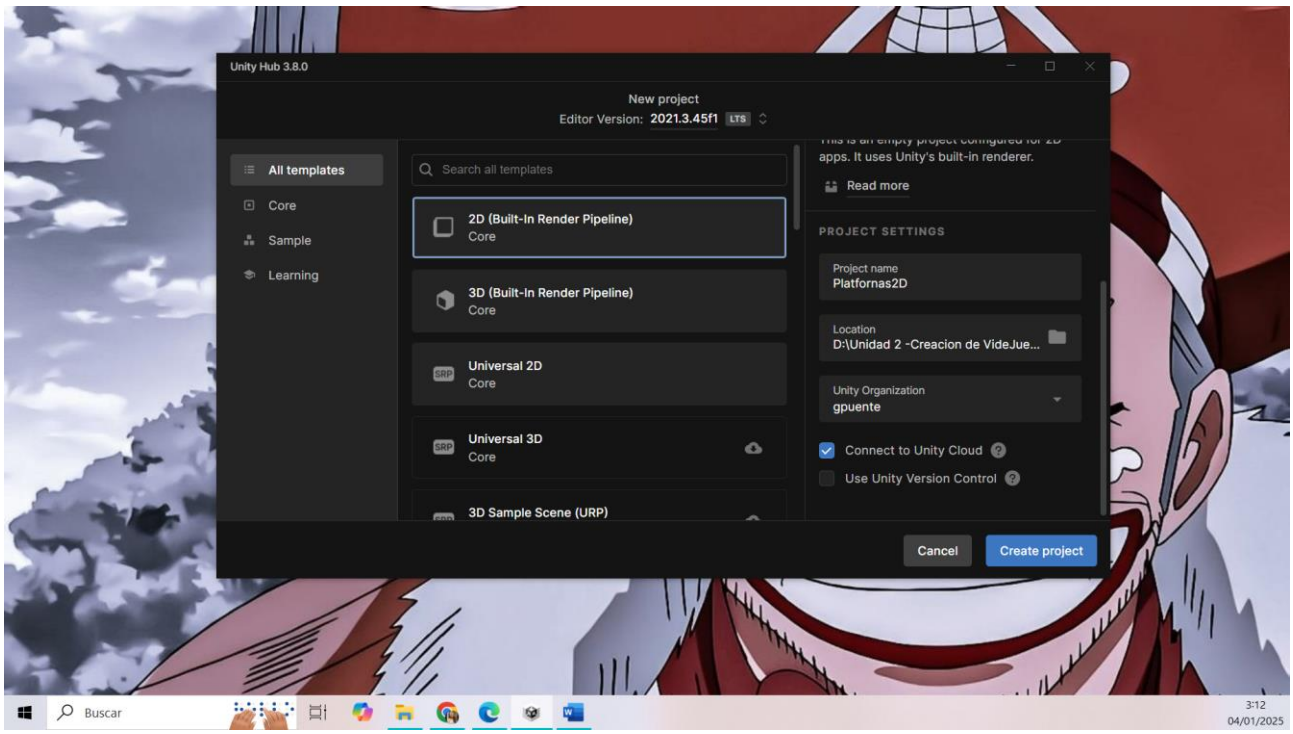
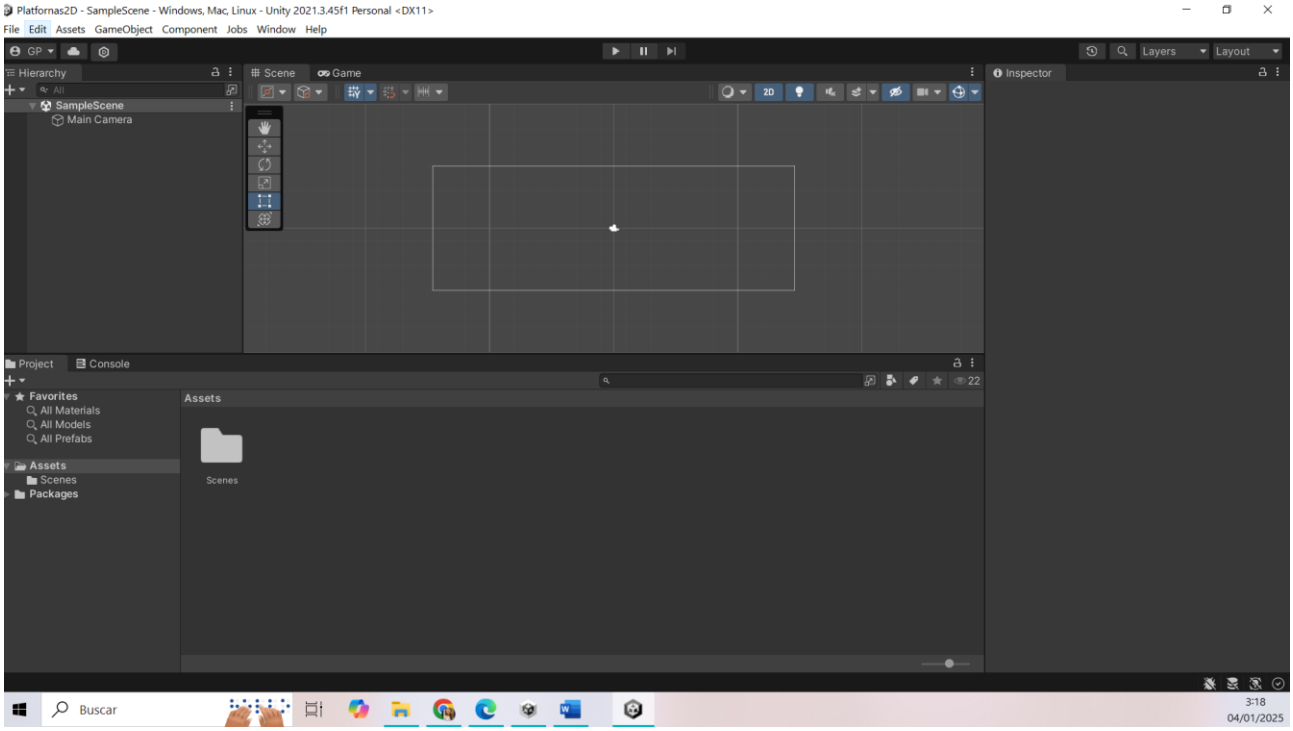
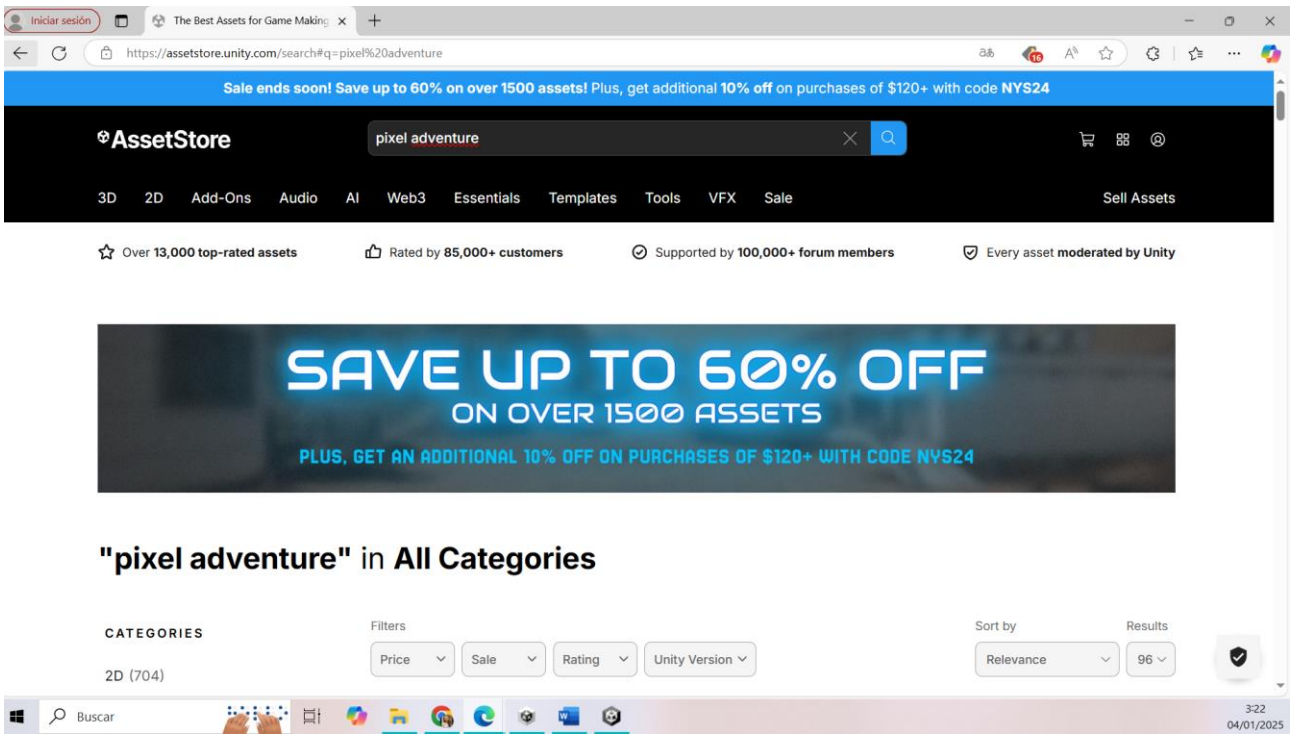
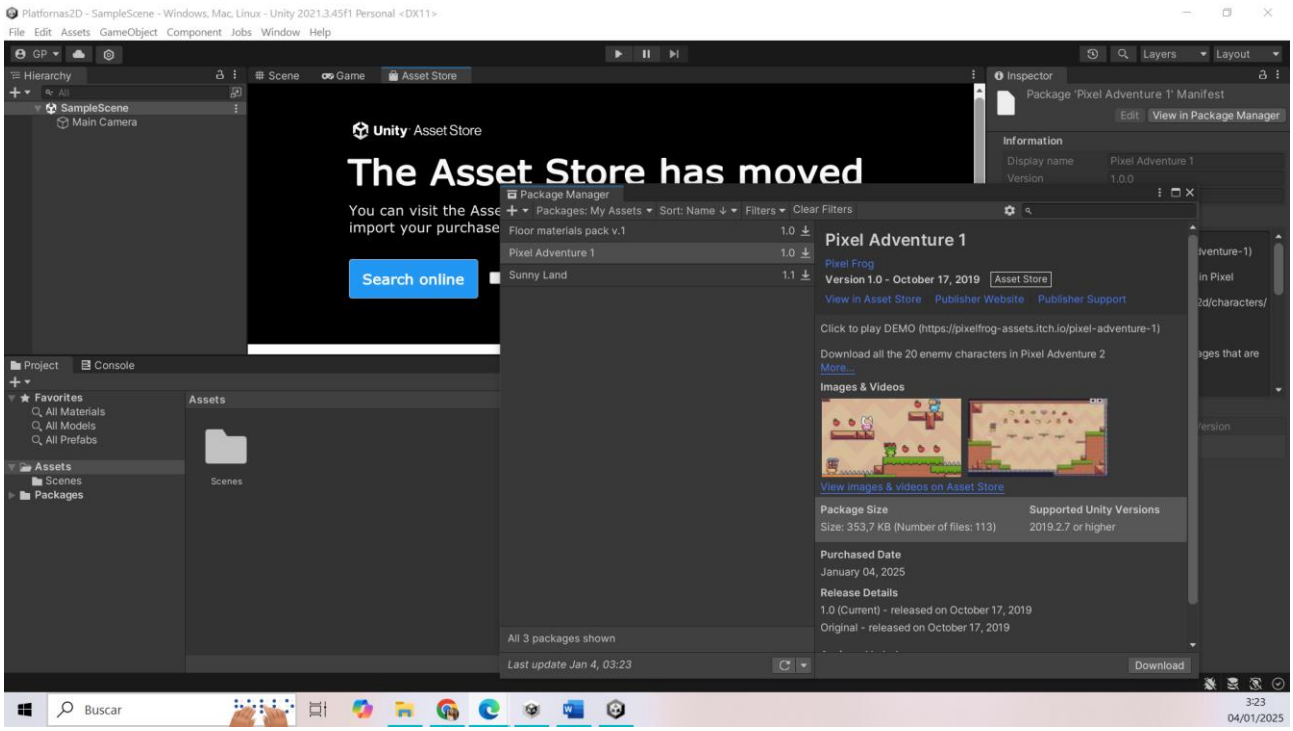
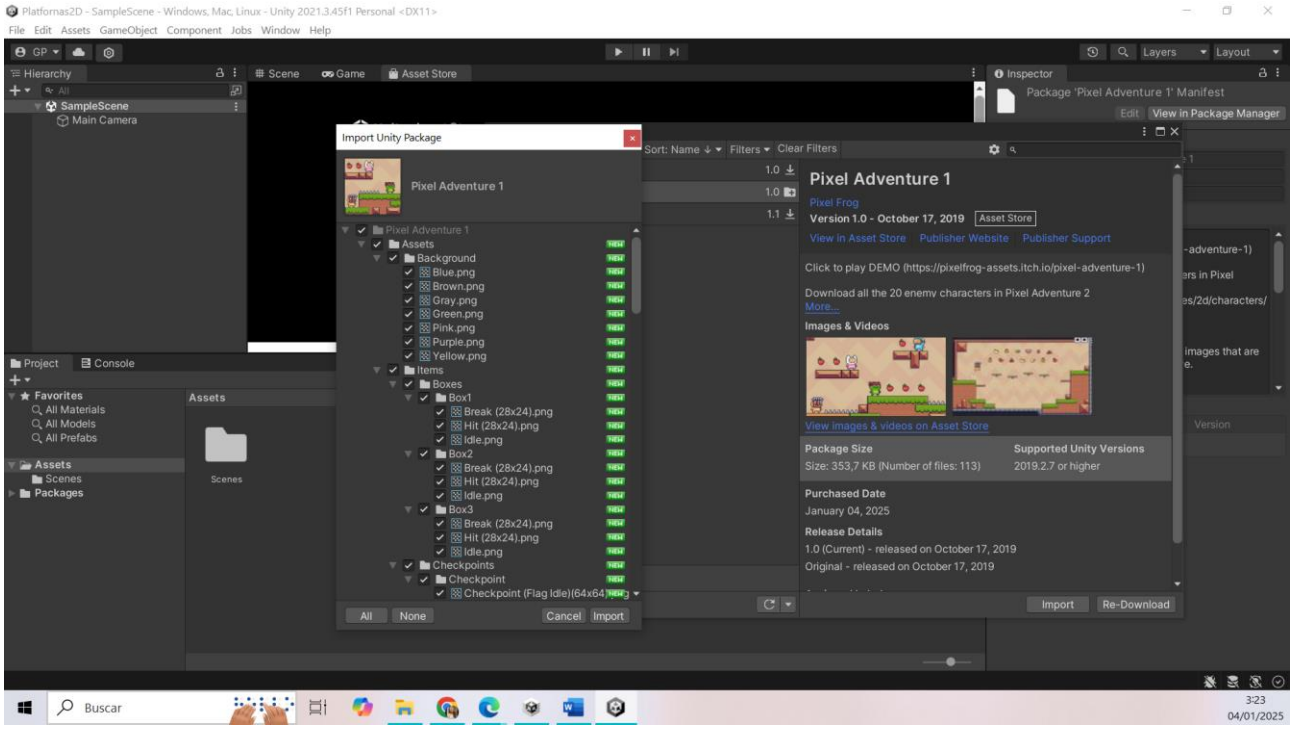
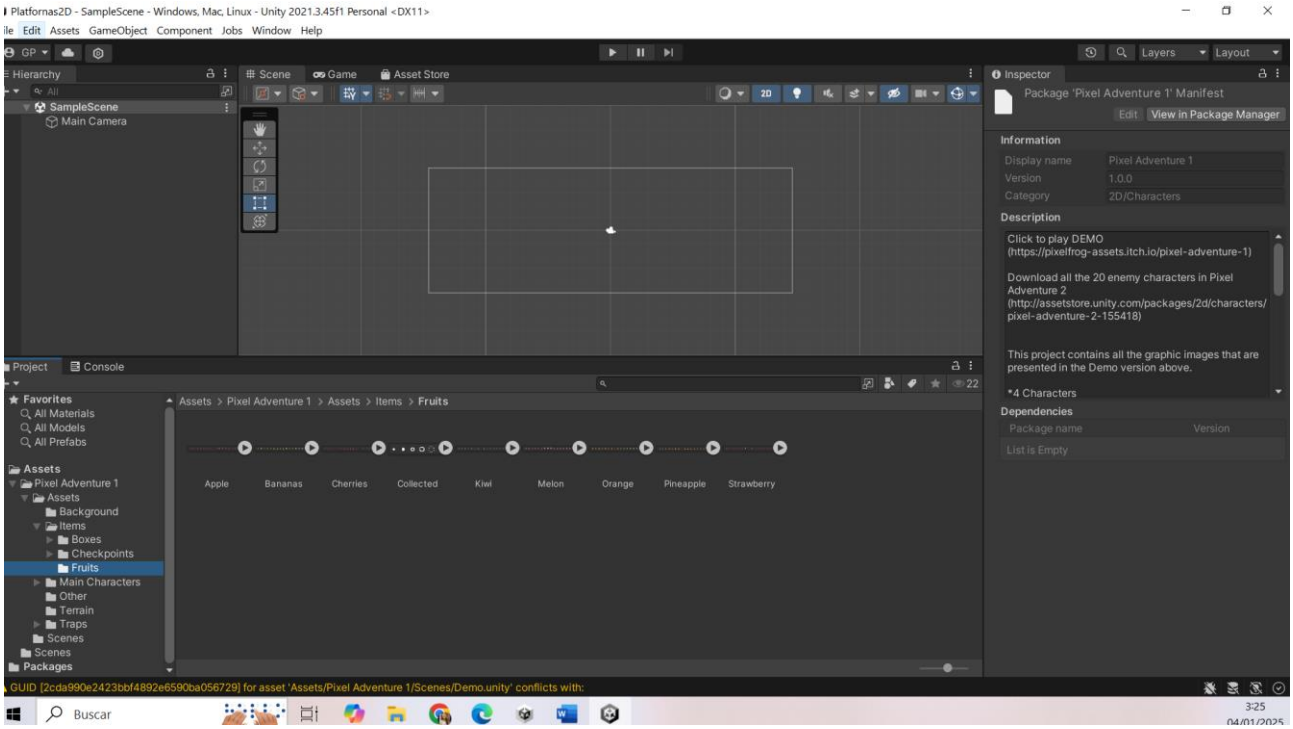

Unity Hub 3.8.0
New project
Editor Version: 2021.3.45f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
3D Sample Scene (URP)
apps. It uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Platformas2D
Location
D:\Unidad 2 -Creacion de VideJue...
Unity Organization
gpuente
Connect to Unity Cloud
Use Unity Version Control
