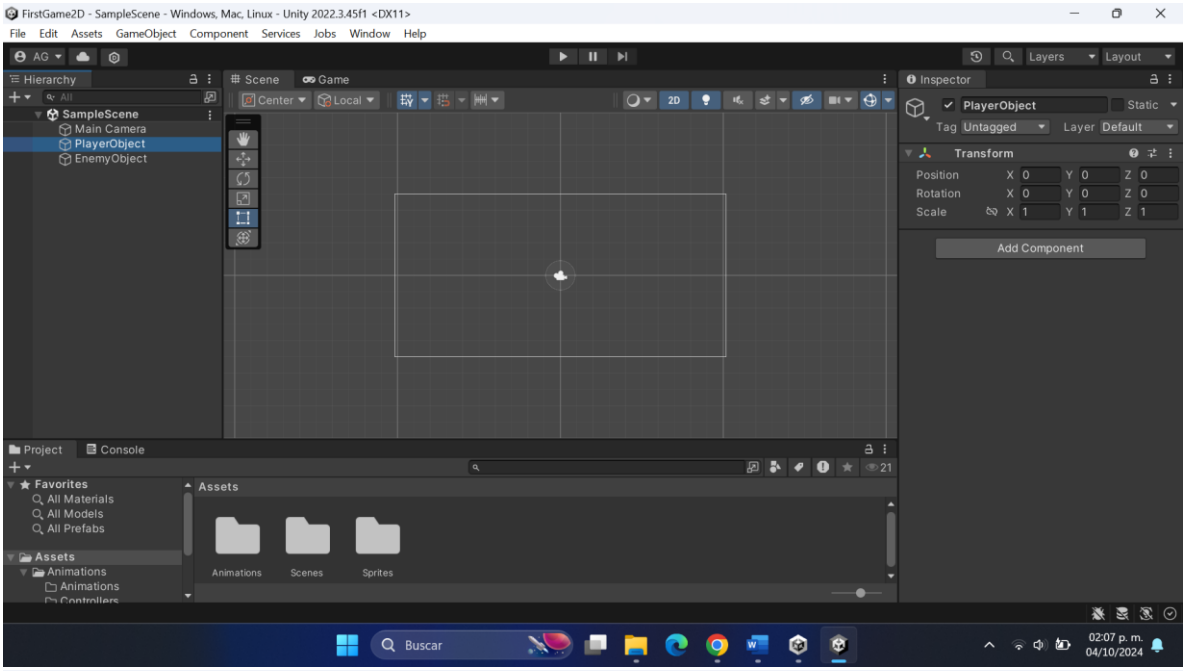
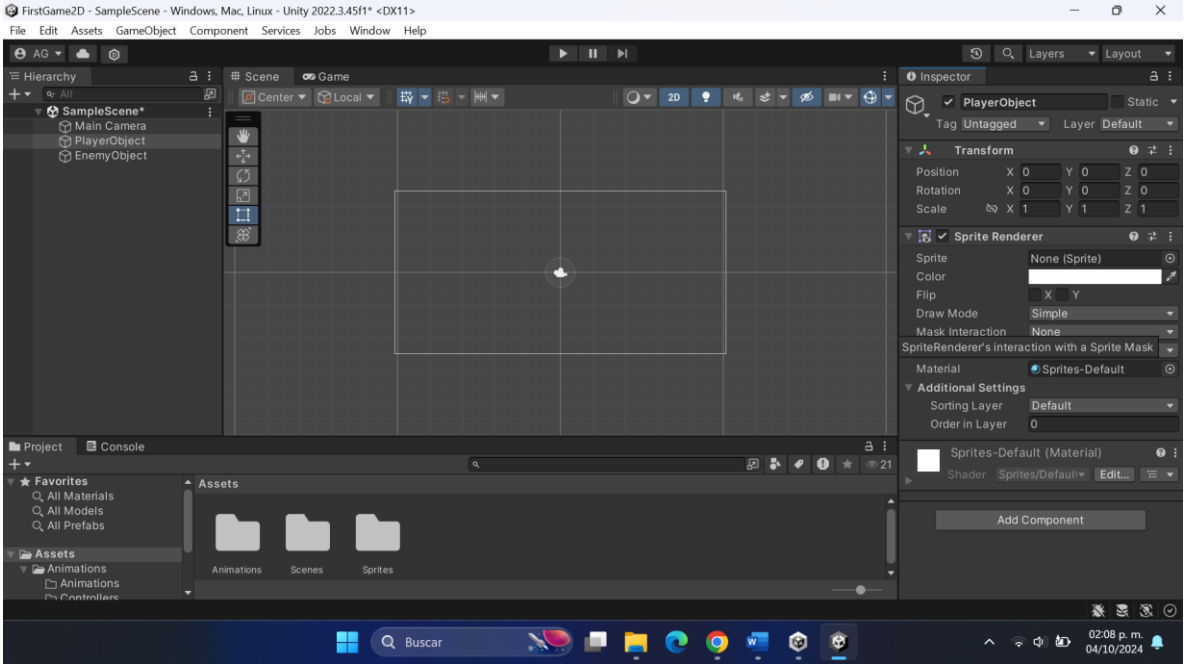
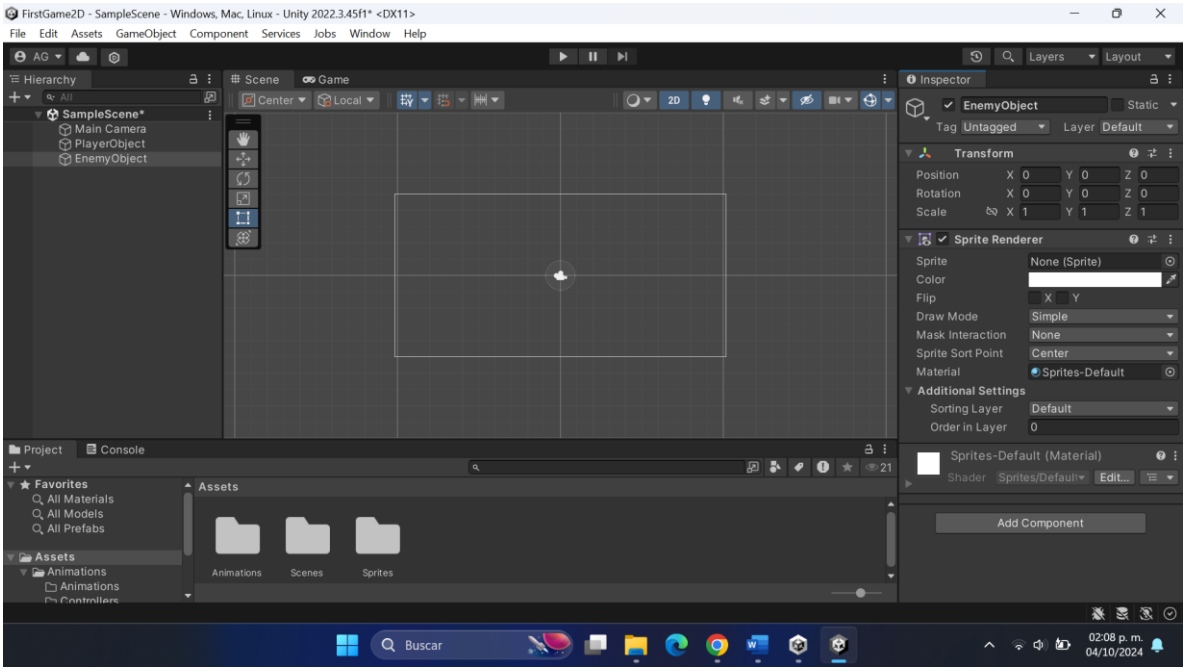

FirstGame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Buscar
02:07 p. m.
04/10/2024


FirstGame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
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
SpriteRenderer's interaction with a Sprite Mask
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Buscar
02:08 p. m.
04/10/2024


FirstGame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
EnemyObject
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
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Favorites
All Materials
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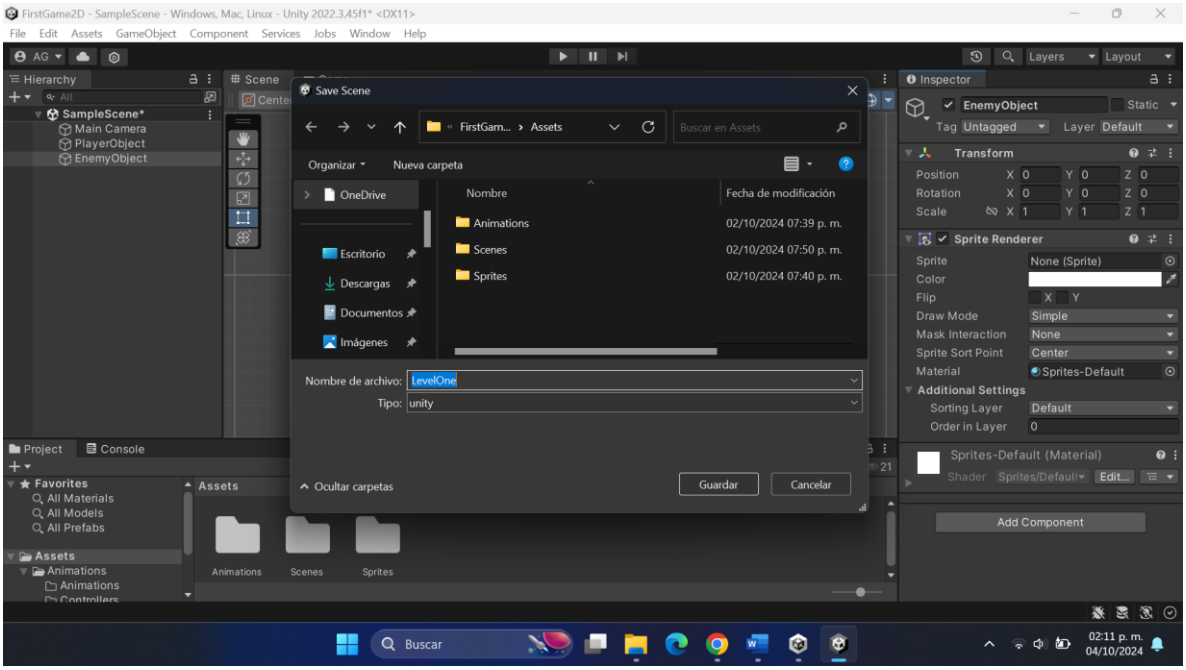
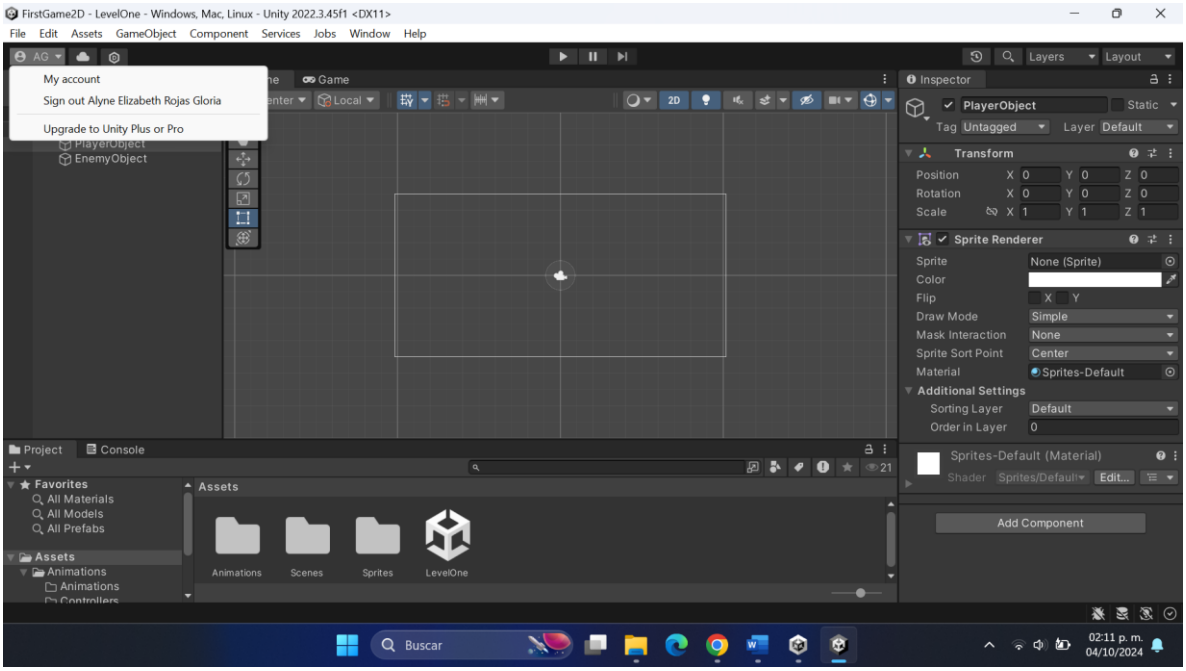
02:08 p. m.
04/10/2024


