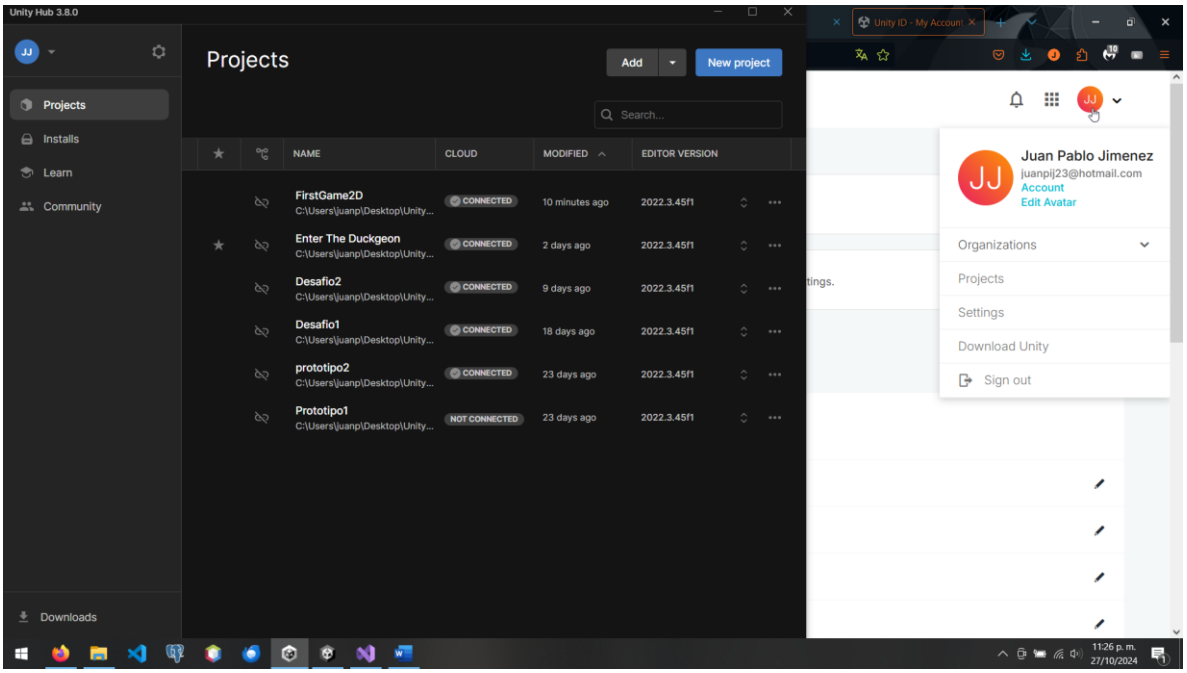
Unity Hub 3.8.0
Projects
Add
New project
Search...
Projects
Installs
Learn
Community
Downloads
NAME
CLOUD
MODIFIED
EDITOR VERSION
FirstGame2D
C:\Users\juanp\Desktop\Unity...
CONNECTED
10 minutes ago
2022.3.45f1
Enter The Duckgeon
C:\Users\juanp\Desktop\Unity...
CONNECTED
2 days ago
2022.3.45f1
Desafio2
C:\Users\juanp\Desktop\Unity...
CONNECTED
9 days ago
2022.3.45f1
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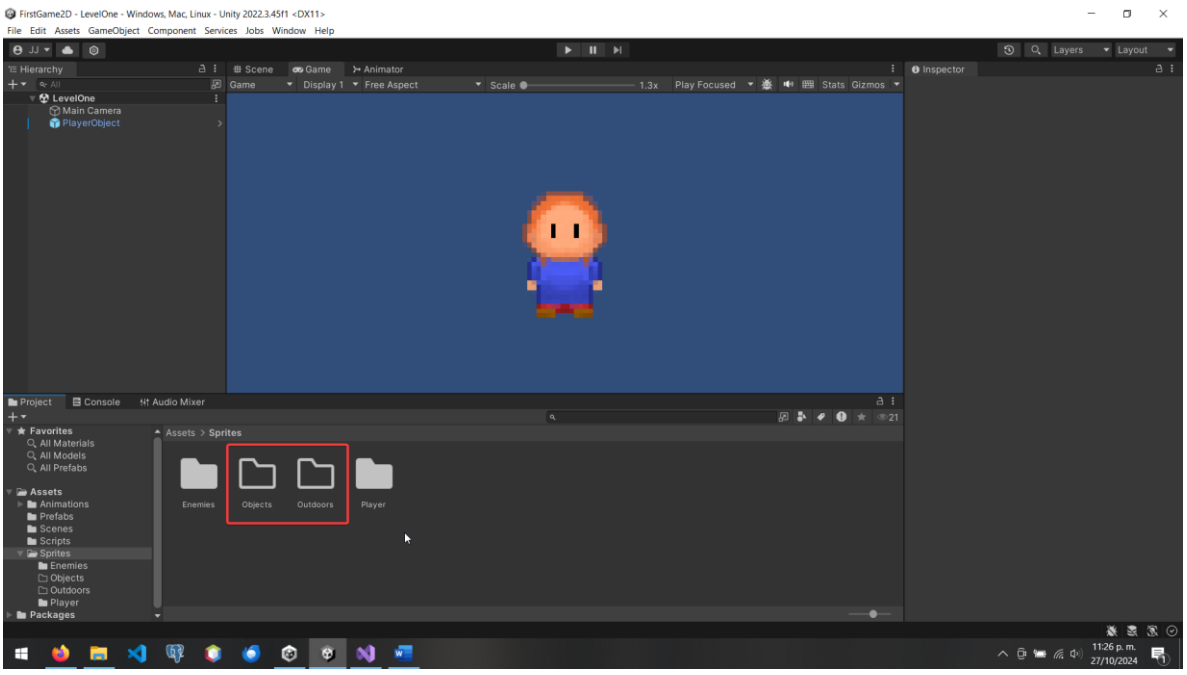
C:\Users\juanp\Desktop\Unity...
CONNECTED
18 days ago
2022.3.45f1
prototipo2
C:\Users\juanp\Desktop\Unity...
CONNECTED
23 days ago
2022.3.45f1
Prototipo1
C:\Users\juanp\Desktop\Unity...
NOT CONNECTED
23 days ago
2022.3.45f1
Unity ID - My Account
Juan Pablo Jimenez
juanpij23@hotmail.com
Account
Edit Avatar
Organizations
Projects
Settings
Download Unity
Sign out
11:26 p. m.
27/10/2024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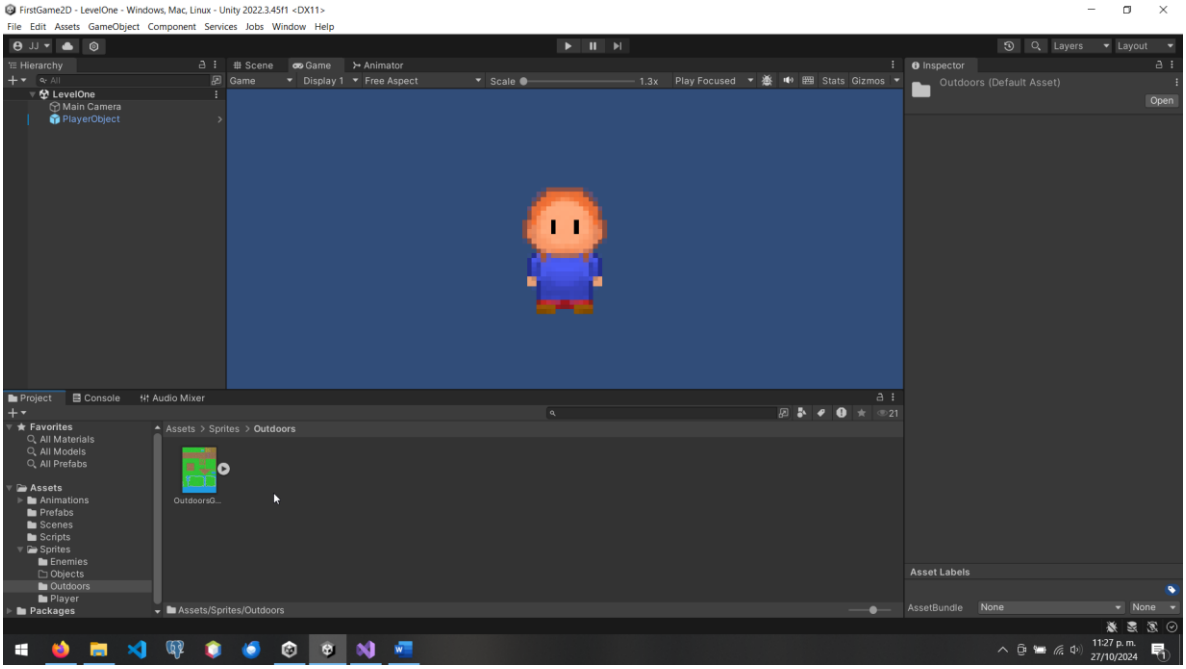
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Packages
Assets > Sprites
Enemies
Objects
Outdoors
Player
11:26 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Outdoors (Default Asset)
Open
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
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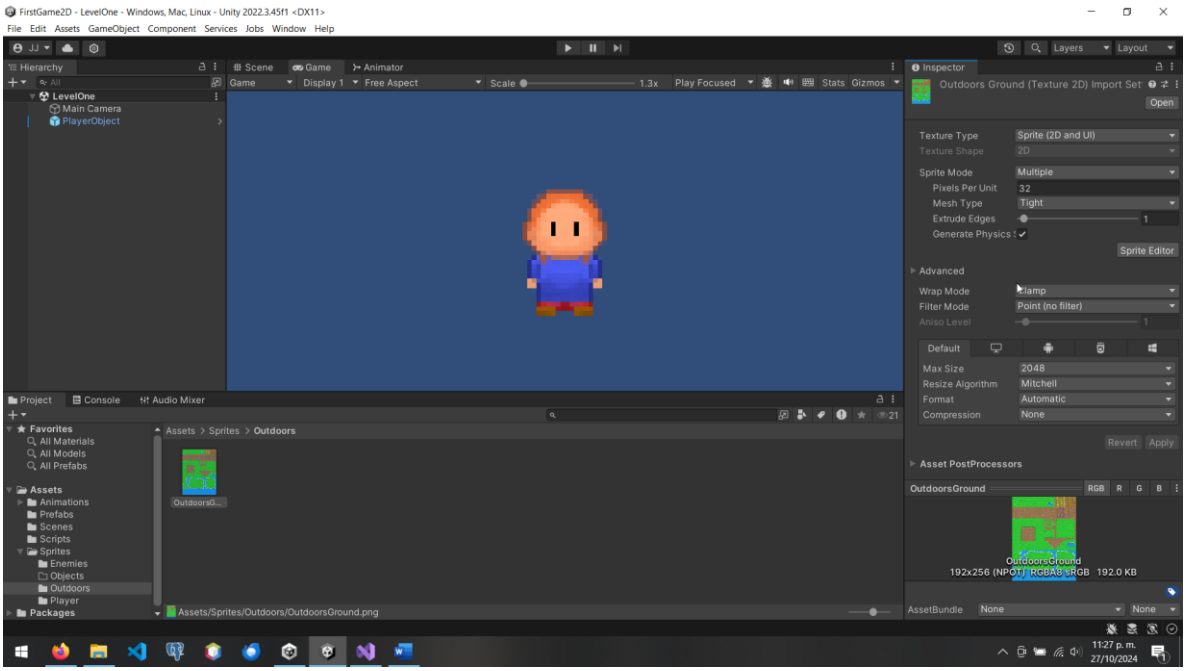
Outdoors
Player
Packages
Assets > Sprites > Outdoors
Assets/Sprites/Outdoors
Asset Labels
AssetBundle
None
11:27 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Main Camera
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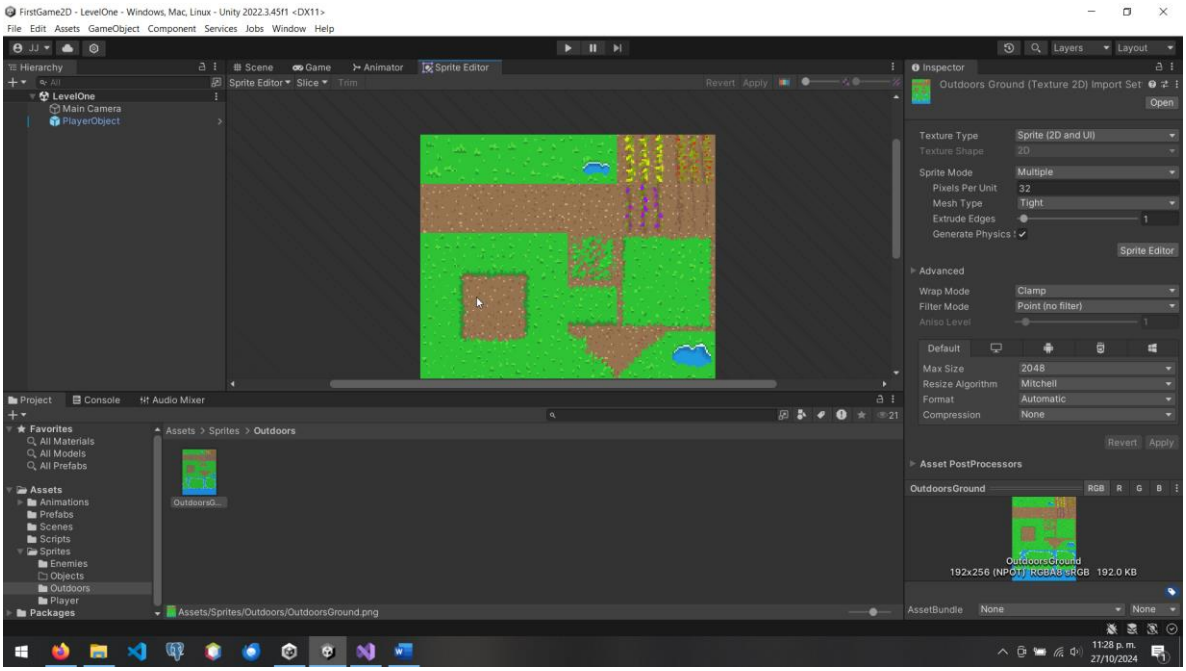
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Outdoors Ground (Texture 2D) Import Set
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
OutdoorsGround
RGB
R
G
B
192x256 (NPOT) RGBA8 sRGB 192.0 KB
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Packages
Assets > Sprites > Outdoors
Assets/Sprites/Outdoors/OutdoorsGround.png
AssetBundle
None
11:27 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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PlayerObject
Scene
Game
Animator
Sprite Editor
Sprite Editor Slice Trim Revert Apply
Inspector
Outdoors Ground (Texture 2D) Import Set
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsGround
RGB R G B
OutdoorsGround
192x256 (NPOT) RGBA8 sRGB 192.0 KB
AssetBundle None None
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
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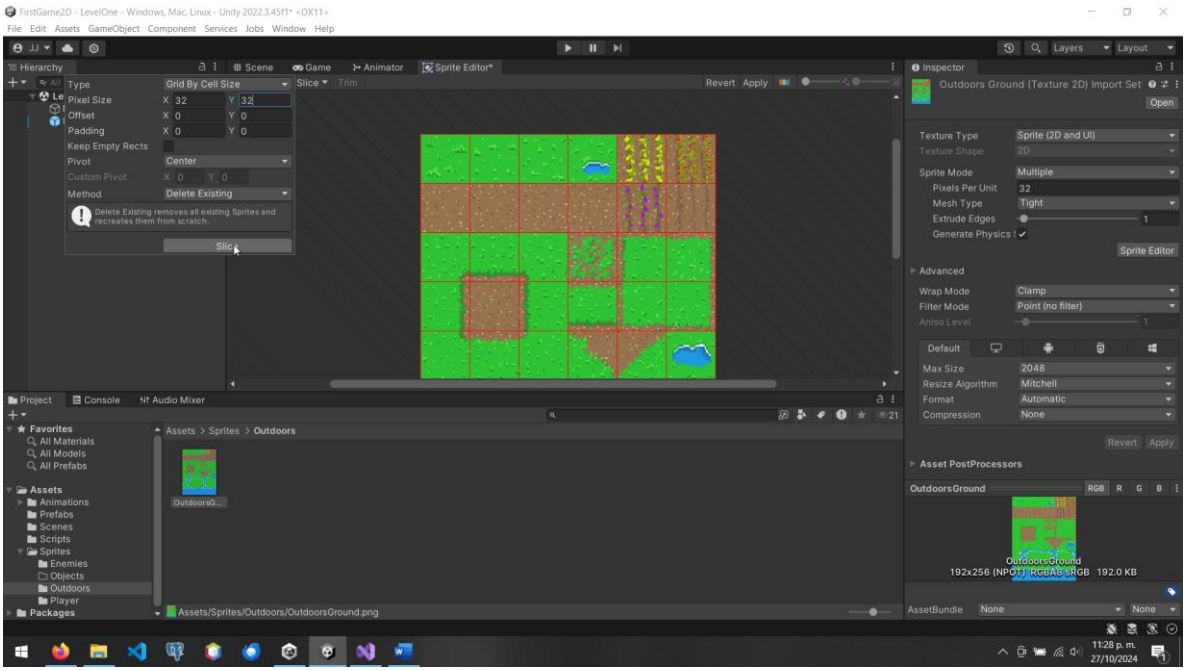
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Packages
Assets > Sprites > Outdoors
Assets/Sprites/Outdoors/OutdoorsGround.png
11:28 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor*
Type Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot Center
Custom Pivot X 0 Y 0
Method Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Slice Trim Revert Apply
Inspector
Outdoors Ground (Texture 2D) Import Set
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsGround
RGB R G B
OutdoorsGround
192x256 (NPOT) RGBA8 sRGB 192.0 KB
AssetBundle None None
Project
Console
