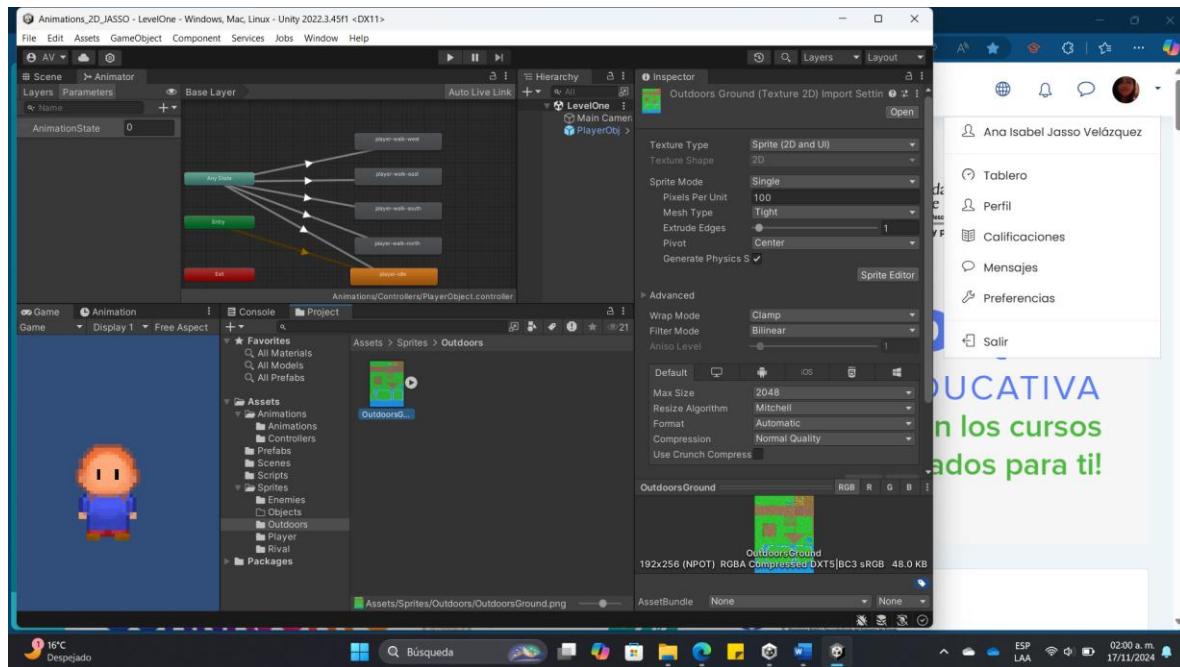
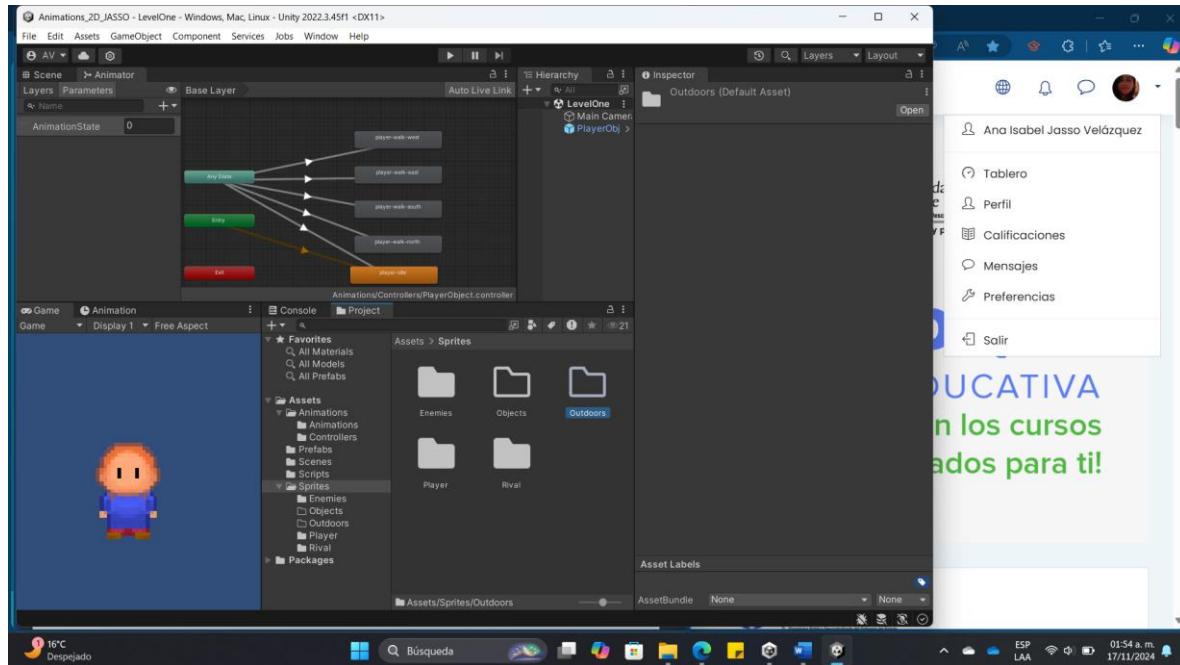
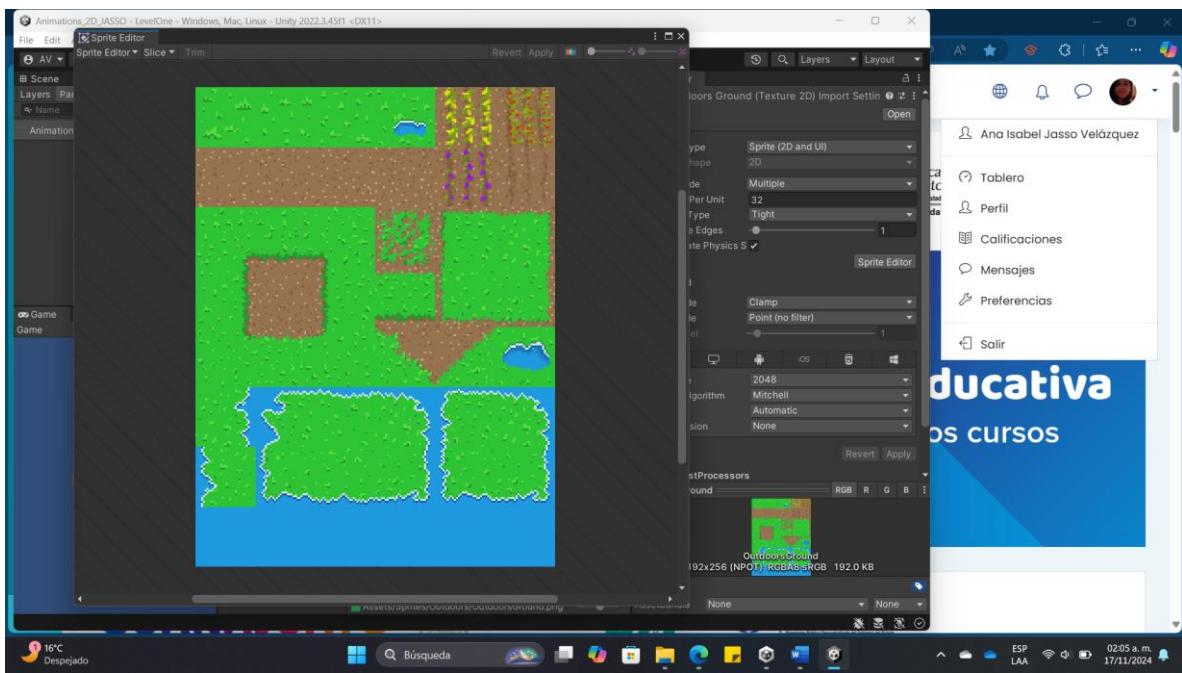
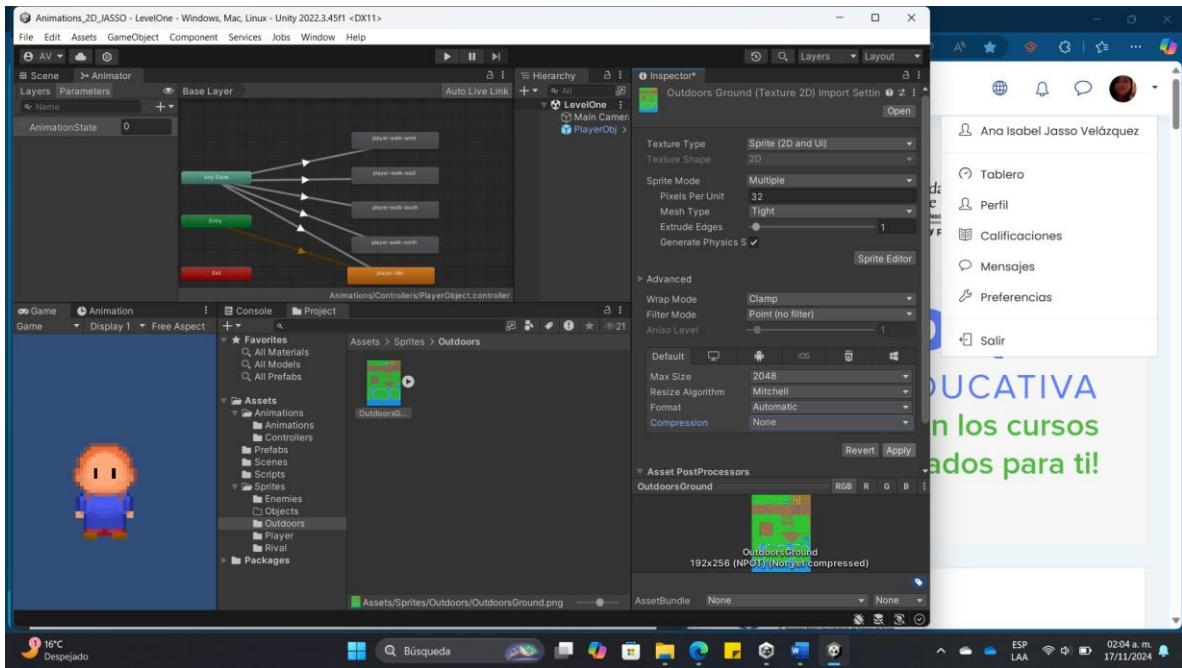


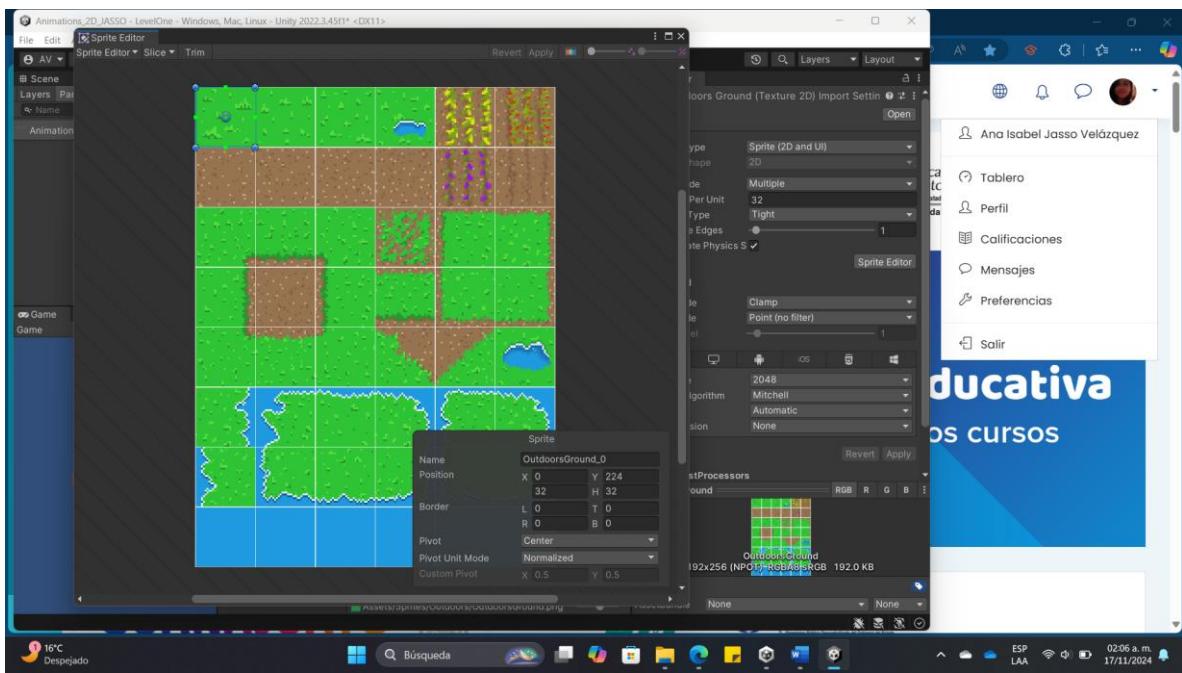
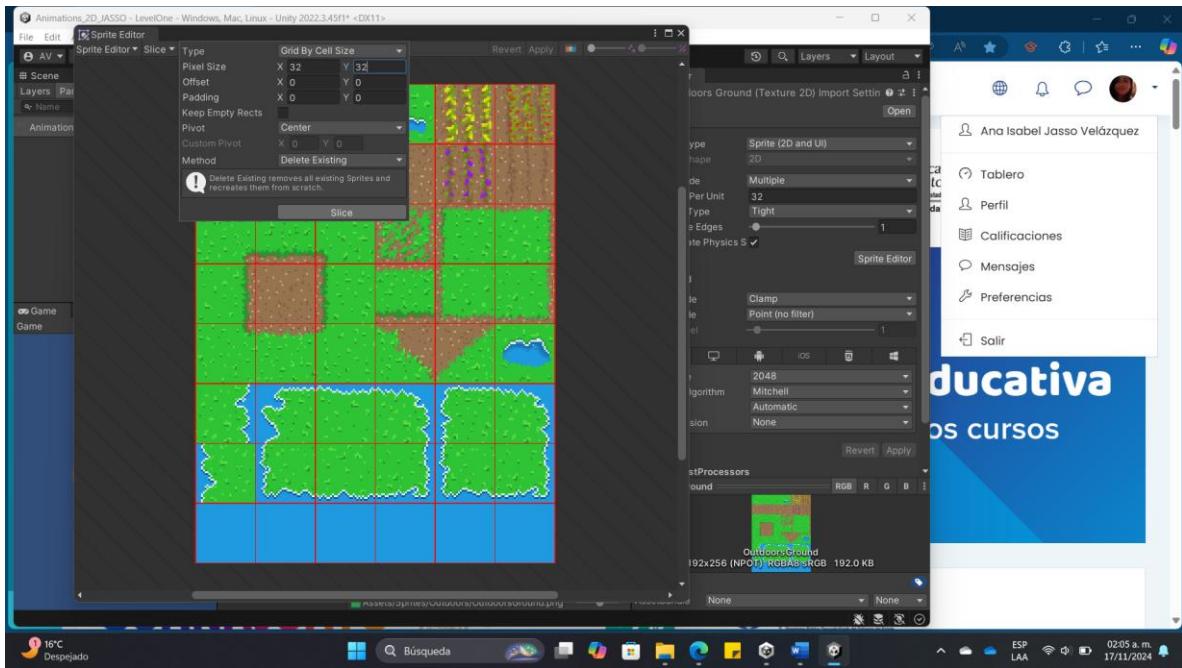
Animations 2D Parte 3