FirstGame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Save Scene
FirstGam... › Assets
Buscar en Assets
Organizar
Nueva carpeta
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
Animations 02/10/2024 07:39 p. m.
Scenes 02/10/2024 07:50 p. m.
Sprites 02/10/2024 07:40 p. m.
Nombre de archivo: LevelOne
Tipo: unity
Ocultar carpetas
Guardar
Cancelar
Buscar
02:11 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
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
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
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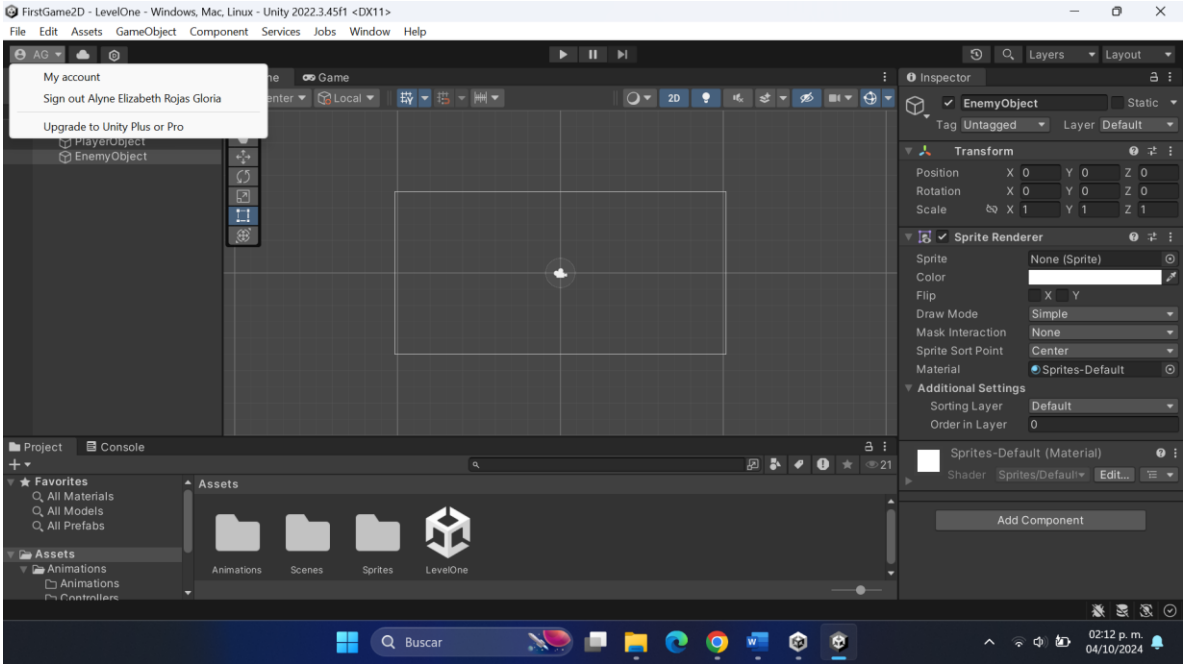
Sprites
LevelOne
Buscar
02:11 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
Inspector
EnemyObject
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
Project
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Favorites
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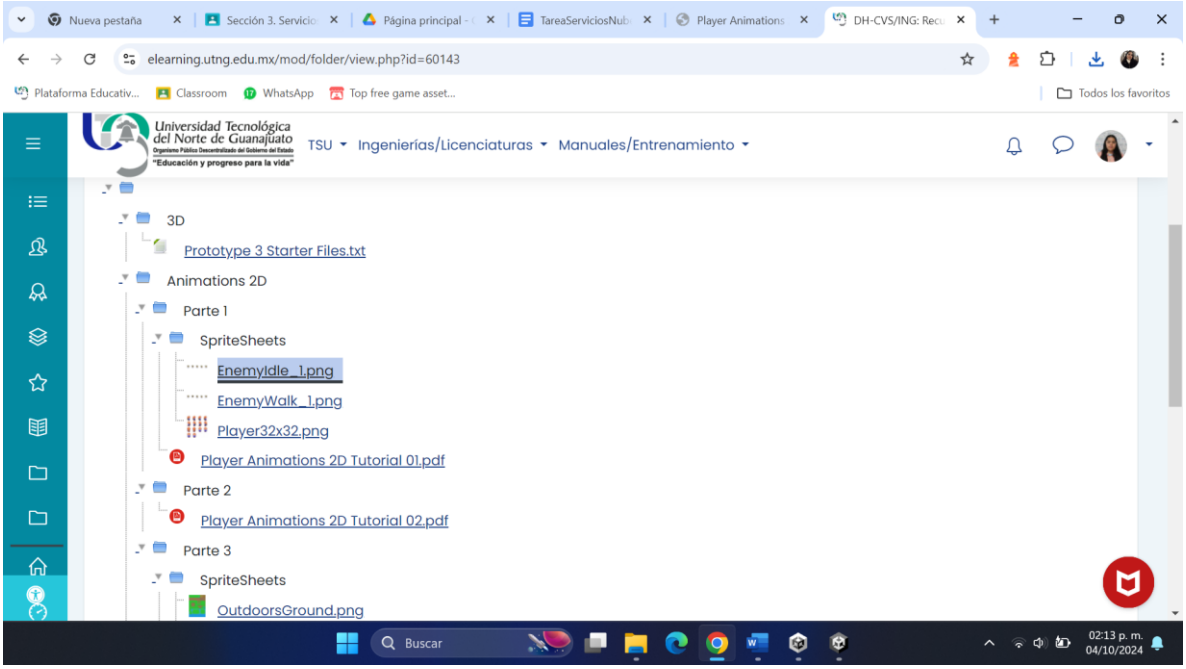
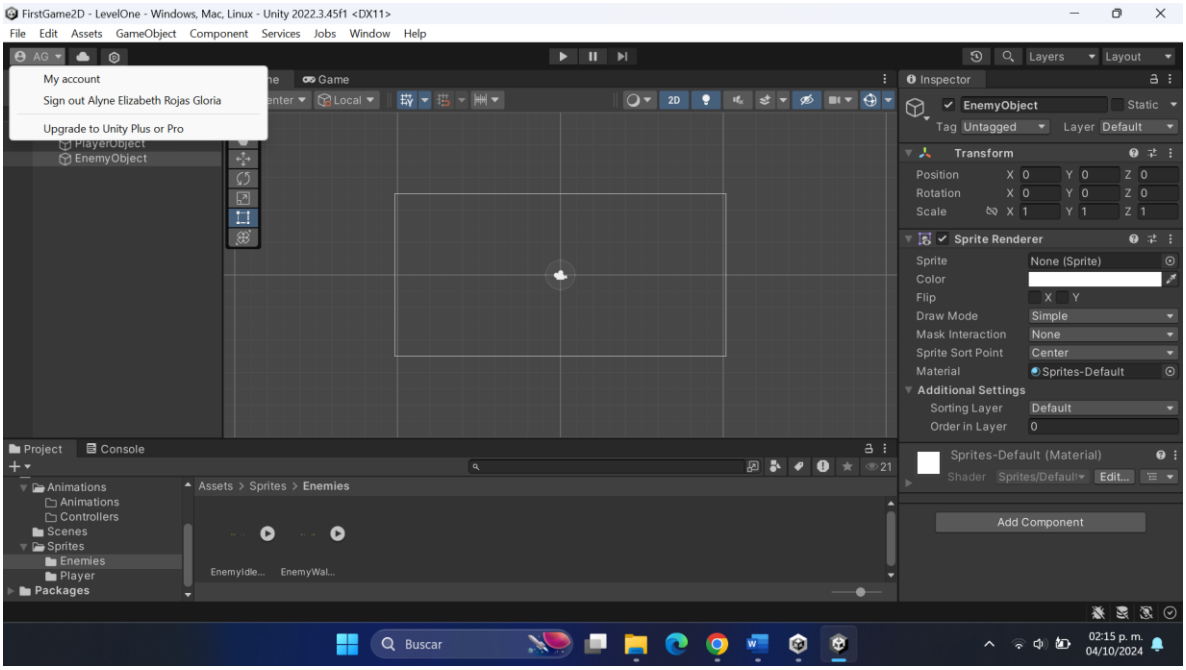
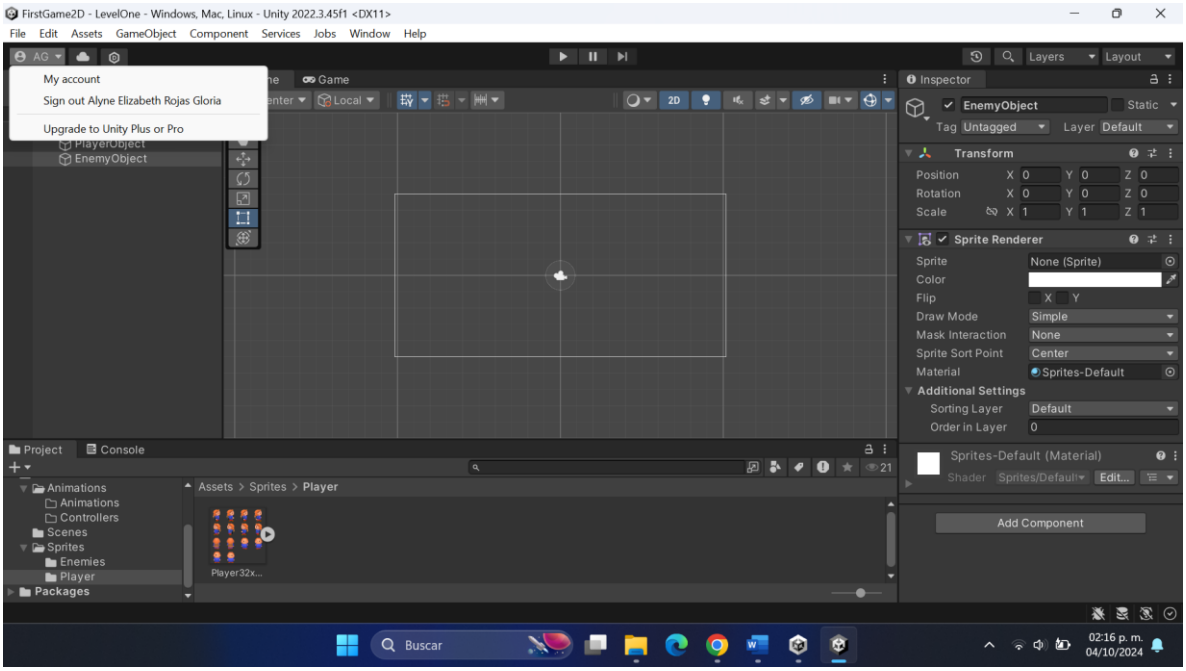
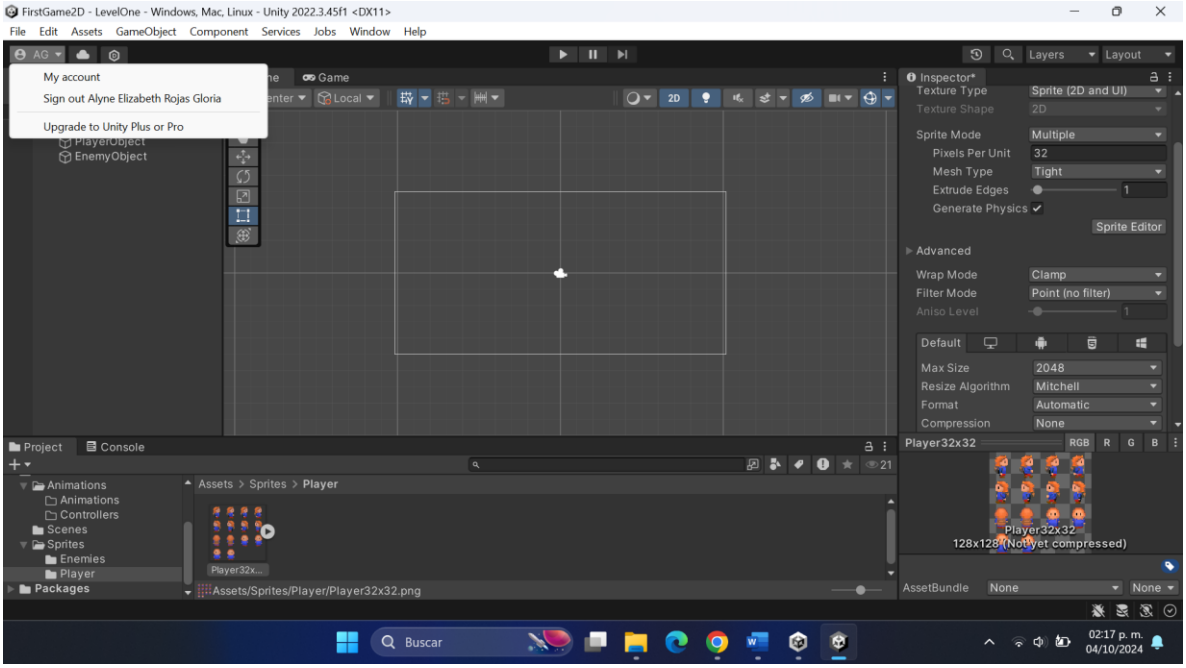
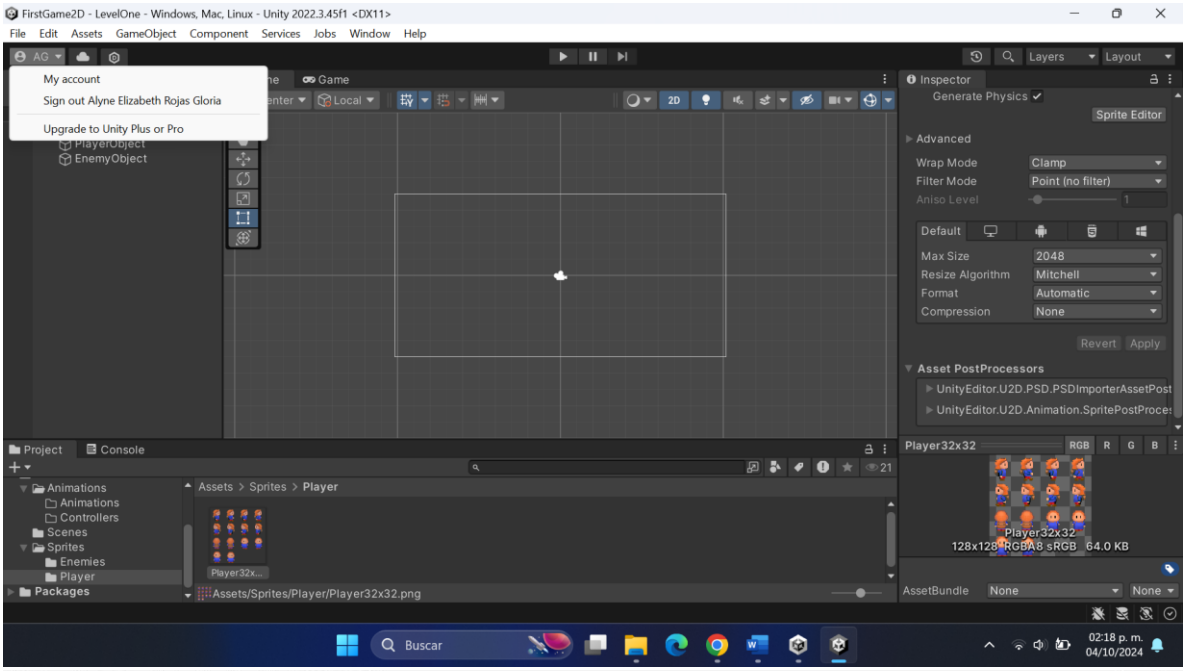
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
LevelOne
Buscar
02:12 p. m.
04/10/2024


