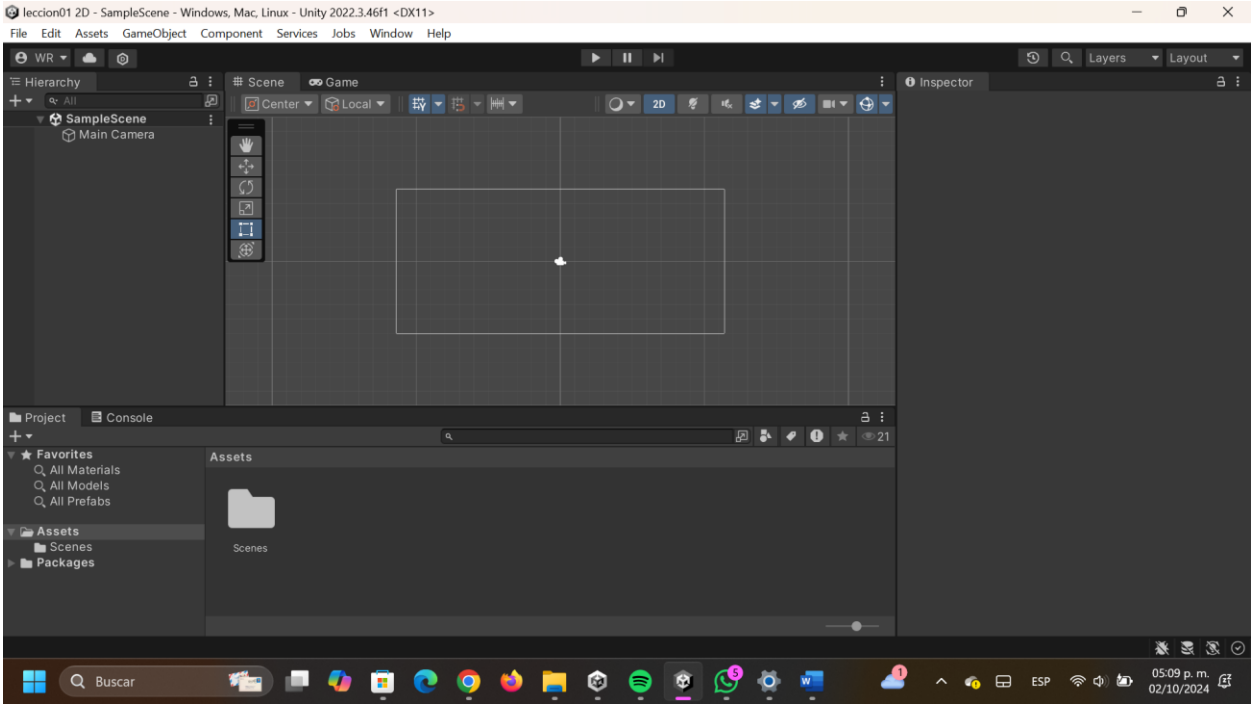
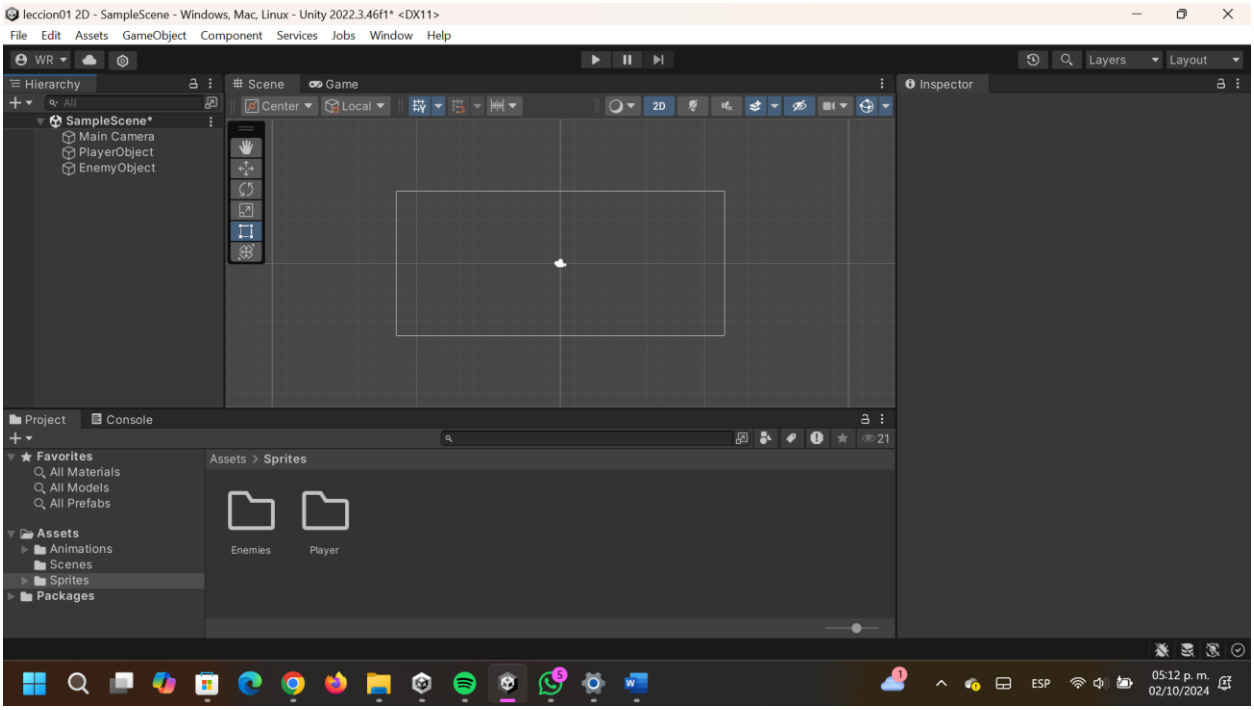
