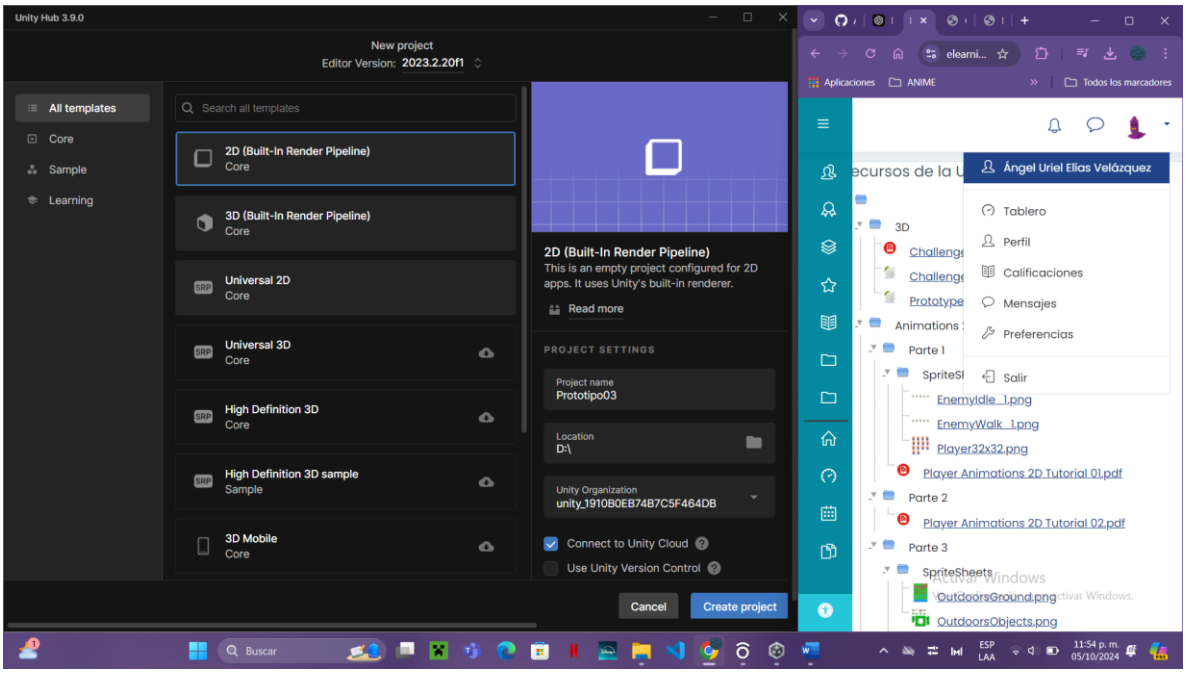
Unity Hub 3.9.0
New project
Editor Version: 2023.2.20f1
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
High Definition 3D
Core
High Definition 3D sample
Sample
3D Mobile
Core
2D (Built-In Render Pipeline)
This is an empty project configured for 2D apps. It uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Prototipo03
Location
D:\
Unity Organization
unity_1910B0EB74B7C5F464DB
Connect to Unity Cloud
Use Unity Version Control
Cancel
Create project
Ángel Uriel Elías Velázquez
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Prototype
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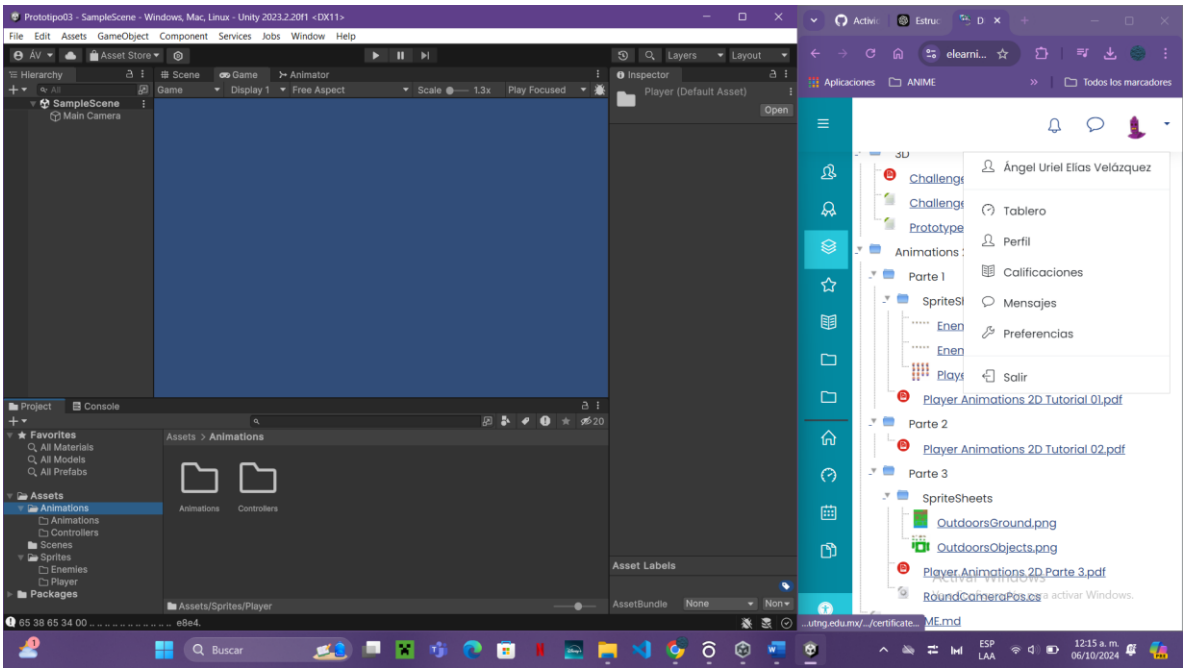
Player32x32.png
Player Animations 2D Tutorial 01.pdf
Parte 2
Player Animations 2D Tutorial 02.pdf
Parte 3
SpriteSheets
OutdoorsGround.png
OutdoorsObjects.png


Prototipo03 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Animator
Inspector
Player (Default Asset)
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All Materials
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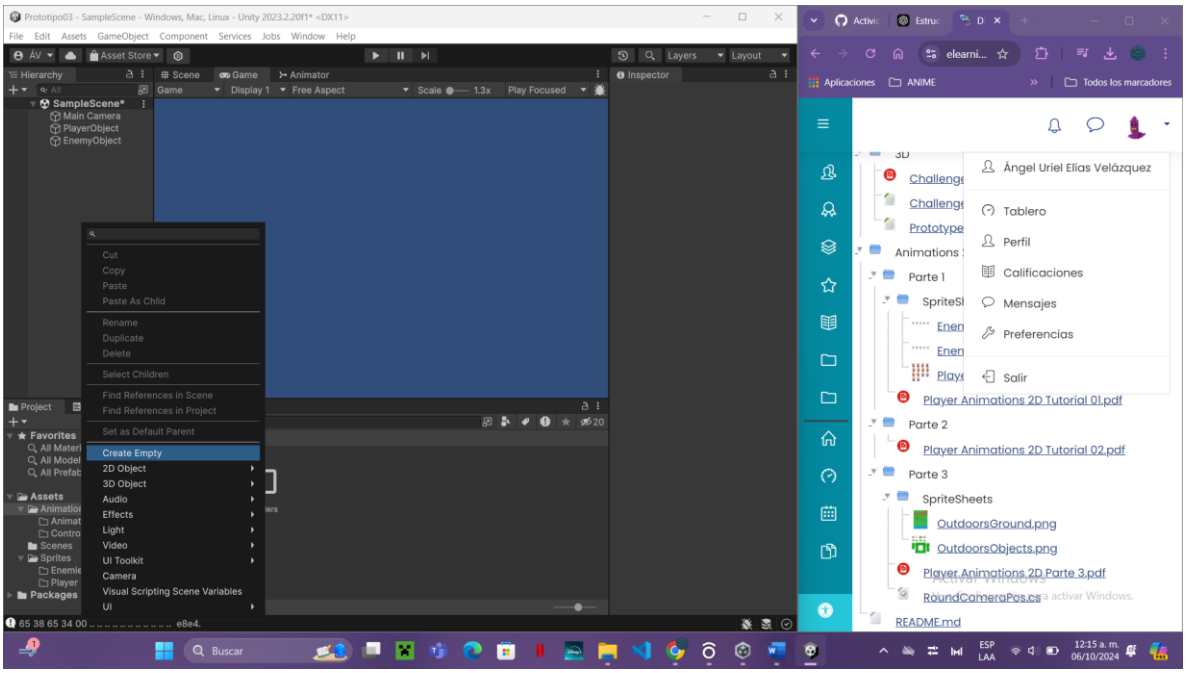
OutdoorsObjects.png
Player Animations 2D Parte 3.pdf
RoundCameraPos.cs


Prototipo03 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Find References in Project
Set as Default Parent