Audio Mixer
Favorites
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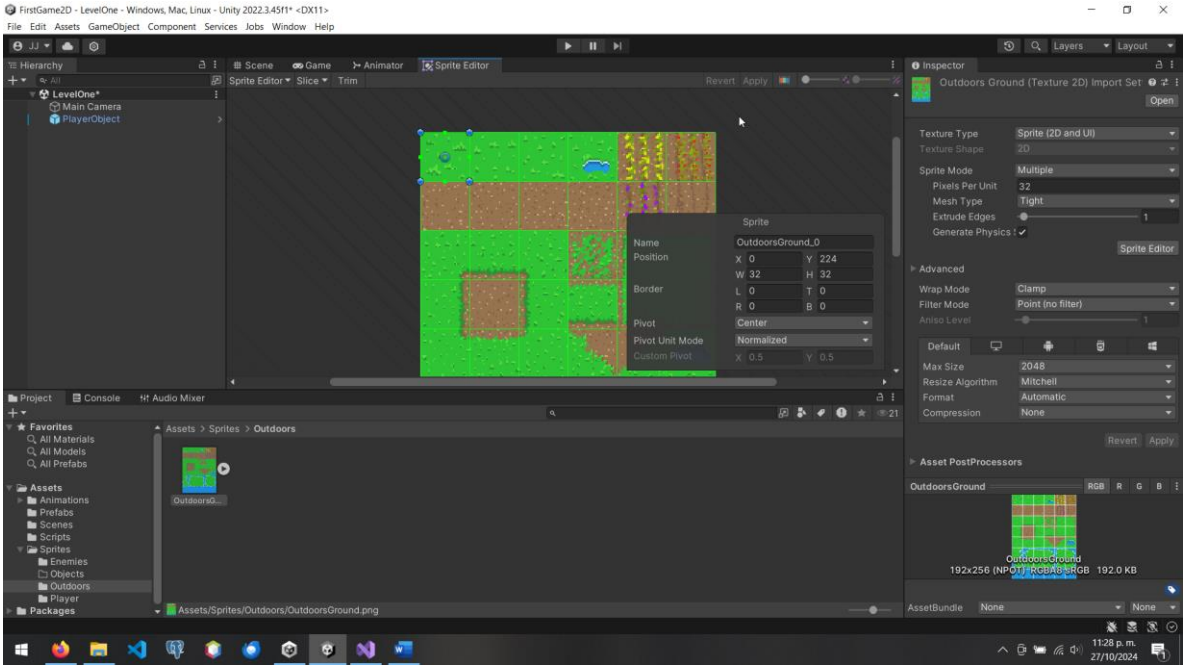
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Packages
Assets > Sprites > Outdoors
Assets/Sprites/Outdoors/OutdoorsGround.png
11:28 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector
Outdoors Ground (Texture 2D) Import Set
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsGround
RGB R G B
OutdoorsGround
192x256 (NPOT) RGBA8 sRGB 192.0 KB
AssetBundle None None
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
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Objects
Outdoors
Player
Packages
Assets > Sprites > Outdoors
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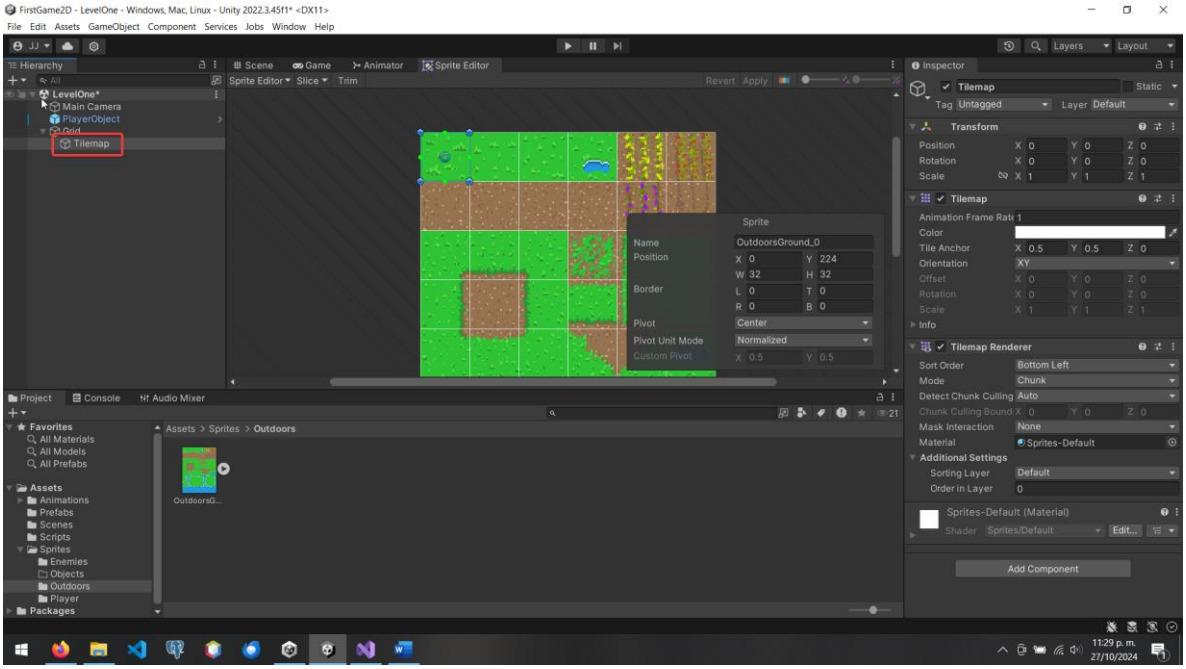
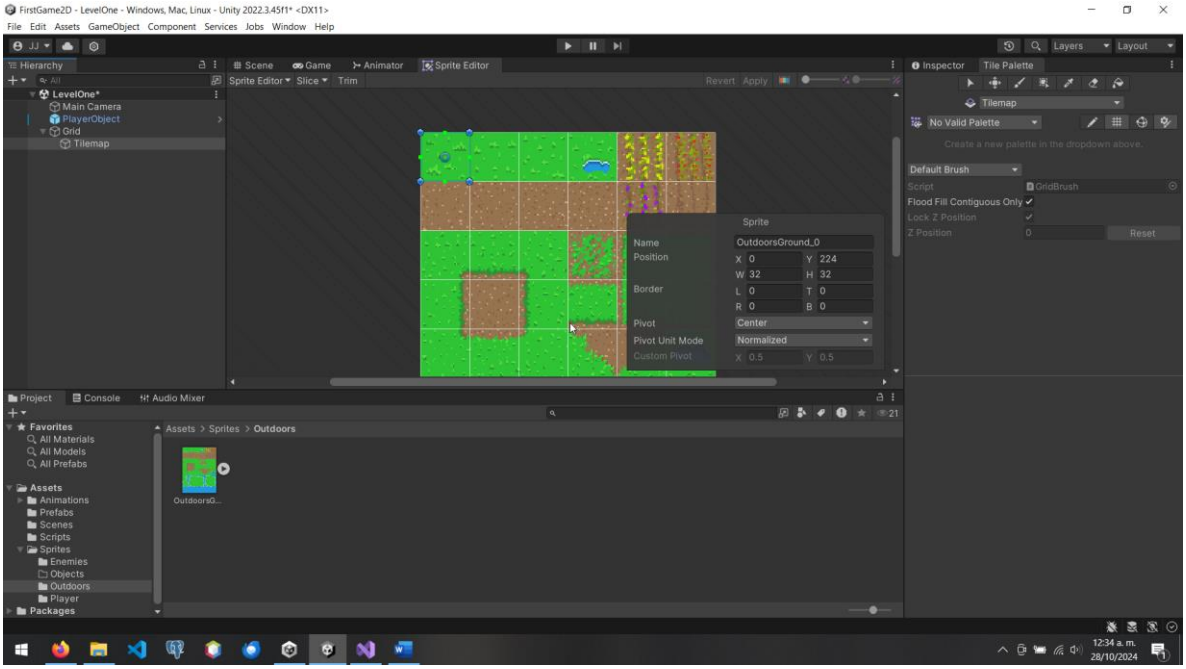
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector
Tilemap
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
Tilemap
Animation Frame Rate 1
Color
Tile Anchor X 0.5 Y 0.5 Z 0
Orientation XY
Offset X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Chunk Culling Bound X 0 Y 0 Z 0
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Packages
Assets > Sprites > Outdoors
11:29 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector Tile Palette
Tilemap
No Valid Palette
Create a new palette in the dropdown above.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
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Scripts
Sprites
Enemies
Objects
Outdoors
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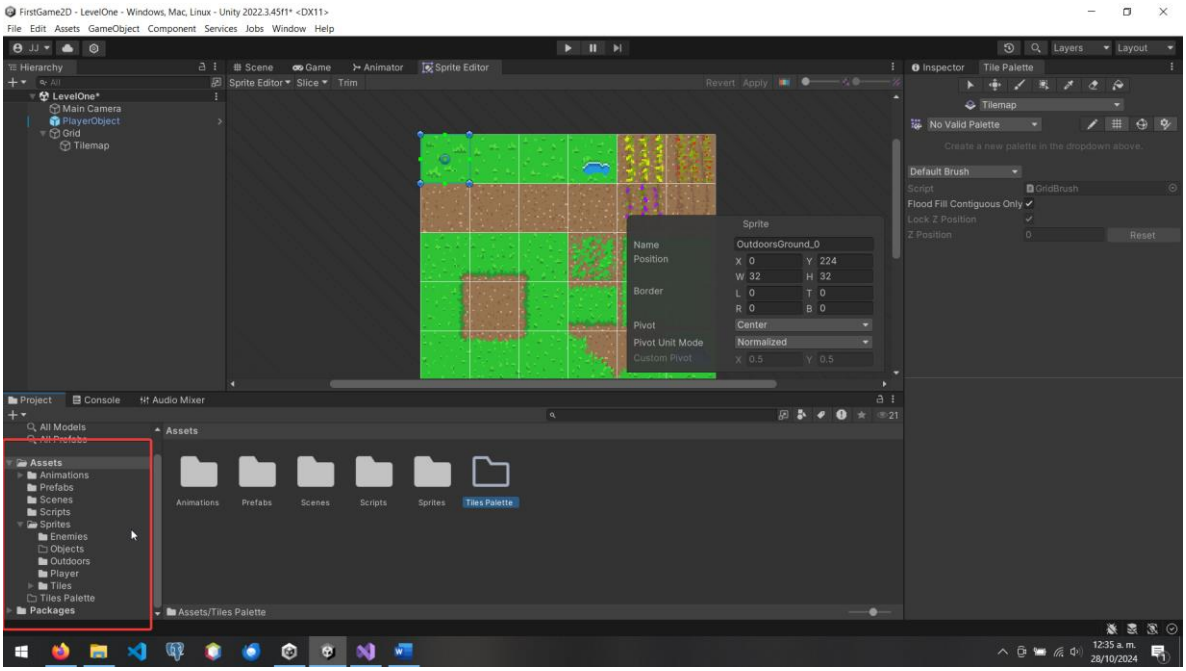
Packages
Assets > Sprites > Outdoors
12:34 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector Tile Palette
Tilemap
No Valid Palette
Create a new palette in the dropdown above.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project Console Audio Mixer
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
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Scripts
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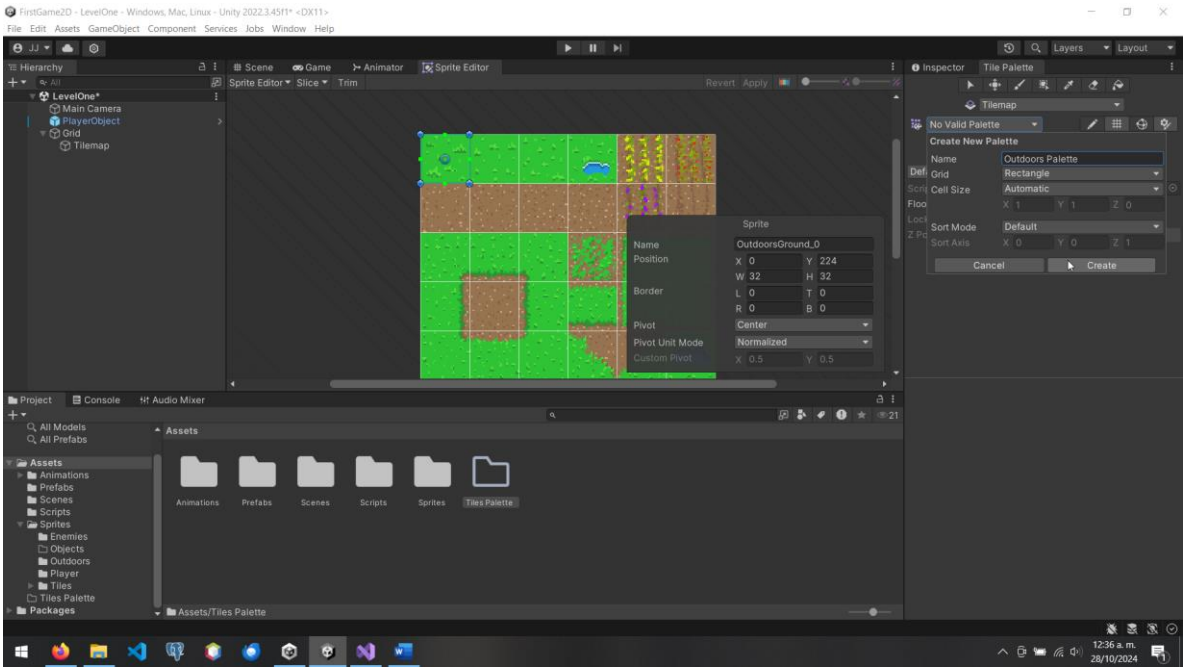
12:35 a. m.
28/10/2024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PlayerObject
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Game
Animator
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Revert Apply
Inspector
Tile Palette
Tilemap
No Valid Palette
Create New Palette
Name
Outdoors Palette
Grid
Rectangle
Cell Size
Automatic
Sort Mode
Default
Sort Axis
Cancel
Create
Sprite
Name
OutdoorsGround_0
Position
Border
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Center
Pivot Unit Mode
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Project
Console
Audio Mixer
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
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Player
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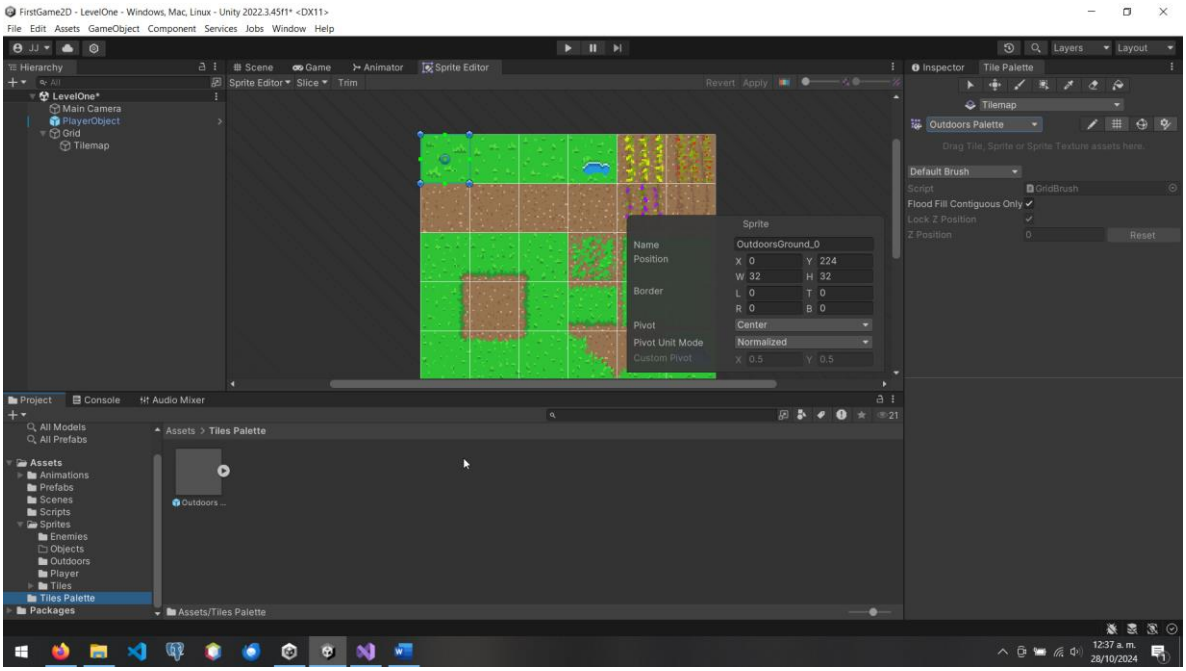
Tiles Palette
Packages
Assets/Tiles Palette
12:36 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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LevelOne*
Main Camera
PlayerObject
Grid
