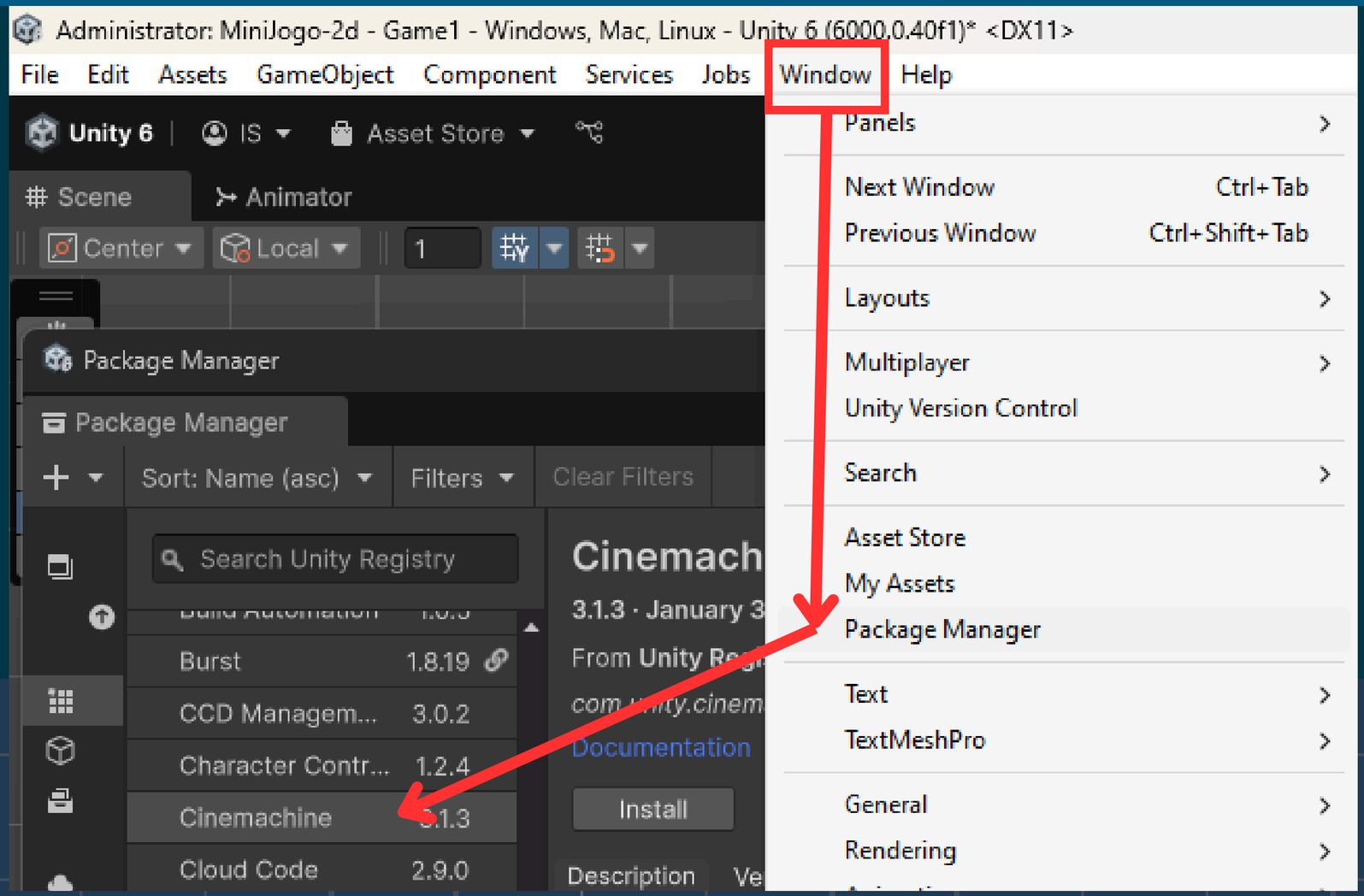
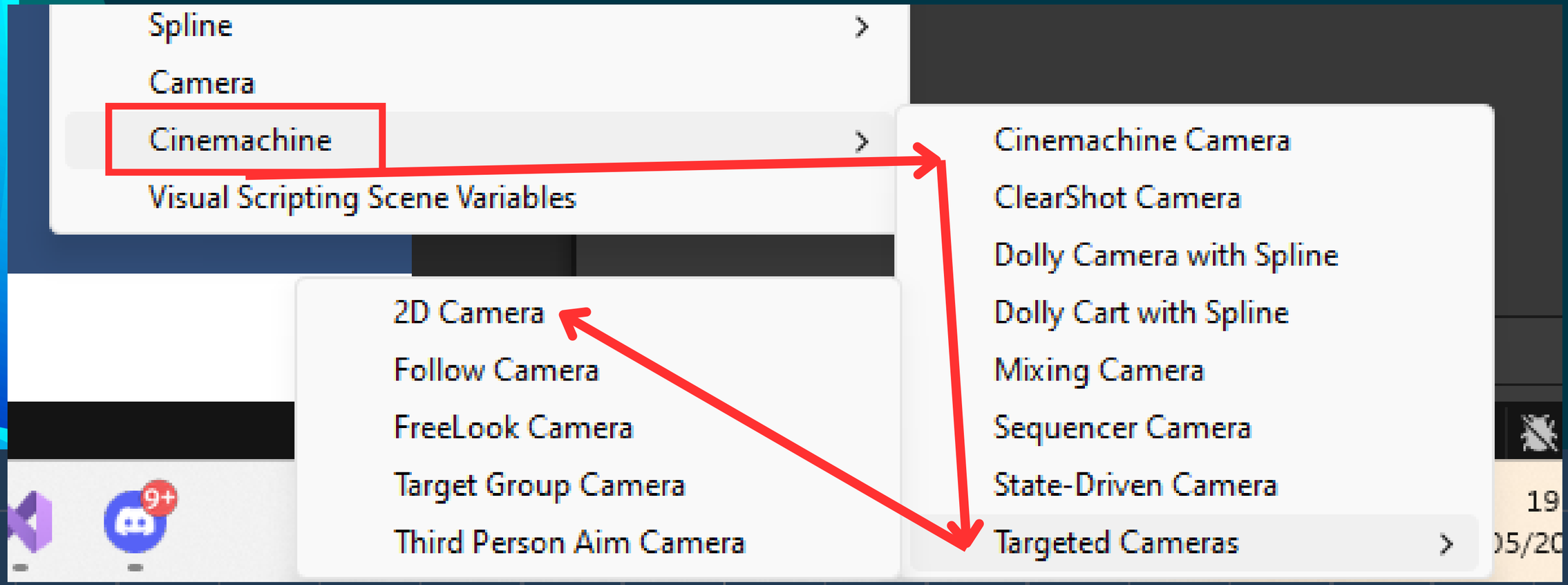
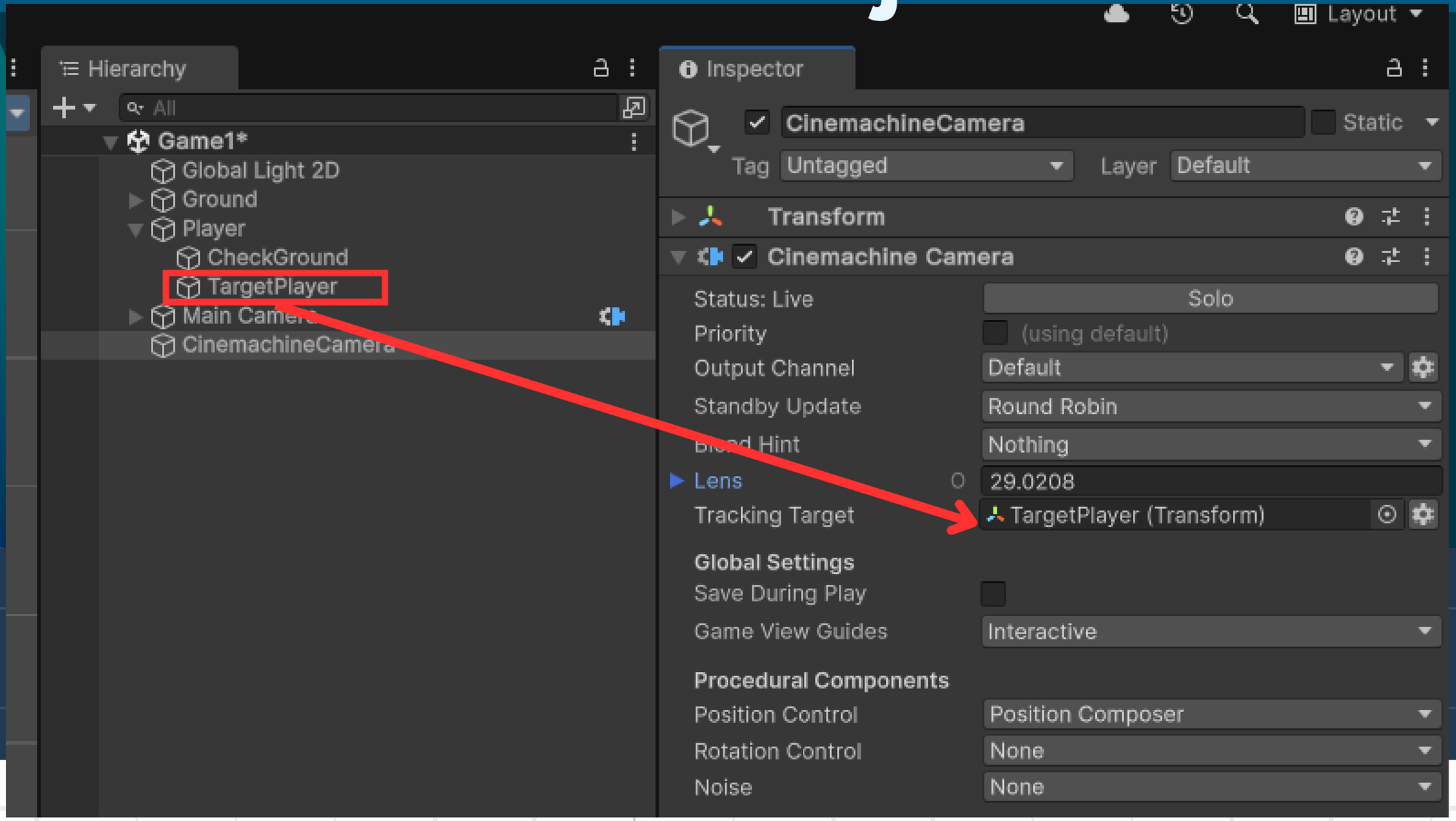
Instale CineMachine