Create Empty
2D Object
3D Object
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Video
UI Toolkit
Camera
Visual Scripting Scene Variables
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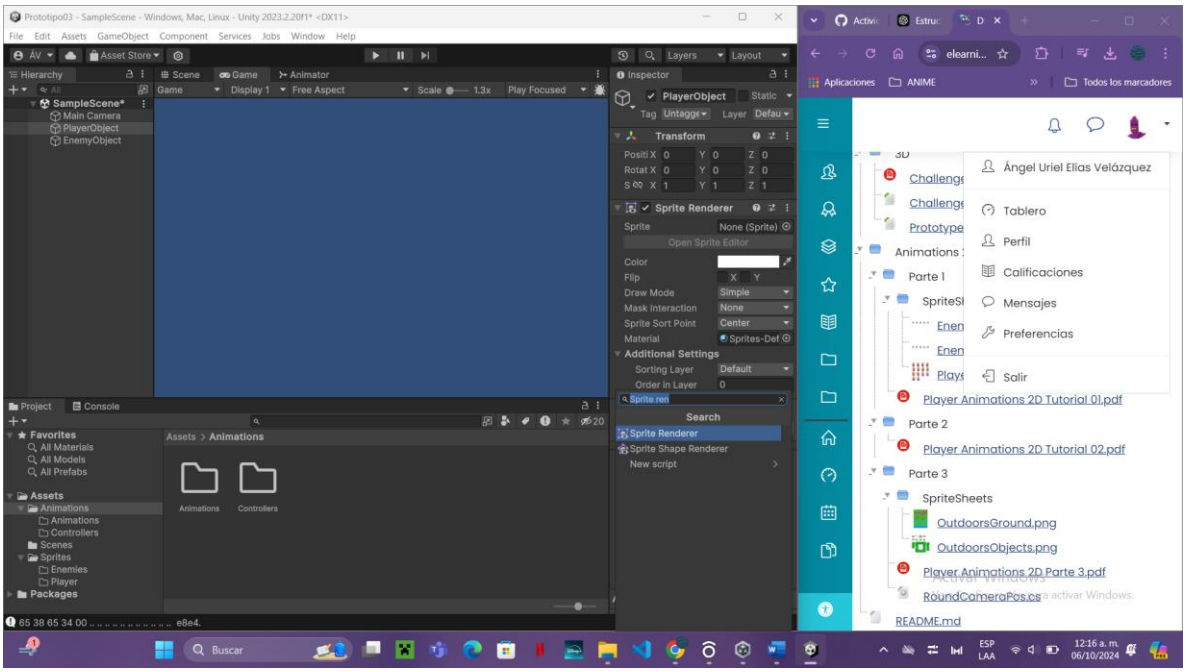
Prototipo03 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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SampleScene*
Main Camera
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EnemyObject
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PlayerObject
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Sprite Renderer
Sprite
None (Sprite)
Open Sprite Editor
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Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Additional Settings
Sorting Layer
Default
Order in Layer
Search
Sprite Renderer
Sprite Shape Renderer
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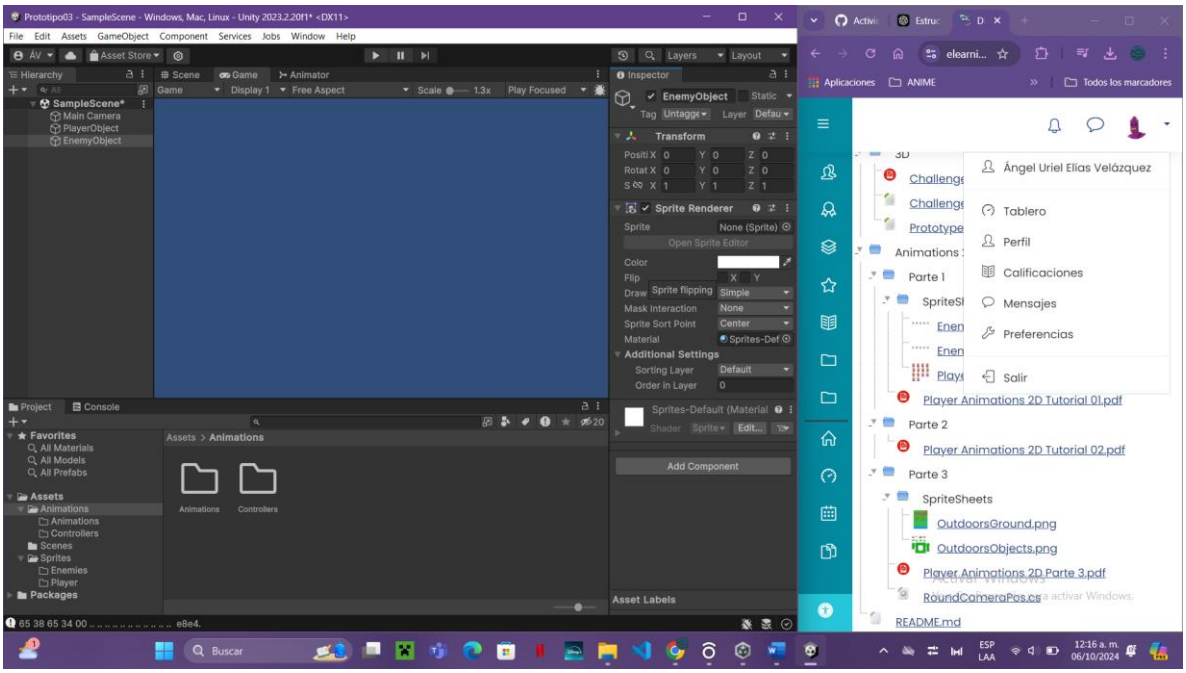
Prototipo03 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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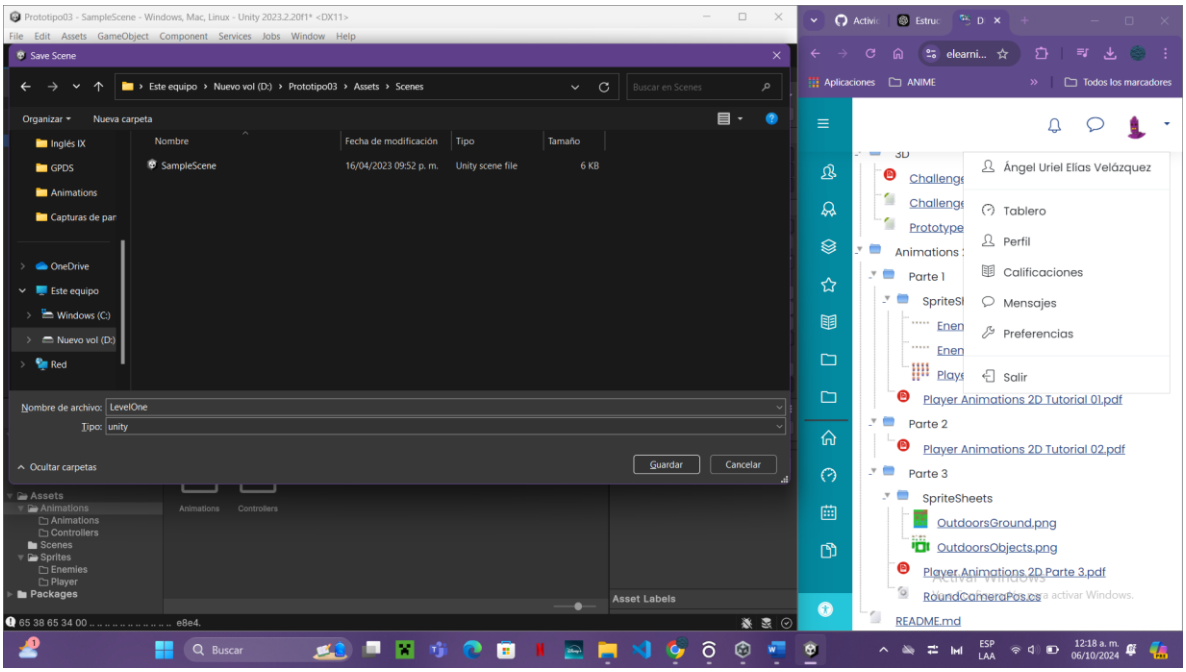
Prototipo03 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
Save Scene
Este equipo > Nuevo vol (D:) > Prototipo03 > Assets > Scenes
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
SampleScene
16/04/2023 09:52 p. m.
