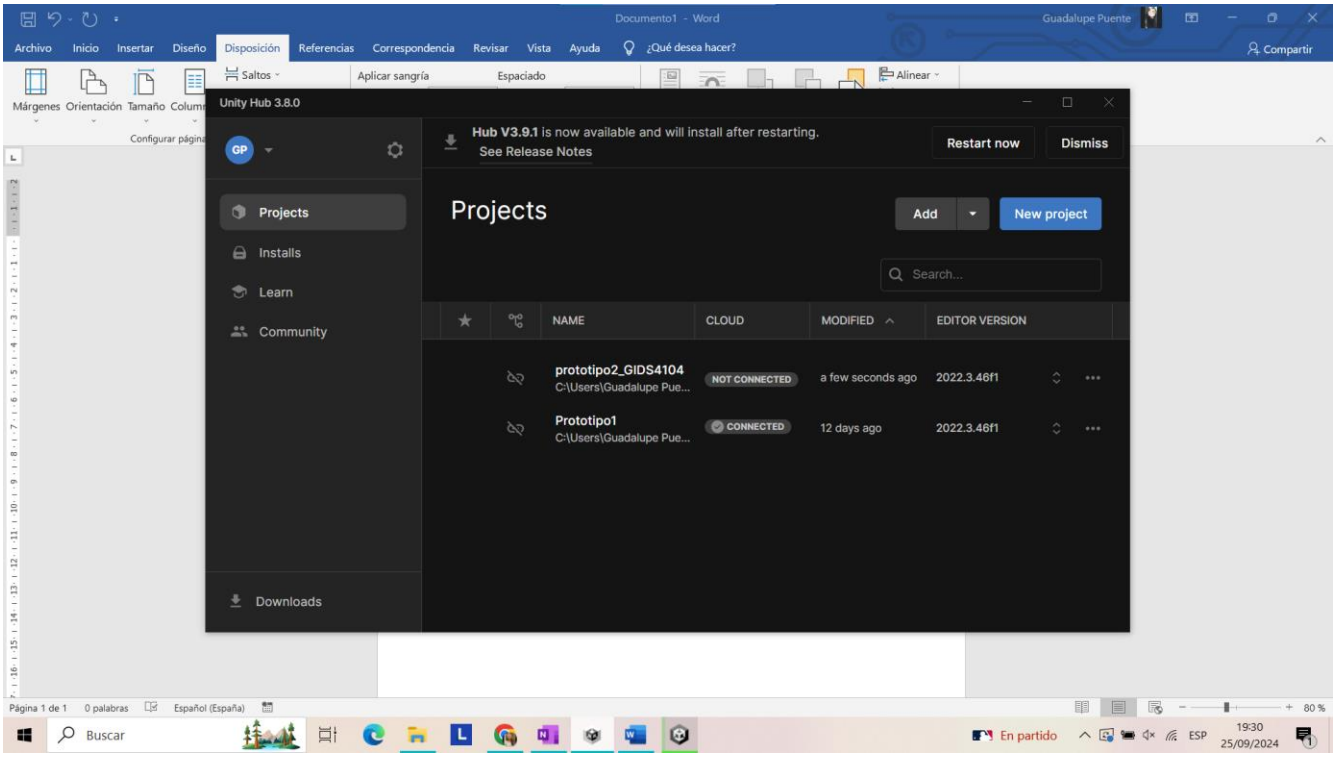
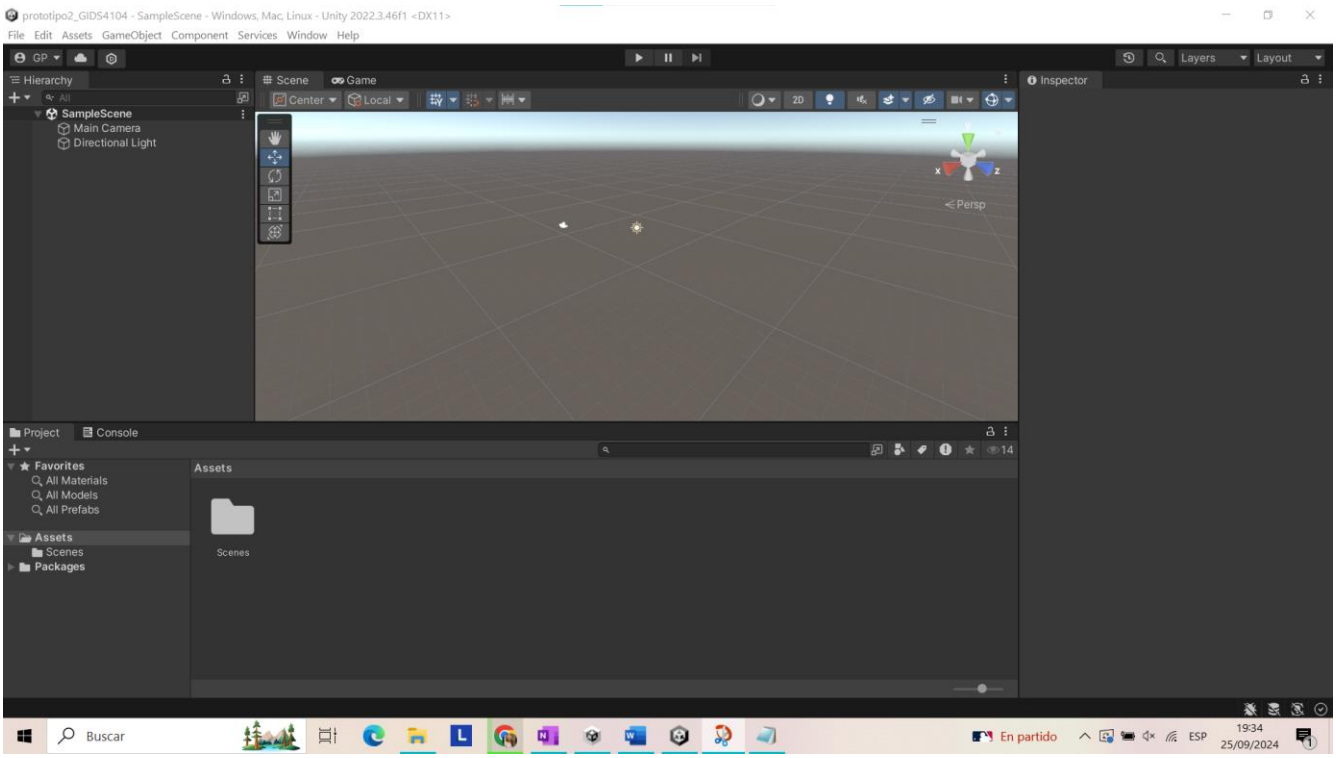
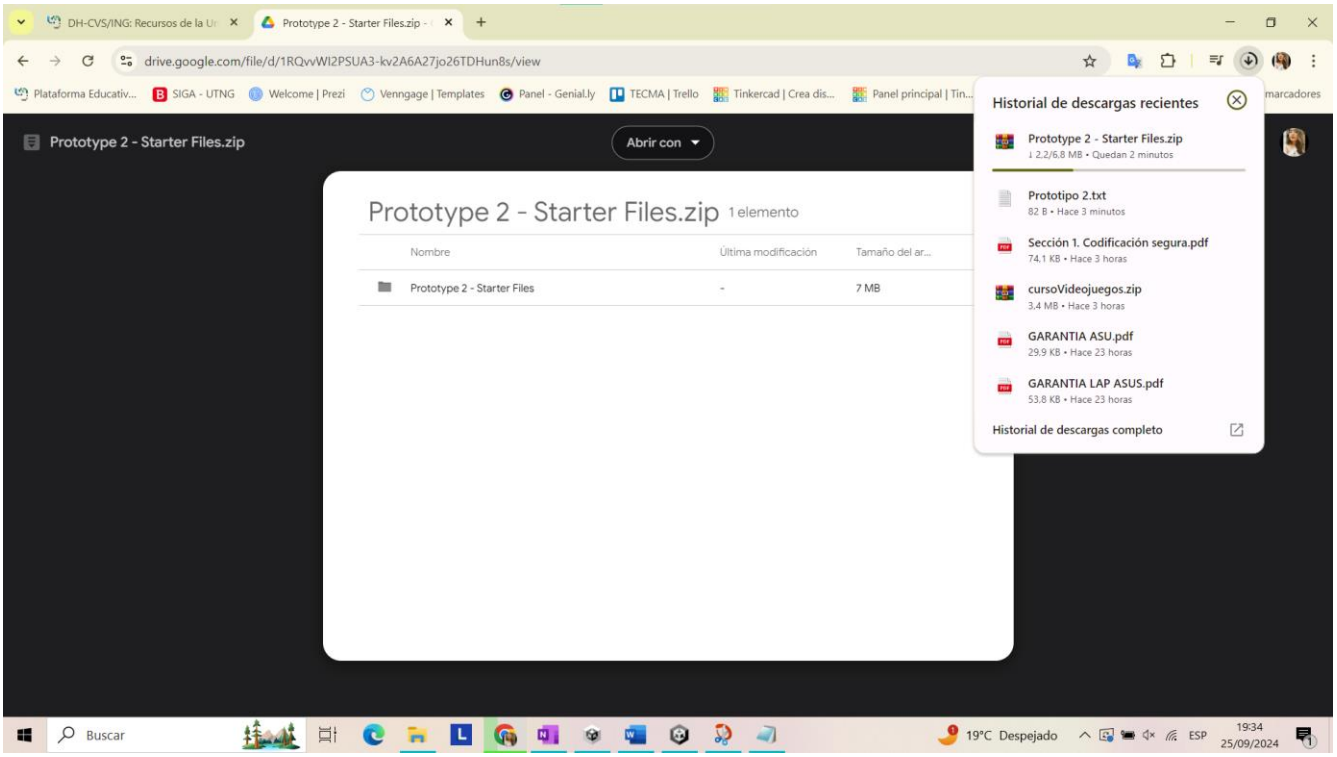