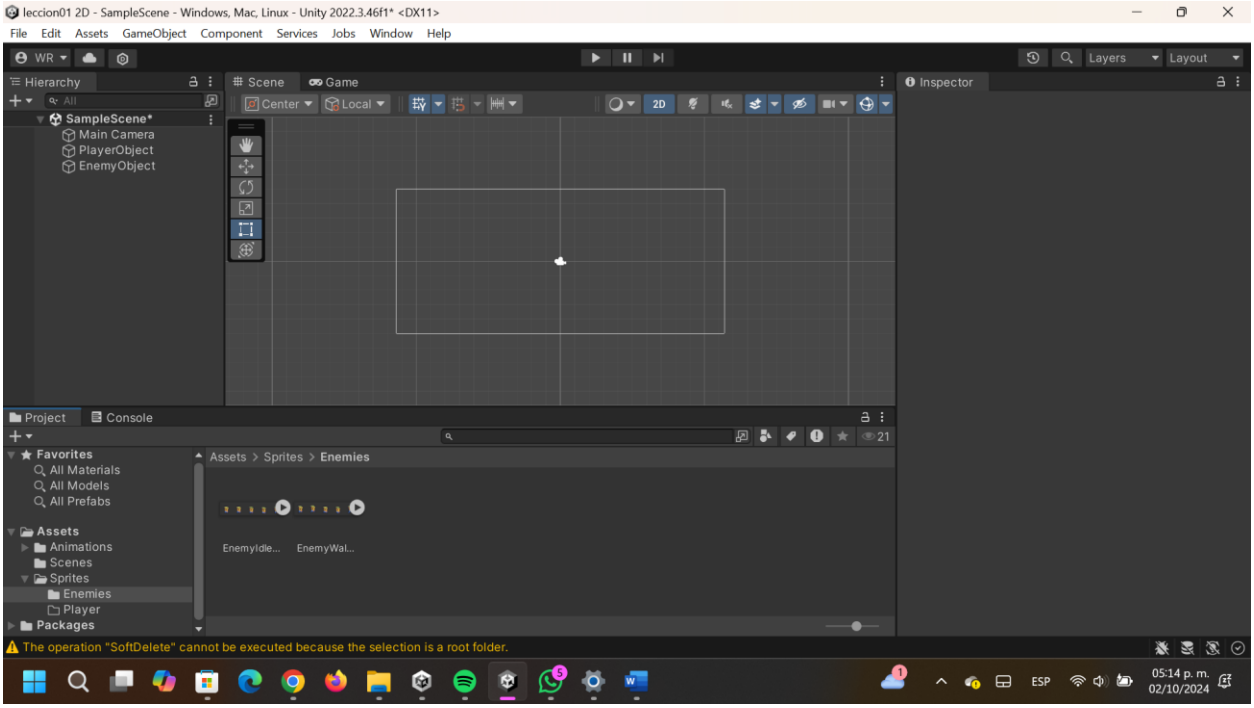
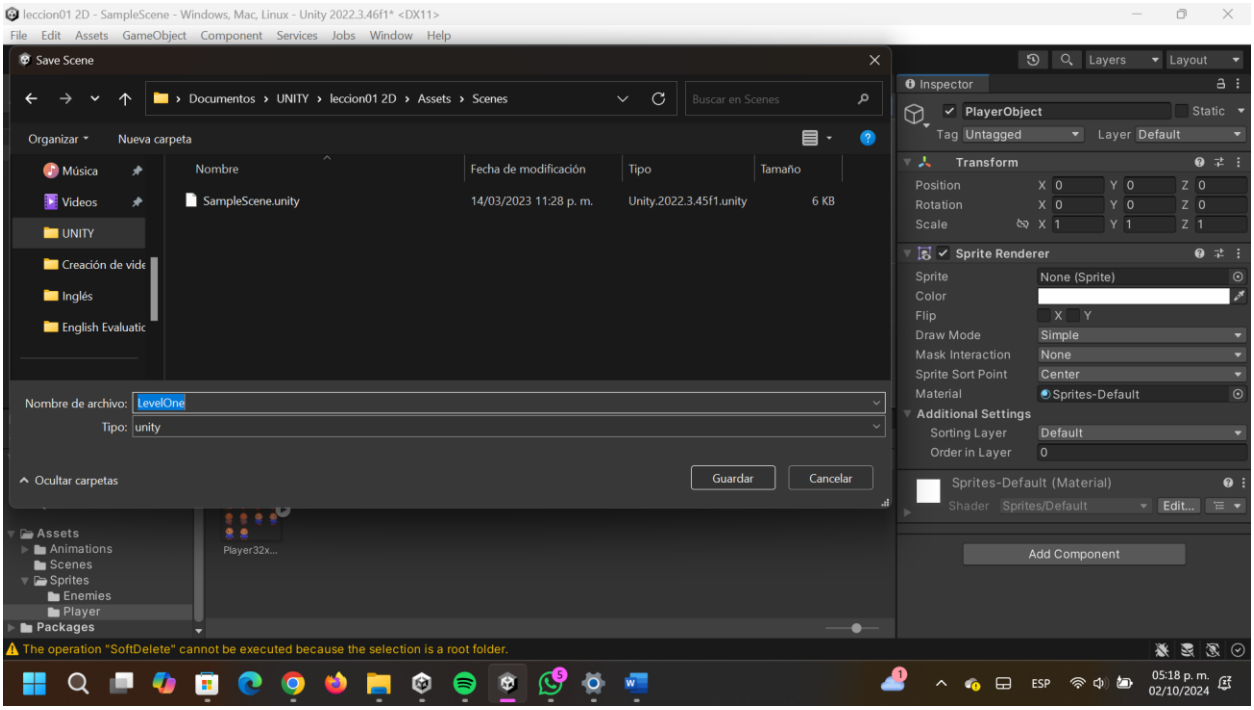
