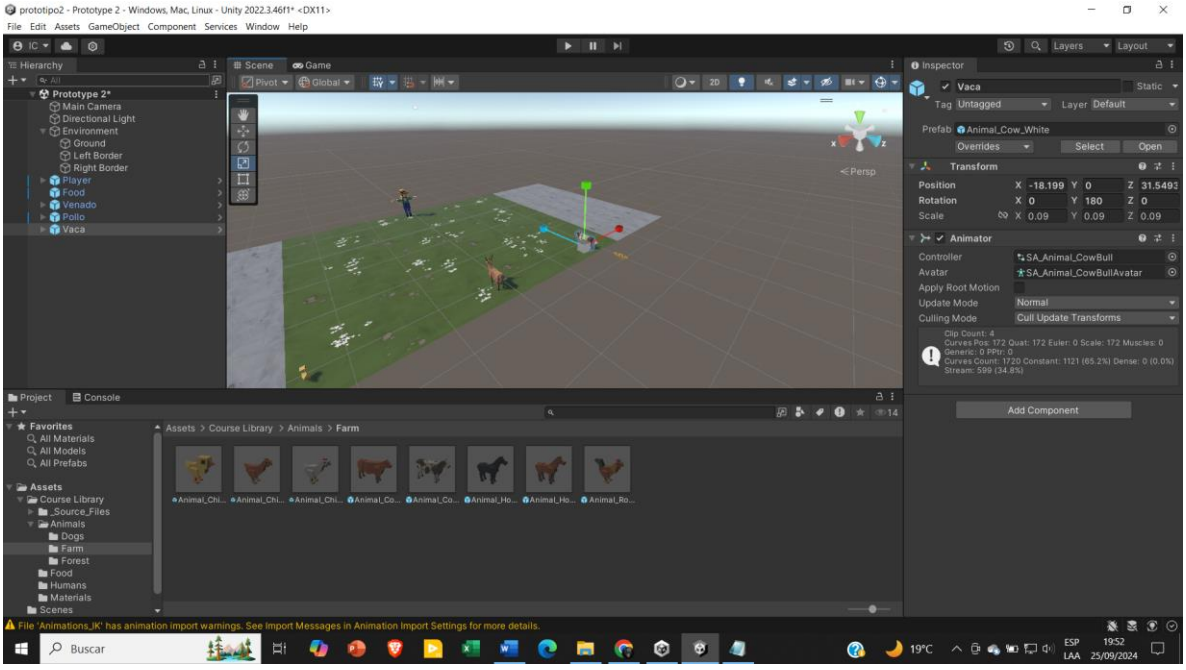
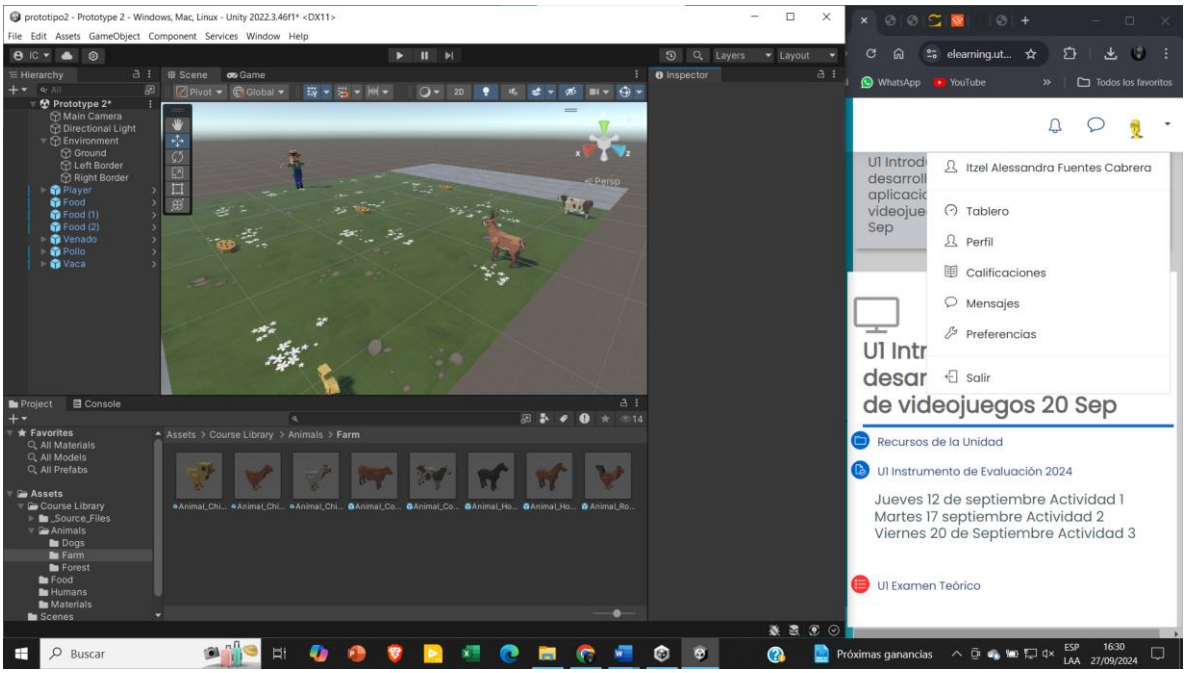

Unity Hub 3.8.0
Hub V3.9.1 is now available and will install after restarting.
See Release Notes
Restart now
Dismiss
Account settings
Unity Cloud
Manage licenses
Manage organizations
Account help
Send feedback
Troubleshooting
Sign out
Downloads
Add
New project
Search...
NAME
CLOUD
MODIFIED
EDITOR VERSION
prototipo2
C:\Users\x\Documents\It...
NOT CONNECTED
a few seconds ago
2022.3.46f1
Prototipo1
C:\Users\x\Documents\It...
CONNECTED
12 days ago
2021.3.43f1
My project
C:\Users\x\My project
CONNECTED
19 days ago
2021.3.43f1
Papelera de reciclaje
pong
Unity 2021.3.43f1
Google Chrome
Asana
Postman
HP Support Assistant
Adobe Premiere Pr...
ISO
DOSBox 0.74
AirExplorer
Unity 2022.3.46f1
Proteus 8 Professional
Brave
openrefine-...
VMware Workstati...
VLC media player
Adobe Creati...
Git Bash
Visual Studio Code
Unity Hub
Buscar
En partido
ESP
LAA
19:31
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Scene
Game
Pivot
Global
2D
Persp
Inspector
Layers
Layout
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Packages
Assets > Scenes
Prototype 2
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
19°C
ESP
LAA
19:42
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food
Venado
Pollo
Animal_Cow_White
Scene
Game
Persp
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Assets > Course Library > Animals > Farm
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
ESP
LAA
19:50
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food
Venado
Pollo
Vaca
Scene
Game
Persp
Inspector
Vaca
Static
Tag Untagged
Layer Default
Prefab Animal_Cow_White
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SA_Animal_CowBull
Avatar SA_Animal_CowBullAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Assets > Course Library > Animals > Farm
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
19°C
ESP
LAA
19:52
25/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food
Food (1)
Food (2)
Venado
Pollo
Vaca
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Assets > Course Library > Animals > Farm
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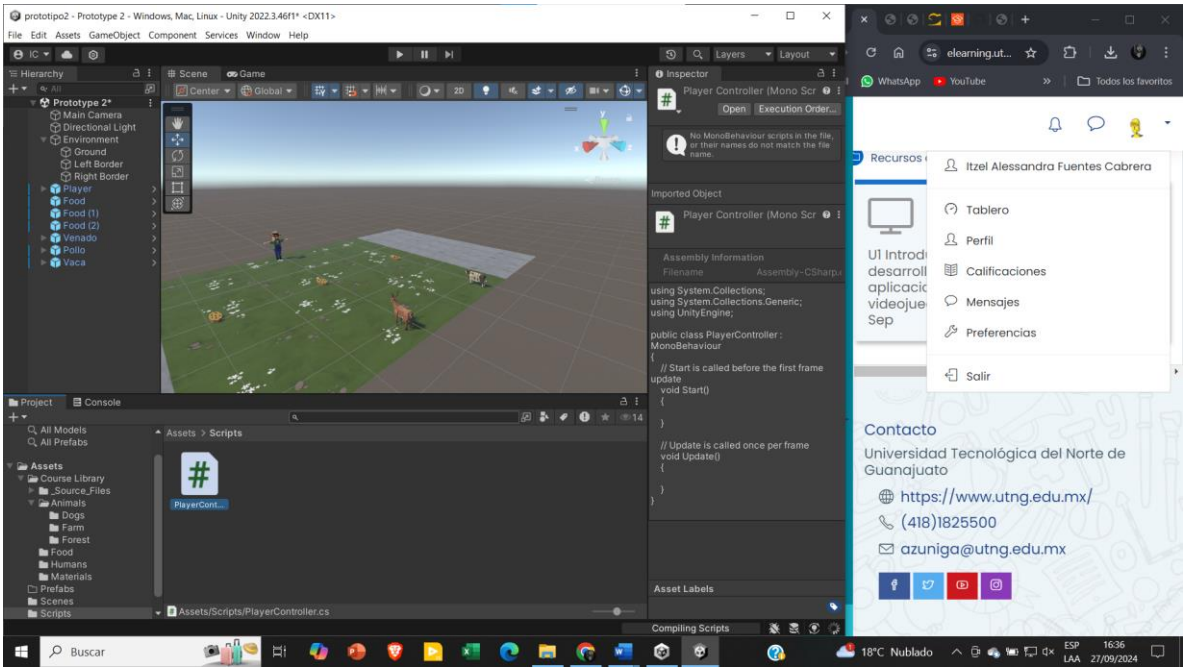
de videojuegos 20 Sep
Recursos de la Unidad
UI Instrumento de Evaluación 2024
Jueves 12 de septiembre Actividad 1
Martes 17 septiembre Actividad 2
Viernes 20 de Septiembre Actividad 3
UI Examen Teórico
Buscar
Próximas ganancias
ESP
LAA
16:30
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Scene
Game
Inspector
Player Controller (Mono Scr
Open
Execution Order...