Unity scene file
6 KB
Nombre de archivo: LevelOne
Tipo: unity
Ocultar carpetas
Guardar
Cancelar
Ángel Uriel Elías Velázquez
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Player Animations 2D Tutorial 02.pdf
Parte 3
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OutdoorsObjects.png
Player Animations 2D Parte 3.pdf
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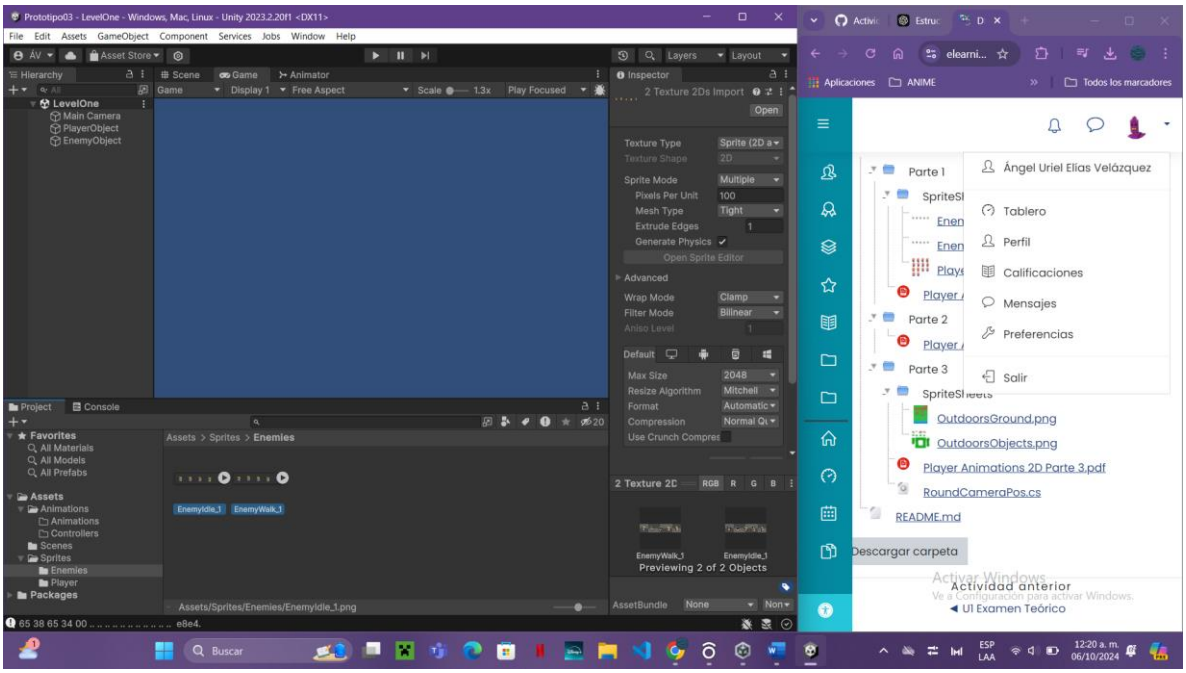
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
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Inspector
2 Texture 2Ds Import
Texture Type
Sprite Mode
Multiple
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
Generate Physics
Open Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Bilinear
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
Normal Qu
Use Crunch Compres
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All Prefabs
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EnemyWalk_1
Previewing 2 of 2 Objects
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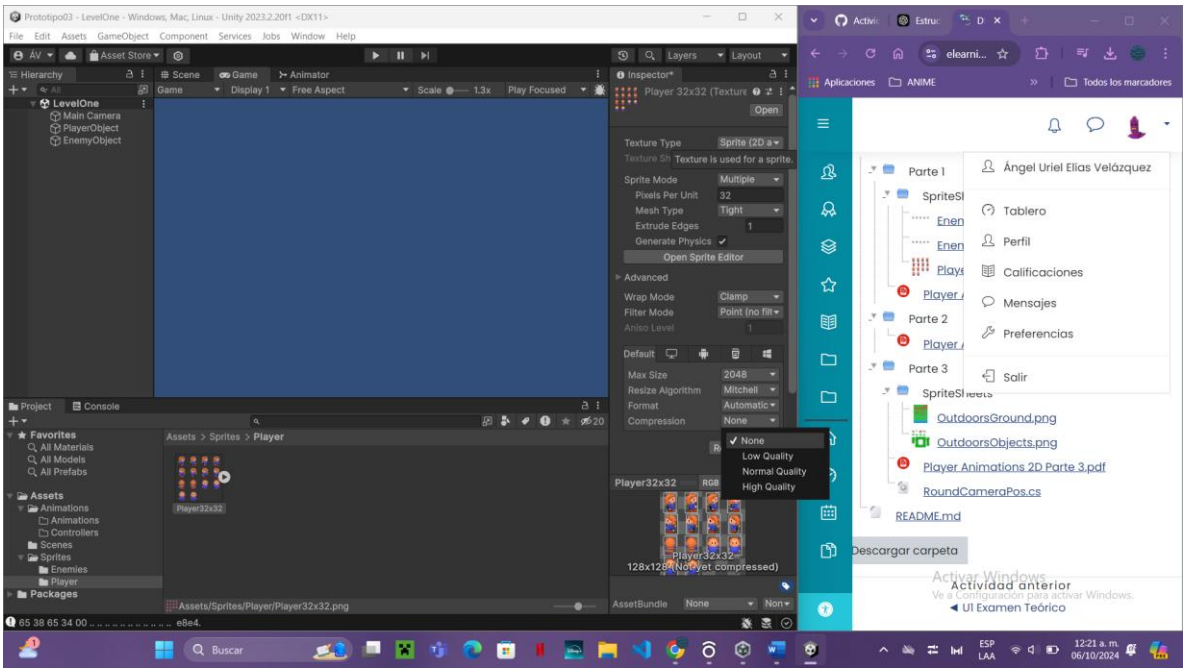
06/10/2024


Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
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Player 32x32 (Texture
Texture Type
Sprite (2D a
Texture is used for a sprite.
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Open Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filt