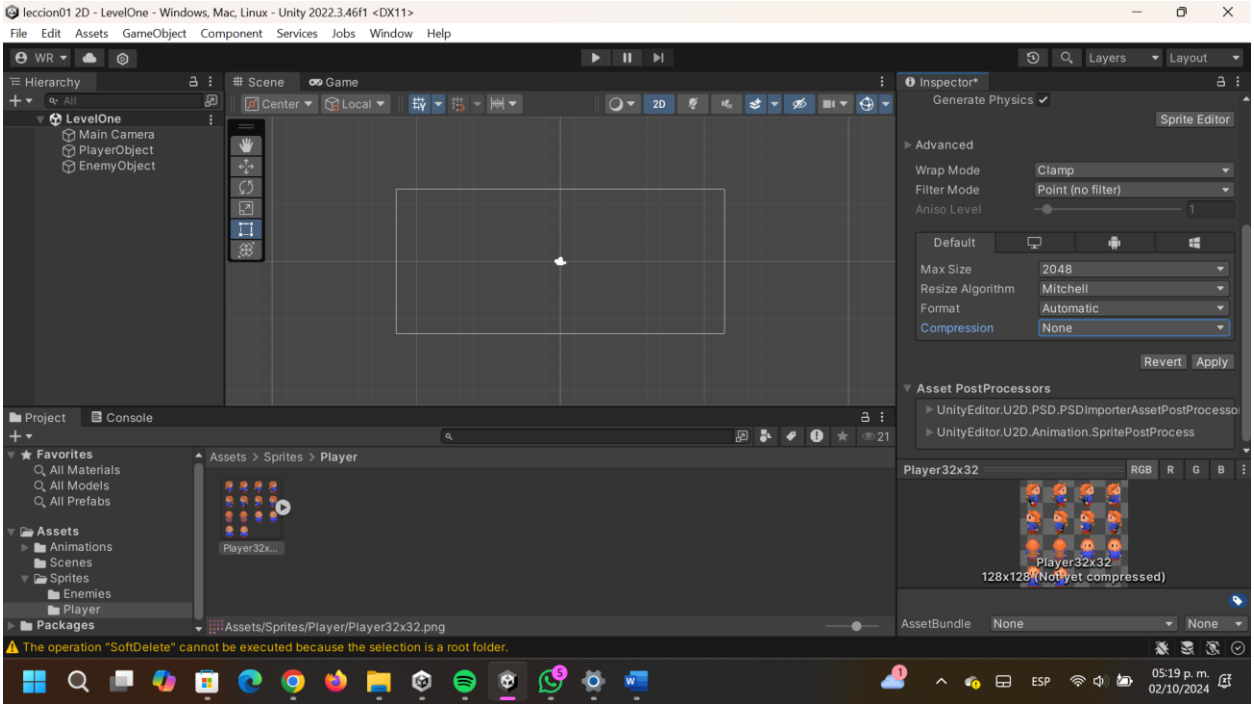
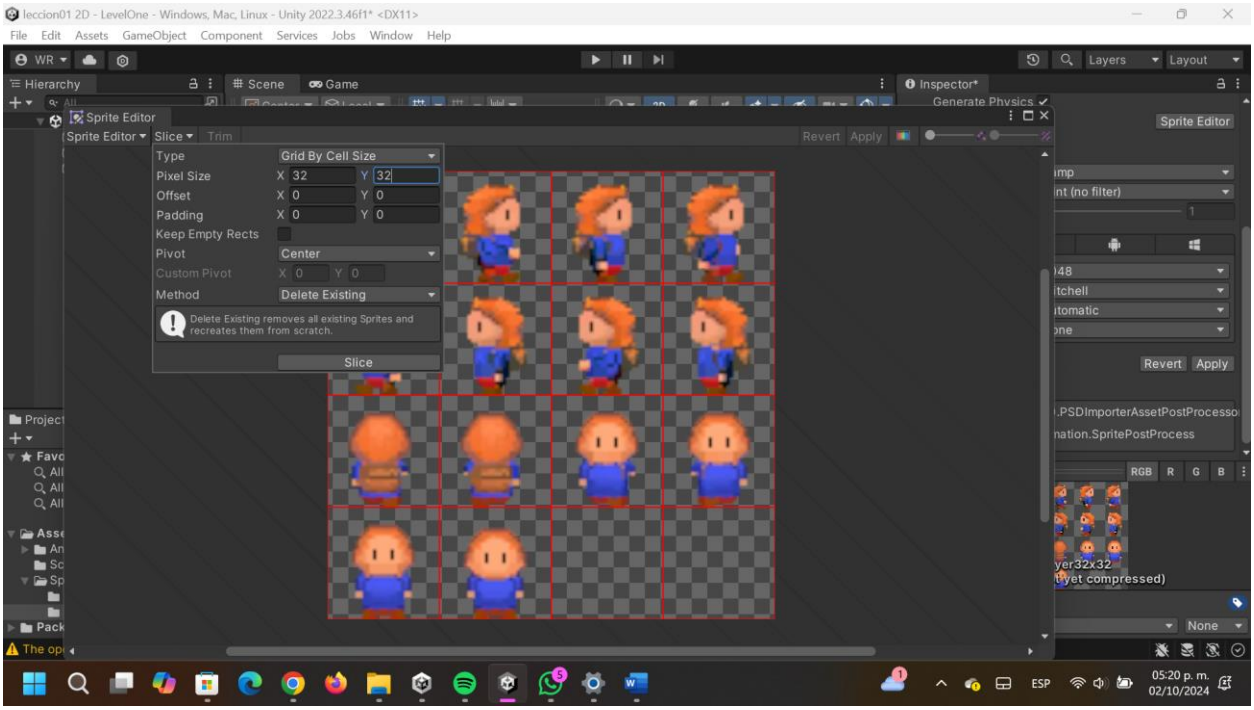