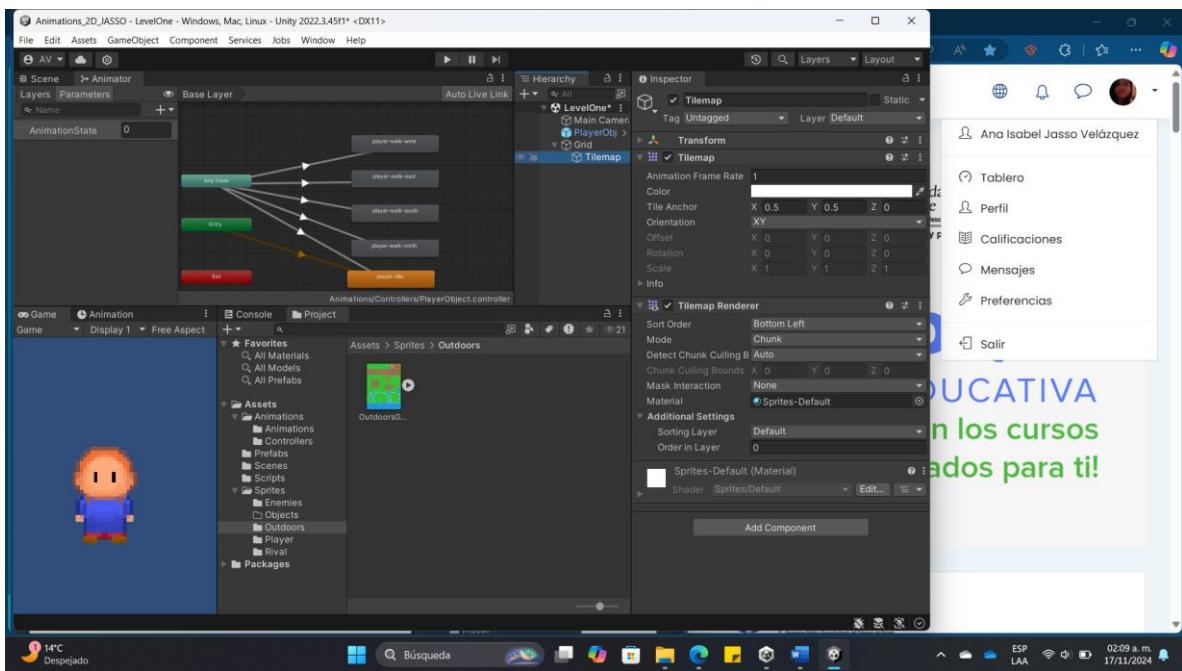
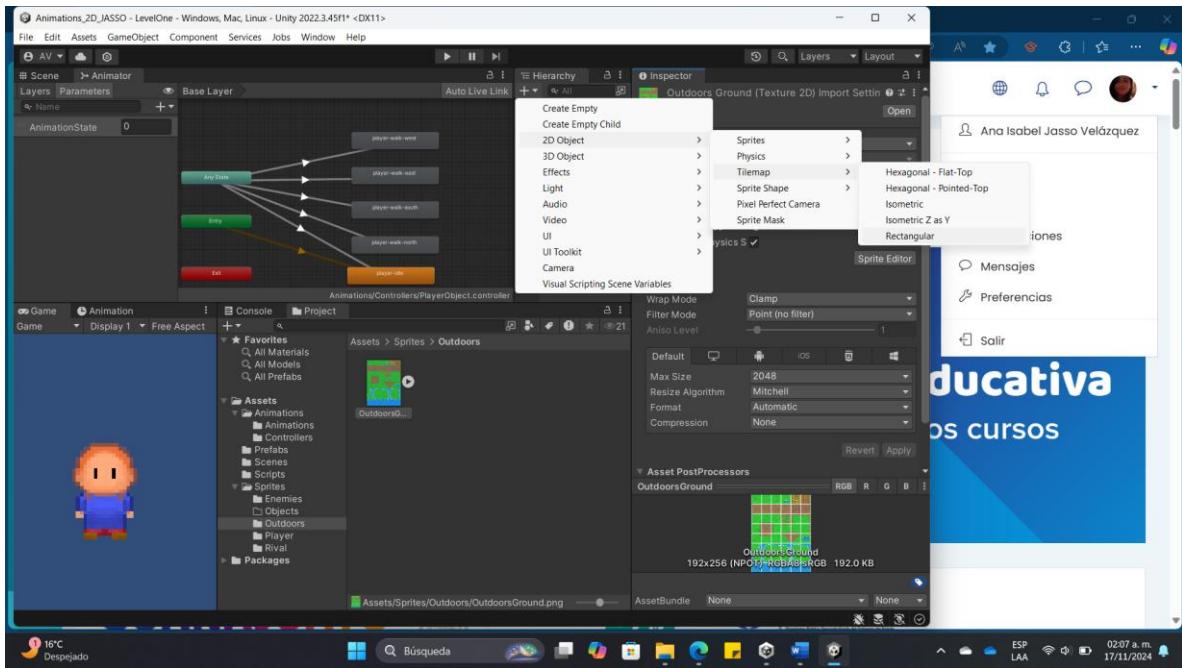
Ana Isabel Jasso Velázquez

Tilemaps & paleta Tiles

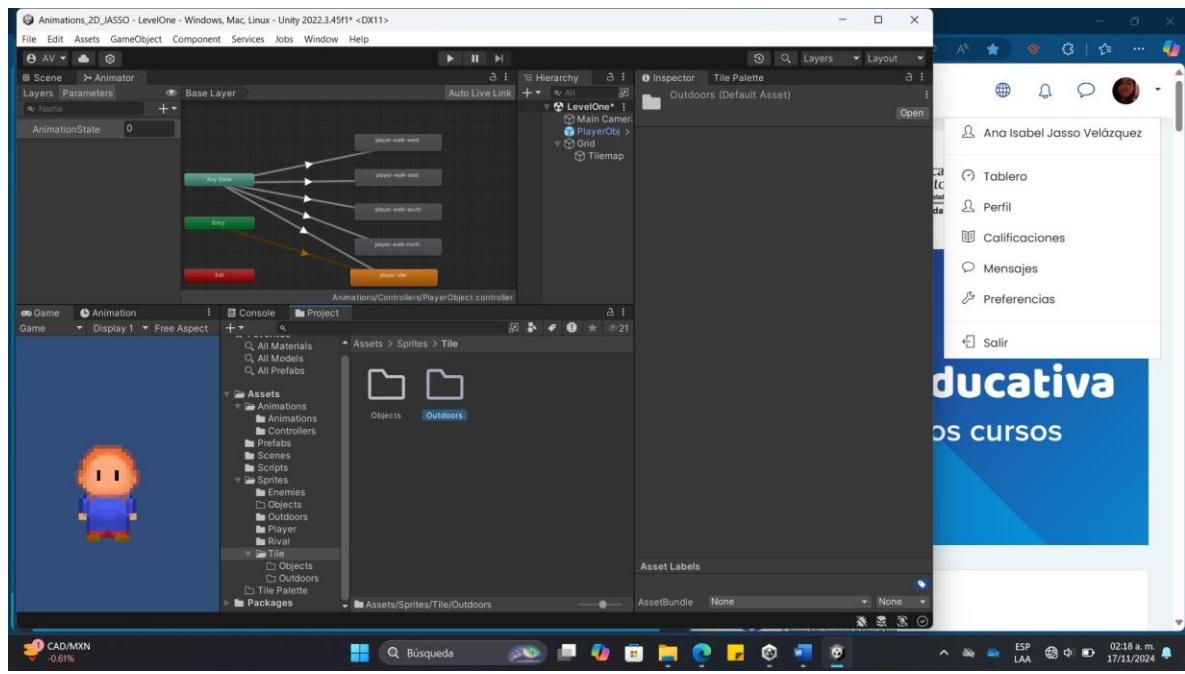
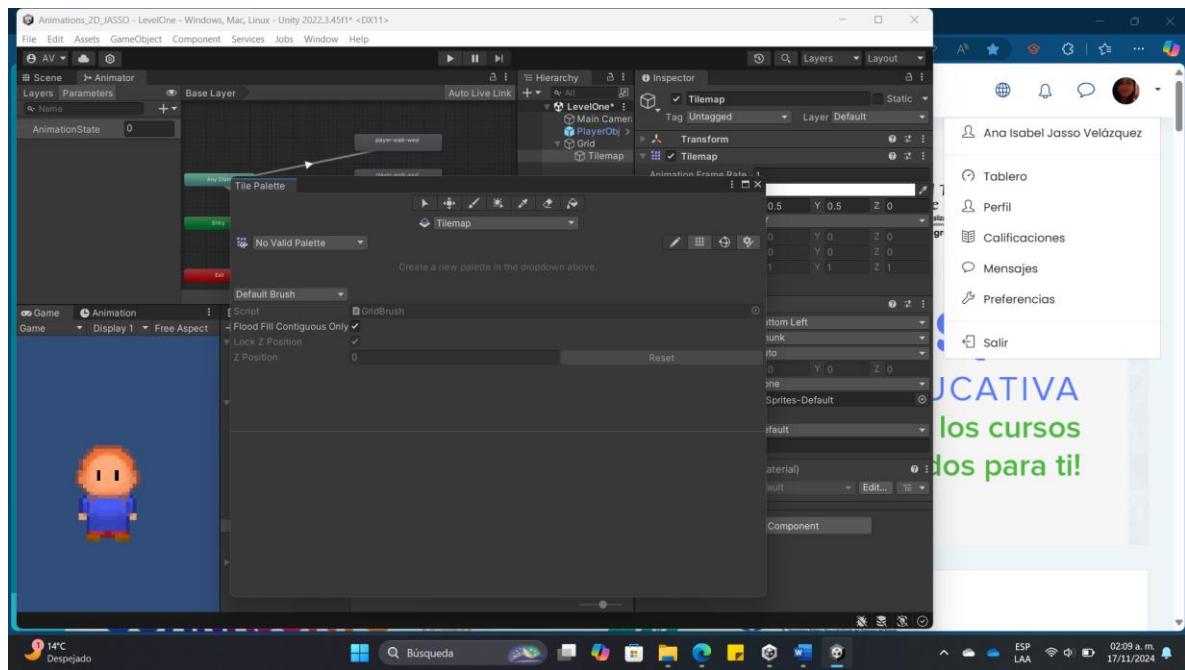


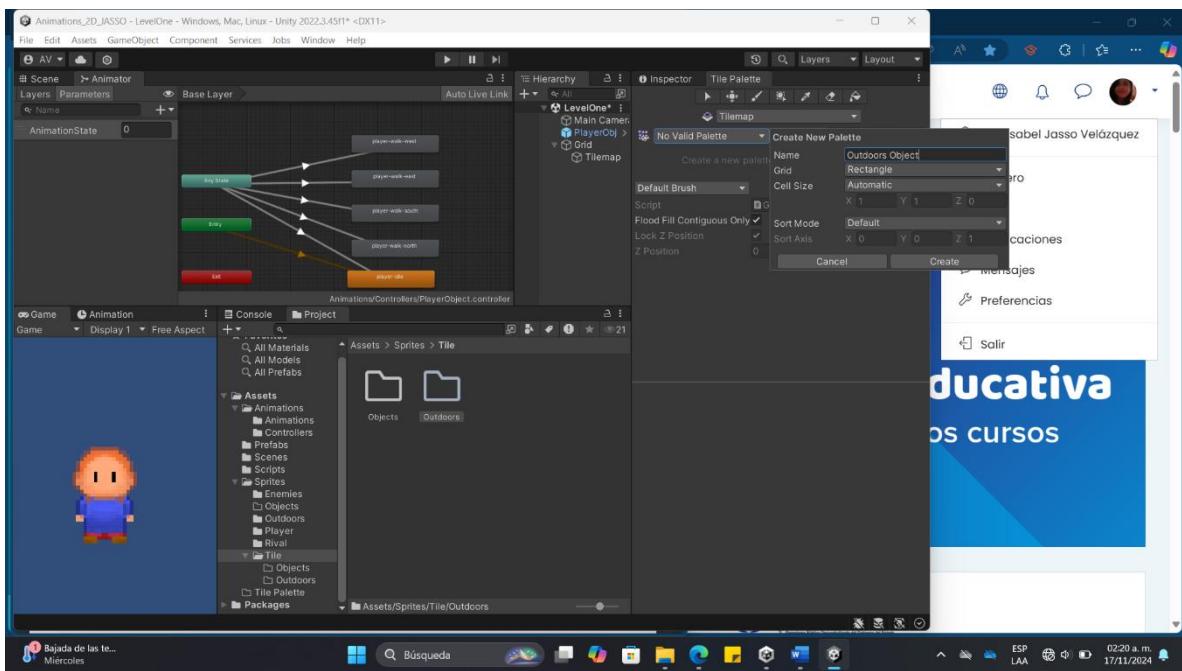
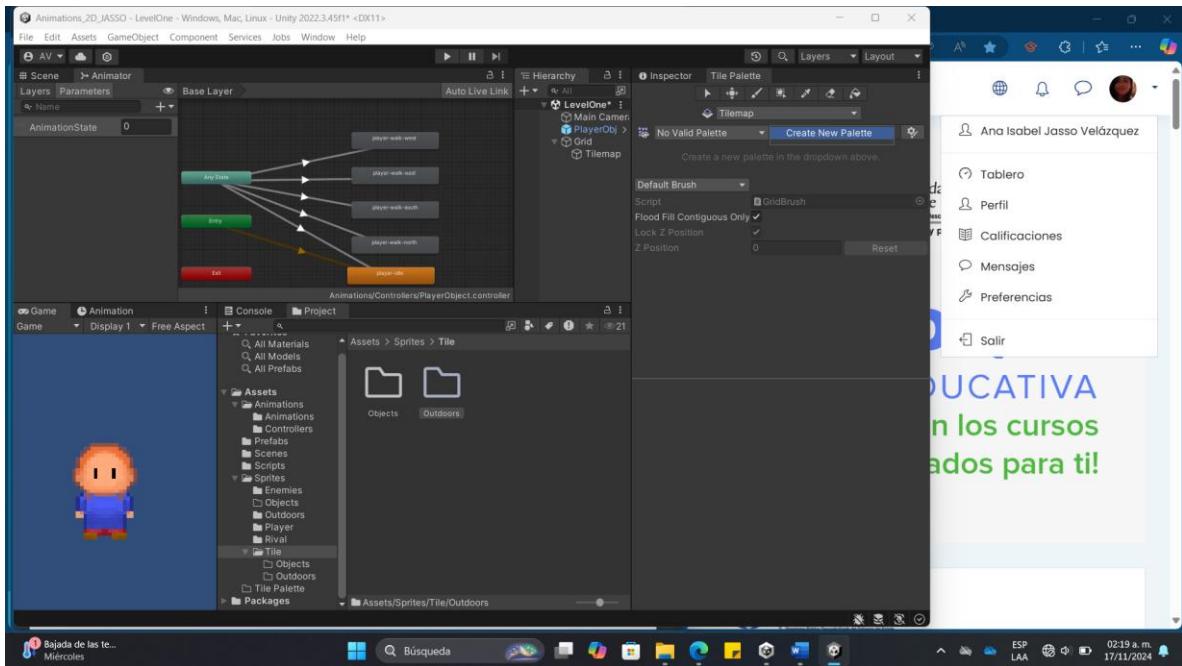