Max Size
2048
Resize Algorithm
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Format
Automatic
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None
Low Quality
Normal Quality
High Quality
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Player32x32
128x128 (Not yet compressed)
Assets/Sprites/Player/Player32x32.png
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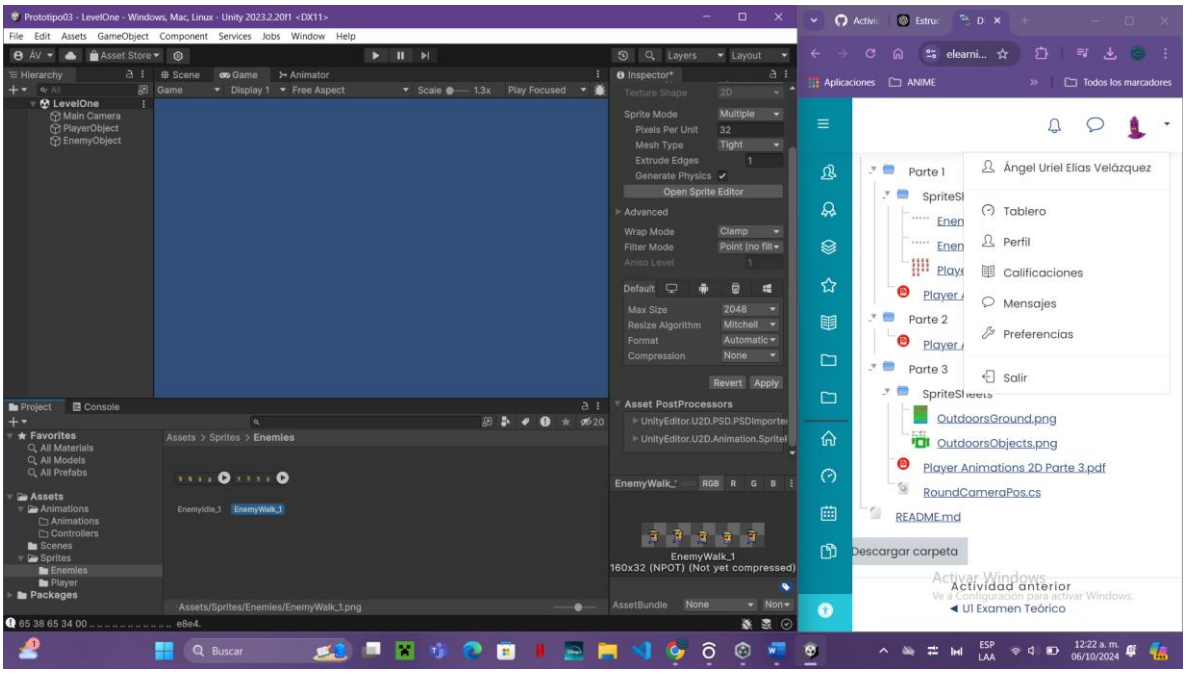
06/10/2024


Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Open Sprite Editor
Advanced
Wrap Mode Clamp
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Format Automatic
Compression None
Revert Apply
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Assets > Sprites > Enemies
EnemyIdle_1
EnemyWalk_1
Assets/Sprites/Enemies/EnemyWalk_1.png
EnemyWalk_1
160x32 (NPOT) (Not yet compressed)
AssetBundle None
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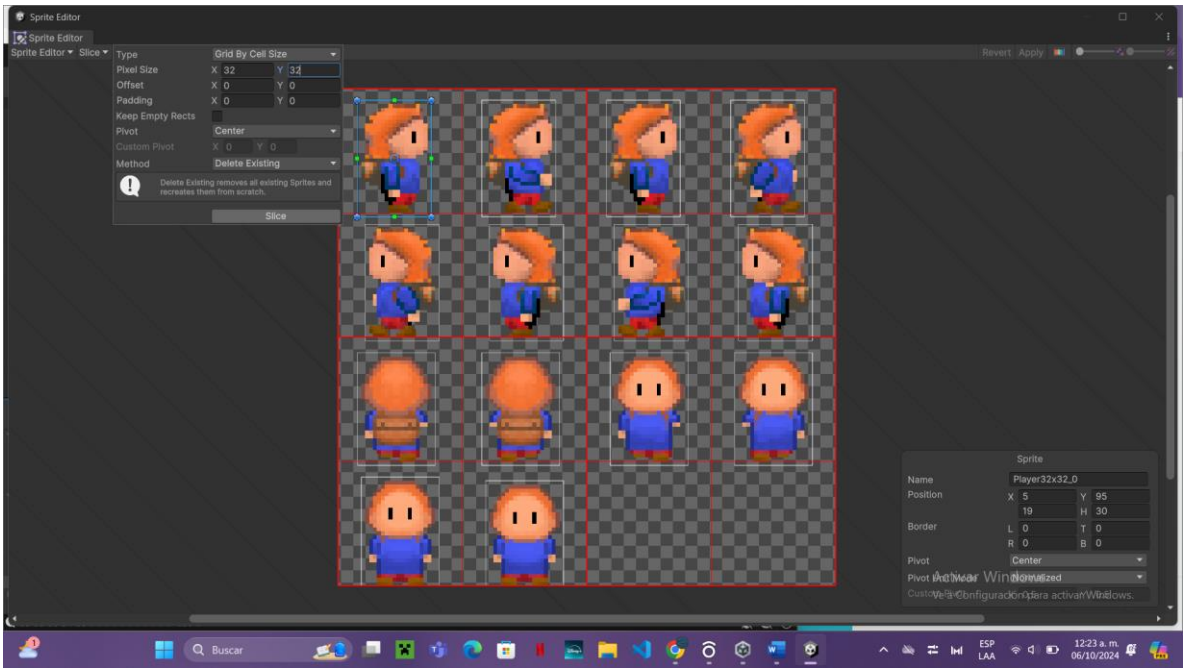
06/10/2024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Type Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot Center
Custom Pivot X 0 Y 0
Method Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Revert Apply
Sprite
Name Player32x32_0
Position X 5 Y 95
19 H 30
Border L 0 T 0
R 0 B 0
Pivot Center
Pivot Unit Normalized
Buscar
