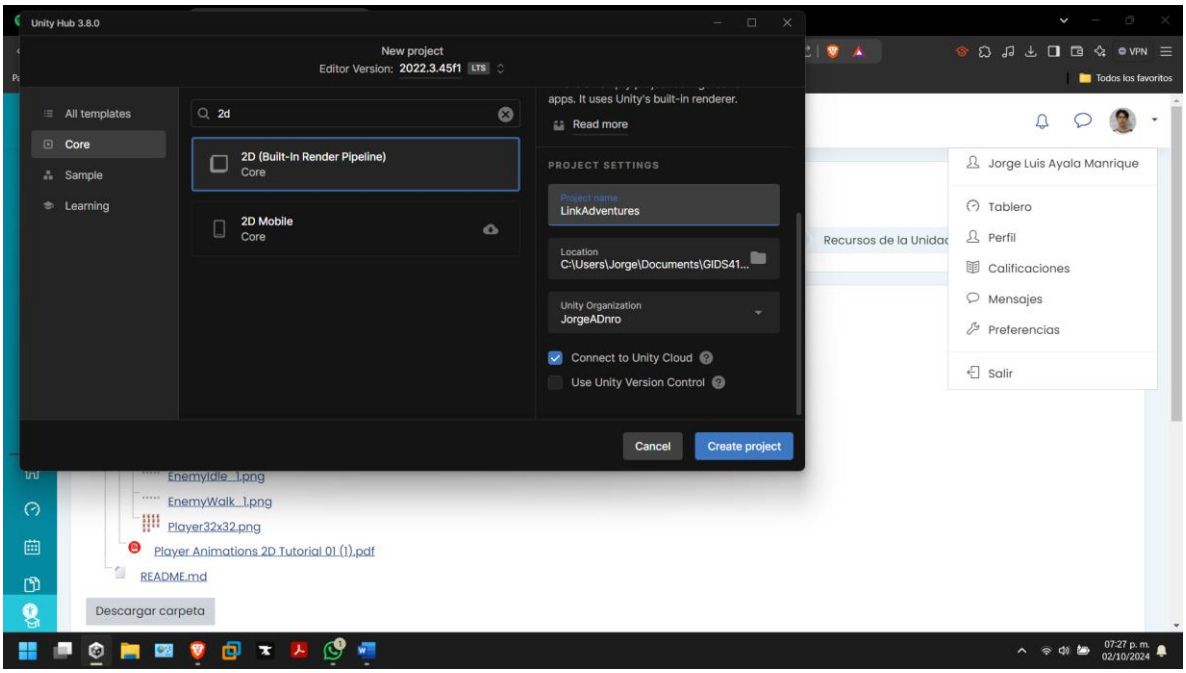
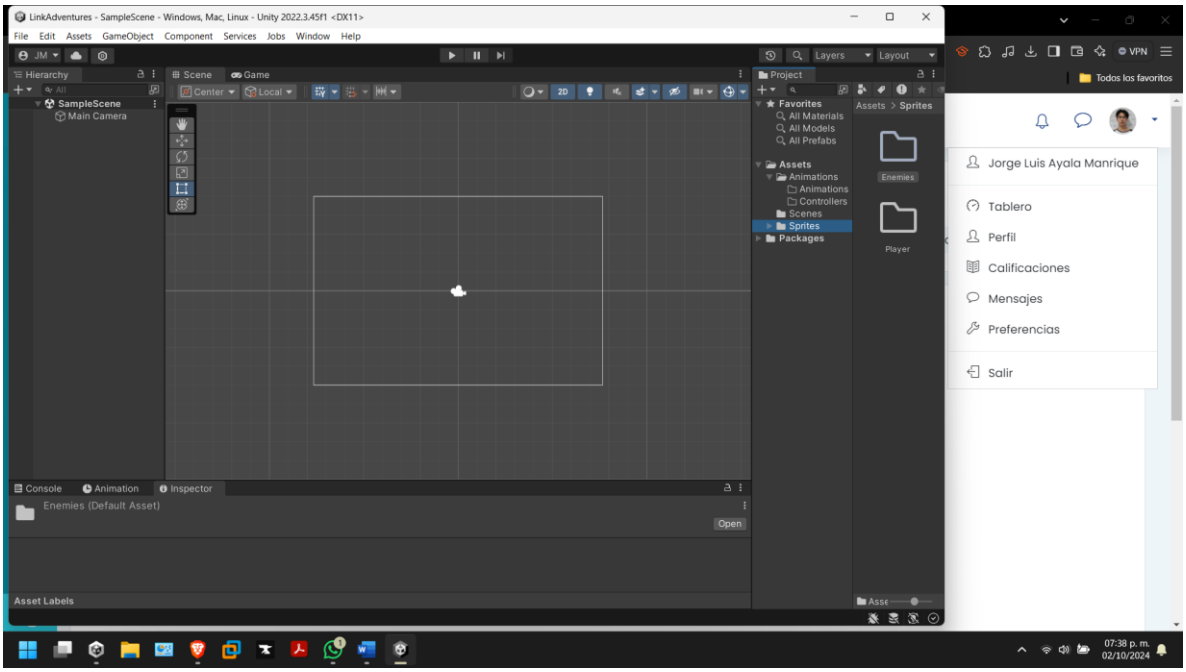
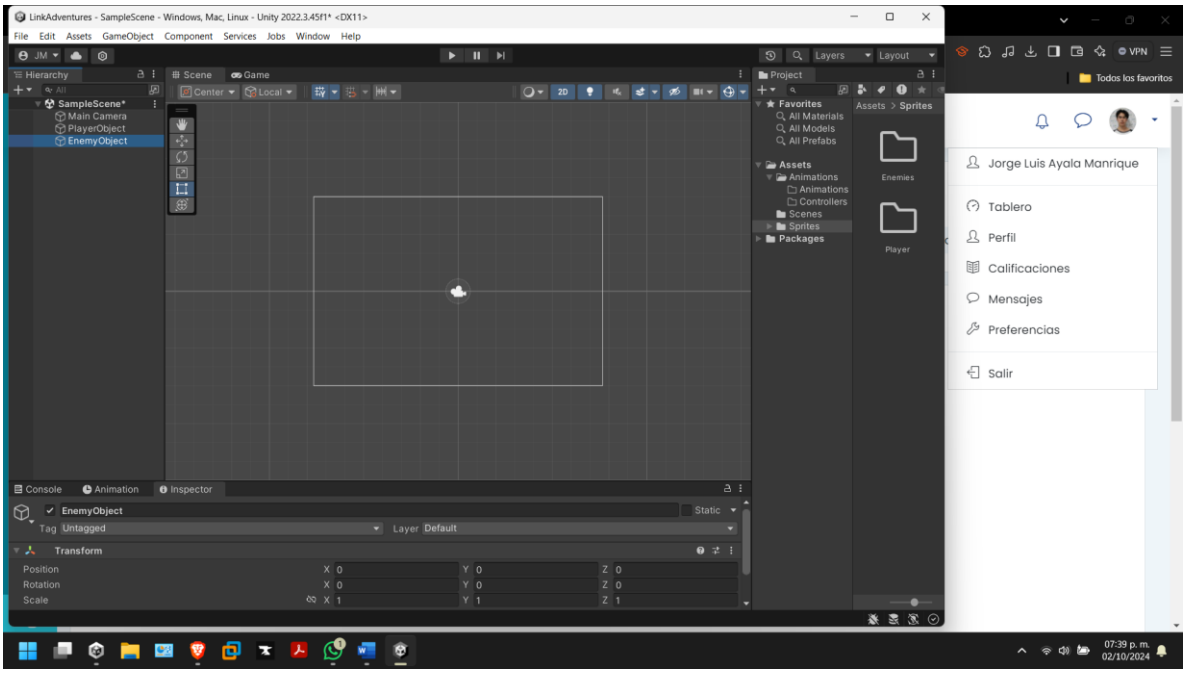
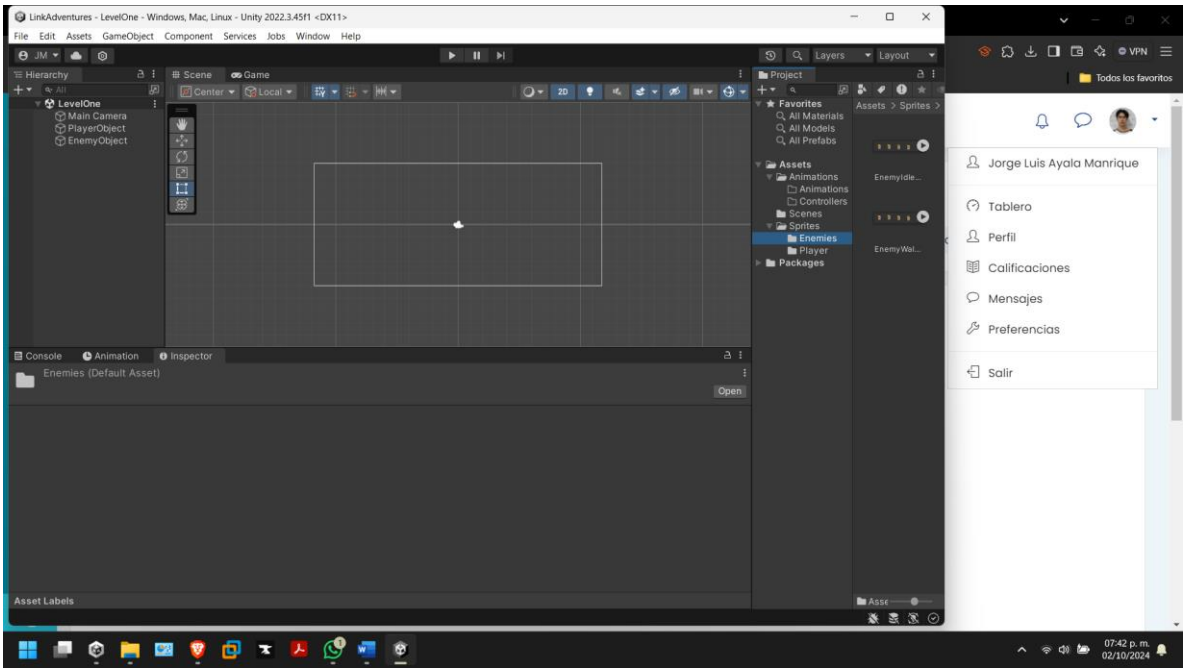
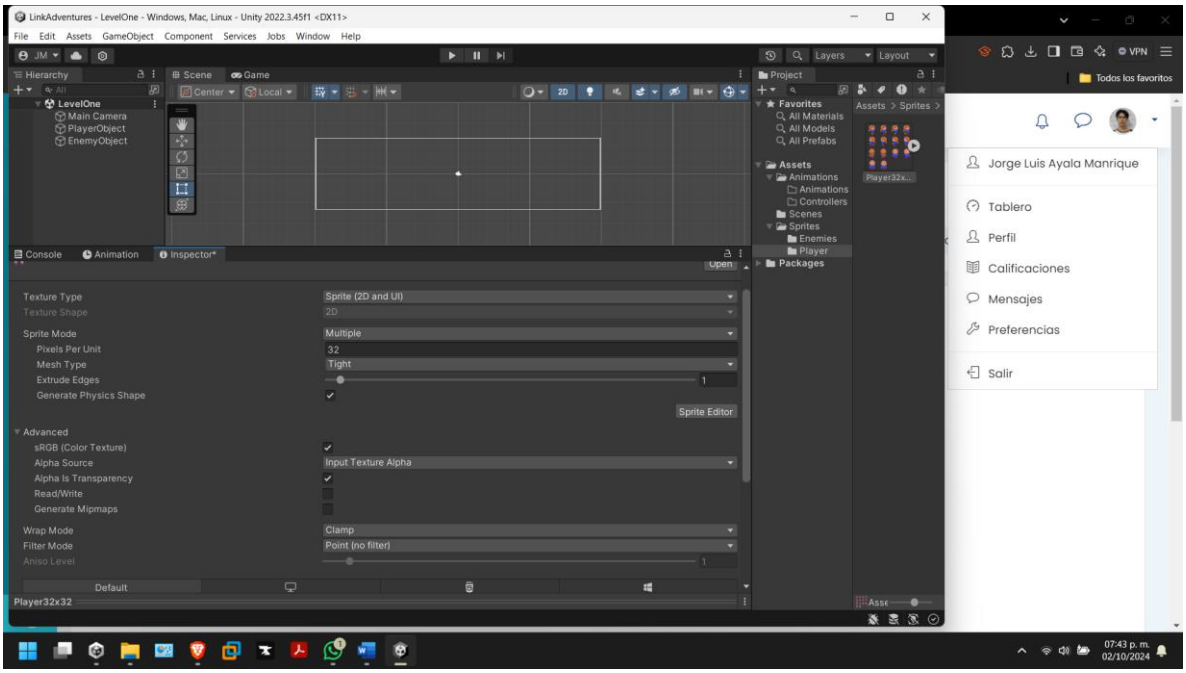
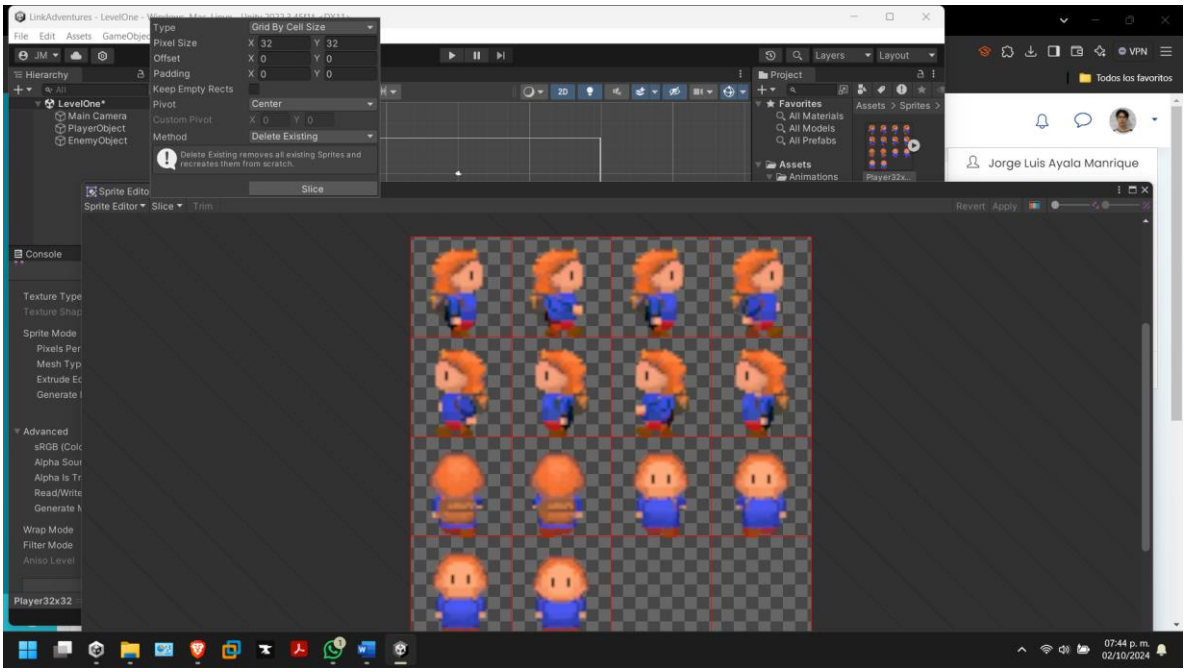