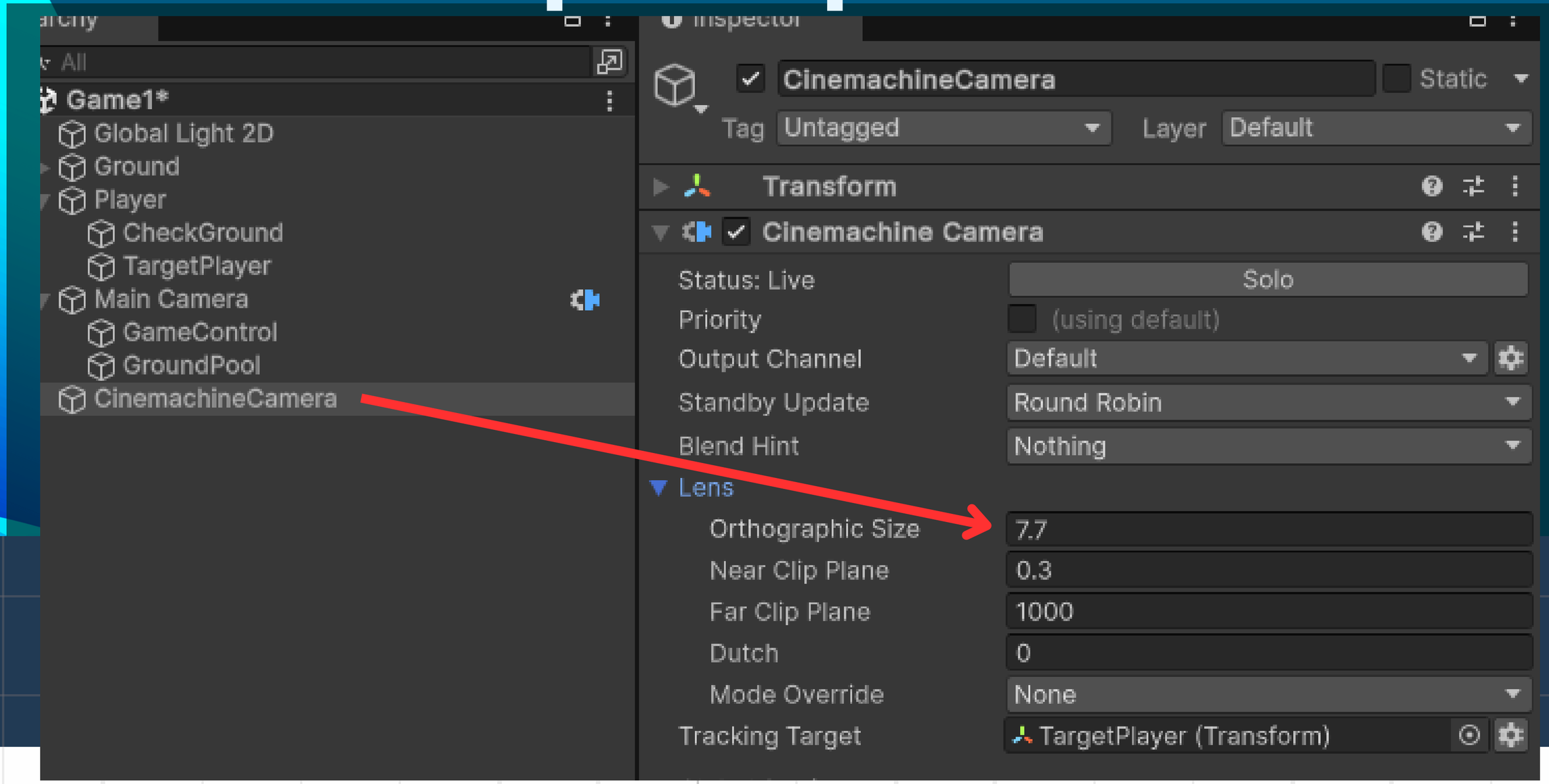
Coloque ele na cena



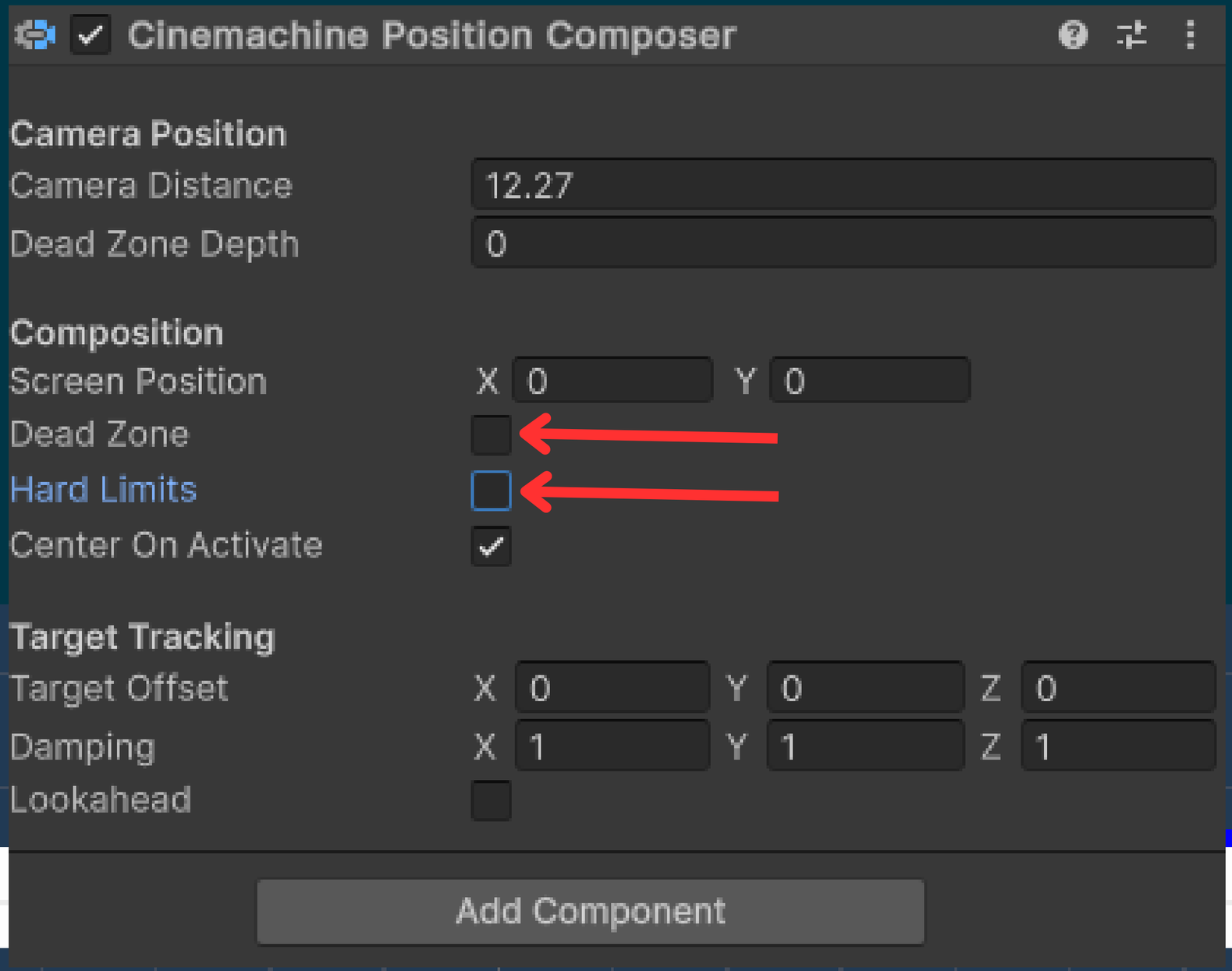
Crie um GameObjet Vaziu