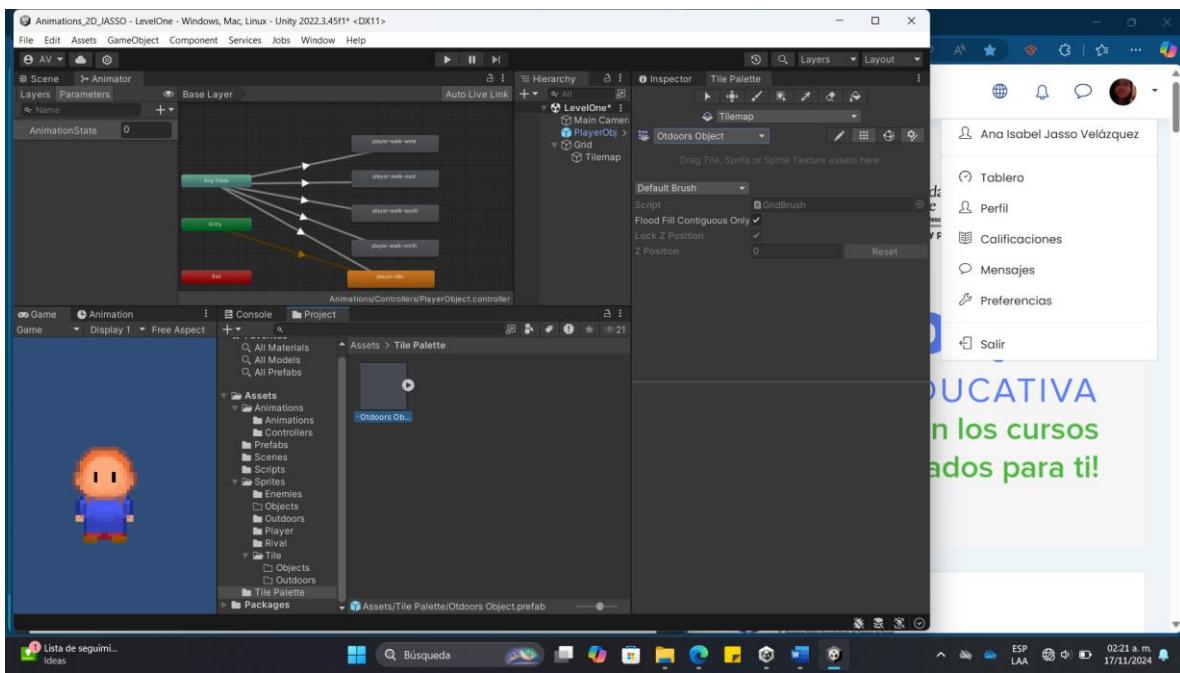
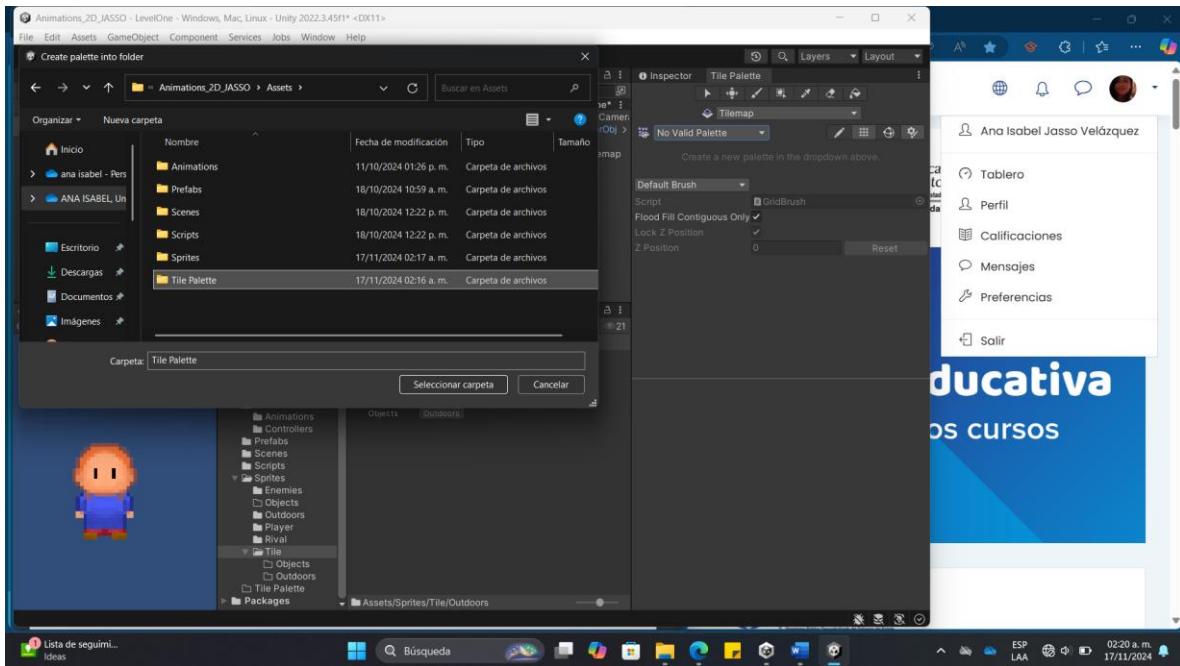


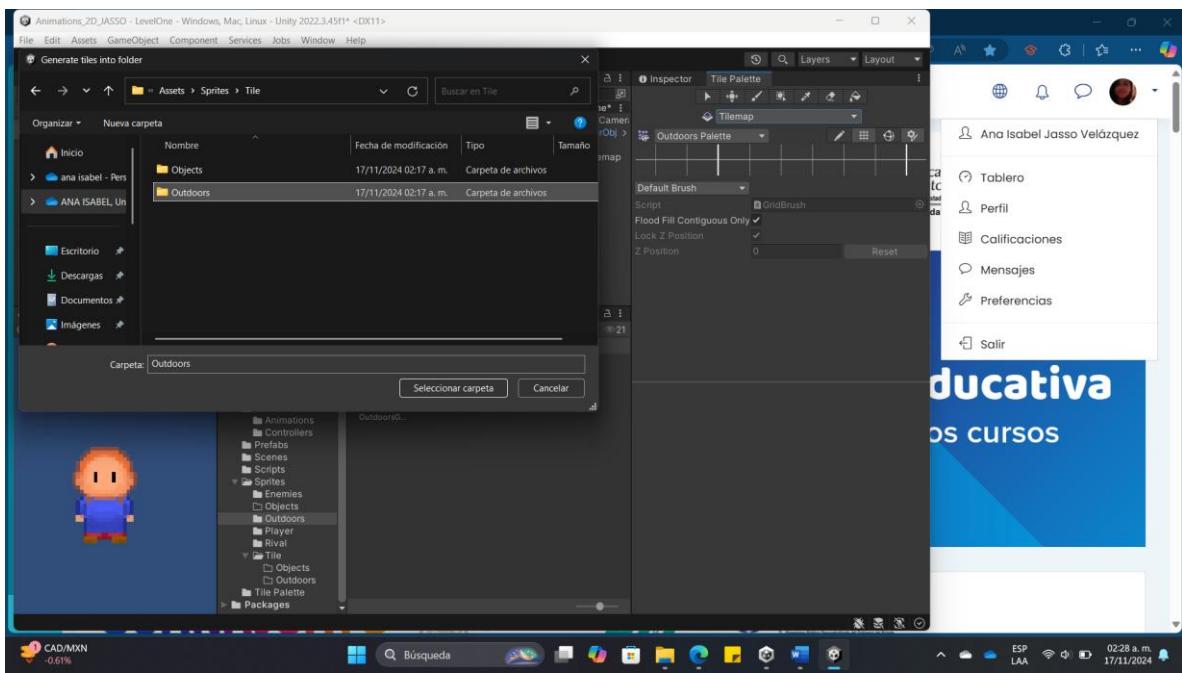
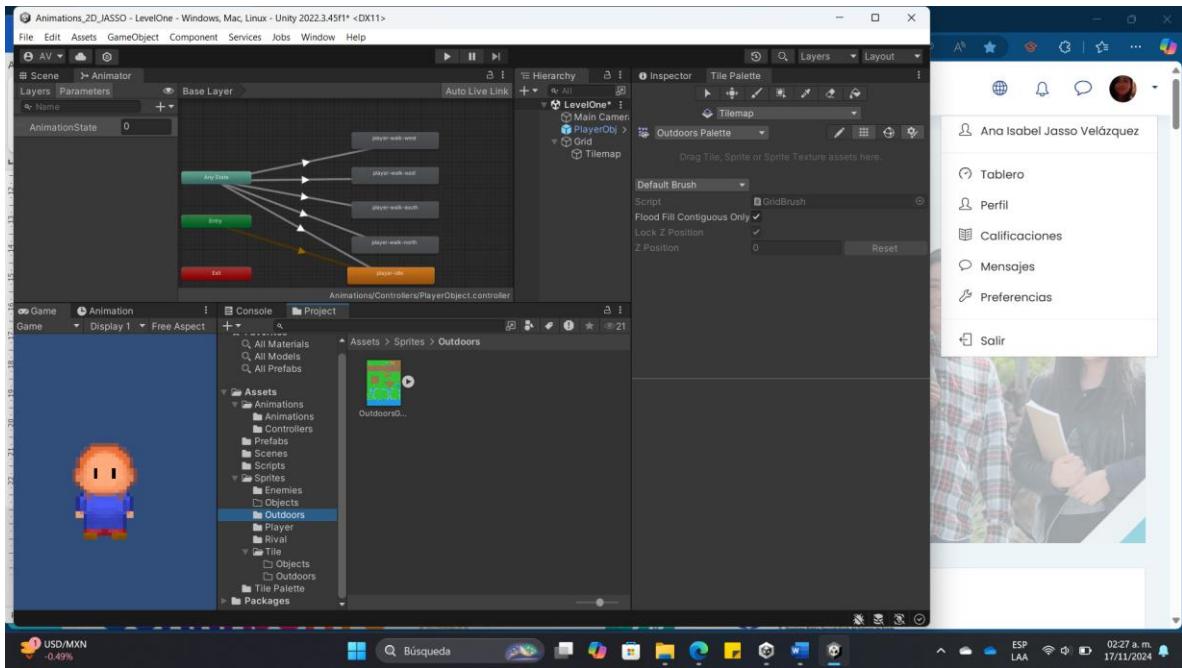