Unity Hub 3.8.0
New project
Editor Version: 2022.3.45f1 LTS
All templates
Core
Sample
Learning
2d
2D (Built-In Render Pipeline)
Core
2D Mobile
Core
apps. It uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
LinkAdventures
Location
C:\Users\Jorge\Documents\GIDS41...
Unity Organization
JorgeADnro
Connect to Unity Cloud
Use Unity Version Control
Cancel
Create project
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Recursos de la Unidad
EnemyIdle_1.png
EnemyWalk_1.png
Player32x32.png
Player Animations 2D Tutorial 01 (1).pdf
README.md
Descargar carpeta
07:27 p. m.
02/10/2024

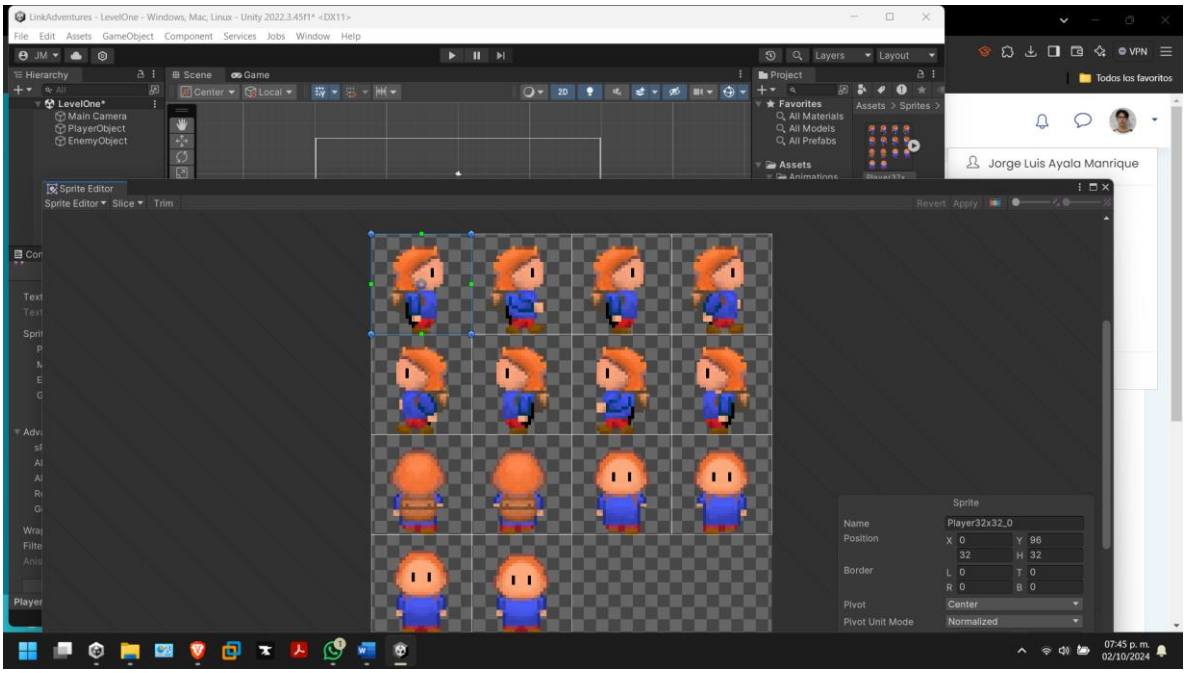

LinkAdventures - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Packages
Enemies
Player
Console
Animation
Inspector
Enemies (Default Asset)
Open
Asset Labels
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:38 p. m.
02/10/2024