leccion01 2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Scenes
Buscar
ESP
05:09 p. m.
02/10/2024

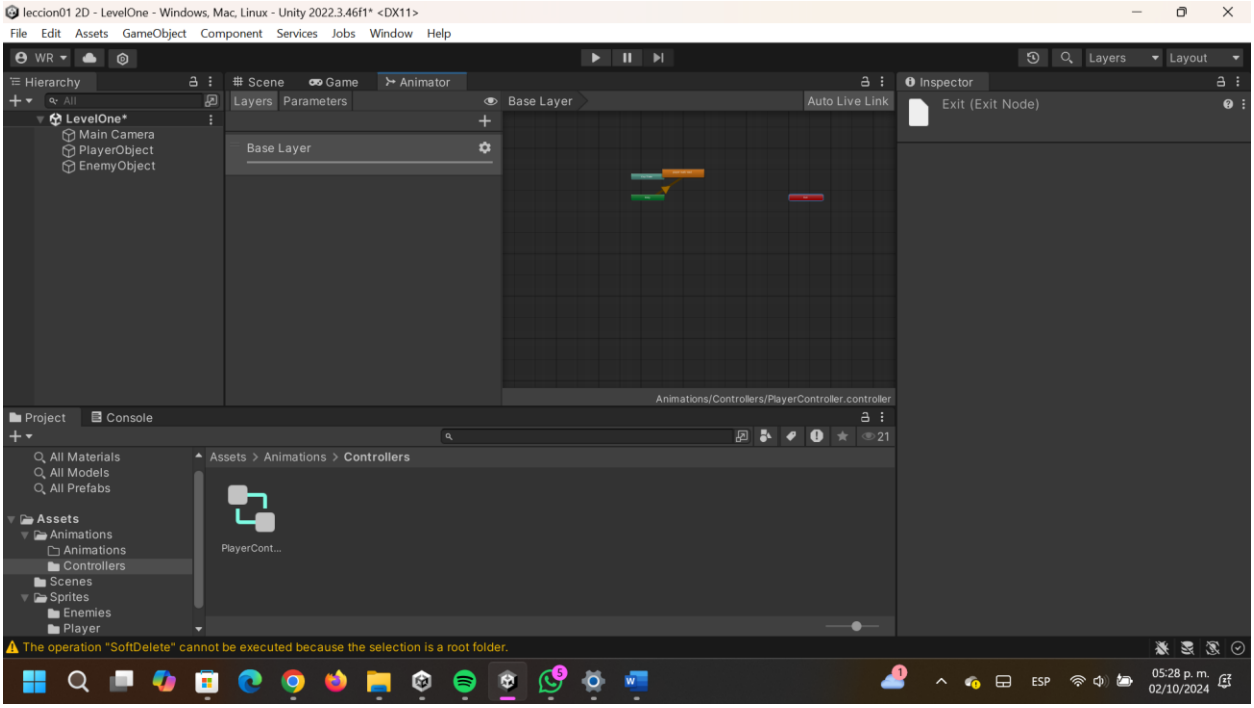

leccion01 2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
Assets > Sprites
Enemies
Player
ESP
05:12 p. m.
02/10/2024

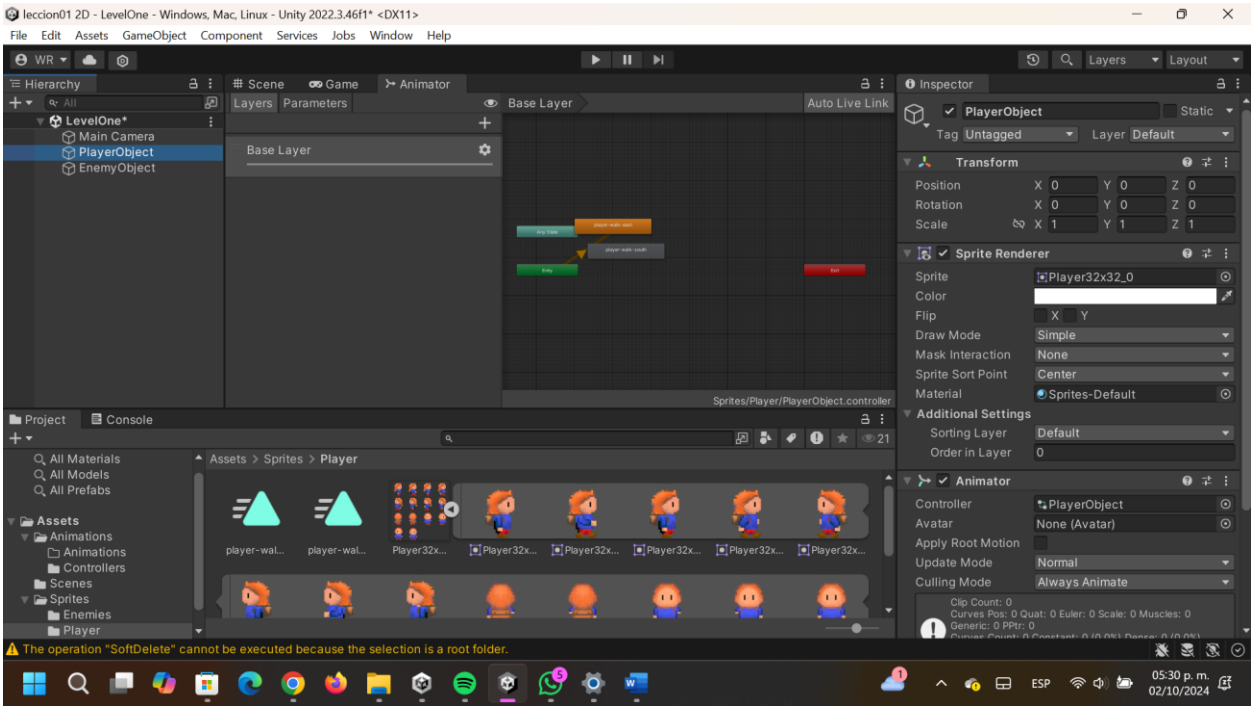

leccion01 2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
The operation "SoftDelete" cannot be executed because the selection is a root folder.
05:14 p. m.
02/10/2024