Imported Object
Assembly Information
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
Assets > Scripts
PlayerCont...
Assets/Scripts/PlayerController.cs
Asset Labels
Compiling Scripts
elearning.ut...
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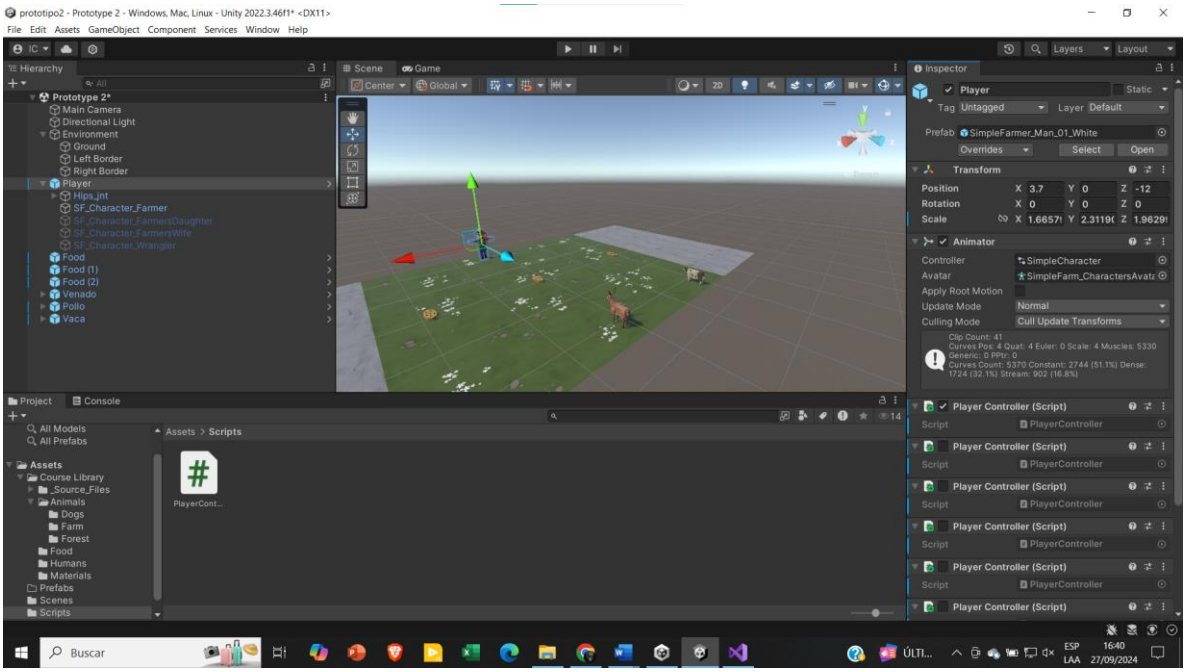
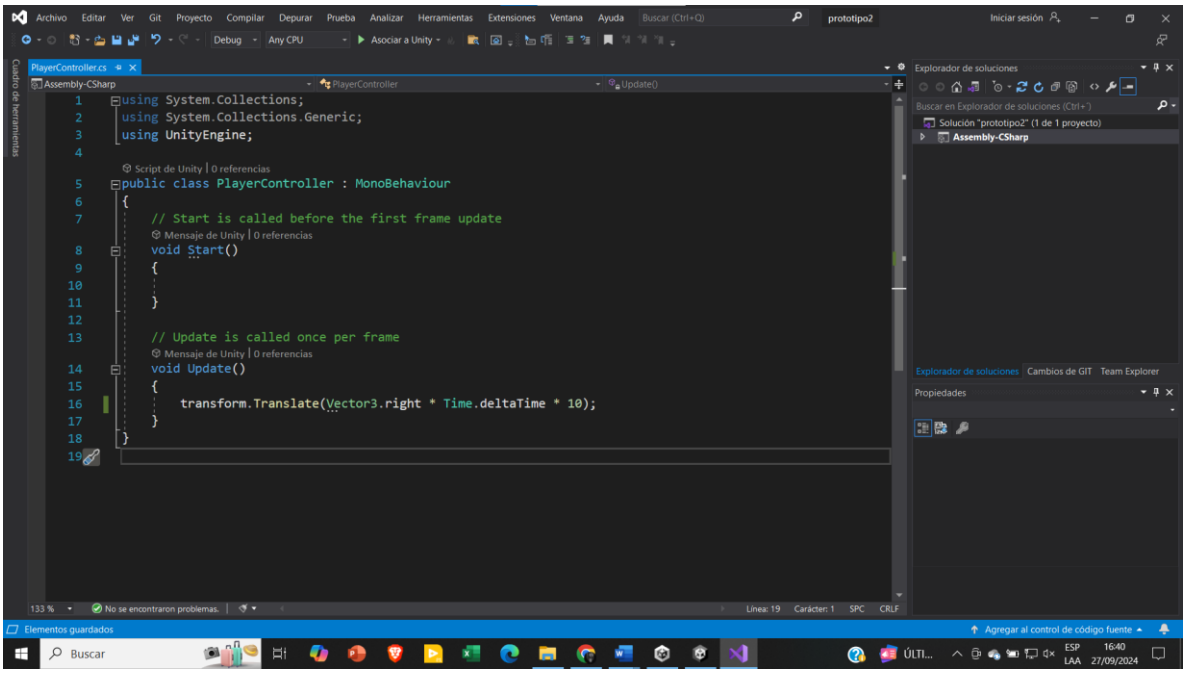
ESP
LAA
16:36
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <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
Food
Food (1)
Food (2)
Venado
Pollo
Vaca
Scene
Game
Inspector
Player
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_01_White
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scenes
Scripts
Assets > Scripts
PlayerCont...