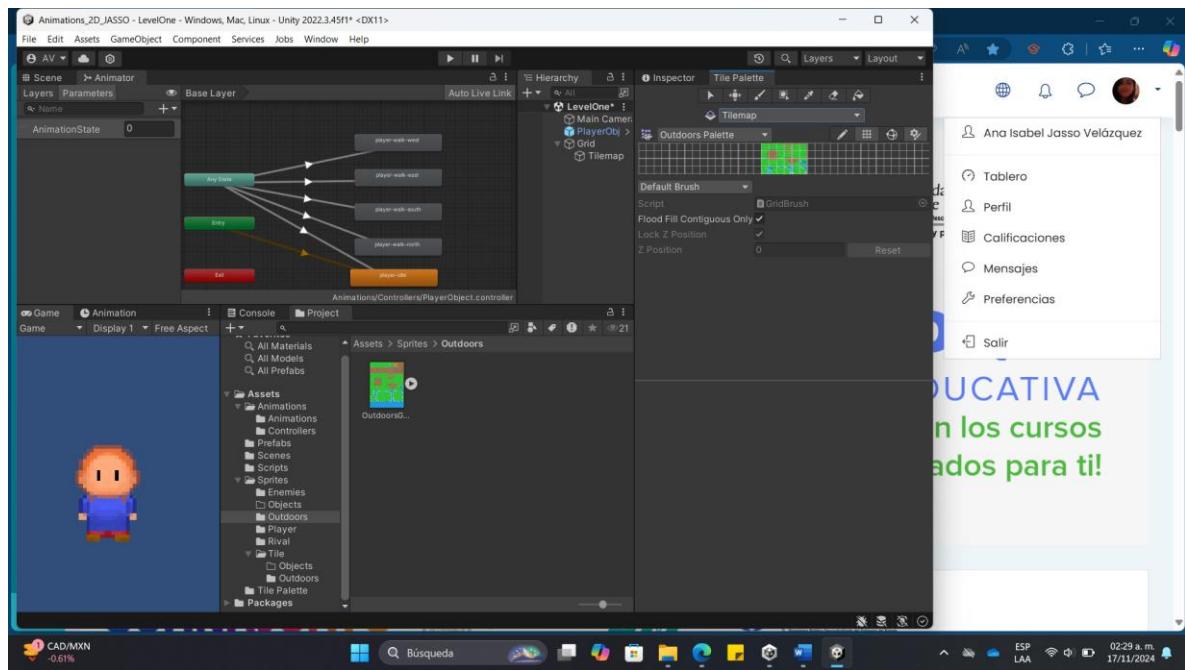
Creando Tiles Palettes



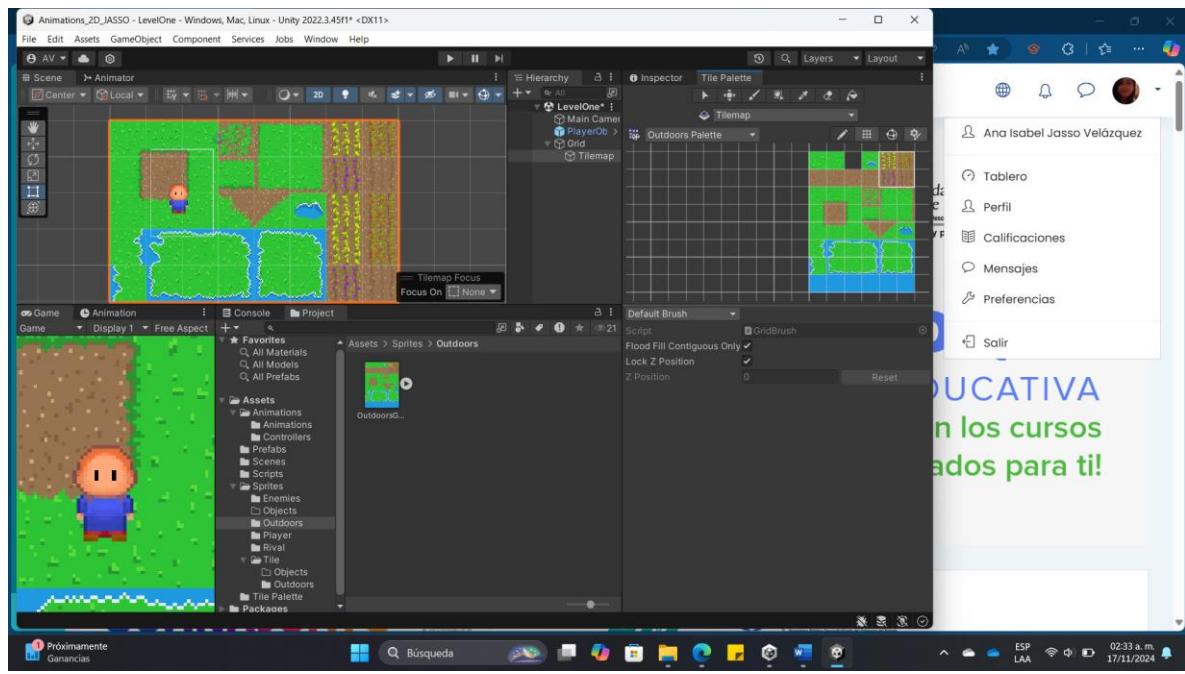


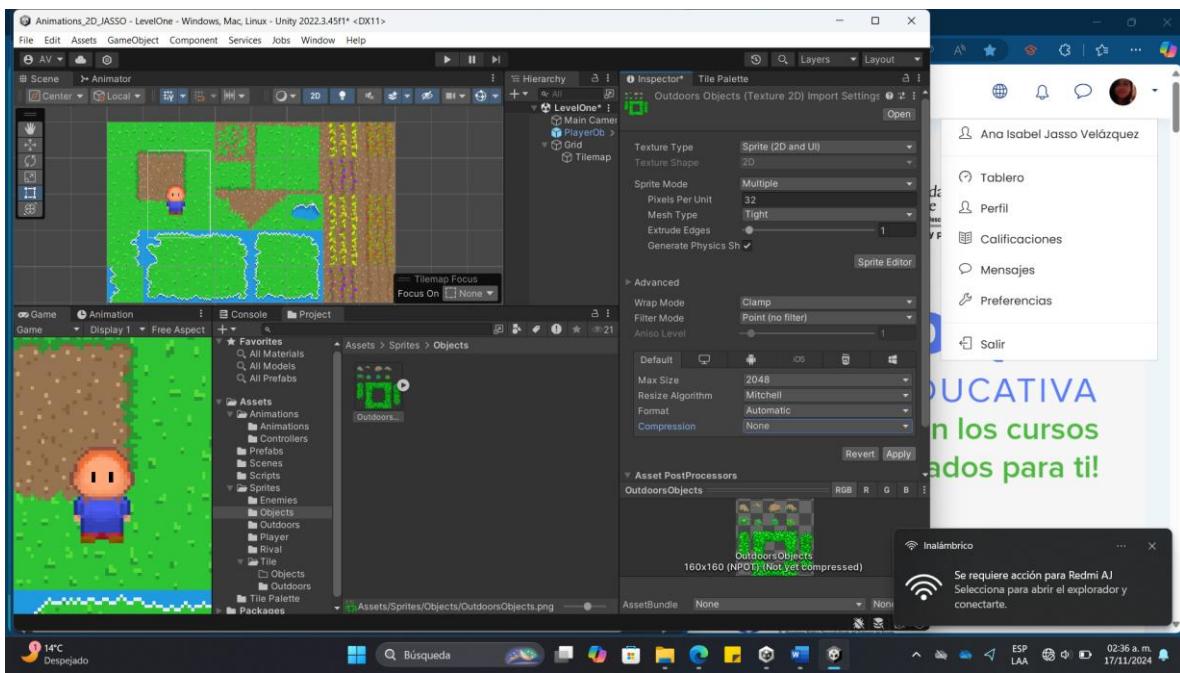
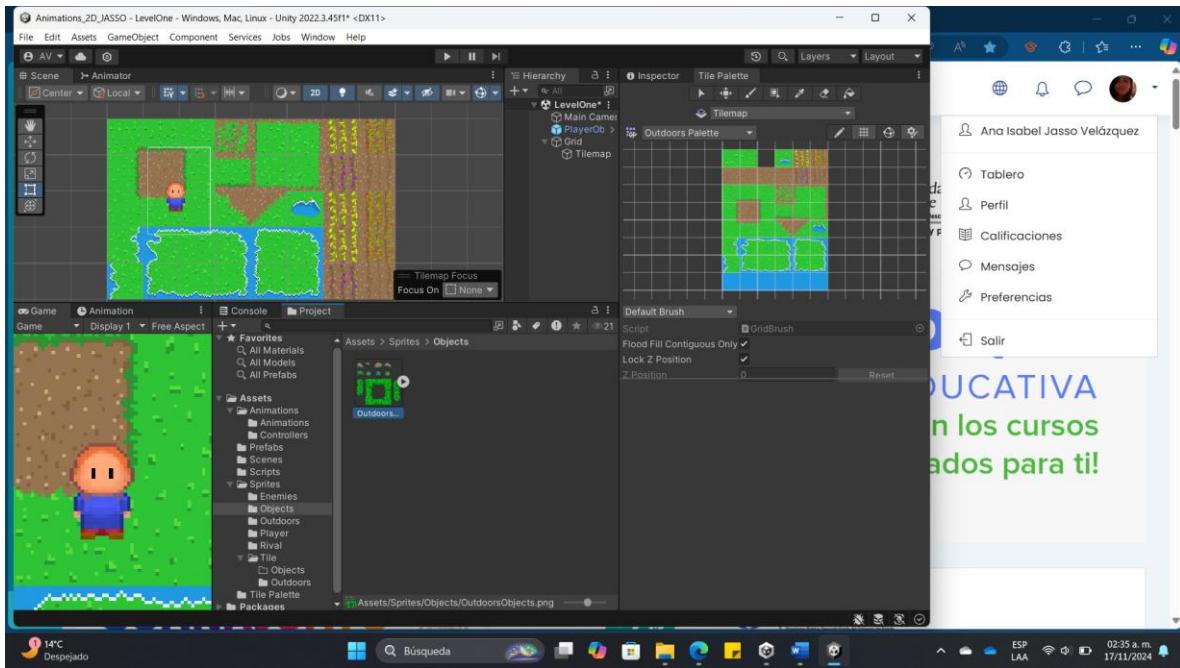


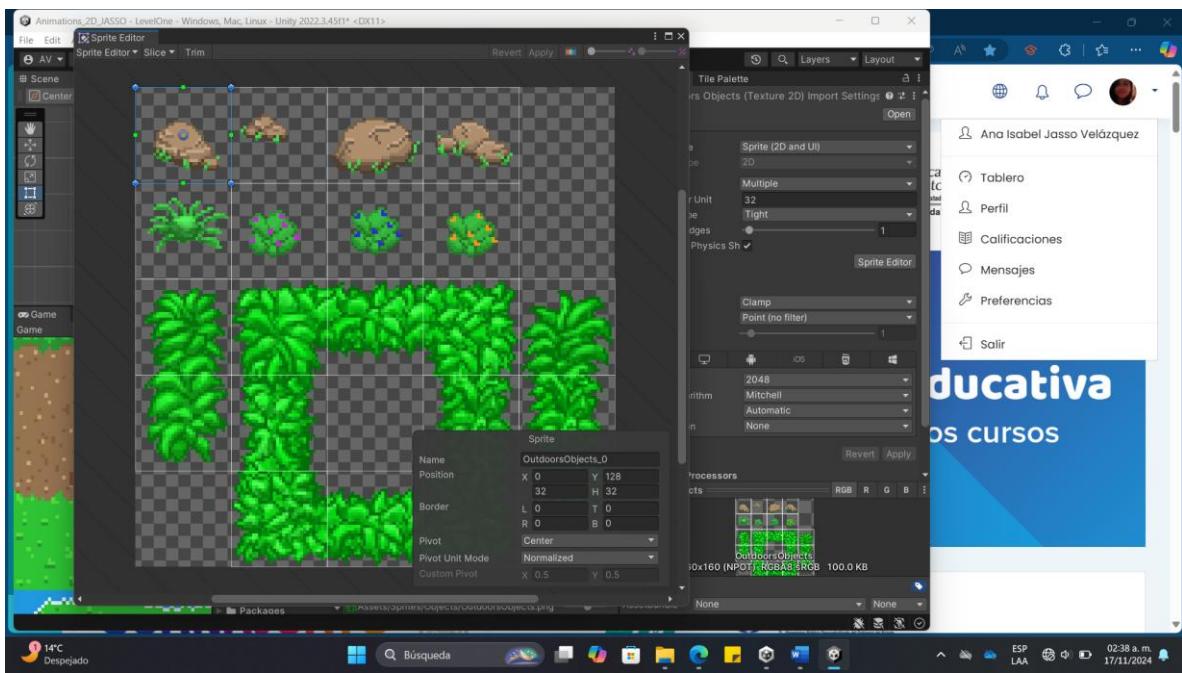
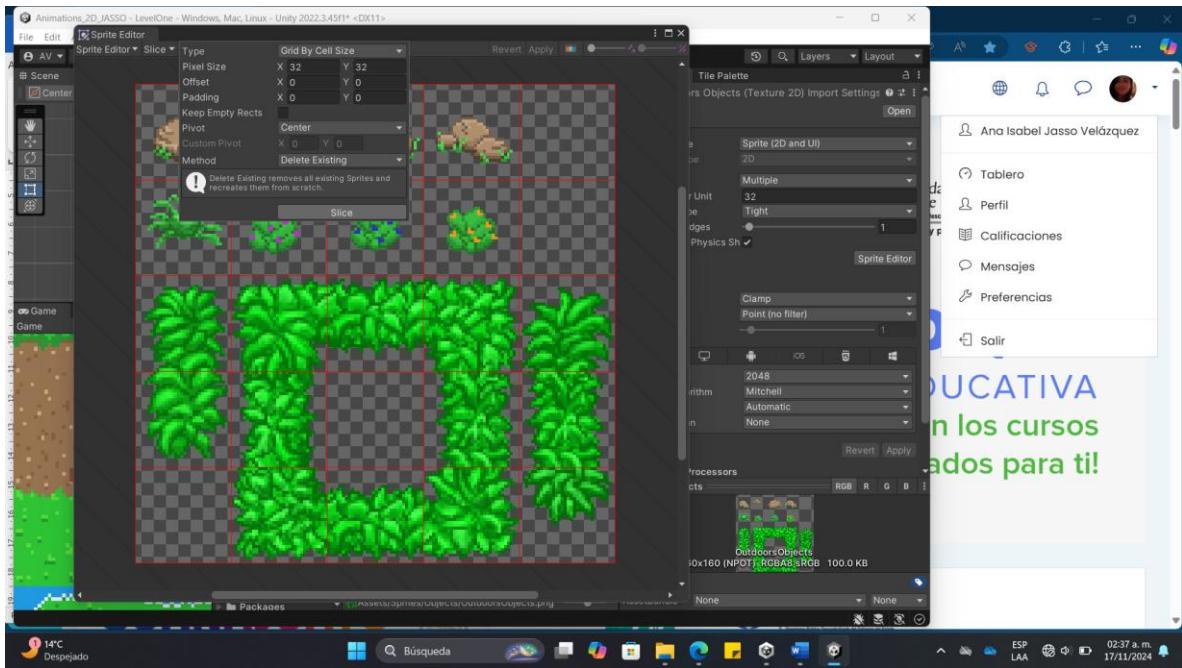