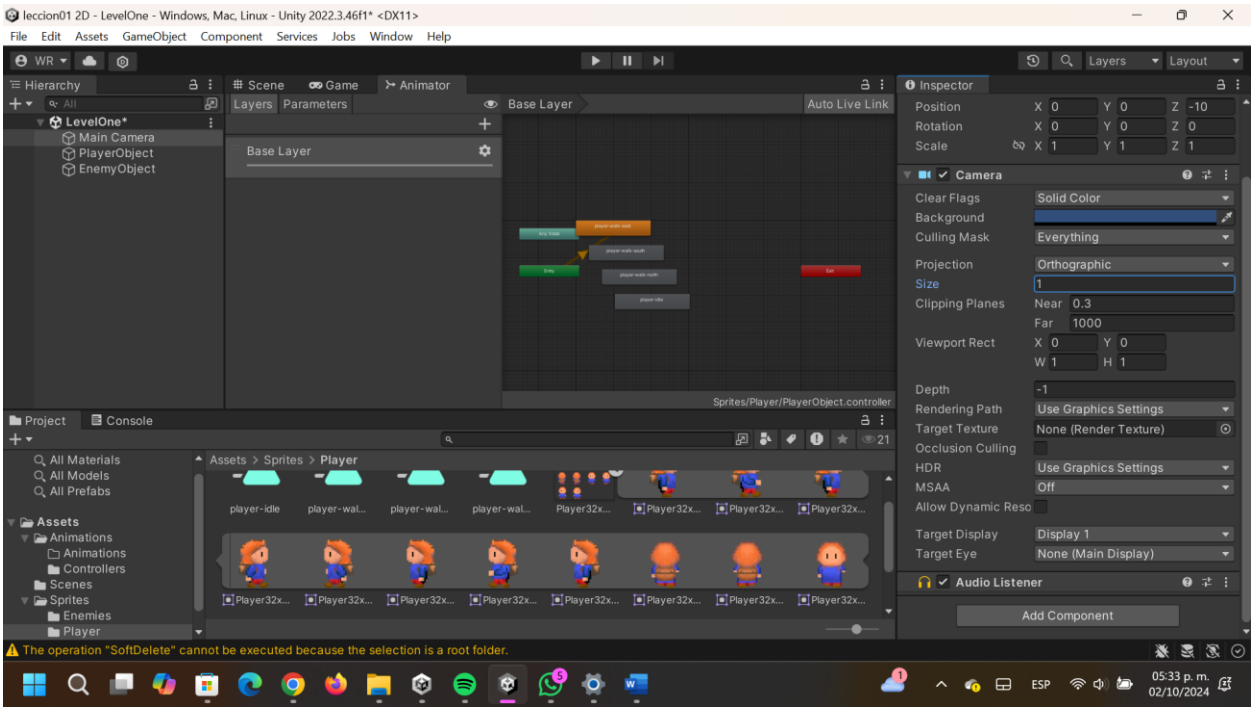

leccion01 2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Save Scene
Documentos > UNITY > leccion01 2D > Assets > Scenes
Organizar
Nueva carpeta
Música
Videos
UNITY
Creación de vide
Inglés
English Evaluatic
Nombre
Fecha de modificación
Tipo
Tamaño
SampleScene.unity
14/03/2023 11:28 p. m.
Unity.2022.3.45f1.unity
6 KB
Nombre de archivo: LevelOne
Tipo: unity
Ocultar carpetas
Guardar
Cancelar
Inspector
PlayerObject
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
Sprite Renderer
Sprite None (Sprite)
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 0
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Player32x...
The operation "SoftDelete" cannot be executed because the selection is a root folder.
05:18 p. m.
02/10/2024

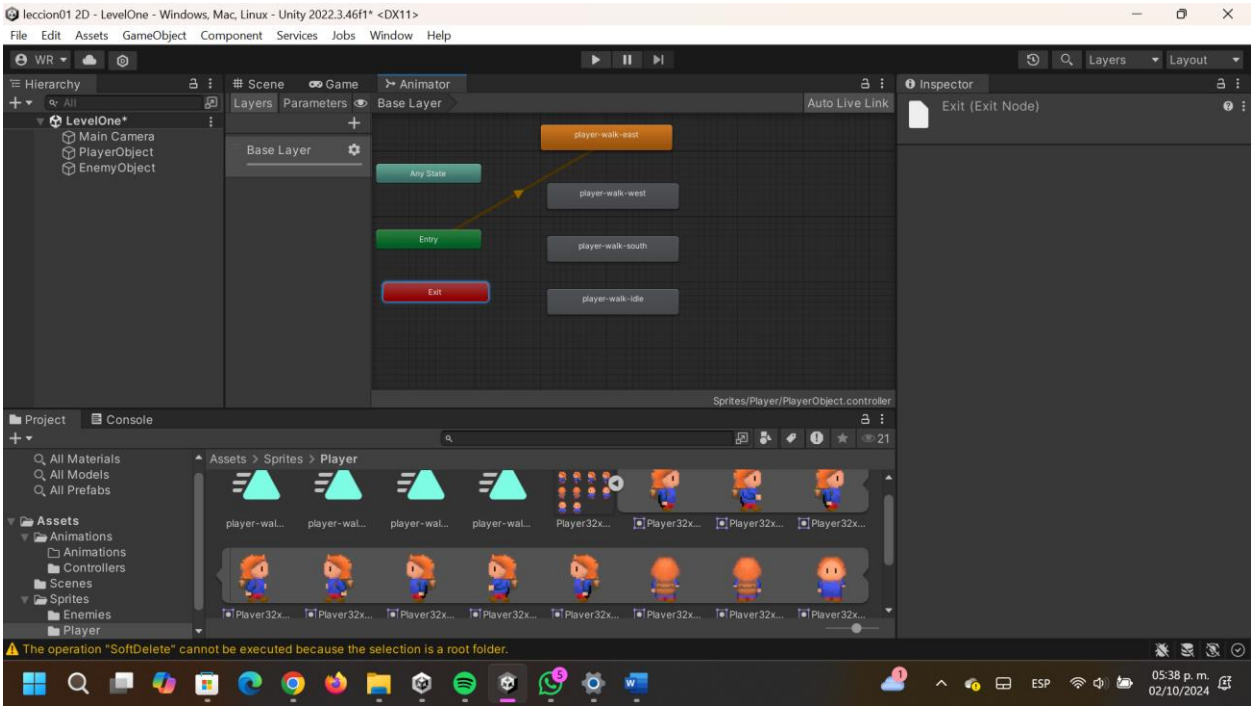

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector*
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcesso
UnityEditor.U2D.Animation.SpritePostProcess
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x...
Assets/Sprites/Player/Player32x32.png
Player32x32
128x128 (Not yet compressed)
AssetBundle None None
The operation "SoftDelete" cannot be executed because the selection is a root folder.
ESP
05:19 p. m.
02/10/2024