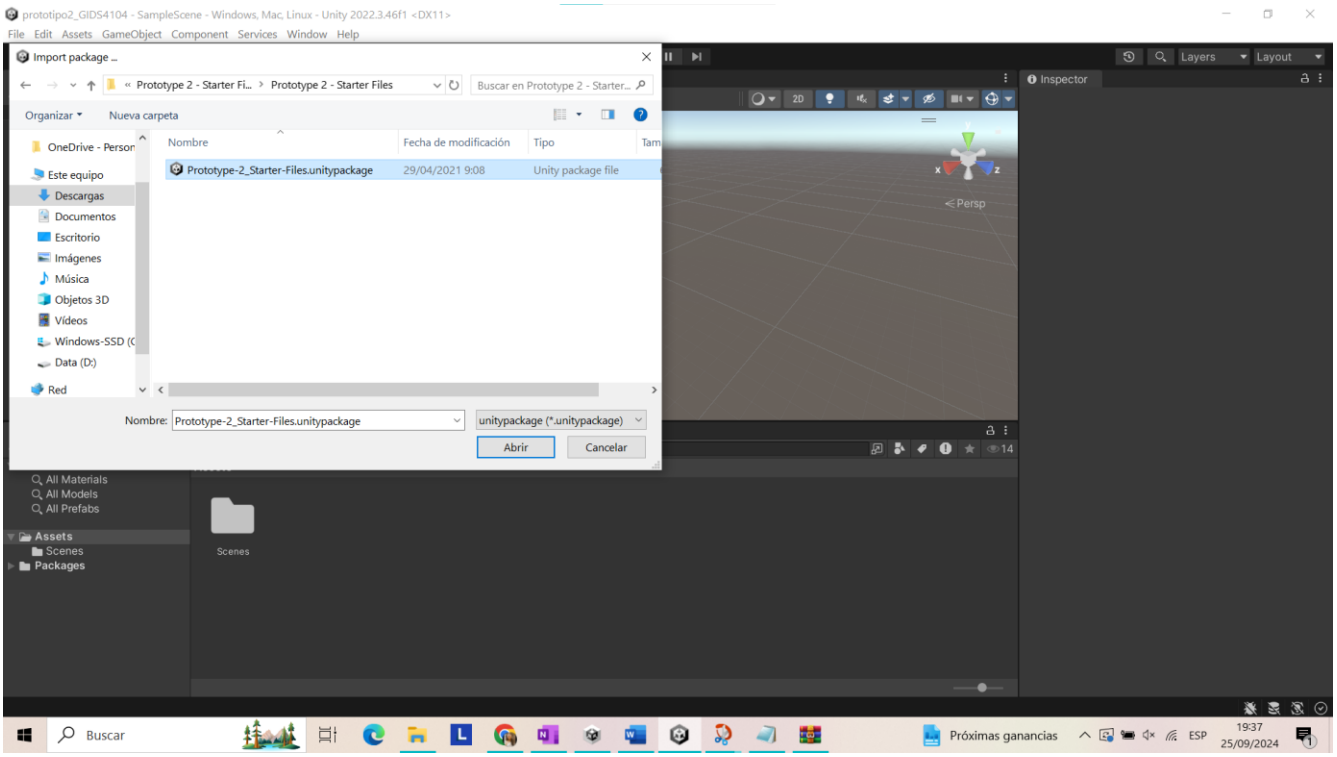
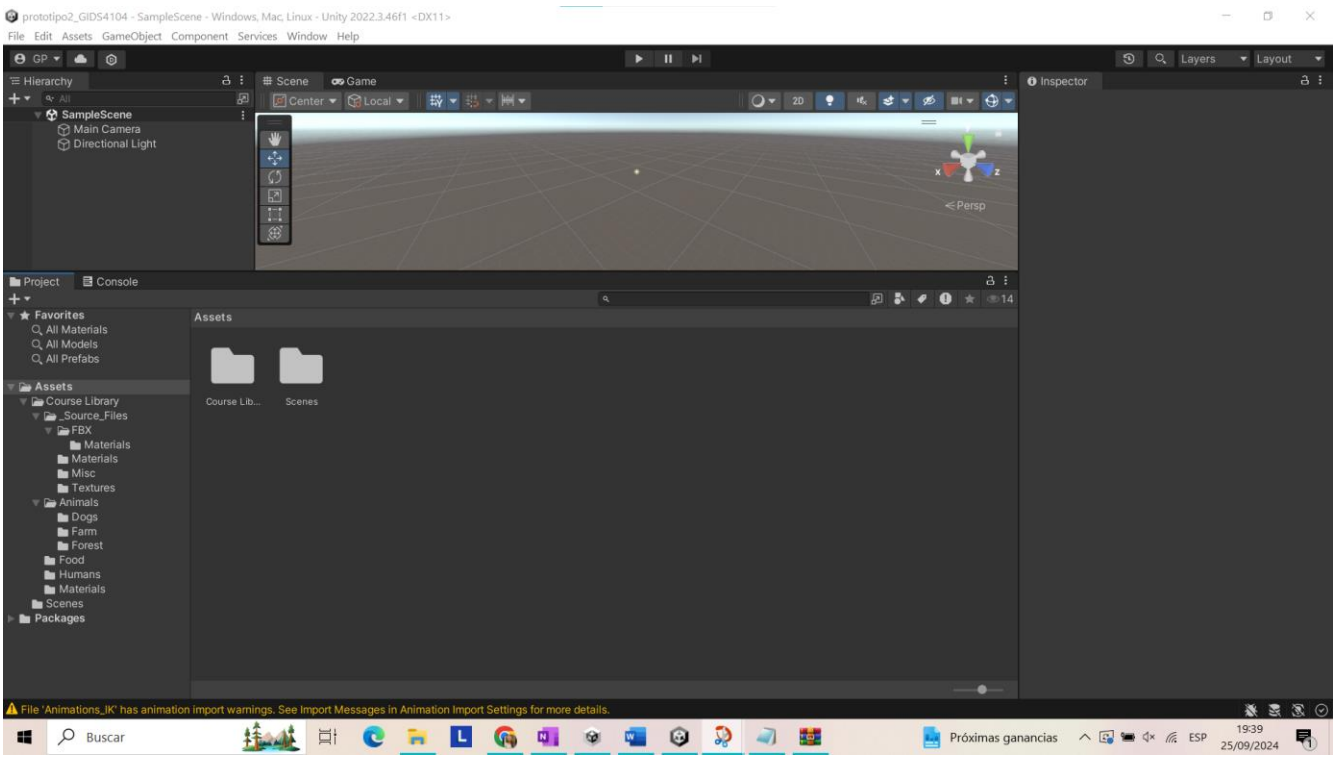
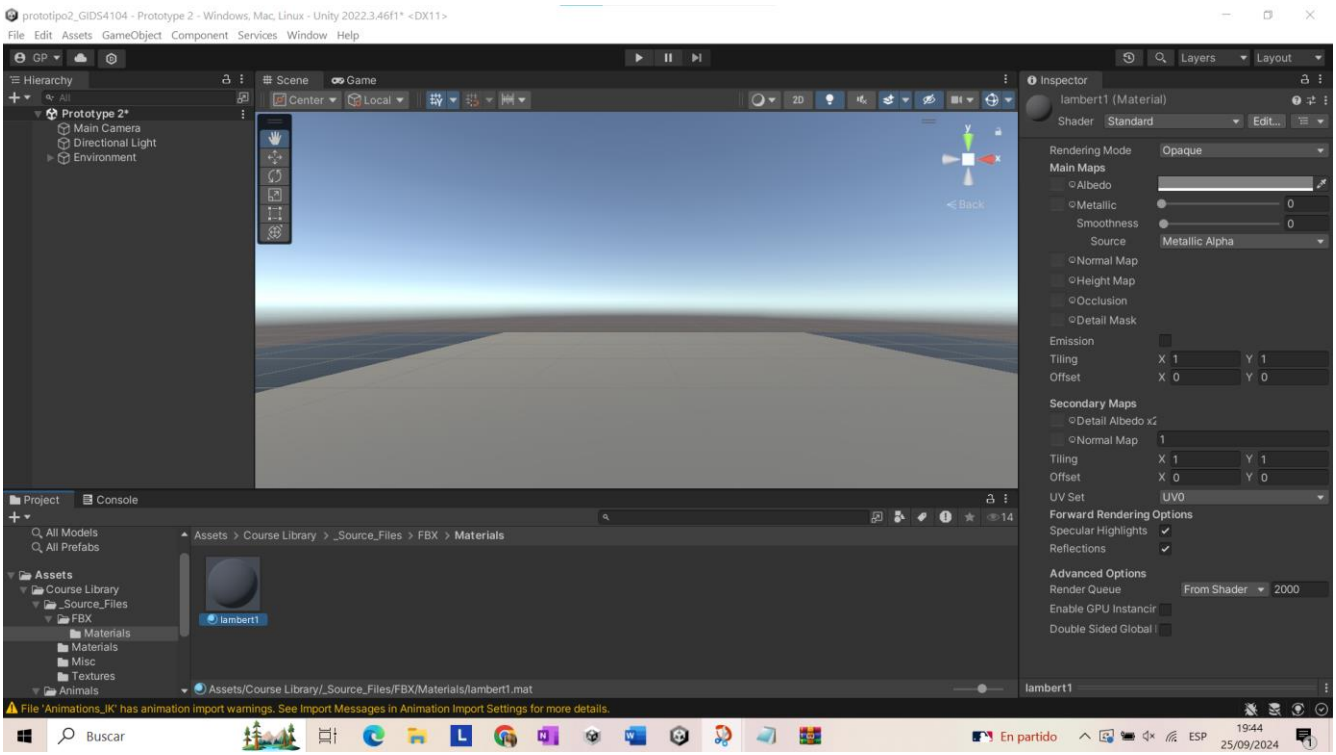

