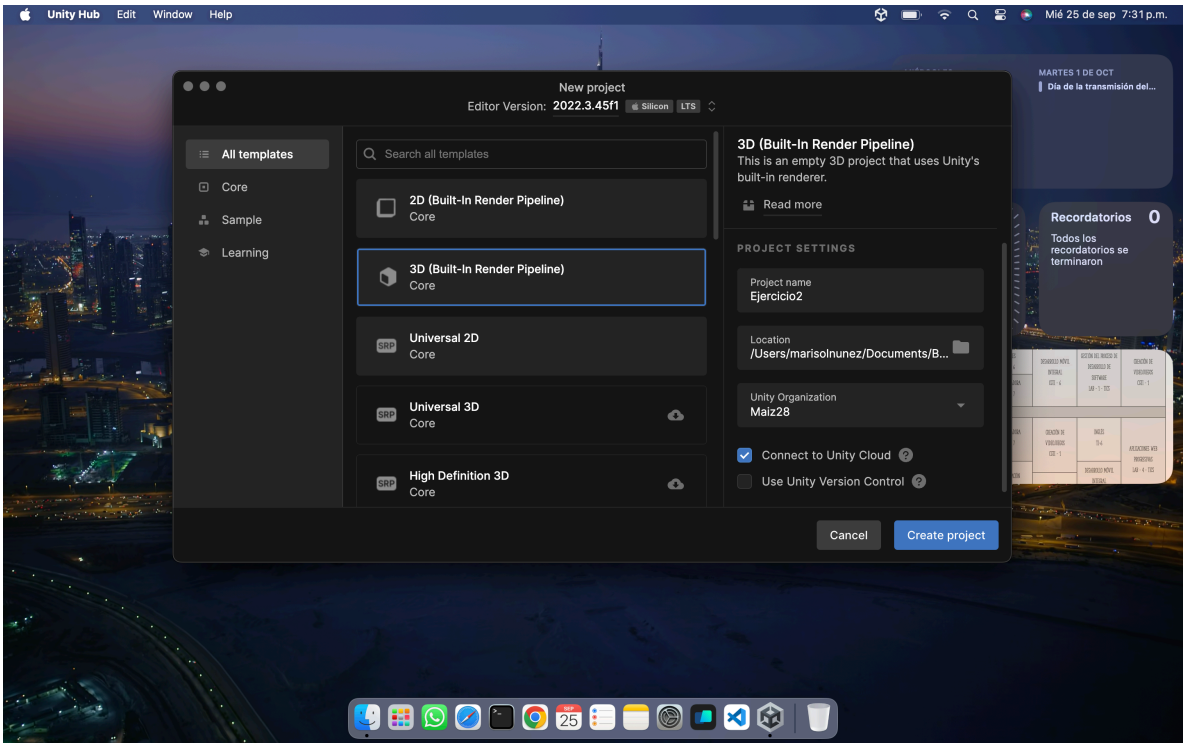
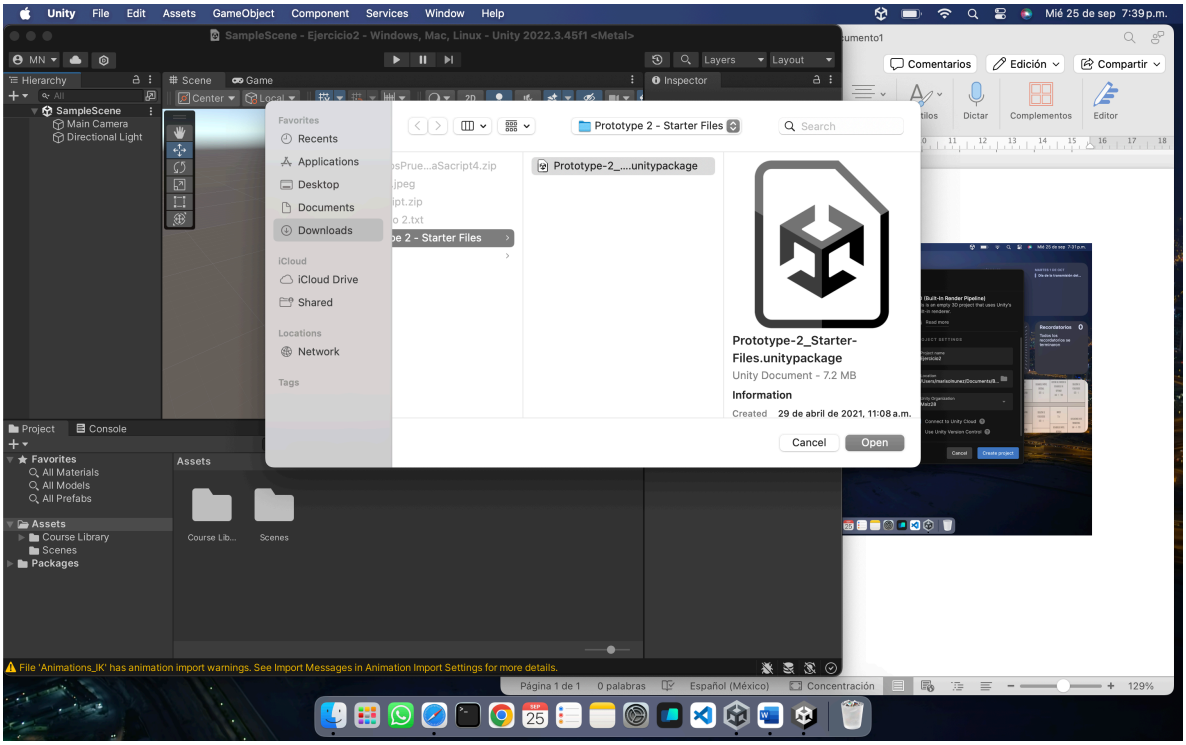
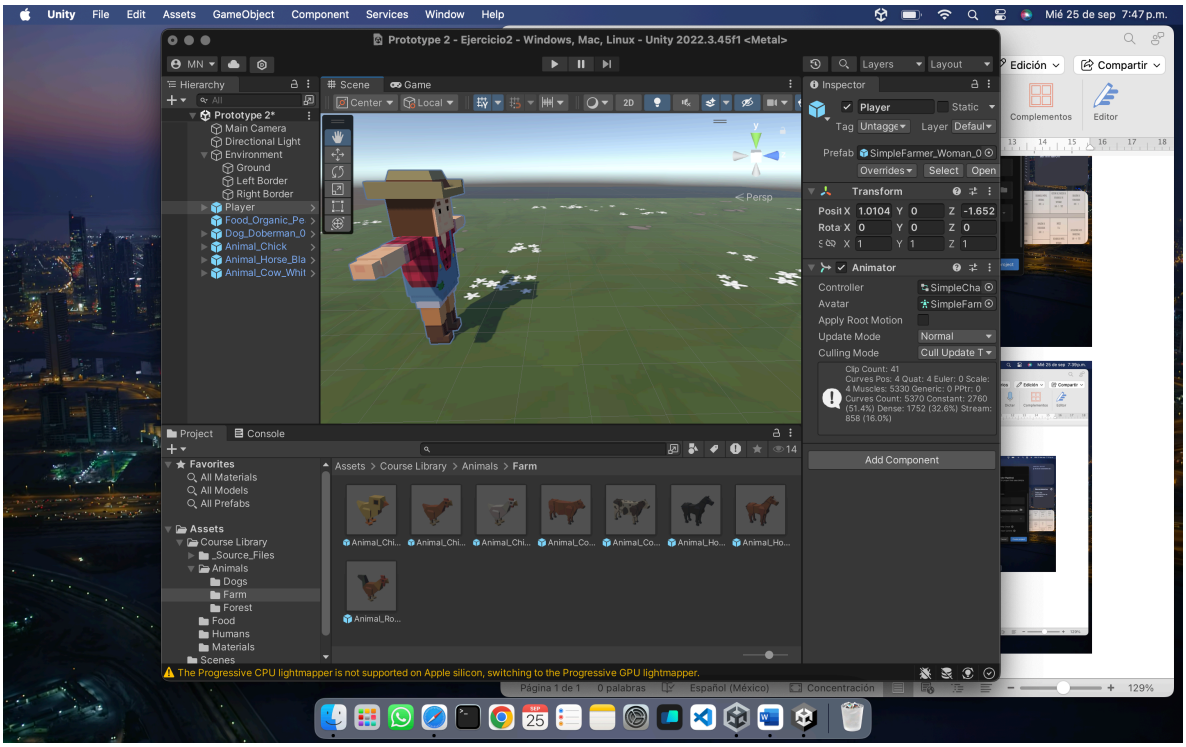