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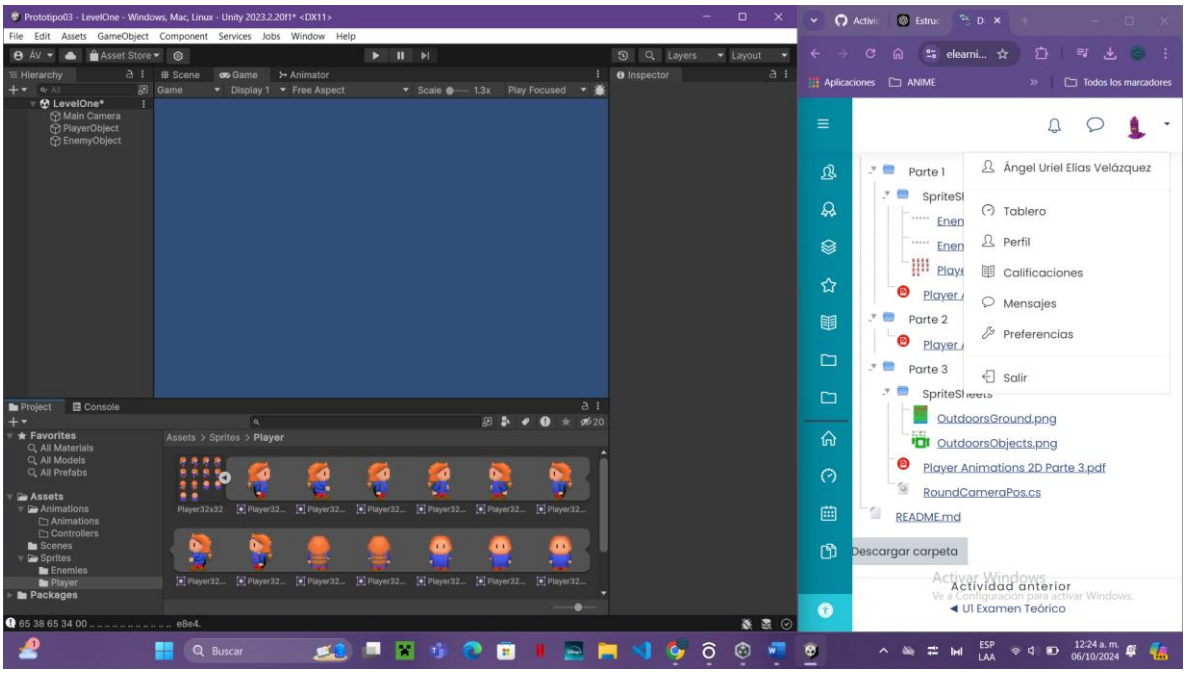
06/10/2024


Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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elearni...
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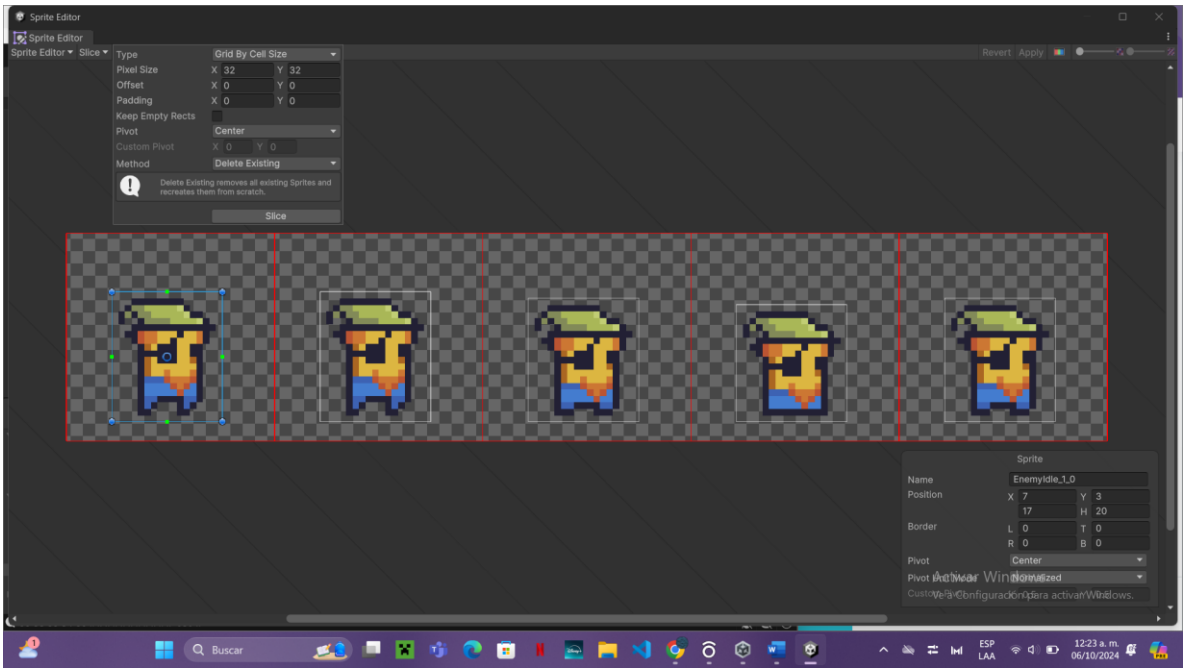
Sprite Editor
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Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
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Revert
Apply
Sprite
Name
Enemyidle_1_0
Position
Border
Pivot
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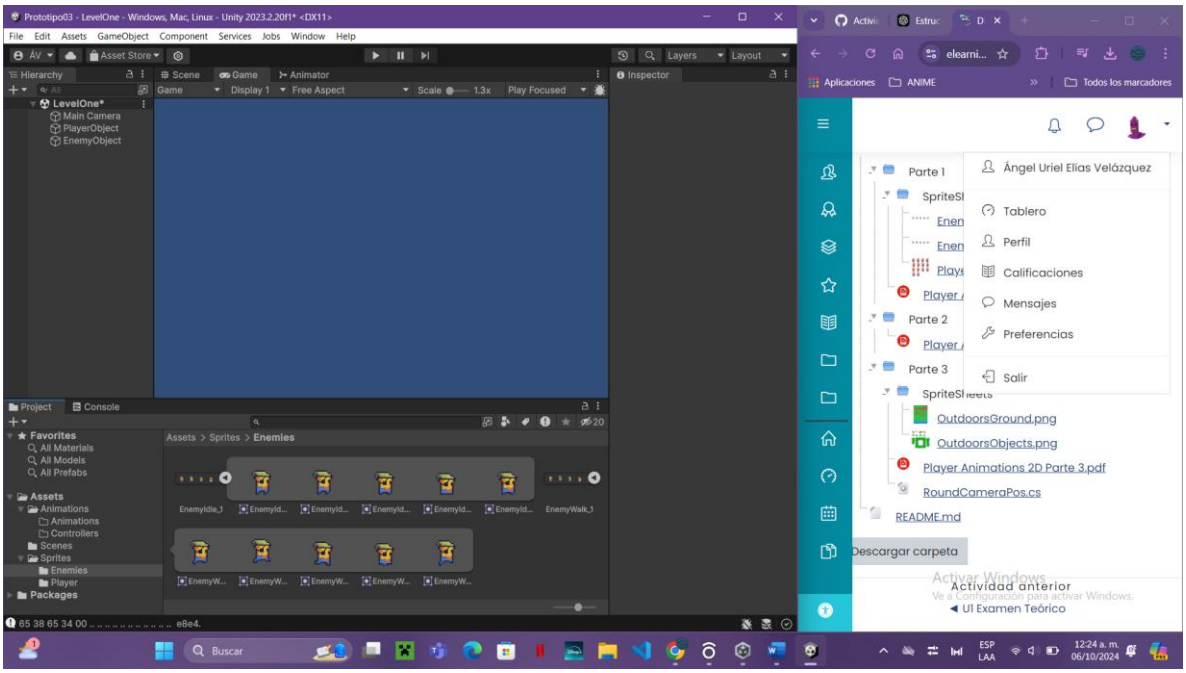
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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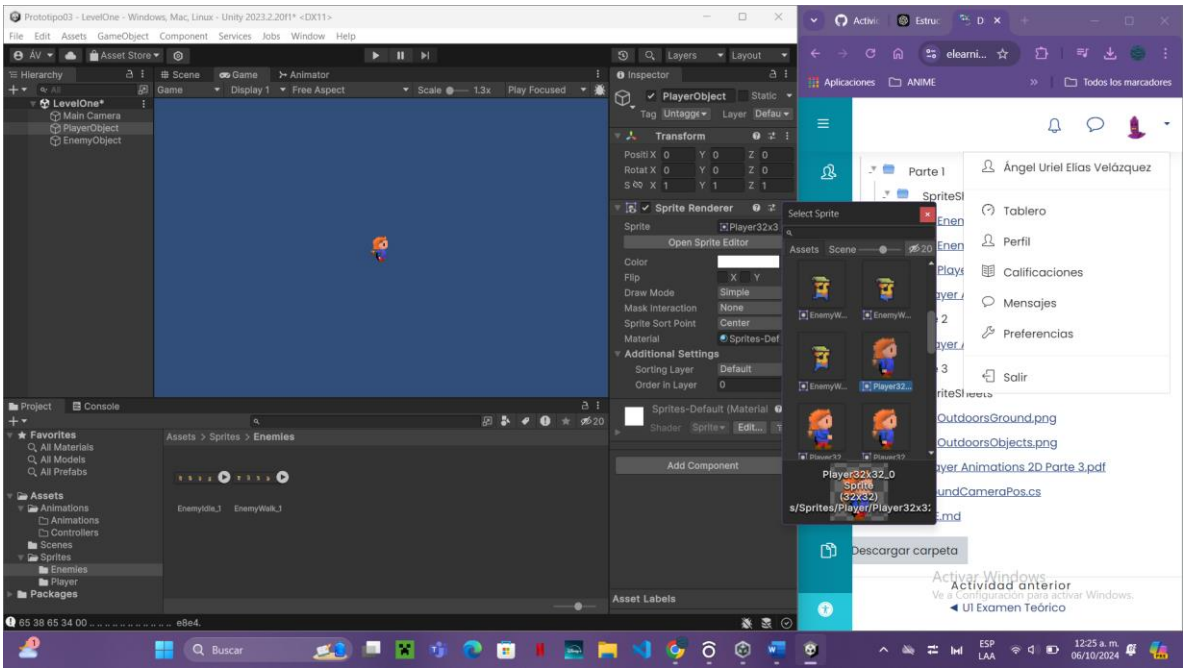
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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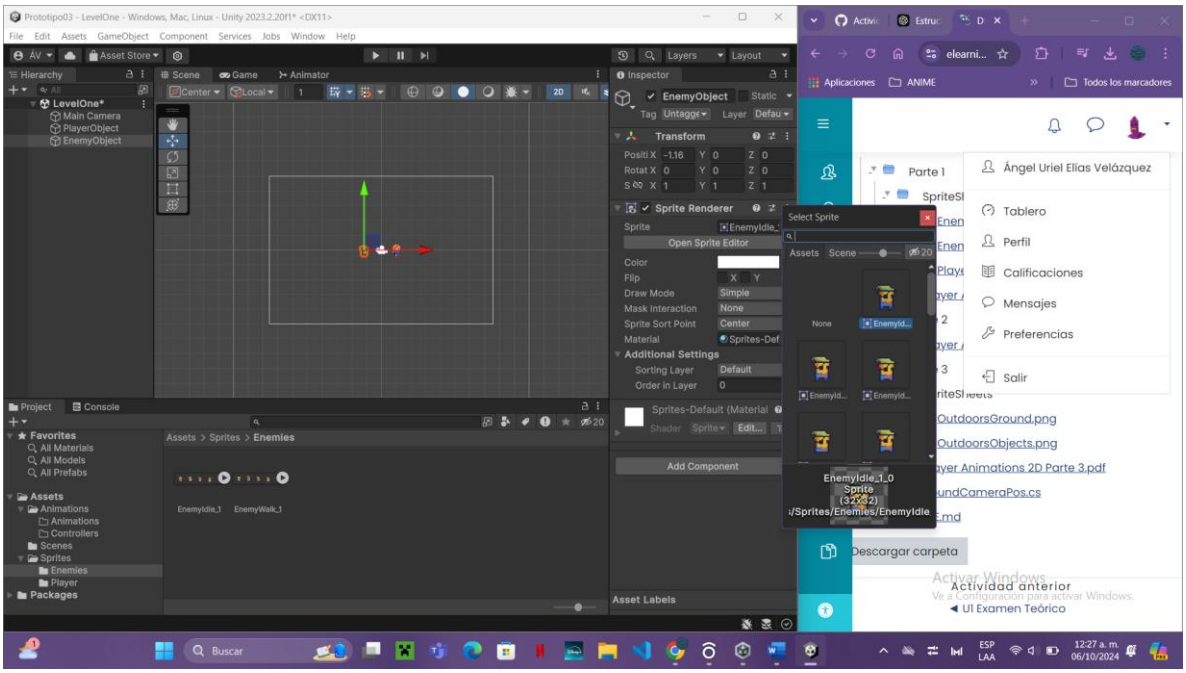
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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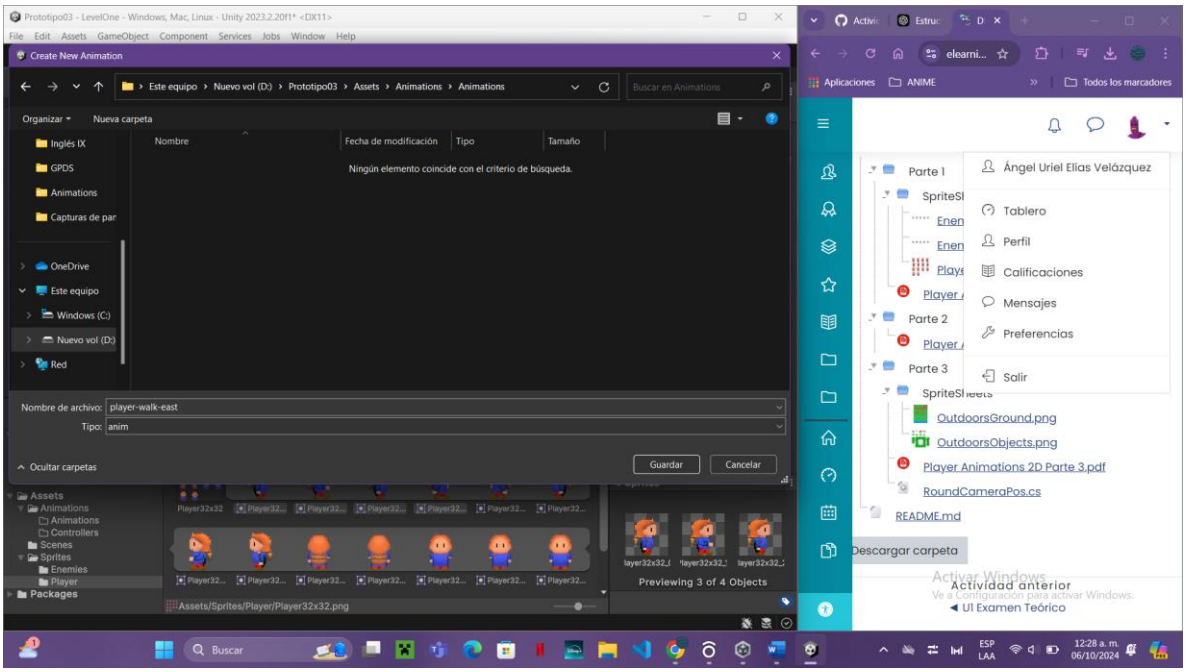
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
Este equipo > Nuevo vol (D:) > Prototipo03 > Assets > Animations > Animations
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo: player-walk-east
Tipo: anim
Ocultar carpetas