Player Controller (Script)
Script PlayerController
Buscar
ESP
LAA
16:40
27/09/2024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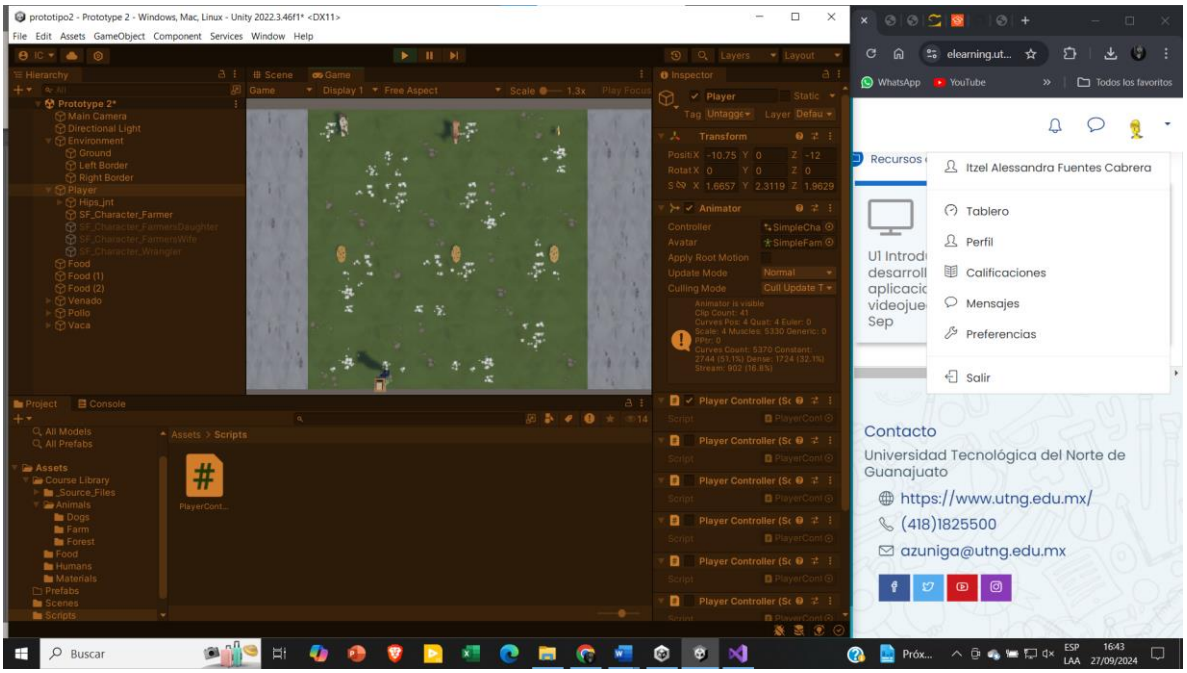
Buscar (Ctrl+Q)
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
transform.Translate(Vector3.right * Time.deltaTime * 10);
}
}
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
133 %
No se encontraron problemas.
Línea: 19
Carácter: 1
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
ESP
LAA
16:40
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food
Food (1)
Food (2)
Venado
Pollo
Vaca
Scene
Game
Inspector
Player
Transform
Animator
Project
Console
Assets > Scripts
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
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Scenes
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LAA
16:43
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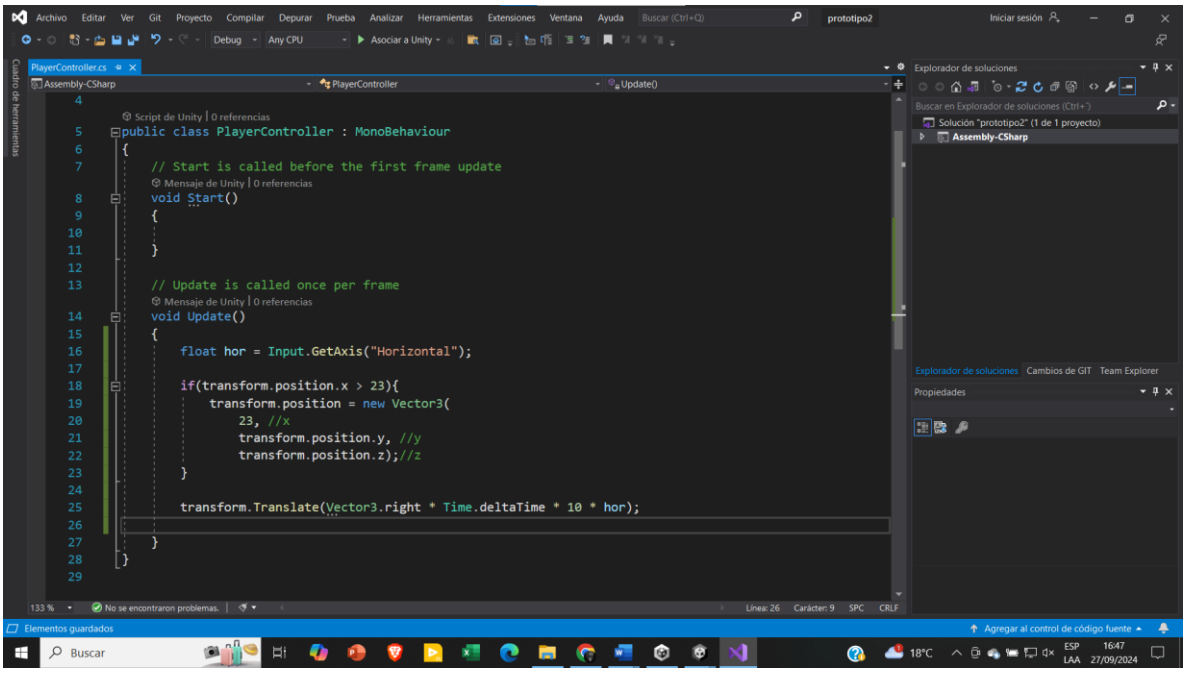
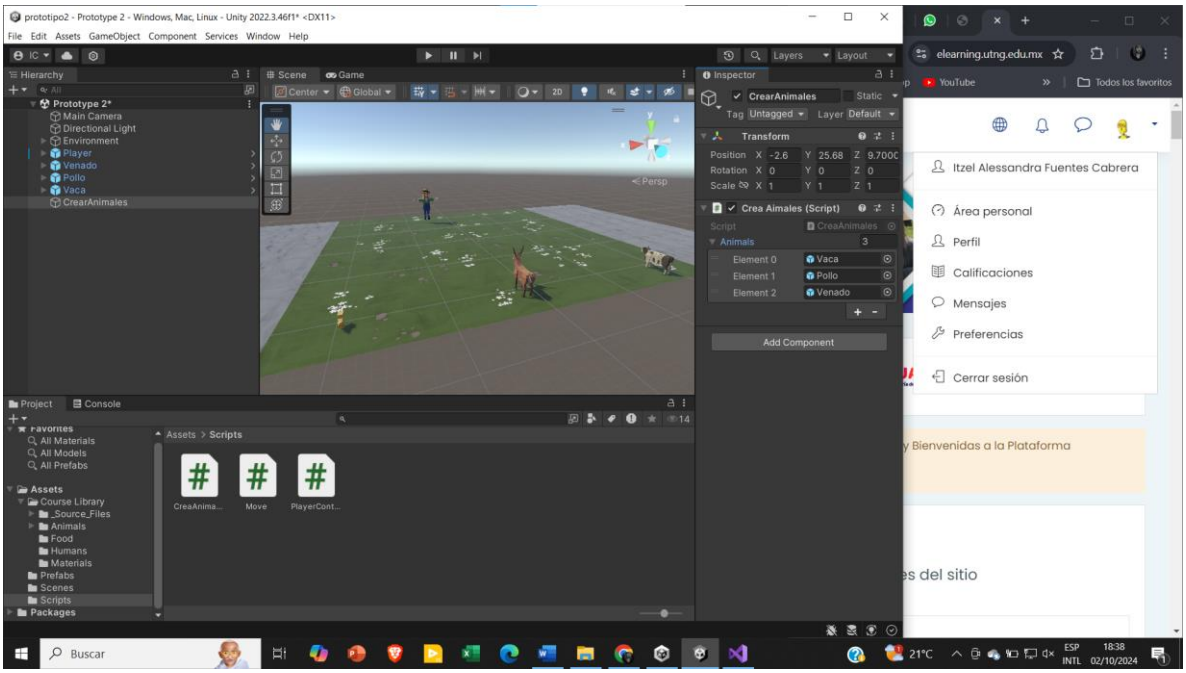

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
float hor = Input.GetAxis("Horizontal");
if(transform.position.x > 23){
transform.position = new Vector3(
23, //x
transform.position.y, //y
transform.position.z);//z
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
No se encontraron problemas.
Línea: 26
Carácter: 9
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
18°C
ESP
LAA
16:47
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Venado
Pollo
Vaca
CreaAnimales
Scene
Game
Inspector
CreaAnimales
Transform
Position X -2.6 Y 25.68 Z 9.700
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Crea Aimales (Script)
Animals 3
Element 0 Vaca
Element 1 Pollo
Element 2 Venado
Add Component
Project
Console
Assets > Scripts
CreaAnima...
Move
PlayerCont...