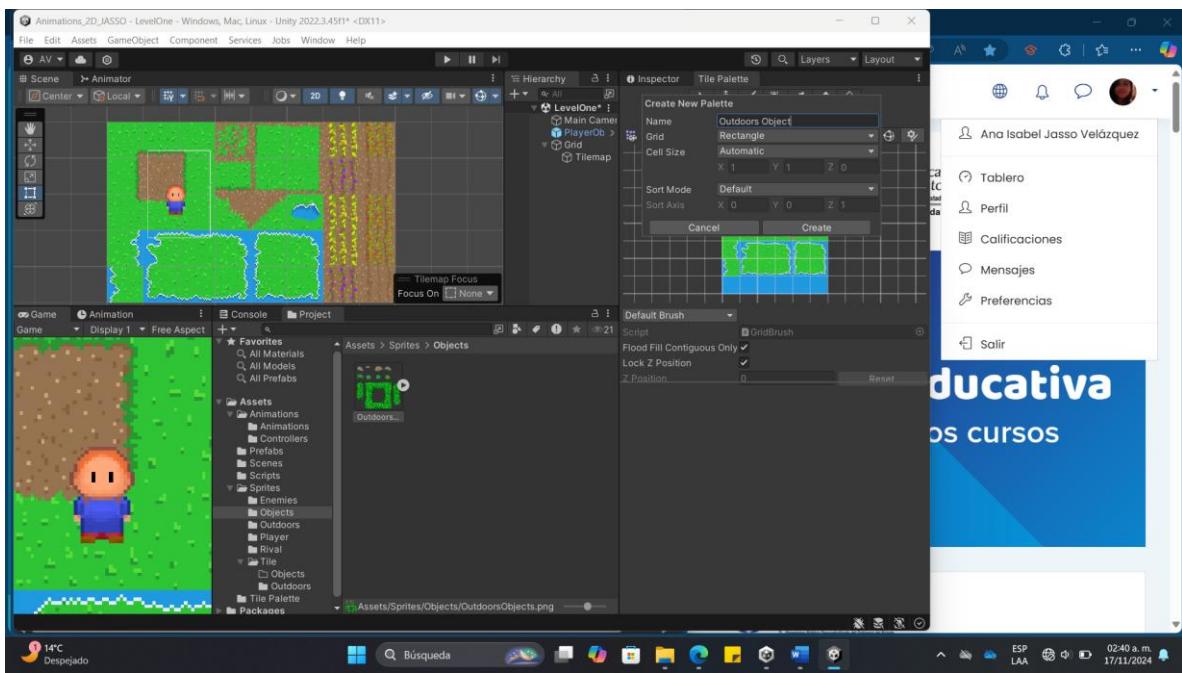
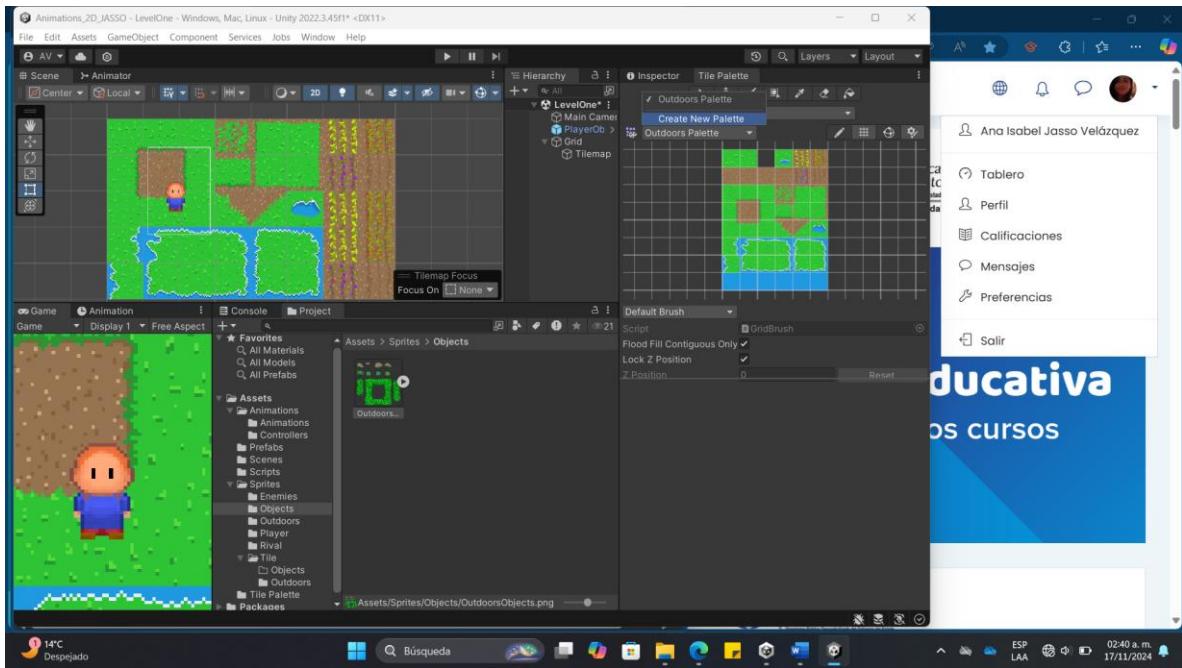


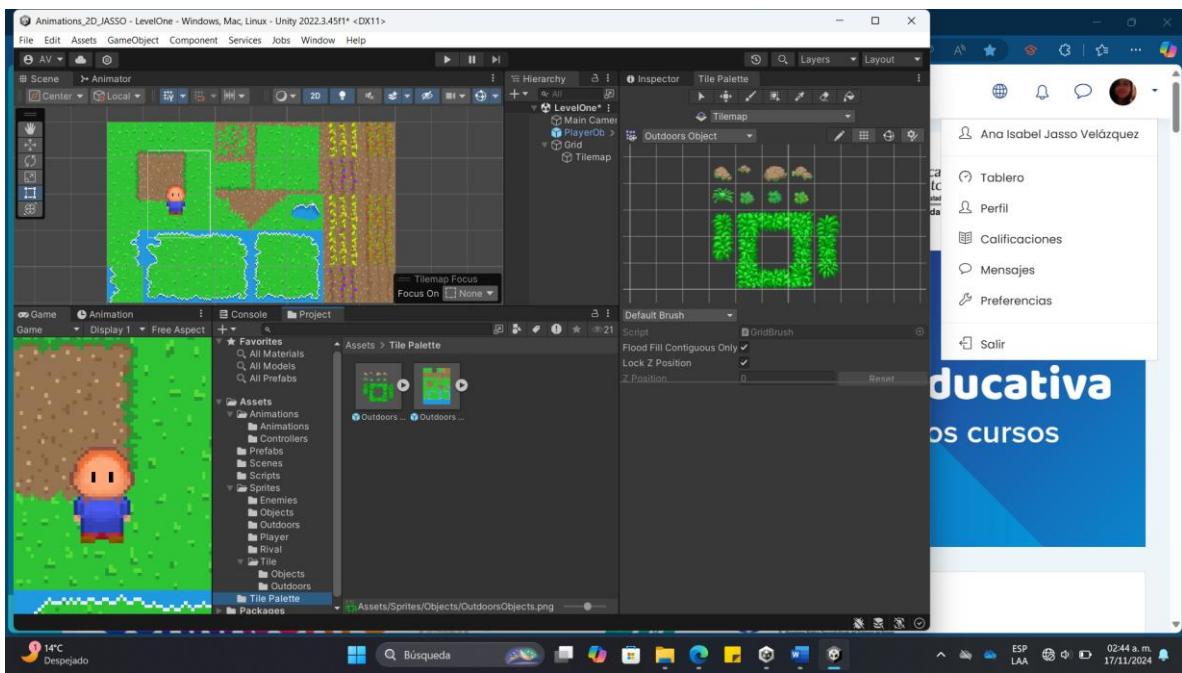
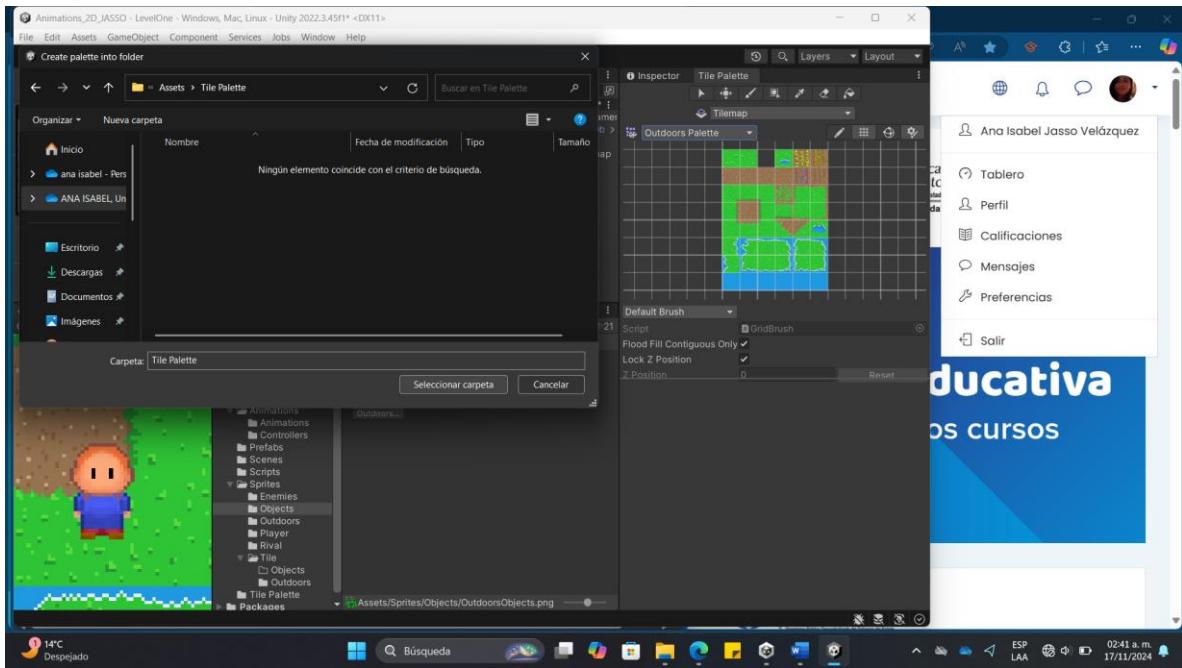
Dibujando con Tiles Palette

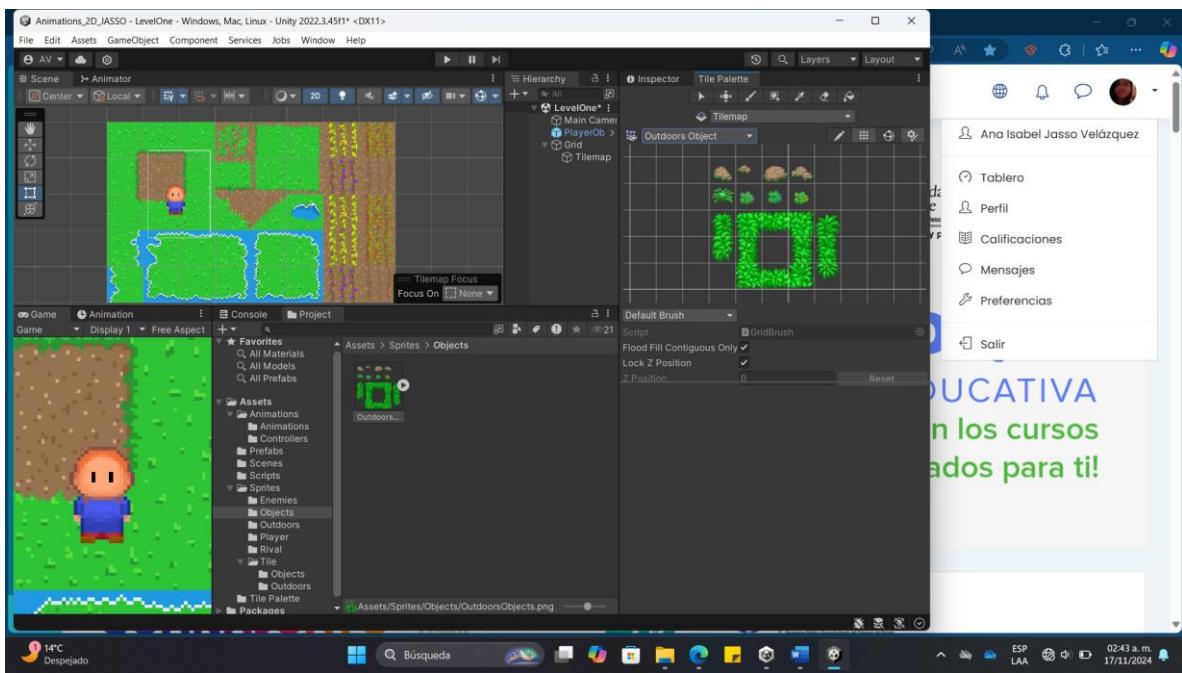
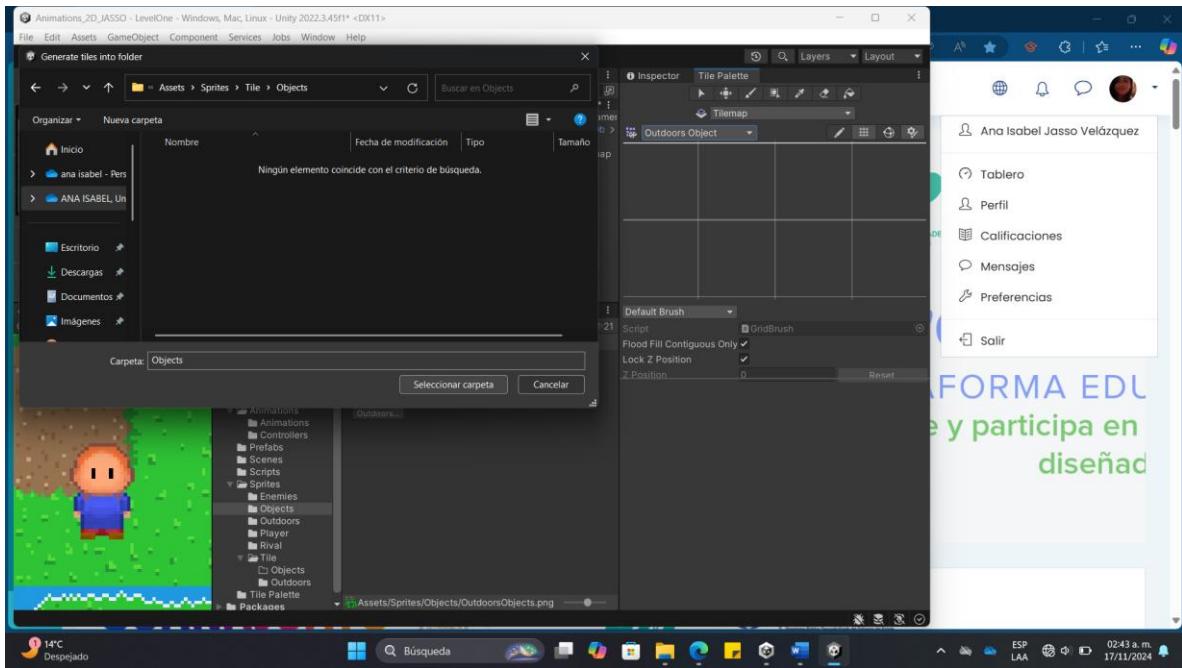