Nueva pestaña
Sección 3. Servicio
Página principal
TareaServiciosNub
Player Animations
DH-CVS/ING: Recu
elearning.utng.edu.mx/mod/folder/view.php?id=60143
Plataforma Educativ...
Classroom
WhatsApp
Top free game asset...
Todos los favoritos
Universidad Tecnológica del Norte de Guanajuato
"Educación y progreso para la vida"
TSU
Ingenierías/Licenciaturas
Manuales/Entrenamiento
3D
Prototype 3 Starter Files.txt
Animations 2D
Parte 1
SpriteSheets
EnemyIdle_1.png
EnemyWalk_1.png
Player32x32.png
Player Animations 2D Tutorial 01.pdf
Parte 2
Player Animations 2D Tutorial 02.pdf
Parte 3
SpriteSheets
OutdoorsGround.png
Buscar
02:13 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File
Edit
Assets
GameObject
Component
Services
Jobs
Window
Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite None (Sprite)
Color
Flip
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
Project
Console
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Buscar
02:15 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Inspector
EnemyObject
Transform
Sprite Renderer
Sprites-Default (Material)
Add Component
Project
Console
Assets > Sprites > Player
Buscar
02:16 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Inspector*
Texture Type
Sprite Mode
Pixels Per Unit
Mesh Type
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Filter Mode
Max Size
Resize Algorithm
Format
Compression
Player32x32
128x128 (Not yet compressed)
Project
Console
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
Buscar
02:17 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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.PSDImporterAssetPost
UnityEditor.U2D.Animation.SpritePostProces
Project Console
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x...
Assets/Sprites/Player/Player32x32.png
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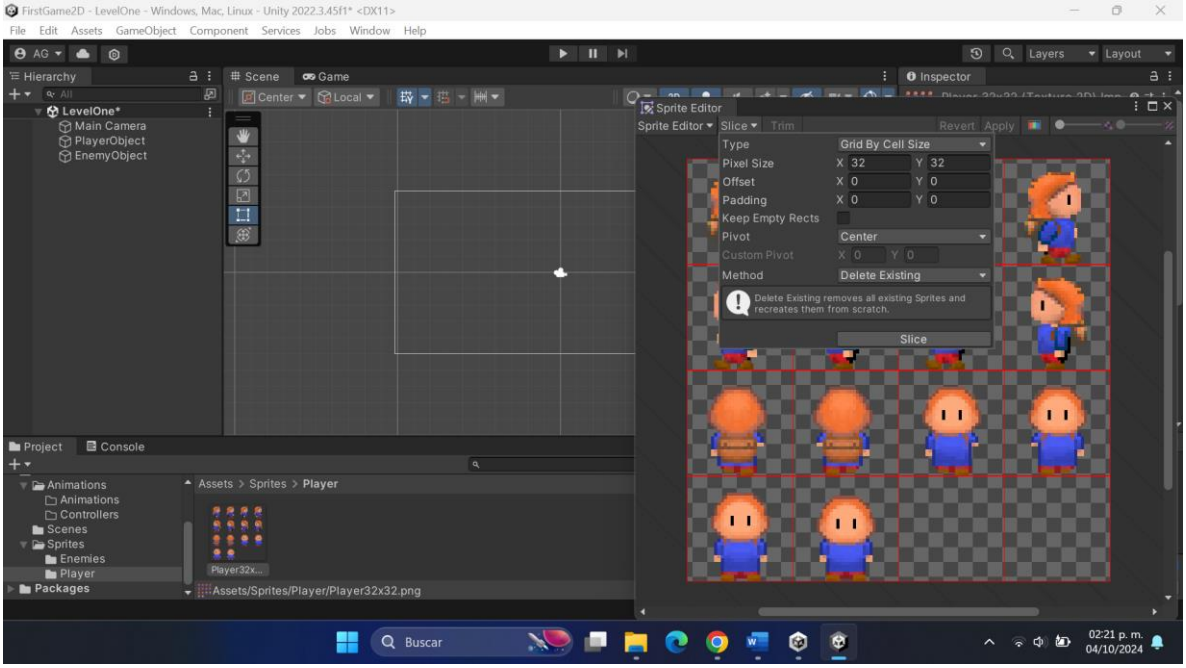
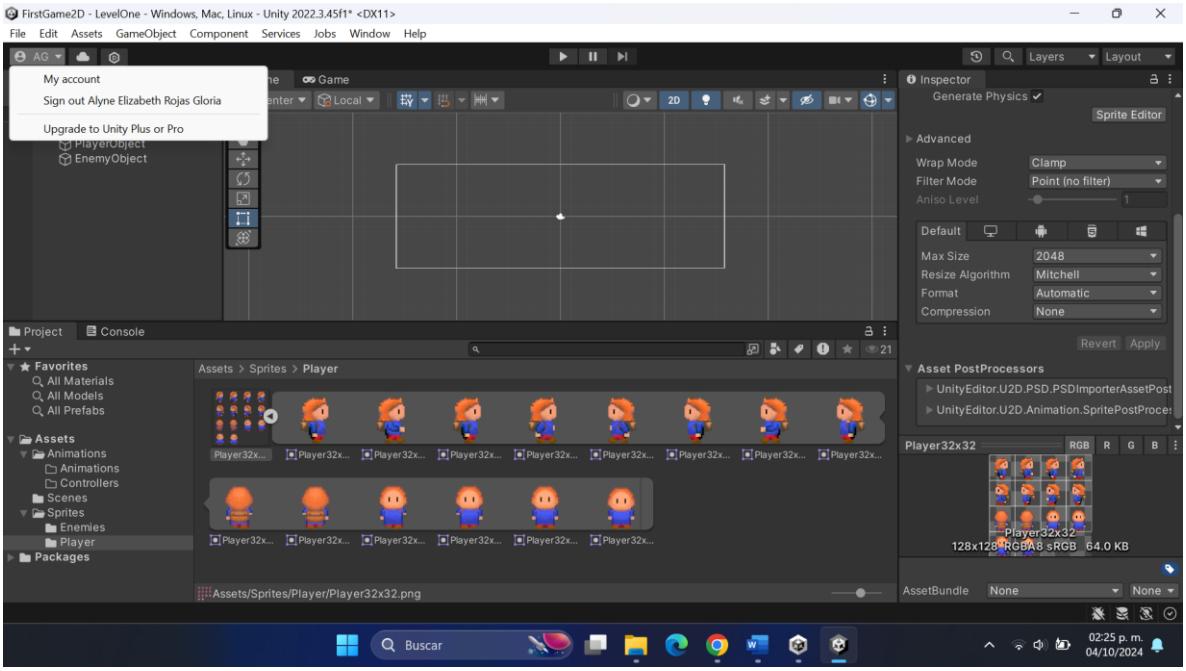
02:18 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
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
Project Console
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x...
Assets/Sprites/Player/Player32x32.png
Buscar
02:21 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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.PSDImporterAssetPost
UnityEditor.U2D.Animation.SpritePostProces
Player32x32
128x128 RGBA8 sRGB 64.0 KB
AssetBundle None None
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
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Packages
Assets > Sprites > Player
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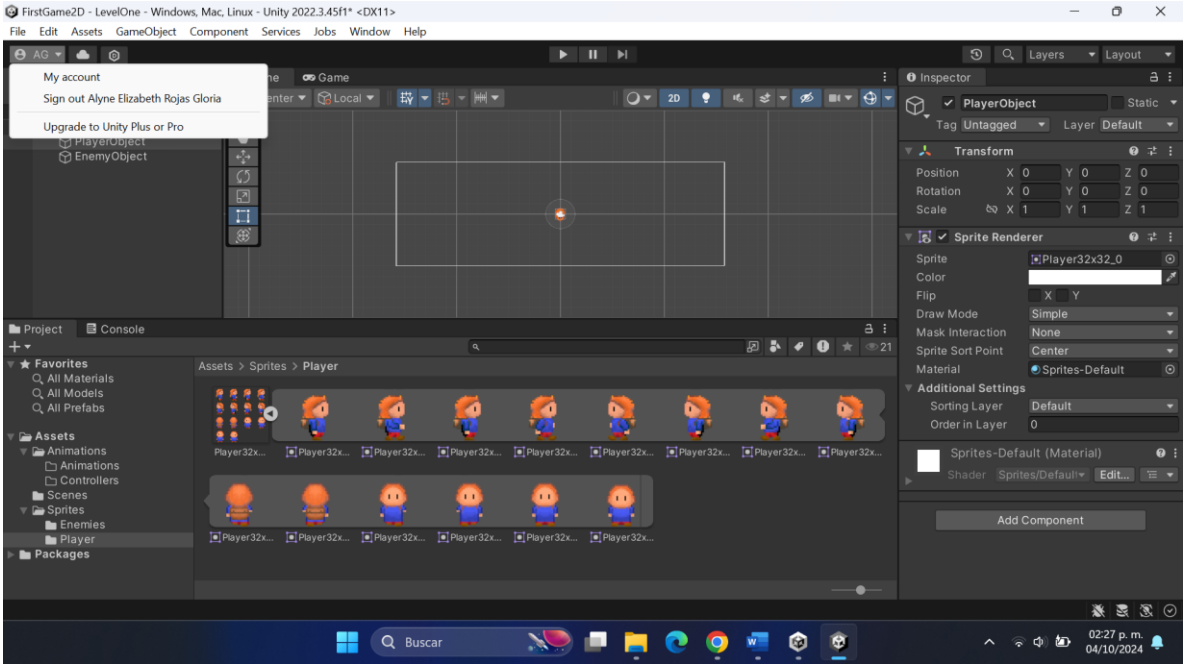
02:25 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
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
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