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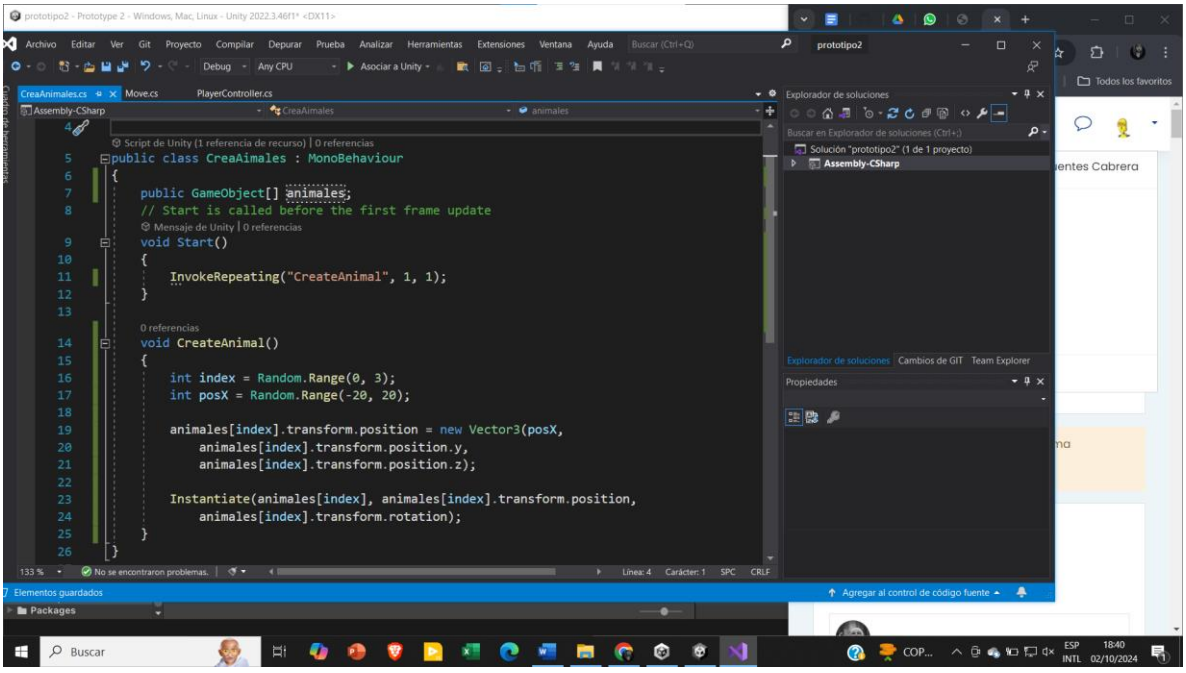
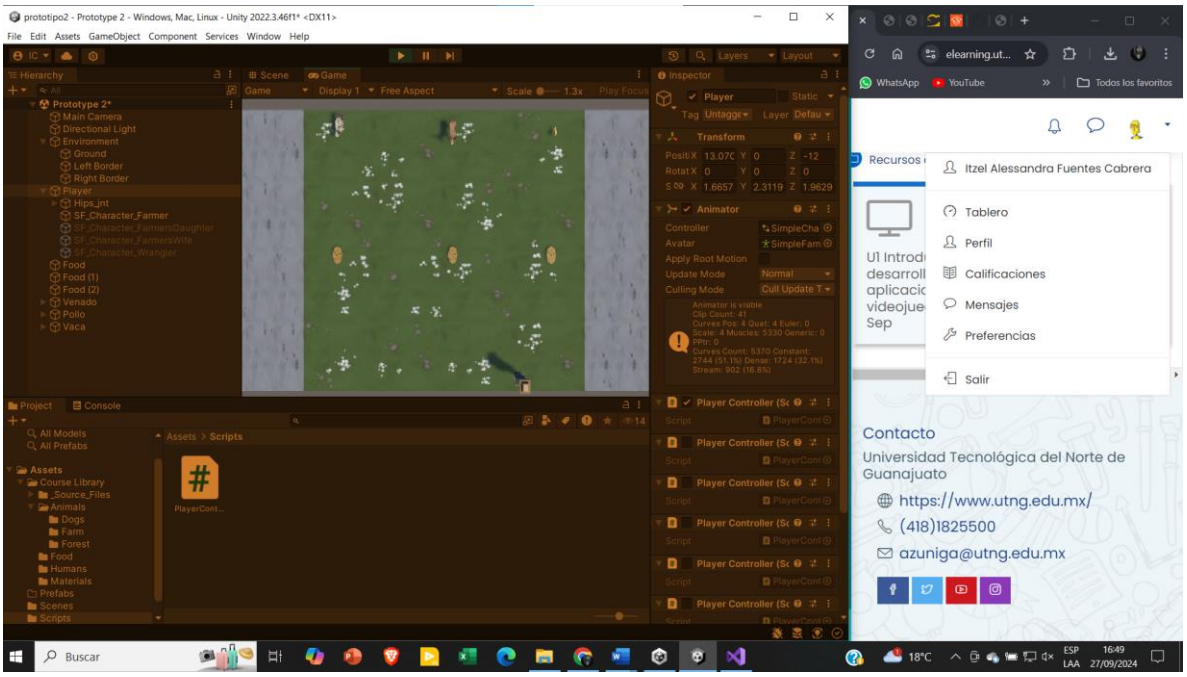
Preferencias
Cerrar sesión
Bienvenidas a la Plataforma
s del sitio
Buscar
21°C
ESP
INTL
18:38
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
prototipo2
Debug
Any CPU
Asociar a Unity
CreaAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
CreaAimales
animales
Script de Unity (1 referencia de recurso) | 0 referencias
public class CreaAimales : MonoBehaviour
{
public GameObject[] animales;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
0 referencias
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);
}
}
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
No se encontraron problemas.
Línea: 4
Carácter: 1
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Packages
Buscar
ESP
INTL
18:40
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
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Left Border
Right Border
Player
Food
Food (1)
Food (2)
Venado
Pollo
Vaca
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Assets
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Forest
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Prefabs
Scenes
Scripts
PlayerCont...