Cancel
Create project
Buscar
3:12
04/01/2025

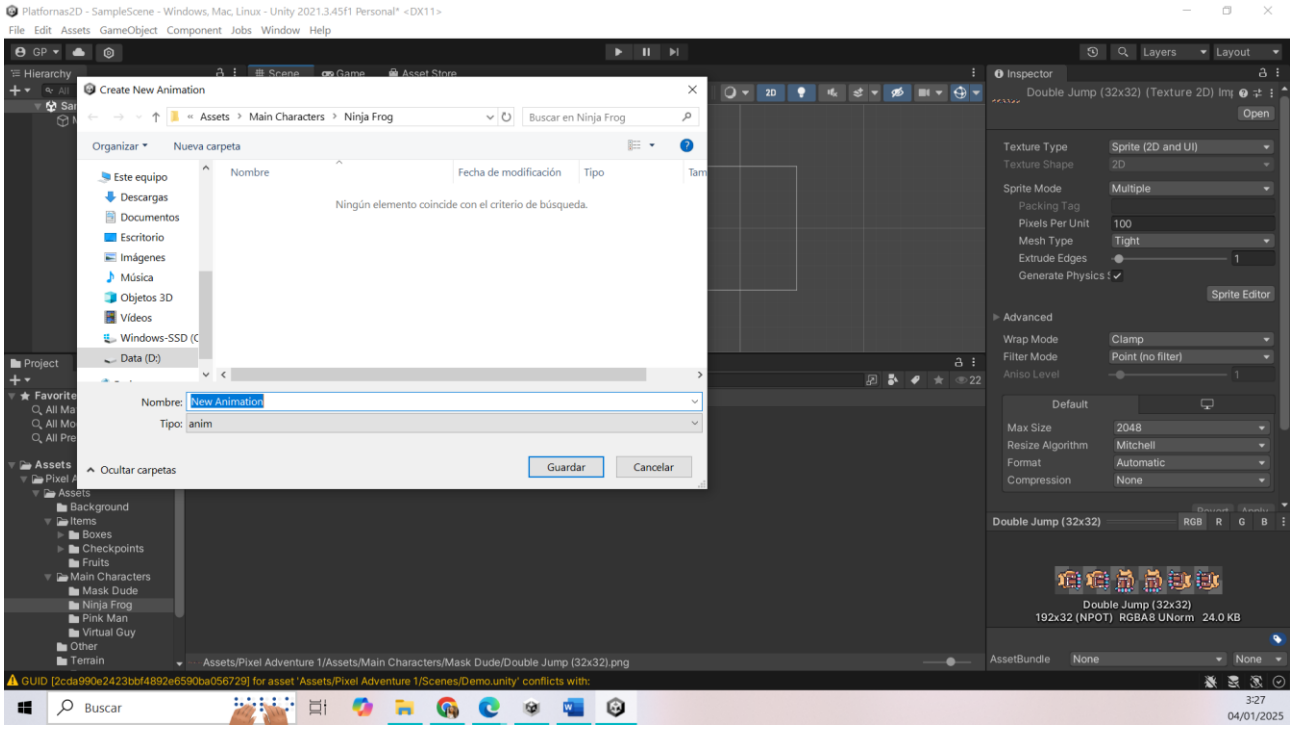

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Layers
Layout
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Scenes
Buscar
3:18
04/01/2025

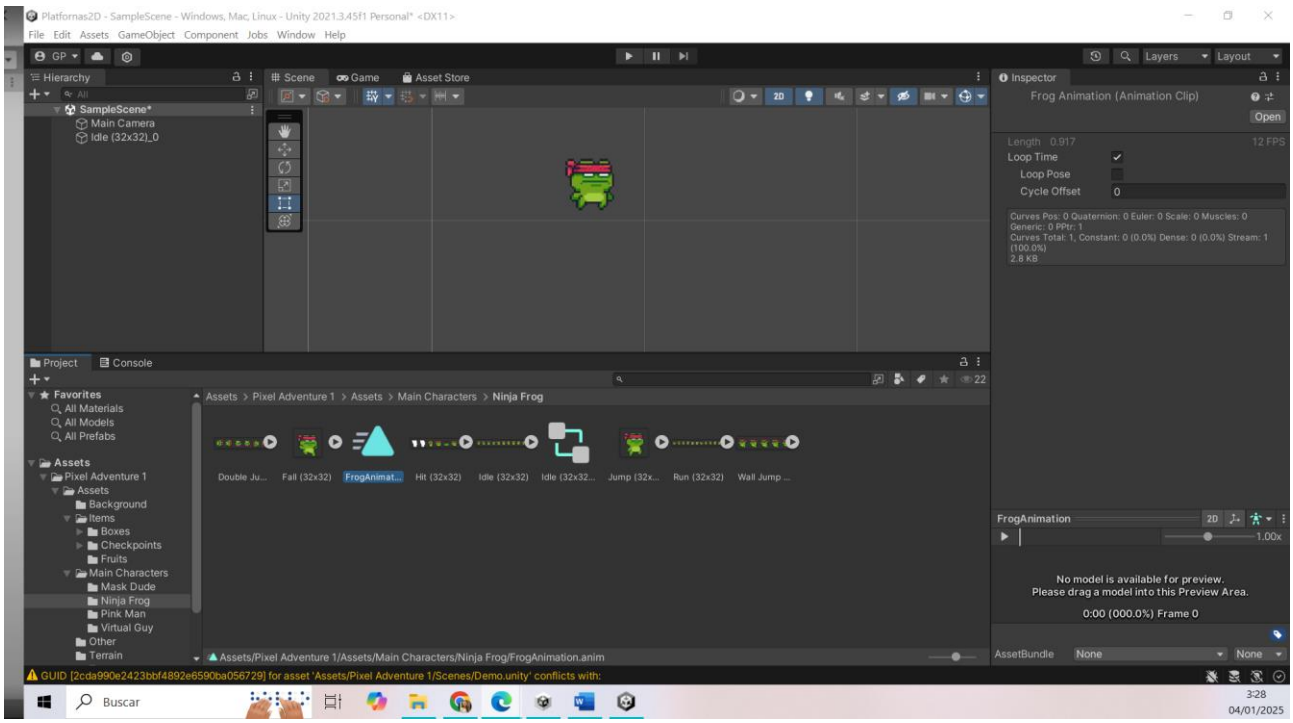

Iniciar sesión
The Best Assets for Game Making
https://assetstore.unity.com/search#q=pixel%20adventure
Sale ends soon! Save up to 60% on over 1500 assets! Plus, get additional 10% off on purchases of $120+ with code NYS24
AssetStore
pixel adventure
3D 2D Add-Ons Audio AI Web3 Essentials Templates Tools VFX Sale