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Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Inspector
Tile Palette
Tilemap
Outdoors Palette
Drag Tile, Sprite or Sprite Texture assets here.
Default Brush
Script
GridBrush
Flood Fill Contiguous Only
Lock Z Position
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Reset
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Name
OutdoorsGround_0
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Pivot Unit Mode
Normalized
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Console
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Player
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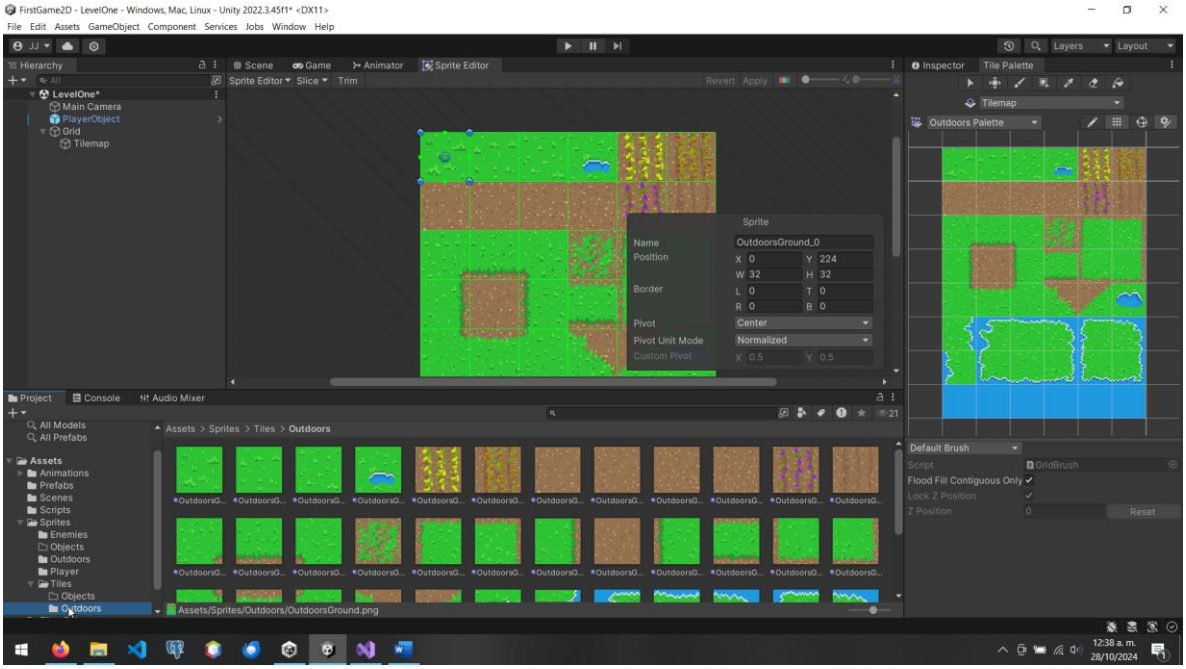
Packages
Assets/Tiles Palette
12:37 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Animator
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector
Tile Palette
Tilemap
Outdoors Palette
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
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Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
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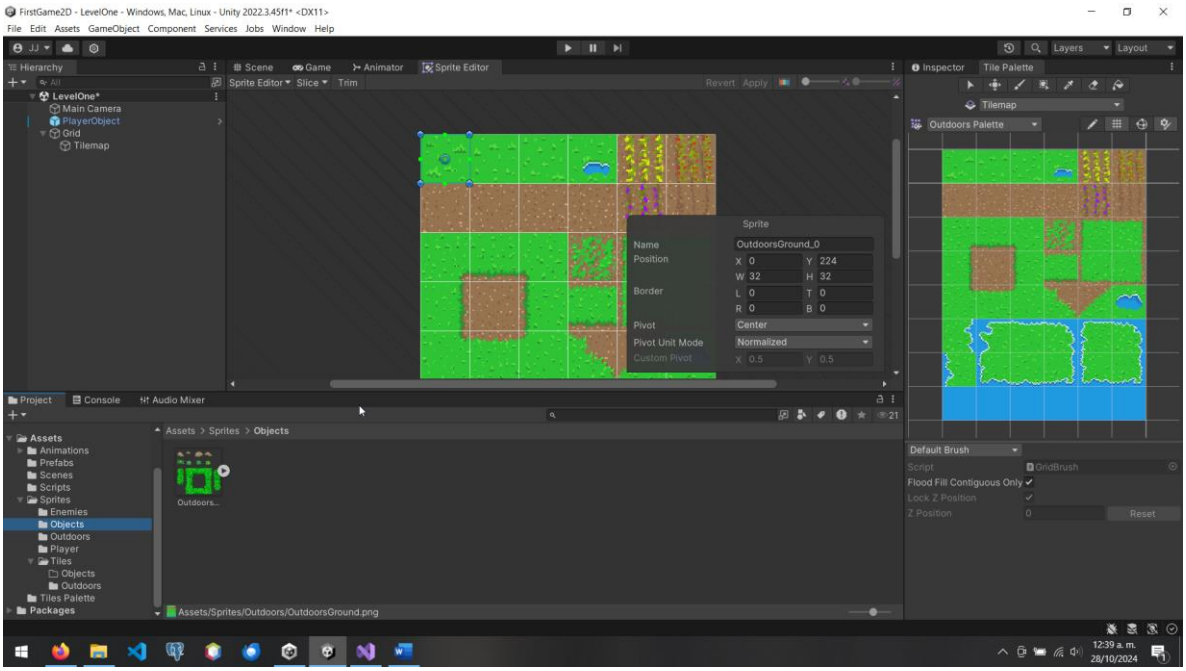
12:38 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Sprite Editor
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Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224 W 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
Inspector
Tile Palette
Tilemap
Outdoors Palette
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
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Prefabs
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Enemies
Objects
Outdoors
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Outdoors
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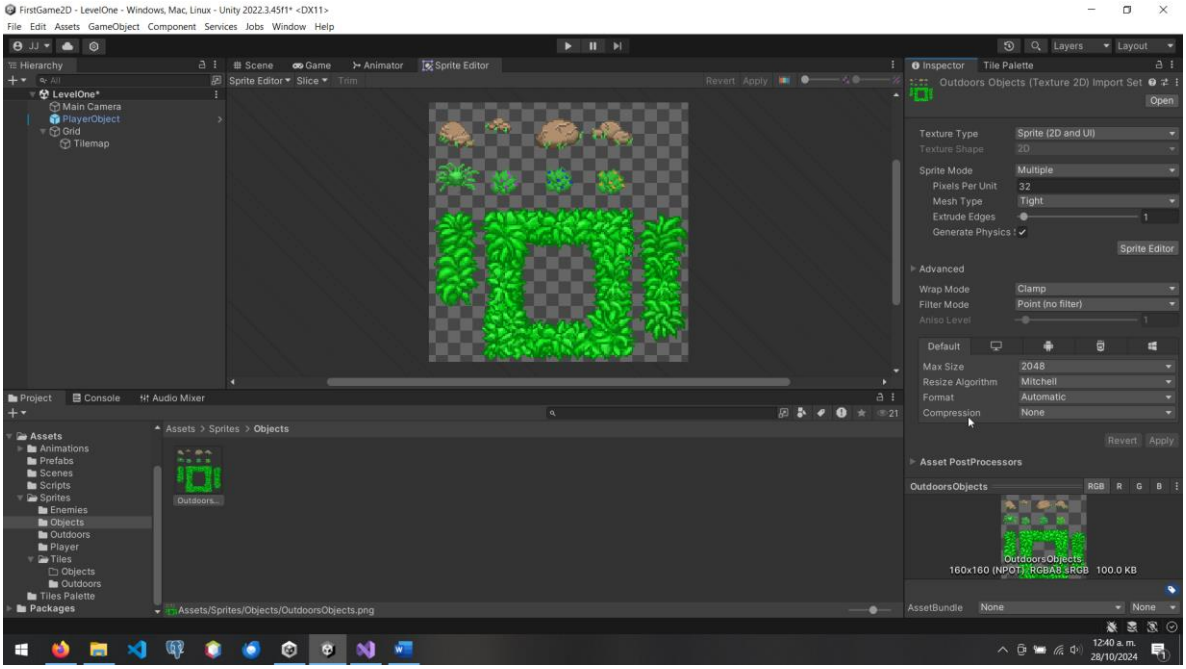
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Animator
Sprite Editor
Inspector
Tile Palette
Outdoors Objects (Texture 2D) Import Set
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
OutdoorsObjects
160x160 (NPOT) RGBA8 sRGB 100.0 KB
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Project
Console
Audio Mixer
Assets
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Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Assets > Sprites > Objects
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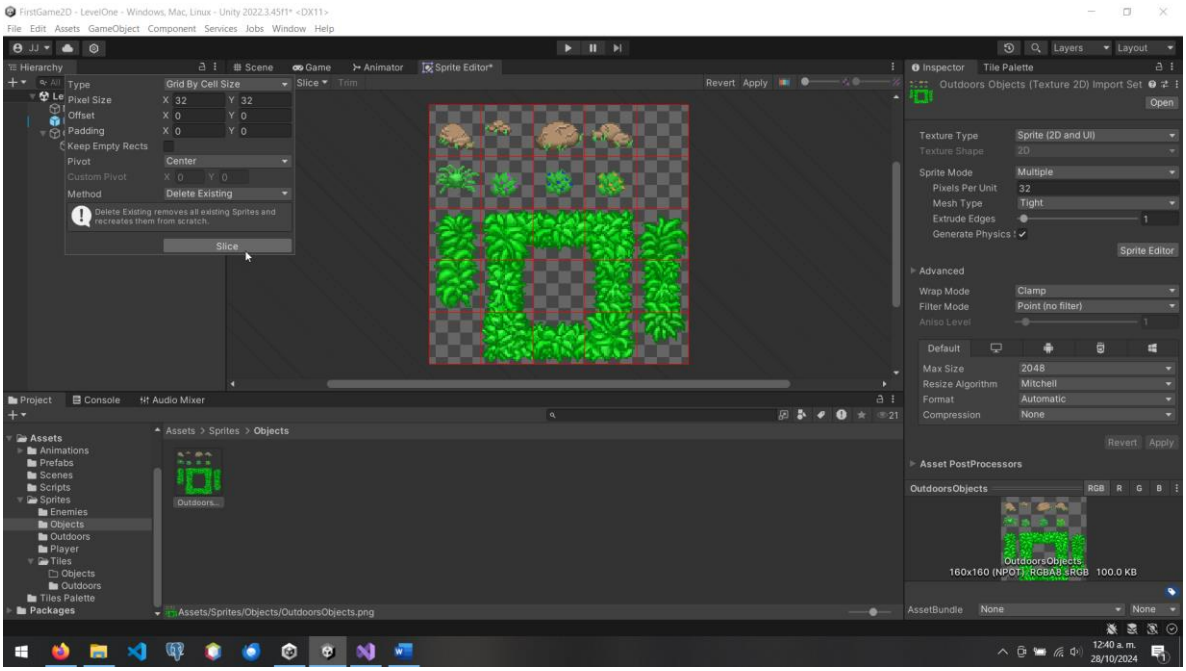
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor*
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
Revert
Apply
Inspector
Tile Palette
Outdoors Objects (Texture 2D) Import Set
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
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Revert
Apply
Asset PostProcessors
OutdoorsObjects
160x160 (NPOT) RGBA8 sRGB 100.0 KB
AssetBundle
None
Project
Console
Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Assets > Sprites > Objects
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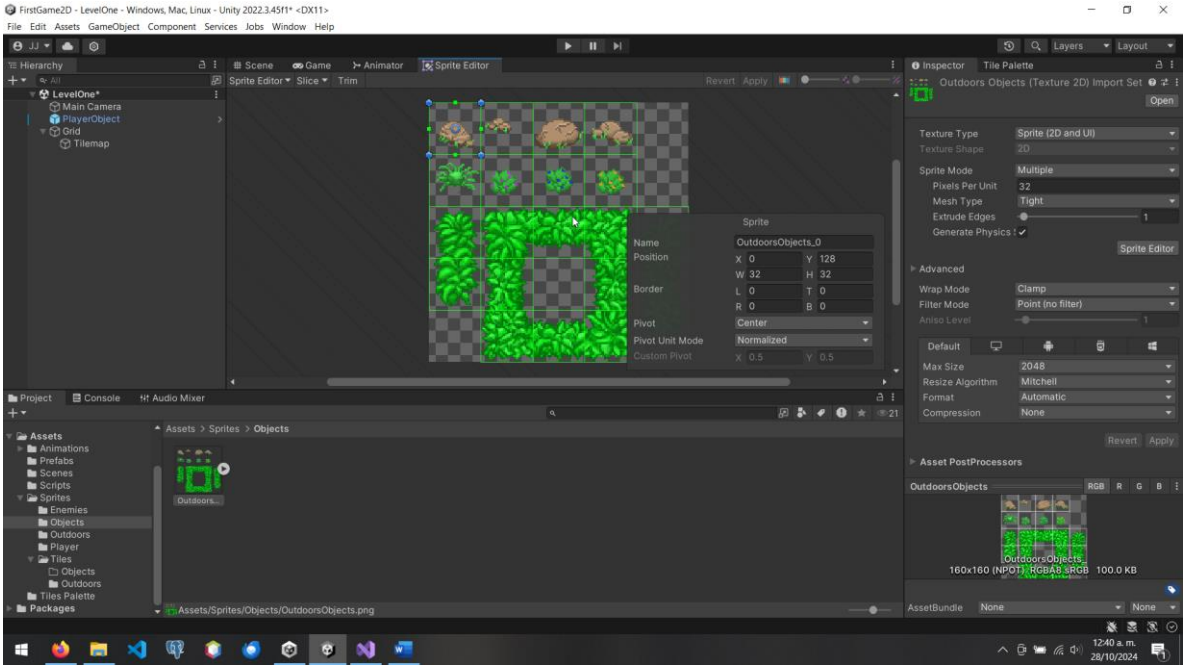
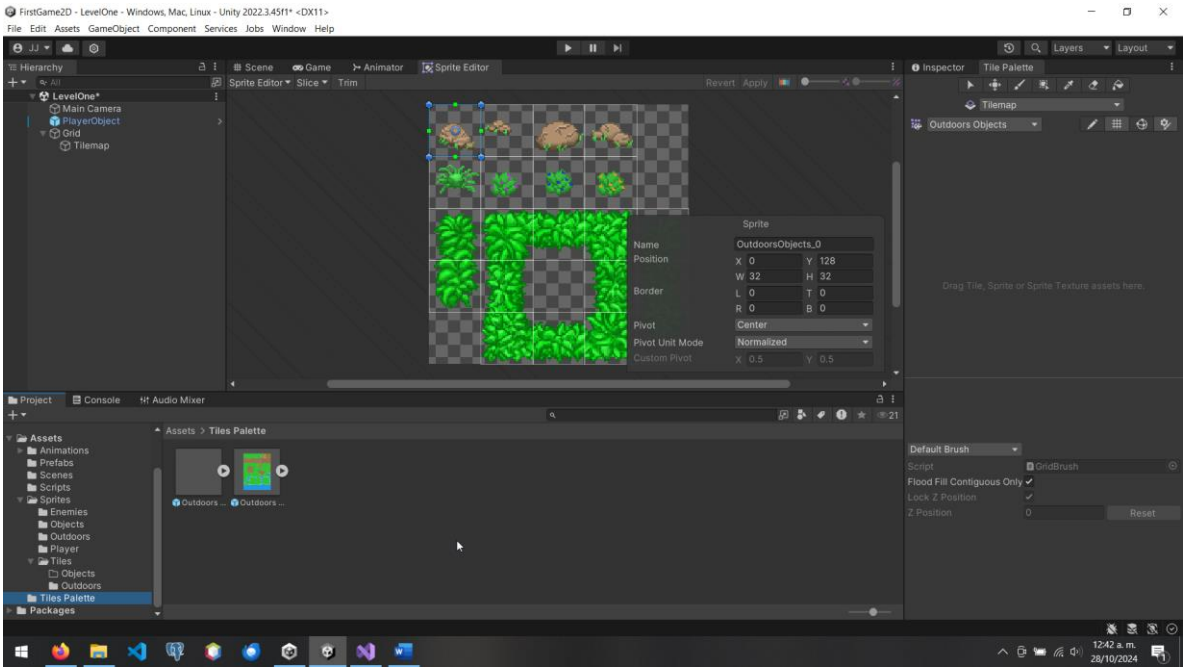
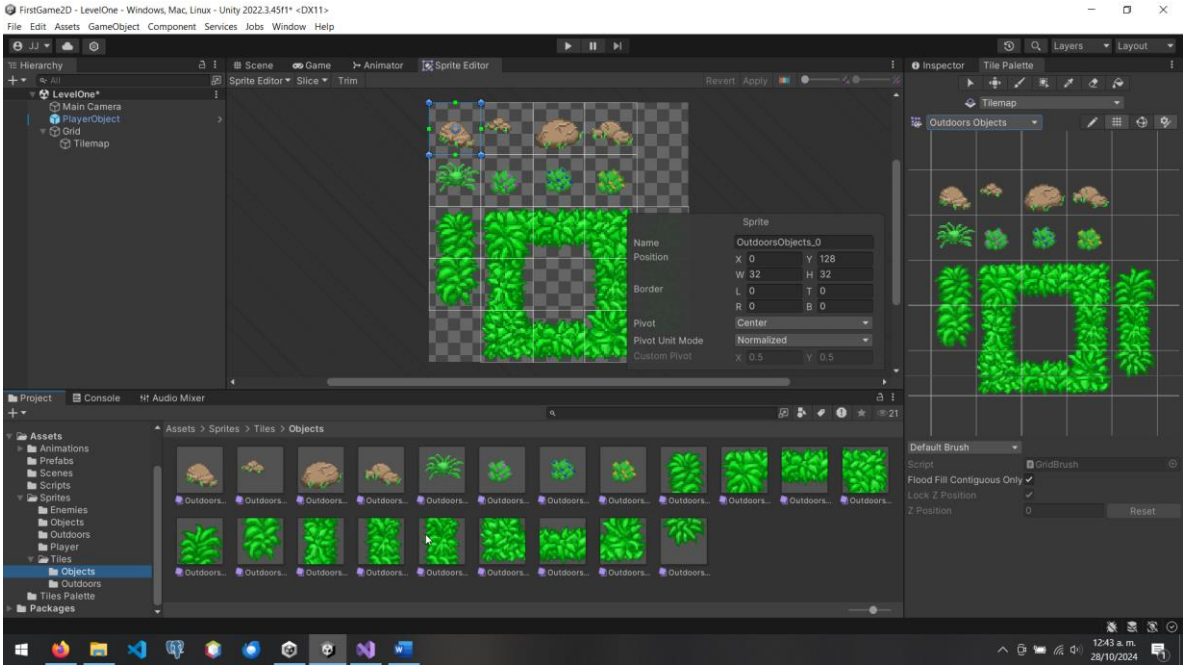
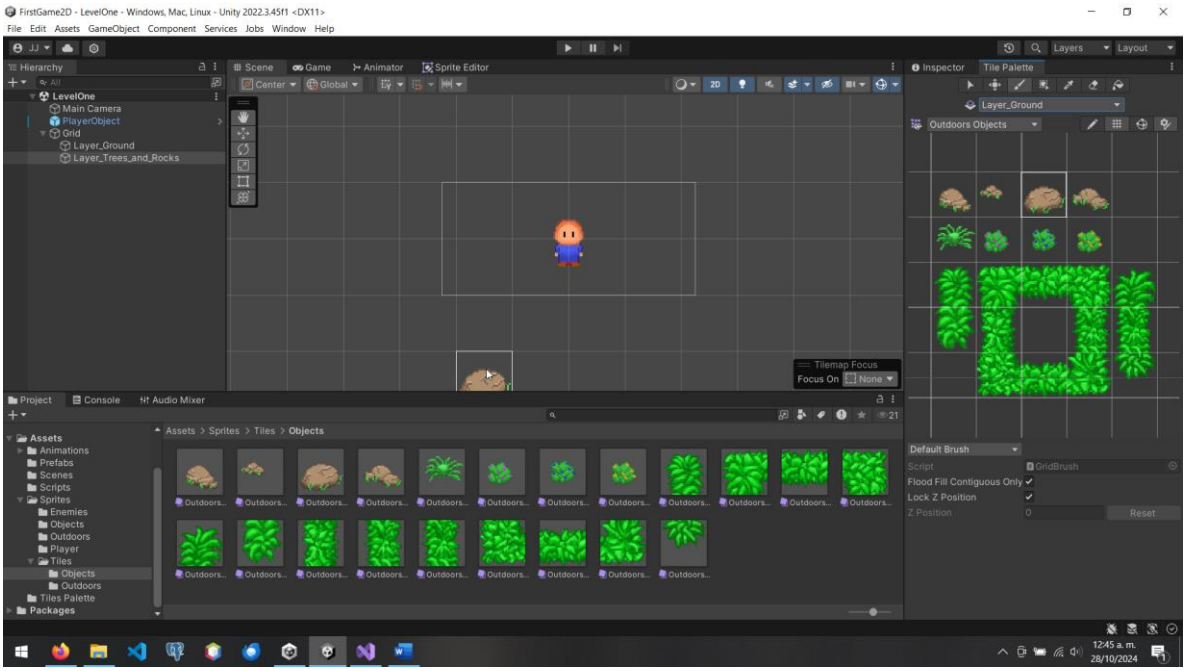
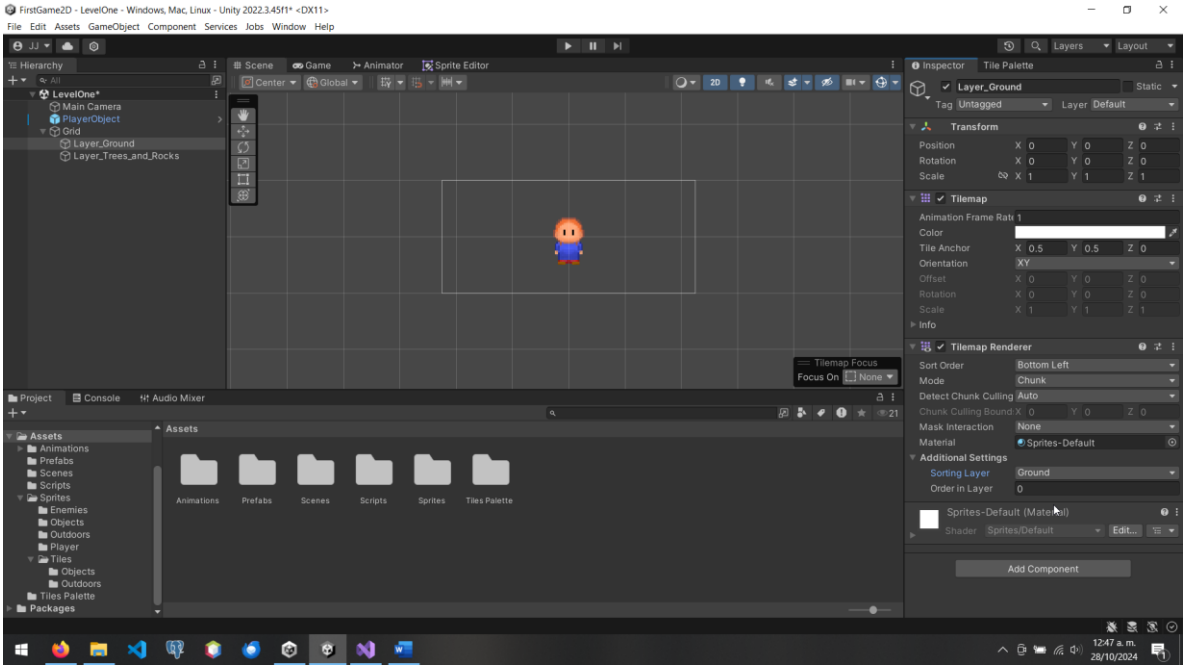
12:40 a. m.
28/10/2024