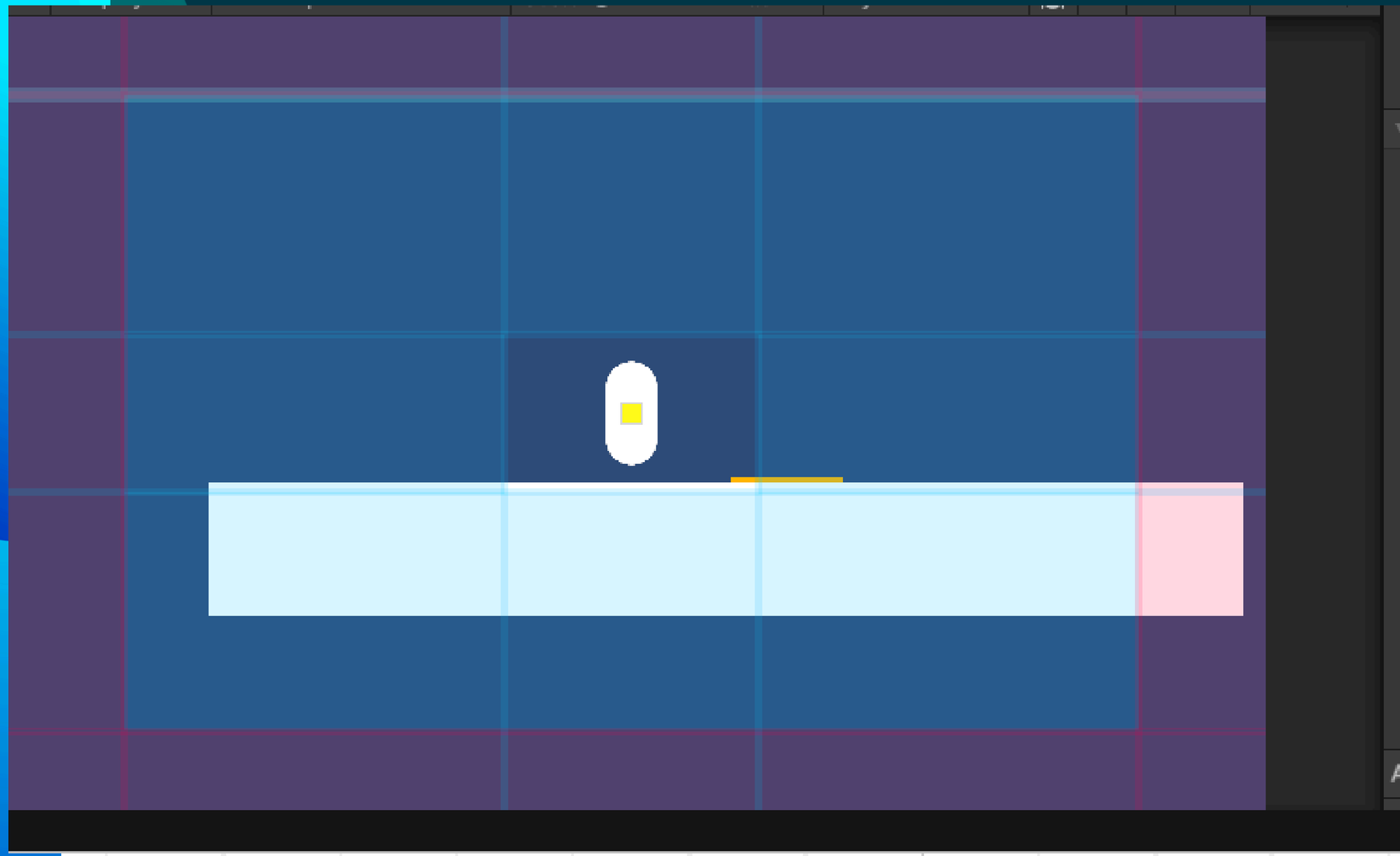
Valor para aproximar



Marca esses 2



Marca esses 2



Noise None

Add Extension (select)