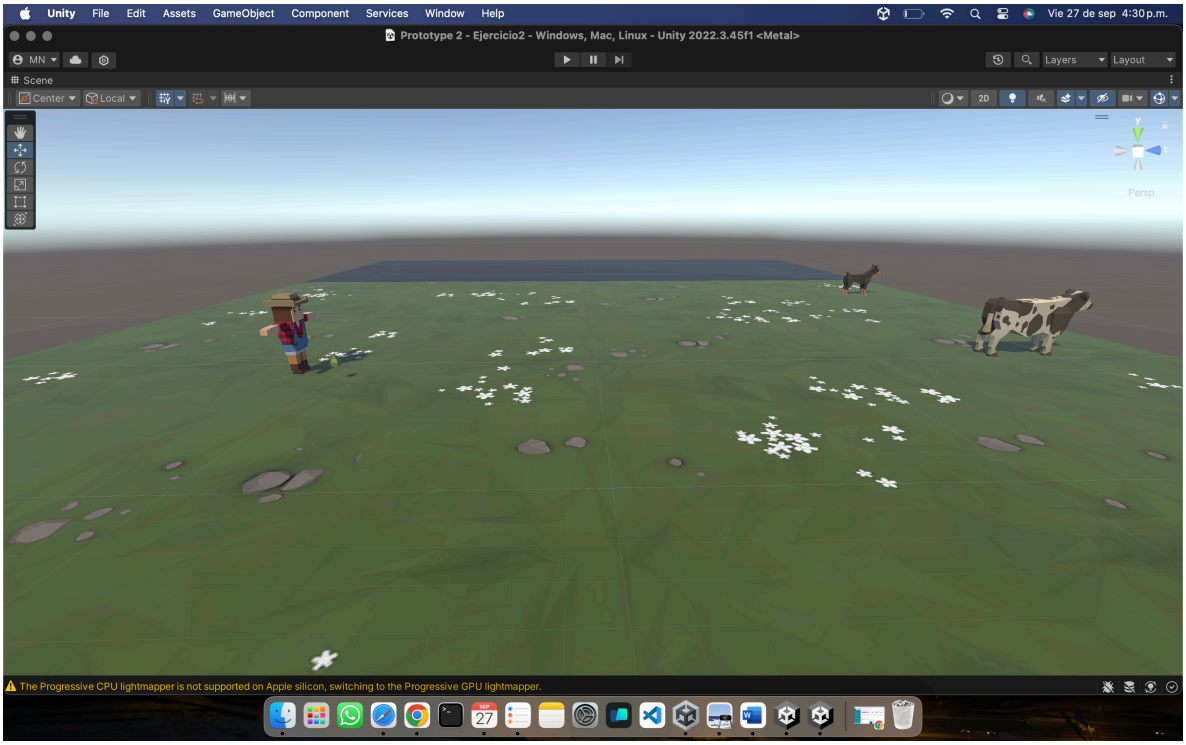
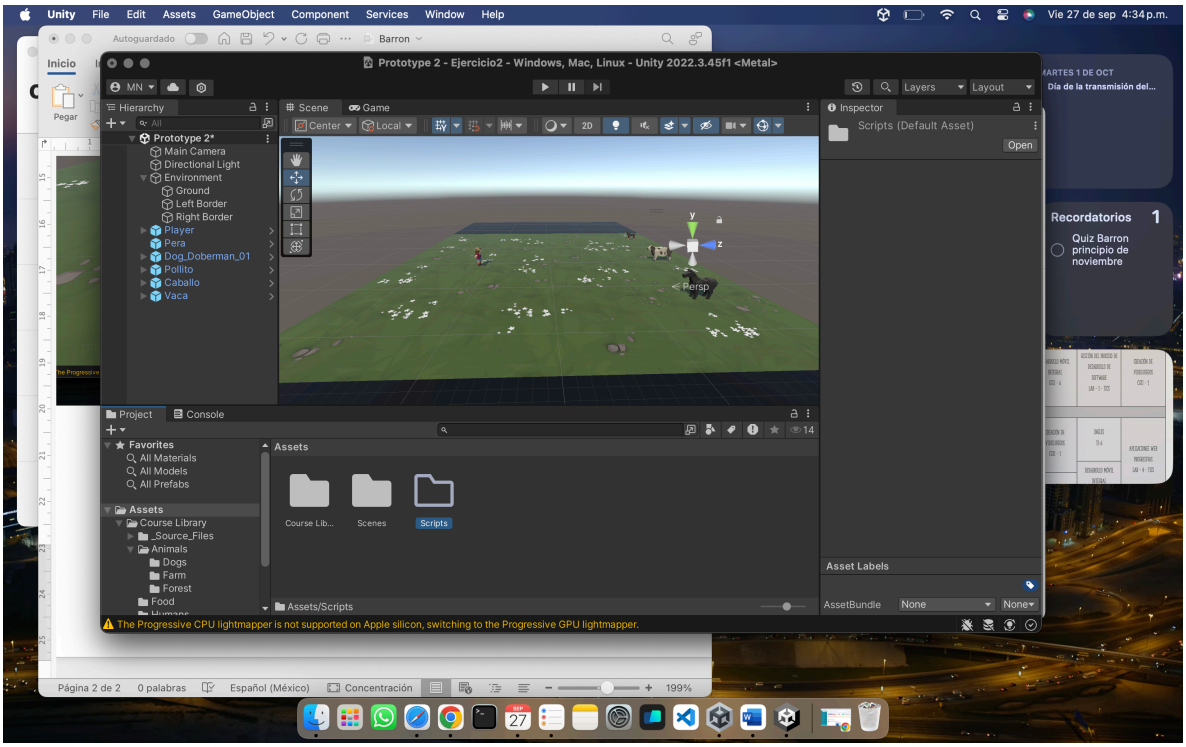
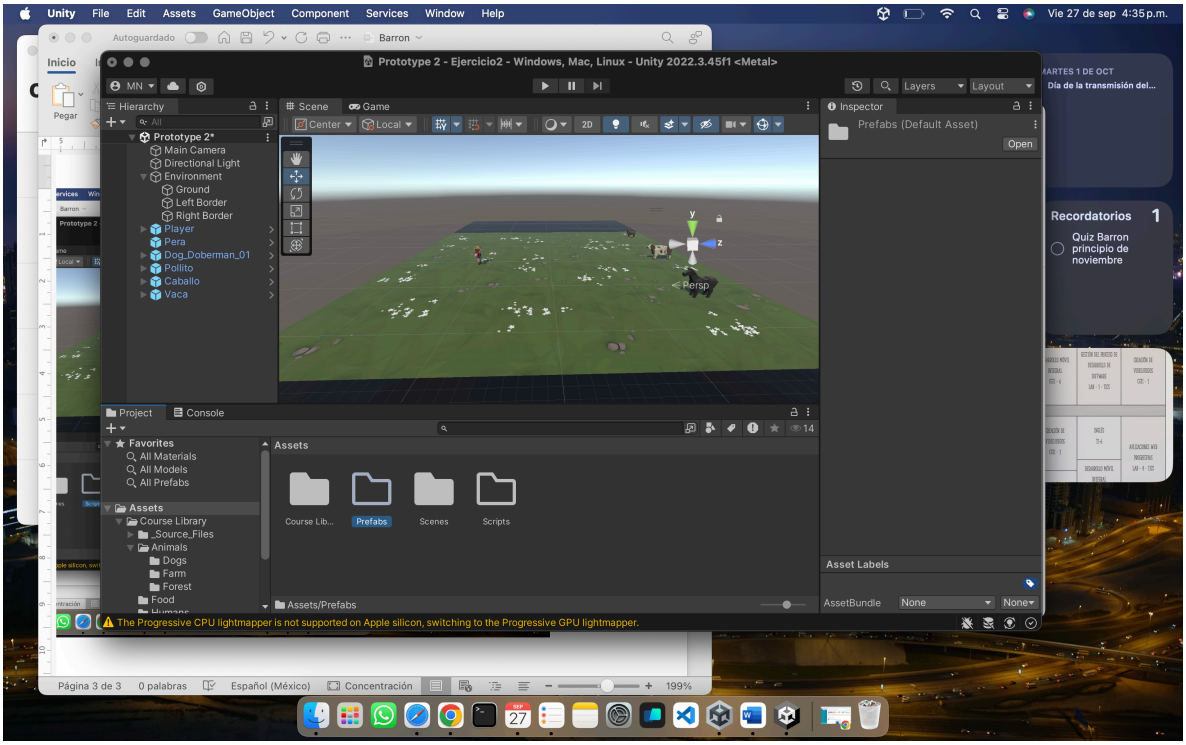