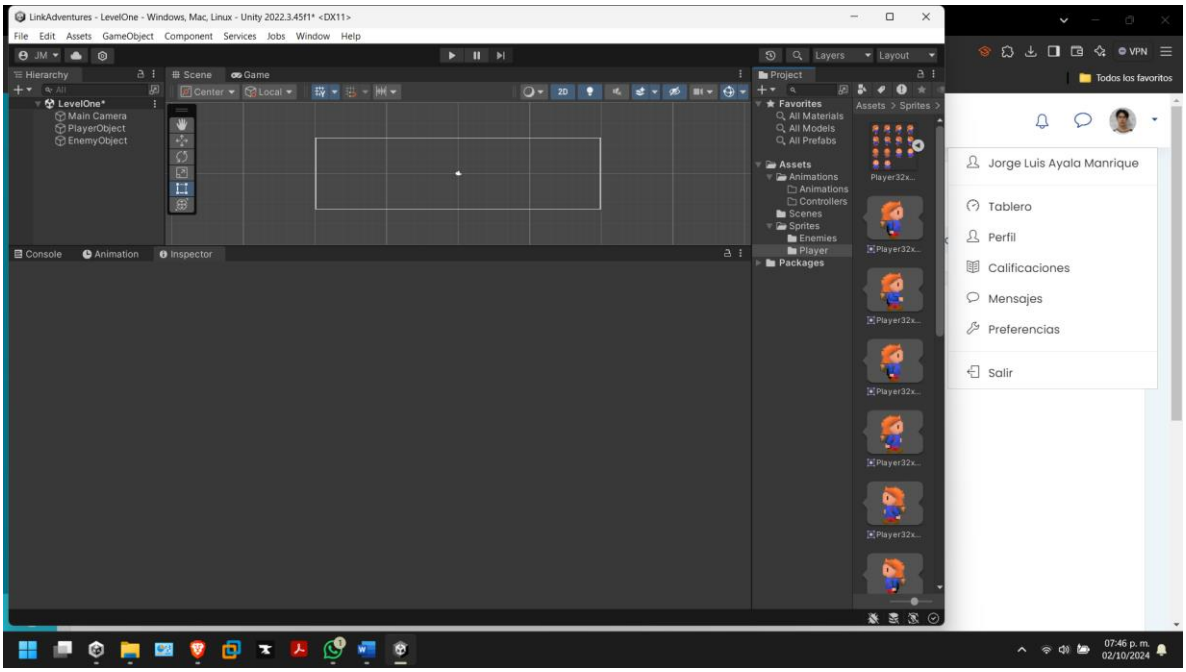

LinkAdventures - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Packages
Enemies
Player
Console
Animation
Inspector
EnemyObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:39 p. m.
02/10/2024

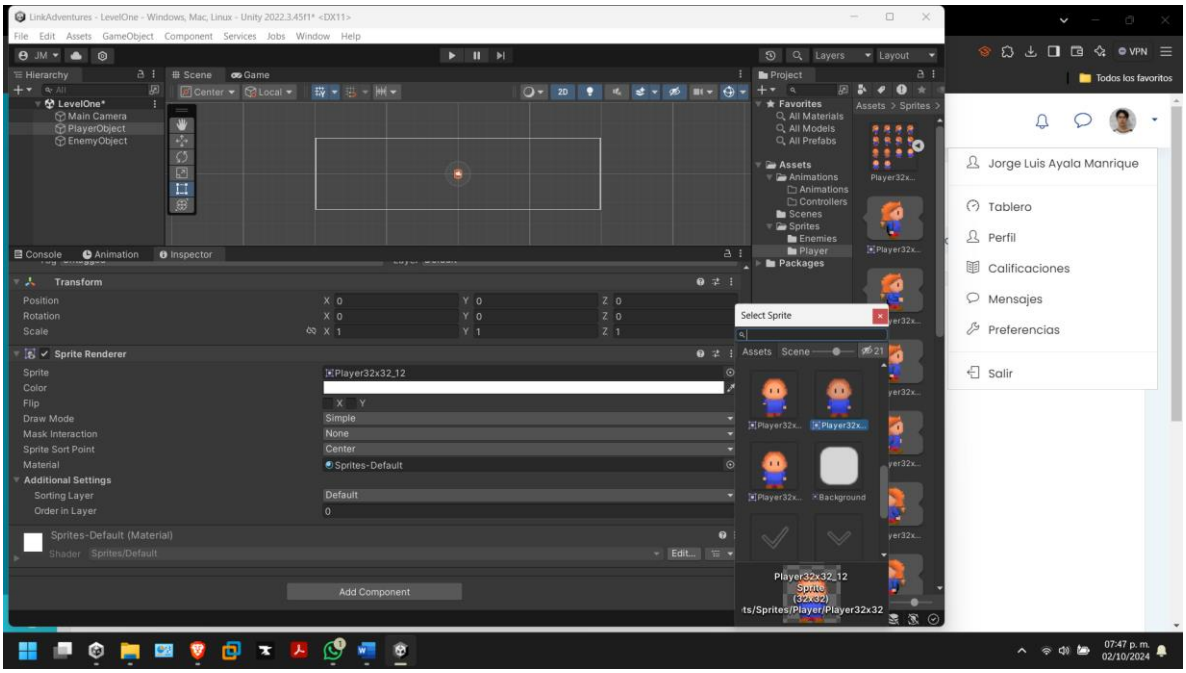

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
Inspector
Enemies (Default Asset)
Open
Asset Labels
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:42 p. m.
02/10/2024

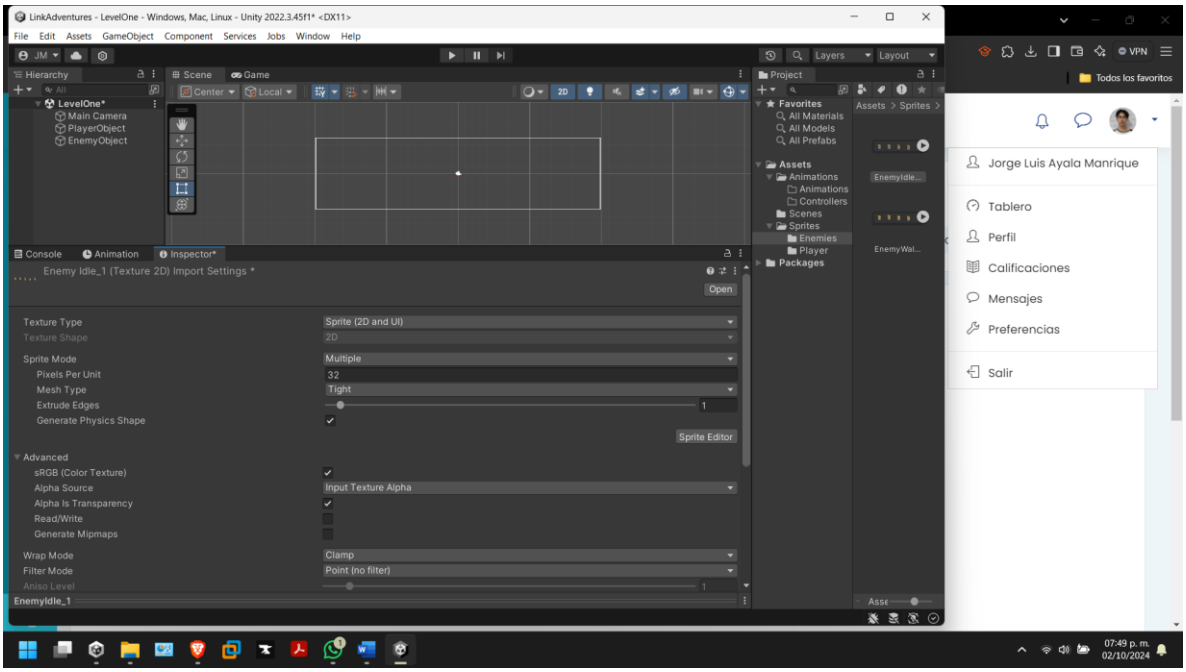

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Console
Animation
Inspector*
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
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)
Aniso Level
Default
Player32x32
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:43 p. m.
02/10/2024

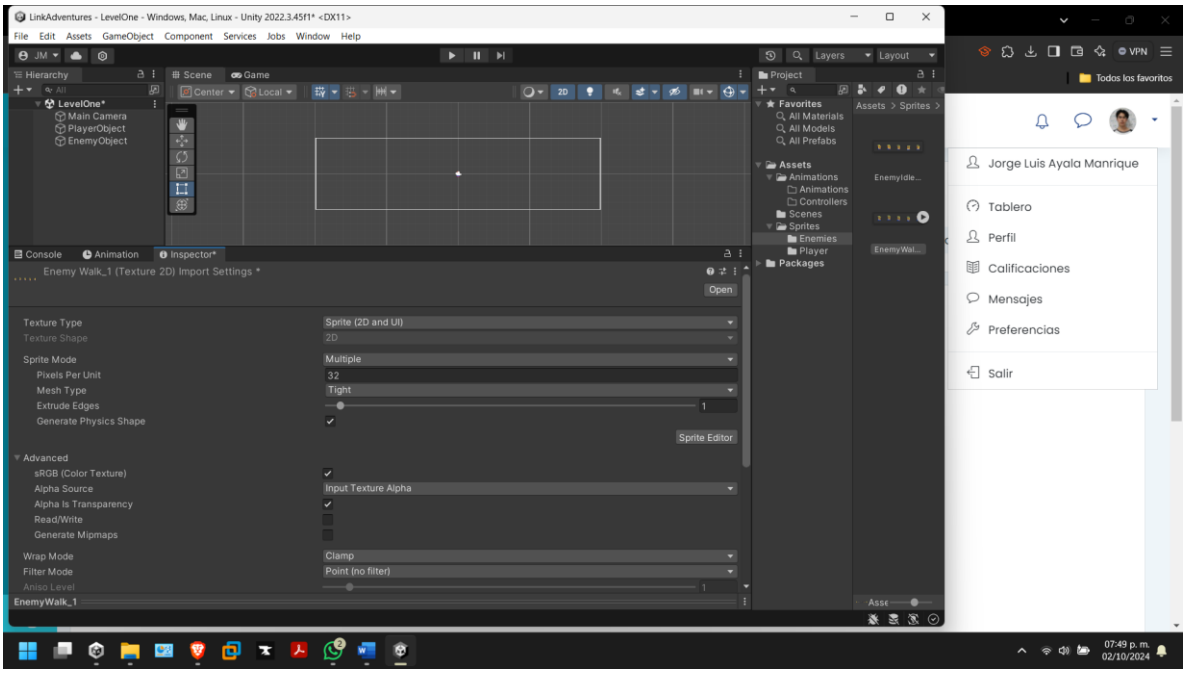

Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Sprite Editor
Trim
Revert
Apply
LevelOne*
Main Camera
PlayerObject
EnemyObject
Console
Texture Type
Sprite Mode
Advanced
Wrap Mode
Filter Mode
Aniso Level
Player32x32
Jorge Luis Ayala Manrique
07:44 p. m.
02/10/2024

