

Hierarchy

+

All

PrimitivesGallery

Ground

Directional Light

Directional Light (1)

Cube Pedestal

Cube Spot Light

Cube

Cube Camera

Shpere Pedestal

Sphere

Shpere Camera

Shpere Spot Light

Capsule Pedestal

Capsule

Capsule Camera

Capsule Spot Light

Cylinder Pedestal

Cylinder Camera

Cylinder Spot Light

Cylinder

Plane Pedestal

Plane

Plane Camera

Plane Spot Light

Quad Pedestal

Quad

Quad Camera

Quad Spot Light

CameraSwitcher

Project

Console

+

Favorites

All Materials

All Models

All Prefabs

Assets

AllSky_Skybox

BrokenVector_Rocks

Materials

Models

Normal Maps

Prefabs

Scenes

Scripts

Inspector

Plane Pedestal

Static

Tag Plane

Layer Default

Transform

Position X 0 Y 0.1 Z 10

Rotation X -90 Y 0 Z 0

Scale X 1 Y 1 Z 1

Cylinder (Mesh Filter)

Mesh Cylinder

Mesh Renderer

Materials 1

Element 0 Marble

Lighting

Cast Shadows On

Receive Shadows

Contribute Global Illumin

Receive Global Illuminai Light Probes

Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Additional Settings

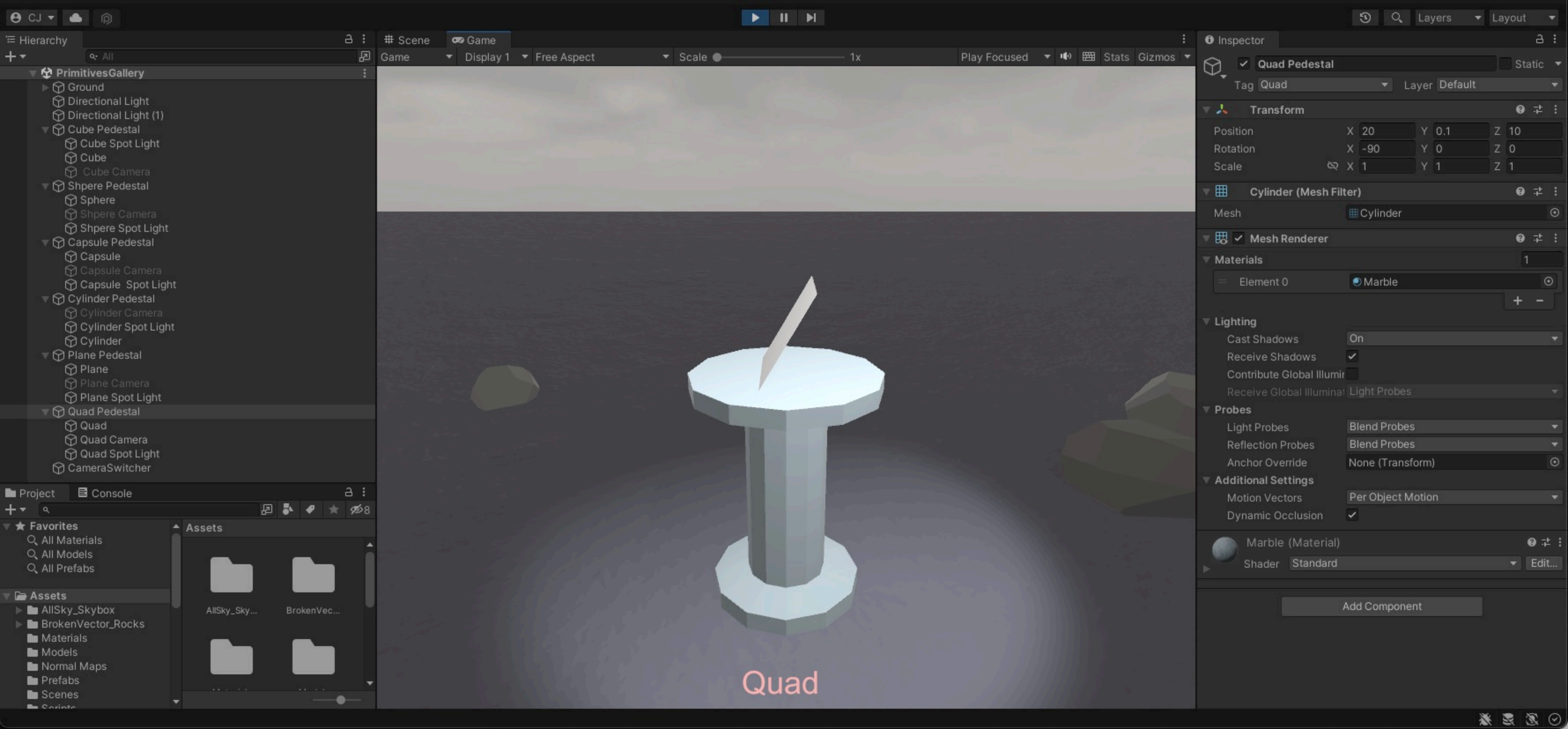
Motion Vectors Per Object Motion

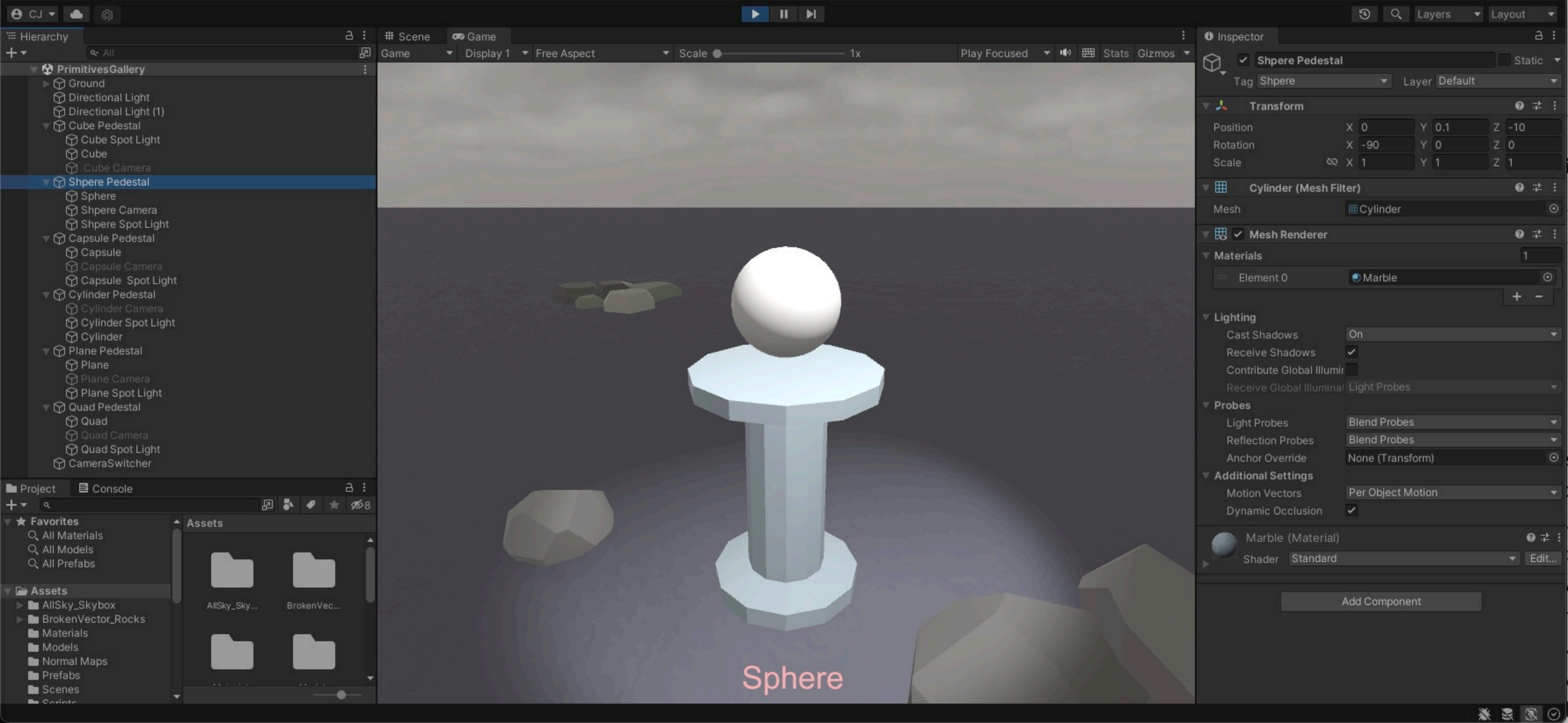
Dynamic Occlusion

Marble (Material)

Shader Standard

Add Component





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 - Capsule
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 - Cylinder Camera
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 - Cylinder
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 - Plane
 - Plane Camera
 - Plane Spot Light
- Quad Pedestal
 - Quad
 - Quad Camera
 - Quad Spot Light
- CameraSwitcher

Project Console

Assets

Assets

- AllSky_Skybox
- BrokenVector_Rocks
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Inspector

Shpere Pedestal

Tag Shpere Layer Default

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