Unity Hub
Edit
Window
Help
Mié 25 de sep 7:31 p.m.
New project
Editor Version: 2022.3.45f1
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
High Definition 3D
Core
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Ejercicio2
Location
/Users/marisolnunez/Documents/B...
Unity Organization
Maiz28
Connect to Unity Cloud
Use Unity Version Control
Cancel
Create project
Recordatorios
Todos los recordatorios se terminaron

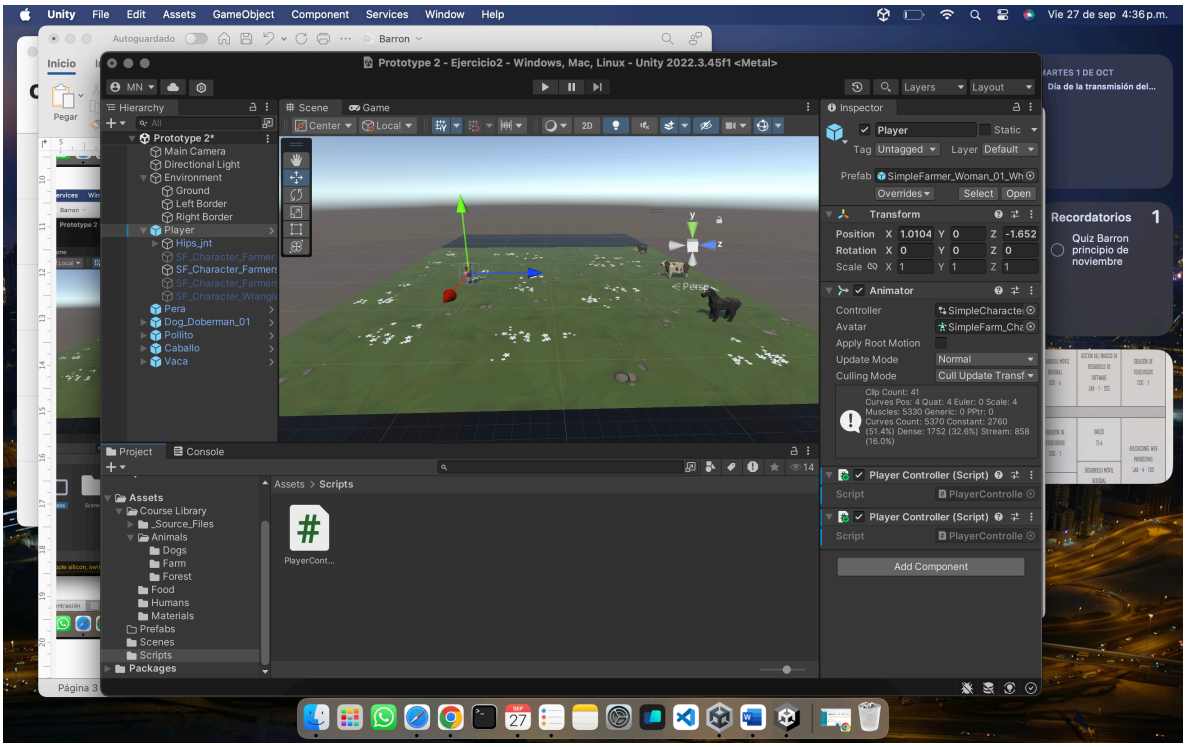

Unity
File
Edit
Assets
GameObject
Component
Services
Window
Help
Mié 25 de sep 7:39 p.m.
SampleScene - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Prototype 2 - Starter Files
Prototype-2_....unitypackage
Prototype-2_Starter-Files.unitypackage
Unity Document - 7.2 MB
Information
Created 29 de abril de 2021, 11:08 a.m.
Cancel
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Packages
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Comentarios
Edición
Compartir
Dictar
Complementos
Editor

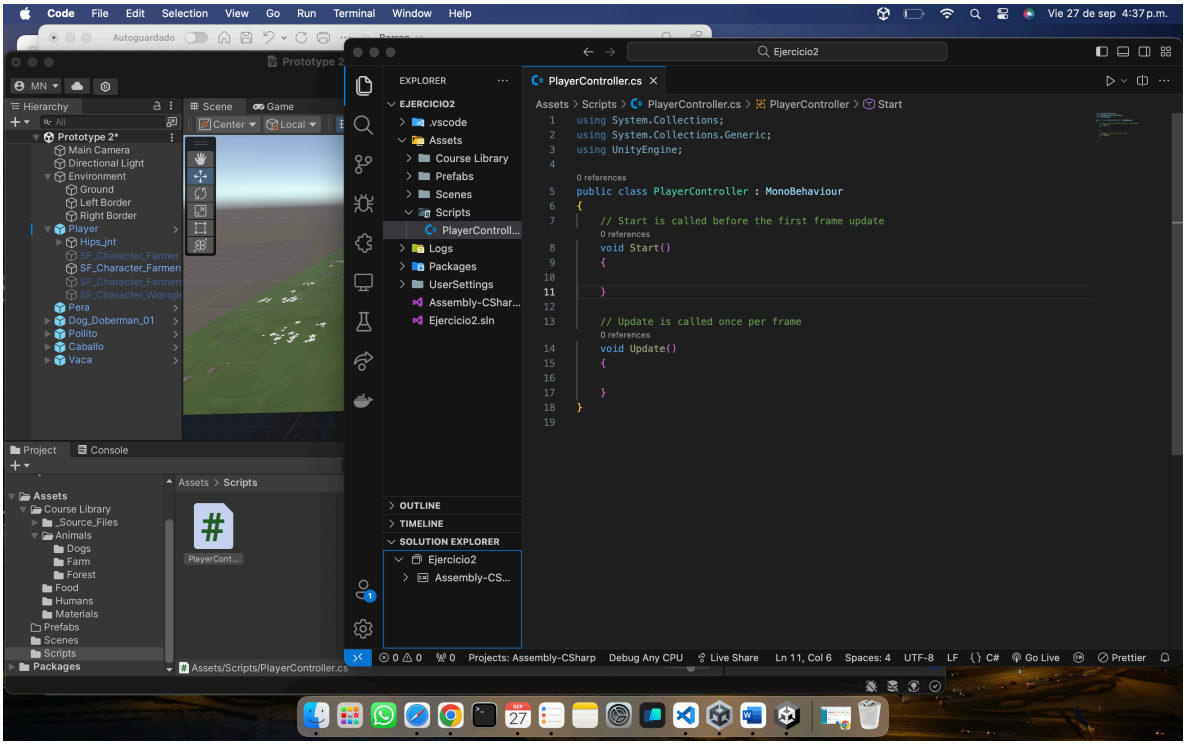

Unity File Edit Assets GameObject Component Services Window Help
Mié 25 de sep 7:47 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Organic_Pe
Dog_Doberman_0
Animal_Chick
Animal_Horse_Bla
Animal_Cow_Whit
Scene
Game
Inspector
Player
Prefab SimpleFarmer_Woman_0
Transform
Posit X 1.0104 Y 0 Z -1.652
Rota X 0 Y 0 Z 0
Animator
Controller SimpleCha
Avatar SimpleFarm
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update T
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
The Progressive CPU lightmapper is not supported on Apple silicon, switching to the Progressive GPU lightmapper.
Edición
Compartir
Complementos
Editor
129%

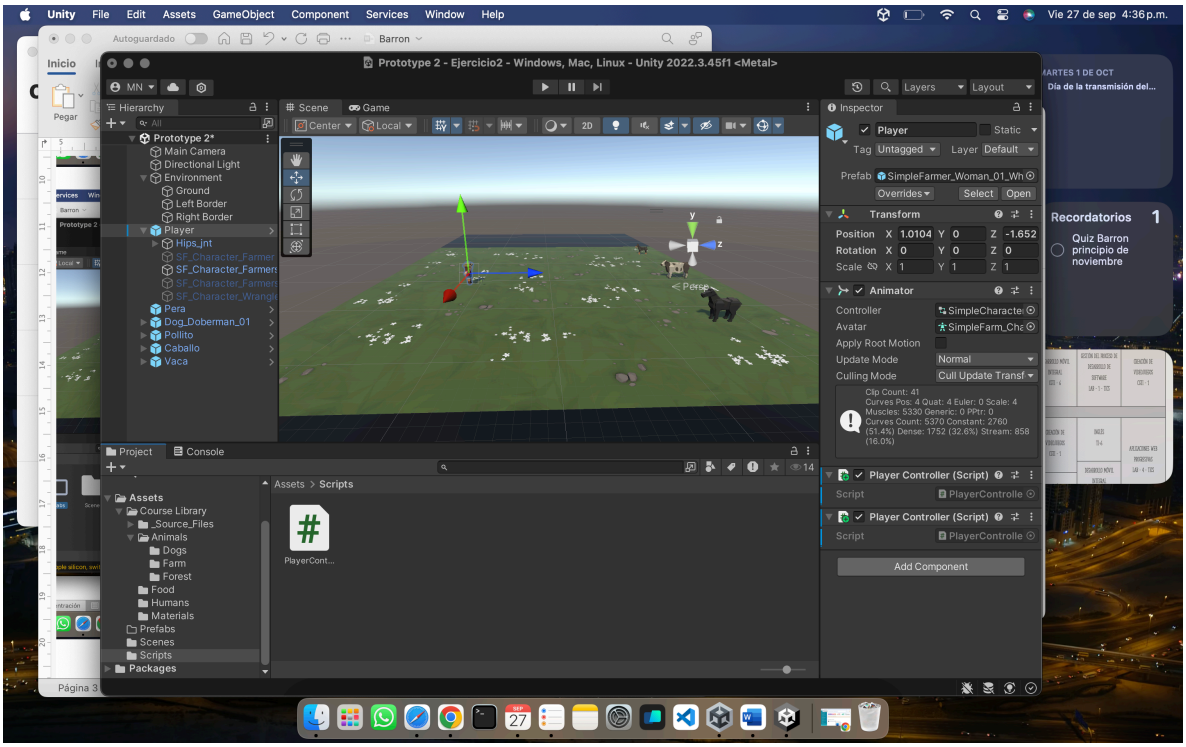

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:30 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Scene
Persp
The Progressive CPU lightmapper is not supported on Apple silicon, switching to the Progressive GPU lightmapper.