Documento1 - Word
Unity Hub 3.8.0
Hub V3.9.1 is now available and will install after restarting.
See Release Notes
Restart now
Dismiss
Projects
Installs
Learn
Community
Downloads
Projects
Add
New project
Search...
NAME
CLOUD
MODIFIED
EDITOR VERSION
prototipo2_GIDS4104
C:\Users\Guadalupe Pue...
NOT CONNECTED
a few seconds ago
2022.3.46f1
Prototipo1
C:\Users\Guadalupe Pue...
CONNECTED
12 days ago
2022.3.46f1

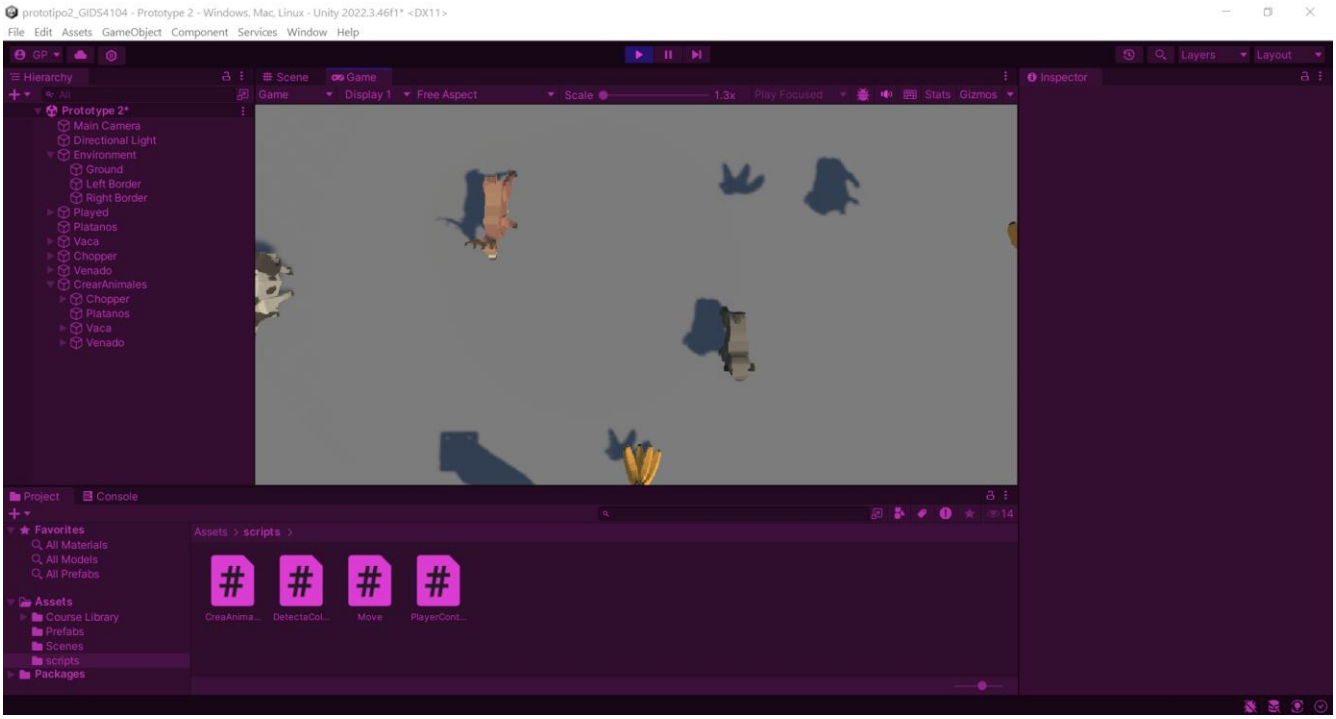

prototipo2_GIDS4104 - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Scenes

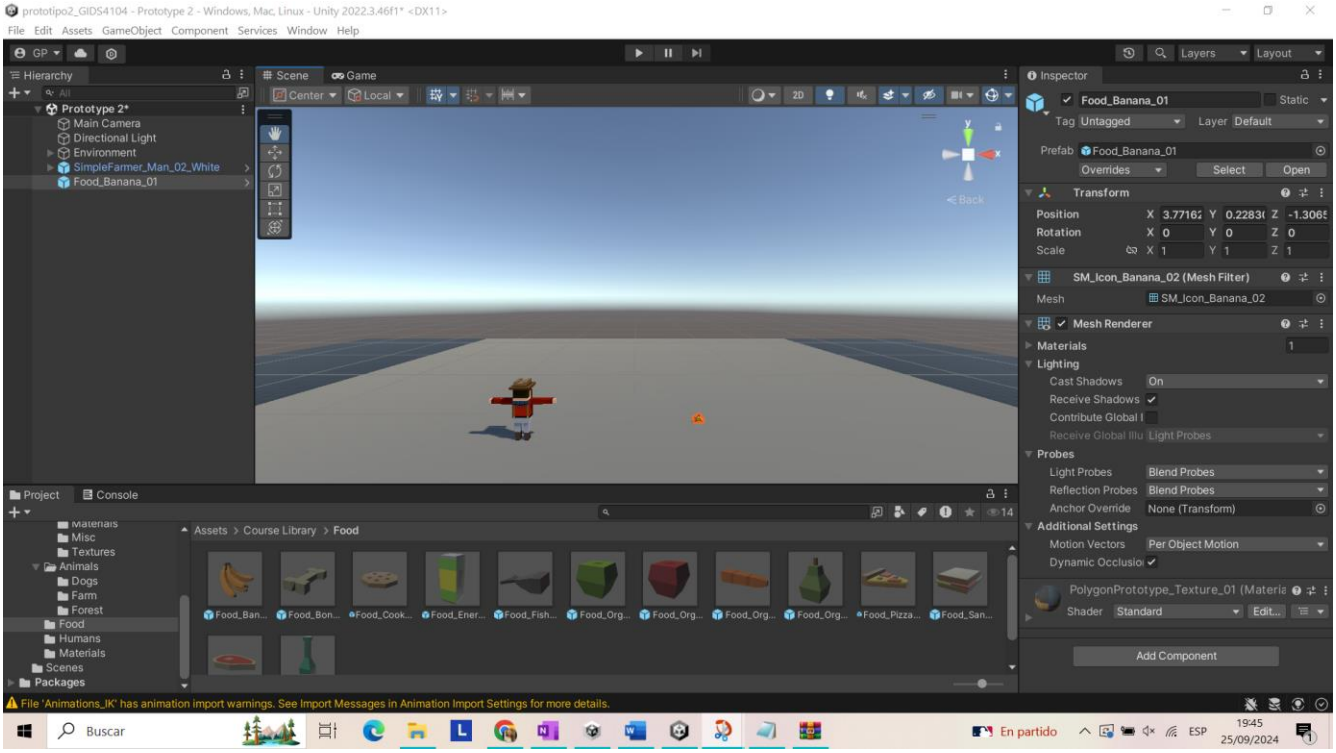

Prototype 2 - Starter Files.zip
drive.google.com/file/d/1RQvvWl2PSUA3-kv2A6A27jo26TDHun8s/view
Abrir con
Prototype 2 - Starter Files.zip 1 elemento
Nombre
Última modificación
Tamaño del ar...
Prototype 2 - Starter Files
7 MB
Historial de descargas recientes
Prototype 2 - Starter Files.zip
Prototipo 2.txt
Sección 1. Codificación segura.pdf
cursoVideojuegos.zip
GARANTIA ASU.pdf
GARANTIA LAP ASUS.pdf
Historial de descargas completo
Buscar
19°C Despejado
ESP
19:34
25/09/2024