Player Controller (Sc
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ESP
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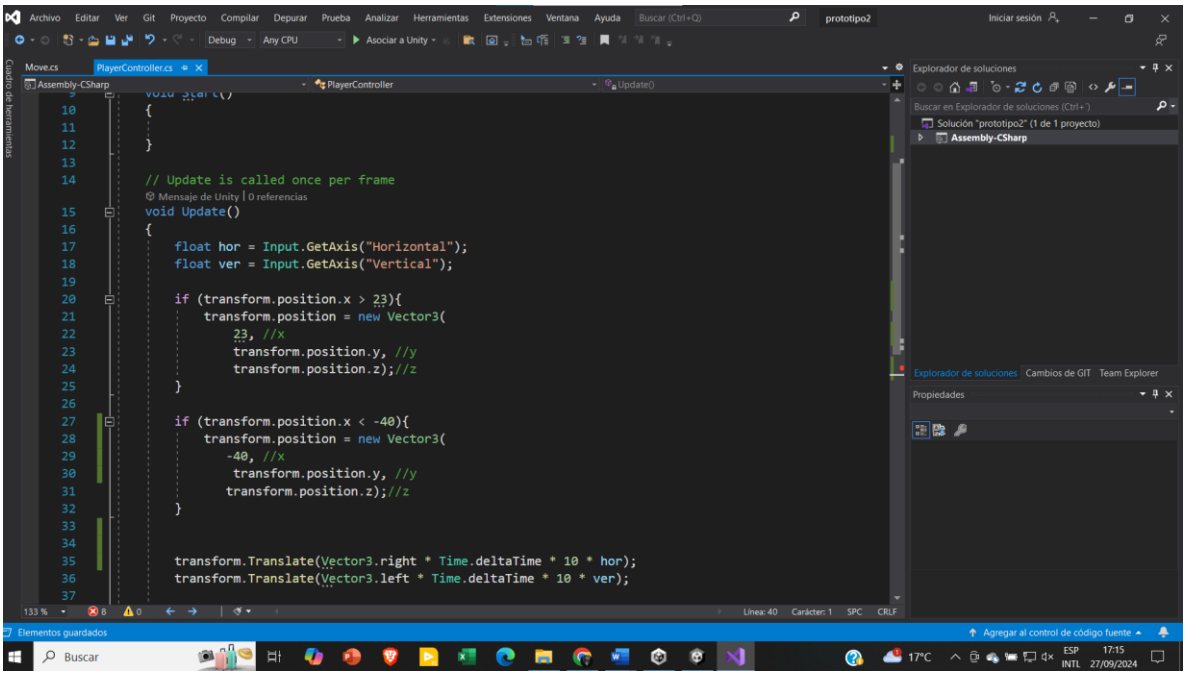
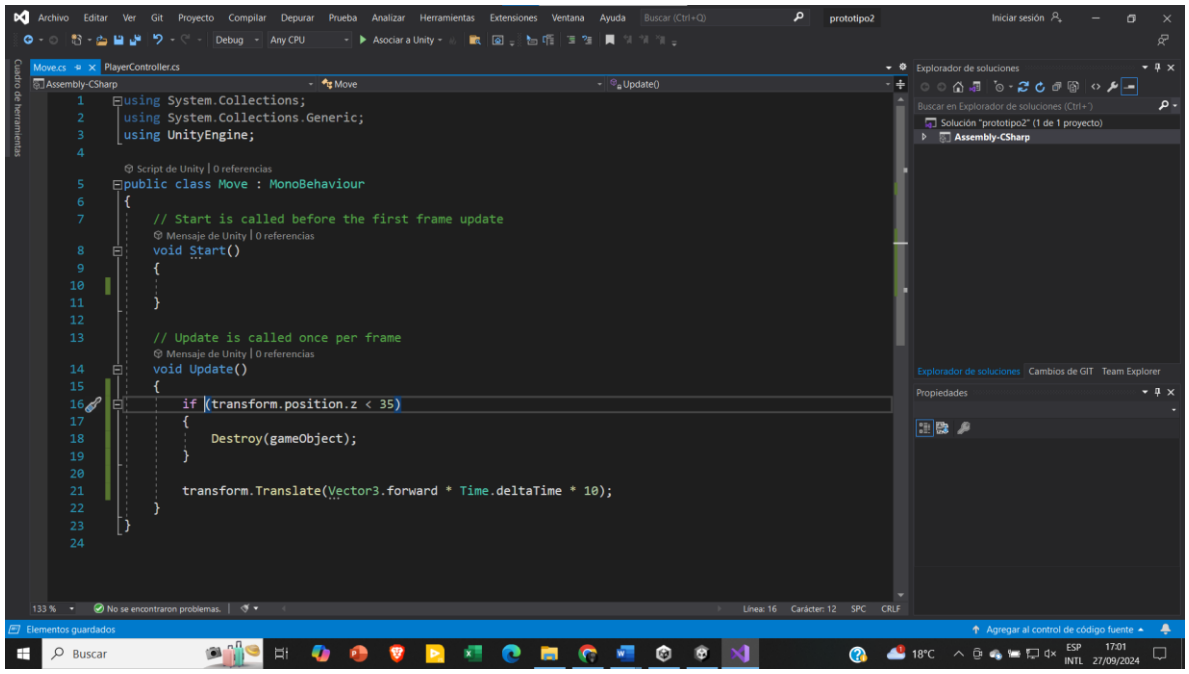
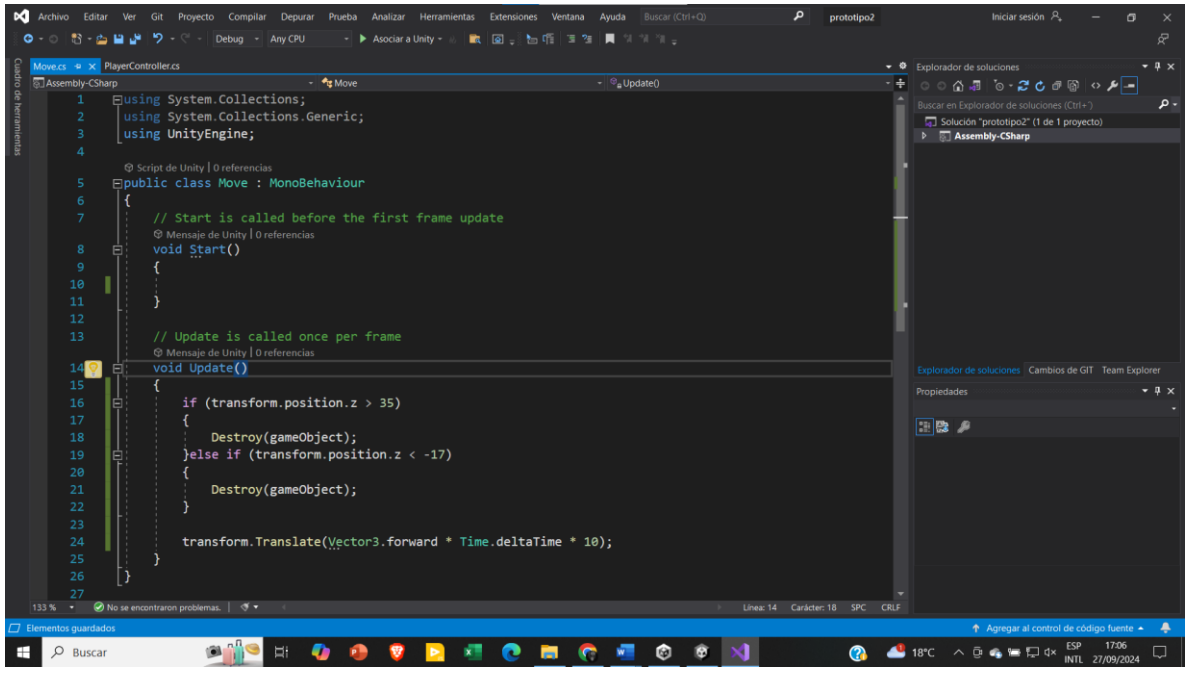
16:49
27/09/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar (Ctrl+Q)
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Move.cs
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
Mensaje de Unity | 0 referencias
// Update is called once per frame
void Update()
{
float hor = Input.GetAxis("Horizontal");
float ver = Input.GetAxis("Vertical");
if (transform.position.x > 23){
transform.position = new Vector3(
23, //x
transform.position.y, //y
transform.position.z);//z
}
if (transform.position.x < -40){
transform.position = new Vector3(
-40, //x
transform.position.y, //y
transform.position.z);//z
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
transform.Translate(Vector3.left * Time.deltaTime * 10 * ver);
Elementos guardados
Agregar al control de código fuente
Buscar
17°C
ESP
INTL
17:15
27/09/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Move.cs
PlayerController.cs
Assembly-CSharp
Move
Update()
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class Move : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
if (transform.position.z < 35)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward * Time.deltaTime * 10);
}
}
133 %
No se encontraron problemas.
Línea: 16
Carácter: 12
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
18°C
ESP
INTL
17:01
27/09/2024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prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Move.cs
PlayerController.cs
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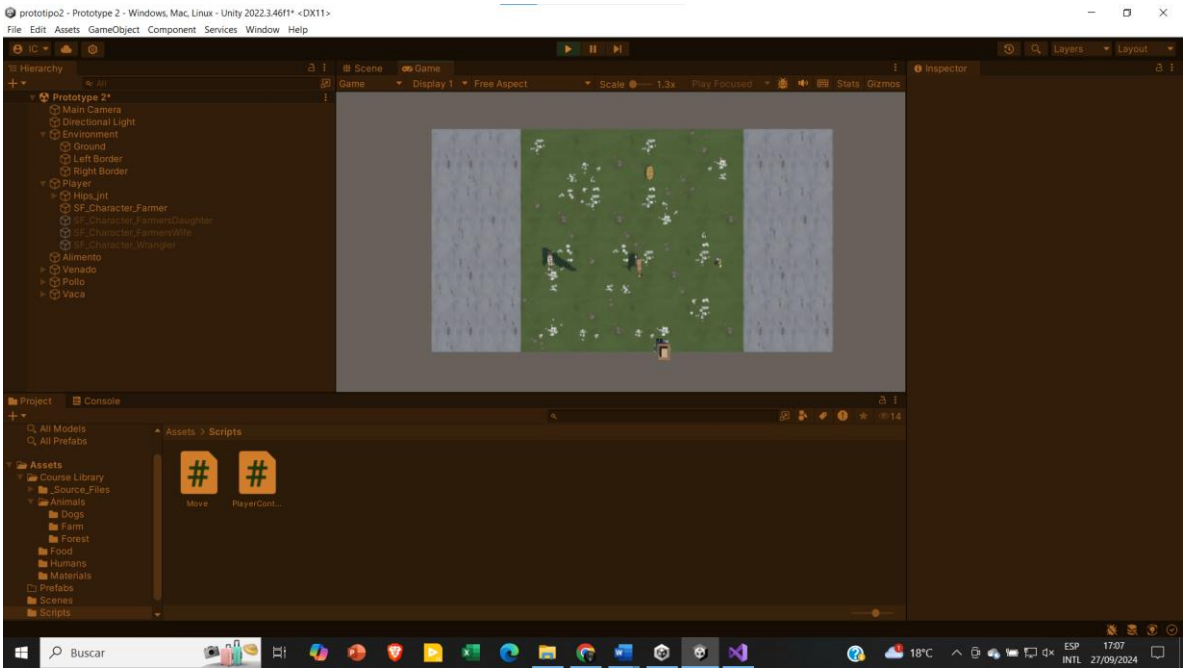
Explorador de soluciones
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Team Explorer
Propiedades
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class Move : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
if (transform.position.z > 35)
{
Destroy(gameObject);
}else if (transform.position.z < -17)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward * Time.deltaTime * 10);
}
}
133 %
No se encontraron problemas.