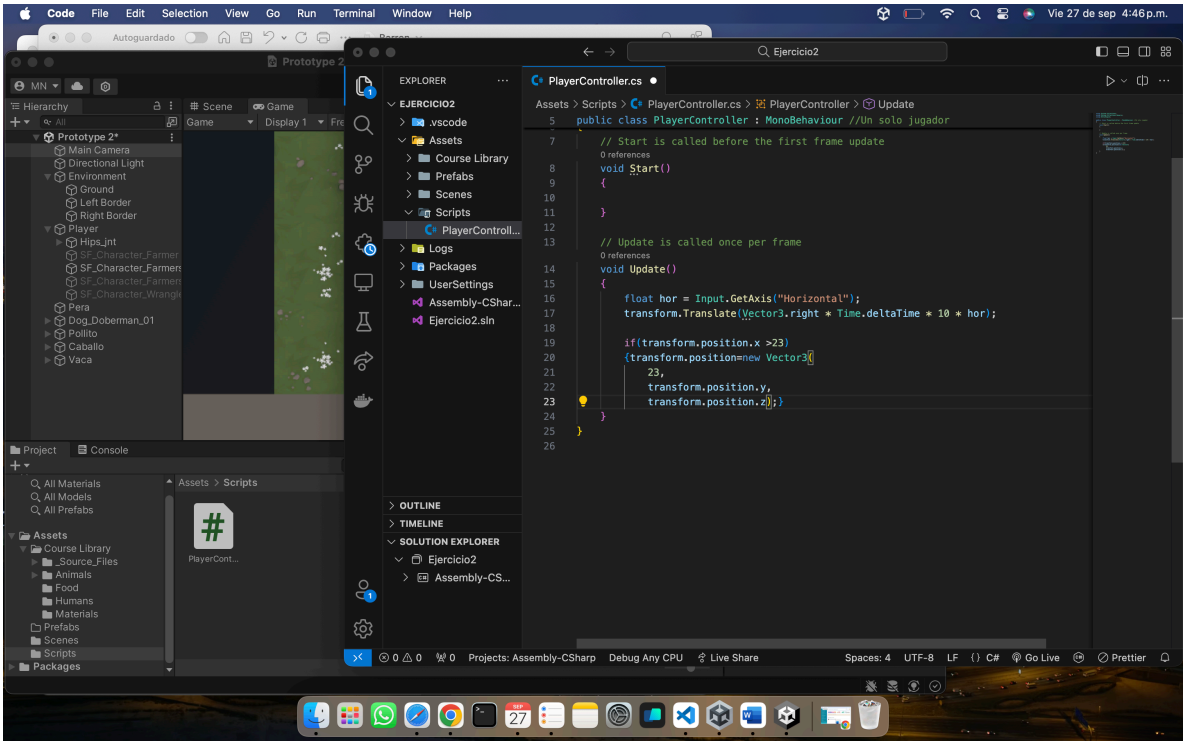

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:34 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
Scene
Game
Inspector
Scripts (Default Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Course Lib...
Scenes
Scripts
Assets/Scripts
Asset Labels
AssetBundle
The Progressive CPU lightmapper is not supported on Apple silicon, switching to the Progressive GPU lightmapper.
Recordatorios
Quiz Barron principio de noviembre

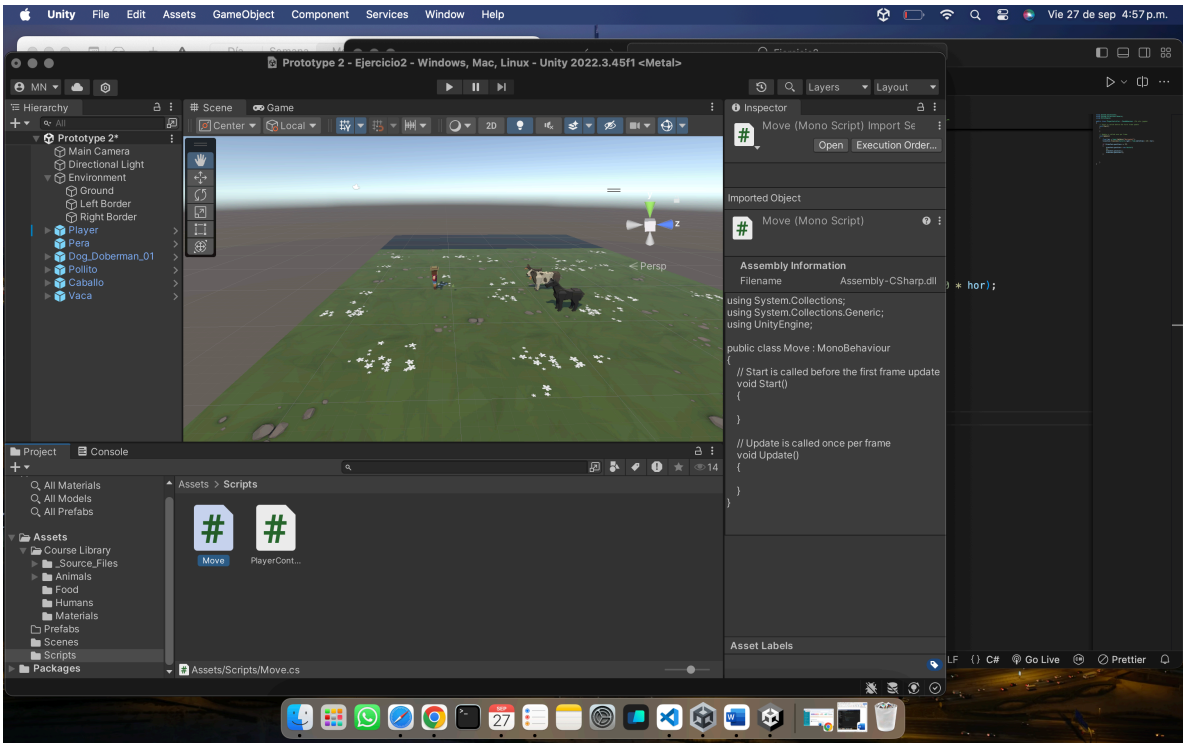

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:35 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
Scene
Game
Inspector
Prefabs (Default Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Course Lib...
Prefabs
Scenes
Scripts
Assets/Prefabs
Asset Labels
AssetBundle
The Progressive CPU lightmapper is not supported on Apple silicon, switching to the Progressive GPU lightmapper.
Recordatorios
Quiz Barron principio de noviembre

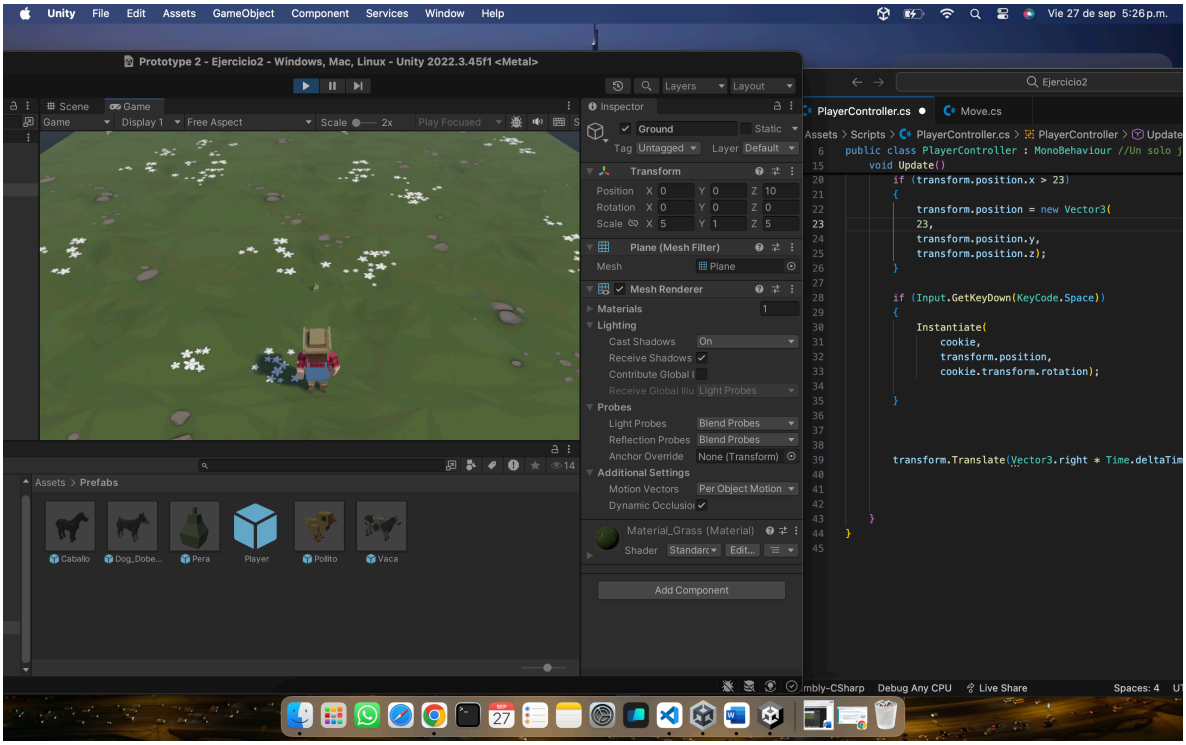

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:36 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Hips_jnt
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
Scene
Game
Inspector
Transform
Position X 1.0104 Y 0 Z -1.652
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller
Avatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transf
Player Controller (Script)
Script PlayerControlle
Add Component
Project
Console
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
PlayerCont...