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Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
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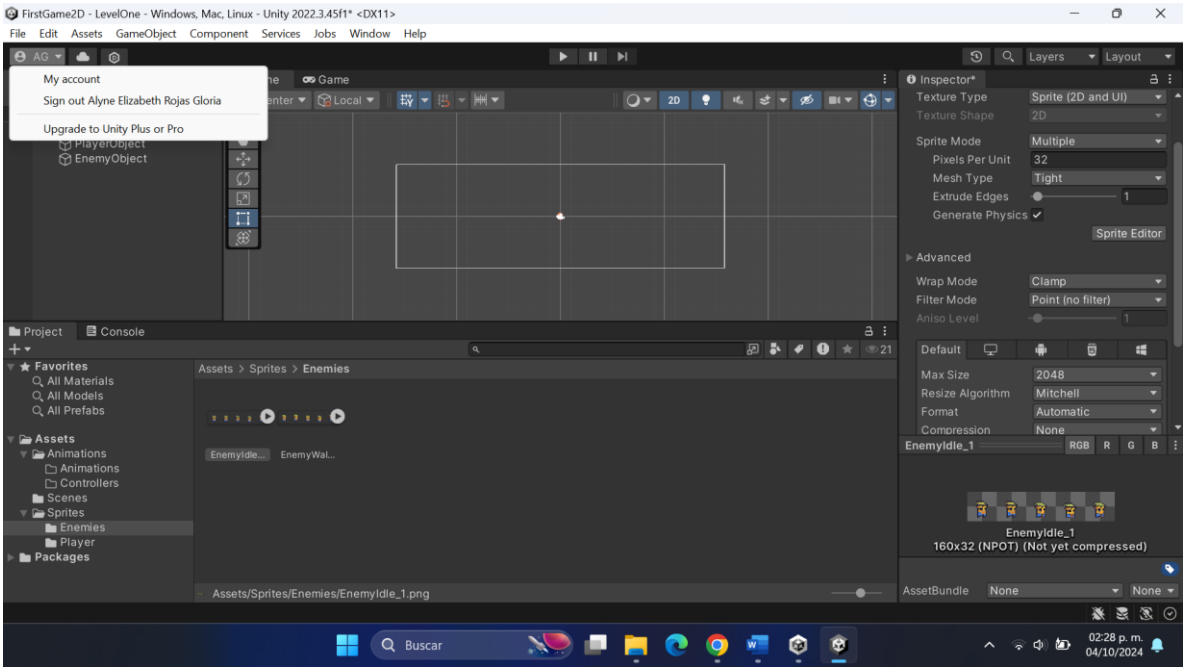
02:27 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
Inspector*
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
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
EnemyIdle_1
160x32 (NPOT) (Not yet compressed)
AssetBundle
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Buscar
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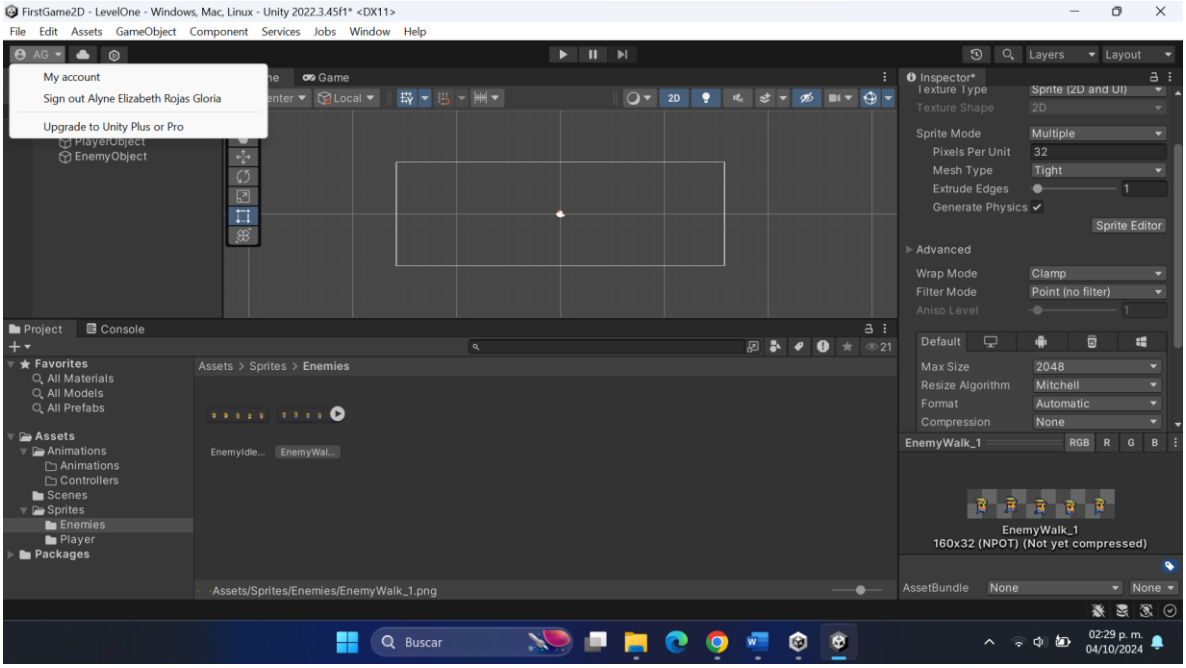
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
Inspector*
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
Project
Console
Favorites
All Materials
All Models
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Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
EnemyWalk_1
160x32 (NPOT) (Not yet compressed)
AssetBundle
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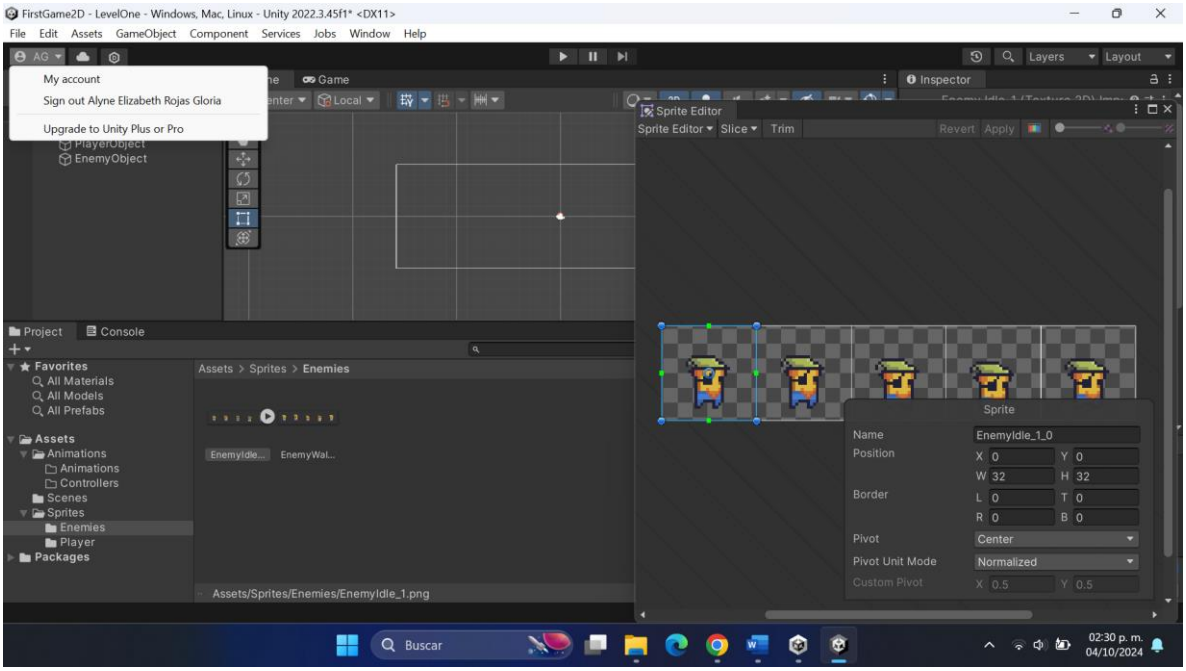
02:29 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
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Favorites
All Materials
All Models
All Prefabs
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Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/EnemyIdle_1.png
Sprite
Name EnemyIdle_1_0
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W 32 H 32
Border L 0 T 0
R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
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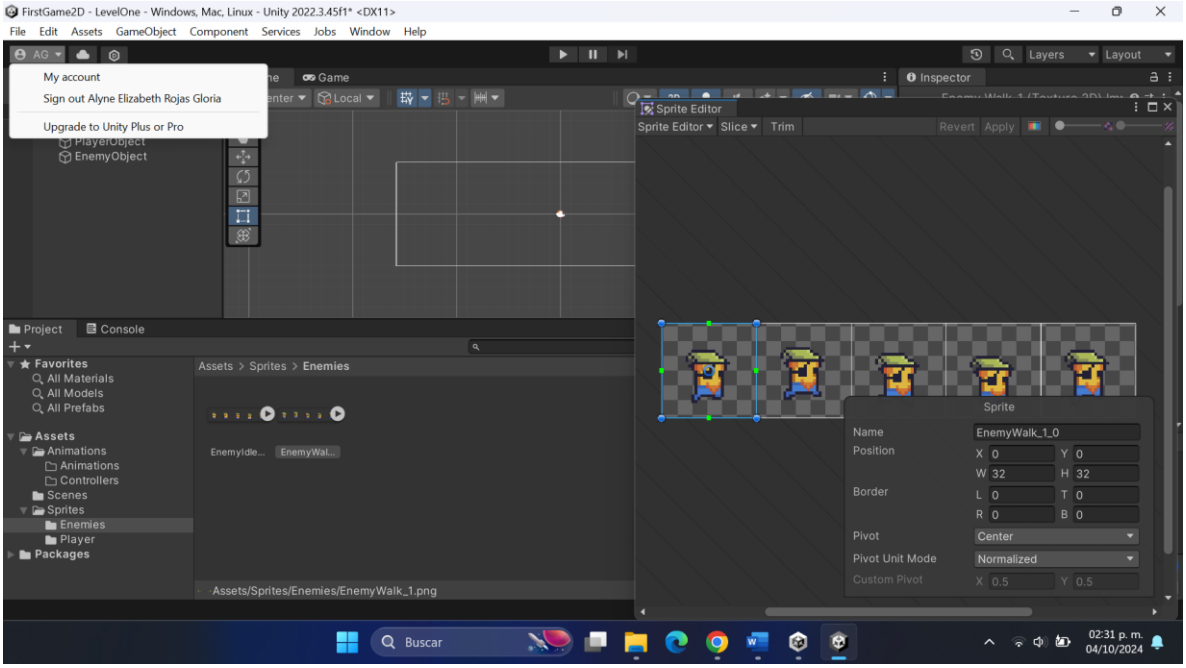
Buscar
02:30 p. m.
04/10/2024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My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
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Sprite Editor
Sprite Editor Slice Trim Revert Apply
Project Console
Favorites
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Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/EnemyWalk_1.png
Sprite
Name EnemyWalk_1_0
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W 32 H 32
Border L 0 T 0
R 0 B 0
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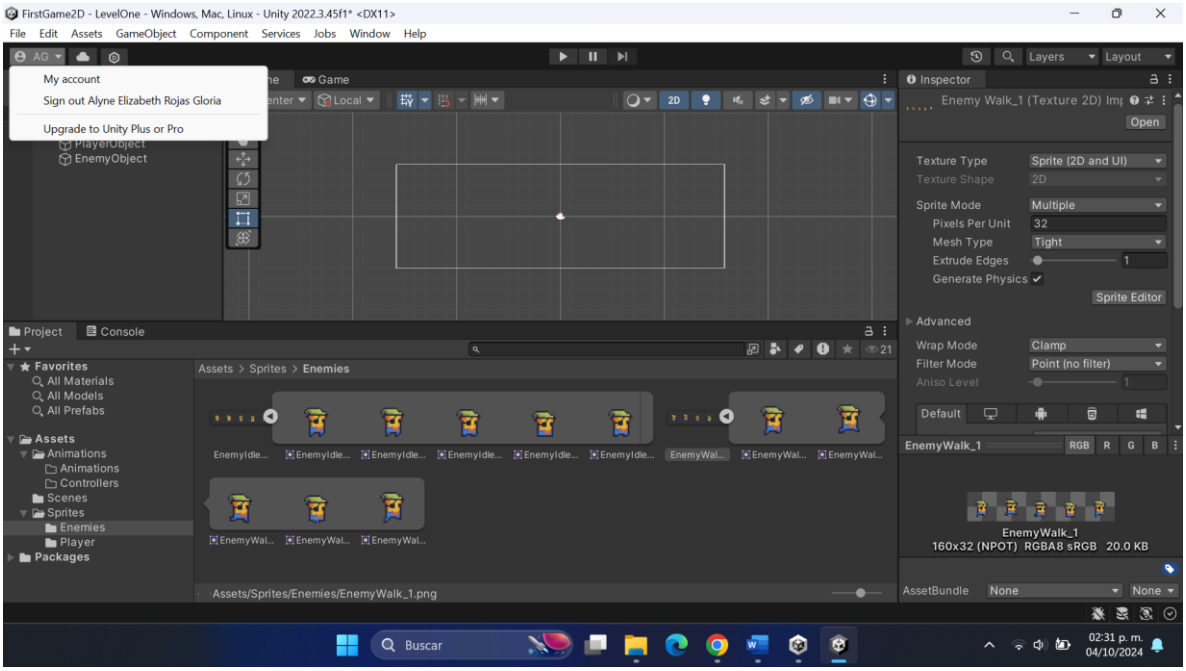
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Buscar
02:31 p. m.
04/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
Inspector
Enemy Walk_1 (Texture 2D) Imp
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
EnemyWalk_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle None None
Project Console
Favorites
All Materials
All Models
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Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
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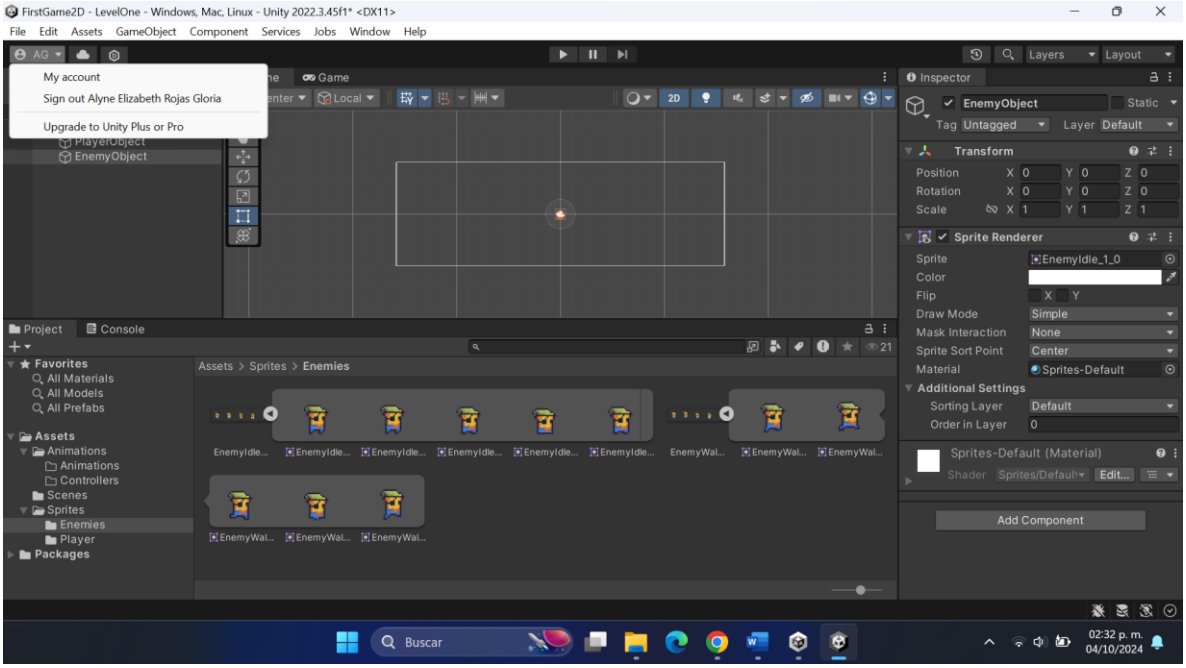
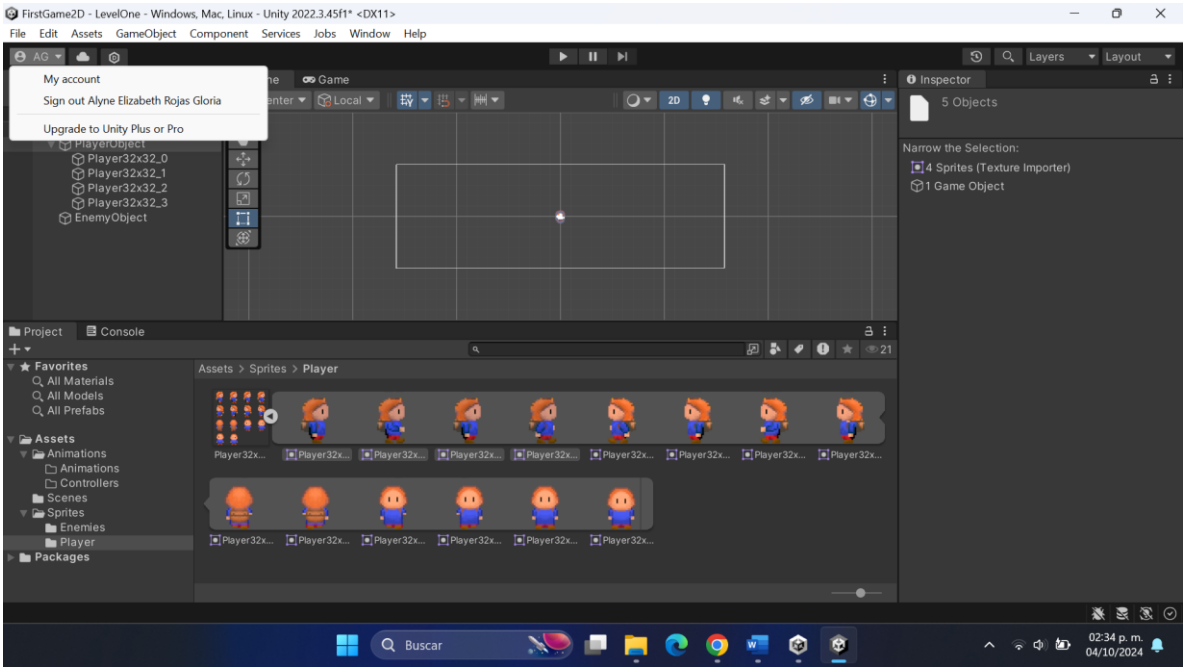
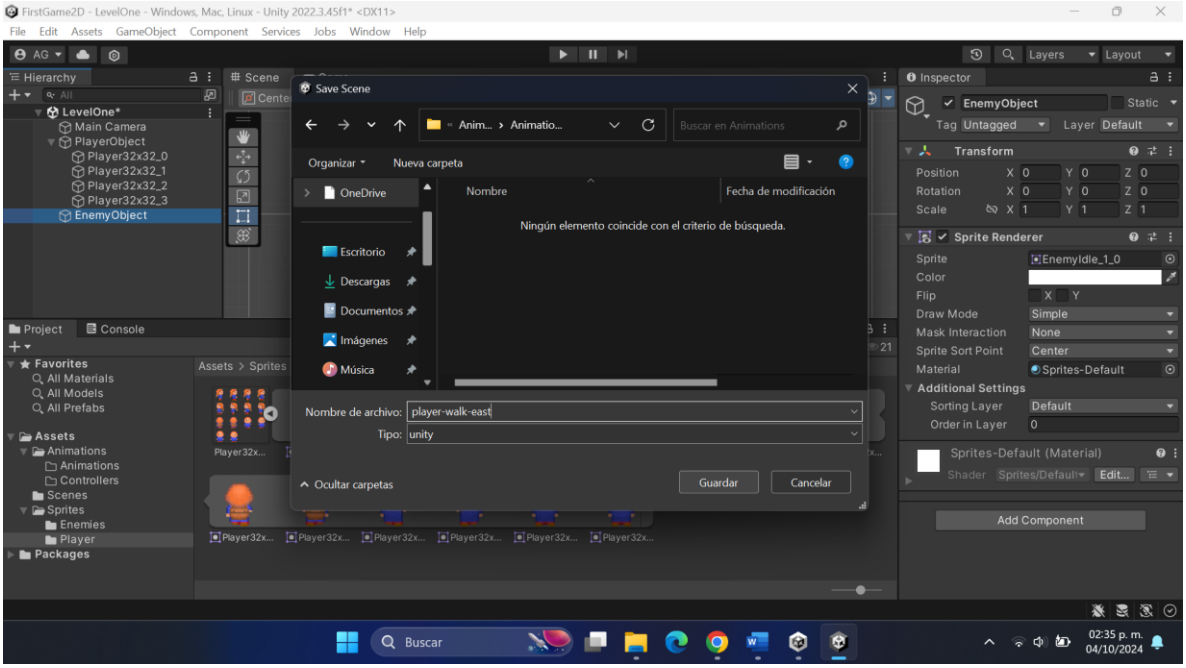
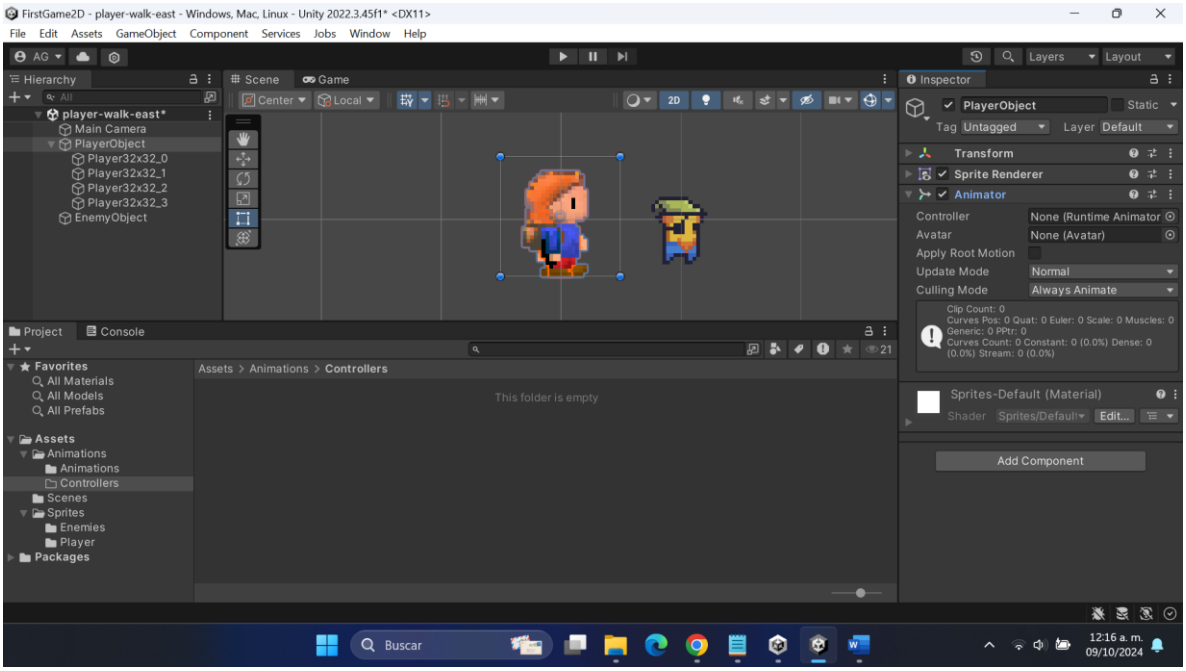
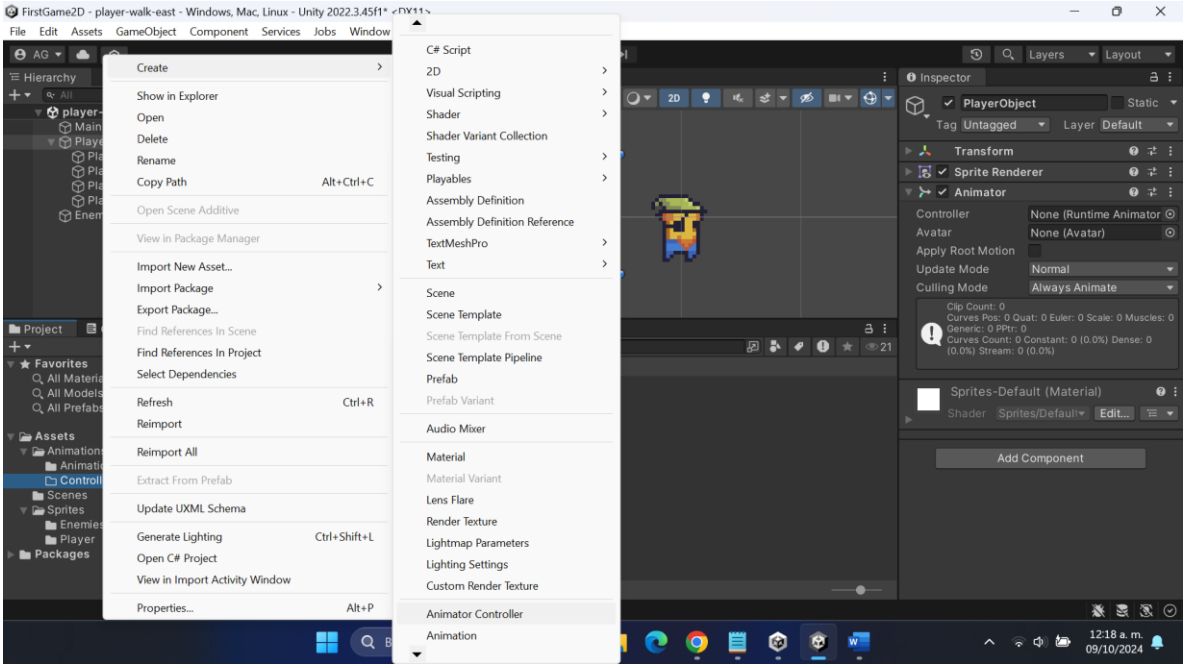
Buscar
02:31 p. m.
04/10/2024