Cinemachine Position Composer

Camera Position

Camera Distance 12.27

Dead Zone Depth 0

Composition

Screen Position X 0 Y 0

Dead Zone ✓

Size X 0.2 Y 0.2

Hard Limits ✓

Size X 0.8 Y 0.8

Offset X 0 Y 0

Center On Activate ✓

Target Tracking

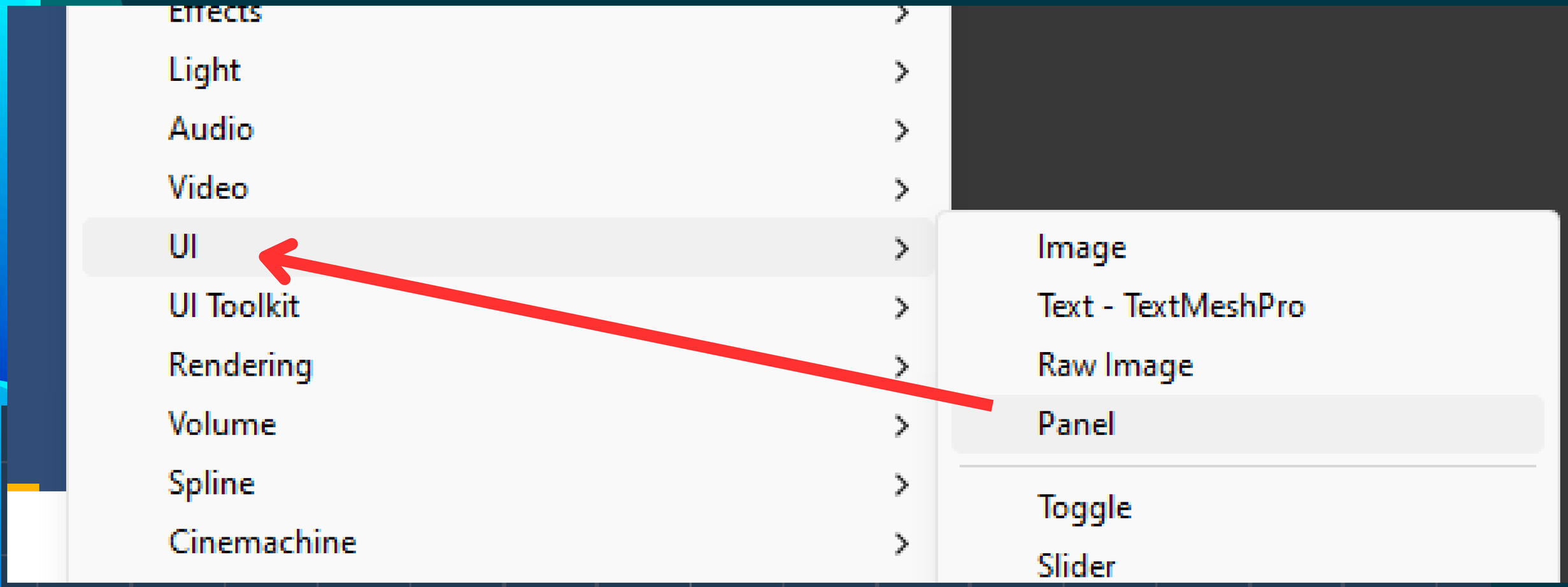
Target Offset X 0 Y 0

Damping X 1 Y 1

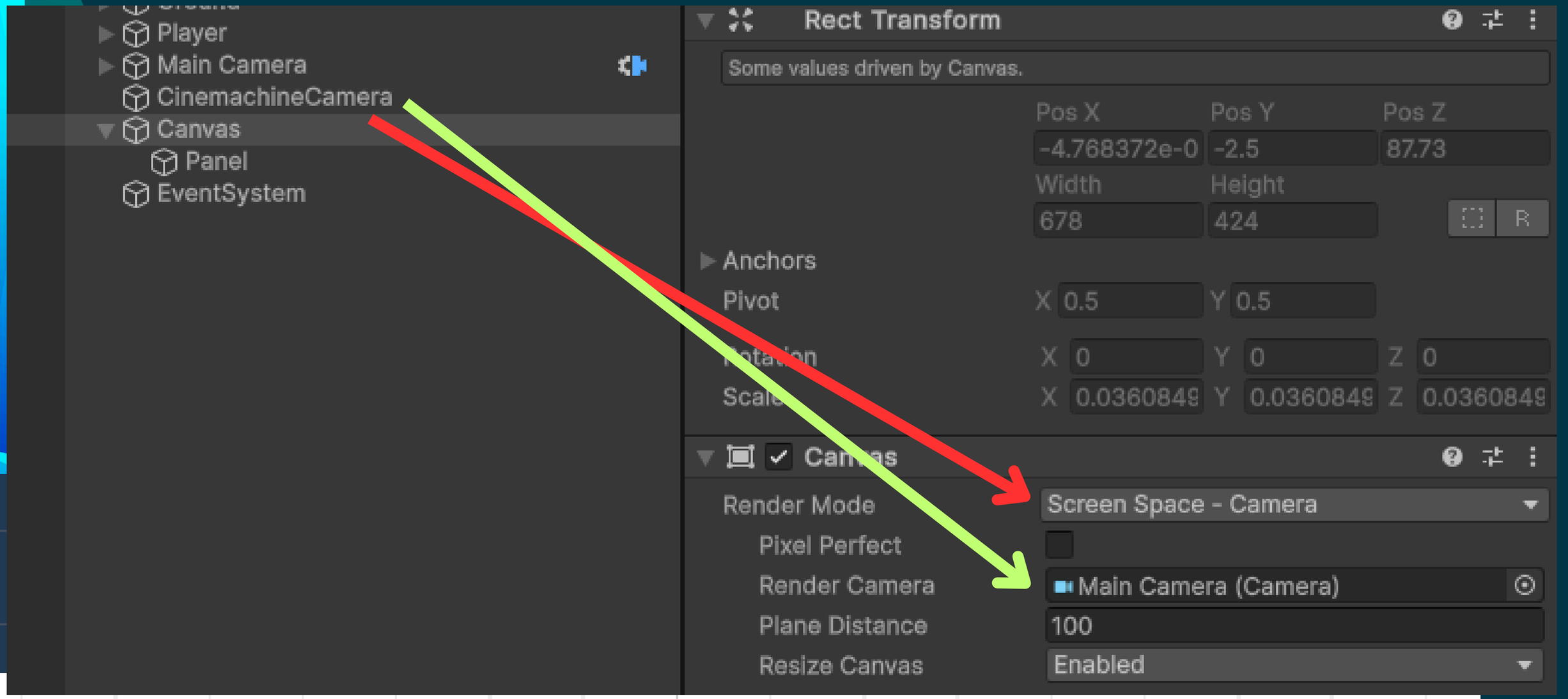
Lookahead ☐

Asset Labels

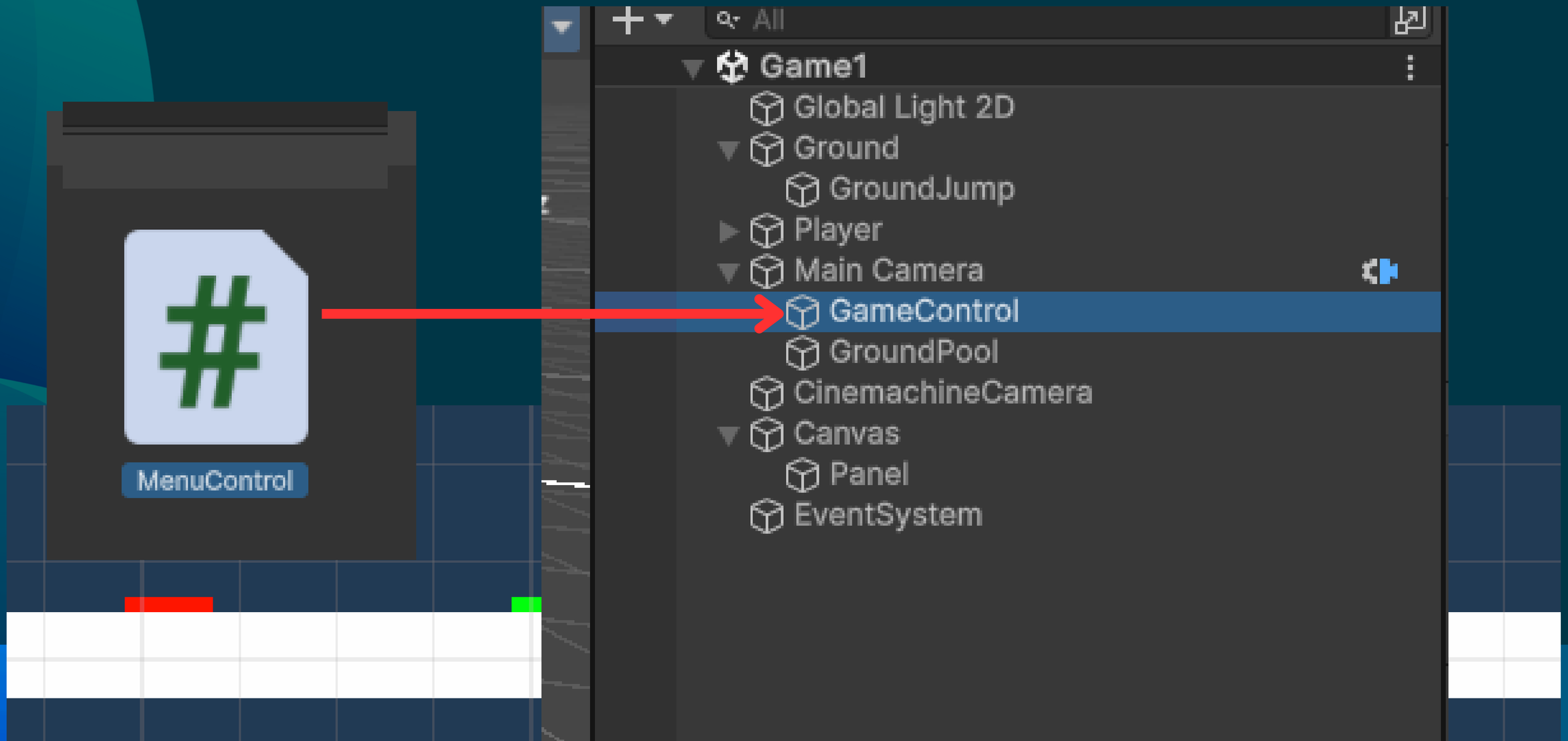
Crie


Effects
Light
Audio
Video
UI
UI Toolkit
Rendering
Volume
Spline
Cinemachine
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider