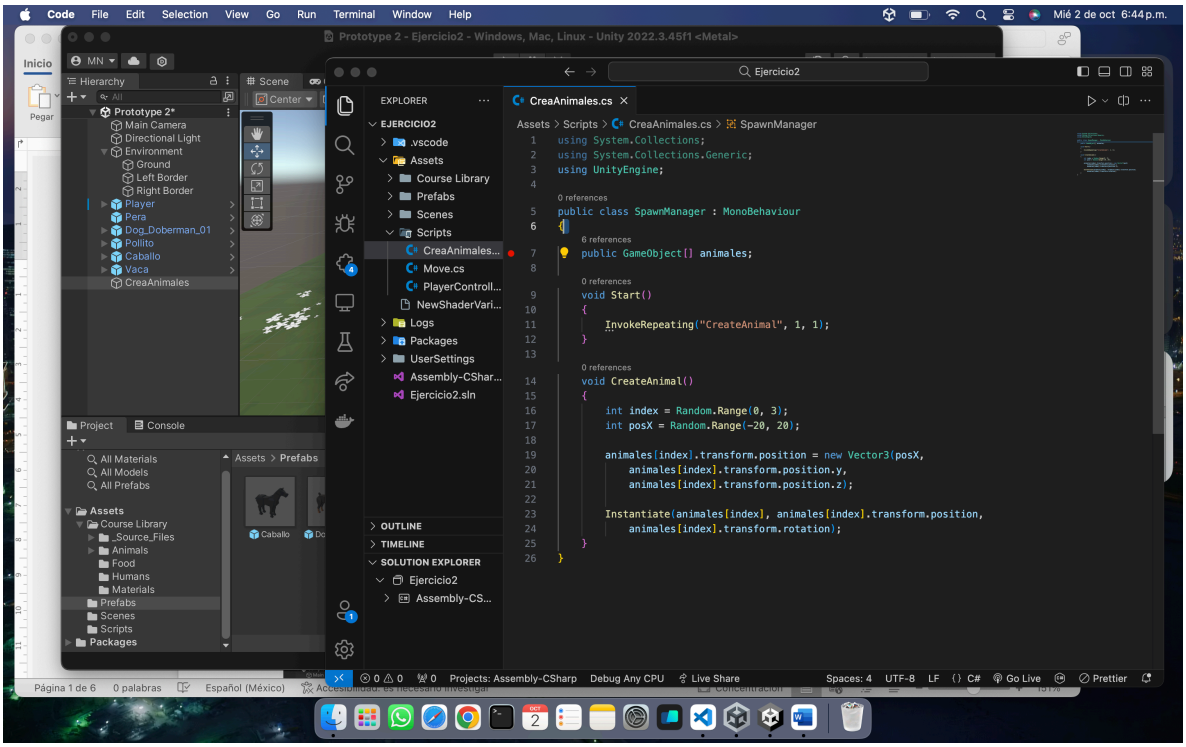

Code File Edit Selection View Go Run Terminal Window Help
Vie 27 de sep 4:37 p.m.
Ejercicio2
EXPLORER
EJERCICIO2
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
PlayerControll...
Logs
Packages
UserSettings
Assembly-CSHar...
Ejercicio2.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
Ejercicio2
Assembly-CS...
PlayerController.cs
Assets > Scripts > PlayerController.cs > PlayerController > Start
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
0 references
void Start()
{
}
// Update is called once per frame
0 references
void Update()
{
}
}
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Ln 11, Col 6
Spaces: 4
UTF-8
LF
C#
Go Live
Prettier
Assets/Scripts/PlayerController.cs


Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:36 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Hips_jnt
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
Scene
Game
Inspector
Transform
Position X 1.0104 Y 0 Z -1.652
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller
Avatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transf
Player Controller (Script)
Script PlayerControlle
Add Component
Project
Console
Assets > Scripts
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
PlayerCont...

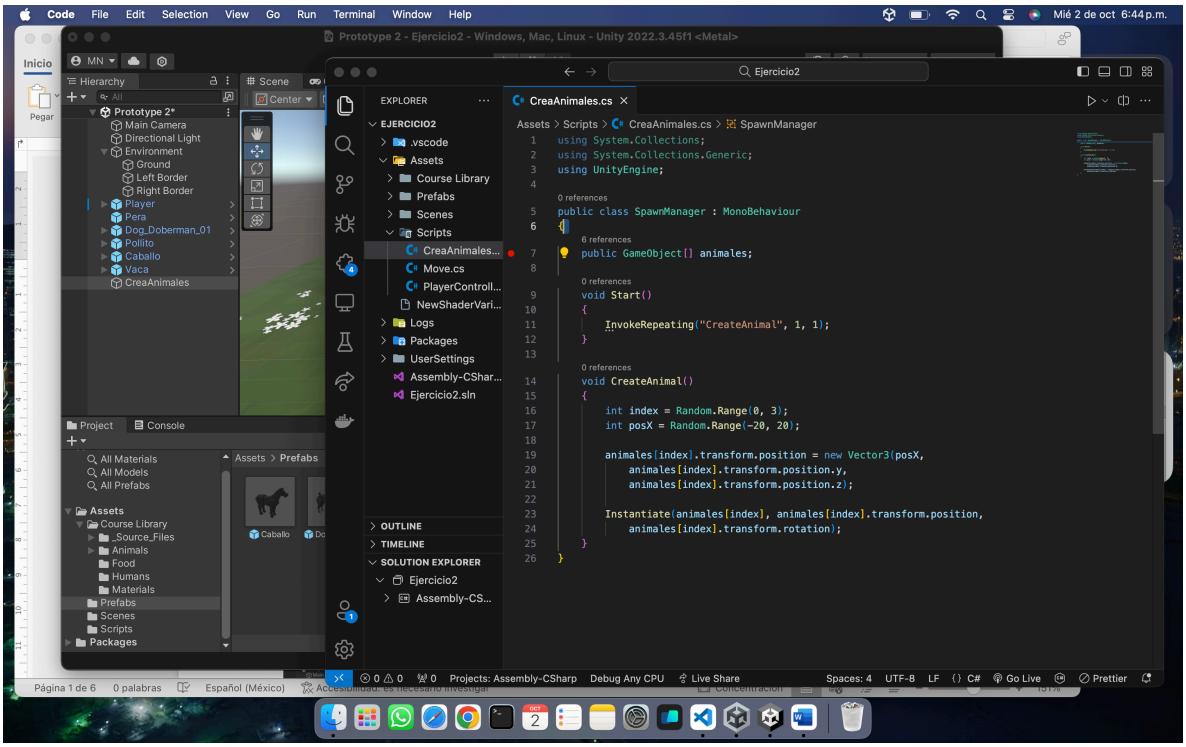

Code File Edit Selection View Go Run Terminal Window Help
Vie 27 de sep 4:46 p.m.
Ejercicio2
EXPLORER
EJERCICIO2
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
PlayerControll...
Logs
Packages
UserSettings
Assembly-CSHar...
Ejercicio2.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
Ejercicio2
Assembly-CS...
PlayerController.cs
Assets > Scripts > PlayerController.cs > PlayerController > Update
public class PlayerController : MonoBehaviour //Un solo jugador
// Start is called before the first frame update
0 references
void Start()
{
}
// Update is called once per frame
0 references
void Update()
{
float hor = Input.GetAxis("Horizontal");
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
if(transform.position.x >23)
{transform.position=new Vector3(
23,
transform.position.y,
transform.position.z);}
}
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Spaces: 4
UTF-8
LF
C#
Go Live
Prettier

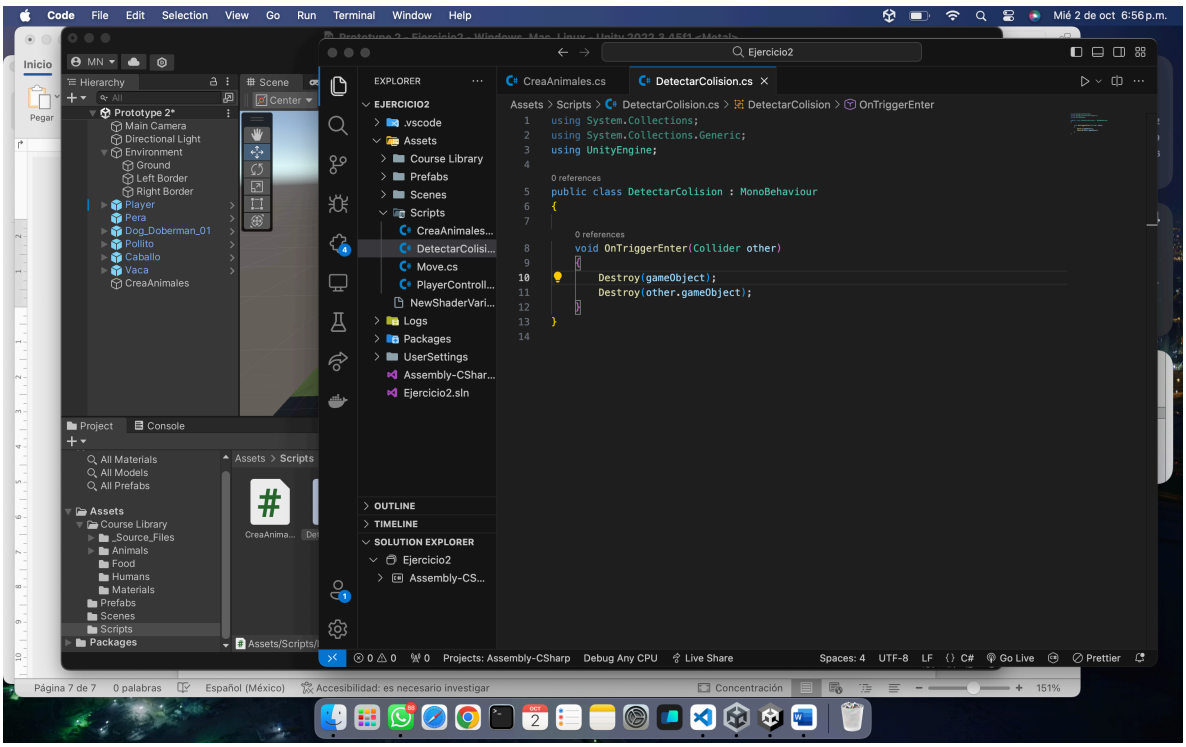

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 4:57 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
Scene
Game
Inspector
Move (Mono Script) Import Se
Open
Execution Order...
Imported Object
Move (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll
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()
{
}
}
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
Move
PlayerCont...
Assets/Scripts/Move.cs
Asset Labels