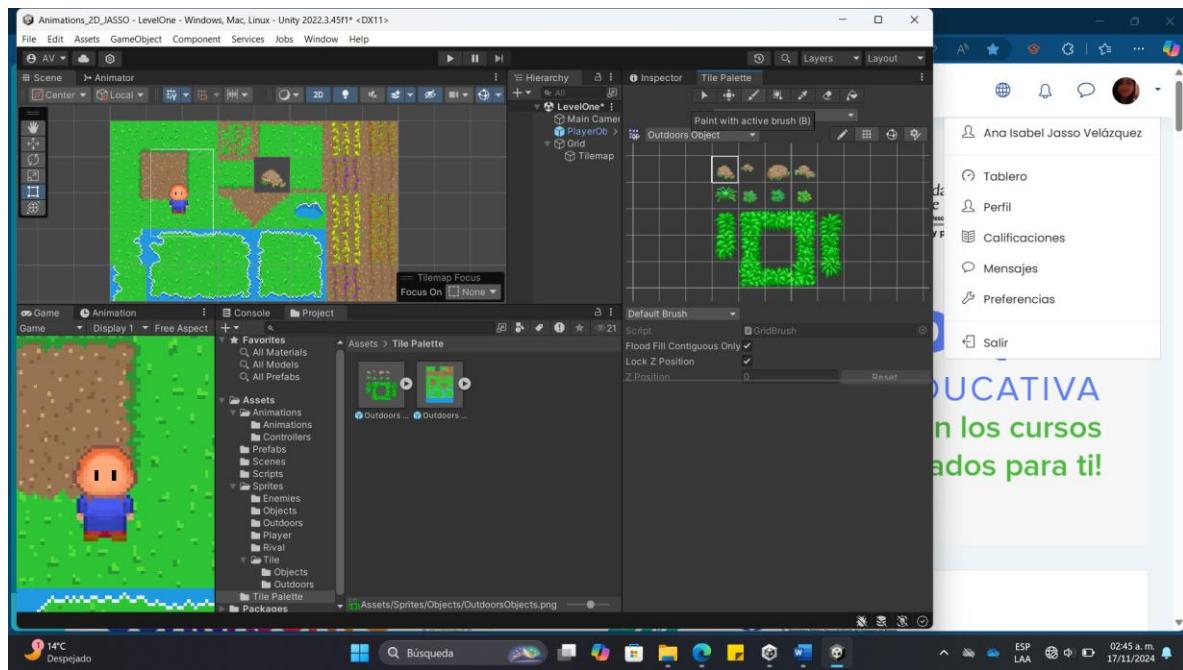




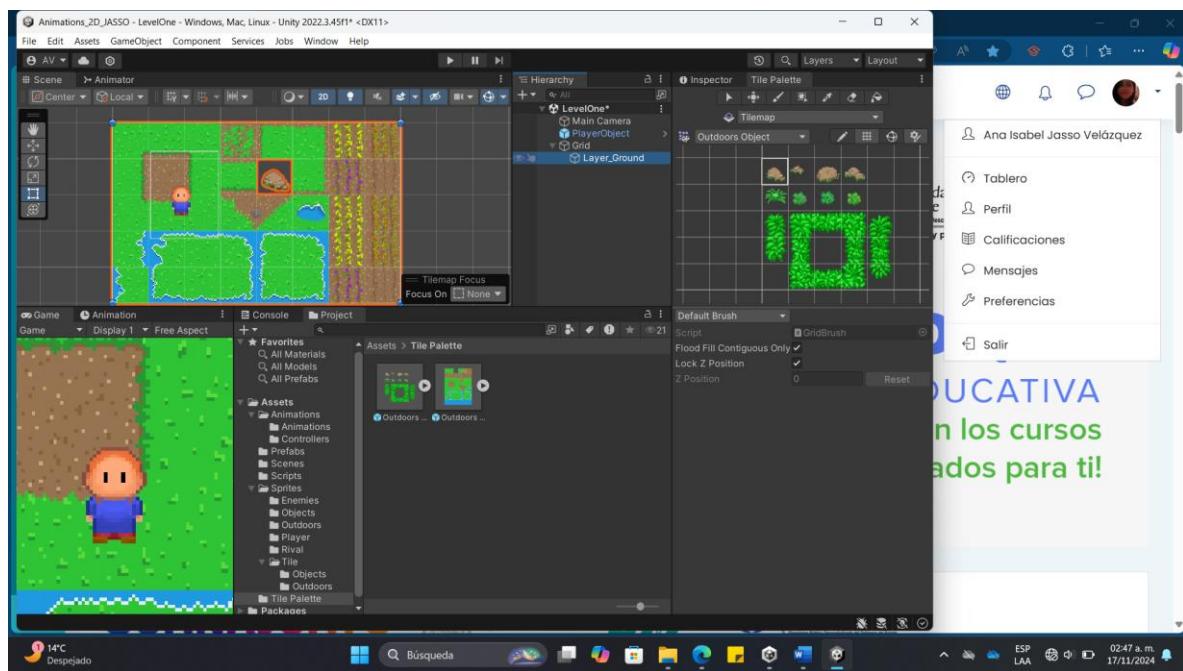


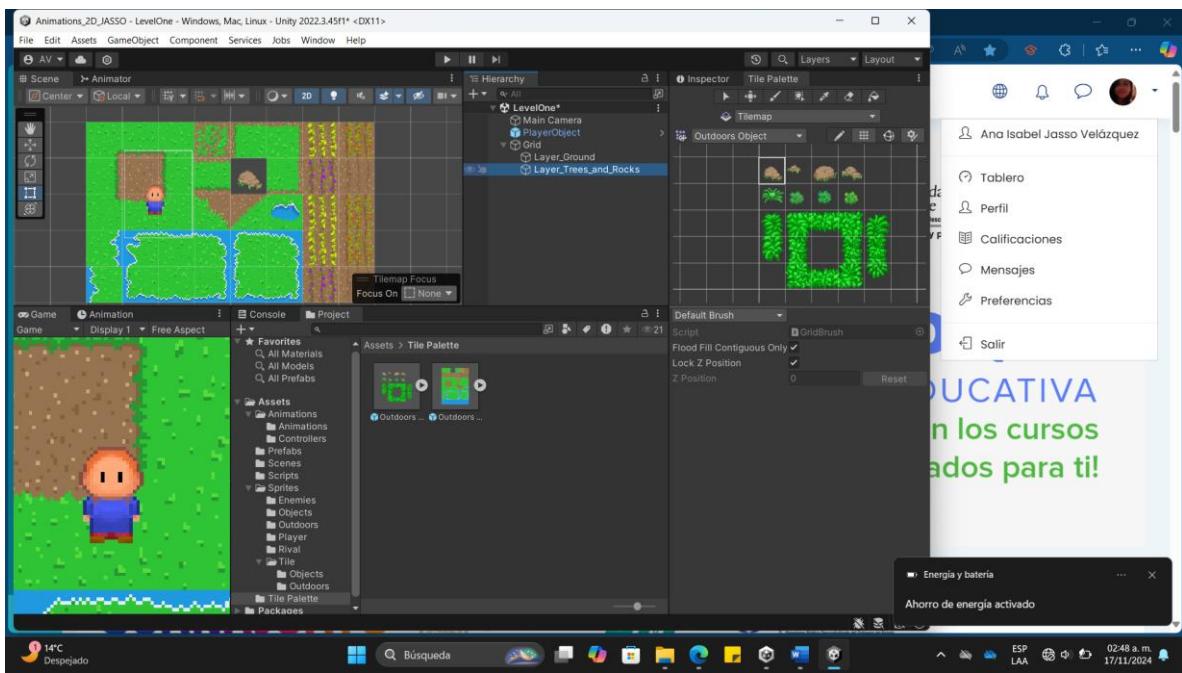
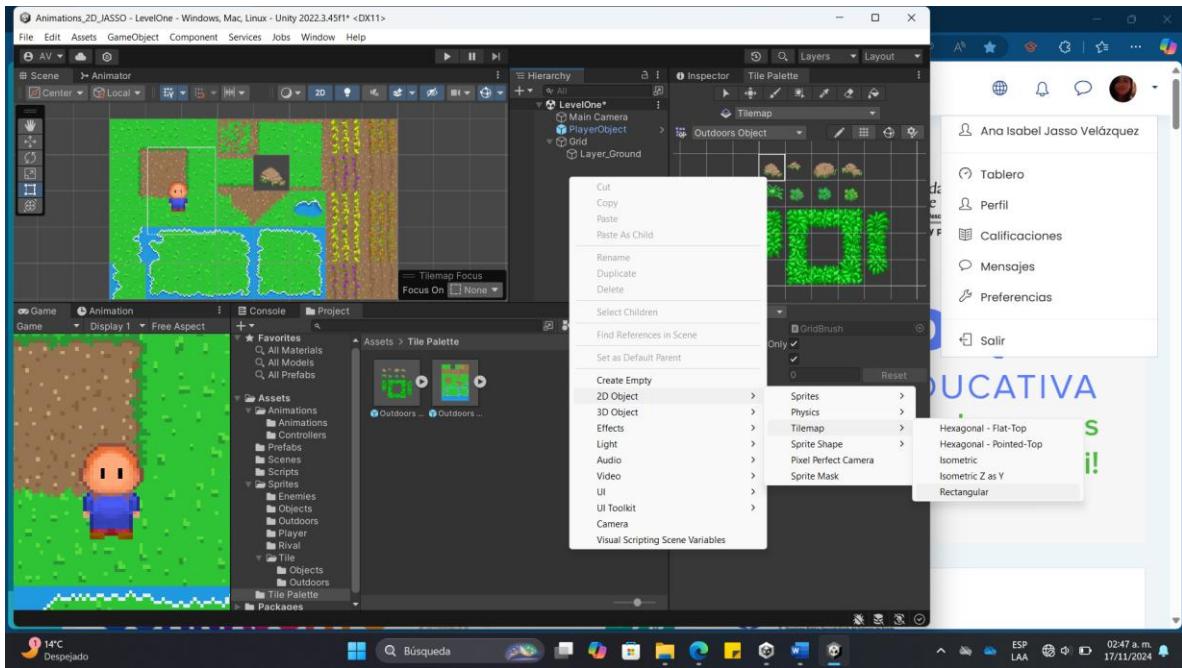