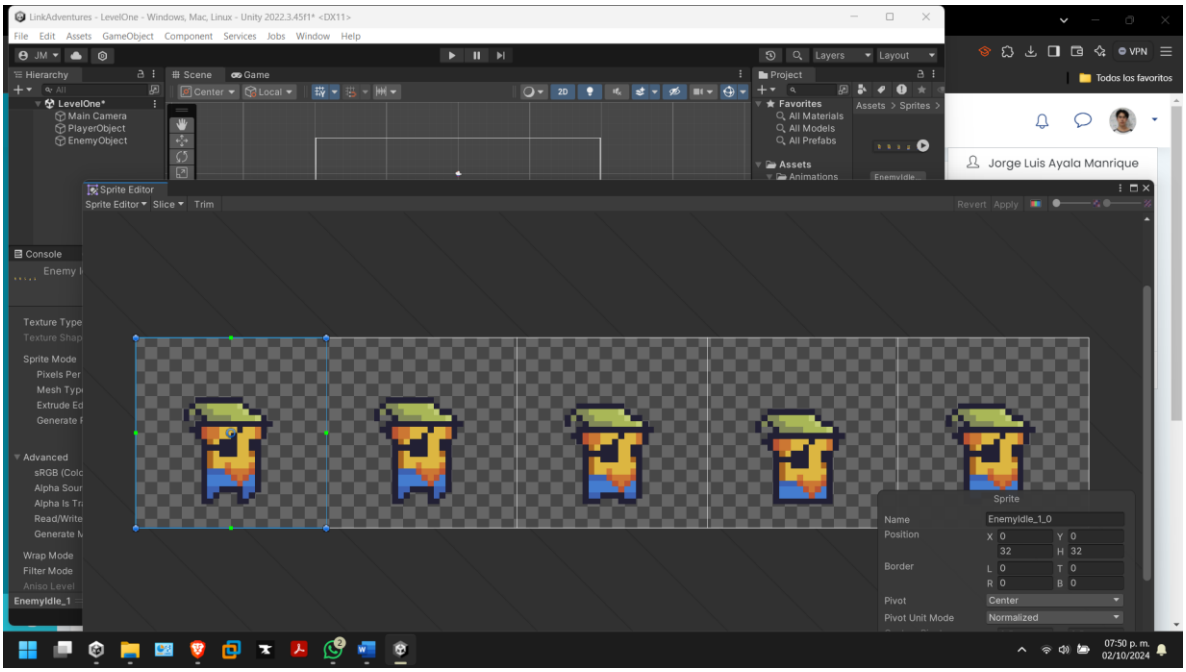

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Assets > Sprites >
Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Player32x32_0
Position
Border
Pivot
Center
Pivot Unit Mode
Normalized
Todos los favoritos
Jorge Luis Ayala Manrique
07:45 p. m.
02/10/2024

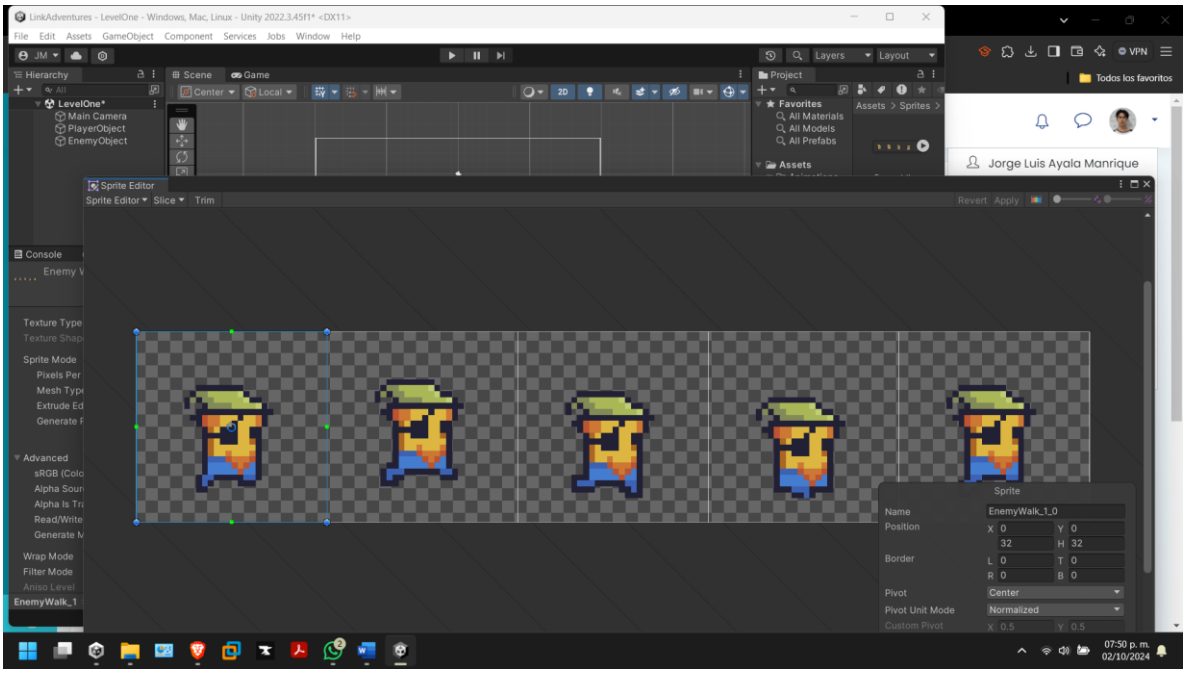

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites >
Console
Animation
Inspector
Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:46 p. m.
02/10/2024

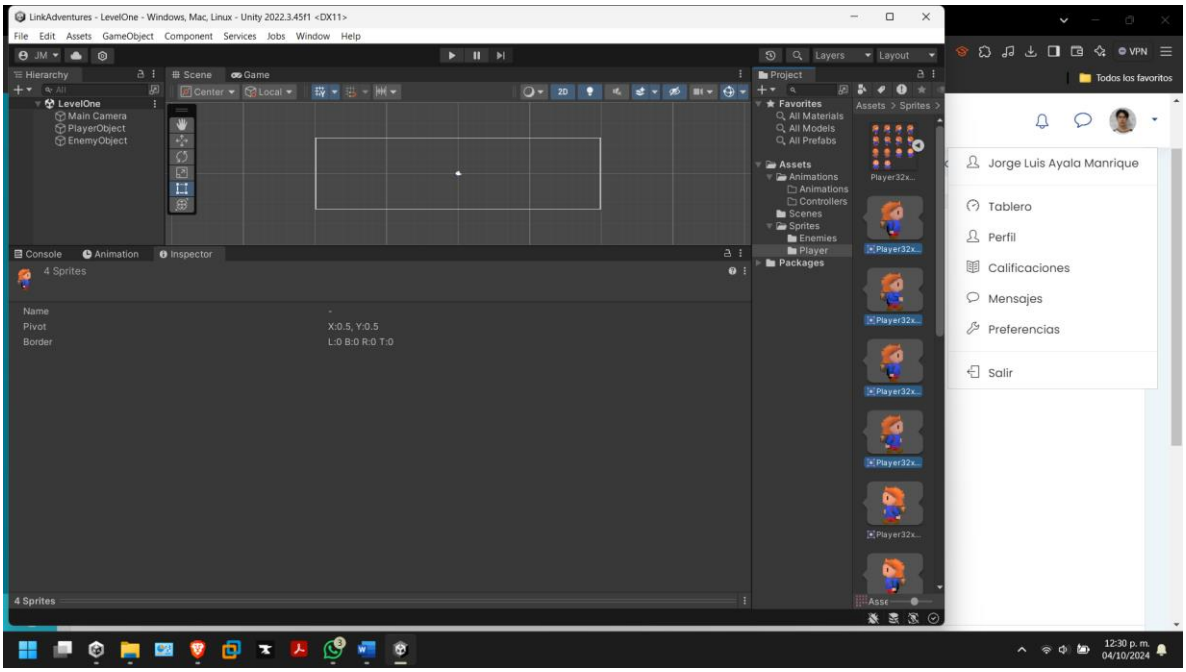

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
Inspector
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Player32x32_12
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Select Sprite
Assets > Sprites
Player32x32_12
Sprite
(32x32)
ts/Sprites/Player/Player32x32
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:47 p. m.
02/10/2024

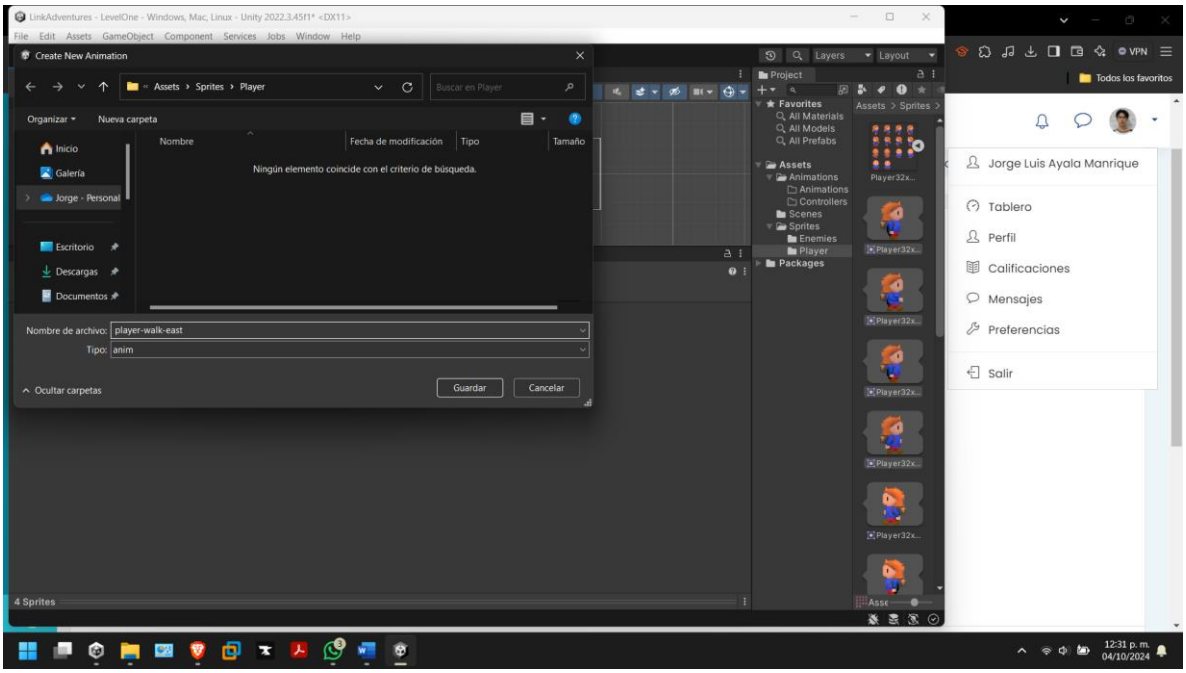

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
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
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
EnemyIdle_1
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:49 p. m.
02/10/2024