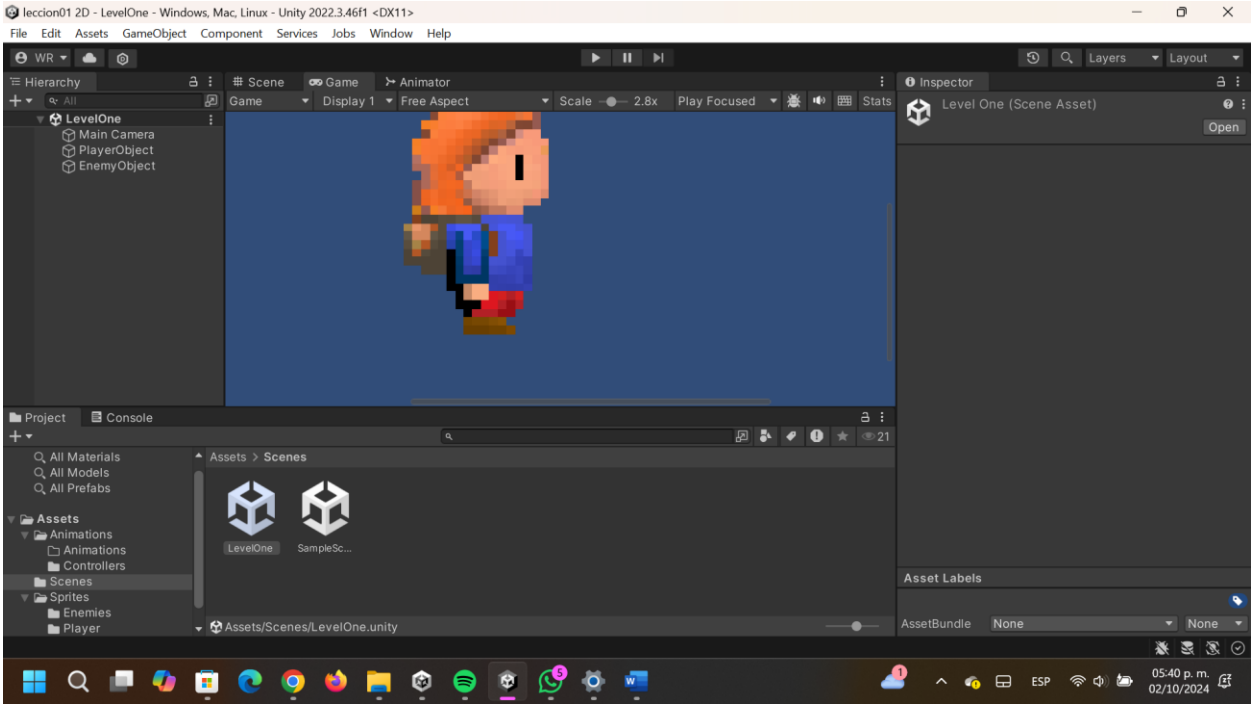

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Inspector*
Sprite Editor
Slice
Trim
Revert Apply
Type Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot Center
Custom Pivot X 0 Y 0
Method Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
ESP
05:20 p. m.
02/10/2024

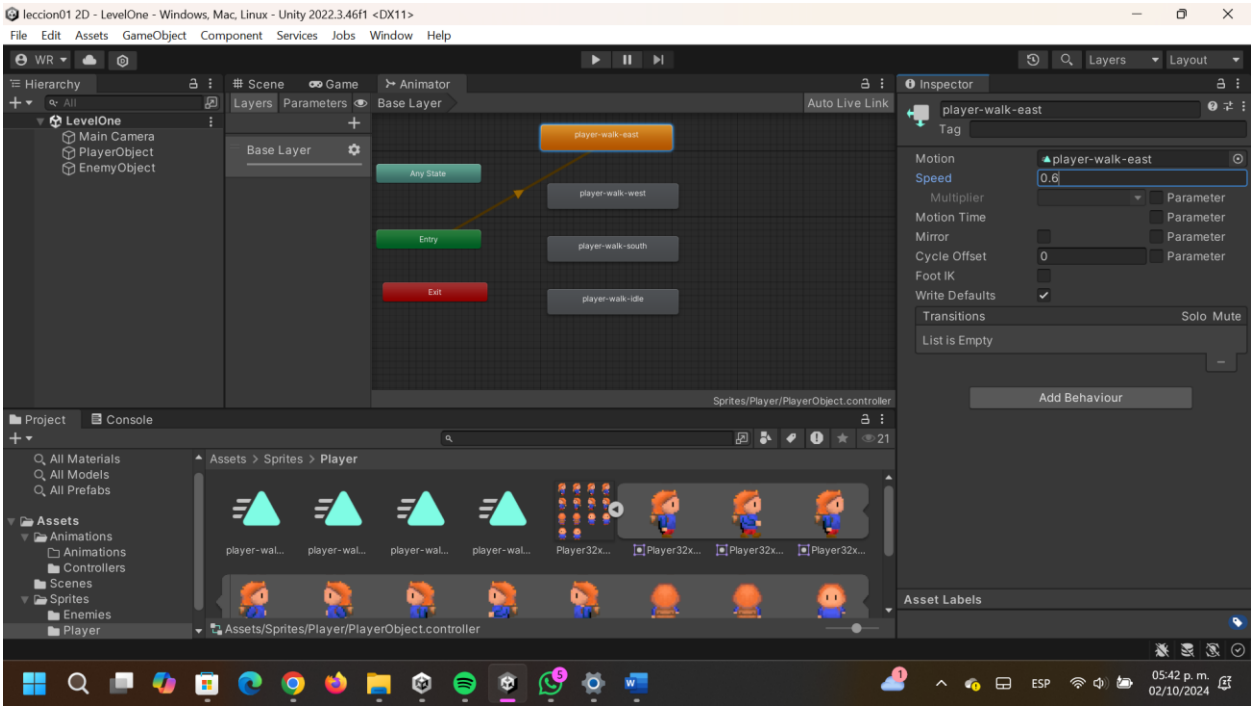

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Inspector
Exit (Exit Node)
Animations/Controllers/PlayerController.controller
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets > Animations > Controllers
PlayerCont...
The operation "SoftDelete" cannot be executed because the selection is a root folder.
ESP
05:28 p. m.
02/10/2024