Sell Assets
Over 13,000 top-rated assets
Rated by 85,000+ customers
Supported by 100,000+ forum members
Every asset moderated by Unity
SAVE UP TO 60% OFF
ON OVER 1500 ASSETS
PLUS, GET AN ADDITIONAL 10% OFF ON PURCHASES OF $120+ WITH CODE NYS24
"pixel adventure" in All Categories
CATEGORIES
2D (704)
Filters
Price
Sale
Rating
Unity Version
Sort by
Relevance
Results
96
Buscar
3:22
04/01/2025

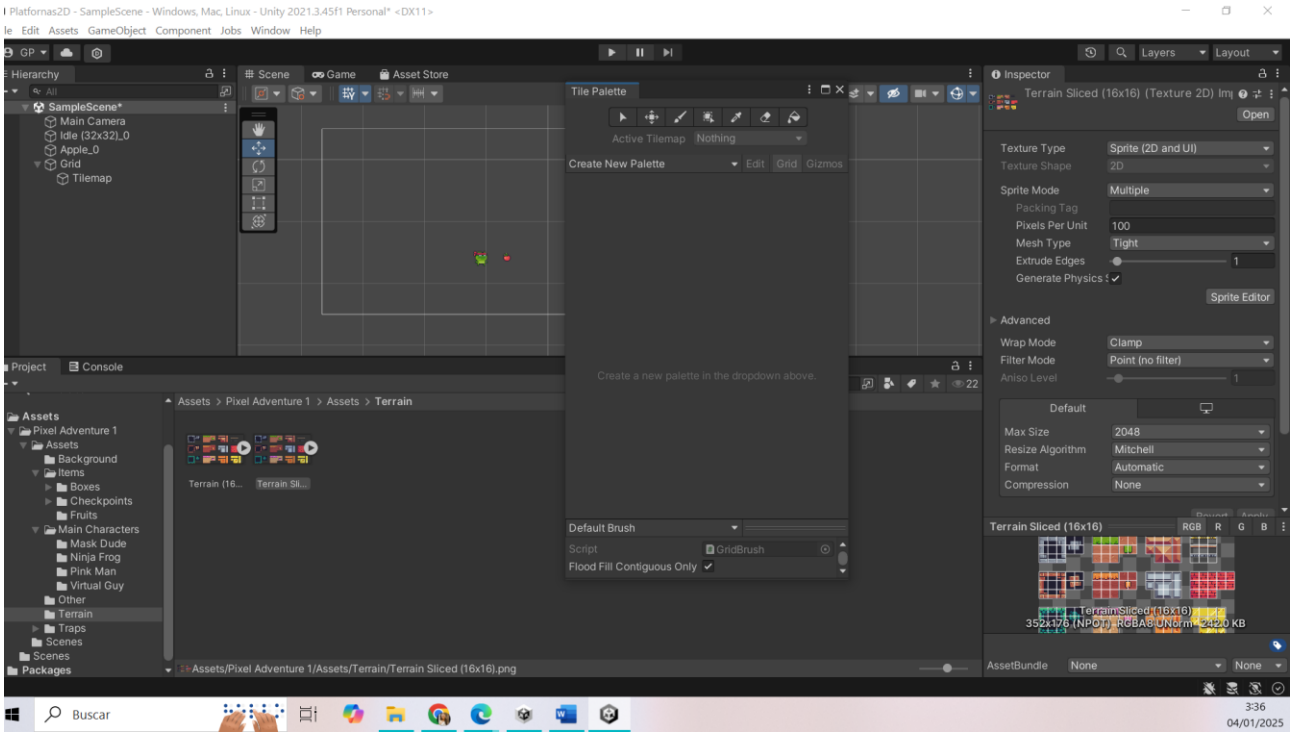

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Asset Store
Inspector
Package 'Pixel Adventure 1' Manifest
Edit
View in Package Manager
Information
Display name
Pixel Adventure 1
Version
1.0.0
Unity Asset Store
The Asset Store has moved
You can visit the Asse
import your purchase
Search online
Package Manager
Packages: My Assets
Sort: Name
Filters
Clear Filters
Floor materials pack v.1
Pixel Adventure 1
Sunny Land
Pixel Adventure 1
Pixel Frog
Version 1.0 - October 17, 2019
Asset Store
View in Asset Store
Publisher Website
Publisher Support
Click to play DEMO (https://pixelfrog-assets.itch.io/pixel-adventure-1)
Download all the 20 enemy characters in Pixel Adventure 2
More...