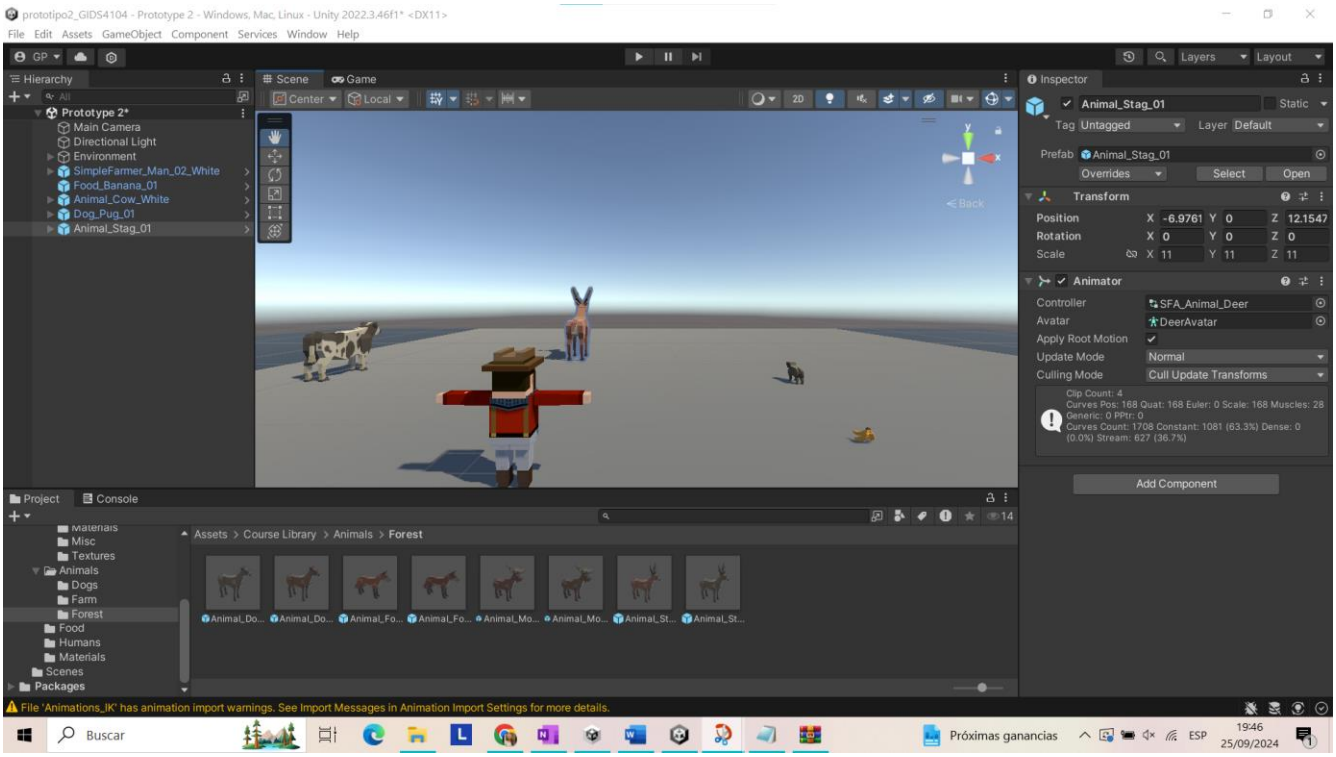

prototipo2_GIDS4104 - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Import package ...
Prototype 2 - Starter Fi... > Prototype 2 - Starter Files
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Prototype-2_Starter-Files.unitypackage
29/04/2021 9:08
Unity package file
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Data (D:)
Red
Nombre: Prototype-2_Starter-Files.unitypackage
unitypackage (*.unitypackage)
Abrir
Cancelar
Layers
Layout
Inspector
Persp
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Buscar
Próximas ganancias
ESP
19:37
25/09/2024

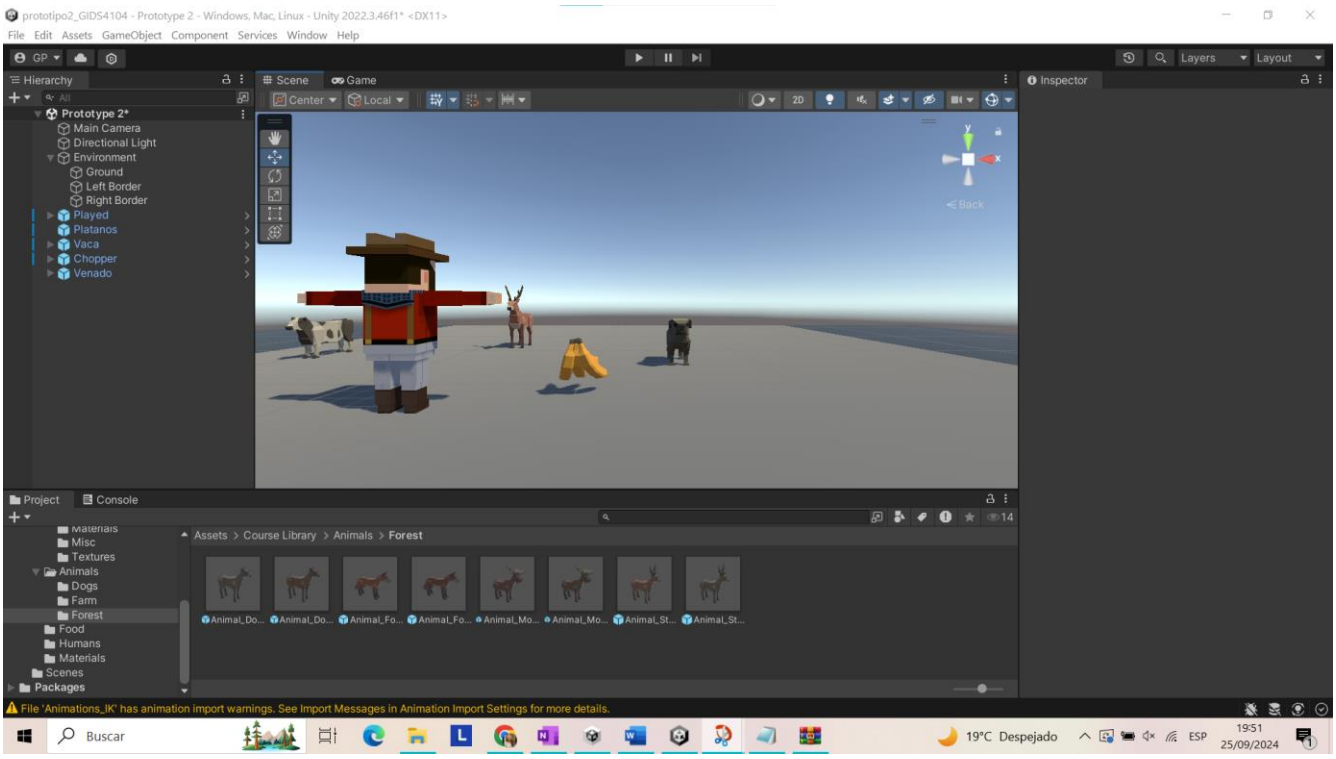

prototipo2_GIDS4104 - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
Course Lib...
Scenes
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
Próximas ganancias
ESP
19:39
25/09/2024

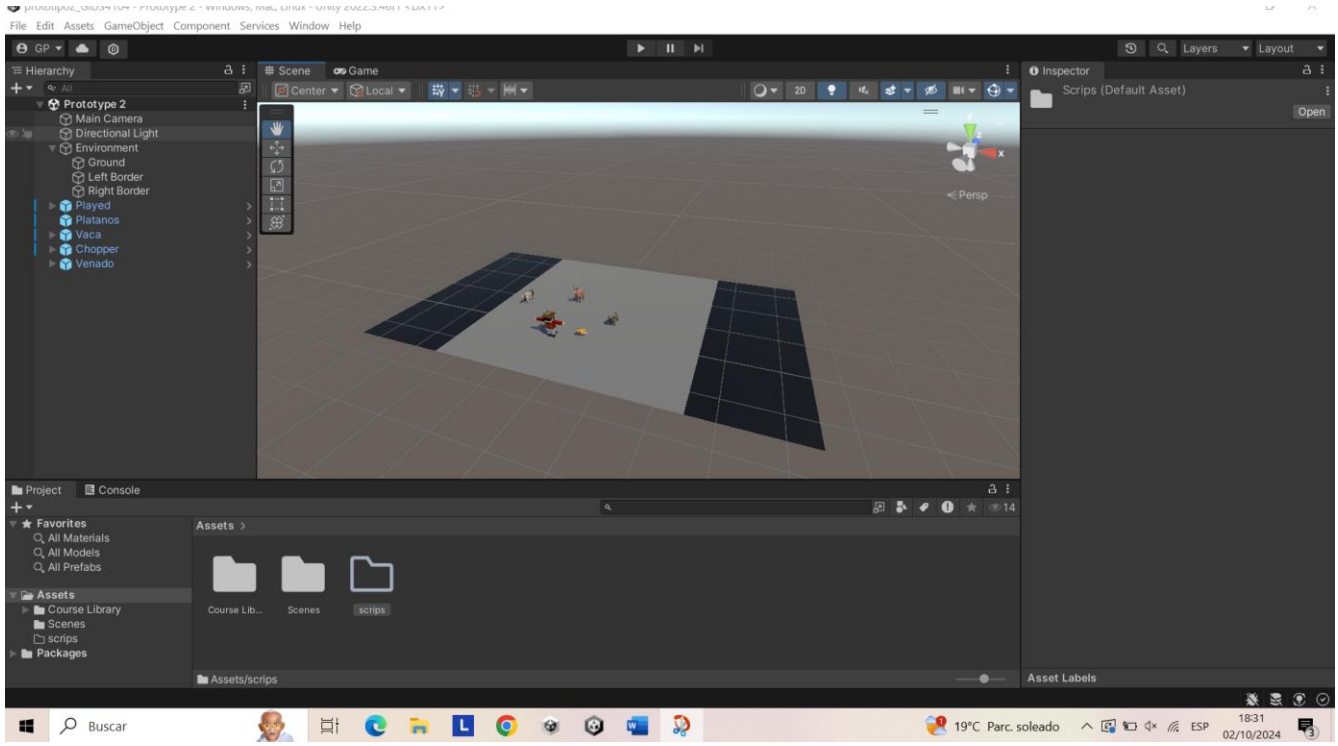

prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Scene
Game
Inspector
lambert1 (Material)
Shader Standard
Edit...
Rendering Mode Opaque
Main Maps
Albedo
Metallic 0
Smoothness 0
Source Metallic Alpha
Normal Map
Height Map
Occlusion
Detail Mask
Emission
Tiling X 1 Y 1
Offset X 0 Y 0
Secondary Maps
Detail Albedo x2
Normal Map 1
Tiling X 1 Y 1
Offset X 0 Y 0
UV Set UV0
Forward Rendering Options
Specular Highlights
Reflections
Advanced Options
Render Queue From Shader 2000
Enable GPU Instancir
Double Sided Global I
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Materials
Misc
Textures
Animals
Assets > Course Library > _Source_Files > FBX > Materials
lambert1
Assets/Course Library/_Source_Files/FBX/Materials/lambert1.mat
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
En partido
ESP
19:44
25/09/2024