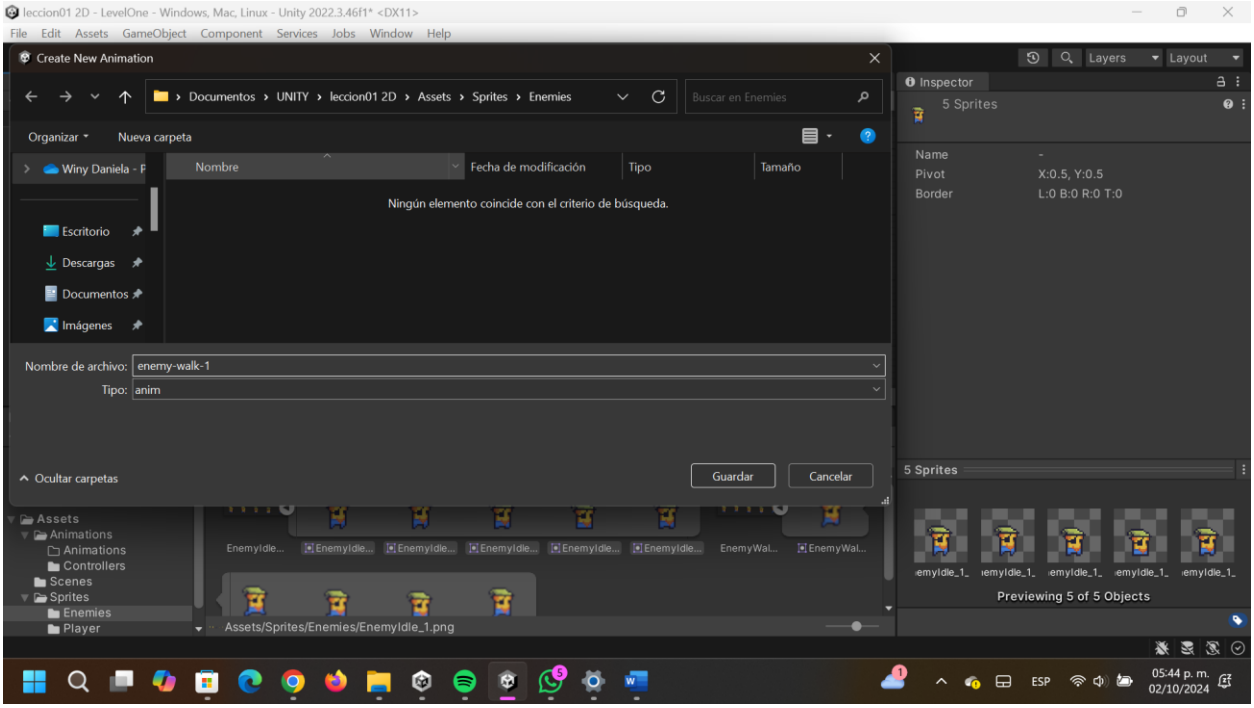

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Sprites/Player/PlayerObject.controller
Inspector
PlayerObject
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
Sprite Renderer
Sprite Player32x32_0
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 0
Animator
Controller PlayerObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 0
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0
Generic: 0 PPtr: 0
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets > Sprites > Player
player-wal...
Player32x...
The operation "SoftDelete" cannot be executed because the selection is a root folder.
ESP
05:30 p. m.
02/10/2024

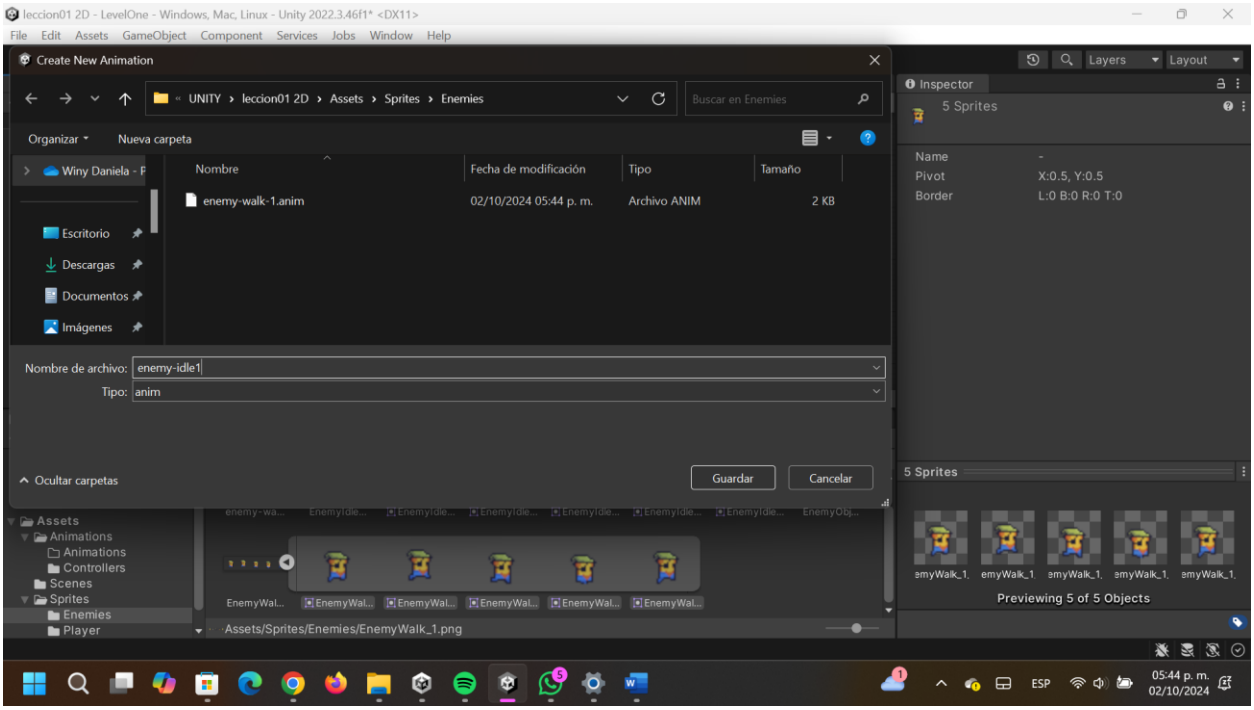

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Sprites/Player/PlayerObject.controller
Inspector
Position X 0 Y 0 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 1
Clipping Planes Near 0.3 Far 1000
Viewport Rect X 0 Y 0 W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Off
Allow Dynamic Reso
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Add Component
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets > Sprites > Player
The operation "SoftDelete" cannot be executed because the selection is a root folder.
ESP
05:33 p. m.
02/10/2024