Images & Videos
View images & videos on Asset Store
Package Size
Size: 353,7 KB (Number of files: 113)
Supported Unity Versions
2019.2.7 or higher
Purchased Date
January 04, 2025
Release Details
1.0 (Current) - released on October 17, 2019
Original - released on October 17, 2019
All 3 packages shown
Last update Jan 4, 03:23
Download
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Buscar
3:23
04/01/2025

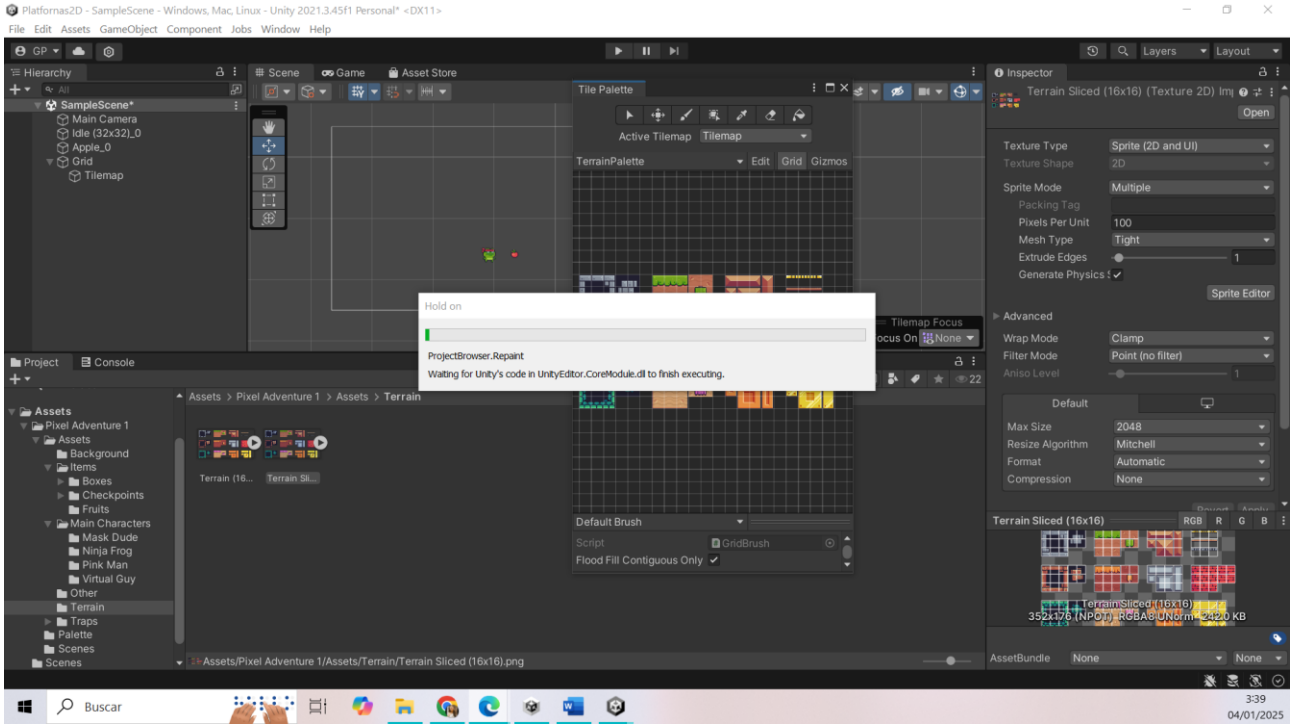

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Asset Store
Inspector
Package 'Pixel Adventure 1' Manifest
Edit
View in Package Manager
Import Unity Package
Pixel Adventure 1
Pixel Adventure 1
Assets
Background
Blue.png
Brown.png
Gray.png
Green.png
Pink.png
Purple.png
Yellow.png
Items
Boxes
Box1
Break (28x24).png
Hit (28x24).png
Idle.png
Box2
Break (28x24).png
Hit (28x24).png
Idle.png
Box3
Break (28x24).png
Hit (28x24).png
Idle.png
Checkpoints
Checkpoint
Checkpoint (Flag Idle)(64x64).png
All
None
Cancel
Import
Sort: Name
Filters
Clear Filters
Pixel Adventure 1
Pixel Frog
Version 1.0 - October 17, 2019
Asset Store
View in Asset Store
Publisher Website
Publisher Support
Click to play DEMO (https://pixelfrog-assets.itch.io/pixel-adventure-1)
Download all the 20 enemy characters in Pixel Adventure 2
More...
Images & Videos
View images & videos on Asset Store
Package Size
Size: 353,7 KB (Number of files: 113)
Supported Unity Versions
2019.2.7 or higher
Purchased Date
January 04, 2025
Release Details
1.0 (Current) - released on October 17, 2019
Original - released on October 17, 2019
Import
Re-Download
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Buscar
3:23
04/01/2025

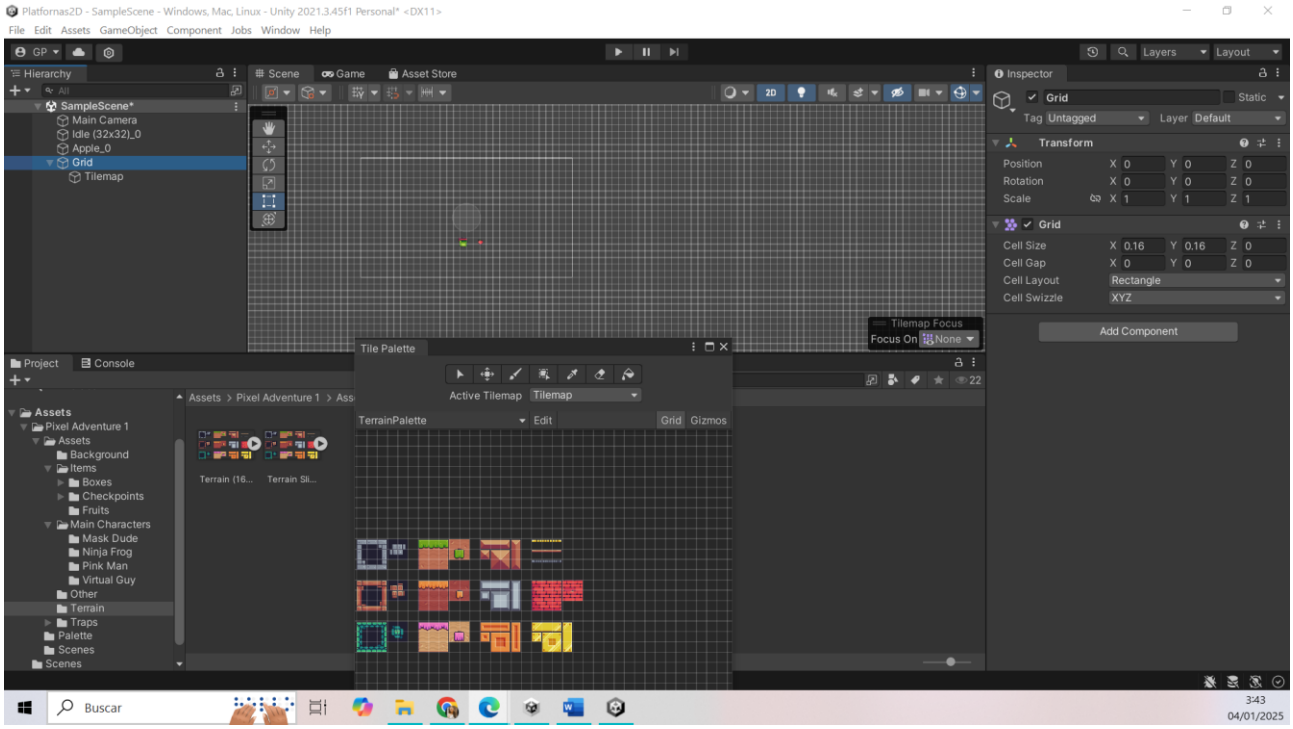

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Asset Store
Inspector
Package 'Pixel Adventure 1' Manifest
Edit
View in Package Manager
Information
Display name
Pixel Adventure 1
Version
1.0.0
Category
2D/Characters
Description
Click to play DEMO (https://pixelfrog-assets.itch.io/pixel-adventure-1)
Download all the 20 enemy characters in Pixel Adventure 2 (http://assetstore.unity.com/packages/2d/characters/pixel-adventure-2-155418)
This project contains all the graphic images that are presented in the Demo version above.