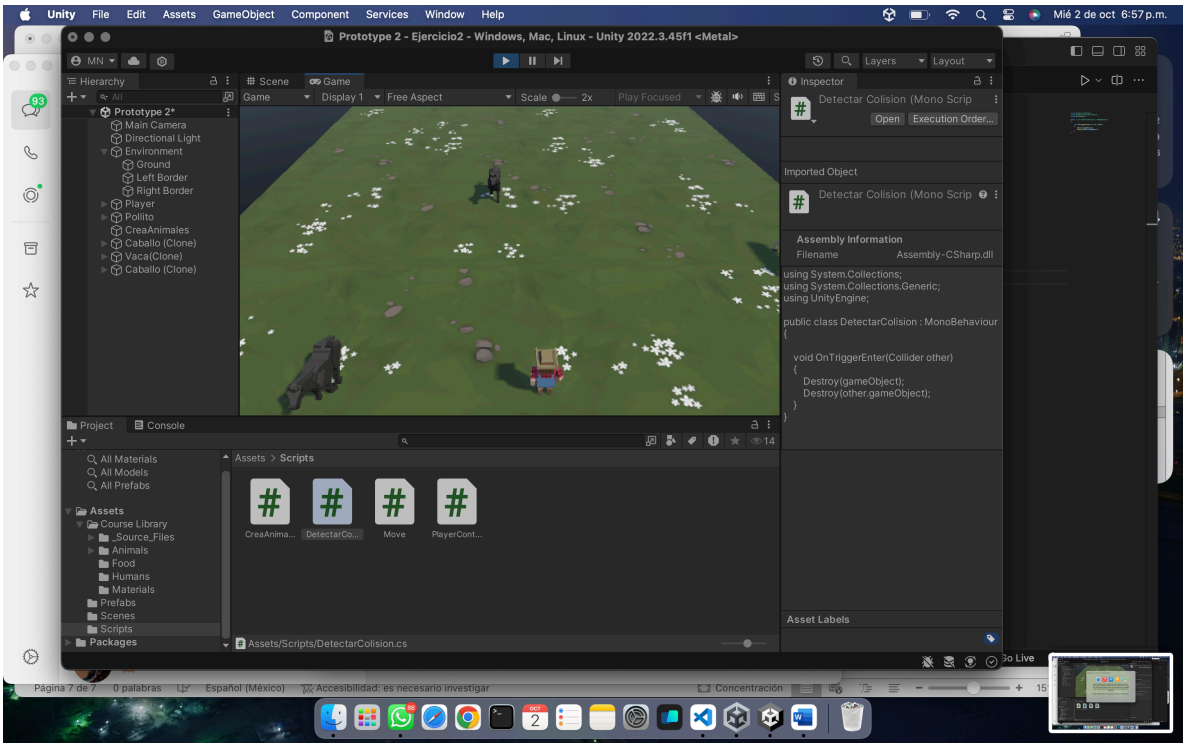

Unity File Edit Assets GameObject Component Services Window Help
Vie 27 de sep 5:26 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Scene
Game
Display 1
Free Aspect
Scale 2x
Play Focused
Inspector
Ground
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 10
Rotation X 0 Y 0 Z 0
Scale X 5 Y 1 Z 5
Plane (Mesh Filter)
Mesh Plane
Mesh Renderer
Materials 1
Lighting
Cast Shadows On
Receive Shadows
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Material_Grass (Material)
Shader
Edit...
Add Component
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Ejercicio2
PlayerController.cs
Move.cs
Assets > Scripts > PlayerController.cs > PlayerController > Update
public class PlayerController : MonoBehaviour //Un solo
void Update()
if (transform.position.x > 23)
{
transform.position = new Vector3(
23,
transform.position.y,
transform.position.z);
}
if (Input.GetKeyDown(KeyCode.Space))
{
Instantiate(
cookie,
transform.position,
cookie.transform.rotation);
}
transform.Translate(Vector3.right * Time.deltaTim
}
}
Debug Any CPU
Live Share
Spaces: 4

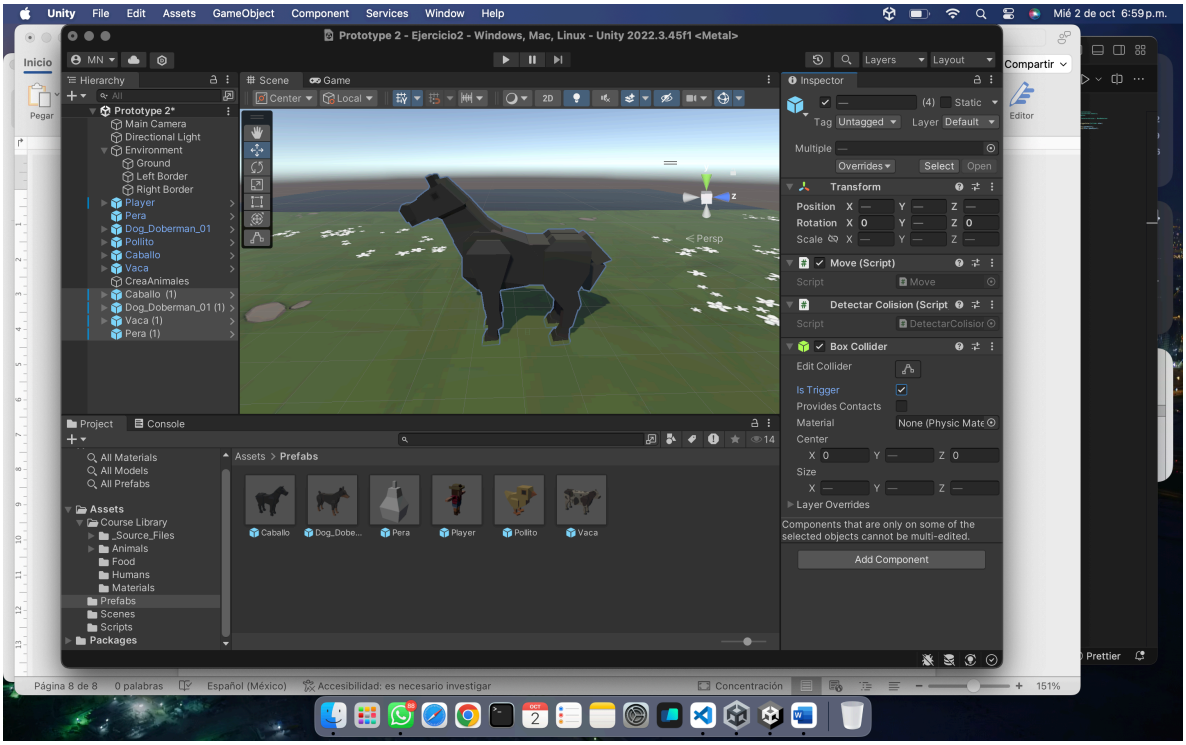

Code File Edit Selection View Go Run Terminal Window Help
Mié 2 de oct 6:44 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Scene
Project
Console
Assets > Prefabs
Caballo
EXPLORER
EJERCICIO2
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales...
Move.cs
PlayerControll...
NewShaderVari...
Logs
Packages
UserSettings
Assembly-CSharp...
Ejercicio2.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
Ejercicio2
Assembly-CS...
CreaAnimales.cs
Assets > Scripts > CreaAnimales.cs > SpawnManager
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class SpawnManager : MonoBehaviour
{
6 references
public GameObject[] animales;
0 references
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
0 references
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);
}
}
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Spaces: 4
UTF-8
LF
C#
Go Live
Prettier
Página 1 de 6
0 palabras
Español (México)

Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 6:44 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Scene
Game
Persp
Inspector
CreaAnimales
Static
Tag Untagged
Layer Default
Transform
Position X -0.335 Y 0 Z 0.5203
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Spawn Manager (Script)
Script CreaAnimales
Animales 3
Element 0 Vaca
Element 1 Caballo
Element 2 Dog_Dobermar
Add Component
Project
Console
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Spaces: 4
UTF-8
LF
C#
Go Live
Prettier
Página 6 de 6
0 palabras
Español (México)