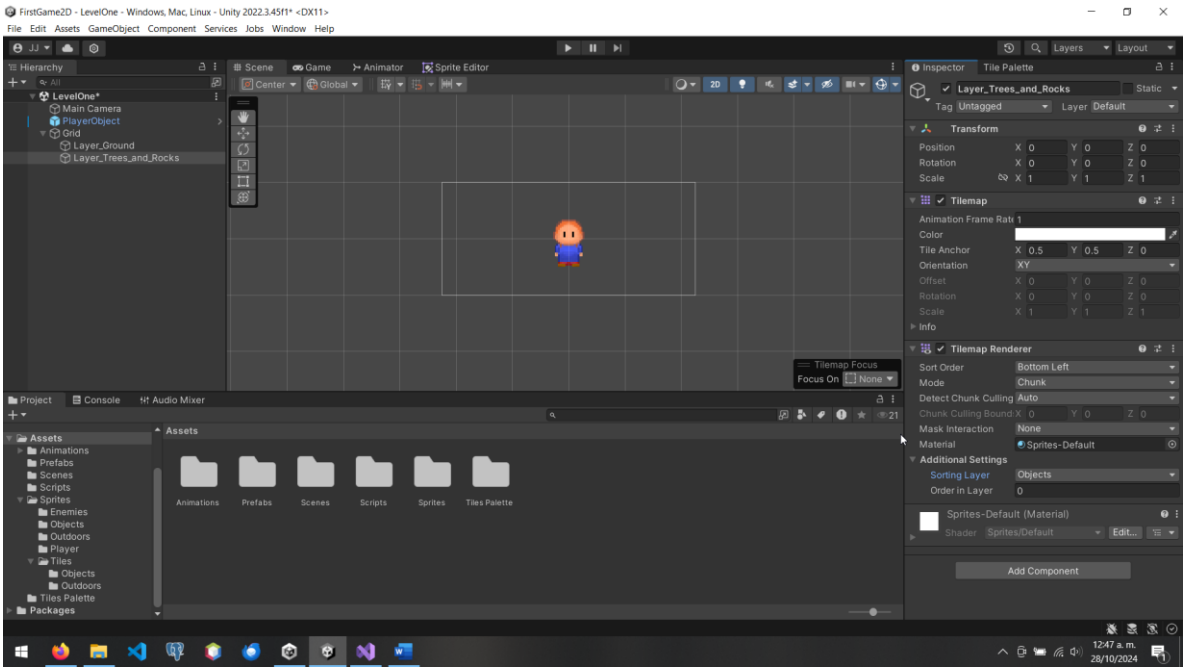

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
Game
Animator
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsObjects_0
Position X 0 Y 128 W 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
Inspector
Tile Palette
Outdoors Objects (Texture 2D) Import Set
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsObjects
RGB R G B
160x160 (NPOT) RGBA8 sRGB 100.0 KB
AssetBundle None None
Project
Console
Audio Mixer
Assets > Sprites > Objects
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Packages
Assets/Sprites/Objects/OutdoorsObjects.png
12:40 a. m.
28/10/2024

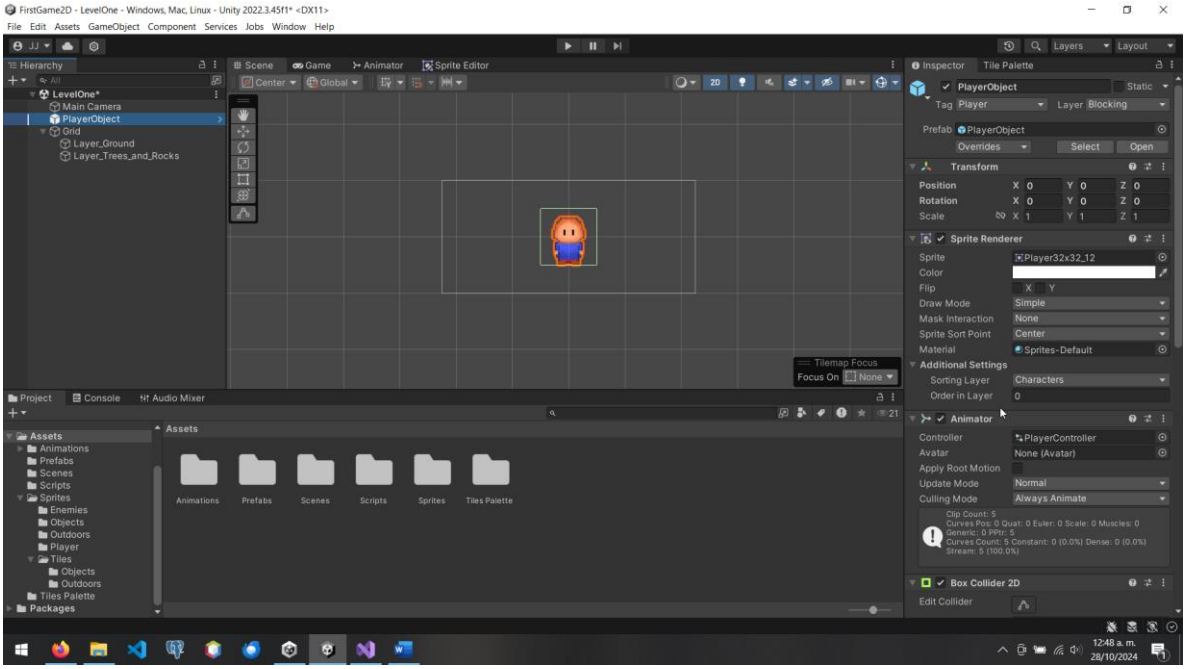

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
Game
Animator
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsObjects_0
Position X 0 Y 128 W 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
Inspector
Tile Palette
Tilemap
Outdoors Objects
Drag Tile, Sprite or Sprite Texture assets here.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
Audio Mixer
Assets > Tiles Palette
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Packages
12:42 a. m.
28/10/2024

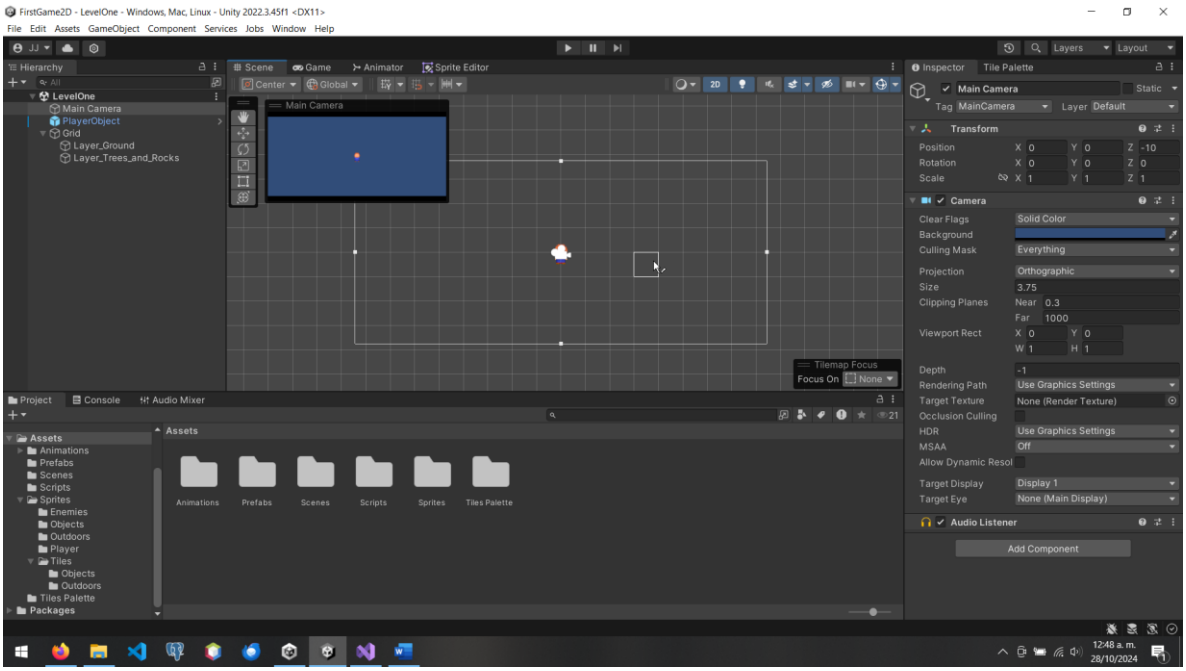

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
Game
Animator
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsObjects_0
Position X 0 Y 128 W 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
Inspector
Tile Palette
Tilemap
Outdoors Objects
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
Audio Mixer
Assets > Sprites > Tiles > Objects
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Packages
12:43 a. m.
28/10/2024

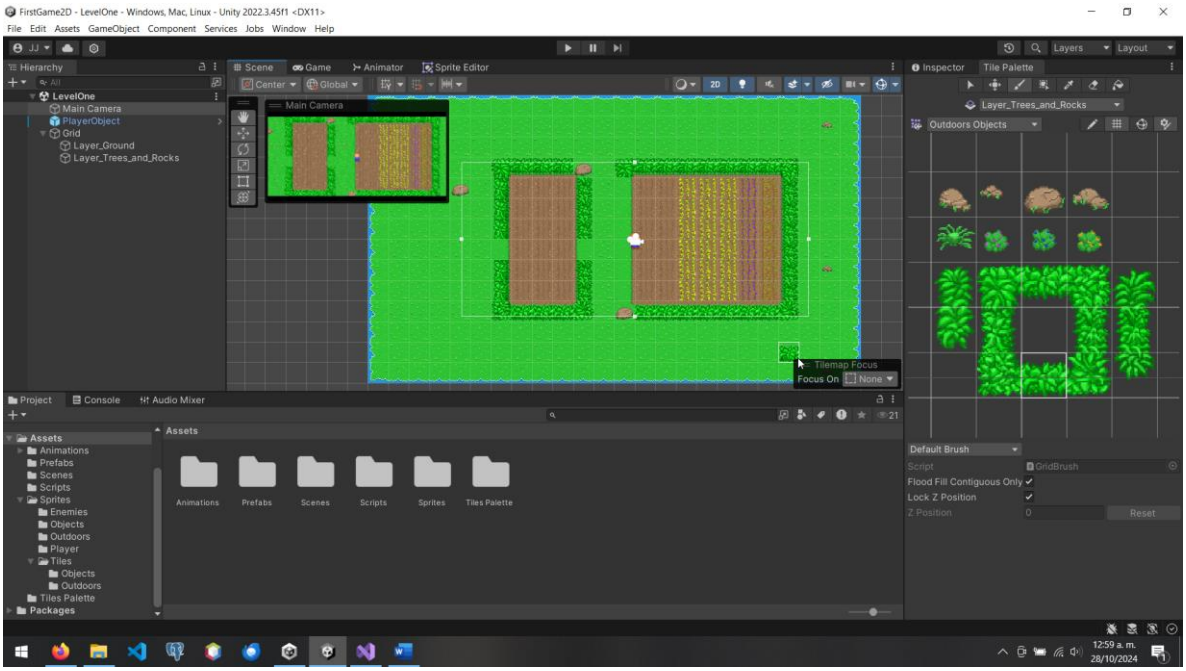

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Sprite Editor
Tilemap Focus
Focus On None
Inspector
Tile Palette
Layer_Ground
Outdoors Objects
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
Audio Mixer
Assets > Sprites > Tiles > Objects
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Packages
12:45 a. m.
28/10/2024

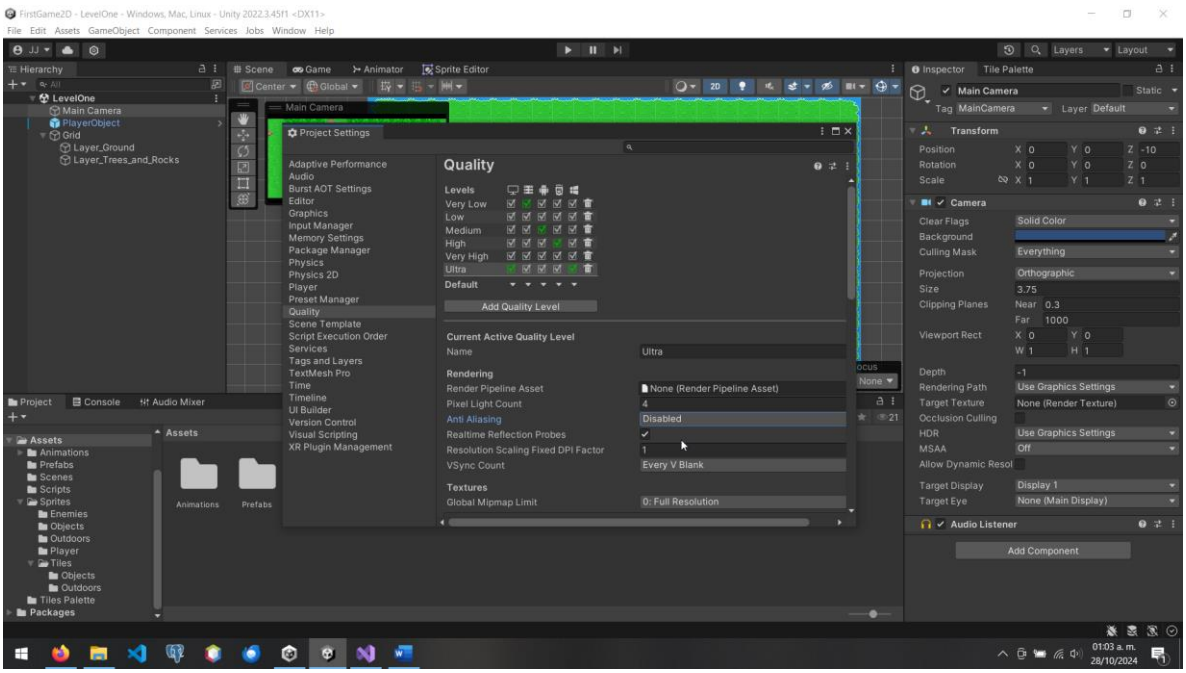

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene Game Animator Sprite Editor
Inspector Tile Palette
Layer_Ground
Tag Untagged Layer Default
Transform
Position Rotation Scale
Tilemap
Animation Frame Rate
Color
Tile Anchor
Orientation
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Ground
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Tilemap Focus
Focus On None
Project Console Audio Mixer
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
Enemies Objects Outdoors Player Tiles Tiles Palette Packages
12:47 a. m.
28/10/2024