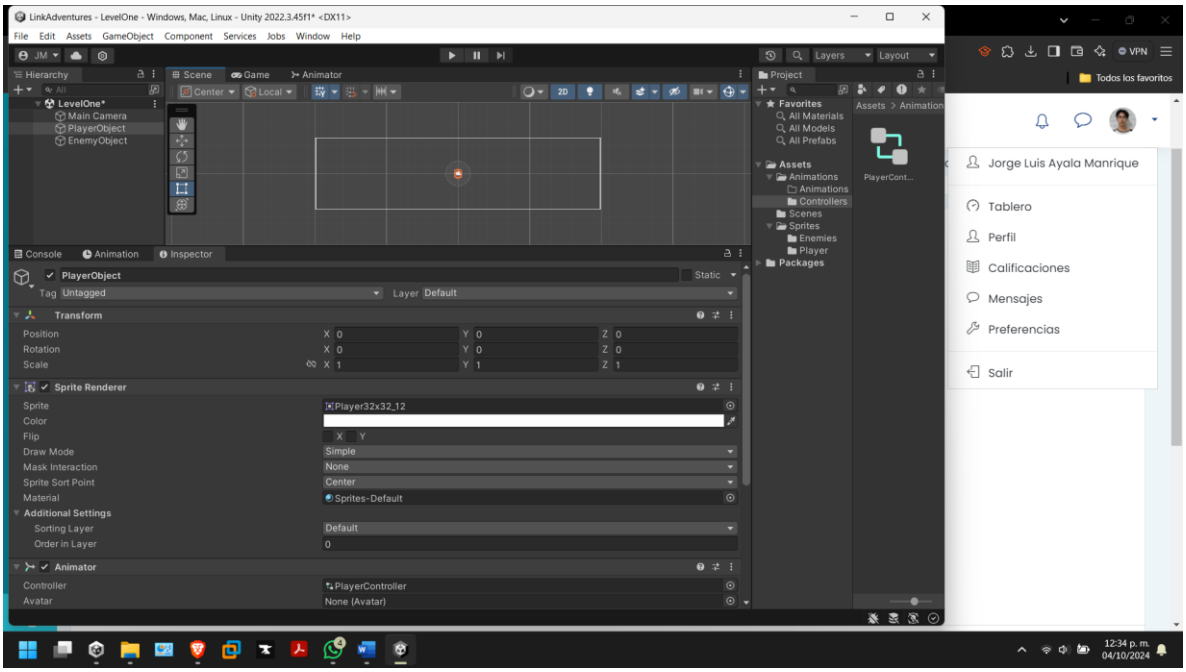

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
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
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
EnemyWalk_1
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
07:49 p. m.
02/10/2024

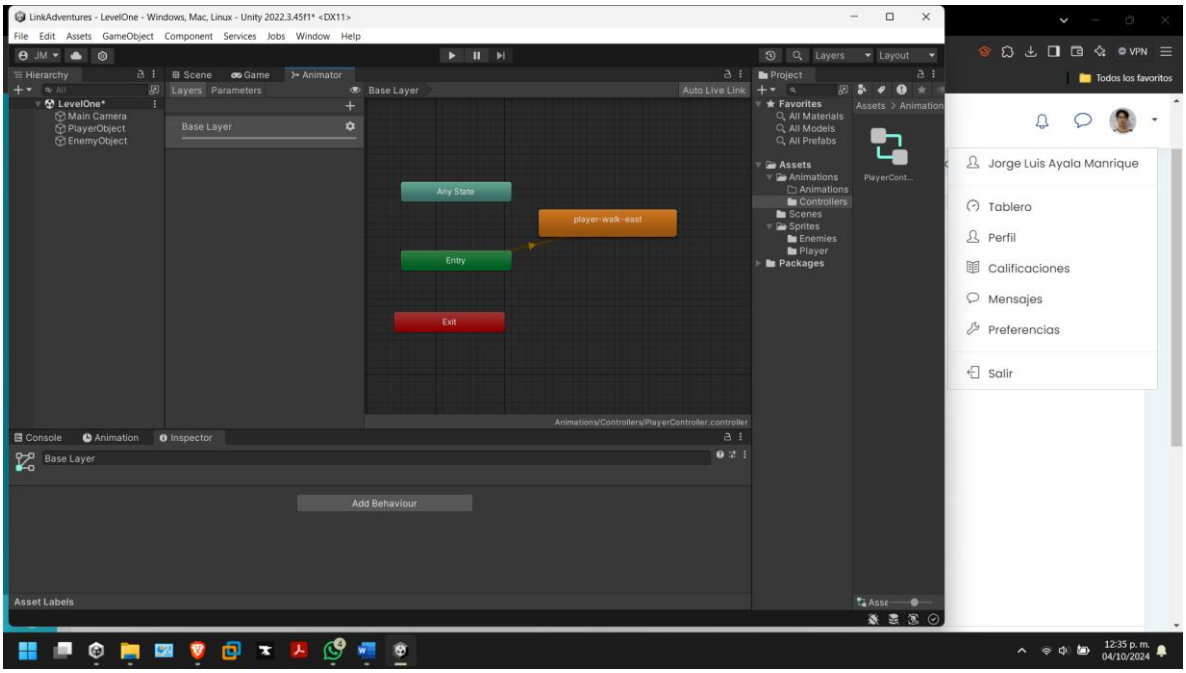

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Sprite Editor
Slice
Trim
Revert
Apply
Texture Type
Sprite Mode
Advanced
Wrap Mode
Filter Mode
Aniso Level
EnemyIdle_1
Sprite
Name
EnemyIdle_1_0
Position
Border
Pivot
Center
Pivot Unit Mode
Normalized
Jorge Luis Ayala Manrique
07:50 p. m.
02/10/2024