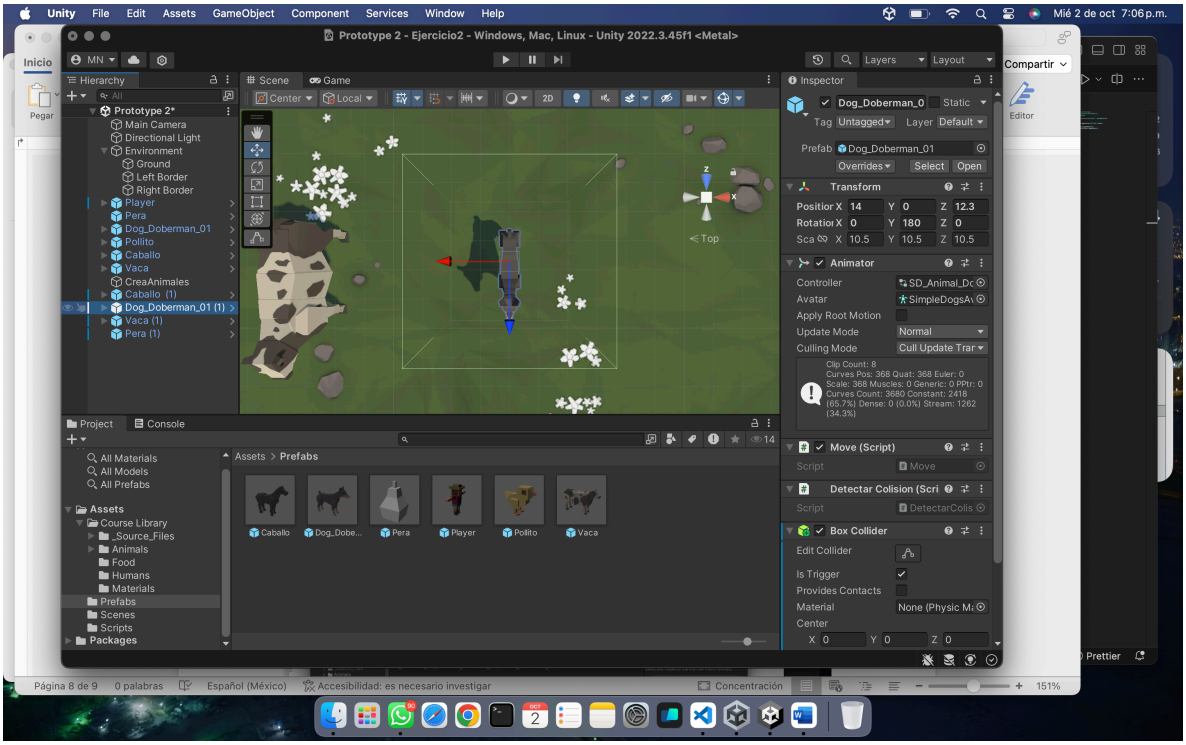

Code File Edit Selection View Go Run Terminal Window Help
Mié 2 de oct 6:44 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Scene
Project
Console
Assets > Prefabs
Caballo
Ejercicio2
EXPLORER
EJERCICIO2
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales...
Move.cs
PlayerControll...
NewShaderVari...
Logs
Packages
UserSettings
Assembly-CSharp...
Ejercicio2.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
Ejercicio2
Assembly-CS...
CreaAnimales.cs
Assets > Scripts > CreaAnimales.cs > SpawnManager
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class SpawnManager : MonoBehaviour
{
6 references
public GameObject[] animales;
0 references
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
0 references
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);
}
}
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Spaces: 4 UTF-8 LF C# Go Live Prettier
Página 1 de 6 0 palabras Español (México)

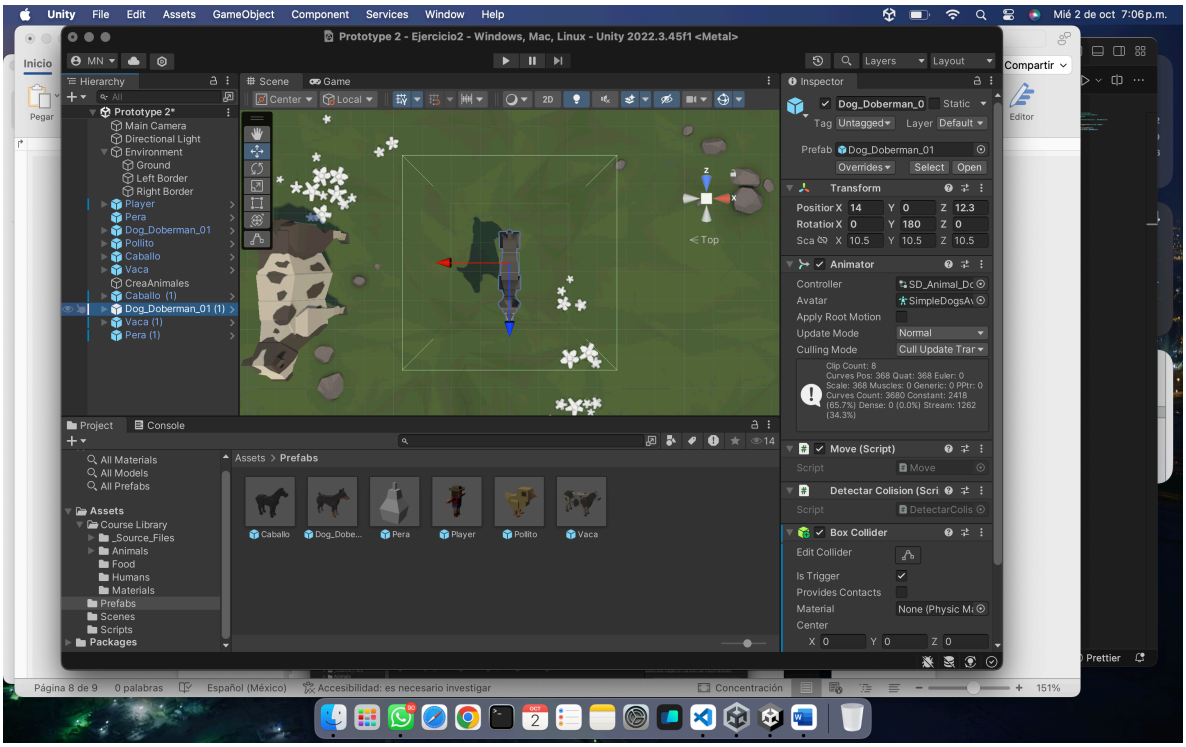

Code File Edit Selection View Go Run Terminal Window Help
Mié 2 de oct 6:56 p.m.
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Scene
Project
Console
Assets > Scripts
Ejercicio2
EXPLORER
EJERCICIO2
.vscode
Assets
Course Library
Prefabs
Scenes
Scripts
CreaAnimales...
DetectarColisi...
Move.cs
PlayerControll...
NewShaderVari...
Logs
Packages
UserSettings
Assembly-CSharp...
Ejercicio2.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
Ejercicio2
Assembly-CS...
CreaAnimales.cs
DetectarColision.cs
Assets > Scripts > DetectarColision.cs > DetectarColision > OnTriggerEnter
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class DetectarColision : MonoBehaviour
{
0 references
void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Projects: Assembly-CSharp
Debug Any CPU
Live Share
Spaces: 4 UTF-8 LF C# Go Live Prettier
Página 7 de 7 0 palabras Español (México)
Accesibilidad: es necesario investigar
Concentración
151%

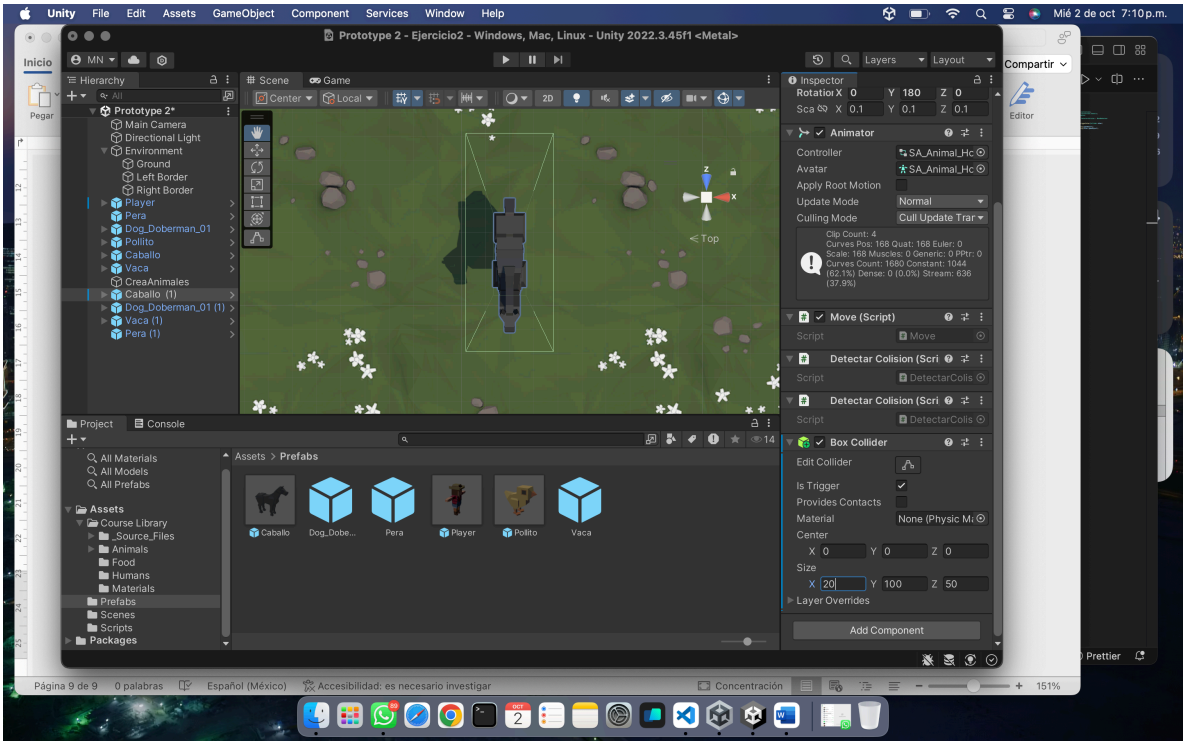

Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 6:57 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pollito
CreaAnimales
Caballo (Clone)
Vaca(Clone)
Caballo (Clone)
Scene
Game
Display 1
Free Aspect
Scale 2x
Play Focused
Inspector
Detectar Colision (Mono Scrip
Open
Execution Order...
Imported Object
Detectar Colision (Mono Scrip
Assembly Information
Filename Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectarColision : MonoBehaviour
{
void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreaAnima...
DetectarCo...
Move
PlayerCont...
Assets/Scripts/DetectarColision.cs
Asset Labels


Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 6:59 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Center
Local
2D
Persp
Inspector
Static
Tag Untagged
Layer Default
Multiple
Overrides
Select
Open
Transform
Position X Y Z
Rotation X 0 Y Z 0
Scale X Y Z
Move (Script)
Script Move
Detectar Colision (Script
Script DetectarColision
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Mate
Center
X 0 Y Z 0
Size
Layer Overrides
Components that are only on some of the selected objects cannot be multi-edited.
Add Component
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca