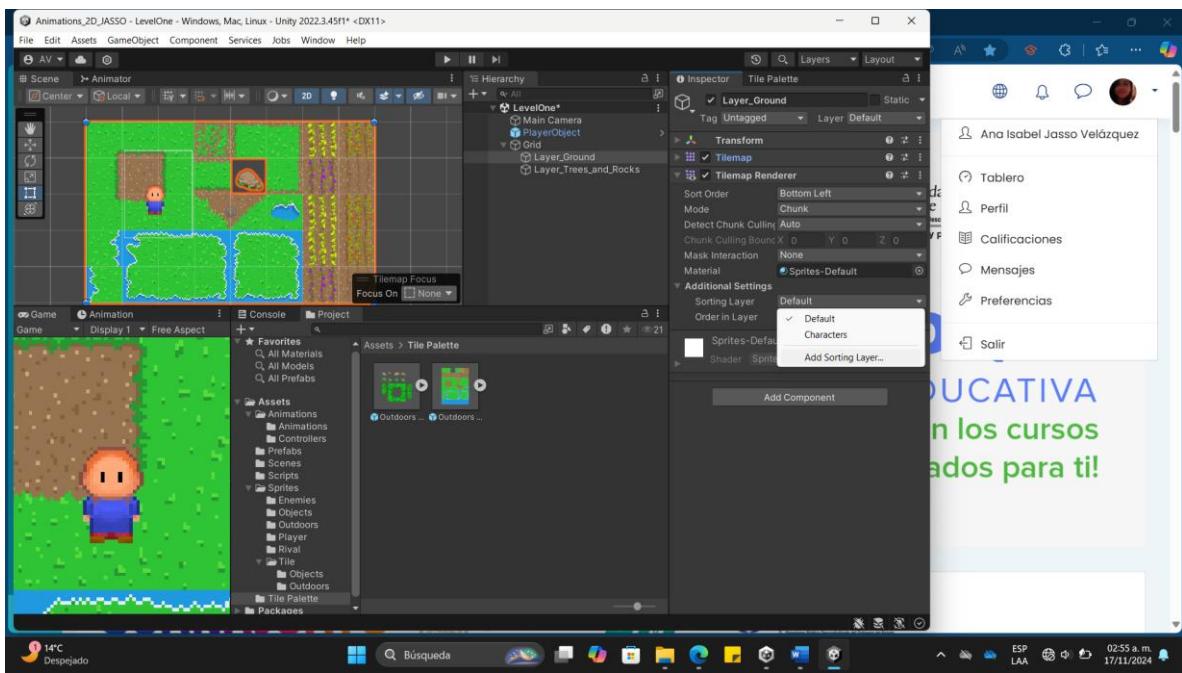
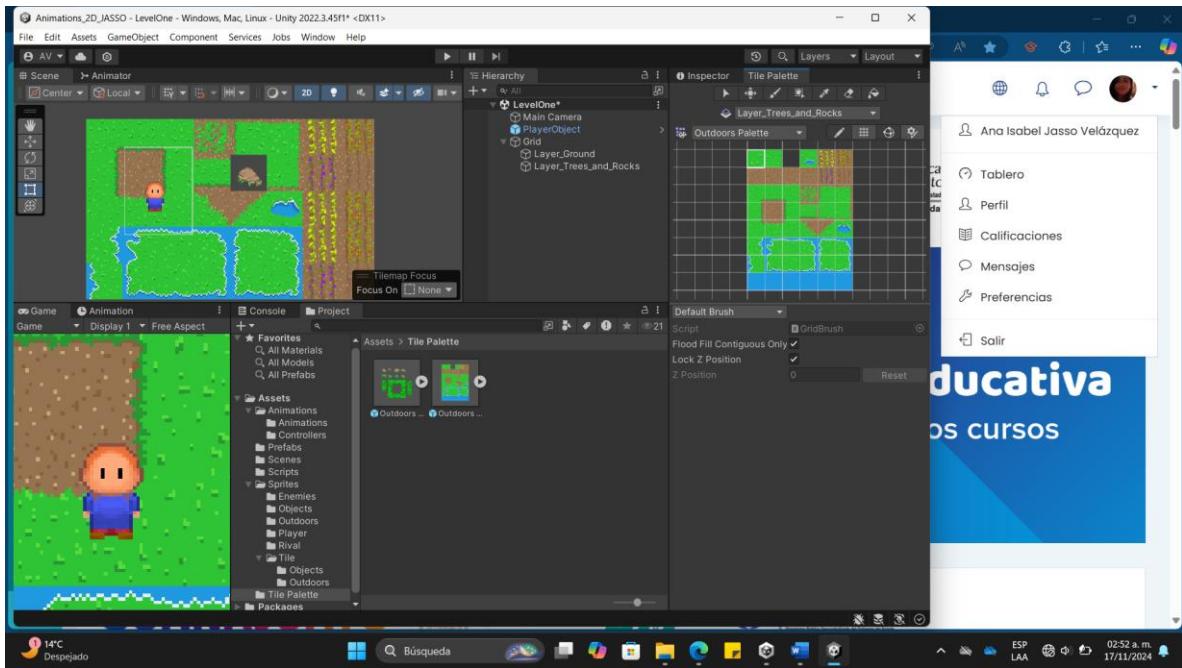


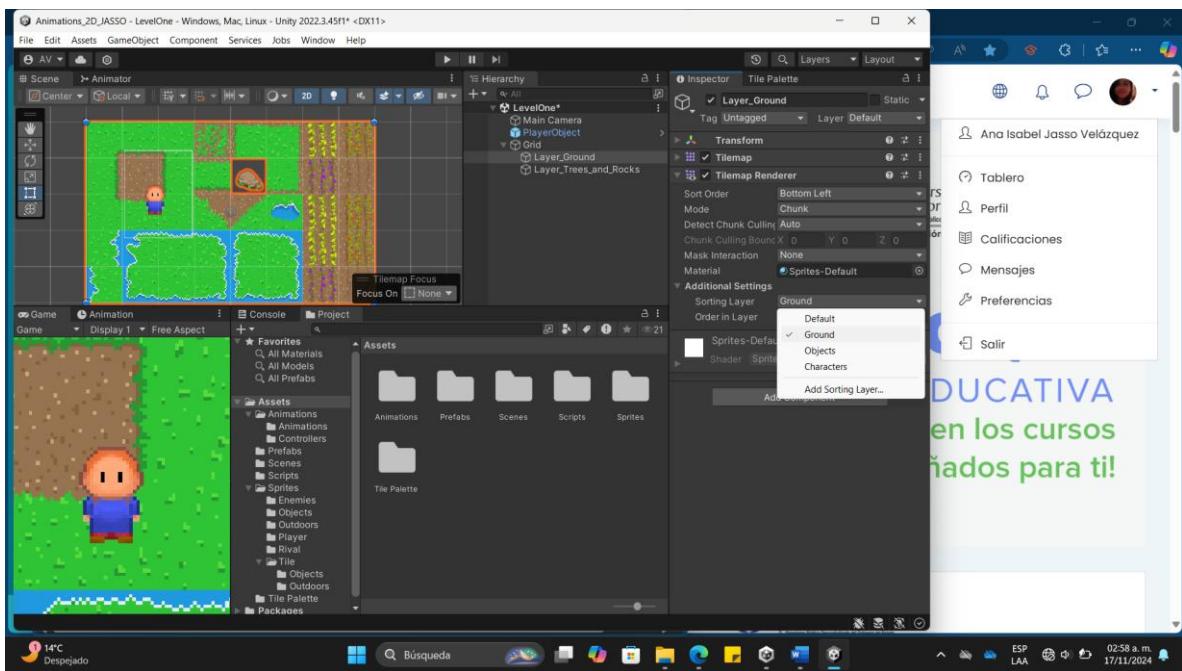
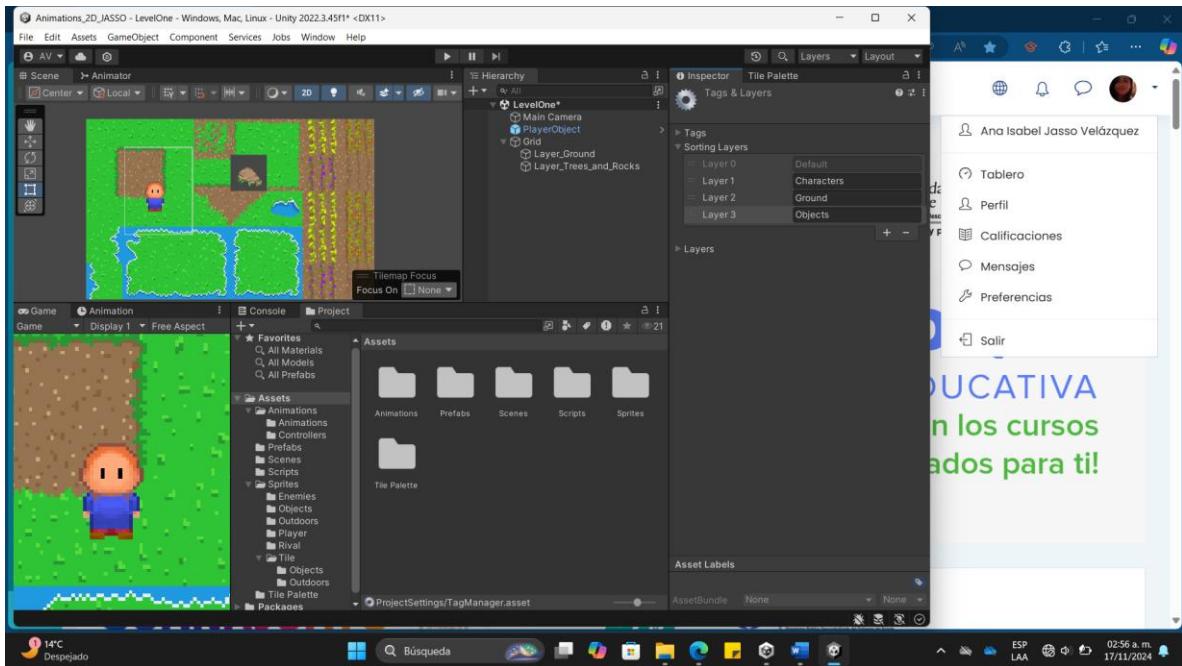


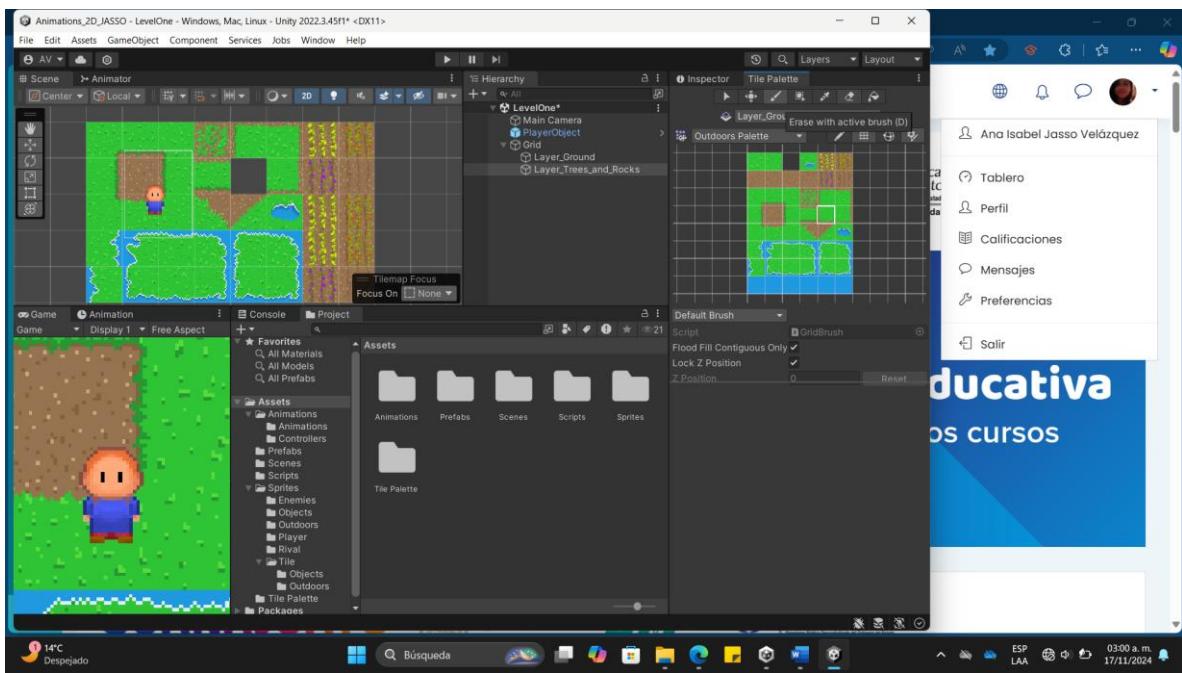
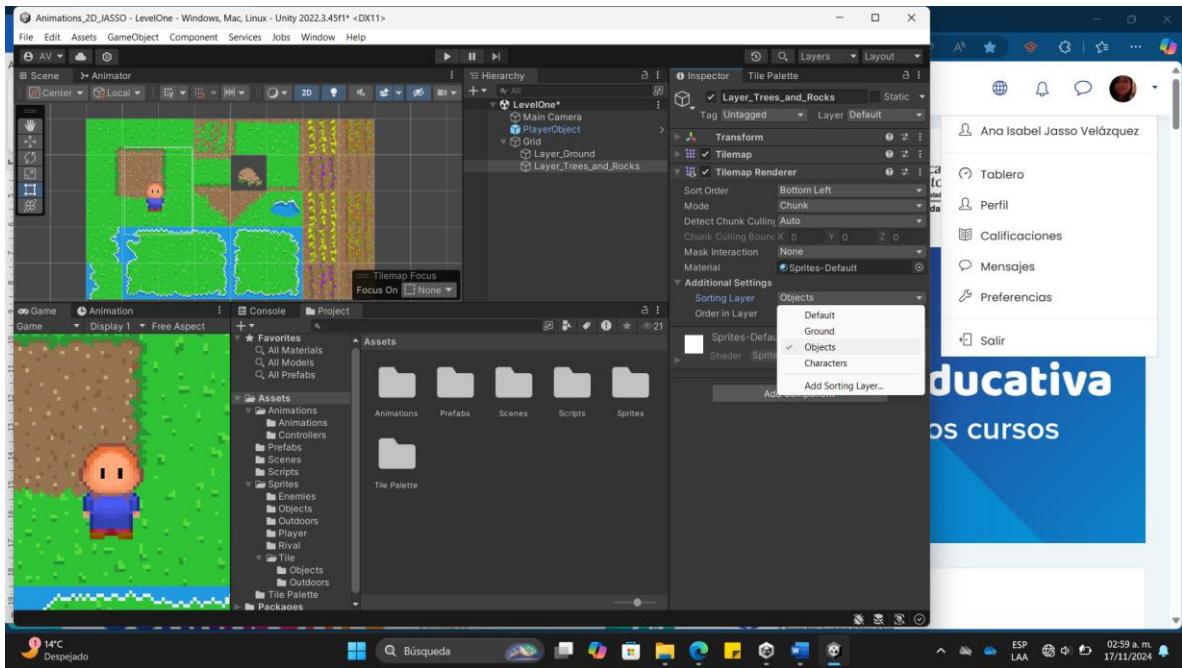
Trabajando con múltiples Tilemaps