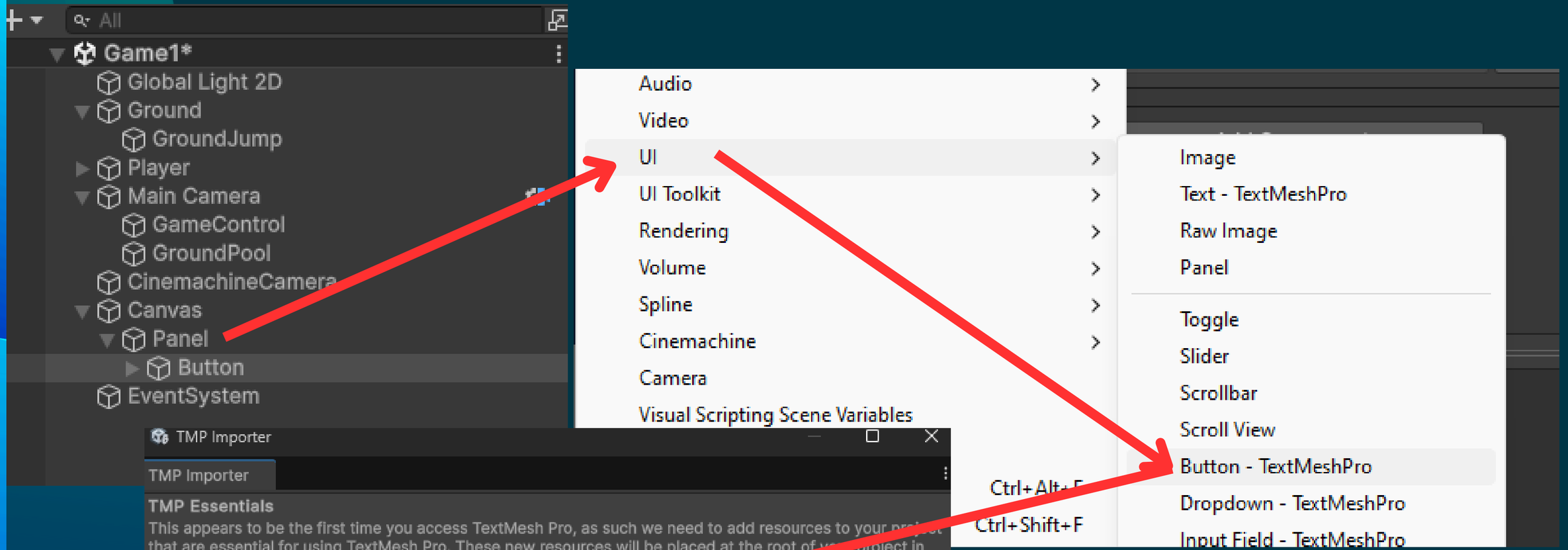
Crie

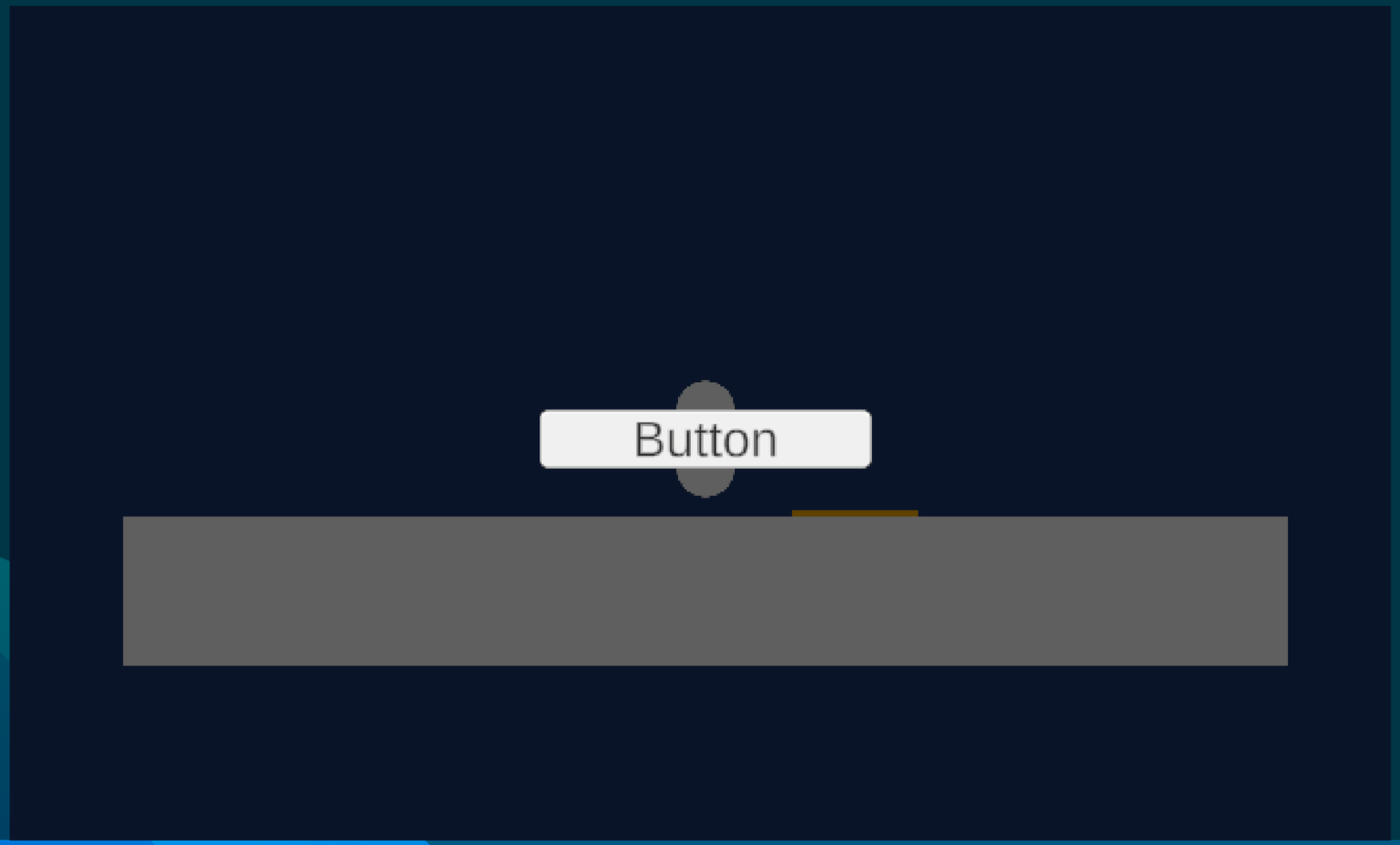

Player
Main Camera
CinemachineCamera
Canvas
Panel
EventSystem
Rect Transform
Some values driven by Canvas.
Pos X
Pos Y
Pos Z
-4.768372e-0
-2.5
87.73
Width
Height
678
424
Anchors
Pivot
X 0.5
Y 0.5
X 0
Y 0
Z 0
Render Mode
Screen Space - Camera
Pixel Perfect
Render Camera
Main Camera (Camera)
Plane Distance
100
Resize Canvas
Enabled