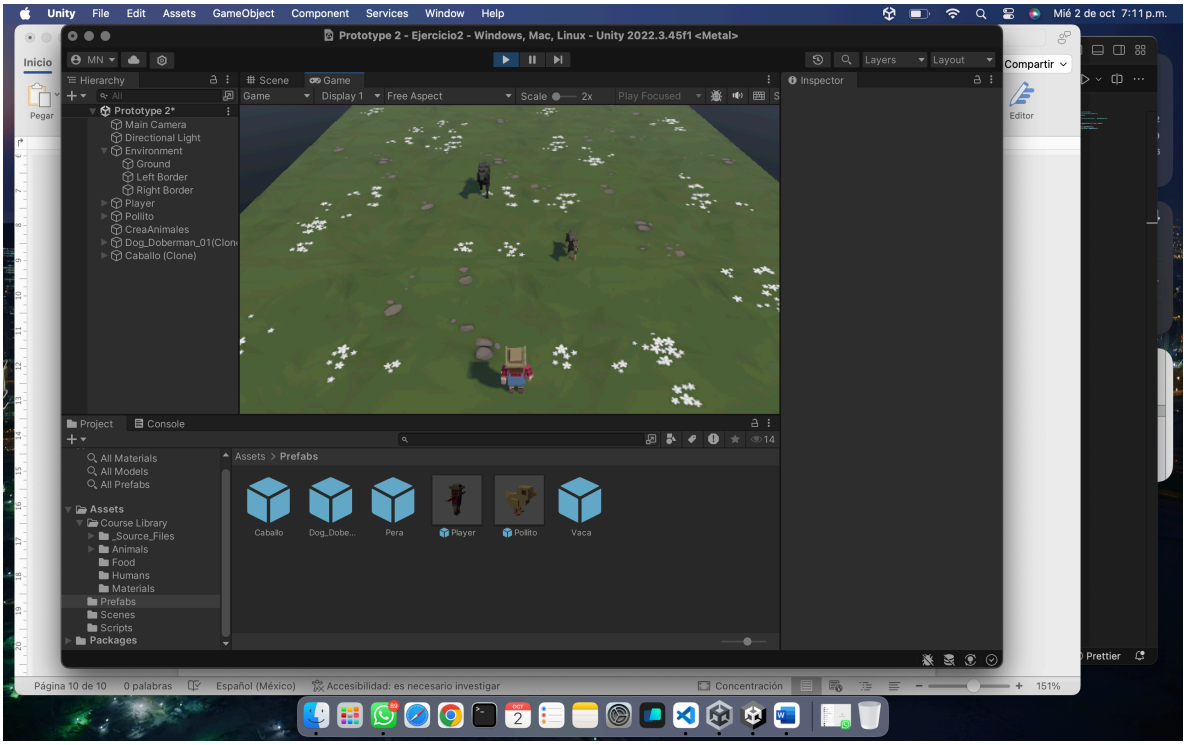
Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:00 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Persp
Inspector
Move (Script)
Detectar Colision (Scri
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
Center
Size
Layer Overrides
Rigidbody
Mass
Drag
Angular Drag
Automatic Center Of I
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate
Collision Detection
Constraints
Add Component
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Página 8 de 8
0 palabras
Español (México)
Accesibilidad: es necesario investigar
Concentración
151%

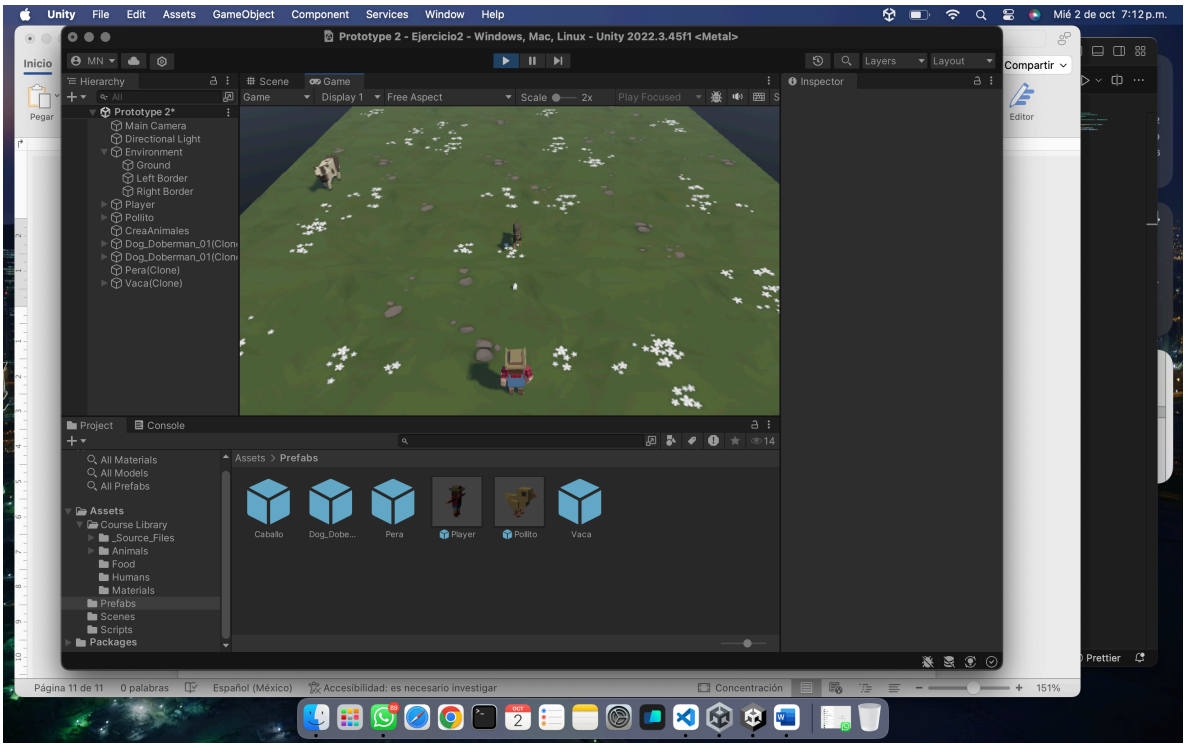

Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:06 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Top
Inspector
Dog_Doberman_0
Static
Tag Untagged
Layer Default
Prefab Dog_Doberman_01
Overrides
Select
Open
Transform
Position X 14 Y 0 Z 12.3
Rotation X 0 Y 180 Z 0
Sca X 10.5 Y 10.5 Z 10.5
Animator
Controller
Avatar
Apply Root Motion
Update Mode Normal
Culling Mode
Clip Count: 8
Curves Pos: 368 Quat: 368 Euler: 0
Scale: 368 Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 3680 Constant: 2418
(65.7%) Dense: 0 (0.0%) Stream: 1262
(34.3%)
Move (Script)
Detectar Colision (Scri
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
Center
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Página 8 de 9
0 palabras
Español (México)
Accesibilidad: es necesario investigar
Concentración
151%


Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:06 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Inspector
Dog_Doberman_0
Prefab Dog_Doberman_01
Transform
Position X 14 Y 0 Z 12.3
Rotation X 0 Y 180 Z 0
Animator
Controller SD_Animal_Dc
Avatar SimpleDogsA
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Trar
Move (Script)
Detectar Colision (Scri
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Mi
Center
Project
Console
Assets > Prefabs
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Página 8 de 9 0 palabras Español (México) Accesibilidad: es necesario investigar Concentración 151%


Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:10 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Inspector
Rotation X 0 Y 180 Z 0
Sca X 0.1 Y 0.1 Z 0.1
Animator
Controller SA_Animal_Hc
Avatar SA_Animal_Hc
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Trar
Move (Script)
Detectar Colision (Scri
Detectar Colision (Scri
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Mi
Center
Size
X 20 Y 100 Z 50
Layer Overrides
Add Component
Project
Console
Assets > Prefabs
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Página 9 de 9 0 palabras Español (México) Accesibilidad: es necesario investigar Concentración 151%

Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:10 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog_Doberman_01
Pollito
Caballo
Vaca
CreaAnimales
Caballo (1)
Dog_Doberman_01 (1)
Vaca (1)
Pera (1)
Scene
Game
Inspector
Vaca (1)
Static
Tag Untagged
Layer Default
Prefab Vaca
Overrides Select Open
Review, Revert or Apply Overrides
on Vaca
in Scene
No overrides
Animator
Controller SA_Animal_Cc
Avatar SA_Animal_Cc
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Trar
Move (Script)
Detectar Colision (Scri
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Mi
Center
Project
Console
Assets > Prefabs
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Página 10 de 10
0 palabras
Español (México)
Accesibilidad: es necesario investigar
Concentración
151%


Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:11 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pollito
CreaAnimales
Dog_Doberman_01(Clone
Caballo (Clone)
Scene
Game
Display 1
Free Aspect
Scale 2x
Play Focused
Inspector
Project
Console
Assets > Prefabs
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Página 10 de 10
0 palabras
Español (México)
Accesibilidad: es necesario investigar
Concentración
151%


Unity File Edit Assets GameObject Component Services Window Help
Mié 2 de oct 7:12 p.m.
Prototype 2 - Ejercicio2 - Windows, Mac, Linux - Unity 2022.3.45f1 <Metal>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pollito
CreaAnimales
Dog_Doberman_01(Clone
Dog_Doberman_01(Clone
Pera(Clone)
Vaca(Clone)
Scene
Game
Display 1
Free Aspect
Scale
2x
Play Focused
Inspector
Project
Console
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Caballo
Dog_Dobe...
Pera
Player
Pollito
Vaca
Página 11 de 11
0 palabras
Español (México)
Accesibilidad: es necesario investigar
Concentración
151%