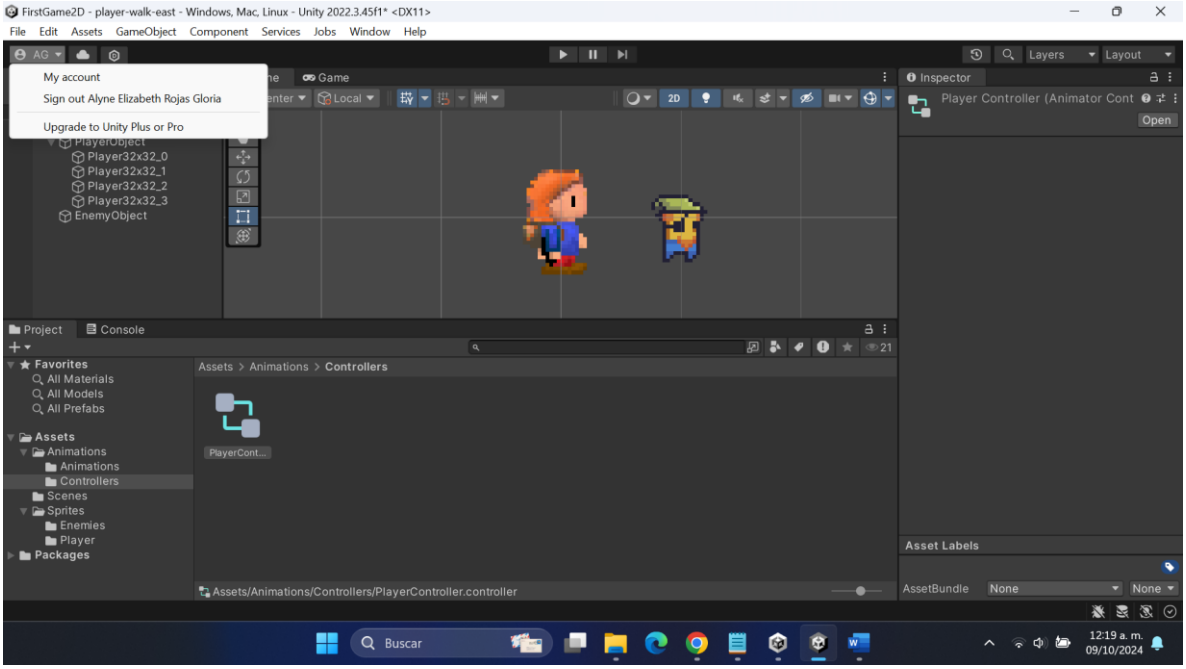

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Game
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
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 EnemyIdle_1_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
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Buscar
02:32 p. m.
04/10/2024