*4 Characters
Dependencies
Package name
Version
List is Empty
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Pixel Adventure 1
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Other
Terrain
Traps
Scenes
Scenes
Packages
Assets > Pixel Adventure 1 > Assets > Items > Fruits
Apple
Bananas
Cherries
Collected
Kiwi
Melon
Orange
Pineapple
Strawberry
GUID [2cda990e2423bbf4892e6590ba056729] for asset 'Assets/Pixel Adventure 1/Scenes/Demo.unity' conflicts with:
Buscar
3:25

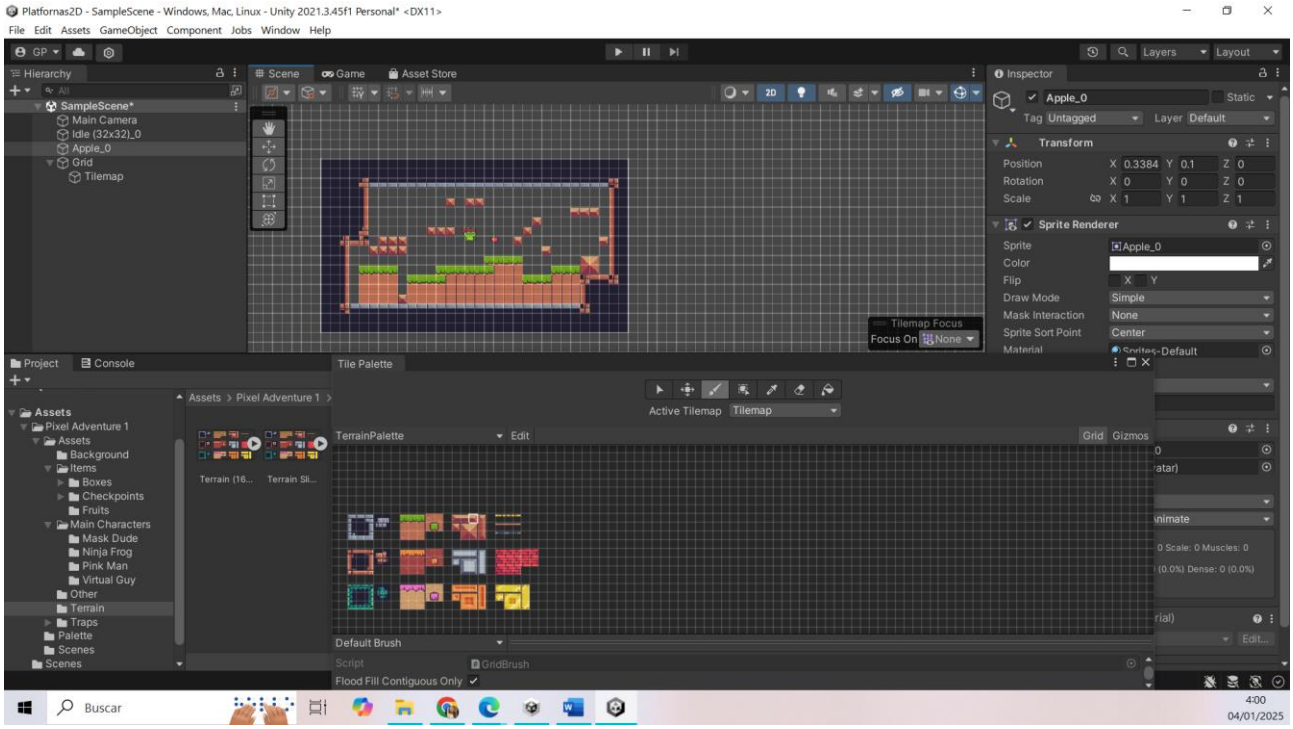

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Game
Asset Store
Inspector
Layers
Layout
Create New Animation
Assets > Main Characters > Ninja Frog
Buscar en Ninja Frog
Organizar
Nueva carpeta
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Windows-SSD (C
Data (D:)
Nombre
Fecha de modificación
Tipo
Ningún elemento coincide con el criterio de búsqueda.
Nombre: New Animation
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Double Jump (32x32) (Texture 2D) Imp
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Packing Tag
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
1
Generate Physics S
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Double Jump (32x32)
RGB R G B
Double Jump (32x32)
192x32 (NPOT) RGBA8 UNorm 24.0 KB
Project
Favorite
All Ma
All Mo
All Pre
Assets
Pixel A
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Assets/Pixel Adventure 1/Assets/Main Characters/Mask Dude/Double Jump (32x32).png
AssetBundle
None
GUID [2cda990e2423bbf4892e6590ba056729] for asset 'Assets/Pixel Adventure 1/Scenes/Demo.unity' conflicts with:
Buscar
3:27
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Scene
Game
Asset Store
Inspector
Layers
Layout
Frog Animation (Animation Clip)
Open
Length 0.917
12 FPS
Loop Time
Loop Pose
Cycle Offset
0
Curves Pos: 0 Quaternion: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Total: 1, Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)
2.8 KB
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Pixel Adventure 1
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog
Double Ju...
Fall (32x32)
FrogAnimat...
Hit (32x32)
Idle (32x32)
Idle (32x32...
Jump (32x...
Run (32x32)
Wall Jump ...
FrogAnimation
1.00x
No model is available for preview.
Please drag a model into this Preview Area.
0:00 (000.0%) Frame 0
Assets/Pixel Adventure 1/Assets/Main Characters/Ninja Frog/FrogAnimation.anim
AssetBundle
None
GUID [2cda990e2423bbf4892e6590ba056729] for asset 'Assets/Pixel Adventure 1/Scenes/Demo.unity' conflicts with:
Buscar
3:28
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Scene
Game
Asset Store
Tile Palette
Active Tilemap
Nothing
Create New Palette
Edit
Grid
Gizmos
Create a new palette in the dropdown above.
Default Brush
Script
GridBrush
Flood Fill Contiguous Only
Inspector
Terrain Sliced (16x16) (Texture 2D) Im
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Packing Tag
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
1
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
Terrain Sliced (16x16)
352x176 (NPOT) RGBA8 UNorm 242.0 KB
Project
Console
Assets > Pixel Adventure 1 > Assets > Terrain
Assets
Pixel Adventure 1
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Traps
Scenes
Scenes
Packages
Assets/Pixel Adventure 1/Assets/Terrain/Terrain Sliced (16x16).png
AssetBundle
Buscar
3:36
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File
Edit
Assets
GameObject
Component
Jobs
Window
Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Scene
Game
Asset Store
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Edit
Grid
Gizmos
Hold on
ProjectBrowser.Repaint
Waiting for Unity's code in UnityEditor.CoreModule.dll to finish executing.
Tilemap Focus
Default Brush
Script
GridBrush
Flood Fill Contiguous Only
Inspector
Terrain Sliced (16x16) (Texture 2D) Im
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Packing Tag
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
1
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
Terrain Sliced (16x16)
352x176 (NPOT) RGBA8 UNorm 242.0 KB
Project
Console
Assets > Pixel Adventure 1 > Assets > Terrain
Assets
Pixel Adventure 1
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Traps
Palette
Scenes
Scenes
Assets/Pixel Adventure 1/Assets/Terrain/Terrain Sliced (16x16).png
AssetBundle
Buscar
3:39
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Scene
Game
Asset Store
Inspector
Grid
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
Grid
Cell Size X 0.16 Y 0.16 Z 0
Cell Gap X 0 Y 0 Z 0
Cell Layout Rectangle
Cell Swizzle XYZ
Add Component
Tilemap Focus
Focus On None
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Edit
Grid
Gizmos
Project
Console
Assets
Pixel Adventure 1
Assets
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Traps
Palette
Scenes
Scenes
Assets > Pixel Adventure 1
Terrain (16...