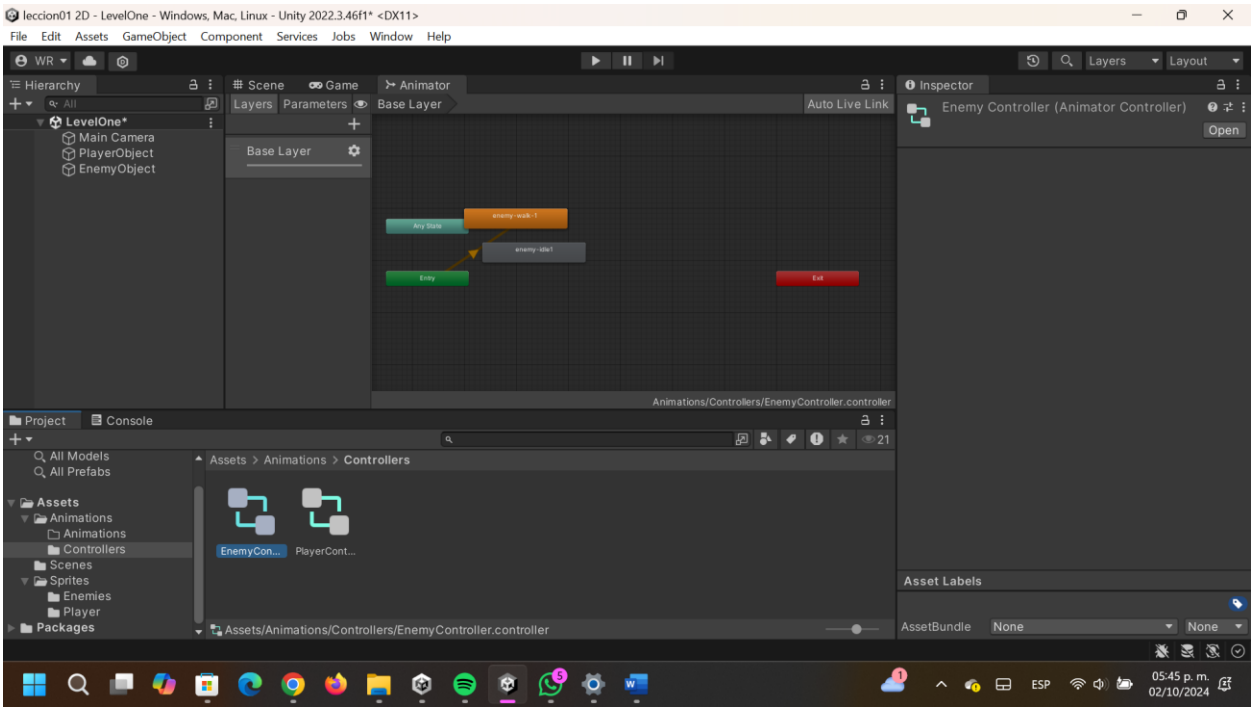

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
player-walk-east
Any State
player-walk-west
Entry
player-walk-south
Exit
player-walk-idle
Sprites/Player/PlayerObject.controller
Inspector
Exit (Exit Node)
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets > Sprites > Player
The operation "SoftDelete" cannot be executed because the selection is a root folder.
ESP
05:38 p. m.
02/10/2024

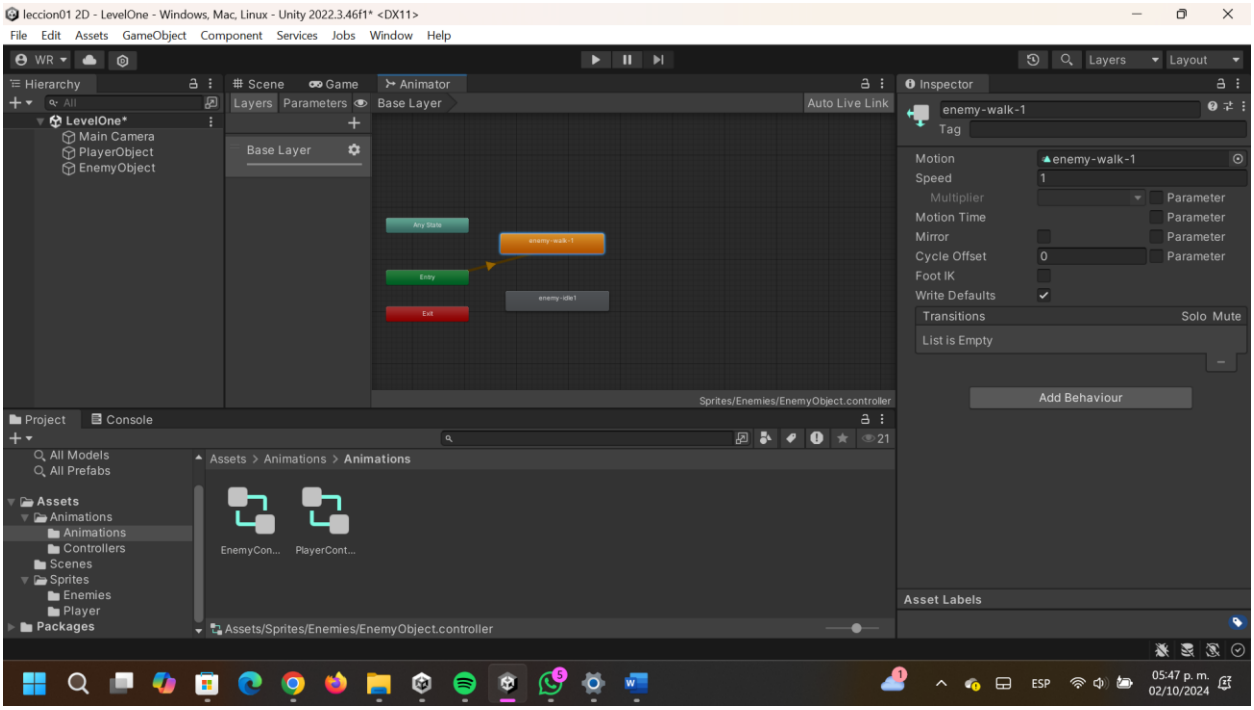

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Display 1
Free Aspect
Scale 2.8x
Play Focused
Stats
Inspector
Level One (Scene Asset)
Open
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets > Scenes
LevelOne
SampleSc...
Assets/Scenes/LevelOne.unity
Asset Labels
AssetBundle
None
ESP
05:40 p. m.
02/10/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-idle
Sprites/Player/PlayerObject.controller
Inspector
player-walk-east
Tag
Motion
player-walk-east
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Project
Console
Assets > Sprites > Player
Assets/Sprites/Player/PlayerObject.controller
Asset Labels
ESP
05:42 p. m.
02/10/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
Documentos › UNITY › leccion01 2D › Assets › Sprites › Enemies
Buscar en Enemies
Organizar
Nueva carpeta
Winy Daniela - P
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Escritorio
Descargas
Documentos
Imágenes
Nombre de archivo: enemy-walk-1
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets/Sprites/Enemies/EnemyIdle_1.png
Inspector
5 Sprites
Name -
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Layers
Layout
Previewing 5 of 5 Objects
ESP
05:44 p. m.
02/10/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
UNITY › leccion01 2D › Assets › Sprites › Enemies
Buscar en Enemies
Organizar
Nueva carpeta
Winy Daniela - P
Nombre
Fecha de modificación
Tipo
Tamaño
enemy-walk-1.anim
02/10/2024 05:44 p. m.
Archivo ANIM
2 KB
Escritorio
Descargas
Documentos
Imágenes
Nombre de archivo: enemy-idle1
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Assets/Sprites/Enemies/EnemyWalk_1.png
Inspector
5 Sprites
Name -
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Layers
Layout
Previewing 5 of 5 Objects
ESP
05:44 p. m.
02/10/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Any State
enemy-walk-1
enemy-idle1
Entry
Exit
Animations/Controllers/EnemyController.controller
Inspector
Enemy Controller (Animator Controller)
Open
Project
Console
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
EnemyCon...
PlayerCont...
Assets/Animations/Controllers/EnemyController.controller
Asset Labels
AssetBundle
None
05:45 p. m.
02/10/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Any State
enemy-walk-1
Entry
enemy-idle1
Exit
Sprites/Enemies/EnemyObject.controller
Inspector
enemy-walk-1
Tag
Motion
enemy-walk-1
Speed
1
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Project
Console
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
EnemyCon...
PlayerCont...
Assets/Sprites/Enemies/EnemyObject.controller
Asset Labels
05:47 p. m.
02/10/2024