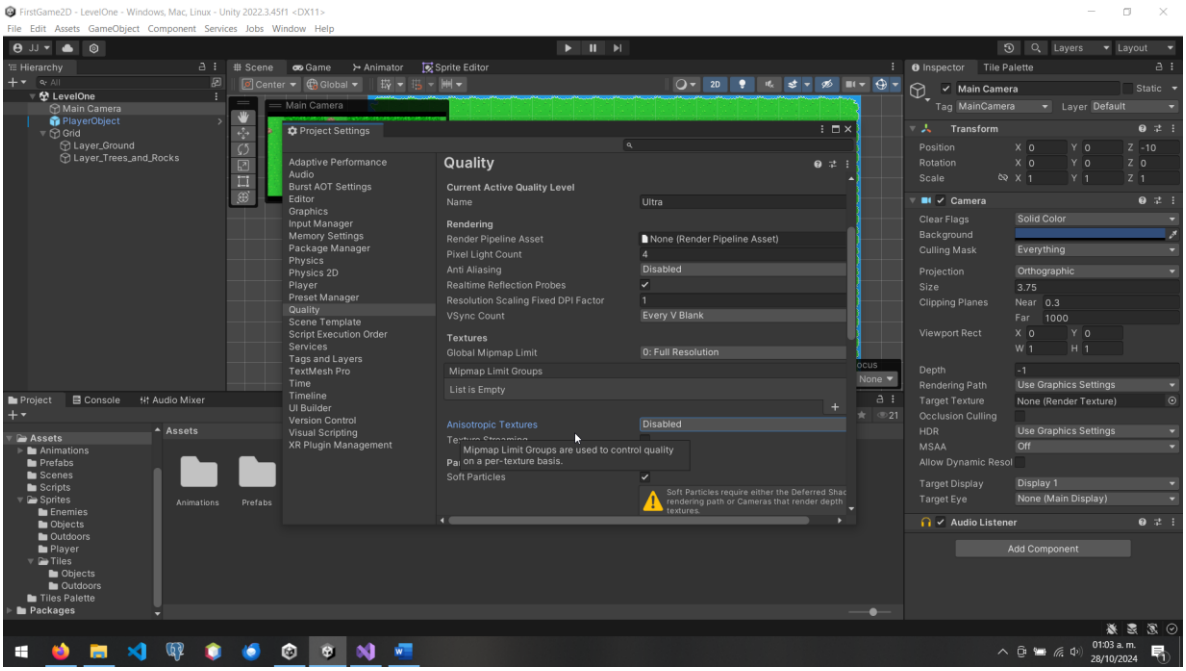

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene Game Animator Sprite Editor
Inspector Tile Palette
Layer_Trees_and_Rocks
Tag Untagged Layer Default
Transform
Position Rotation Scale
Tilemap
Animation Frame Rate
Color
Tile Anchor
Orientation
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Tilemap Focus
Focus On None
Project Console Audio Mixer
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
Enemies Objects Outdoors Player Tiles Tiles Palette Packages
12:47 a. m.
28/10/2024

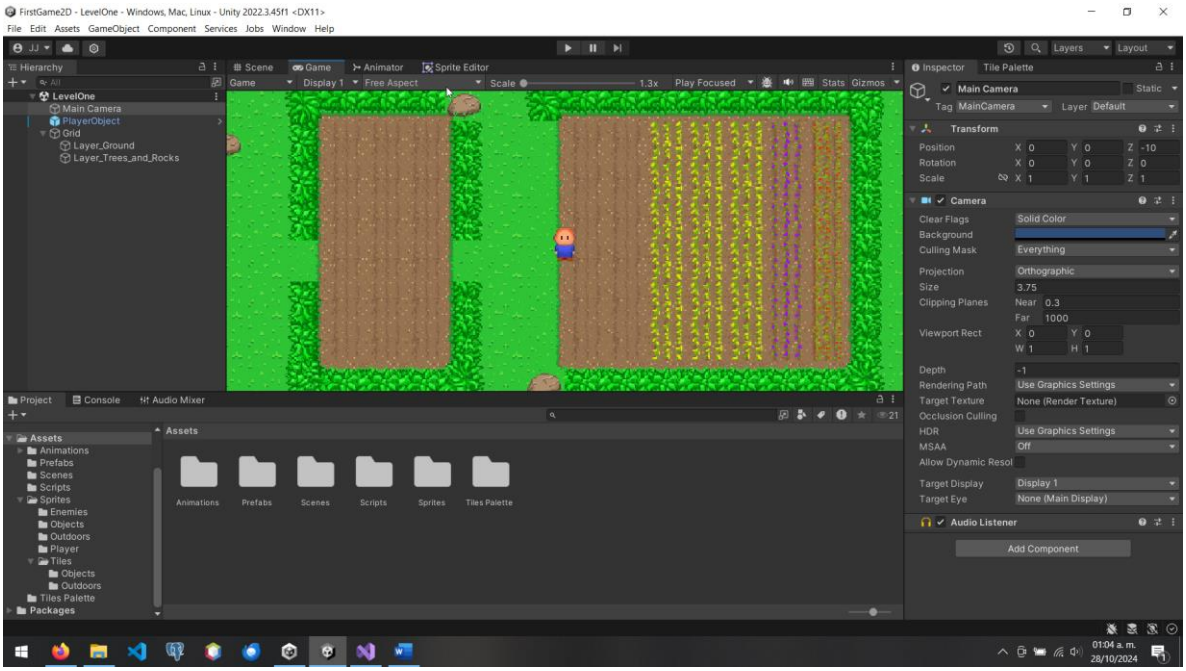

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
PlayerObject
Tag Player
Layer Blocking
Prefab PlayerObject
Overrides
Select
Open
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 Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Tilemap Focus
Focus On None
Project
Console
Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
12:48 a. m.
28/10/2024

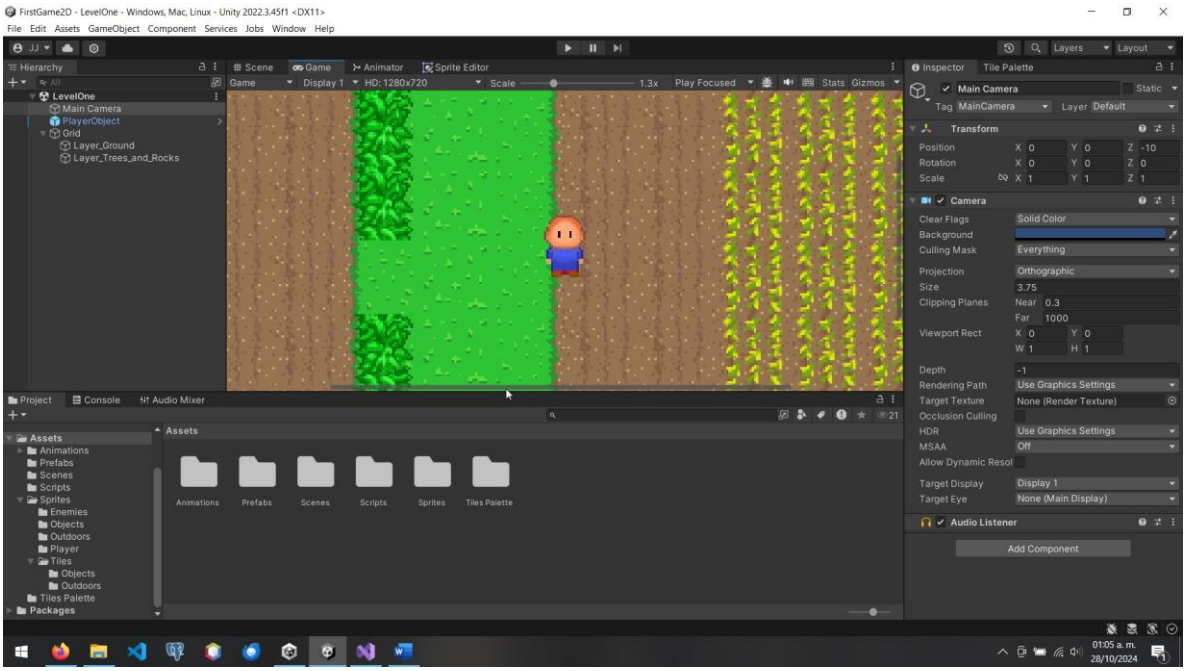

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Sprite Editor
Main Camera
Inspector
Tile Palette
Main Camera
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 3.75
Clipping Planes Near 0.3
Far 1000
Viewport Rect
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Off
Allow Dynamic Resol
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Add Component
Tilemap Focus
Focus On None
Project
Console
Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
12:48 a. m.
28/10/2024

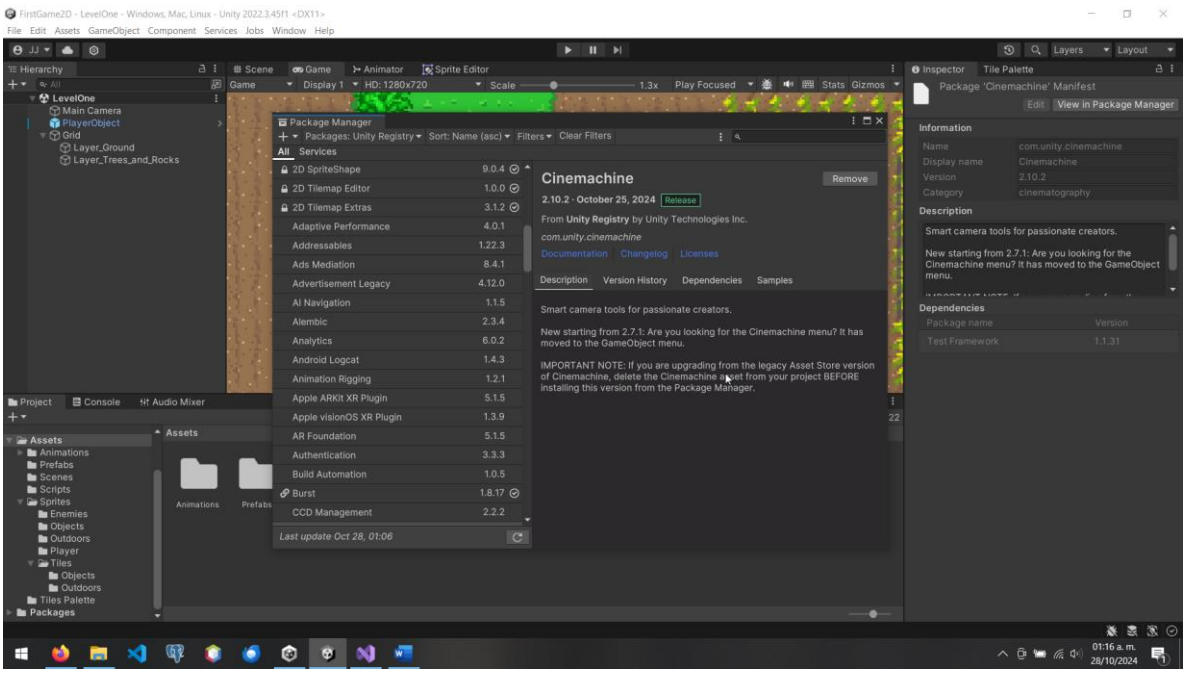

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Sprite Editor
Tilemap Focus
Focus On
None
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Objects
Default Brush
Script
GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position
Reset
Project
Console
Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Layers
Layout
12:59 a. m.
28/10/2024

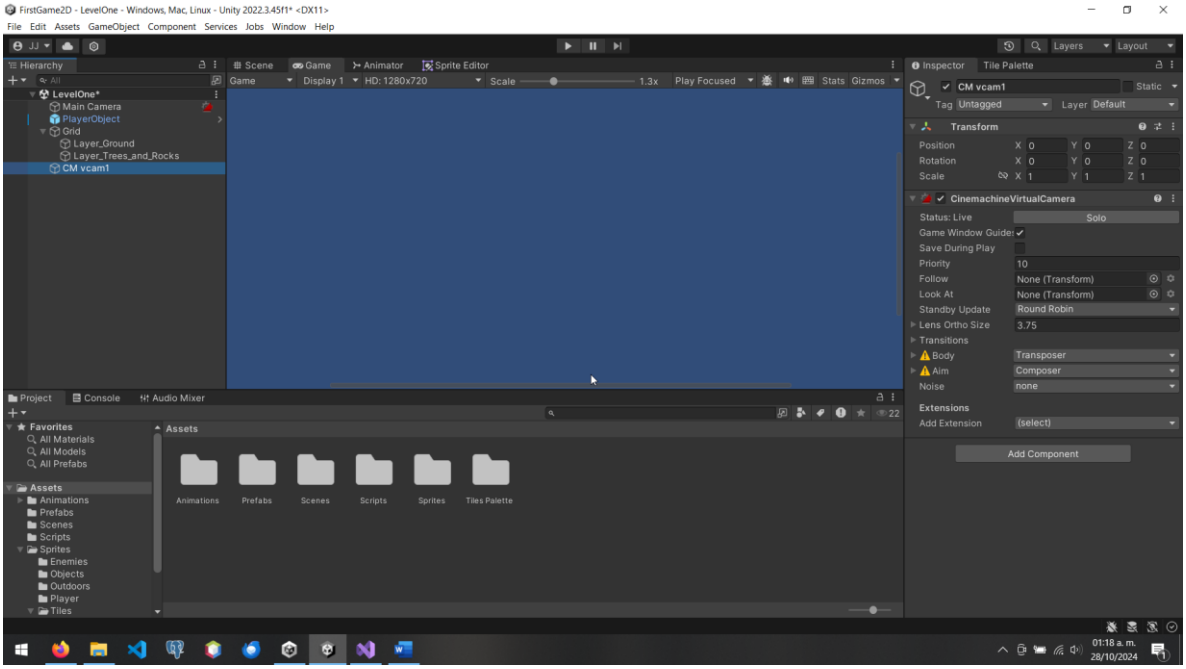

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Project Settings
Quality
Levels
Very Low
Low
Medium
High
Very High
Ultra
Default
Add Quality Level
Current Active Quality Level
Name
Ultra
Rendering
Render Pipeline Asset
None (Render Pipeline Asset)
Pixel Light Count
4
Anti Aliasing
Disabled
Realtime Reflection Probes
Resolution Scaling Fixed DPI Factor
1
VSync Count
Every V Blank
Textures
Global Mipmap Limit
0: Full Resolution
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Orthographic
Size
3.75
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
-1
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
MSAA
Off
Allow Dynamic Resol
Target Display
Display 1
Target Eye
None (Main Display)
Audio Listener
Add Component
01:03 a. m.
28/10/2024

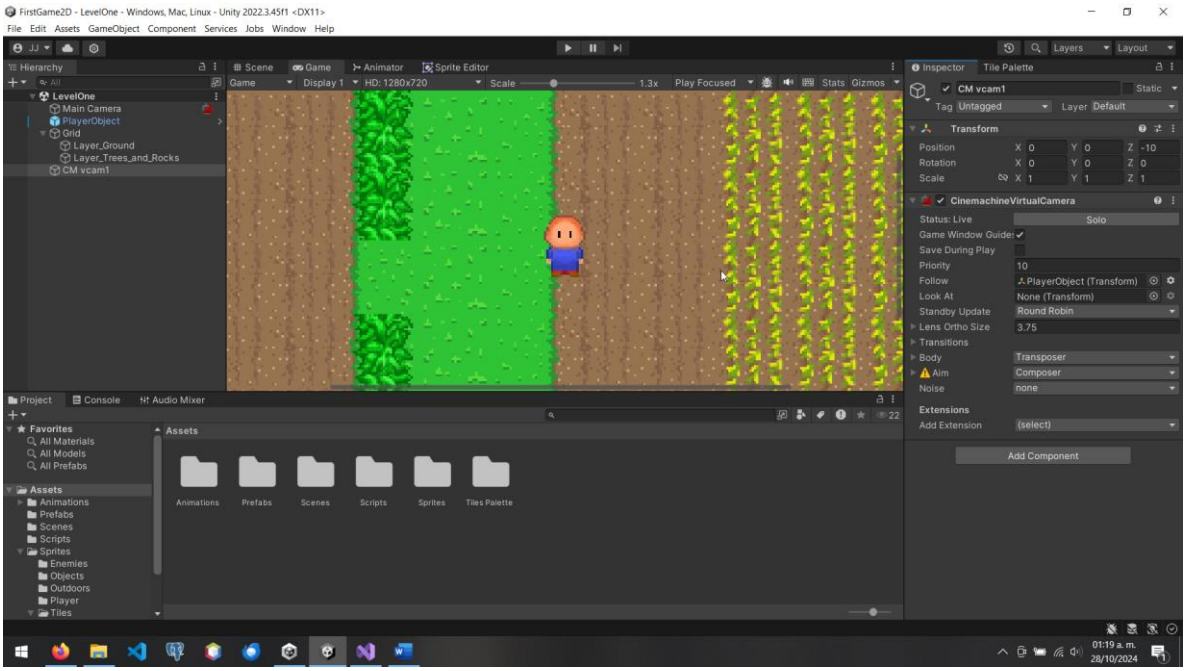

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene Game Animator Sprite Editor
Project Settings
Quality
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Current Active Quality Level
Name
Ultra
Rendering
Render Pipeline Asset
None (Render Pipeline Asset)
Pixel Light Count
Anti Aliasing
Disabled
Realtime Reflection Probes
Resolution Scaling Fixed DPI Factor
VSync Count
Every V Blank
Textures
Global Mipmap Limit
0: Full Resolution
Mipmap Limit Groups
List is Empty
Anisotropic Textures
Disabled
Mipmap Limit Groups are used to control quality on a per-texture basis.
Soft Particles
Inspector Tile Palette
Main Camera
Transform
Camera
Audio Listener
Add Component
Project Console Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
01:03 a. m.
28/10/2024