Terrain Sli...
Buscar
3:43
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Scene
Game
Asset Store
Inspector
Apple_0
Static
Tag Untagged
Layer Default
Transform
Position X 0.3384 Y 0.1 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Apple_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Edit
Grid
Gizmos
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Assets
Pixel Adventure 1
Assets
Background
Items
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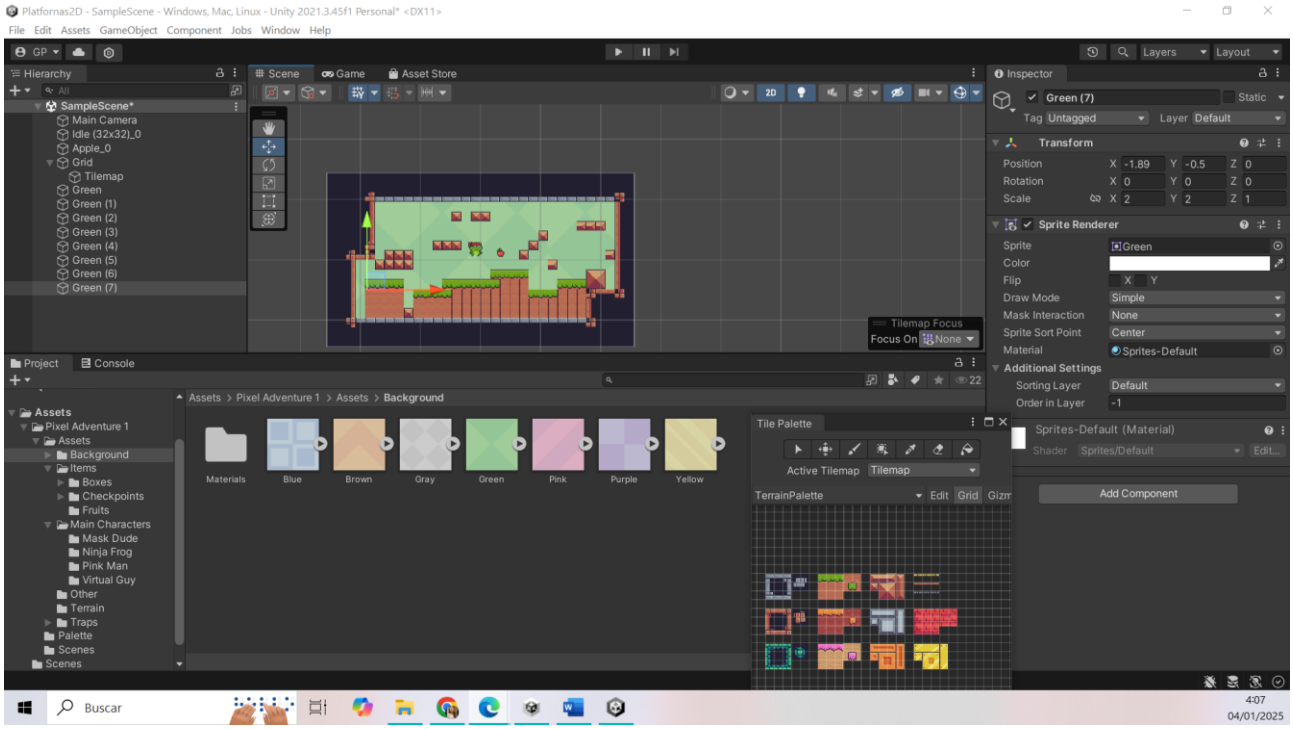
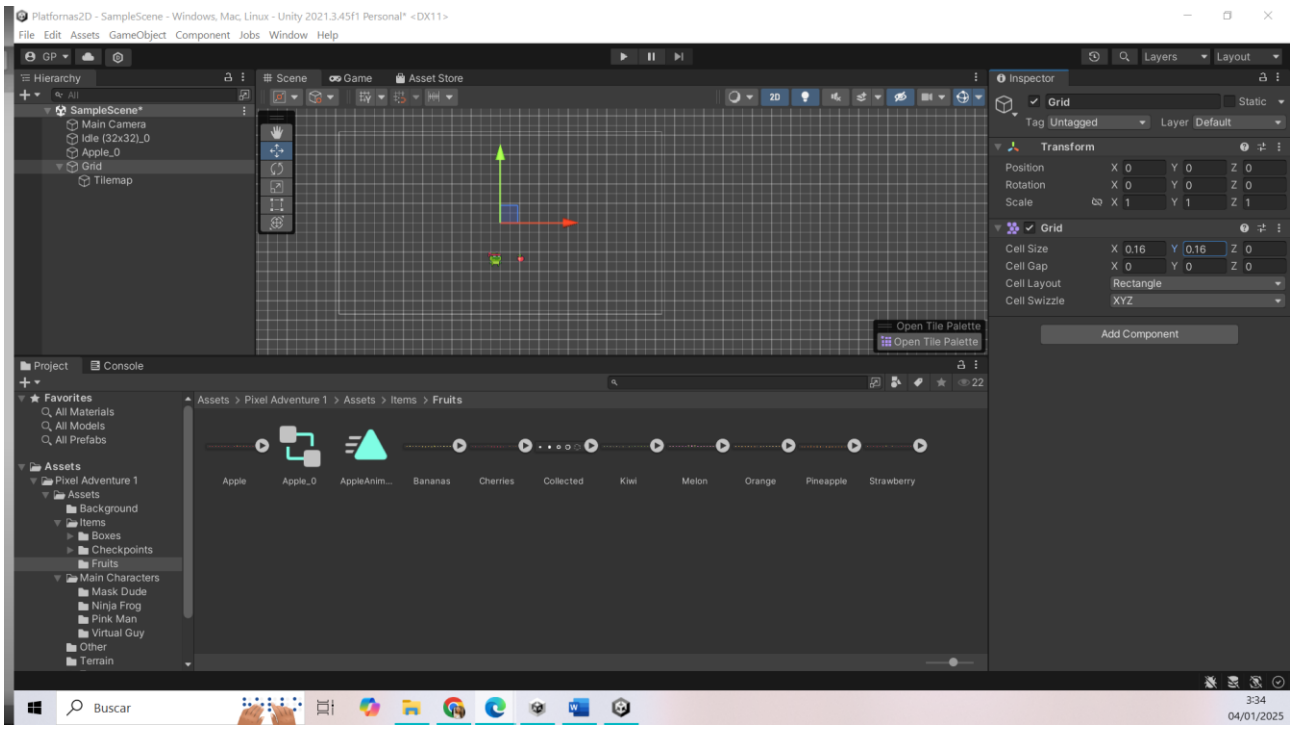
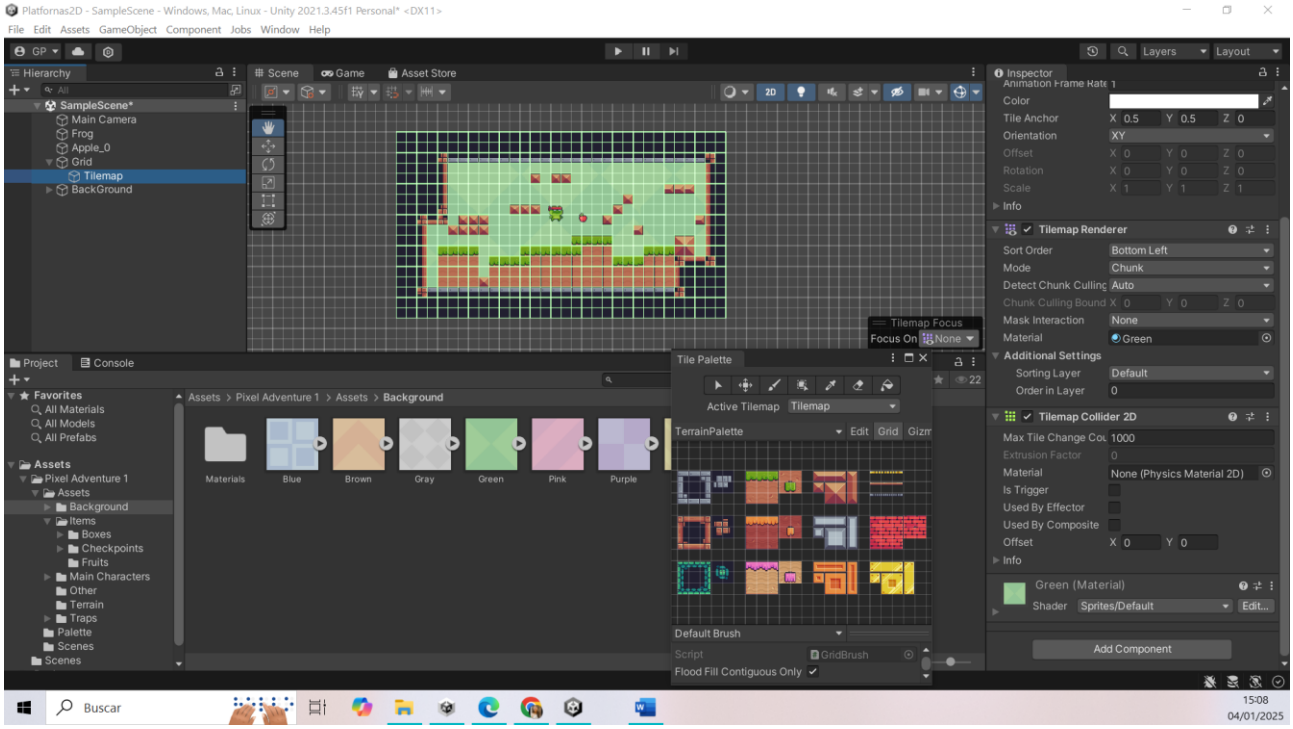
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Traps
Palette
Scenes
Scenes
Assets > Pixel Adventure 1
Terrain (16...