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Cancelar
Previewing 3 of 4 Objects
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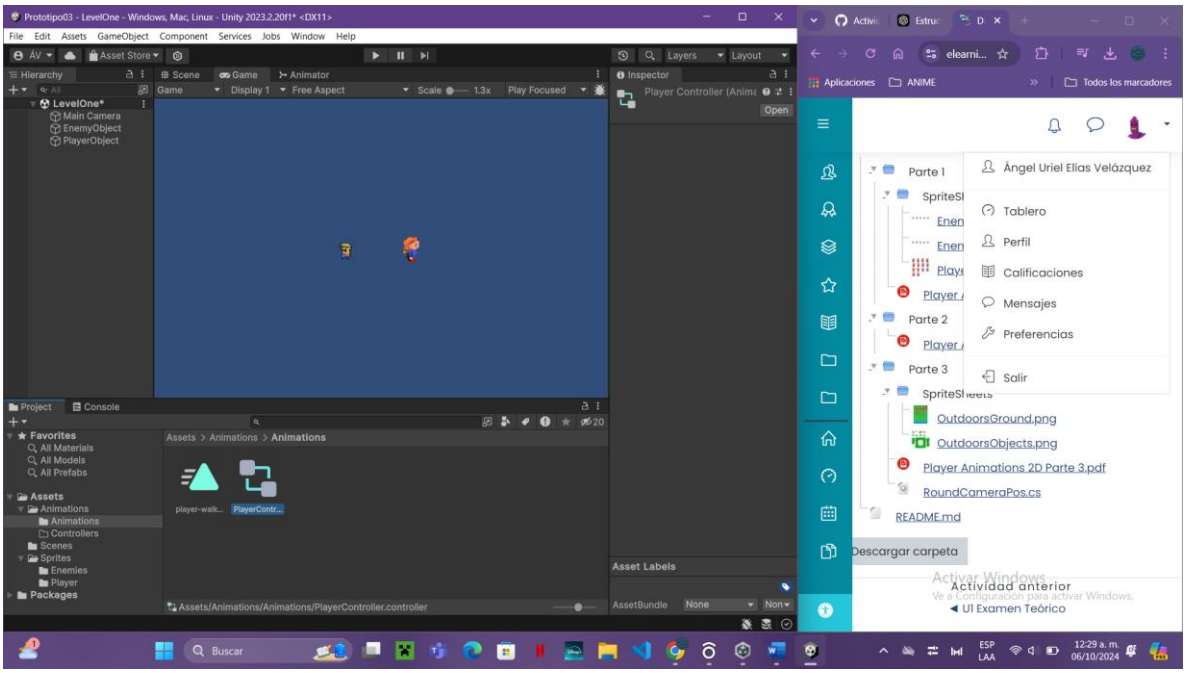
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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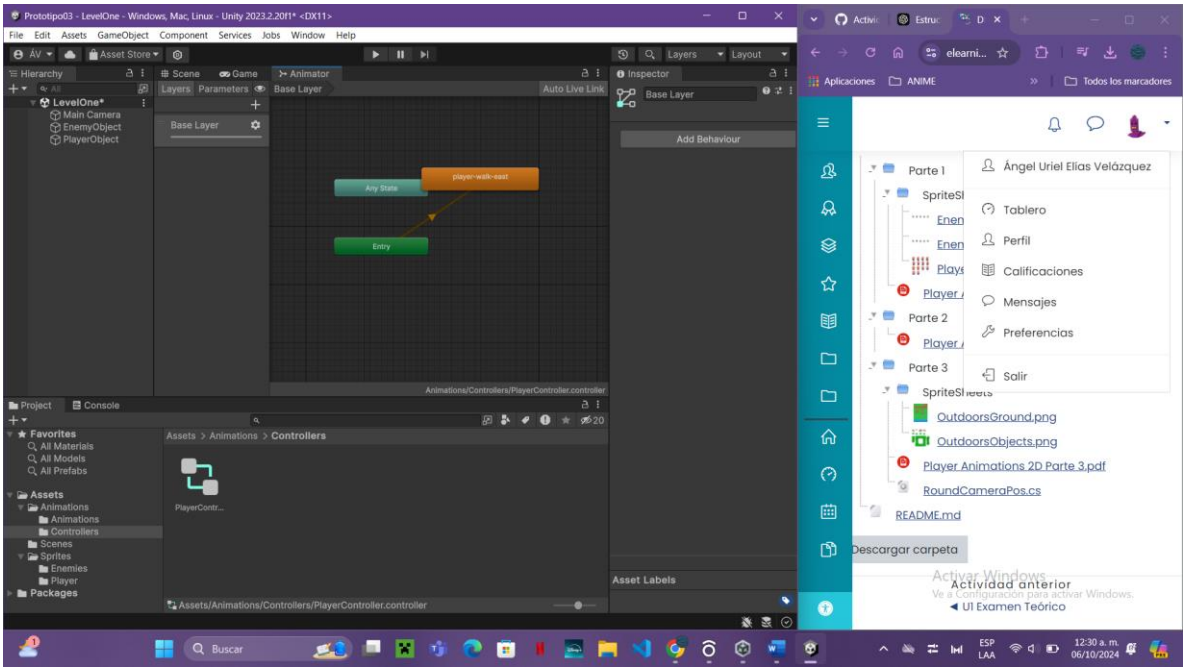
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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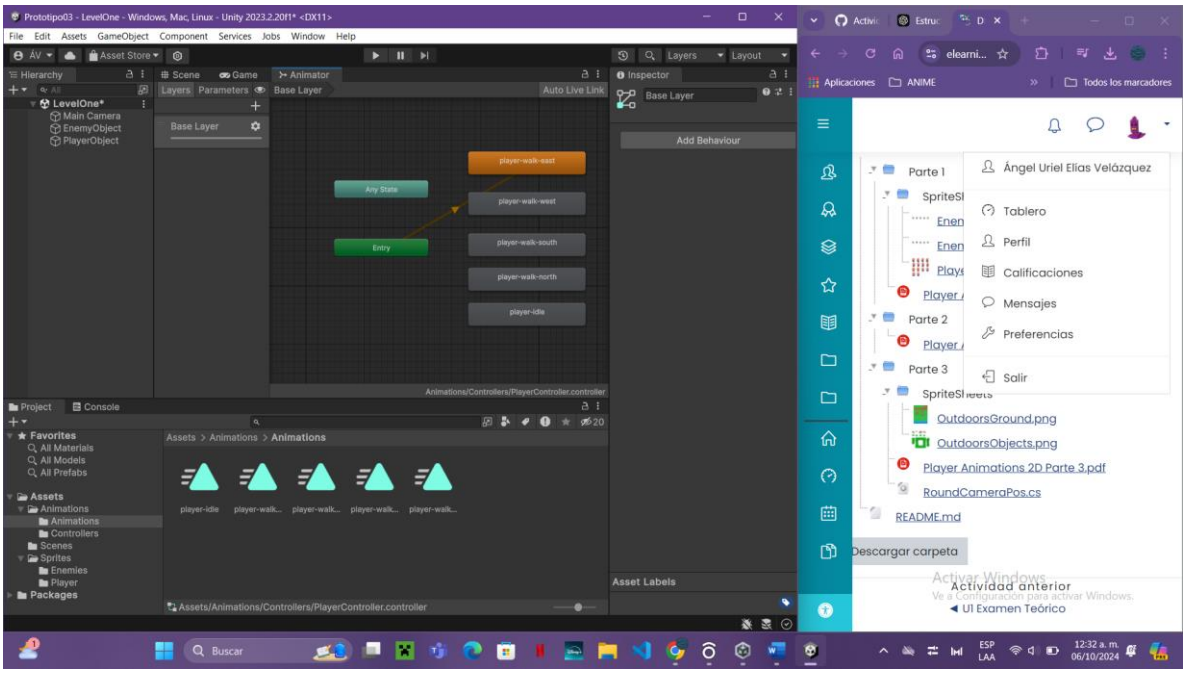
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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OutdoorsObjects.png
Player Animations 2D Parte 3.pdf
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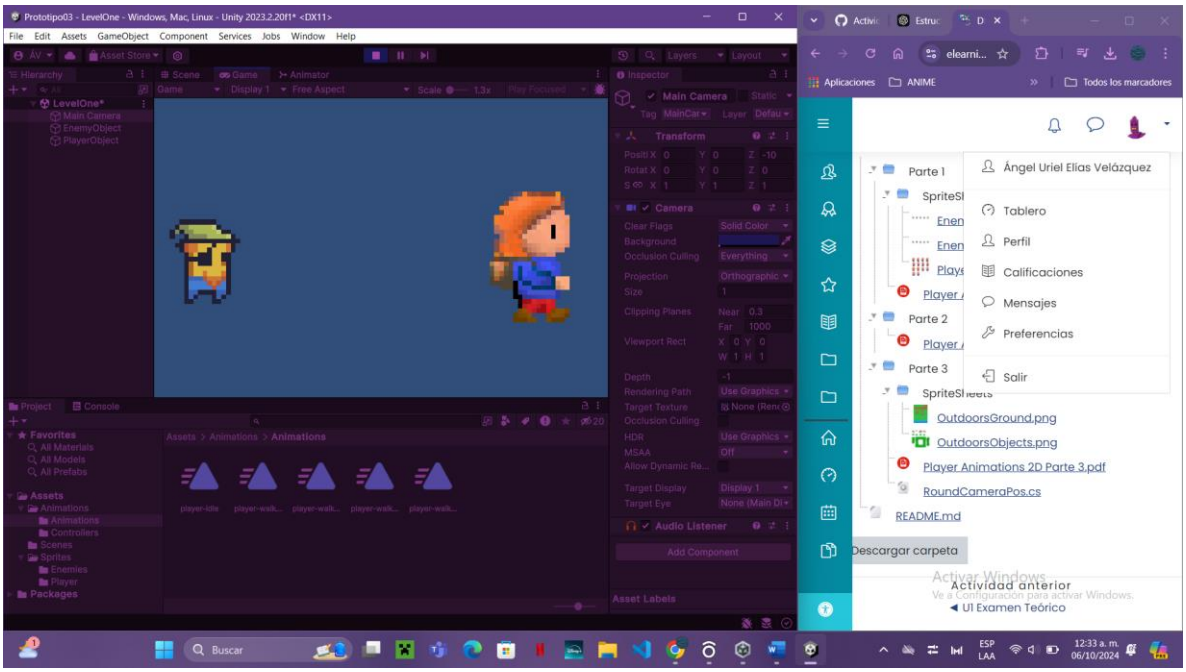
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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LevelOne*
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EnemyObject
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Audio Listener
Add Component
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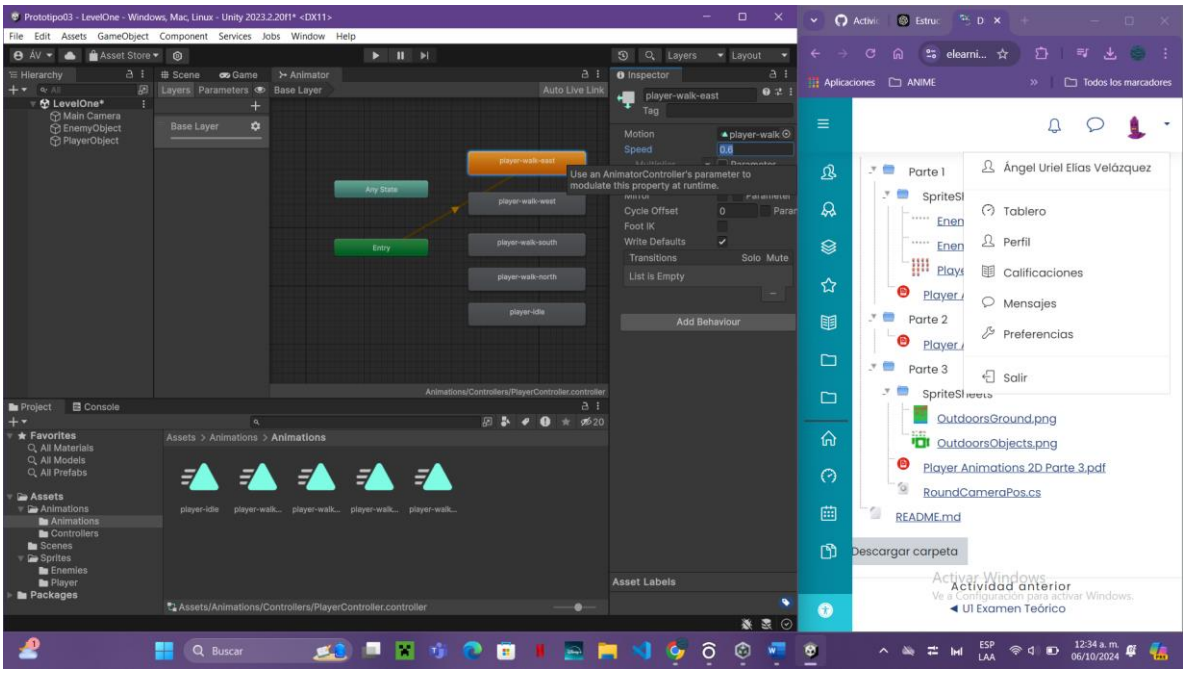
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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Layers Parameters Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-idle
Use an AnimatorController's parameter to modulate this property at runtime.