Crie uma classe MenuControl

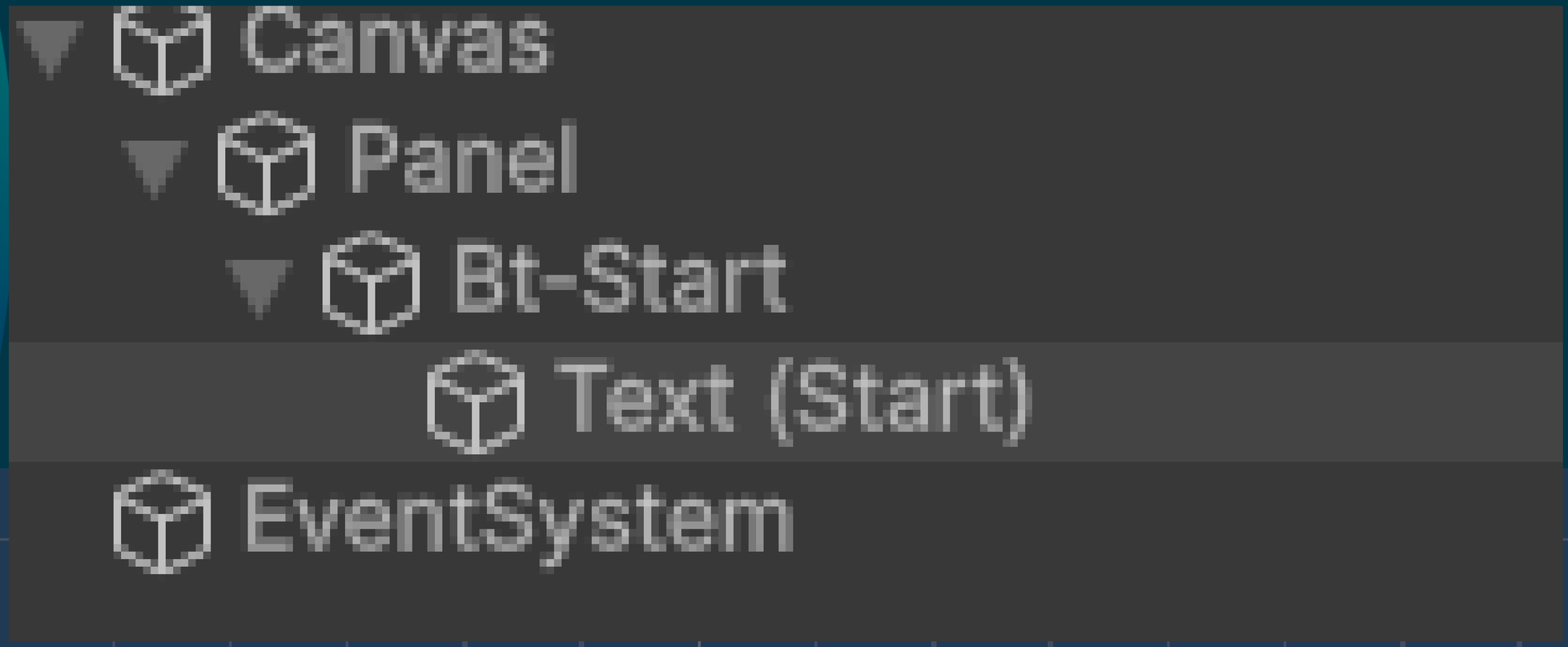


Crie uma classe MenuControl

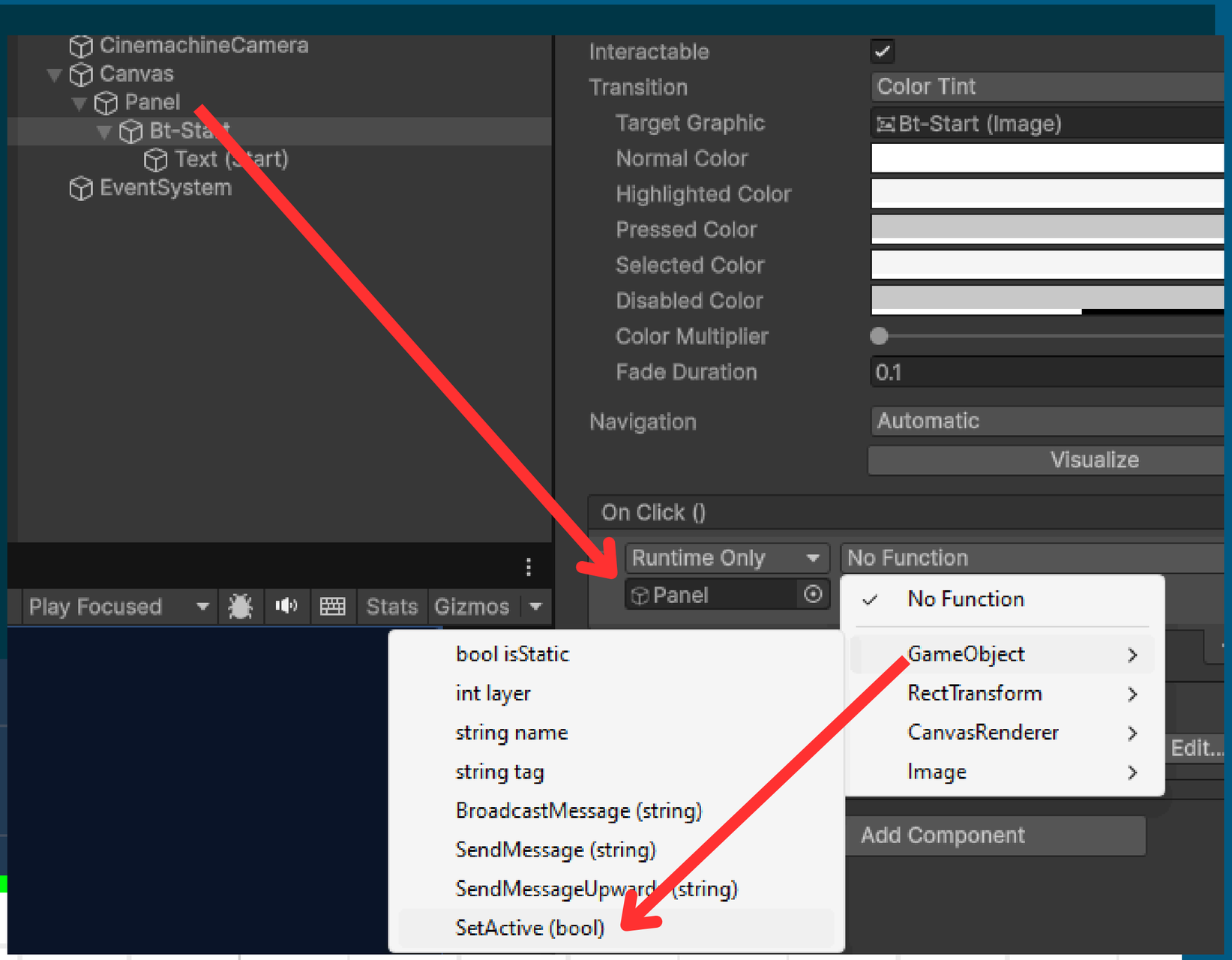



Button

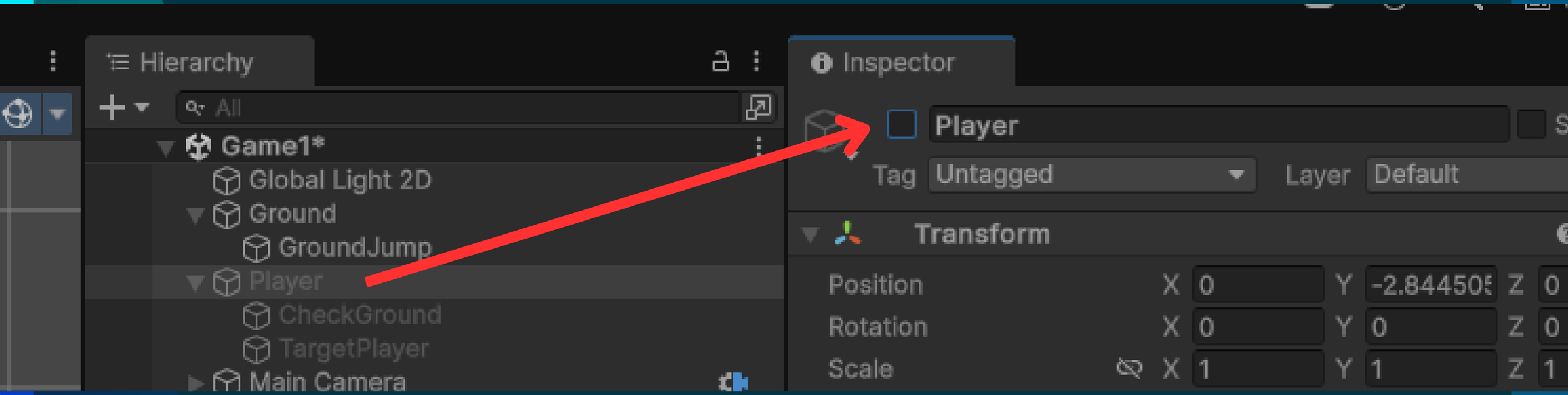
Renomeie

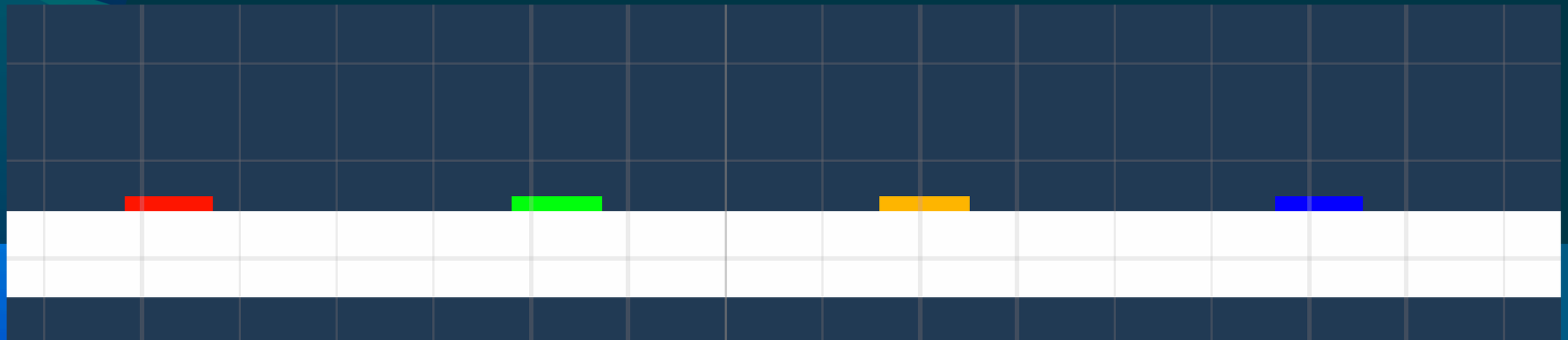


Renomeie


CinemachineCamera
Canvas
Panel
Bt-Start
Text (Start)
EventSystem
Interactable
Transition
Color Tint
Target Graphic
Bt-Start (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
Runtime Only
No Function
Panel
Play Focused
Stats
Gizmos
bool isStatic
int layer
string name
string tag
BroadcastMessage (string)
SendMessage (string)
SendMessageUpward (string)
SetActive (bool)
No Function
GameObject
RectTransform
CanvasRenderer
Image
Edit...
Add Component