Terrain Sli...
Buscar
4:00
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Green
Green (1)
Green (2)
Green (3)
Green (4)
Green (5)
Green (6)
Green (7)
Scene
Game
Asset Store
Tilemap Focus
Focus On None
Inspector
Green (7)
Static
Tag Untagged
Layer Default
Transform
Position X -1.89 Y -0.5 Z 0
Rotation X 0 Y 0 Z 0
Scale X 2 Y 2 Z 1
Sprite Renderer
Sprite Green
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer -1
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Assets > Pixel Adventure 1 > Assets > Background
Materials
Blue
Brown
Gray
Green
Pink
Purple
Yellow
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Edit Grid
Buscar
4:07
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Idle (32x32)_0
Apple_0
Grid
Tilemap
Scene
Game
Asset Store
Open Tile Palette
Inspector
Grid
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
Grid
Cell Size X 0.16 Y 0.16 Z 0
Cell Gap X 0 Y 0 Z 0
Cell Layout Rectangle
Cell Swizzle XYZ
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets > Pixel Adventure 1 > Assets > Items > Fruits
Apple
Apple_0
AppleAnim...
Bananas
Cherries
Collected
Kiwi
Melon
Orange
Pineapple
Strawberry
Buscar
3:34
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
Tilemap
BackGround
Scene
Game
Asset Store
Inspector
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Mask Interaction None
Material Green
Additional Settings
Sorting Layer Default
Order in Layer 0
Tilemap Collider 2D
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Offset
Green (Material)
Shader Sprites/Default
Add Component
Tilemap Focus
Focus On None
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Default Brush
Flood Fill Contiguous Only
Project
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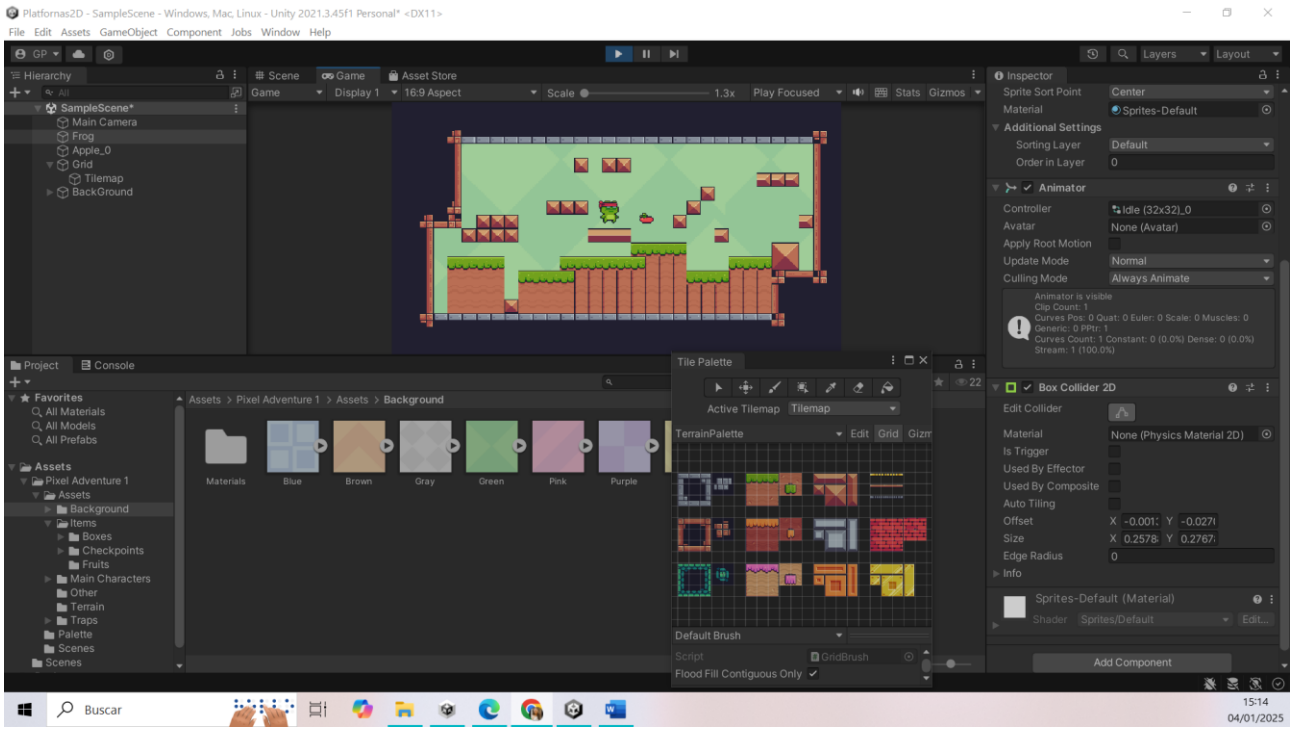
Favorites
All Materials
All Models
All Prefabs
Assets
Pixel Adventure 1
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Other
Terrain
Traps
Palette
Scenes
Materials
Blue
Brown
Gray
Green
Pink
Purple
Buscar
15:08
04/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
Tilemap
BackGround
Scene
Game
Asset Store
Display 1
16:9 Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller Idle (32x32)_0
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Animator is visible
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0
Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%)
Stream: 1 (100.0%)
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius 0
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Default Brush
Flood Fill Contiguous Only
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Pixel Adventure 1
Background
Items
Boxes
Checkpoints
Fruits
Main Characters
Other
Terrain
Traps
Palette
Scenes
Materials
Blue
Brown
Gray
Green
Pink
Purple
Buscar
15:14
04/01/2025