Inspector
player-walk-east
Tag
Motion player-walk
Speed 0.6
Cycle Offset 0
Foot IK
Write Defaults
Transitions Solo Mute
List is Empty
Add Behaviour
Animations/Controllers/PlayerController.controller
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player-walk...
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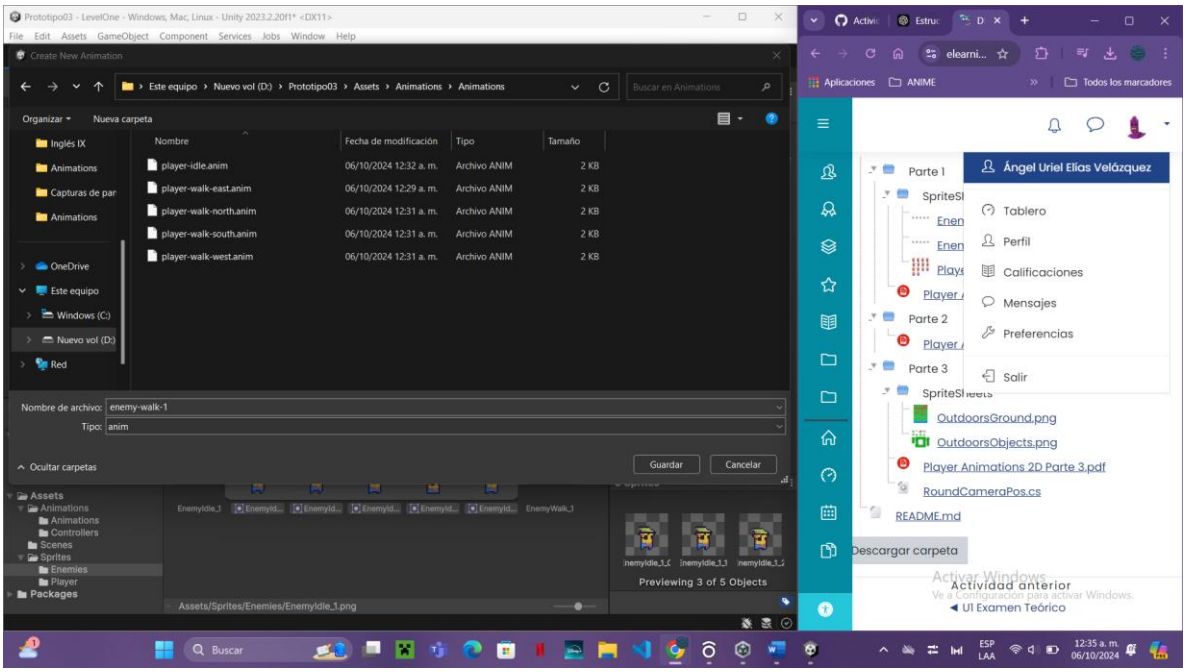
ESP
LAA
12:34 a. m.
06/10/2024


Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
Este equipo > Nuevo vol (D:) > Prototipo03 > Assets > Animations > Animations
Organizar
Nueva carpeta
Buscar en Animations
Inglés IX
Animations
Capturas de par
OneDrive
Este equipo
Windows (C:)
Nuevo vol (D:)
Red
Nombre
Fecha de modificación
Tipo
Tamaño
player-idle.anim 06/10/2024 12:32 a. m. Archivo ANIM 2 KB
player-walk-east.anim 06/10/2024 12:29 a. m. Archivo ANIM 2 KB
player-walk-north.anim 06/10/2024 12:31 a. m. Archivo ANIM 2 KB
player-walk-south.anim 06/10/2024 12:31 a. m. Archivo ANIM 2 KB
player-walk-west.anim 06/10/2024 12:31 a. m. Archivo ANIM 2 KB
Nombre de archivo: enemy-walk-1
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Previewing 3 of 5 Objects
Assets/Sprites/Enemies/EnemyIdle_1.png
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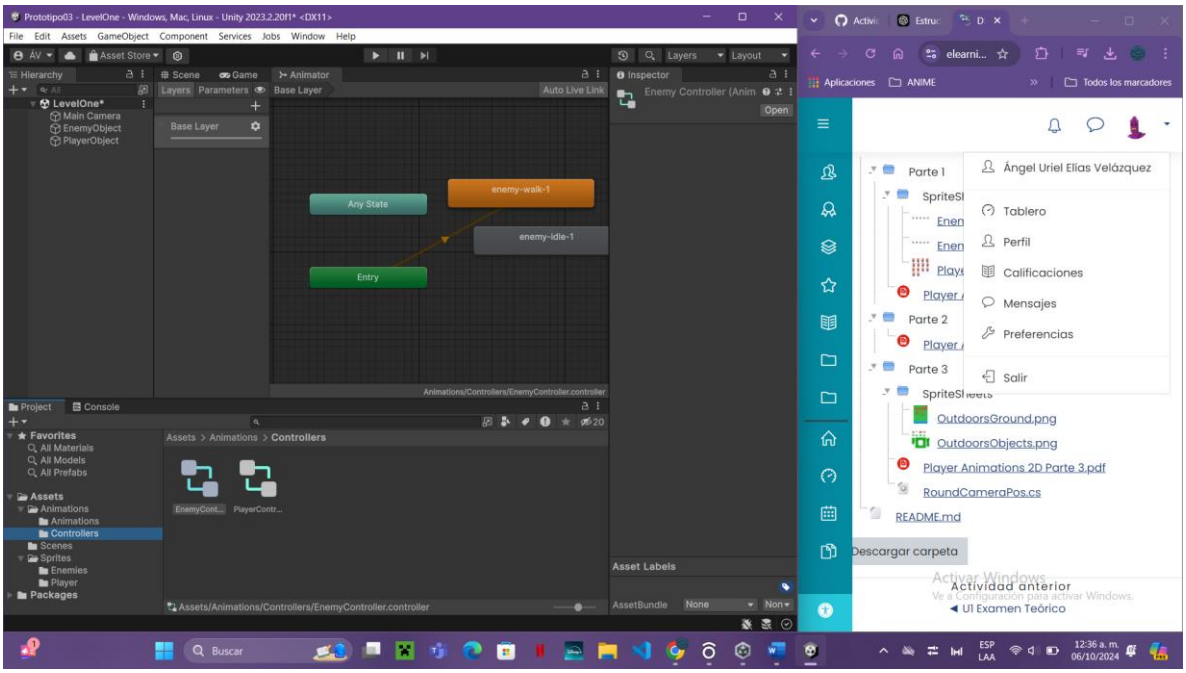
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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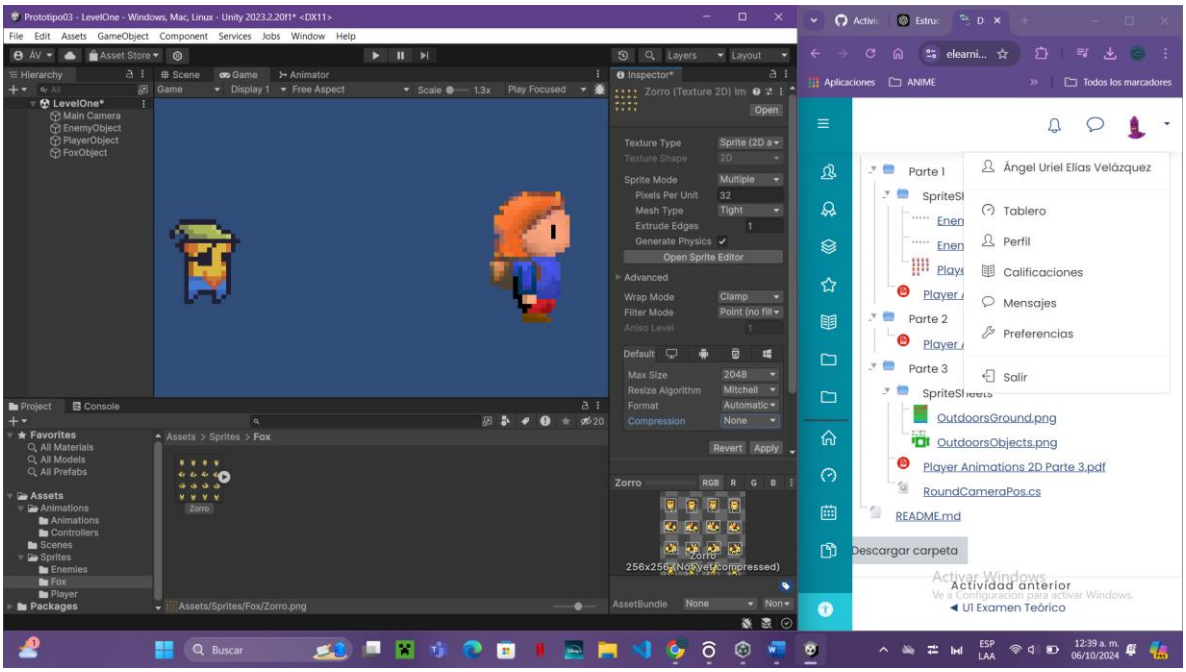