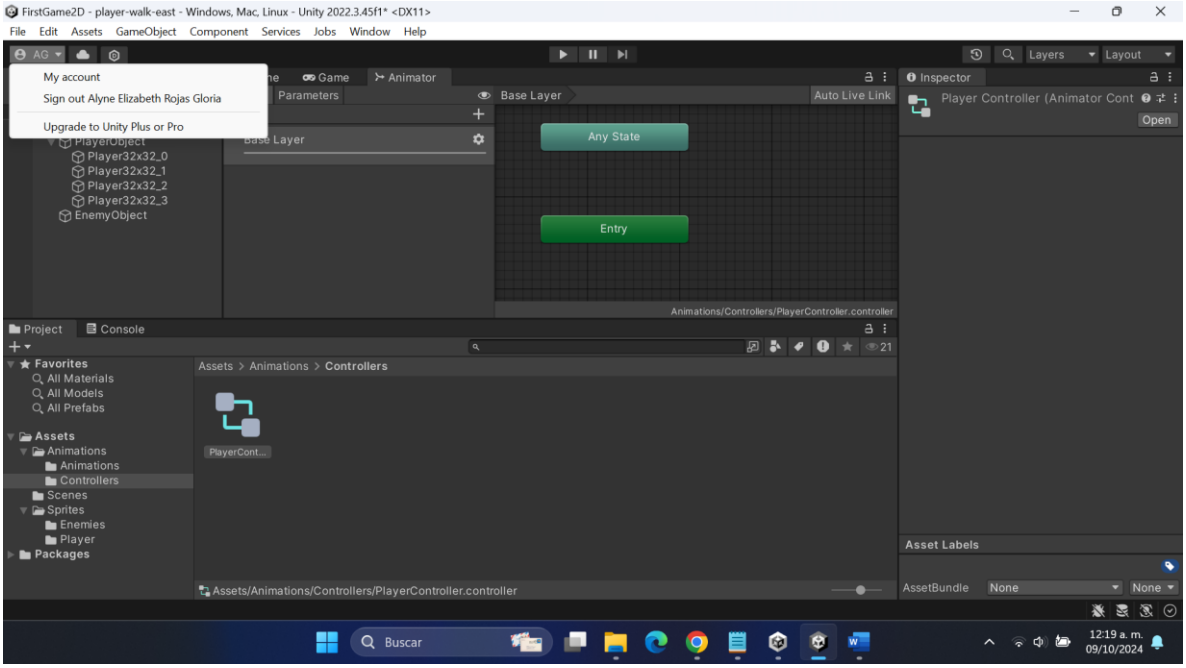

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Inspector
5 Objects
Narrow the Selection:
4 Sprites (Texture Importer)
1 Game Object
Project
Console
Assets > Sprites > Player
Buscar
02:34 p. m.
04/10/2024

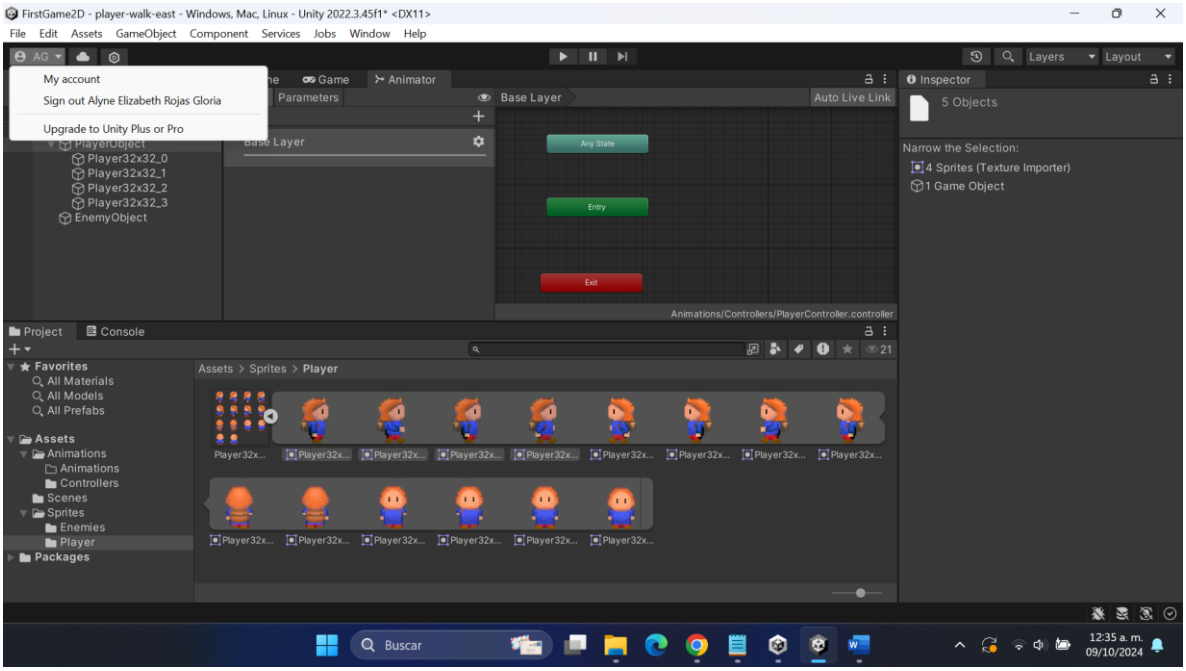

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Save Scene
Anim... > Animatio...
Buscar en Animations
Organizar
Nueva carpeta
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Música
Nombre
Fecha de modificación
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo: player-walk-east
Tipo: unity
Ocultar carpetas
Guardar
Cancelar
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip
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
Buscar
02:35 p. m.
04/10/2024

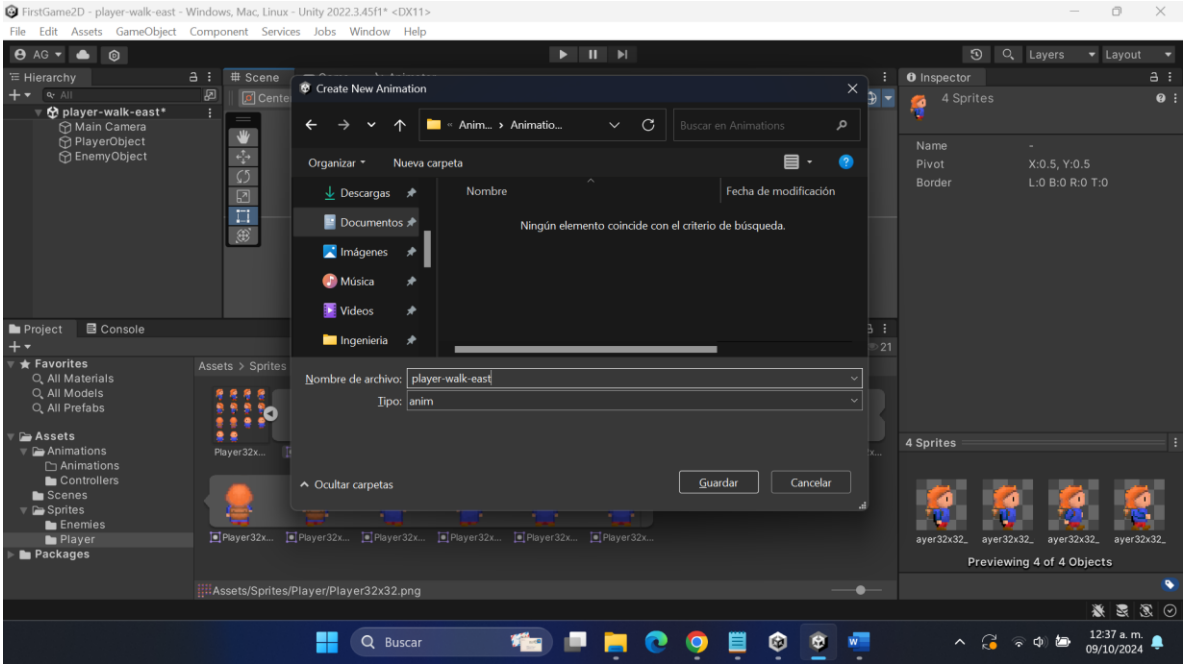

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
player-walk-east*
Main Camera
PlayerObject
Player32x32_0
Player32x32_1
Player32x32_2
Player32x32_3
EnemyObject
Scene
Game
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Animator
Controller None (Runtime Animator
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Sprites-Default (Material)
Shader Sprites/Defaul
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
This folder is empty
Buscar
12:16 a. m.
09/10/2024

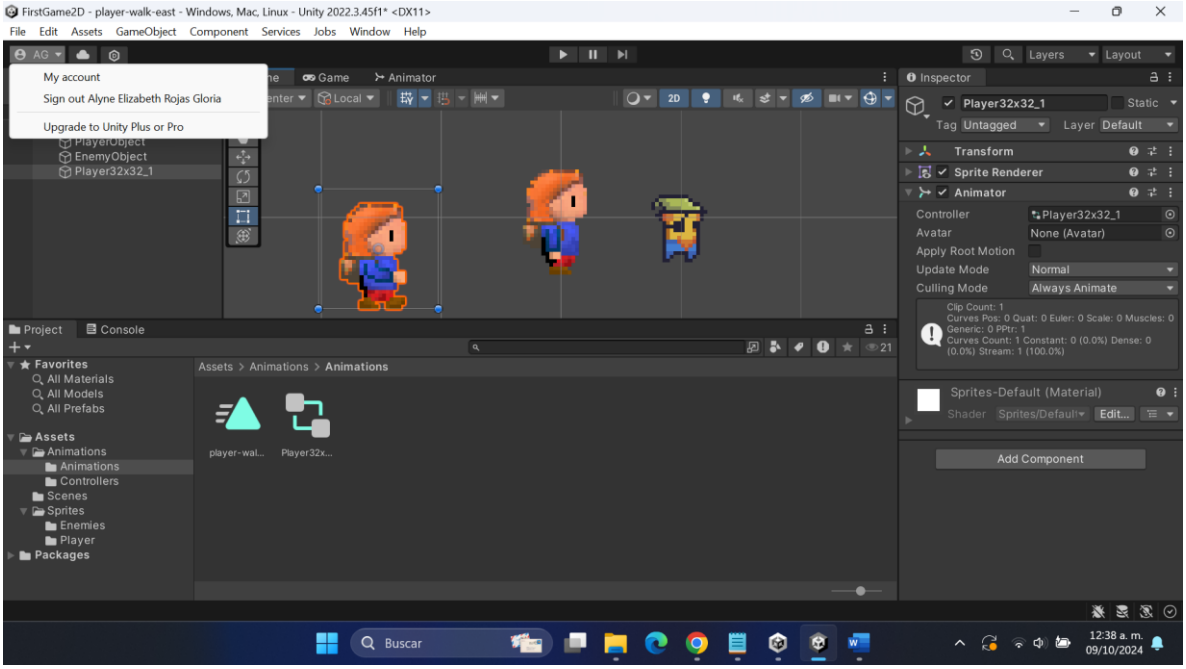

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Find References In Project
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Update UXML Schema
Generate Lighting Ctrl+Shift+L
Open C# Project
View in Import Activity Window
Properties... Alt+P
C# Script
2D
Visual Scripting
Shader
Shader Variant Collection
Testing
Playables
Assembly Definition
Assembly Definition Reference
TextMeshPro
Text
Scene
Scene Template
Scene Template From Scene
Scene Template Pipeline
Prefab
Prefab Variant
Audio Mixer
Material
Material Variant
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings
Custom Render Texture
Animator Controller
Animation
12:18 a. m.
09/10/2024

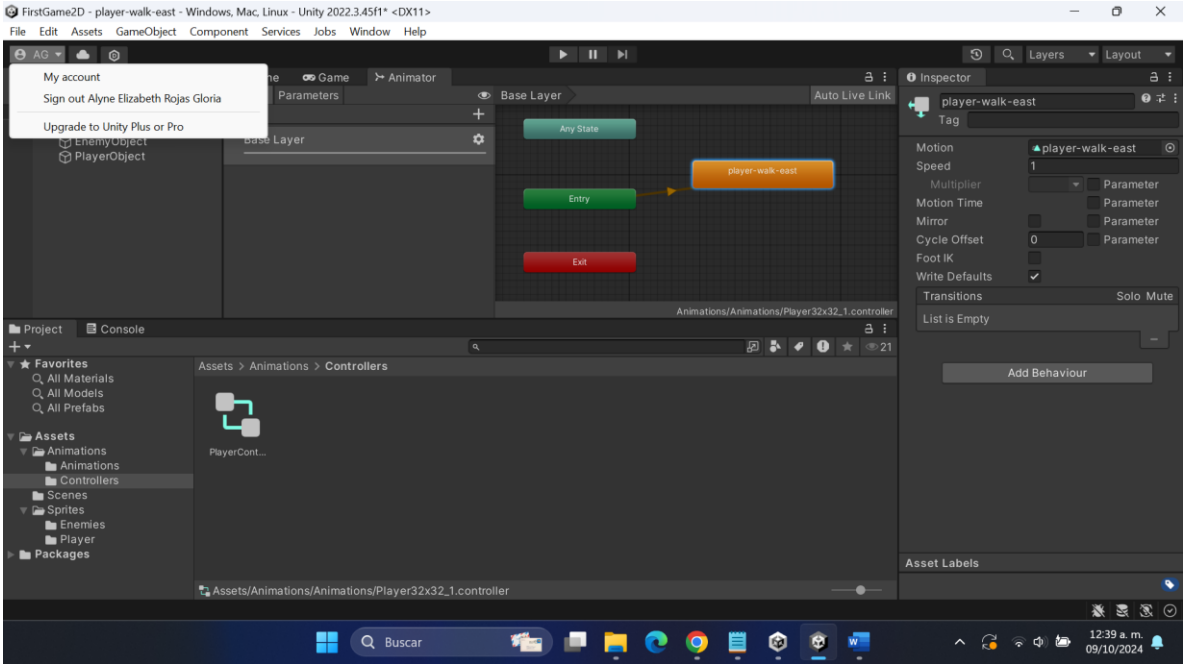

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Inspector
Player Controller (Animator Cont
Open
Player32x32_0
Player32x32_1
Player32x32_2
Player32x32_3
EnemyObject
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Asset Labels
AssetBundle
Assets/Animations/Controllers/PlayerController.controller
Buscar
12:19 a. m.
09/10/2024