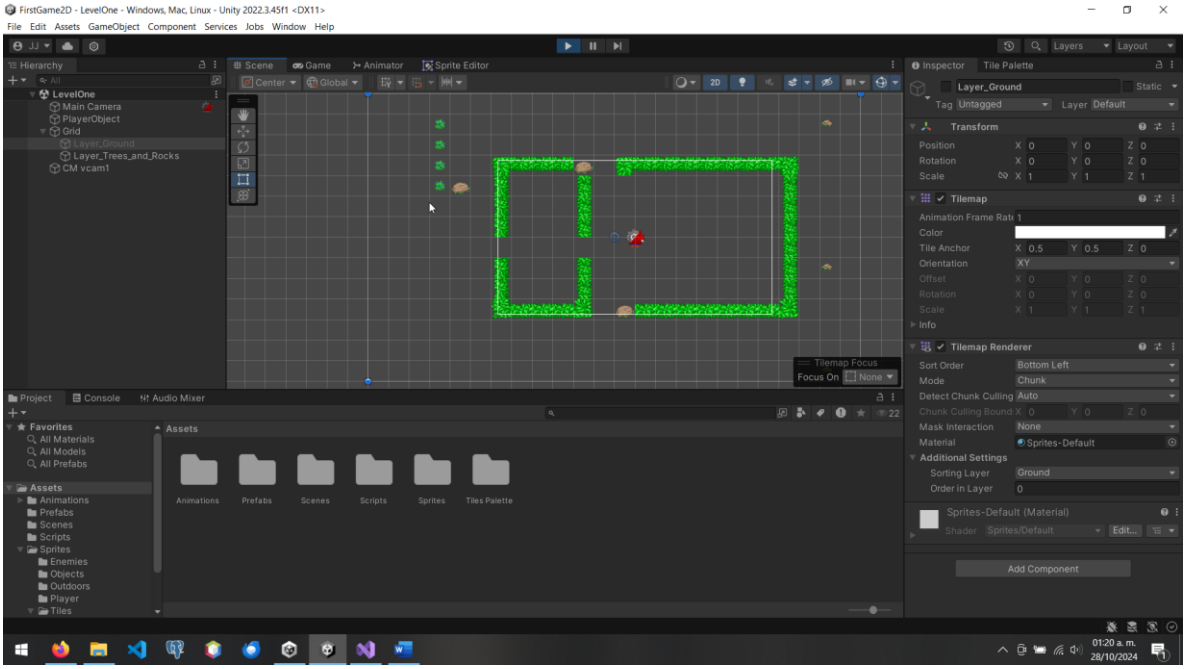

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene Game Animator Sprite Editor
Game Display 1 Free Aspect Scale 1.3x Play Focused Stats Gizmos
Inspector Tile Palette
Main Camera
Transform
Camera
Audio Listener
Add Component
Project Console Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
Packages
01:04 a. m.
28/10/2024

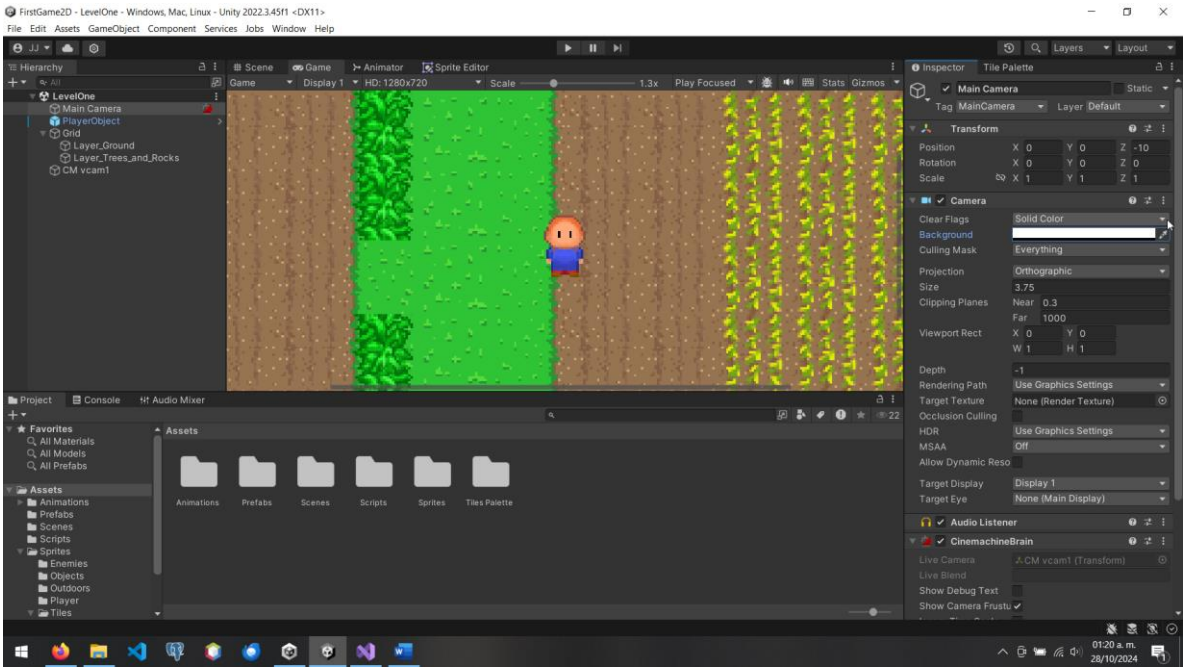

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Main Camera
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Orthographic
Size
Clipping Planes
Near
Far
Viewport Rect
Depth
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
MSAA
Off
Allow Dynamic Resol
Target Display
Display 1
Target Eye
None (Main Display)
Audio Listener
Add Component
Project
Console
Audio Mixer
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
01:05 a. m.
28/10/2024

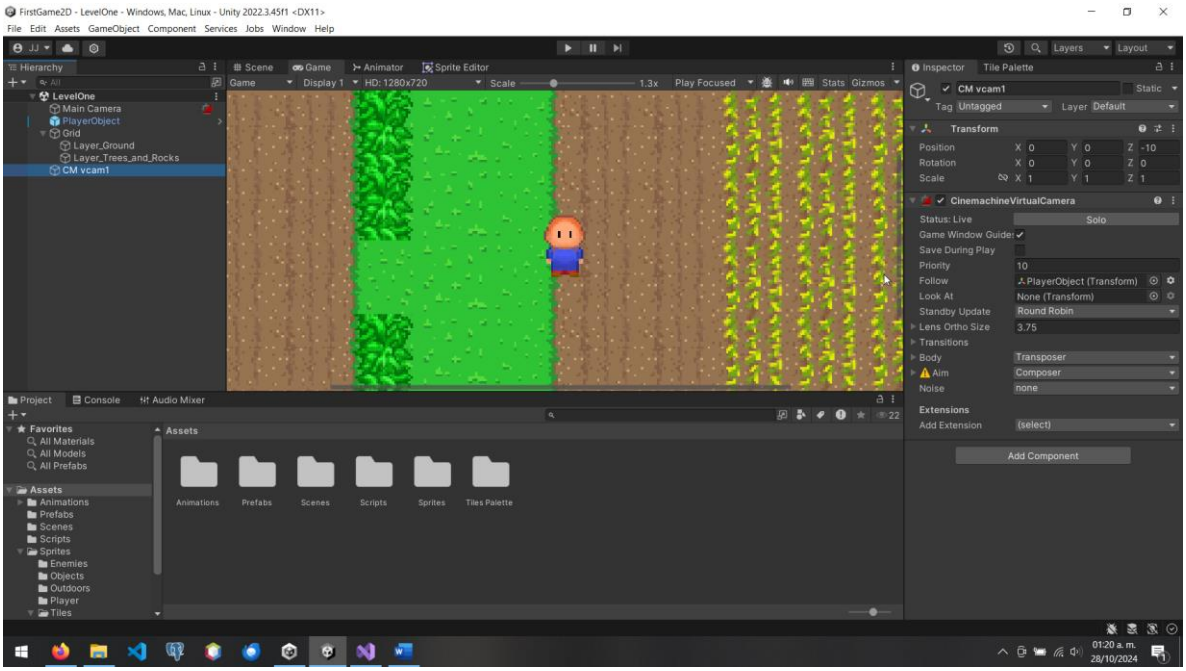

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Package Manager
Packages: Unity Registry
Sort: Name (asc)
Filters
Clear Filters
All
Services
2D SpriteShape 9.0.4
2D Tilemap Editor 1.0.0
2D Tilemap Extras 3.1.2
Adaptive Performance 4.0.1
Addressables 1.22.3
Ads Mediation 8.4.1
Advertisement Legacy 4.12.0
AI Navigation 1.1.5
Alembic 2.3.4
Analytics 6.0.2
Android Logcat 1.4.3
Animation Rigging 1.2.1
Apple ARKit XR Plugin 5.1.5
Apple visionOS XR Plugin 1.3.9
AR Foundation 5.1.5
Authentication 3.3.3
Build Automation 1.0.5
Burst 1.8.17
CCD Management 2.2.2
Last update Oct 28, 01:06
Cinemachine
Remove
2.10.2 · October 25, 2024
Release
From Unity Registry by Unity Technologies Inc.
com.unity.cinemachine
Documentation
Changelog
Licenses
Description
Version History
Dependencies
Samples
Smart camera tools for passionate creators.
New starting from 2.7.1: Are you looking for the Cinemachine menu? It has moved to the GameObject menu.
IMPORTANT NOTE: If you are upgrading from the legacy Asset Store version of Cinemachine, delete the Cinemachine asset from your project BEFORE installing this version from the Package Manager.
Package 'Cinemachine' Manifest
Edit
View in Package Manager
Information
Name com.unity.cinemachine
Display name Cinemachine
Version 2.10.2
Category cinematography
Description
Smart camera tools for passionate creators.
New starting from 2.7.1: Are you looking for the Cinemachine menu? It has moved to the GameObject menu.
Dependencies
Package name Version
Test Framework 1.1.31
01:16 a. m.
28/10/2024

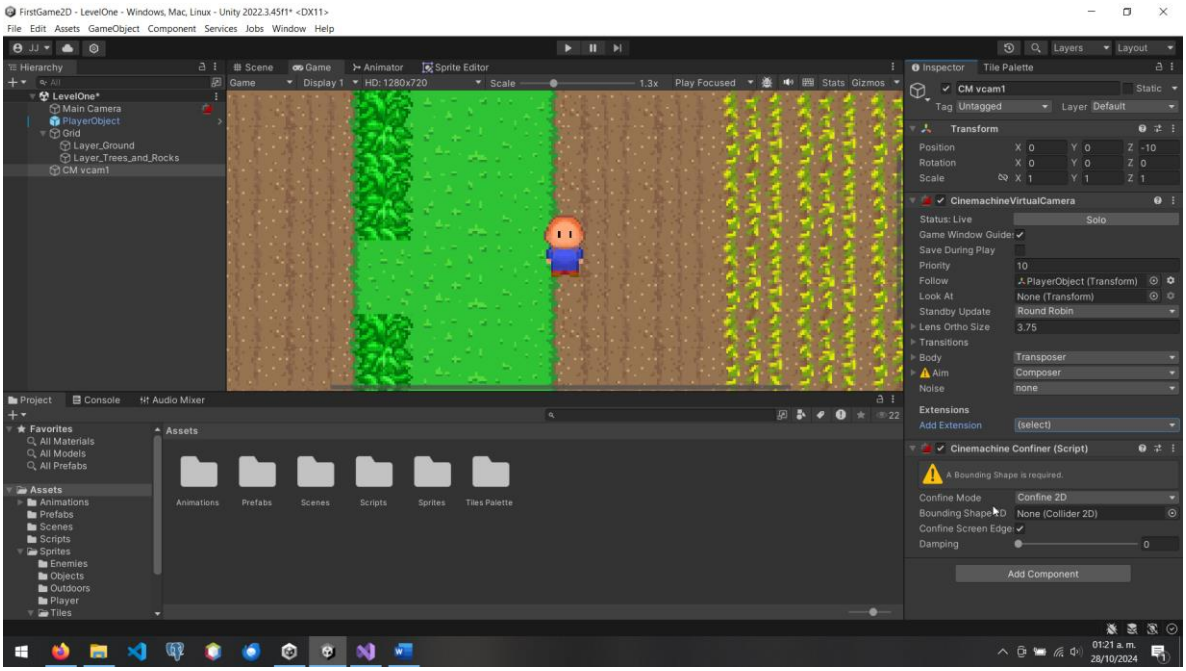

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
CM vcam1
Transform
CinemachineVirtualCamera
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
Add Component
01:18 a. m.
28/10/2024

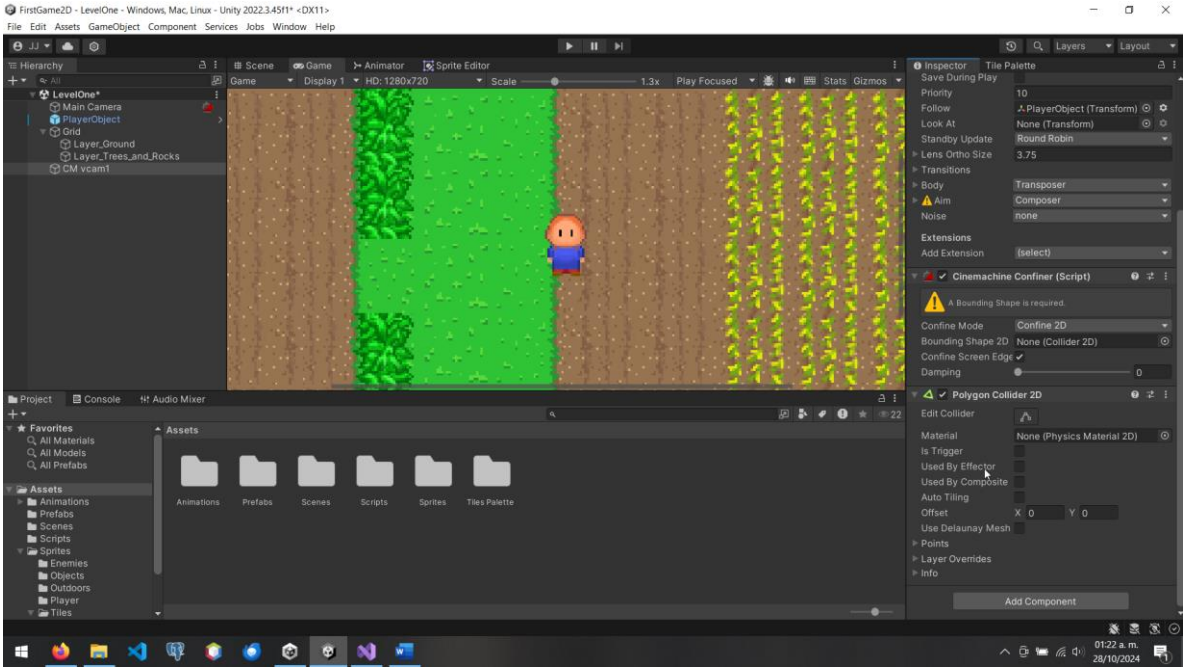

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
CM vcam1
Transform
CinemachineVirtualCamera
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
Add Component
01:19 a. m.
28/10/2024

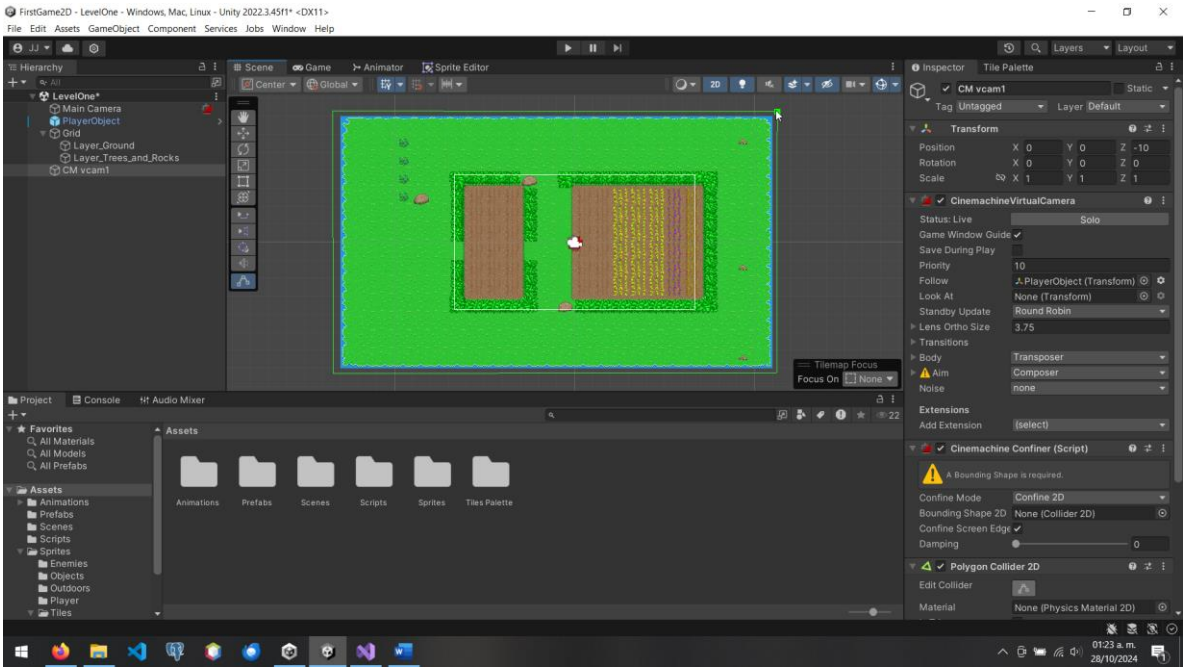

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Layer_Ground
Transform
Tilemap
Tilemap Renderer
Add Component
Project
Console
Audio Mixer
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
Enemies
Objects
Outdoors
Player
Tiles
01:20 a. m.
28/10/2024