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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Zorro (Texture 2D) Im
Texture Type
Sprite Mode
Multiple
Pixels Per Unit
Mesh Type
Tight
Extrude Edges
Generate Physics
Open Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filt
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
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Apply
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Zorro
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256x256 (None compressed)
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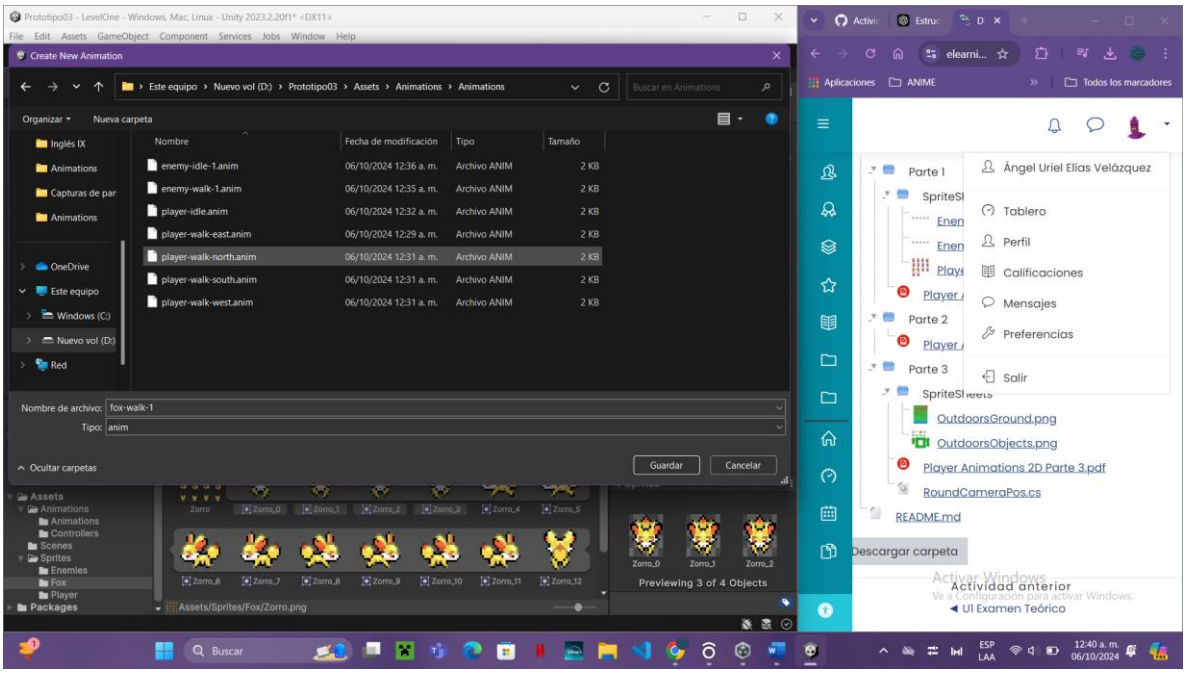
Prototipo03 - LevelOne - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
Create New Animation
Este equipo › Nuevo vol (D:) › Prototipo03 › Assets › Animations › Animations
Nombre
Fecha de modificación
Tipo
Tamaño
enemy-idle-1.anim
enemy-walk-1.anim
player-idle.anim
player-walk-east.anim
player-walk-north.anim
player-walk-south.anim
player-walk-west.anim
Nombre de archivo: fox-walk-1
Tipo: anim
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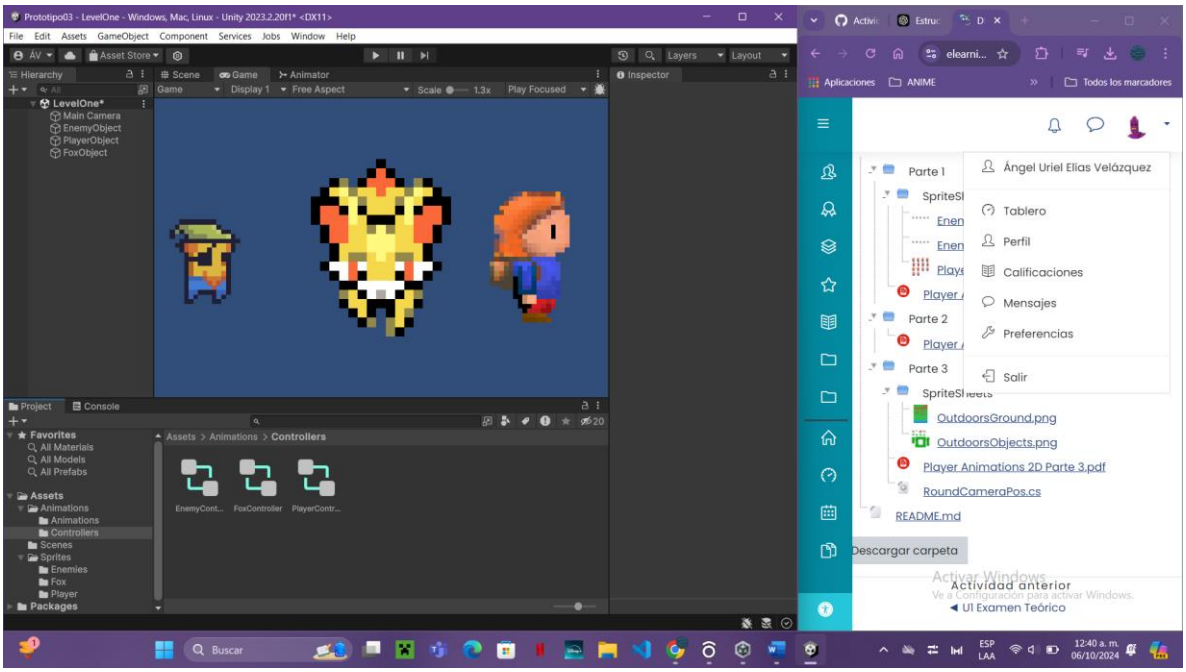
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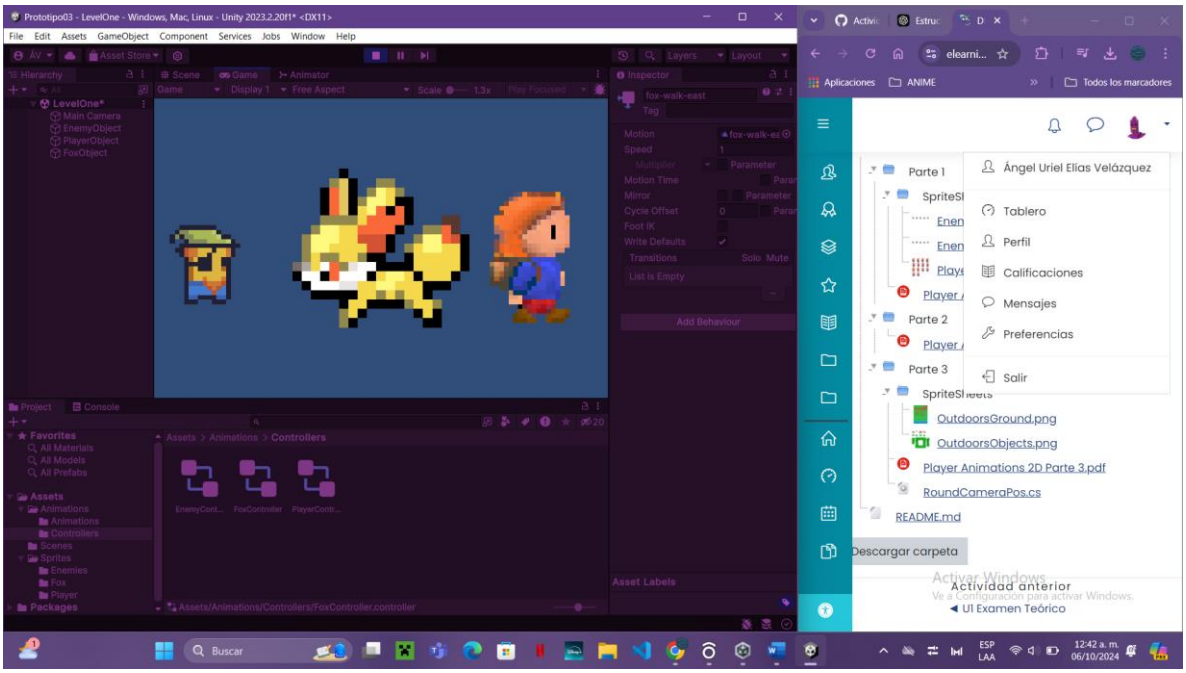
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