Línea: 14
Carácter: 18
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
18°C
ESP
INTL
17:06
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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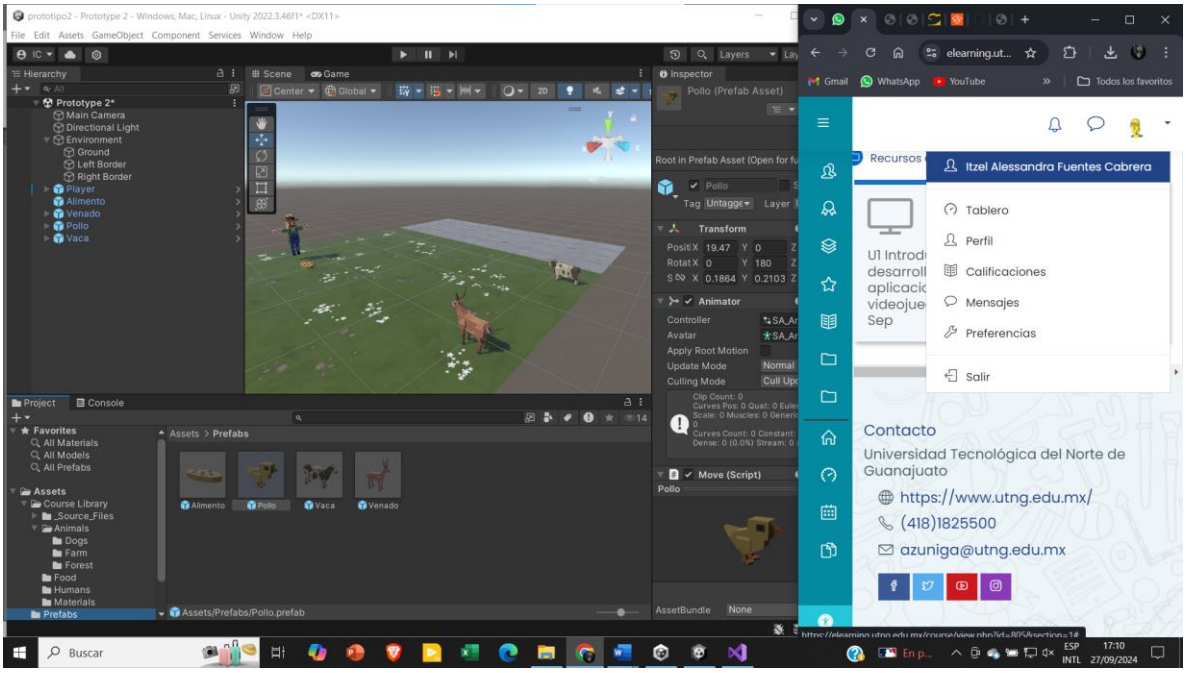
Ground
Left Border
Right Border
Player
Alimento
Venado
Pollo
Vaca
Scene
Game
Inspector
Project
Console
Assets > Scripts
Move
PlayerCont...
Buscar
18°C
ESP INTL
17:07
27/09/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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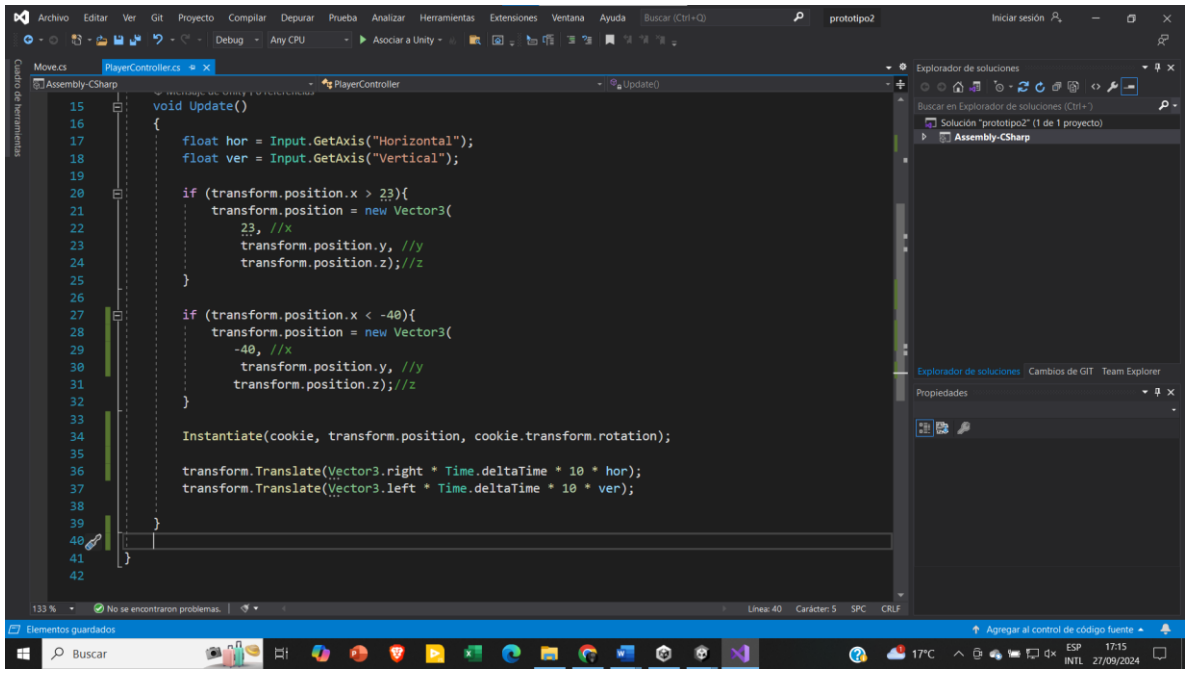
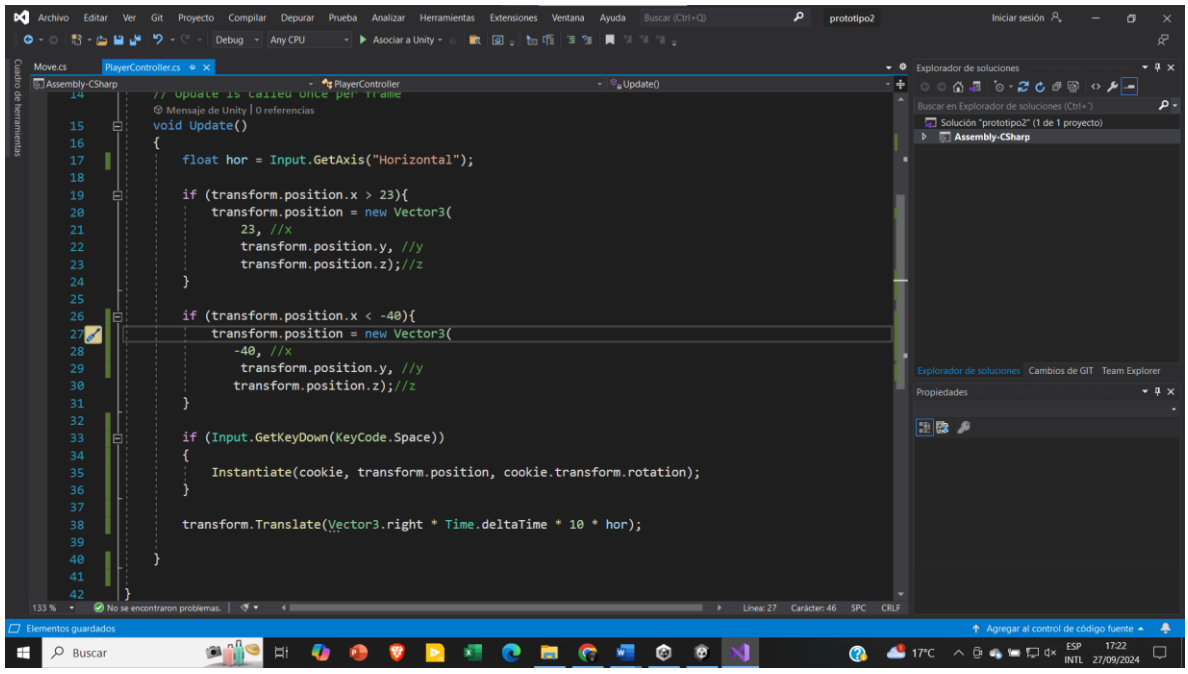
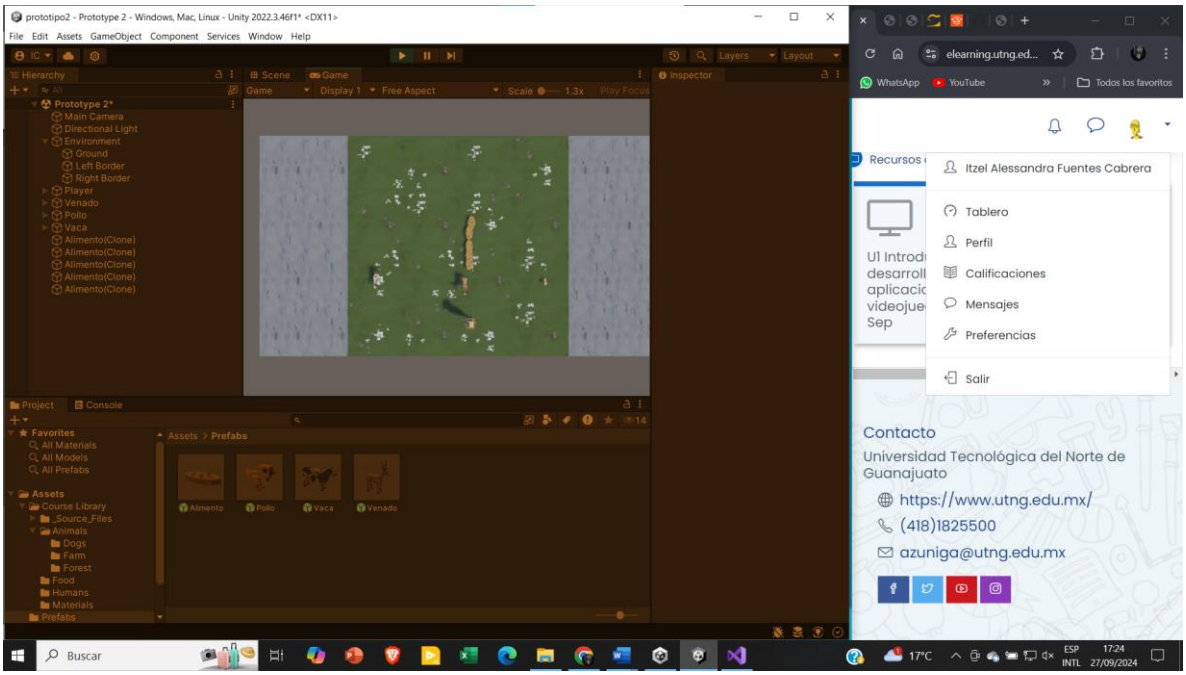


```
void Update()
{
    float hor = Input.GetAxis("Horizontal");
    float ver = Input.GetAxis("Vertical");

    if (transform.position.x > 23){
        transform.position = new Vector3(
            23, //x
            transform.position.y, //y
            transform.position.z);//z
    }

    if (transform.position.x < -40){
        transform.position = new Vector3(
            -40, //x
            transform.position.y, //y
           transform.position.z);//z
    }

    Instantiate(cookie, transform.position, cookie.transform.rotation);

    transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