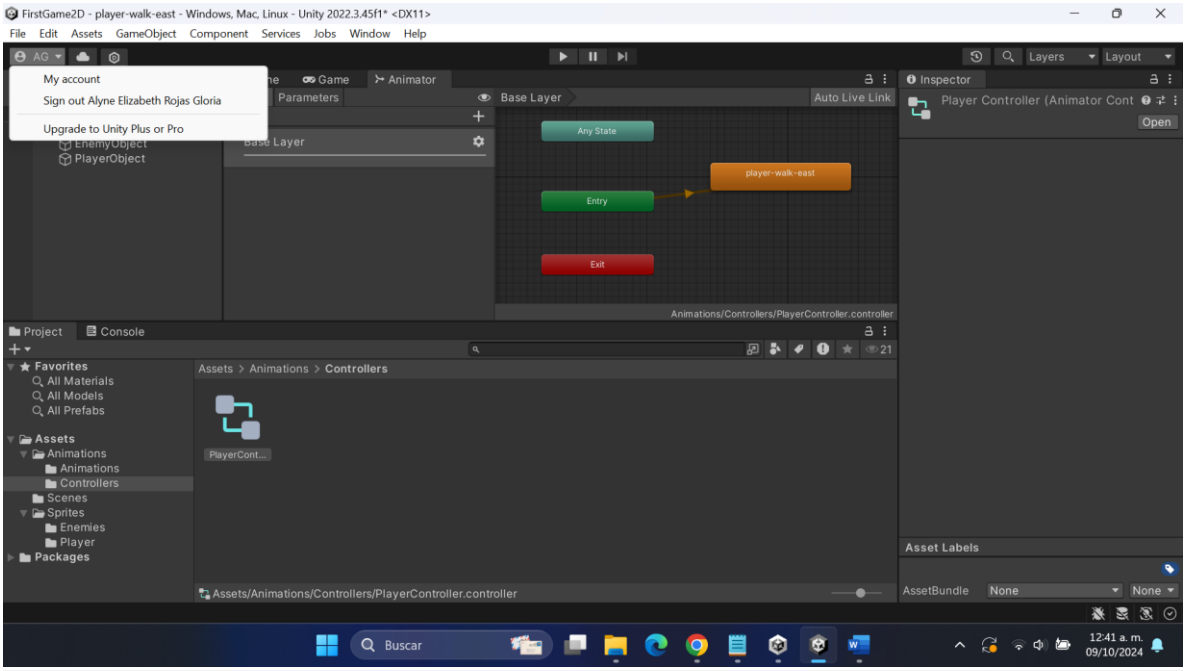

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
Entry
Animations/Controllers/PlayerController.controller
Inspector
Player Controller (Animator Cont
Open
Player32x32_0
Player32x32_1
Player32x32_2
Player32x32_3
EnemyObject
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Asset Labels
AssetBundle
Assets/Animations/Controllers/PlayerController.controller
Buscar
12:19 a. m.
09/10/2024

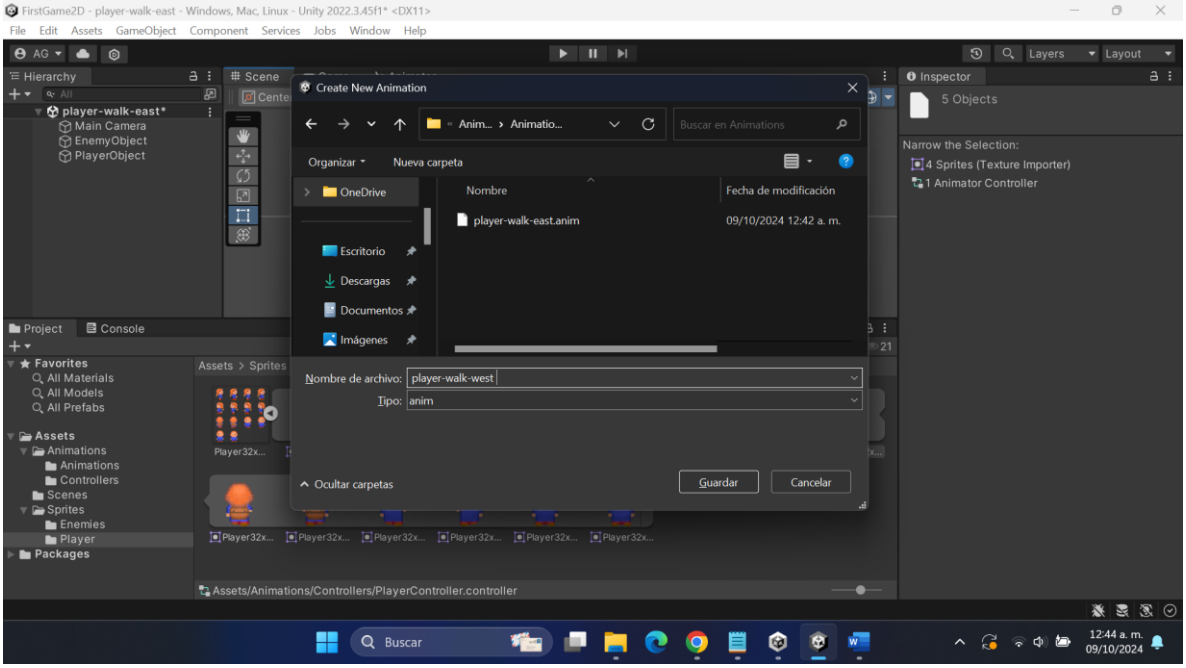

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Layers
Layout
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
Animations/Controllers/PlayerController.controller
Inspector
5 Objects
Narrow the Selection:
4 Sprites (Texture Importer)
1 Game Object
Player32x32_0
Player32x32_1
Player32x32_2
Player32x32_3
EnemyObject
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Buscar
12:35 a. m.
09/10/2024

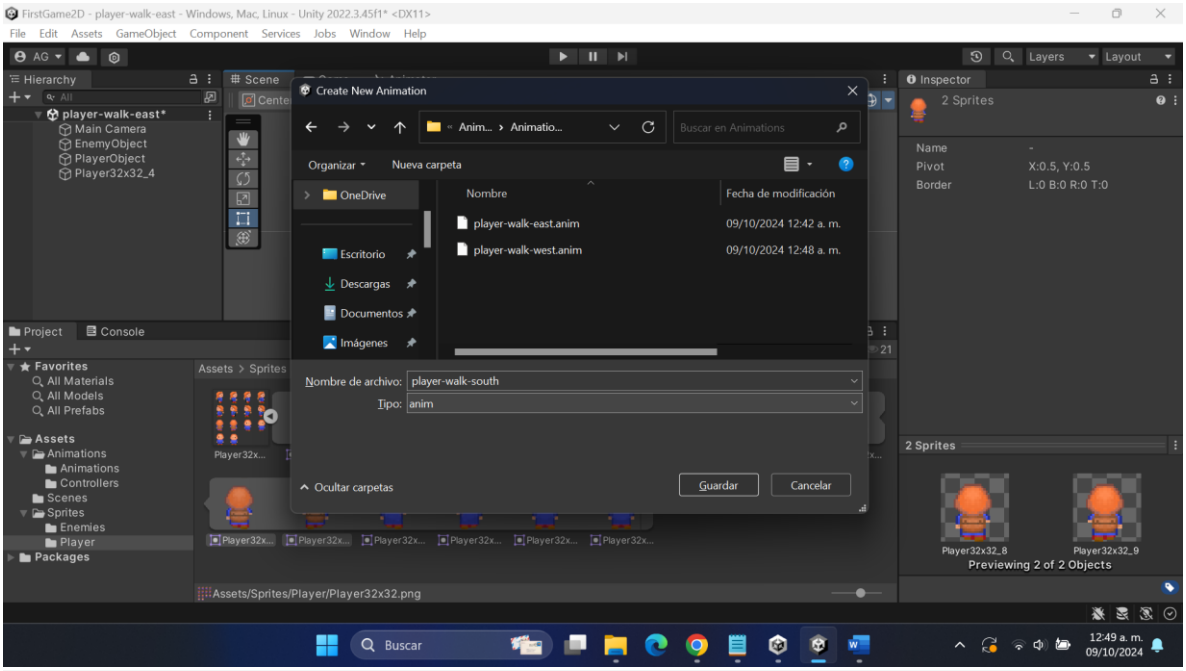

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
player-walk-east*
Main Camera
PlayerObject
EnemyObject
Scene
Create New Animation
Anim... > Animatio...
Buscar en Animations
Organizar
Nueva carpeta
Descargas
Documentos
Imágenes
Música
Videos
Ingeniería
Nombre
Fecha de modificación
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo: player-walk-east
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
4 Sprites
Name -
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Previewing 4 of 4 Objects
Assets/Sprites/Player/Player32x32.png
Buscar
12:37 a. m.
09/10/2024