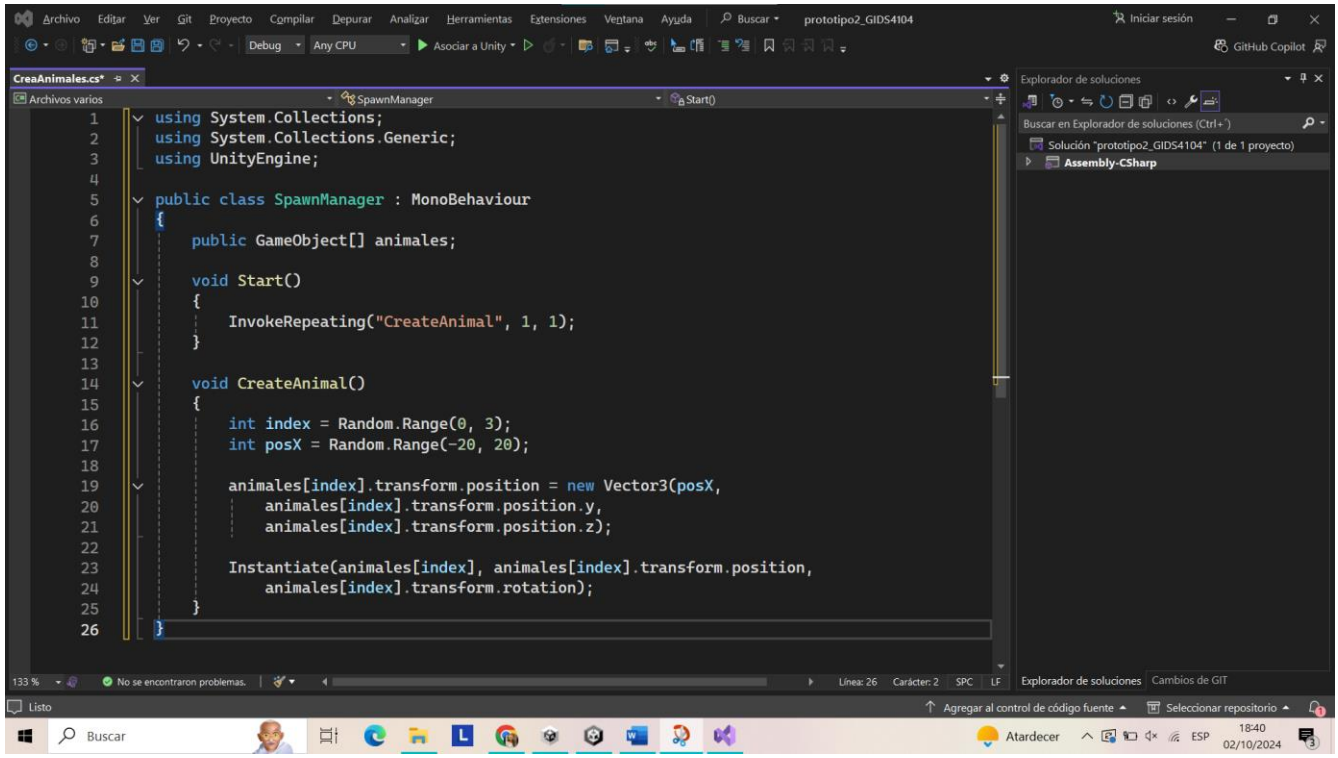

prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
CrearAnimales
Chopper
Platanos
Vaca
Venado
Scene
Game
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Layers
Layout
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
scripts
Packages
Assets > scripts >
CreaAnima...
DetectaCol...
Move
PlayerCont...

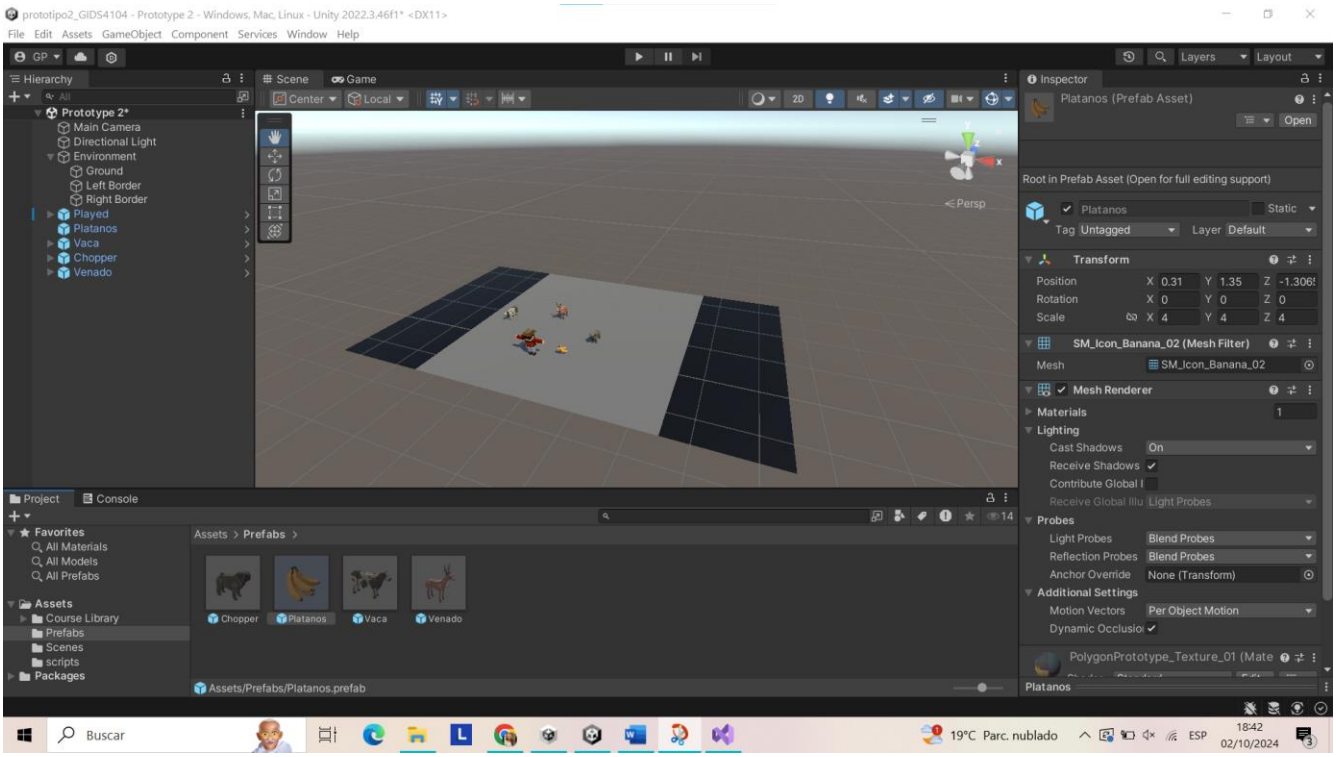

prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
SimpleFarmer_Man_02_White
Food_Banana_01
Scene
Game
Center
Local
2D
Back
Inspector
Food_Banana_01
Static
Tag Untagged
Layer Default
Prefab Food_Banana_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
SM_Icon_Banana_02 (Mesh Filter)
Mesh SM_Icon_Banana_02
Mesh Renderer
Materials
Lighting
Cast Shadows On
Receive Shadows
Contribute Global I
Receive Global Illu Light Probes
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Dynamic Occlusio
PolygonPrototype_Texture_01 (Materia
Shader Standard
Edit...
Add Component
Project
Console
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
Assets > Course Library > Food
Food_Ban...
Food_Bon...
Food_Cook...
Food_Ener...
Food_Fish...
Food_Org...
Food_Org...
Food_Org...
Food_Org...
Food_Pizza...
Food_San...
File 'Animations_JK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
En partido
ESP
19:45
25/09/2024

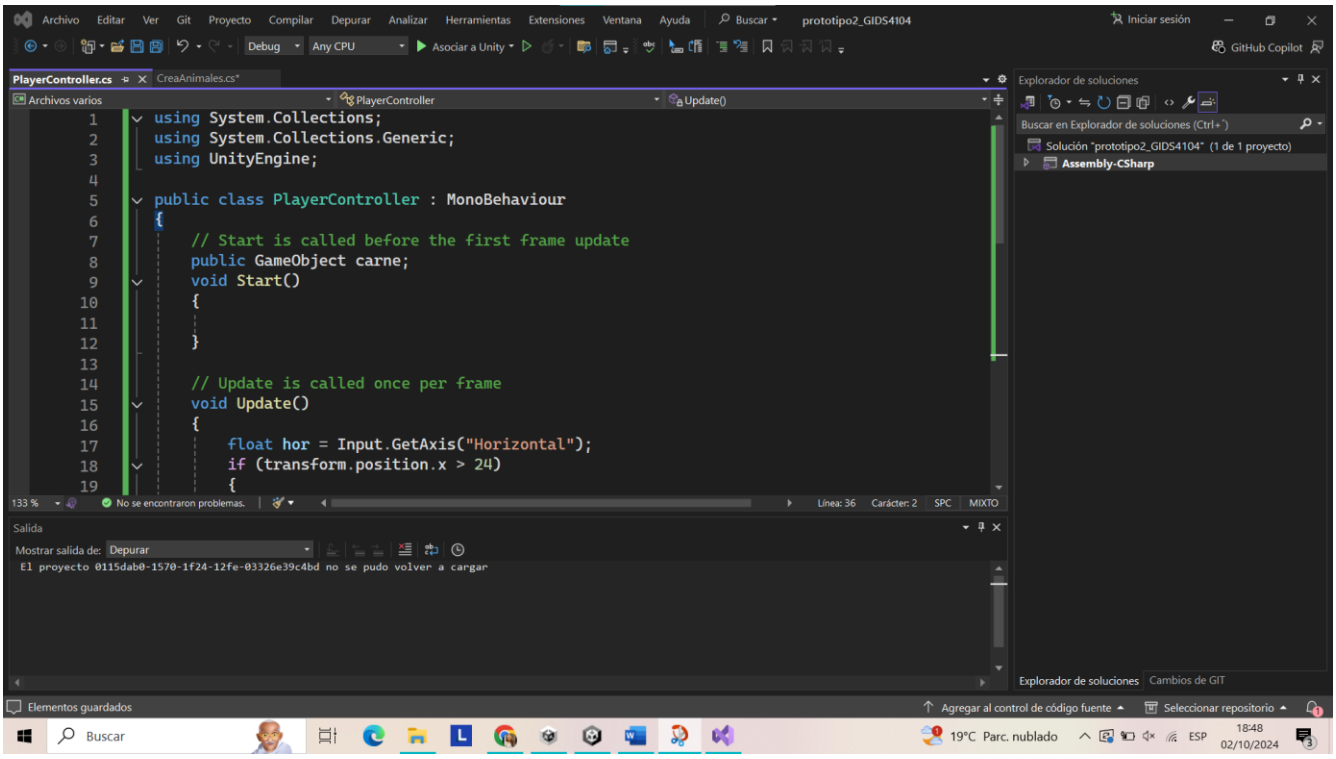

prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
SimpleFarmer_Man_02_White
Food_Banana_01
Animal_Cow_White
Dog_Pug_01
Animal_Stag_01
Scene
Game
Inspector
Animal_Stag_01
Static
Tag Untagged
Layer Default
Prefab Animal_Stag_01
Overrides
Select
Open
Transform
Position X -6.9761 Y 0 Z 12.1547
Rotation X 0 Y 0 Z 0
Scale X 11 Y 11 Z 11
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 4
Curves Pos: 168 Quat: 168 Euler: 0 Scale: 168 Muscles: 28 Generic: 0 PPtr: 0
Curves Count: 1708 Constant: 1081 (63.3%) Dense: 0 (0.0%) Stream: 627 (36.7%)
Add Component
Project
Console
Assets > Course Library > Animals > Forest
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
Próximas ganancias
ESP
19:46
25/09/2024


prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
Scene
Game
Inspector
Project
Console
Assets > Course Library > Animals > Forest
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
19°C Despejado
ESP
19:51
25/09/2024


File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
Scene
Game
Inspector
Scrips (Default Asset)
Open
Persp
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
scrips
Packages
Course Lib...
Scenes
scrips
Assets/scrips
Asset Labels
Buscar
19°C Parc. soleado
ESP
18:31
02/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
prototipo2_GIDS4104
Iniciar sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
CreaAnimales.cs*
Archivos varios
SpawnManager
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animales[index].transform.position = new Vector3(posX,
animales[index].transform.position.y,
animales[index].transform.position.z);
Instantiate(animales[index], animales[index].transform.position,
animales[index].transform.rotation);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2_GIDS4104" (1 de 1 proyecto)
Assembly-CSharp
133 %
No se encontraron problemas.
Línea: 26
Carácter: 2
SPC
LF
Explorador de soluciones
Cambios de GIT
Listo
Agregar al control de código fuente
Seleccionar repositorio
Buscar
Atardecer
ESP
18:40
02/10/2024


prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
Scene
Game
Inspector
Platanos (Prefab Asset)
Root in Prefab Asset (Open for full editing support)
Transform
Position X 0.31 Y 1.35 Z -1.3065
Rotation X 0 Y 0 Z 0
Scale X 4 Y 4 Z 4
SM_Icon_Banana_02 (Mesh Filter)
Mesh SM_Icon_Banana_02
Mesh Renderer
Materials
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
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
scripts
Packages
Assets > Prefabs >
Chopper
Platanos
Vaca
Venado
Assets/Prefabs/Platanos.prefab
Buscar
19°C Parc. nublado
ESP
18:42
02/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2_GIDS4104
Iniciar sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
PlayerController.cs
CreaAnimales.cs*
Archivos varios
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
public GameObject carne;
void Start()
{
}
// Update is called once per frame
void Update()
{
float hor = Input.GetAxis("Horizontal");
if (transform.position.x > 24)
{
133 %
No se encontraron problemas.
Línea: 36
Carácter: 2
SPC
MIXTO
Salida
Mostrar salida de: Depurar
El proyecto 0115dab0-1570-1f24-12fe-03326e39c4bd no se pudo volver a cargar
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+´)
Solución "prototipo2_GIDS4104" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
19°C Parc. nublado
ESP
18:48
02/10/2024

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar prototipo2_GIDS4104

Move.cs PlayerController.cs CreaAnimales.cs*

Archivos varios Move Update()

```
{

    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        if (transform.position.z < -17)
        {
            Destroy(gameObject);
        }
        else if (transform.position.z < -17)
        {
            Destroy(gameObject);
        }
```

Salida

Mostrar salida de: Depurar

```
El proyecto 0115dab0-1570-1f24-12fe-03326e39c4bd no se pudo volver a cargar
```

Explorador de soluciones

Solución "prototipo2_GIDS4104" (1 de 1 proyecto)

Assembly-CSharp

prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>

Hierarchy: Prototype 2*, Main Camera, Directional Light, Environment, Ground, Left Border, Right Border, Played, Platanos, Vaca, Chopper, Venado

Scene Game

Completing Domain

Inspector: Detecta Colision (Mono Script) Import Sett

No MonoBehaviour scripts in the file, or their names do not match the file name.

Imported Object: Detecta Colision (Mono Script)