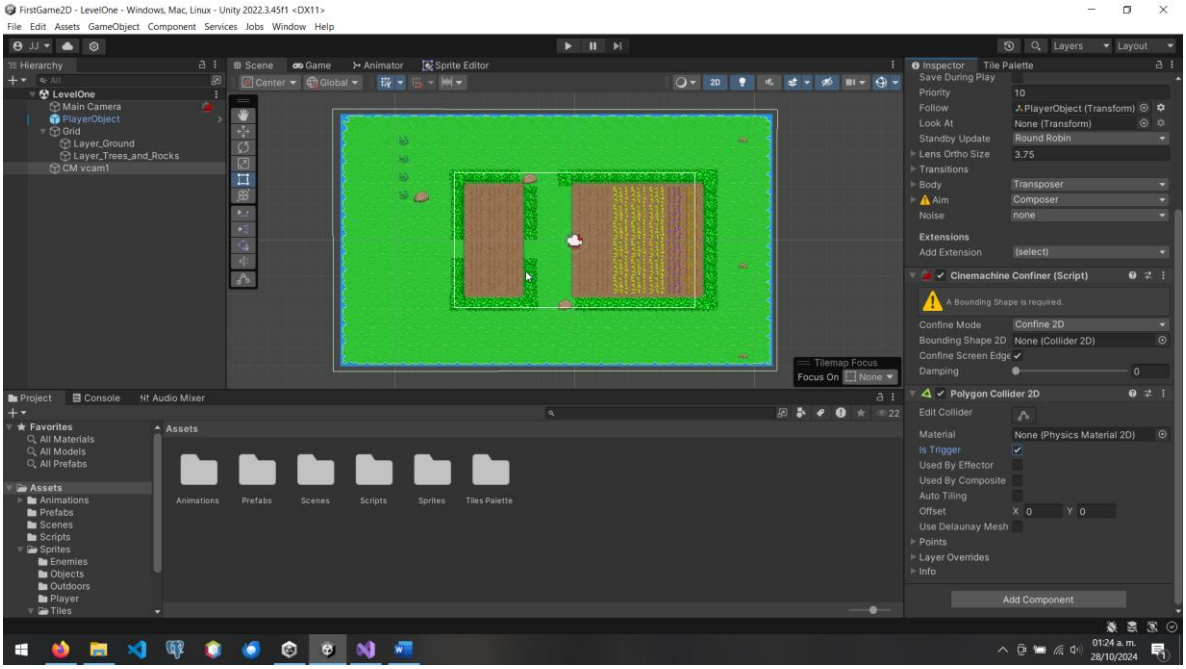

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Main Camera
Transform
Camera
Audio Listener
CinemachineBrain
Project
Console
Audio Mixer
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
Enemies
Objects
Outdoors
Player
Tiles
01:20 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
CM vcam1
Transform
CinemachineVirtualCamera
Add Component
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
01:20 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Inspector Tile Palette
CM vcam1
Transform
CinemachineVirtualCamera
Cinemachine Confiner (Script)
A Bounding Shape is required.
Add Component
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
01:21 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
Cinemachine Confiner (Script)
A Bounding Shape is required.
Polygon Collider 2D
Add Component
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
01:22 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
CM vcam1
Transform
CinemachineVirtualCamera
Cinemachine Confiner (Script)
A Bounding Shape is required.
Polygon Collider 2D
Tilemap Focus
Project Console Audio Mixer
Favorites
Assets
Animations Prefabs Scenes Scripts Sprites Tiles Palette
01:23 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
Cinemachine Confiner (Script)
A Bounding Shape is required.
Confine Mode Confine 2D
Bounding Shape 2D None (Collider 2D)
Confine Screen Edge
Damping
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Info
Add Component
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
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Prefabs
Scenes
Scripts
Sprites
Enemies
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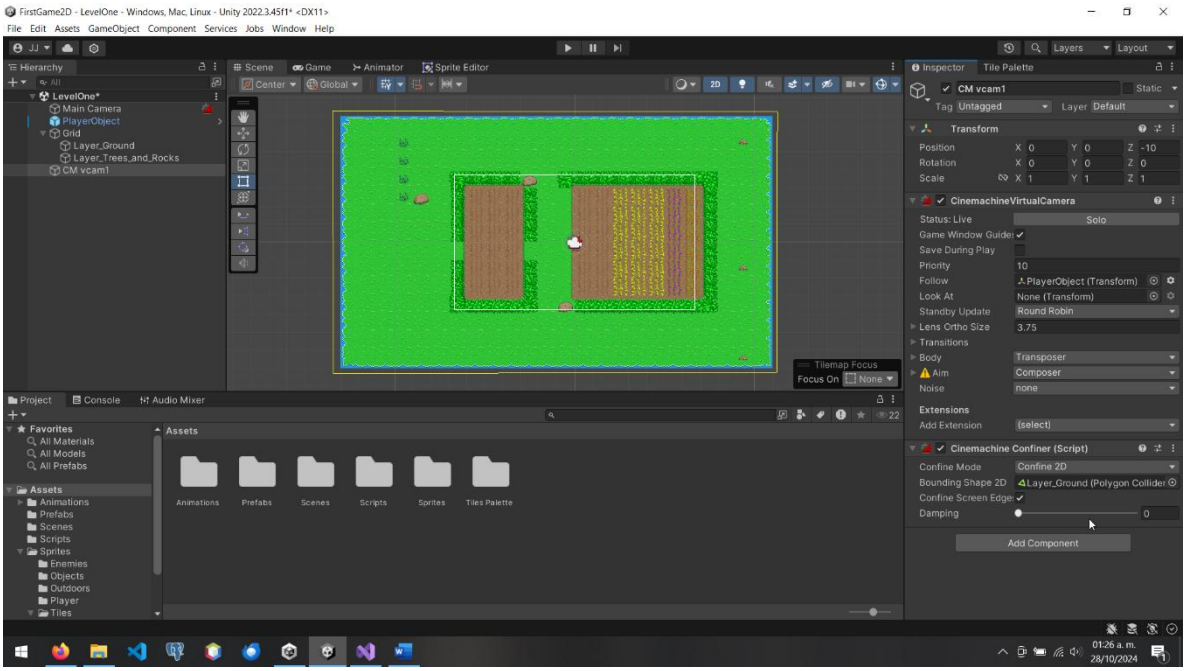
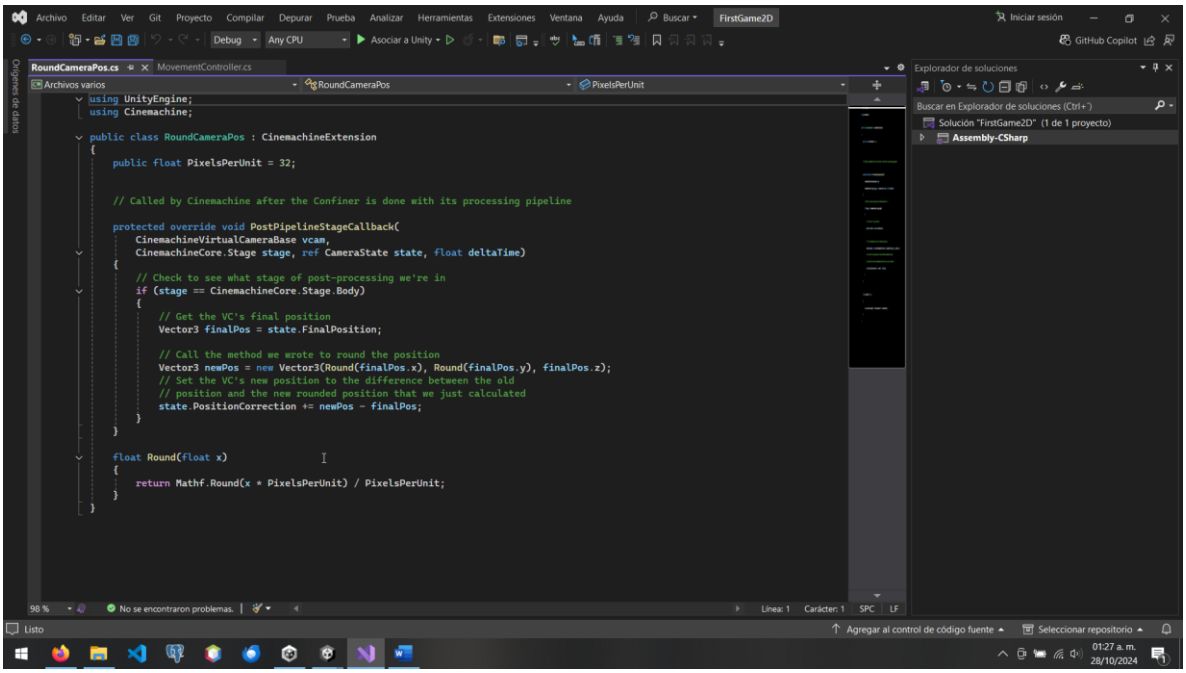
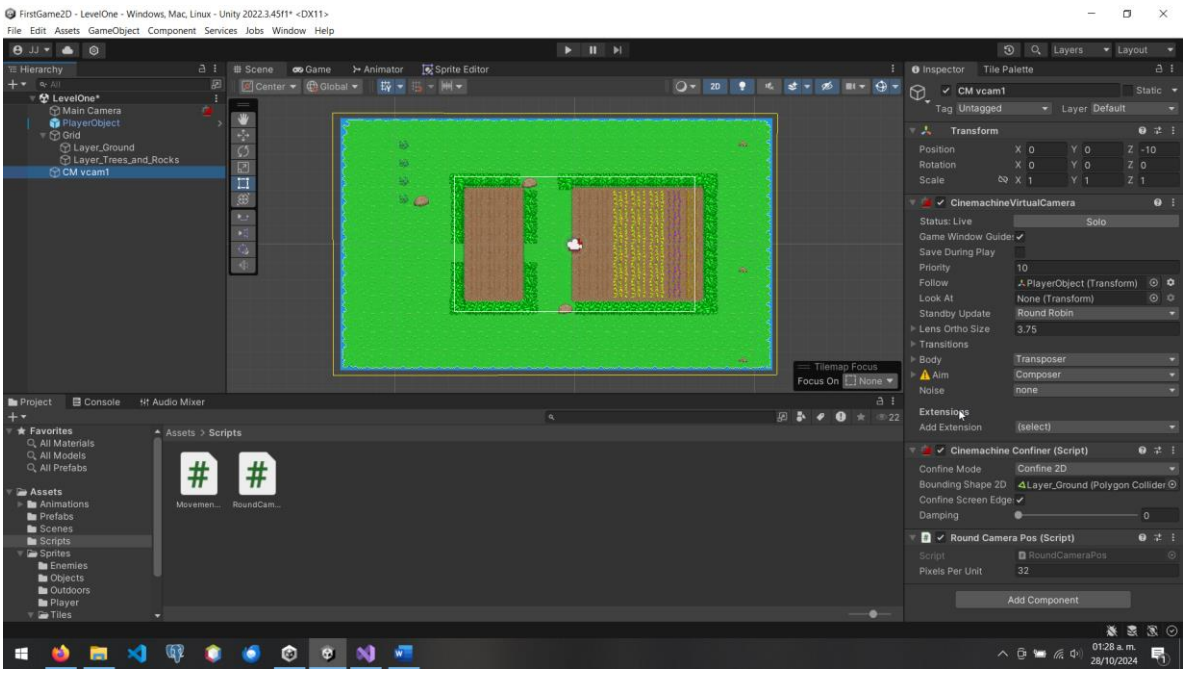
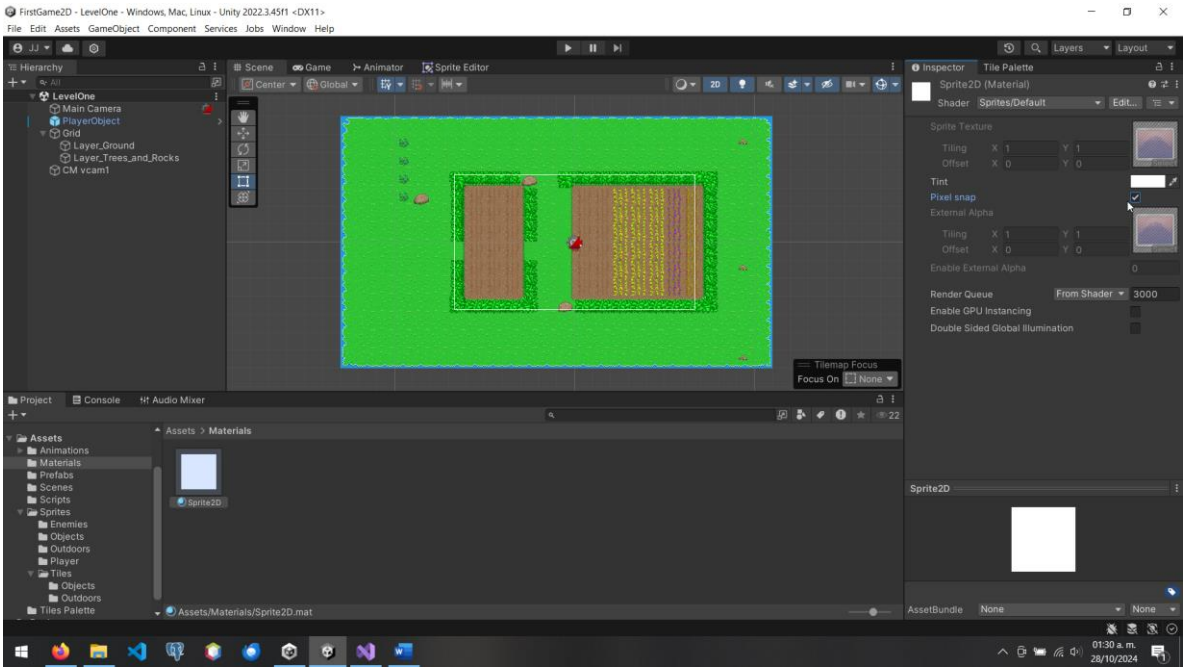
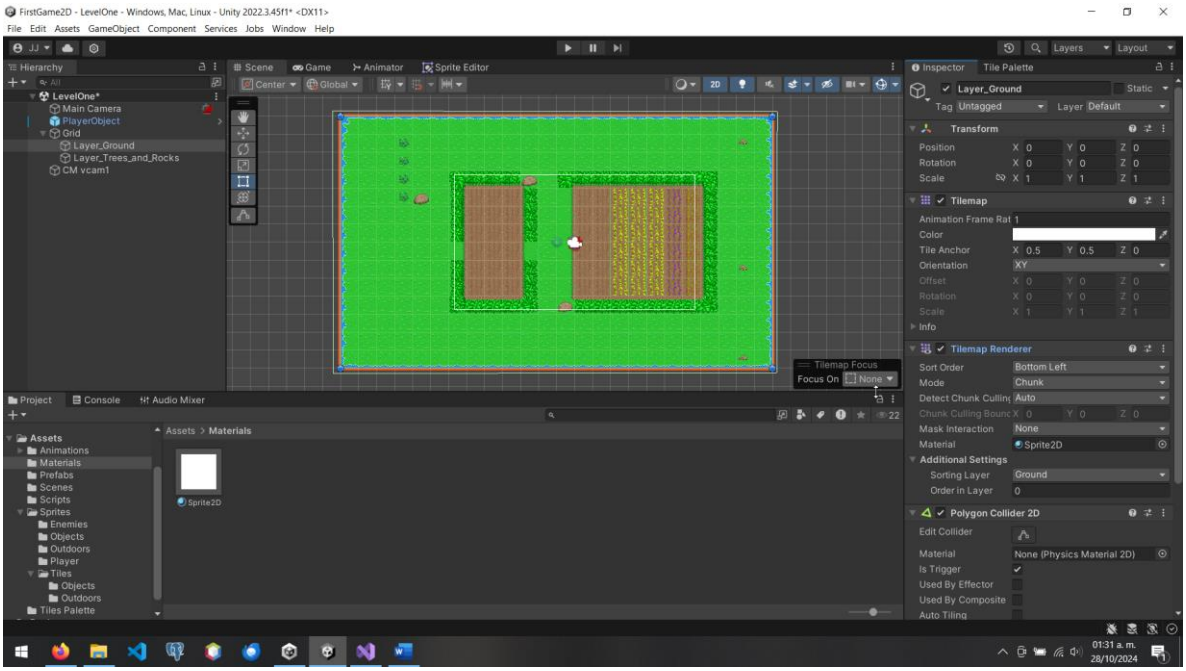
Outdoors
Player
Tiles
Tiles Palette
01:24 a. m.
28/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
CM vcam1
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
CinemachineVirtualCamera
Status: Live
Solo
Game Window Guides
Save During Play
Priority
Follow
Look At
Standby Update
Lens Ortho Size
Transitions
Body
Aim
Noise
Extensions
Add Extension
Cinemachine Confiner (Script)
Confine Mode
Bounding Shape 2D Layer_Ground (Polygon Collider
Confine Screen Edge
Damping
Add Component
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
01:26 a. m.
28/10/2024


RoundCameraPos.cs
MovementController.cs
using UnityEngine;
using Cinemachine;
public class RoundCameraPos : CinemachineExtension
{
public float PixelsPerUnit = 32;
// Called by Cinemachine after the Confiner is done with its processing pipeline
protected override void PostPipelineStageCallback(
CinemachineVirtualCameraBase vcam,
CinemachineCore.Stage stage, ref CameraState state, float deltaTime)
{
// Check to see what stage of post-processing we're in
if (stage == CinemachineCore.Stage.Body)
{
// Get the VC's final position
Vector3 finalPos = state.FinalPosition;
// Call the method we wrote to round the position
Vector3 newPos = new Vector3(Round(finalPos.x), Round(finalPos.y), finalPos.z);
// Set the VC's new position to the difference between the old
// position and the new rounded position that we just calculated
state.PositionCorrection += newPos - finalPos;
}
}
float Round(float x)
{
return Mathf.Round(x * PixelsPerUnit) / PixelsPerUnit;
}
}


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Hierarchy
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Project
Console
Audio Mixer
Assets > Scripts
Transform
CinemachineVirtualCamera
Cinemachine Confiner (Script)
Round Camera Pos (Script)
Add Component