    transform.Translate(Vector3.left * Time.deltaTime * 10 * ver);

}
}
```



```
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
    float hor = Input.GetAxis("Horizontal");

    if (transform.position.x > 23){
        transform.position = new Vector3(
            23, //x
            transform.position.y, //y
            transform.position.z);//z
    }

    if (transform.position.x < -40){
        transform.position = new Vector3(
            -40, //x
            transform.position.y, //y
           transform.position.z);//z
    }

    if (Input.GetKeyDown(KeyCode.Space))
    {
        Instantiate(cookie, transform.position, cookie.transform.rotation);
    }

    transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);

}
}
```


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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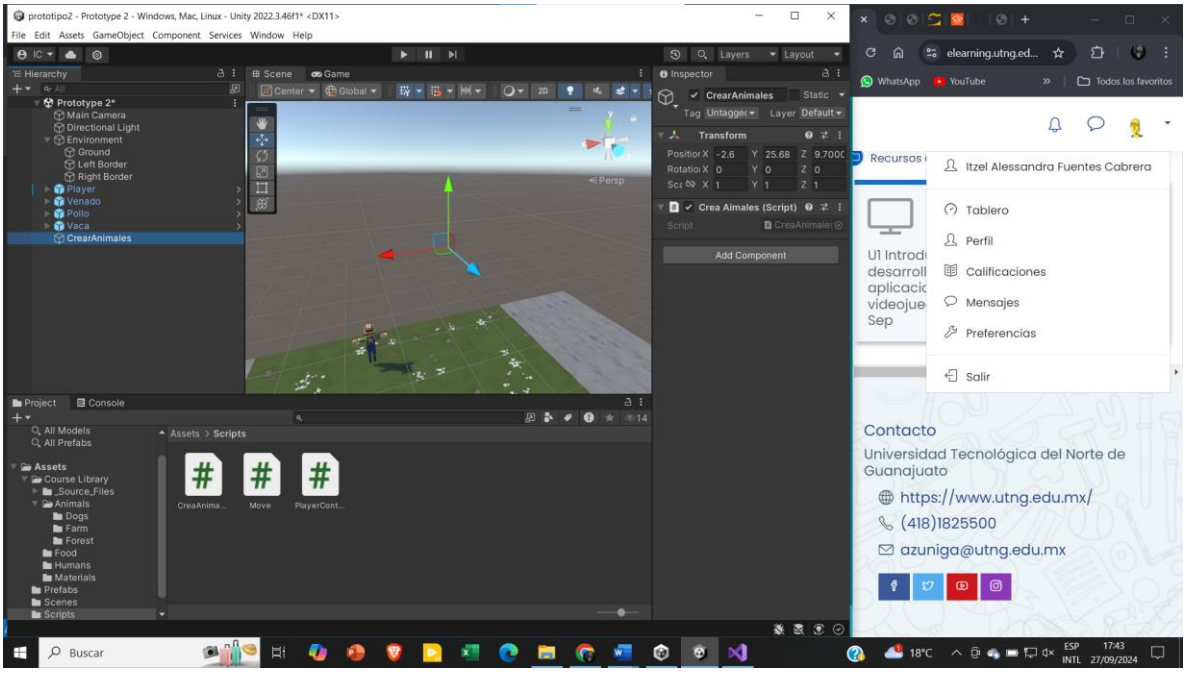
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File Edit Assets GameObject Component Services Window Help
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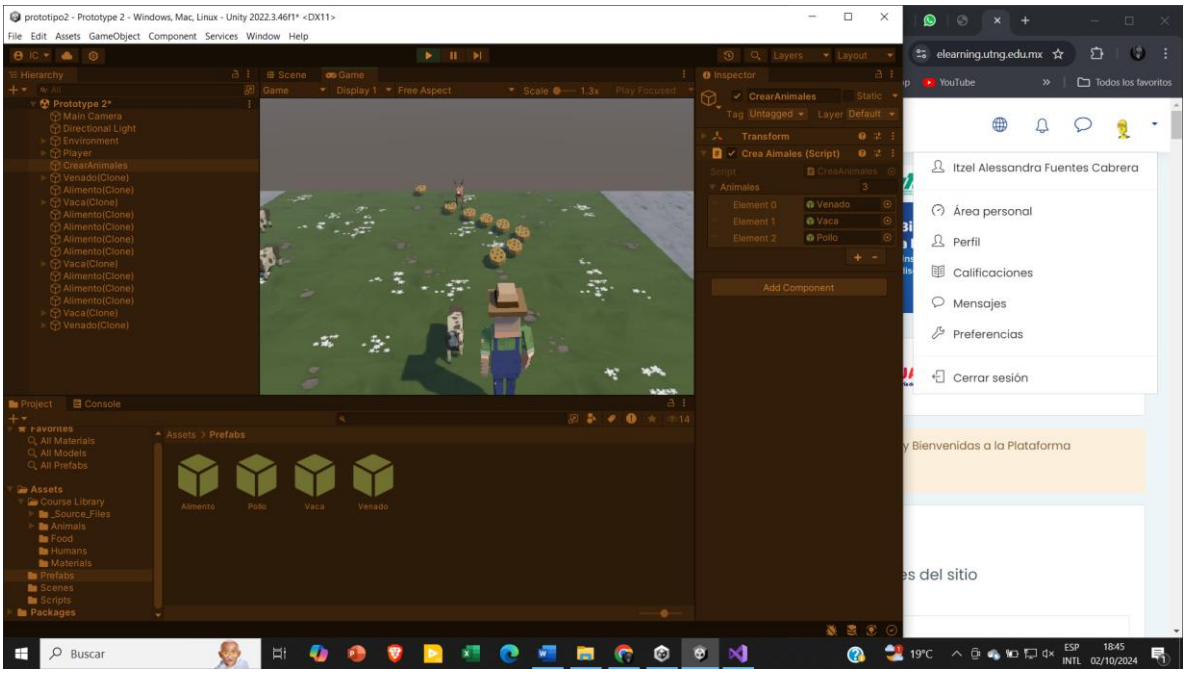
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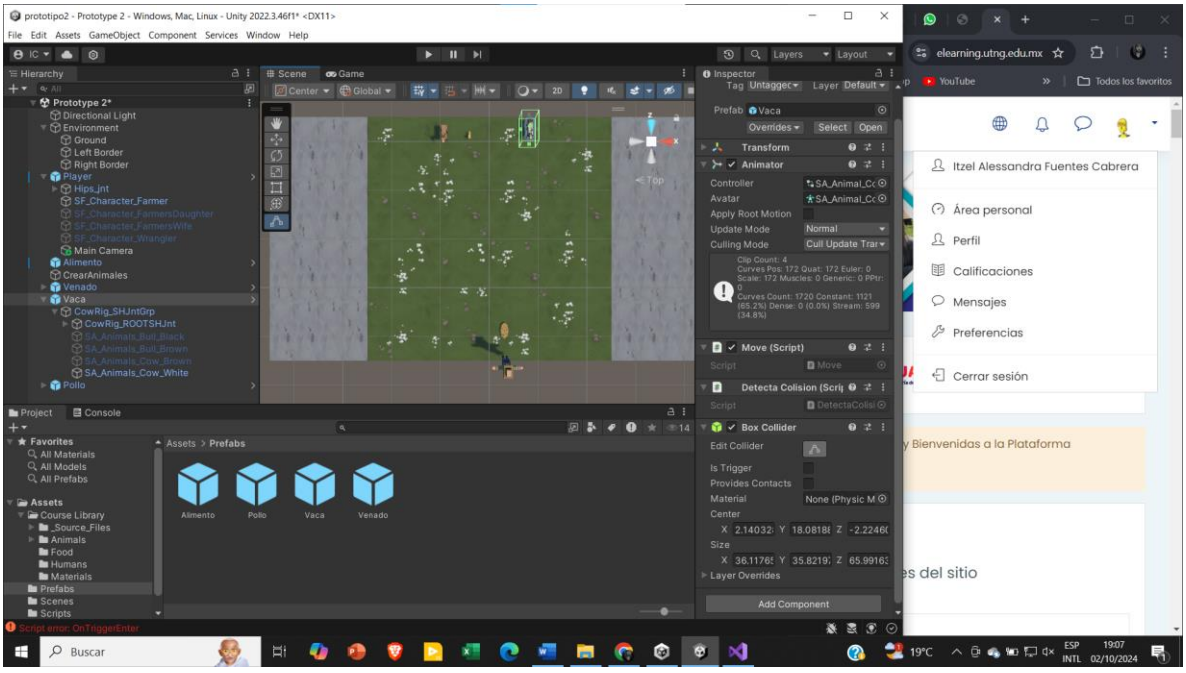