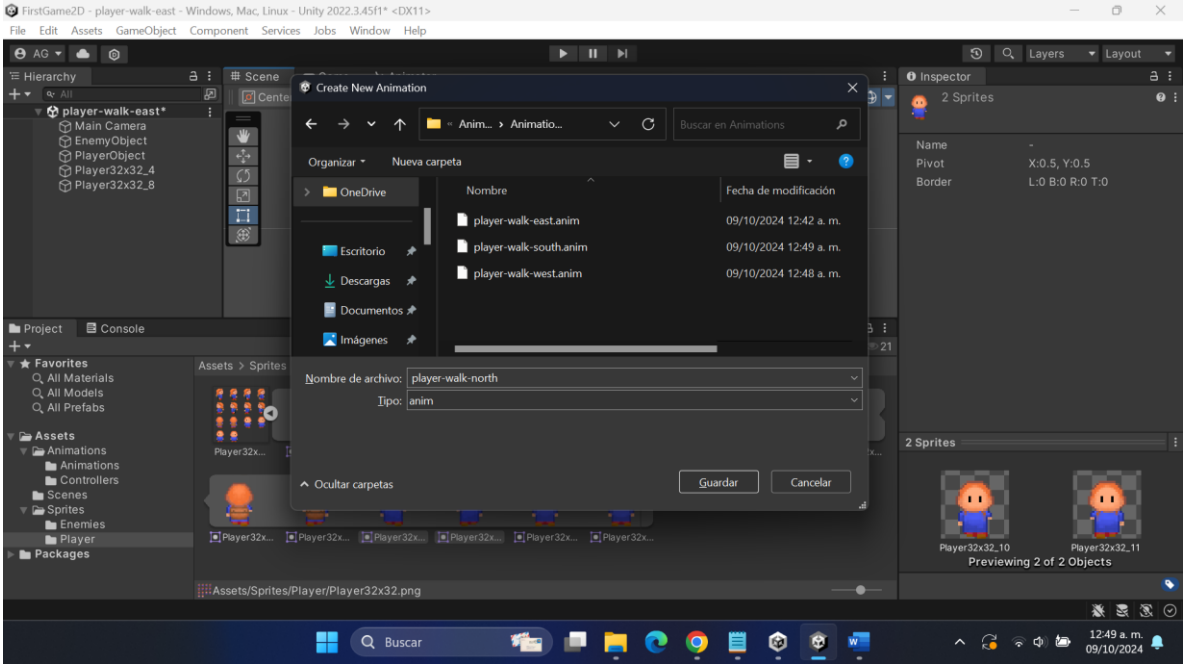

FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Player32x32_1
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Animator
Controller Player32x32_1
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Sprites-Default (Material)
Add Component
Project
Console
Assets > Animations > Animations
player-wal...
Player32x...
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Buscar
12:38 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
Animations/Animations/Player32x32_1.controller
Inspector
player-walk-east
Tag
Motion player-walk-east
Speed 1
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset 0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Assets > Animations > Controllers
PlayerCont...
Assets/Animations/Animations/Player32x32_1.controller
Buscar
12:39 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
Exit
Animations/Controllers/PlayerController.controller
Inspector
Player Controller (Animator Cont
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Asset Labels
AssetBundle
None
Buscar
12:41 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
player-walk-east*
Main Camera
EnemyObject
PlayerObject
Scene
Create New Animation
Anim... > Animatio...
Buscar en Animations
Organizar
Nueva carpeta
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
player-walk-east.anim
09/10/2024 12:42 a. m.
Nombre de archivo:
player-walk-west
Tipo:
anim
Ocultar carpetas
Guardar
Cancelar
Inspector
5 Objects
Narrow the Selection:
4 Sprites (Texture Importer)
1 Animator Controller
Project
Console
Assets > Sprites
Player32x...
Assets/Animations/Controllers/PlayerController.controller
Buscar
12:44 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
player-walk-east*
Main Camera
EnemyObject
PlayerObject
Player32x32_4
Scene
Create New Animation
Anim... › Animatio...
Buscar en Animations
Organizar
Nueva carpeta
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
player-walk-east.anim
09/10/2024 12:42 a. m.
player-walk-west.anim
09/10/2024 12:48 a. m.
Nombre de archivo: player-walk-south
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
2 Sprites
Name
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets/Sprites/Player/Player32x32.png
Player32x32_8
Player32x32_9
Previewing 2 of 2 Objects
Buscar
12:49 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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player-walk-east*
Main Camera
EnemyObject
PlayerObject
Player32x32_4
Player32x32_8
Scene
Create New Animation
Anim... › Animatio...
Buscar en Animations
Organizar
Nueva carpeta
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
player-walk-east.anim
09/10/2024 12:42 a. m.
player-walk-south.anim
09/10/2024 12:49 a. m.
player-walk-west.anim
09/10/2024 12:48 a. m.
Nombre de archivo: player-walk-north
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
2 Sprites
Name
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets/Sprites/Player/Player32x32.png
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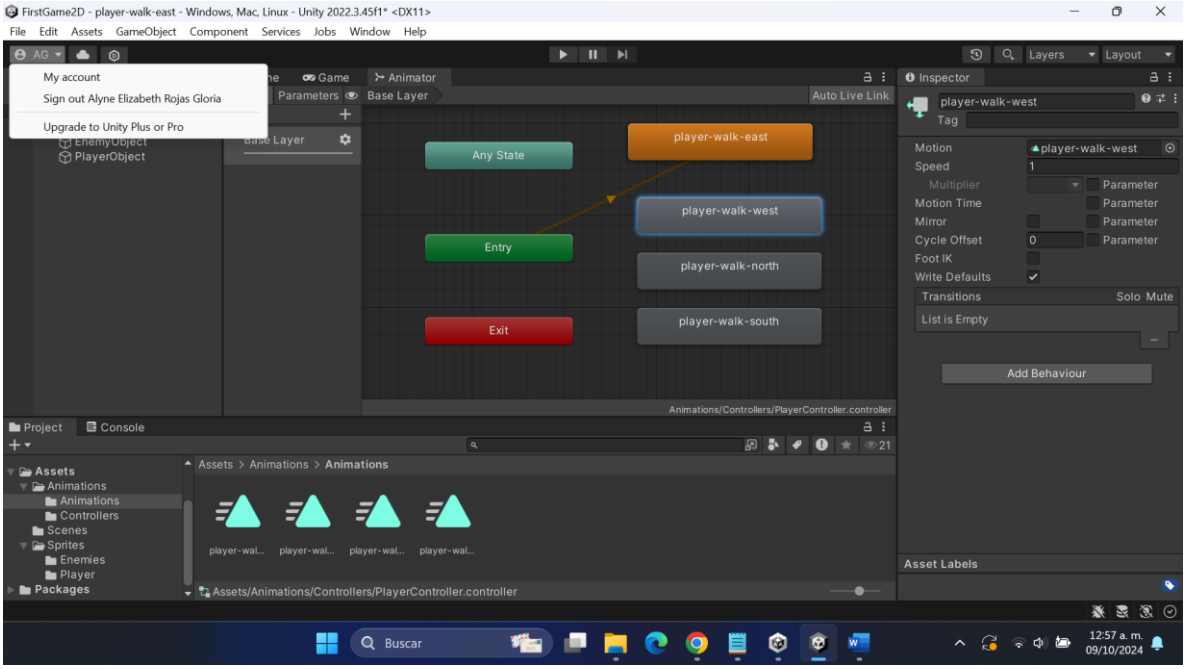
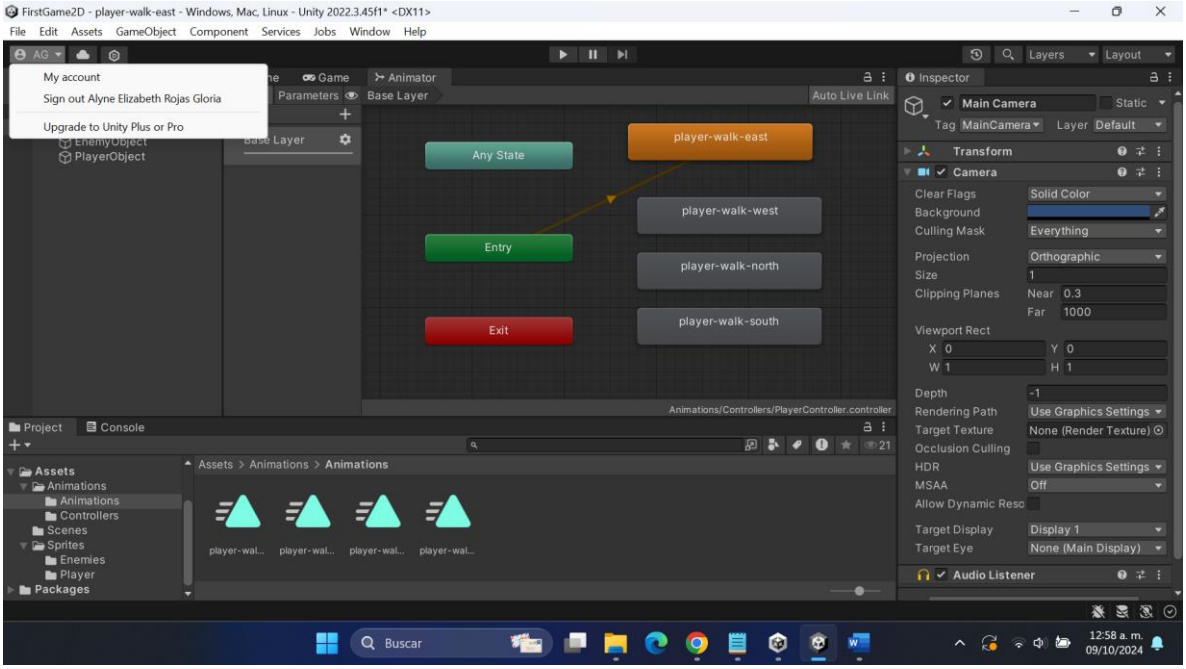
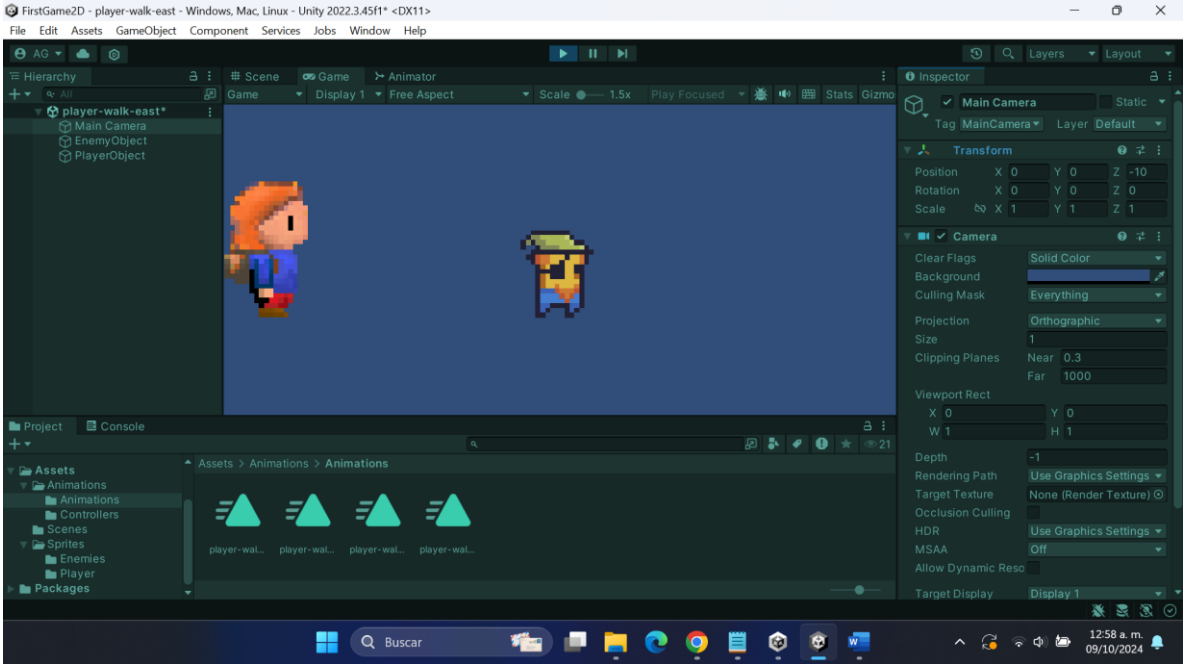
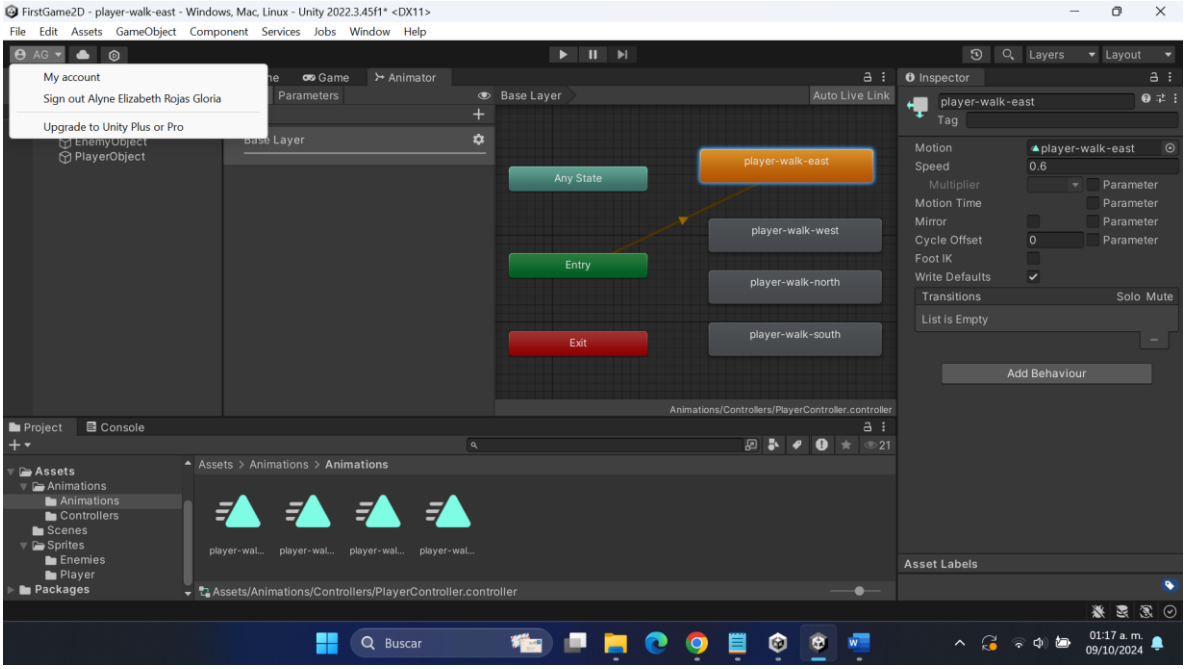
Previewing 2 of 2 Objects
Buscar
12:49 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Layers
Layout
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-north
Exit
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
player-walk-west
Tag
Motion
player-walk-west
Speed
1
Multiplier
Parameter
Motion Time
Parameter
Mirror
Parameter
Cycle Offset
0
Parameter
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
Assets/Animations/Controllers/PlayerController.controller
Buscar
12:57 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 1
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 Reso
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Project
Console
Assets > Animations > Animations
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Buscar
12:58 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
player-walk-east*
Main Camera
EnemyObject
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale 1.5x
Play Focused
Stats
Gizmo
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
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
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
Project
Console
Assets > Animations > Animations
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Buscar
12:58 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-north
Exit
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
player-walk-east
Tag
Motion
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
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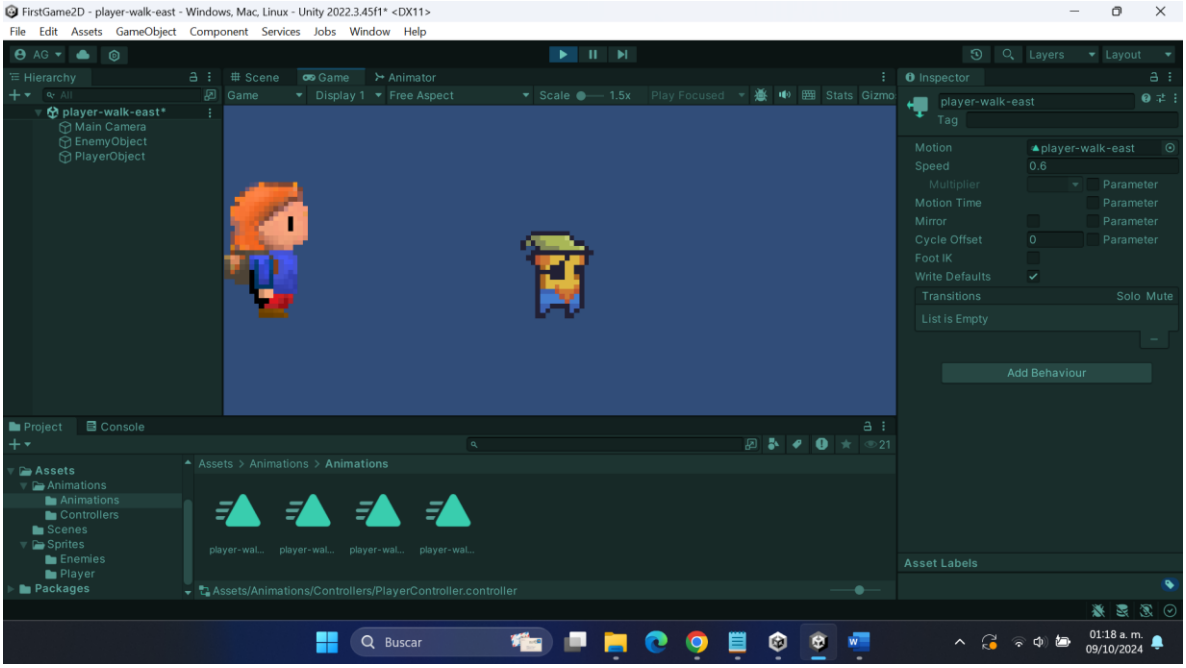
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
Assets/Animations/Controllers/PlayerController.controller
Buscar
01:17 a. m.
09/10/2024


FirstGame2D - player-walk-east - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Free Aspect
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Buscar
01:18 a. m.
09/10/2024