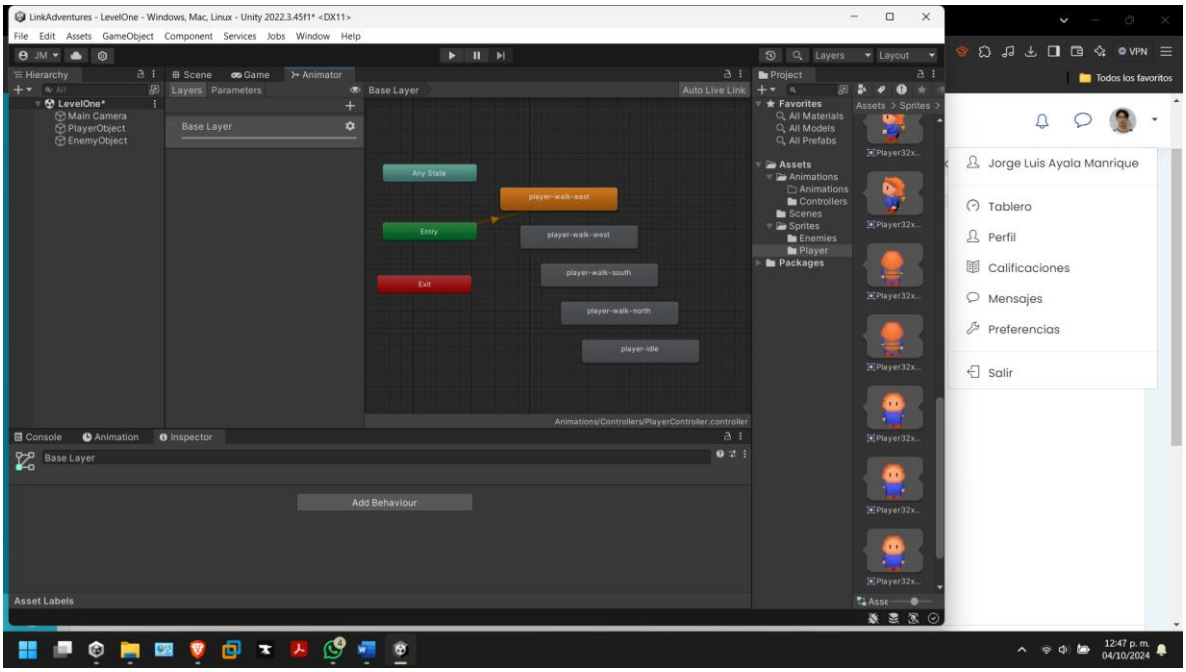

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Assets > Sprites
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Console
Texture Type
Sprite Mode
Advanced
Wrap Mode
Filter Mode
EnemyWalk_1
Sprite
Name EnemyWalk_1_0
Position X 0 Y 0
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
Jorge Luis Ayala Manrique
Todos los favoritos
07:50 p. m.
02/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
Inspector
4 Sprites
Name
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Todos los favoritos
12:30 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Create New Animation
Assets > Sprites > Player
Organizar
Nueva carpeta
Inicio
Galería
Jorge - Personal
Escritorio
Descargas
Documentos
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo: player-walk-east
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
4 Sprites
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
12:31 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
LevelOne*
Main Camera
PlayerObject
EnemyObject
PlayerObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
12:34 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
LevelOne*
Main Camera
PlayerObject
EnemyObject
Any State
player-walk-east
Entry
Exit
Animations/Controllers/PlayerController.controller
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
Inspector
Add Behaviour
Asset Labels
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
12:35 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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
Exit
player-walk-south
player-walk-north
player-idle
Animations/Controllers/PlayerController.controller
Project
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All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
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Player