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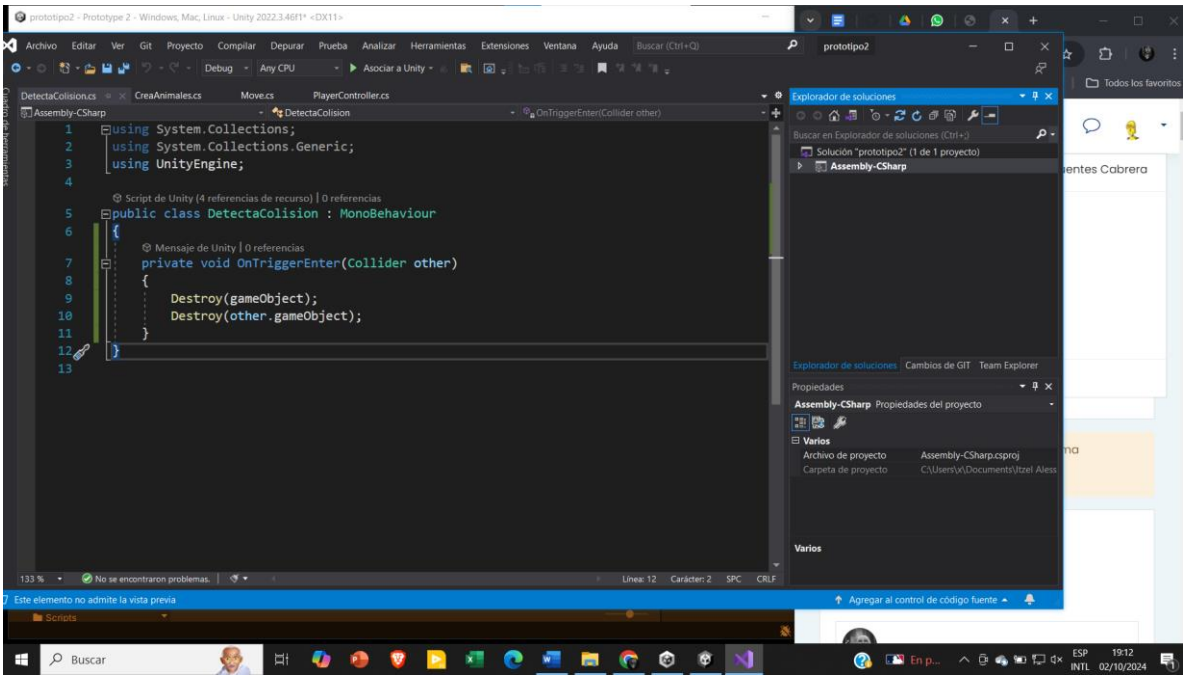
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Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug
Any CPU
Asociar a Unity
prototipo2
DetectaColision.cs
CreaAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
DetectaColision
OnTriggerEnter(Collider other)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (4 referencias de recurso) | 0 referencias
public class DetectaColision : MonoBehaviour
{
Mensaje de Unity | 0 referencias
private void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Explorador de soluciones
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Solución "prototipo2" (1 de 1 proyecto)
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Cambios de GIT
Team Explorer
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Assembly-CSharp Propiedades del proyecto
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Archivo de proyecto
Assembly-CSharp.csproj
Carpeta de proyecto
C:\Users\x\Documents\Itzel Aless
Varios
133 %
No se encontraron problemas.
Línea: 12
Carácter: 2
SPC
CRLF
Este elemento no admite la vista previa
Agregar al control de código fuente
Scripts
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