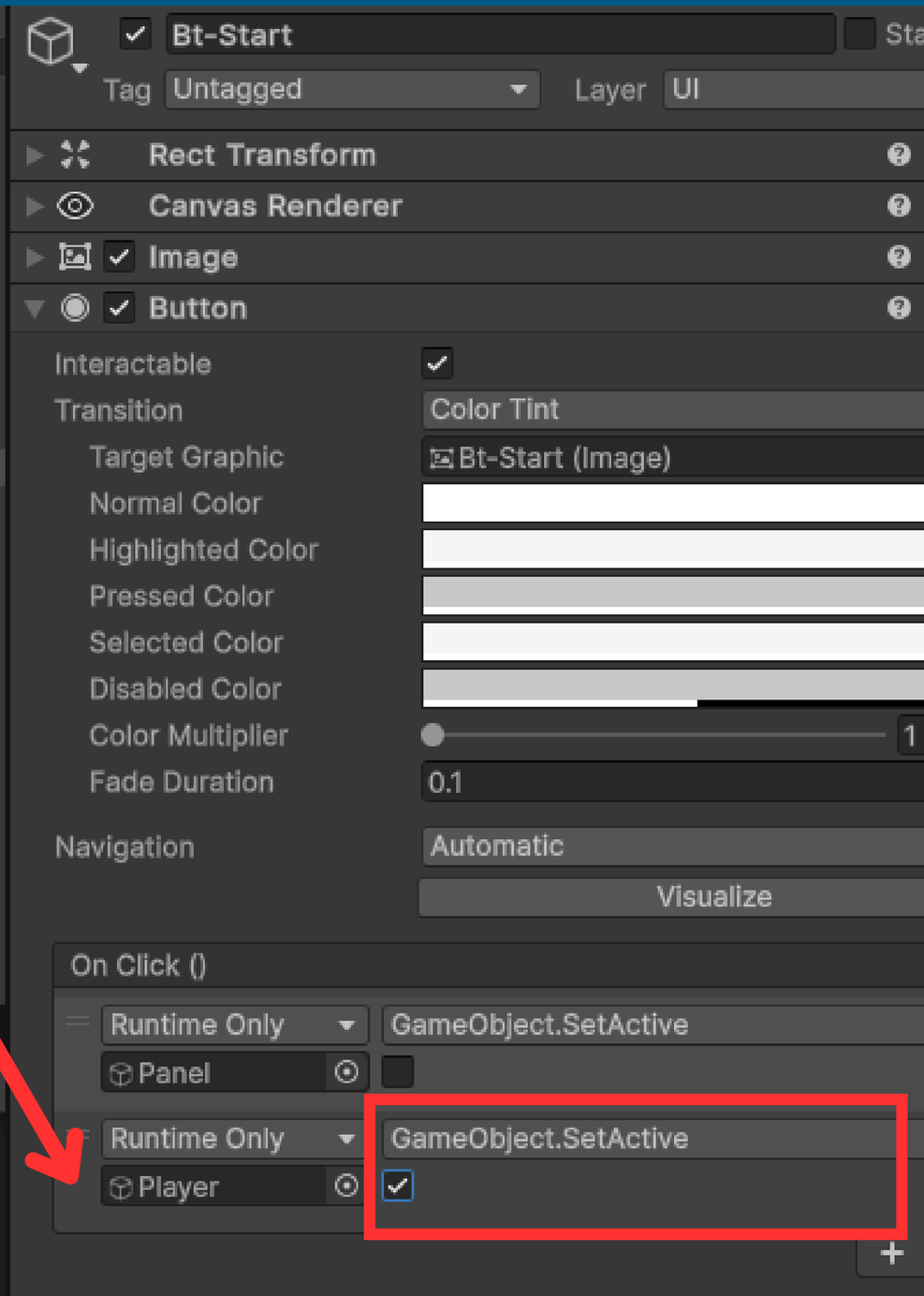
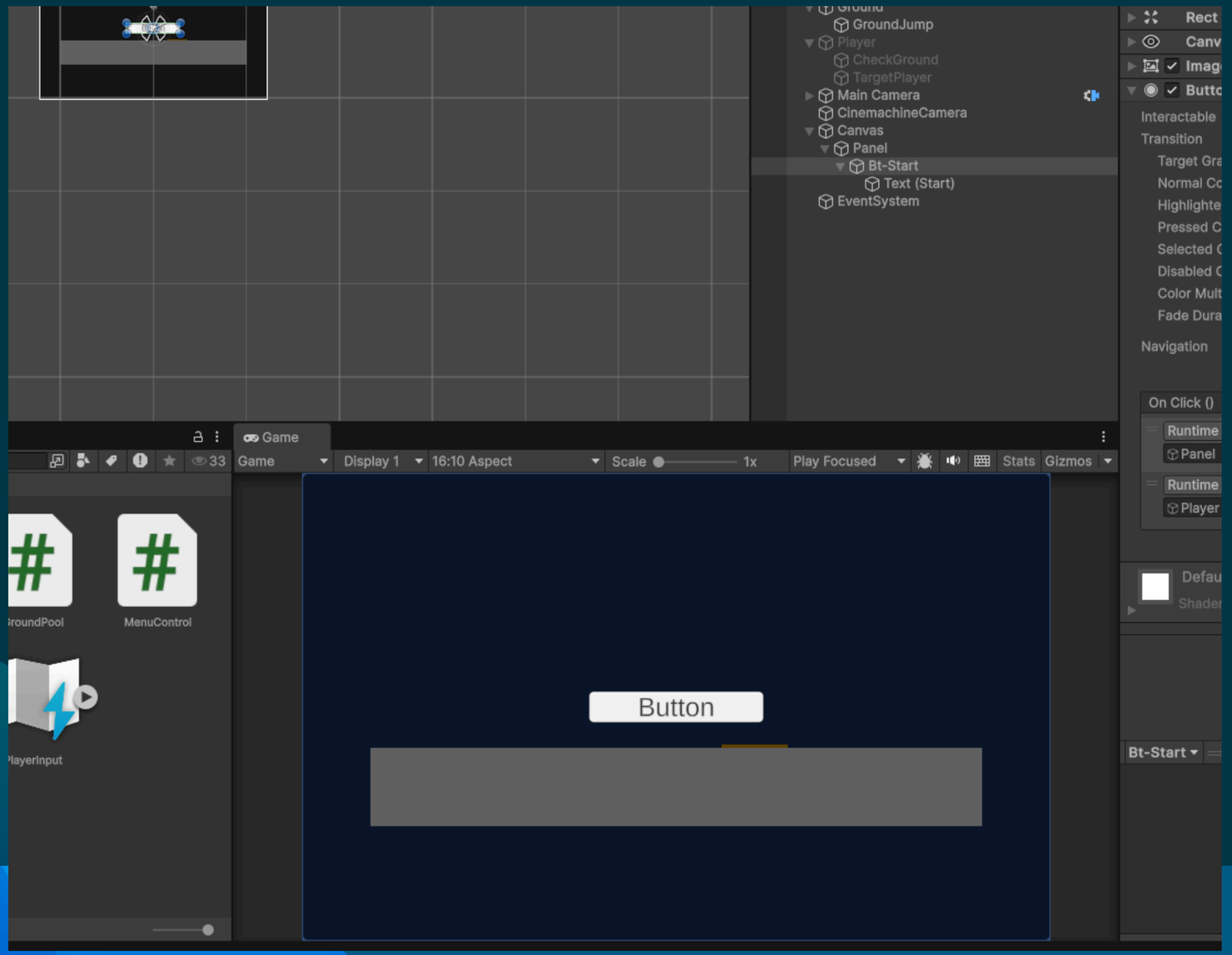
Destative


Hierarchy
All
Game1*
Global Light 2D
Ground
GroundJump
Player
CheckGround
TargetPlayer
Main Camera
Inspector
Player
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y -2.84450
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1



Configure

All
Game1*
Global Light 2D
Ground
GroundJump
Player
Main Camera
Cinemachine Camera
Canvas
Panel
Bt-Start
Text (Start)
EventSystem
1x
Play Focused
Stats
Gizmos


Bt-Start
Tag
Untagged
Layer
UI
Rect Transform
Canvas Renderer
Image
Button
Interactable
Transition
Color Tint
Target Graphic
Bt-Start (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
Runtime Only
GameObject.SetActive
Panel
Runtime Only
GameObject.SetActive
Player

Ficando Assim