Assembly Information: Filename Assembly-CSharp.dll

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DetectaColision : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }
}
```

Project Console

Favorites: All Materials, All Models, All Prefabs

Assets: Course Library, Prefabs, Scenes, scripts

Packages

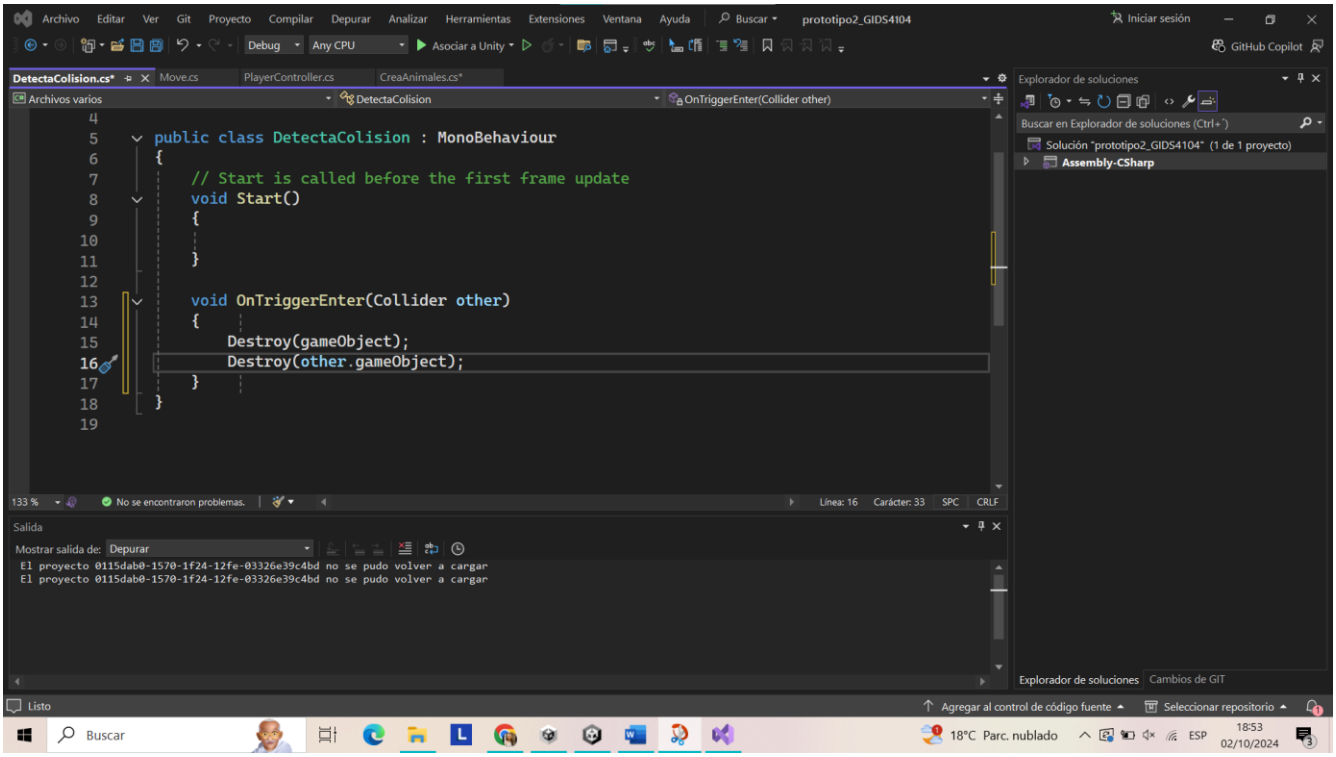
Assets > scripts >

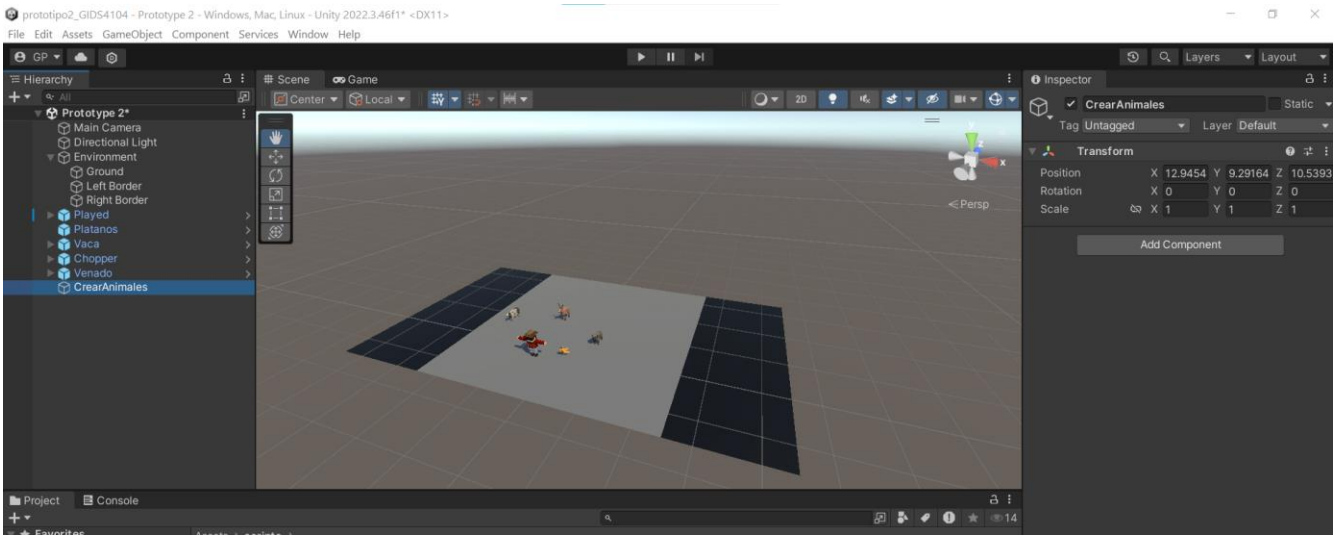
CreaAnima... DetectaCol... Move PlayerCont...

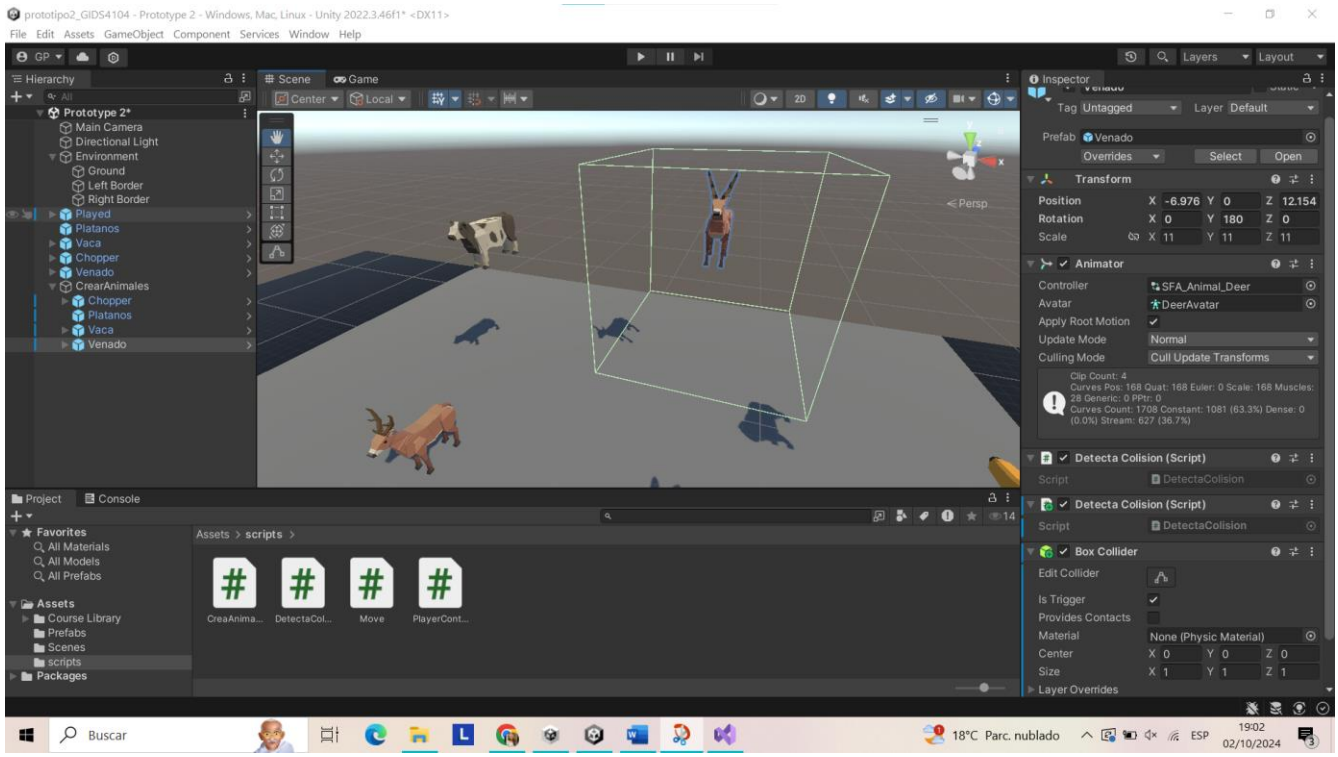
Assets/scripts/DetectaColision.cs

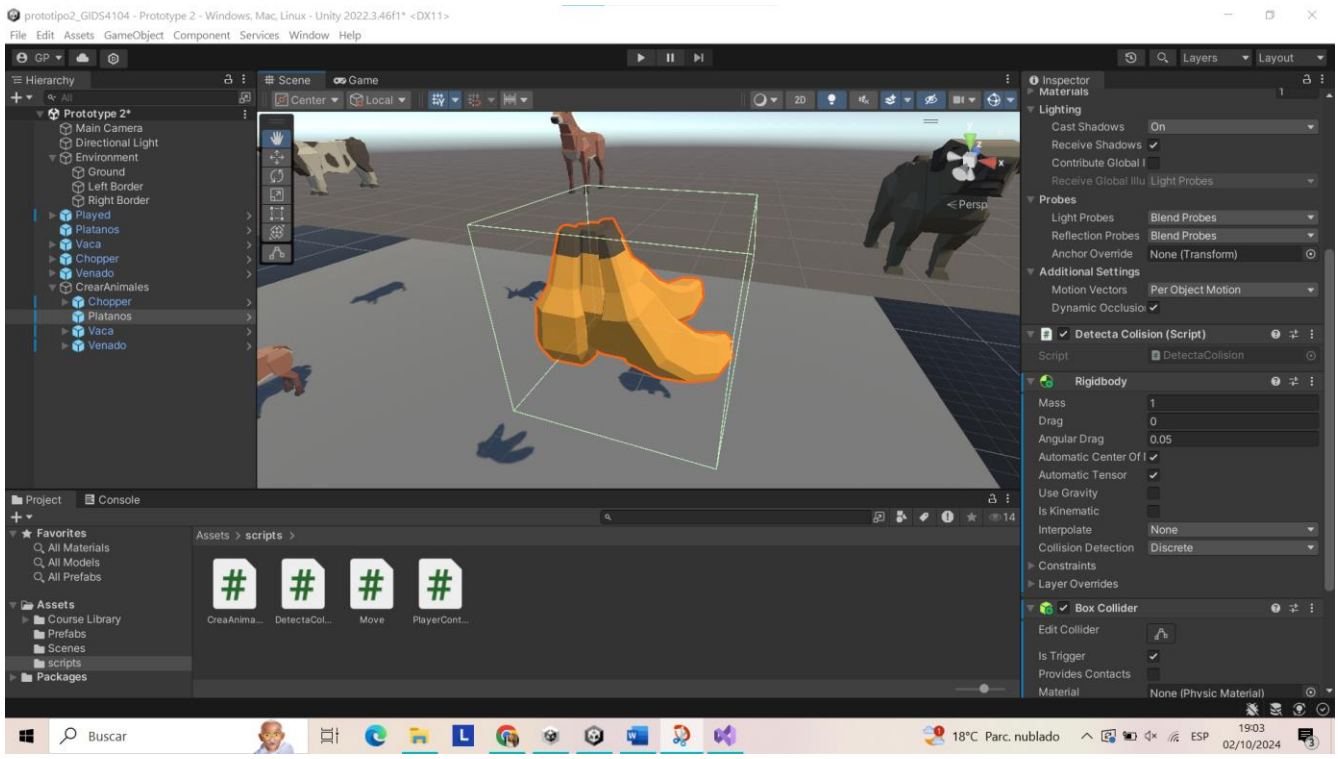
Asset Labels

Compiling Scripts


DetectaColision.cs*
Move.cs
PlayerController.cs
CreaAnimales.cs*
Archivos varios
DetectaColision
OnTriggerEnter(Collider other)
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
No se encontraron problemas.
Línea: 16
Carácter: 33
Salida
Mostrar salida de: Depurar
El proyecto 0115dab0-1570-1f24-12fe-03326e39c4bd no se pudo volver a cargar
El proyecto 0115dab0-1570-1f24-12fe-03326e39c4bd no se pudo volver a cargar
Explorador de soluciones
Solución "prototipo2_GIDS4104" (1 de 1 proyecto)
Assembly-CSharp
Listo
Agregar al control de código fuente
Seleccionar repositorio


prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
CrearAnimales
Scene
Game
Inspector
CrearAnimales
Static
Tag Untagged
Layer Default
Transform
Position X 12.9454 Y 9.29164 Z 10.5393
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
Project
Console


prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Played
Platanos
Vaca
Chopper
Venado
CrearAnimales
Chopper
Platanos
Vaca
Venado
Scene
Game
Inspector
Tag Untagged
Layer Default
Prefab Venado
Overrides
Select
Open
Transform
Position X -6.976 Y 0 Z 12.154
Rotation X 0 Y 180 Z 0
Scale X 11 Y 11 Z 11
Animator
Controller SFA_Animal_Deer
Avatar DeerAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Detecta Colision (Script)
Script DetectaColision
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center X 0 Y 0 Z 0
Size X 1 Y 1 Z 1
Layer Overrides
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
scripts
Packages