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Sprite2D (Material)
Shader Sprites/Default
Edit...
Sprite Texture
Tiling
Offset
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue From Shader 3000
Enable GPU Instancing
Double Sided Global Illumination
Tilemap Focus
Focus On None
Project
Console
Audio Mixer
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Assets > Materials
Sprite2D
Assets/Materials/Sprite2D.mat
AssetBundle None None
01:30 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Layer_Ground
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Tilemap
Animation Frame Rat 1
Color
Tile Anchor
Orientation
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Mask Interaction None
Material Sprite2D
Additional Settings
Sorting Layer Ground
Order in Layer 0
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Tilemap Focus
Focus On None
Project
Console
Audio Mixer
Assets
Animations
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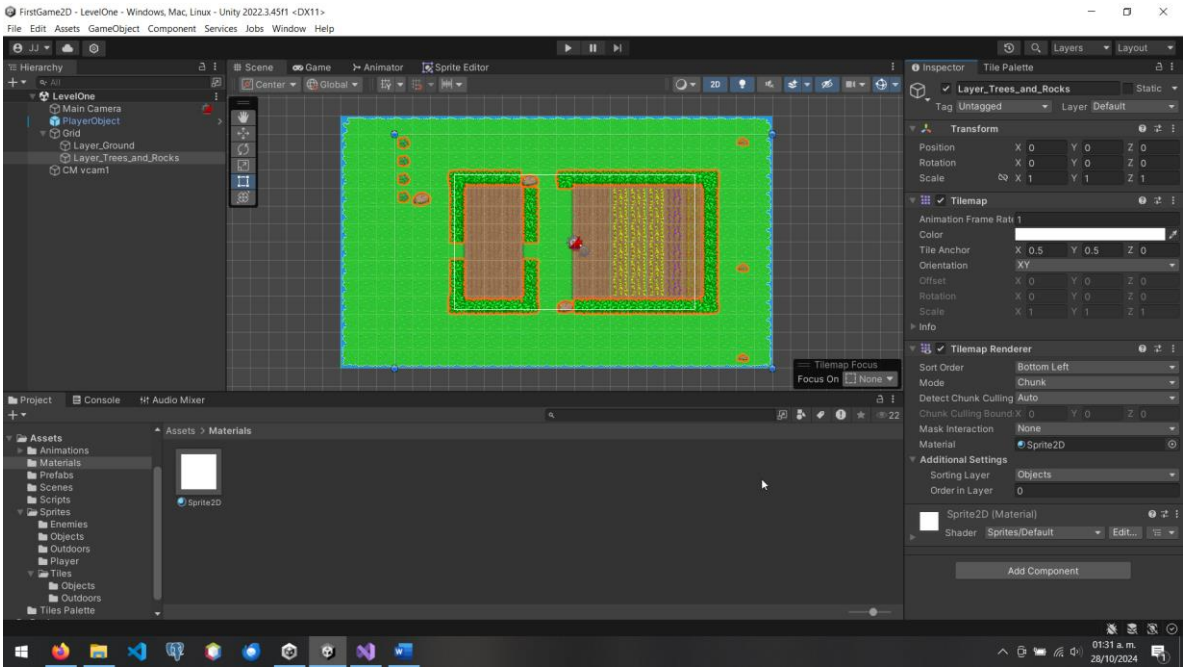
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Assets > Materials
Sprite2D
01:31 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
Layer_Trees_and_Rocks
Tag Untagged Layer Default
Transform
Position Rotation Scale
Tilemap
Color
Tile Anchor
Orientation
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Material Sprite2D
Additional Settings
Sorting Layer Objects
Order in Layer
Sprite2D (Material)
Shader Sprites/Default
Add Component
Project Console Audio Mixer
Assets > Materials
Assets
Animations
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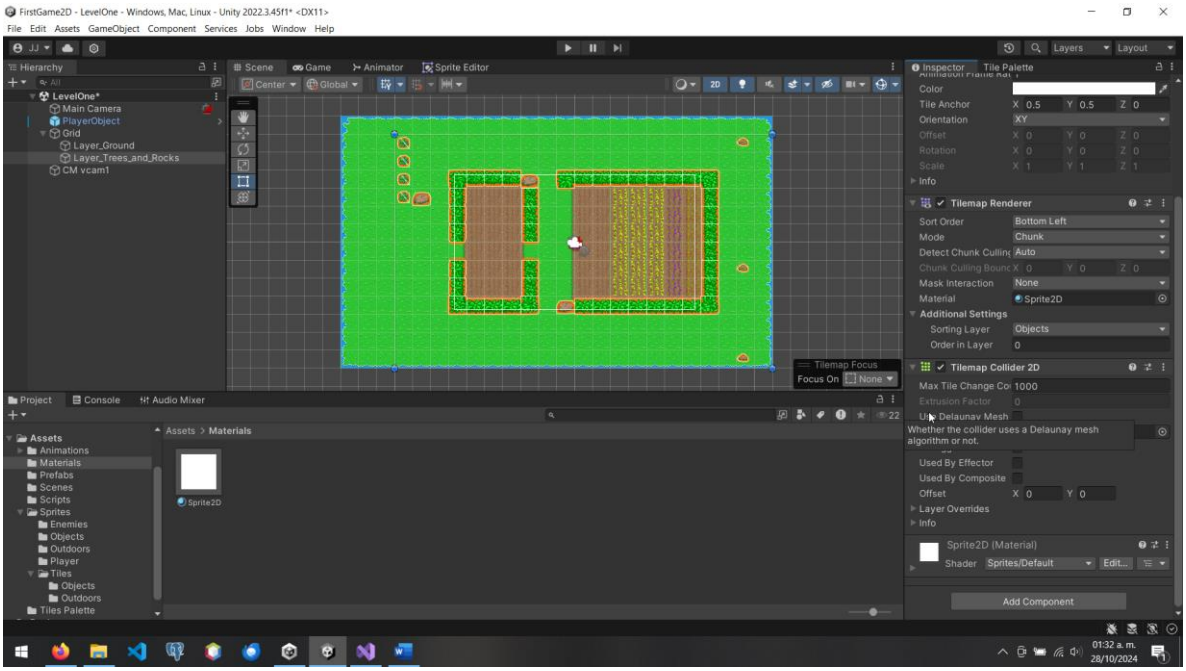
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Tilemap Focus
Focus On None
01:31 a. m.
28/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
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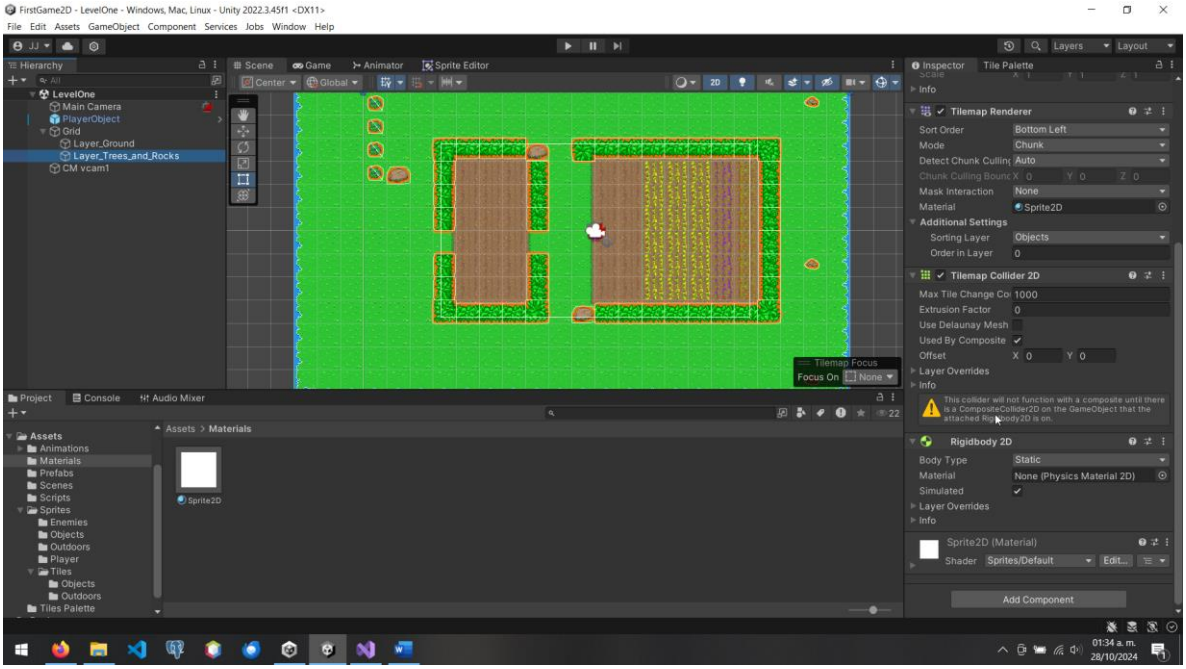
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Inspector Tile Palette
Color
Tile Anchor
Orientation
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Material Sprite2D
Additional Settings
Sorting Layer Objects
Order in Layer
Tilemap Collider 2D
Max Tile Change Co 1000
Extrusion Factor
Whether the collider uses a Delaunay mesh algorithm or not.
Used By Effector
Used By Composite
Offset
Layer Overrides
Sprite2D (Material)
Shader Sprites/Default
Add Component
Project Console Audio Mixer
Assets > Materials
Tilemap Focus
Focus On None
01:32 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Inspector
Tile Palette
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Material
Sprite2D
Additional Settings
Sorting Layer
Objects
Order in Layer
Tilemap Collider 2D
Max Tile Change Co
1000
Extrusion Factor
Use Delaunay Mesh
Used By Composite
Offset
Layer Overrides
Info
This collider will not function with a composite until there is a CompositeCollider2D on the GameObject that the attached Rigidbody2D is on.
Rigidbody 2D
Body Type
Static
Material
None (Physics Material 2D)
Simulated
Sprite2D (Material)
Shader
Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On
None
Project
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Scripts
Sprites
Enemies
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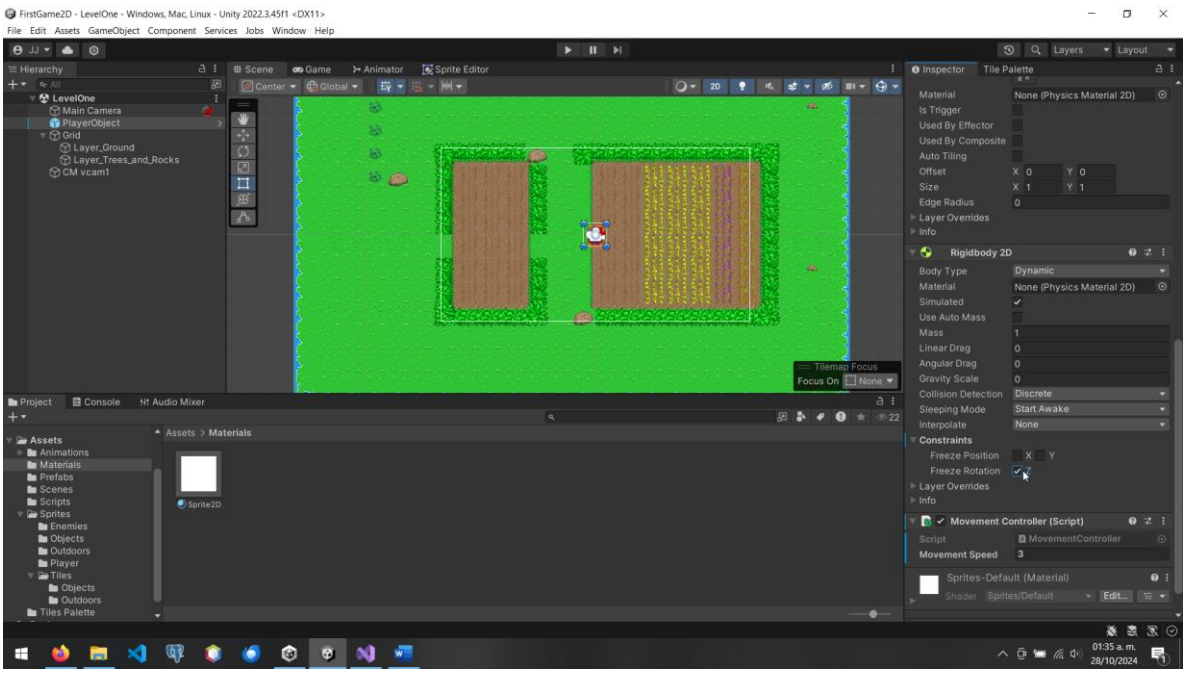
Outdoors
Player
Tiles
Tiles Palette
Assets > Materials
Sprite2D
01:34 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
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Animator
Sprite Editor
Inspector
Tile Palette
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Freeze Position
Freeze Rotation
Movement Controller (Script)
Script
MovementController
Movement Speed
3
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Tilemap Focus
Focus On
None
Project
Console
Audio Mixer
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Scenes
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Tiles
Tiles Palette
Assets > Materials
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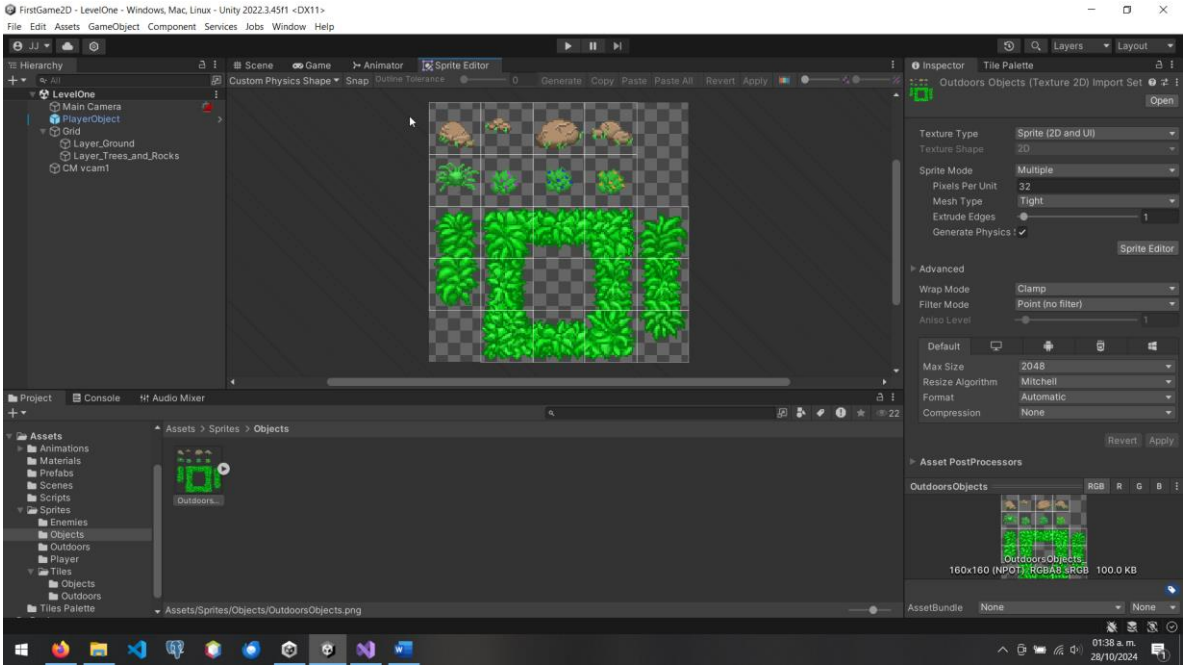
01:35 a. m.
28/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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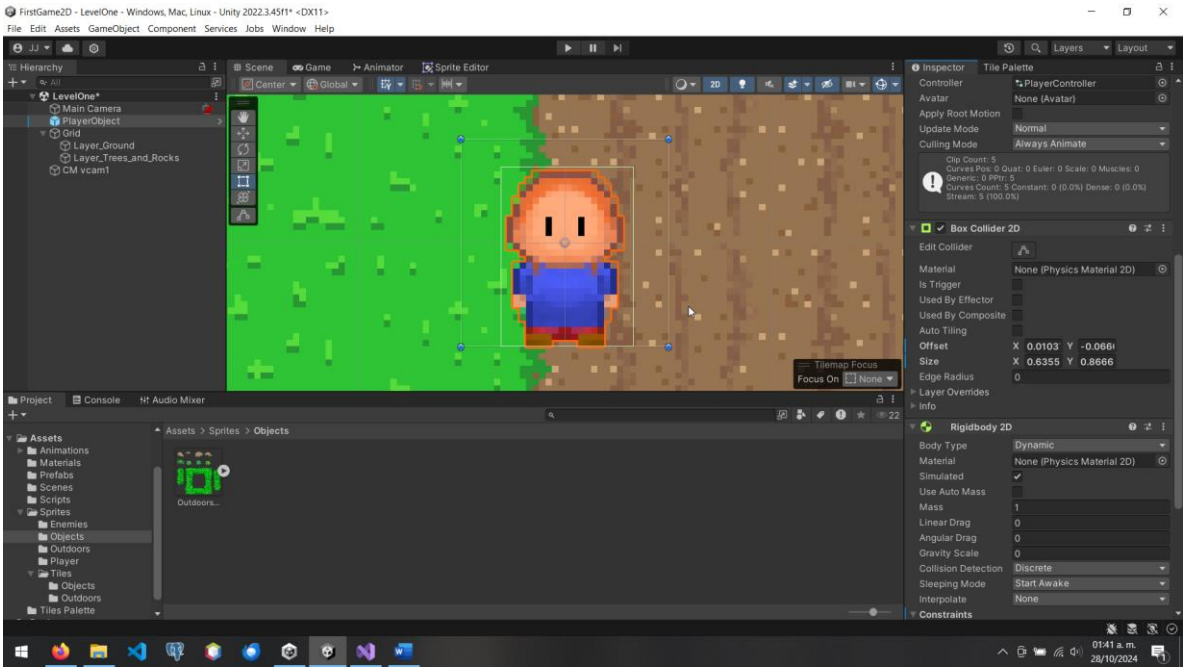
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Custom Physics Shape Snap
Inspector Tile Palette
Outdoors Objects (Texture 2D) Import Set
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsObjects
OutdoorsObjects
160x160 (NPOT) RGBA8 sRGB 100.0 KB
AssetBundle None None
Project Console Audio Mixer
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Tiles Palette
Assets > Sprites > Objects
Outdoors...
Assets/Sprites/Objects/OutdoorsObjects.png
01:38 a. m.
28/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene Game Animator Sprite Editor
Center Global
Tilemap Focus
Focus On None
Inspector Tile Palette
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0.0103 Y -0.066
Size X 0.6355 Y 0.8666
Edge Radius 0
Layer Overrides
Info
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Use Auto Mass
Mass 1
Linear Drag 0
Angular Drag 0
Gravity Scale 0
Collision Detection Discrete
Sleeping Mode Start Awake
Interpolate None
Constraints
Project Console Audio Mixer
Assets > Sprites > Objects
Outdoors...
01:41 a. m.
28/10/2024