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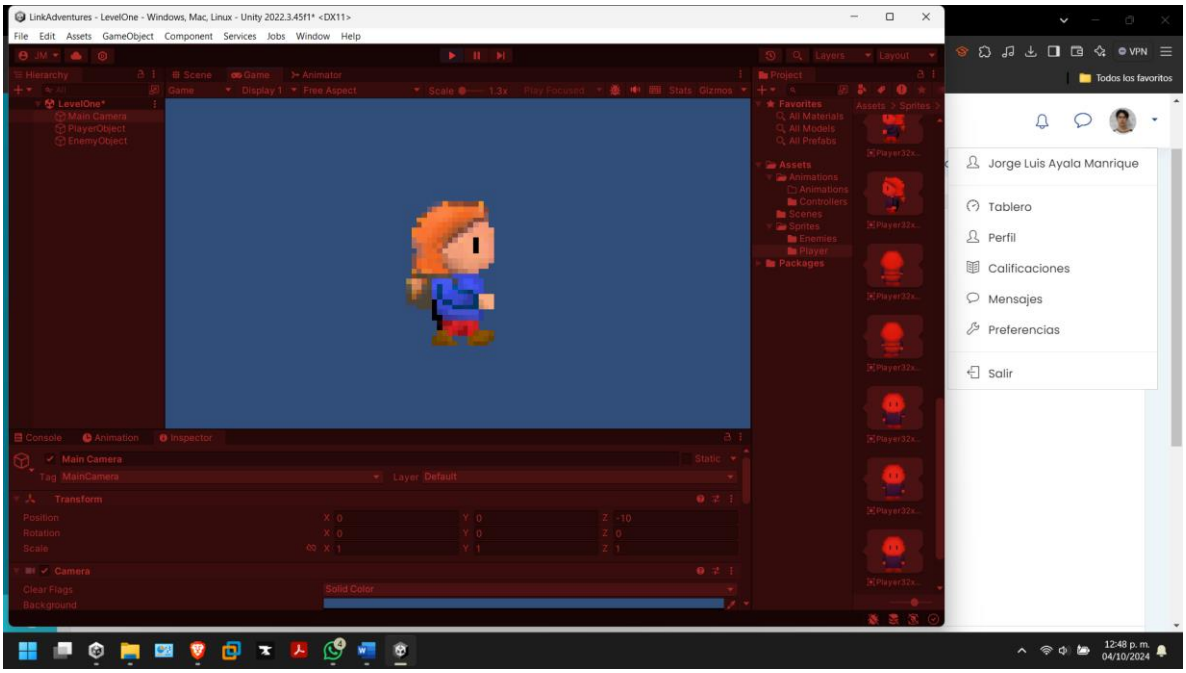
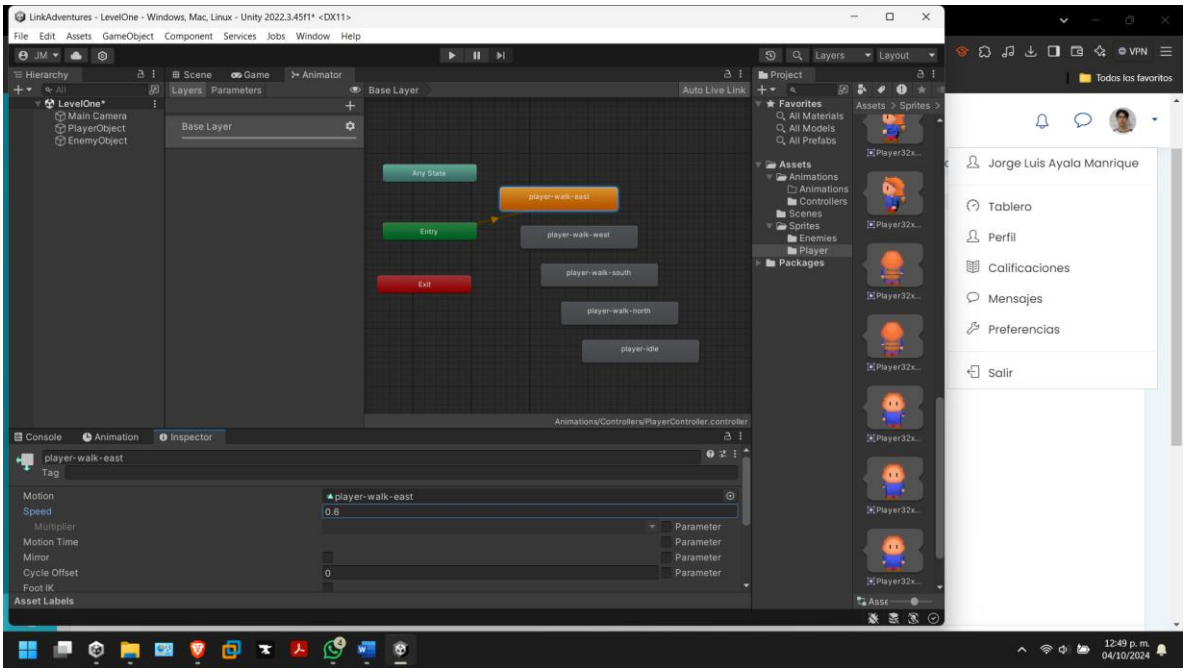
Inspector
Add Behaviour
Asset Labels
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
12:47 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Project
Console
Animation
Inspector
Transform
Camera
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Todos los favoritos
12:48 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
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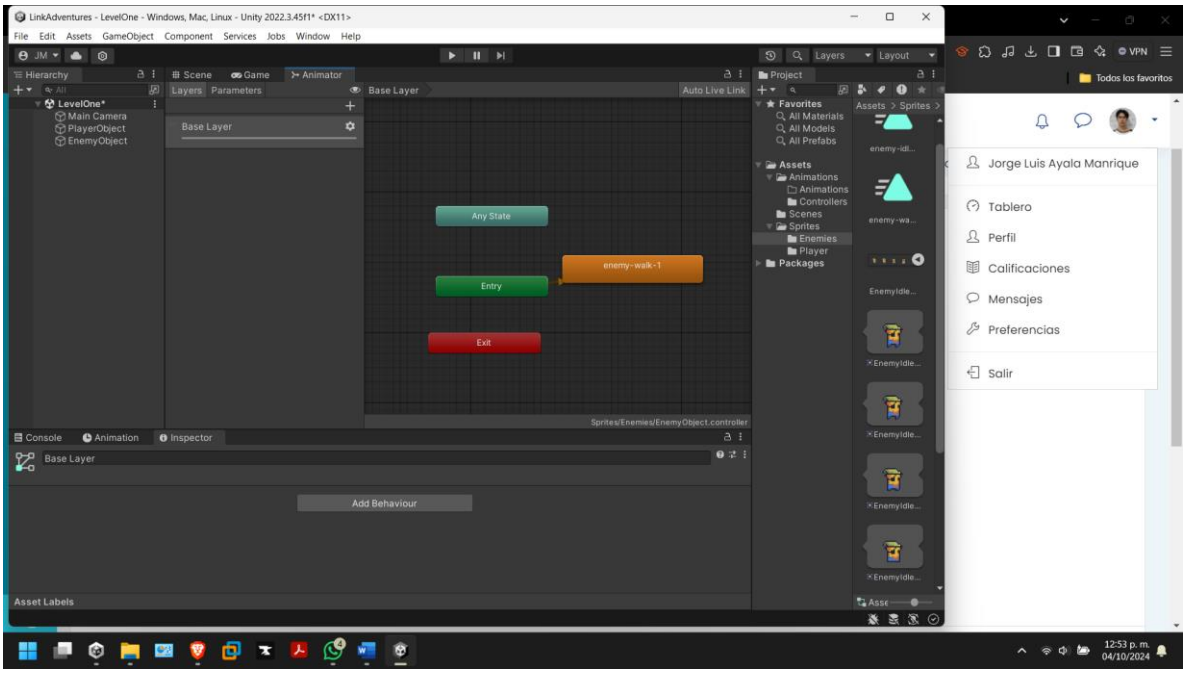
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-idle
Animations/Controllers/PlayerController.controller
Project
Console
Animation
Inspector
player-walk-east
Tag
Motion
Speed
0.6
Motion Time
Mirror
Cycle Offset
0
Foot IK
Asset Labels
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Todos los favoritos
12:49 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator
Layers Parameters
Base Layer
Any State
enemy-walk-1
Entry
Exit
Sprites/Enemies/EnemyObject.controller
Console Animation Inspector
Add Behaviour
Asset Labels
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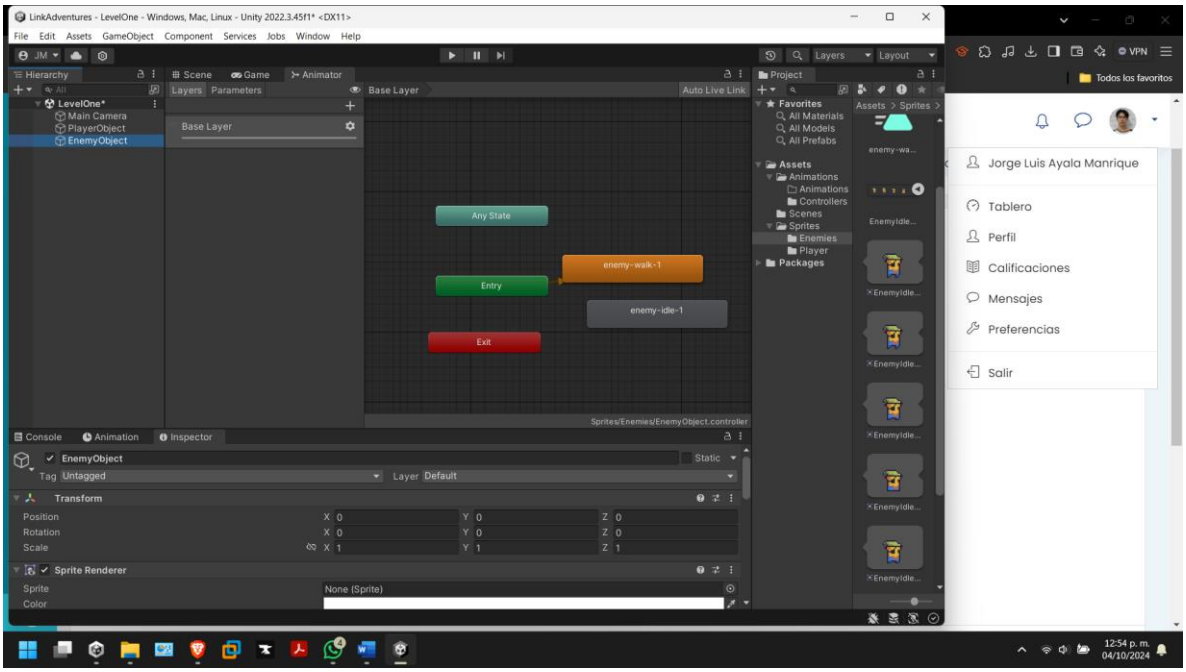
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
12:53 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Any State
enemy-walk-1
Entry
enemy-idle-1
Exit
Sprites/Enemies/EnemyObject.controller
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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
Jorge Luis Ayala Manrique
Tablero
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Salir
12:54 p. m.
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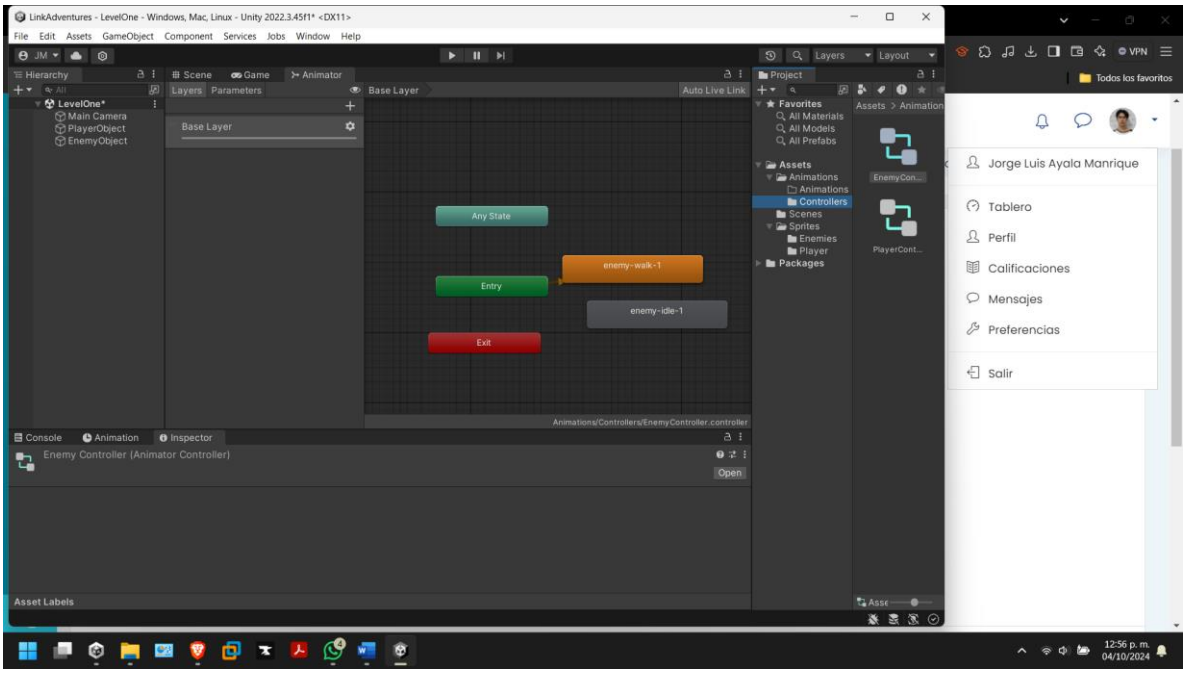
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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enemy-walk-1
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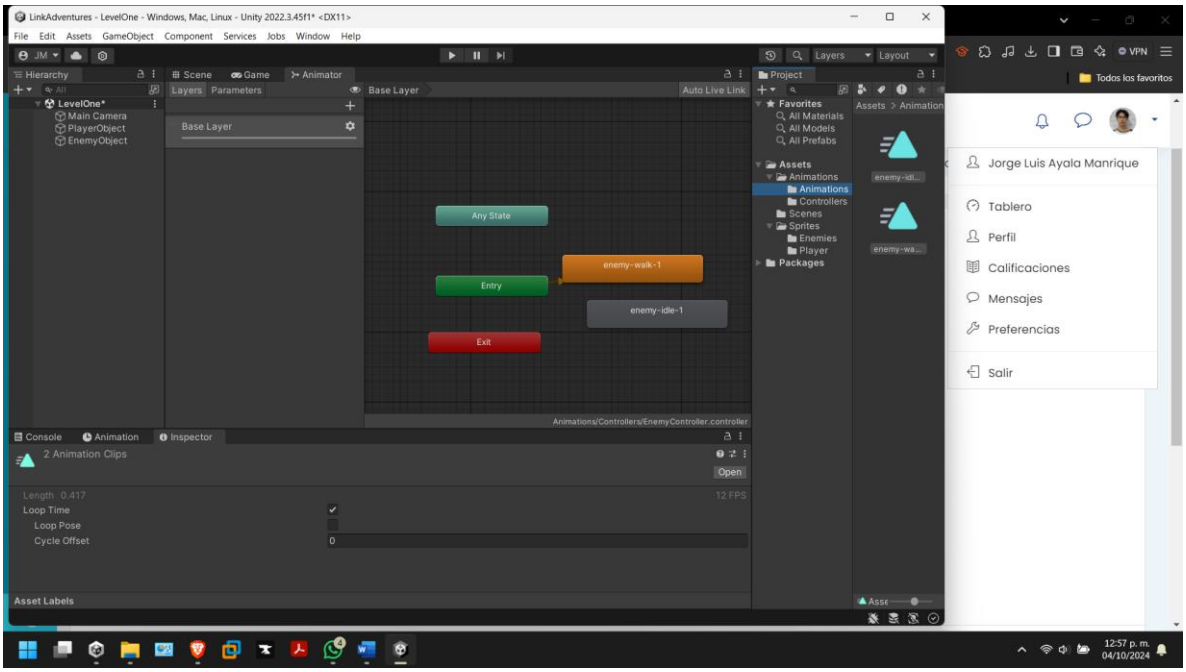