Assets > scripts >
CreaAnima...
DetectaCol...
Move
PlayerCont...
Buscar
18°C Parc. nublado
ESP
19:02
02/10/2024


prototipo2_GIDS4104 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
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Played
Platanos
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Scene
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Inspector
Materials
Lighting
Cast Shadows On
Receive Shadows
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Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
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Script DetectaColision
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
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Use Gravity
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Interpolate None
Collision Detection Discrete
Constraints
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
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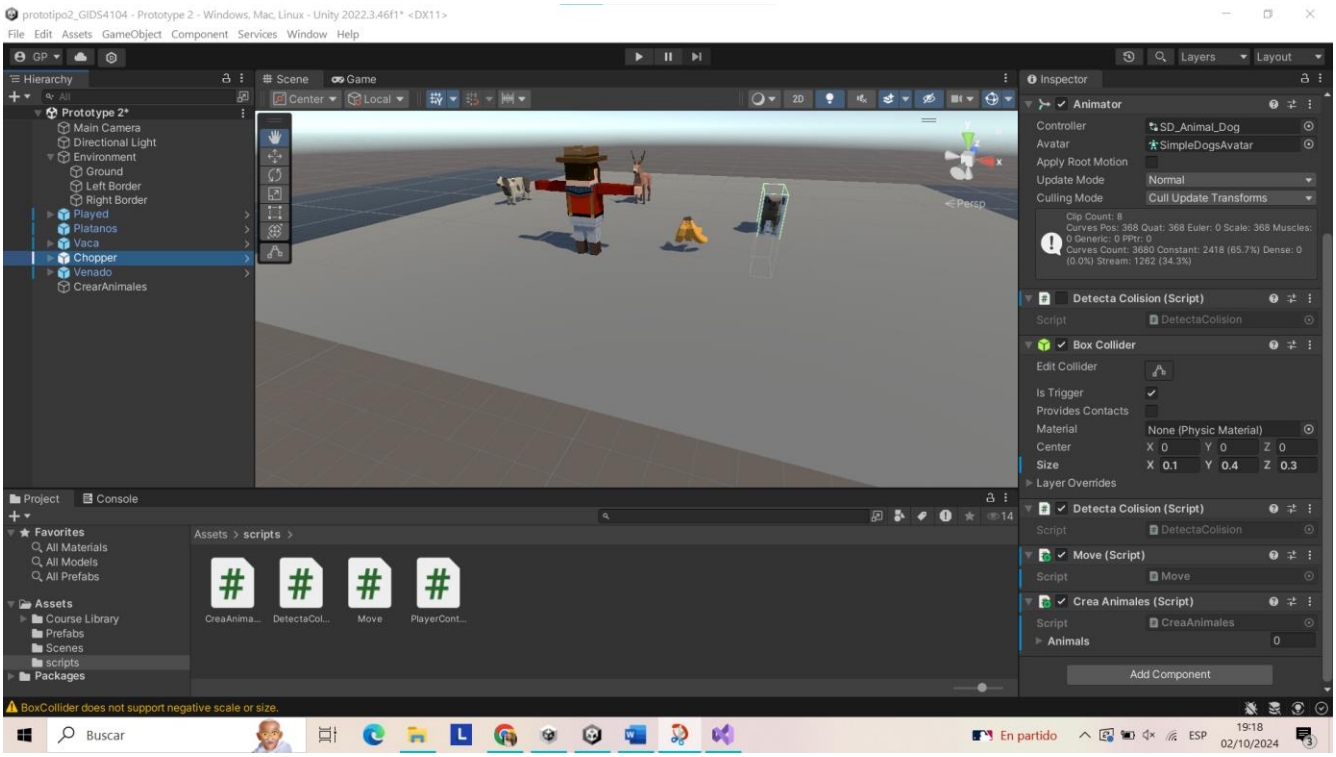
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Inspector
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
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Material None (Physic Material)
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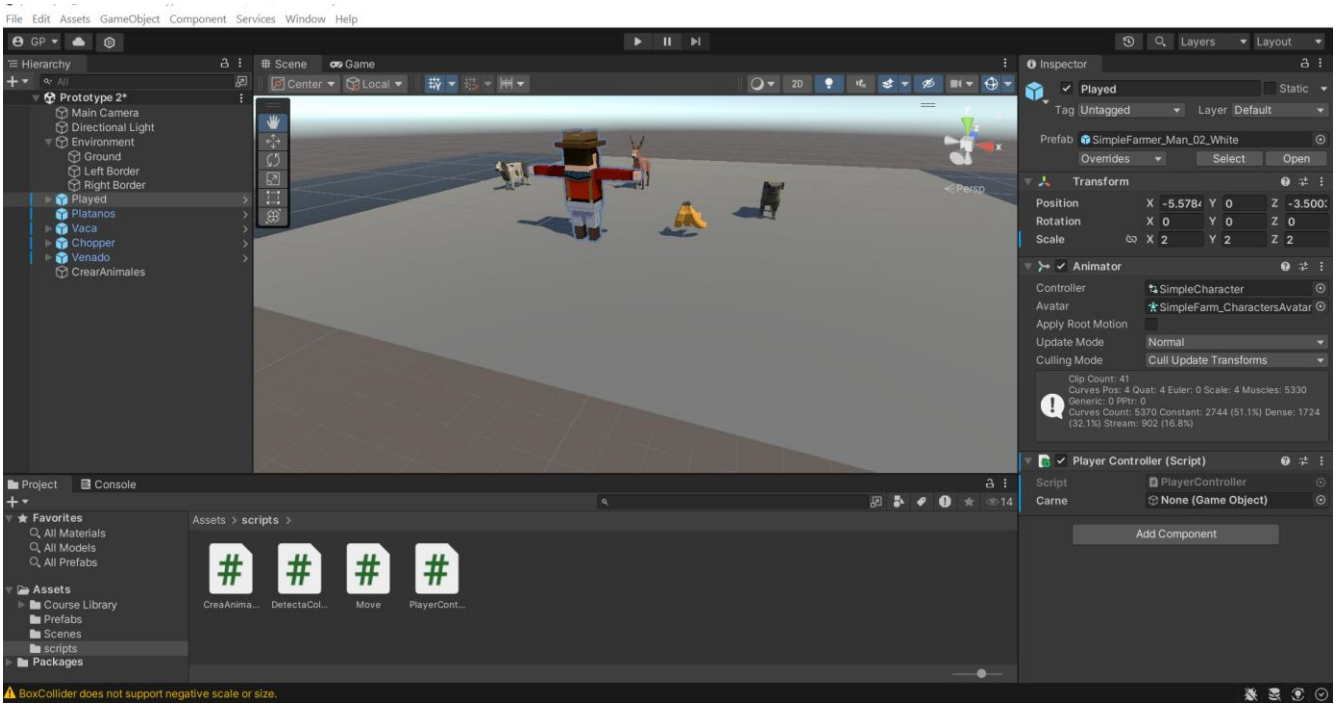
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Tag Untagged
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Overrides
Select
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Transform
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Rotation X 0 Y 0 Z 0
Scale X 2 Y 2 Z 2
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Avatar SimpleFarm_CharactersAvatar
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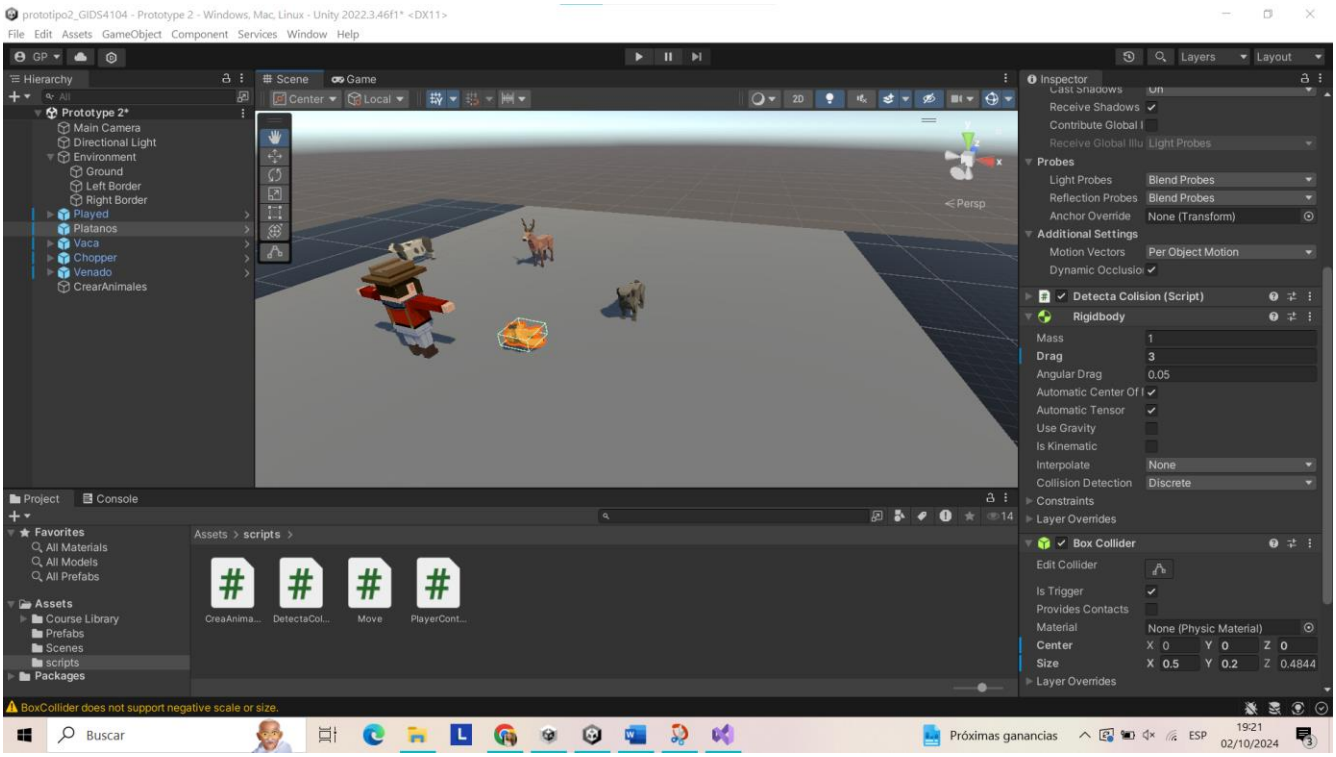
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Automatic Tensor
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Interpolate None
Collision Detection Discrete
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Box Collider
Edit Collider
Is Trigger
Provides Contacts
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