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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enemy-idle-1
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2 Animation Clips
Open
Length 0.417
12 FPS
Loop Time
Loop Pose
Cycle Offset
0
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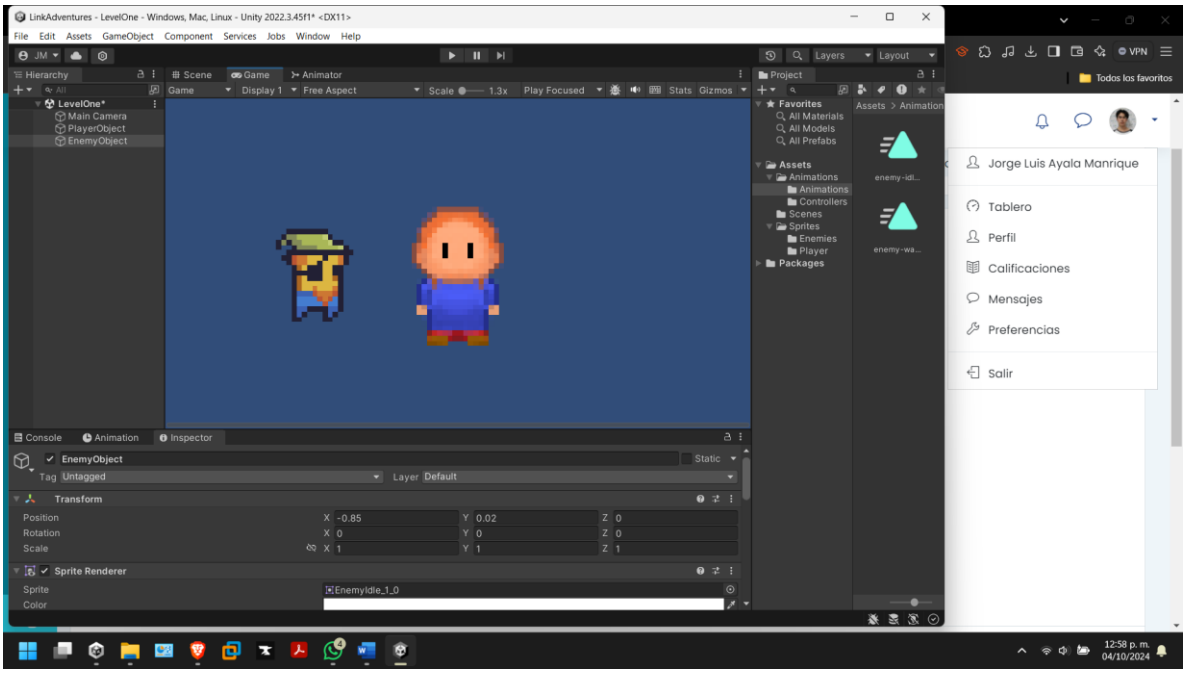
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Static
Tag Untagged
Layer Default
Transform
Position X -0.85 Y 0.02 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Todos los favoritos
Jorge Luis Ayala Manrique
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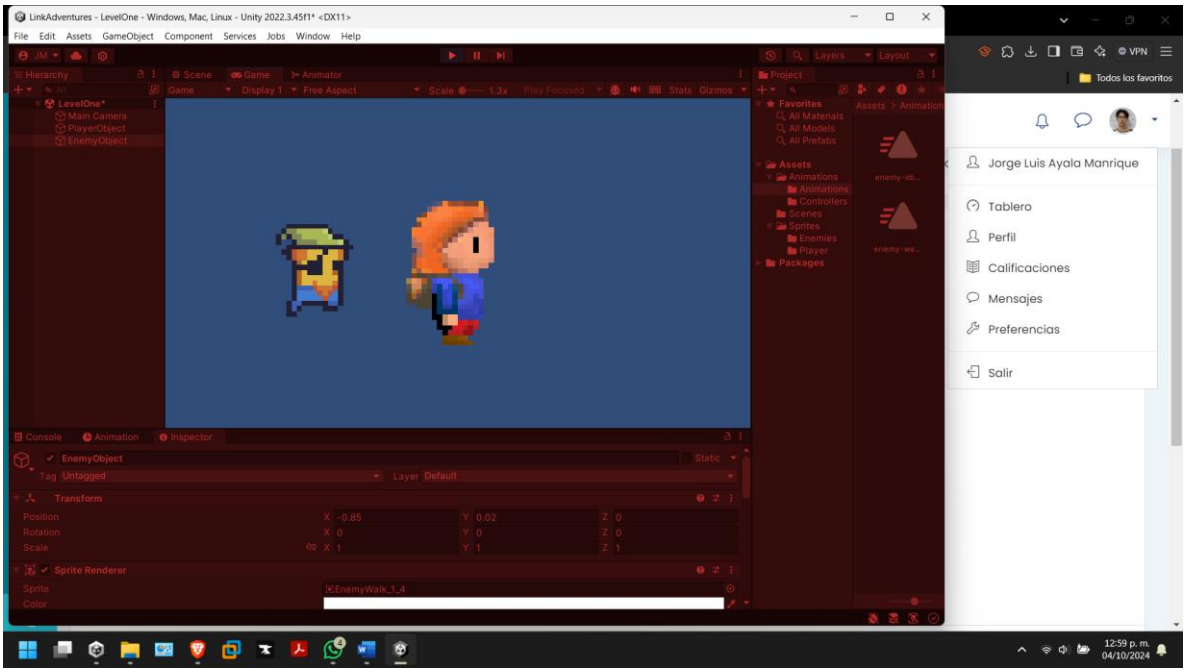
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyWalk_1_4
Color
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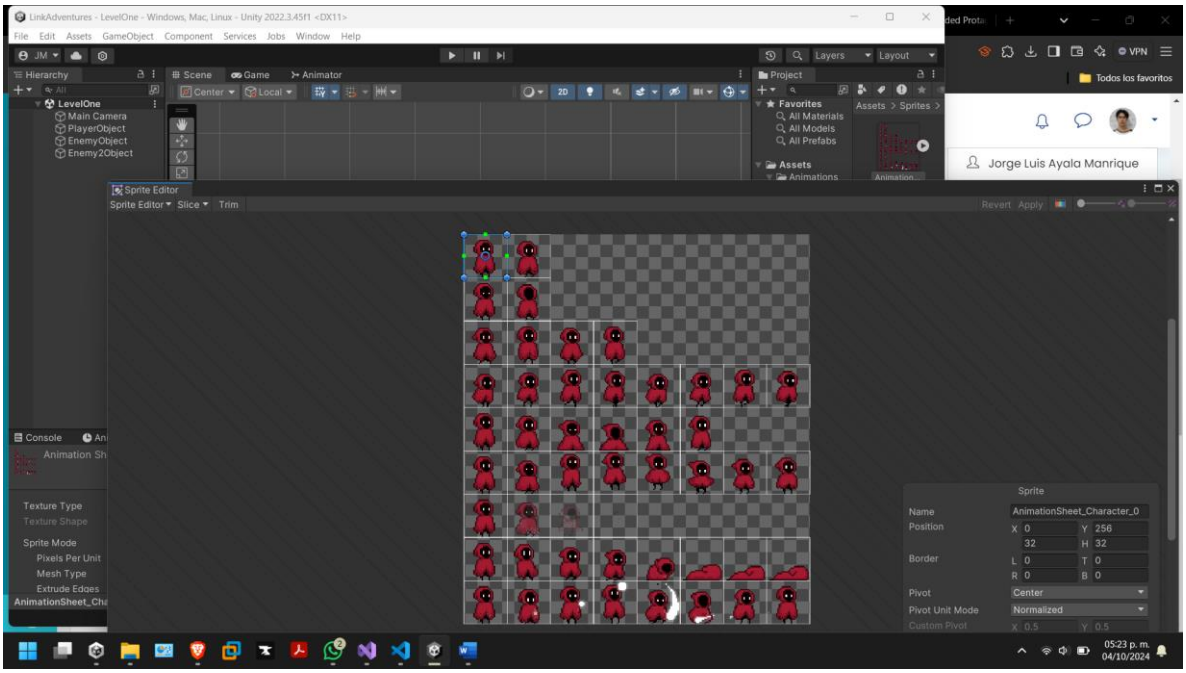
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
Console
Texture Type
Texture Shape
Sprite Mode
Pixels Per Unit
Mesh Type
Extrude Edges
AnimationSheet_Cha
Sprite
Name
AnimationSheet_Character_0
Position
X 0
Y 256
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
Jorge Luis Ayala Manrique
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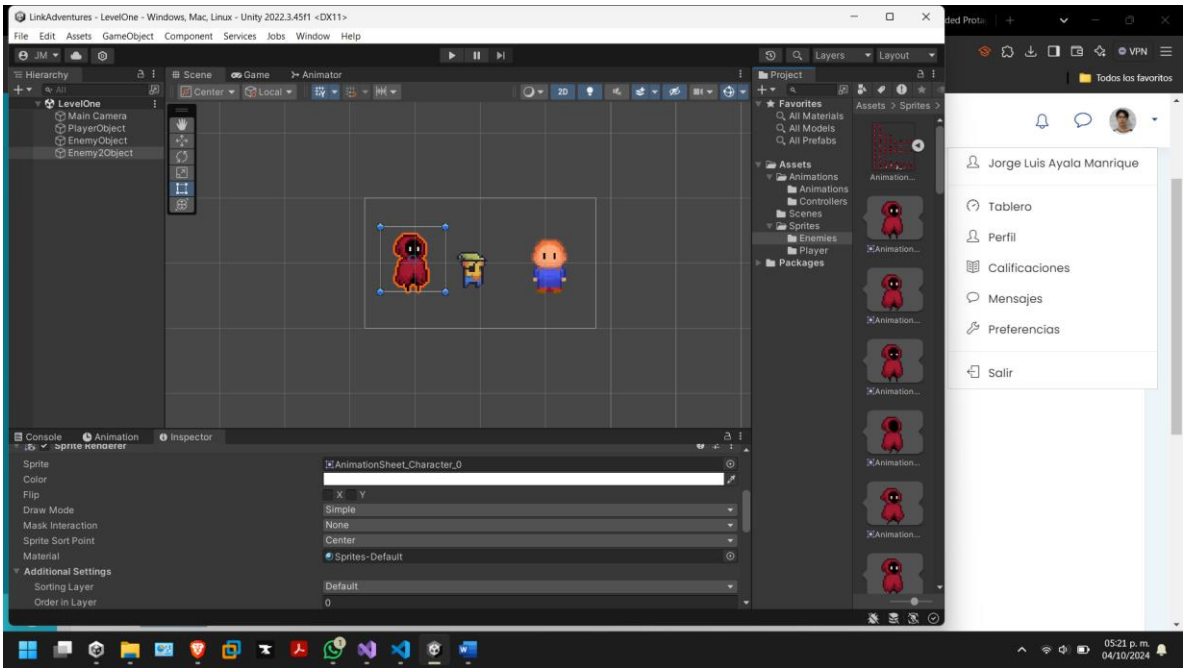
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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AnimationSheet_Character_0
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Flip
X
Y
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Jorge Luis Ayala Manrique
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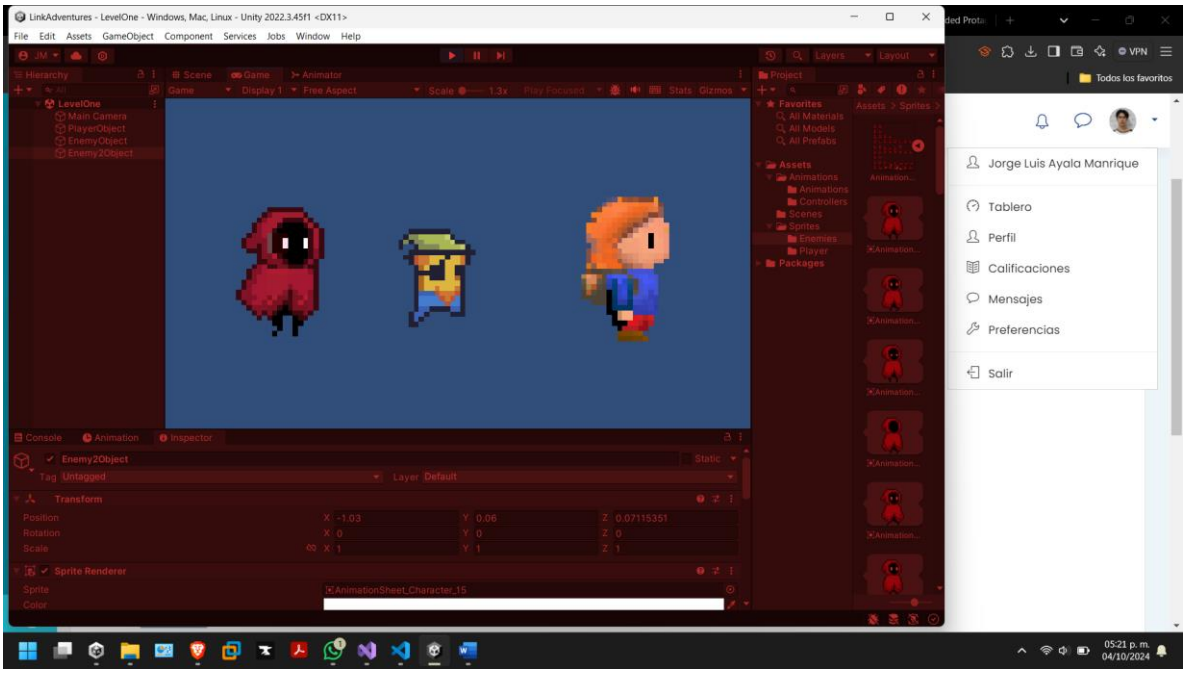
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Inspector
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Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite AnimationSheet_Character_15
Color
Todos los favoritos
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