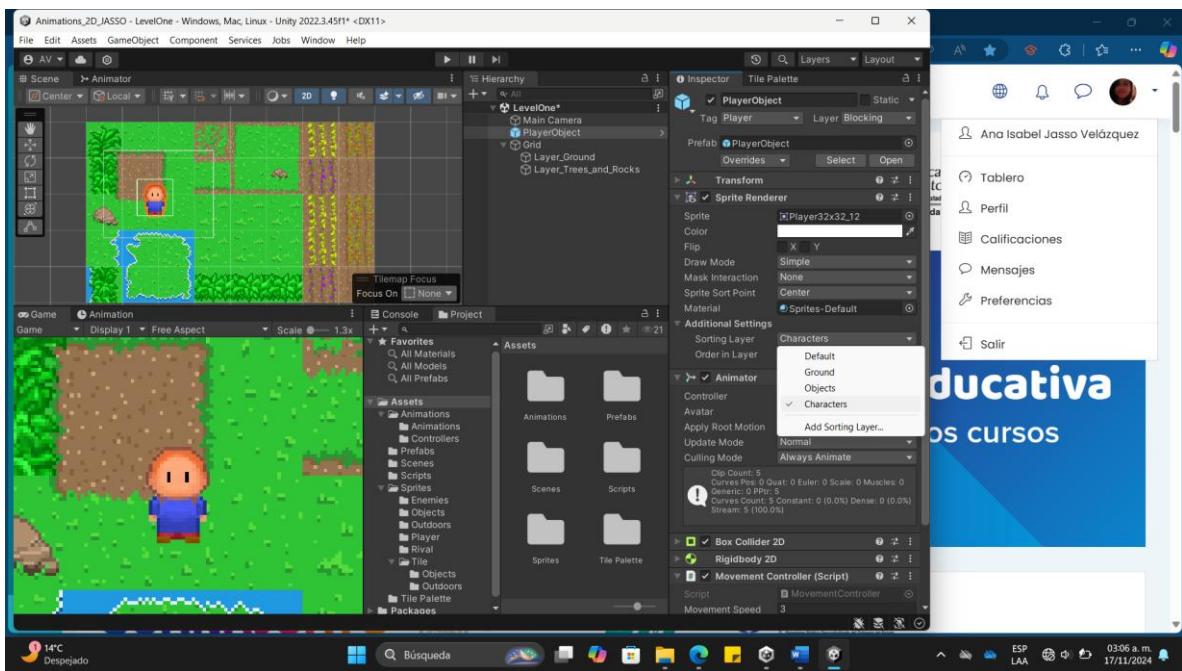
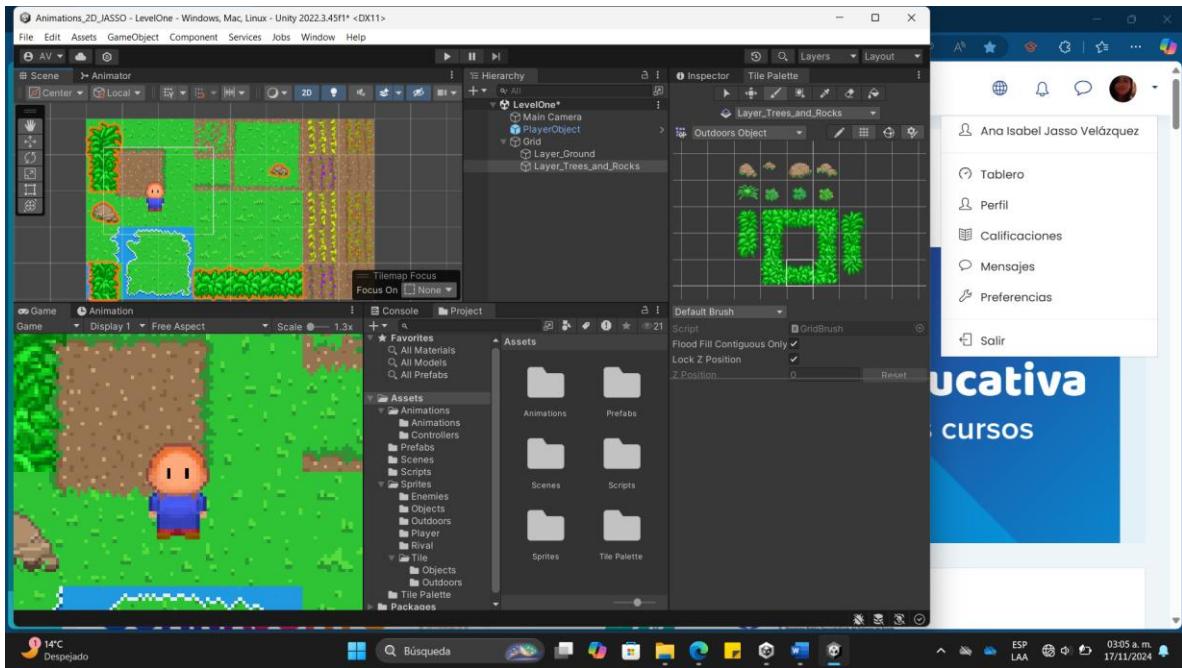


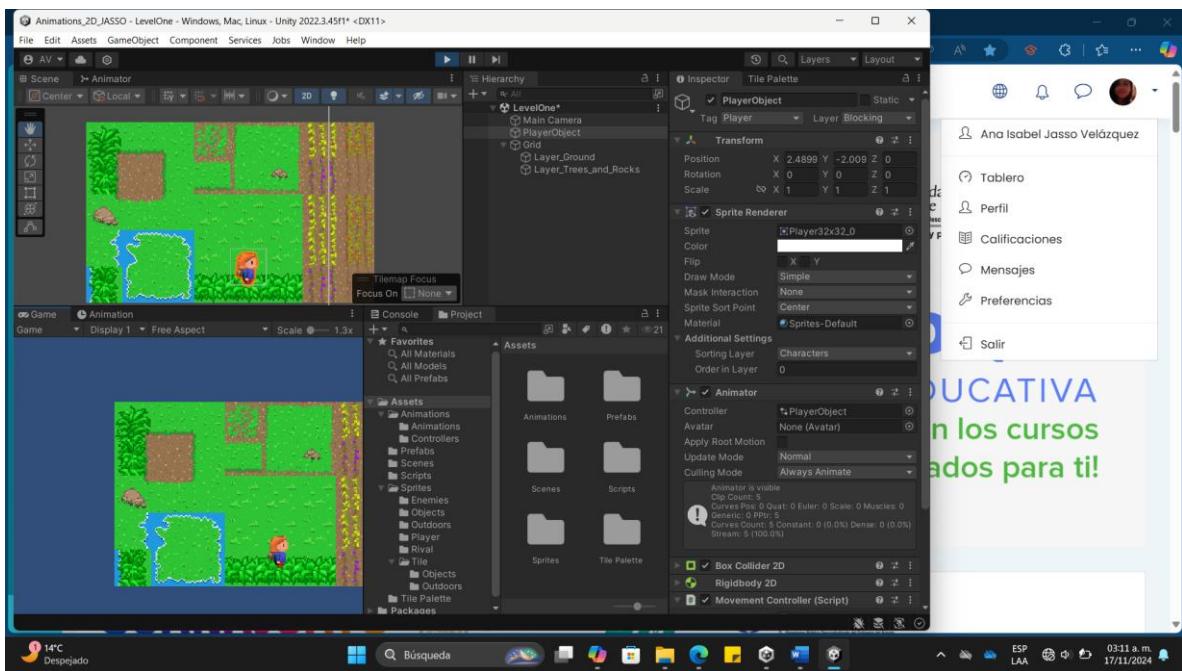
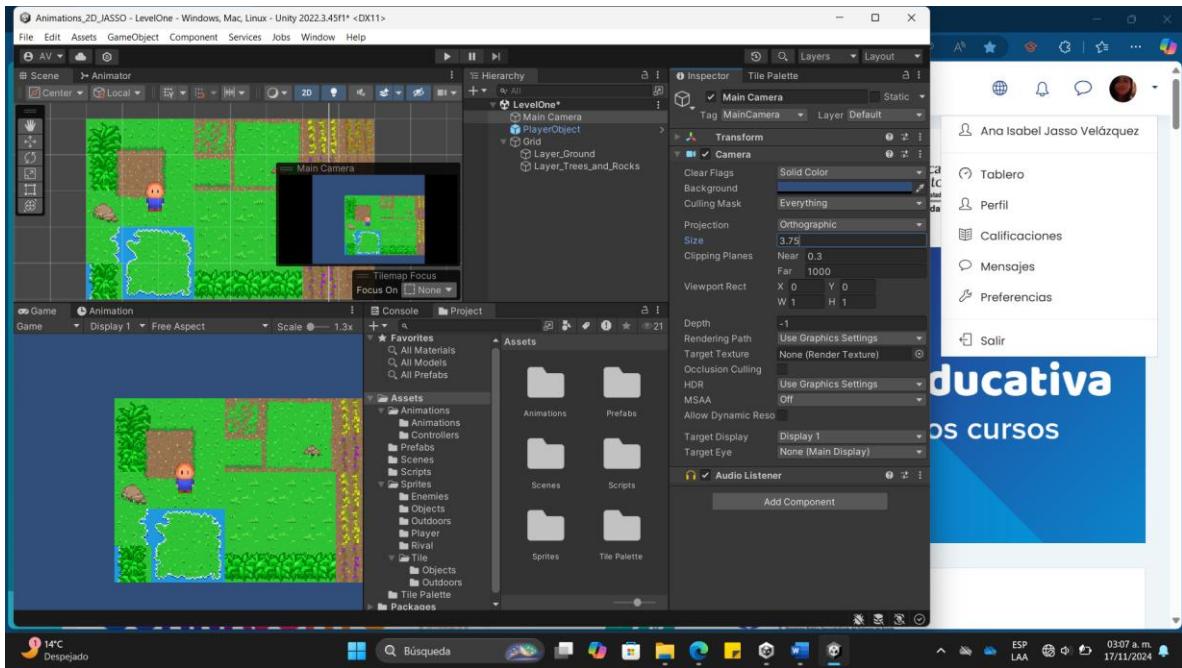




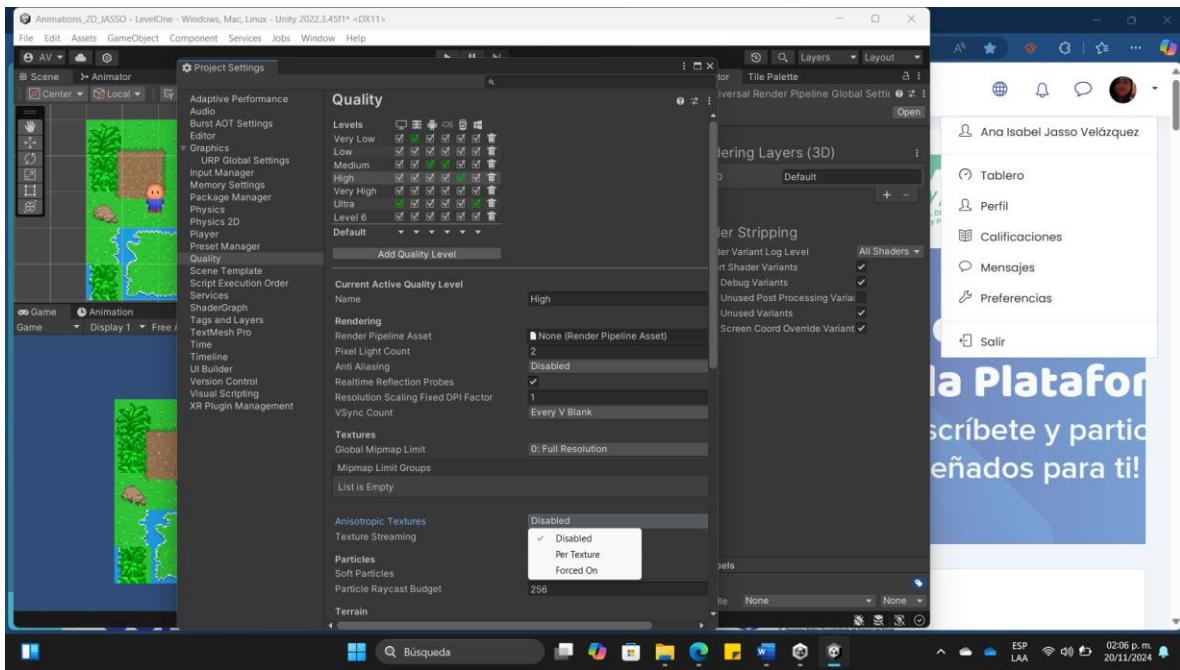
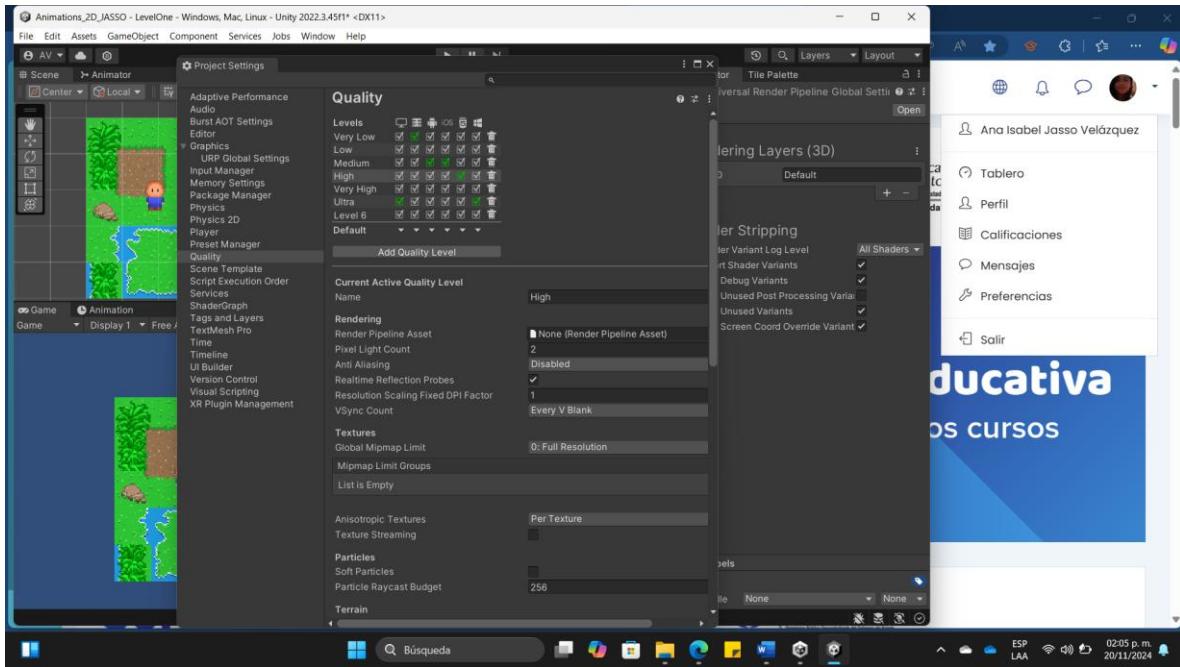




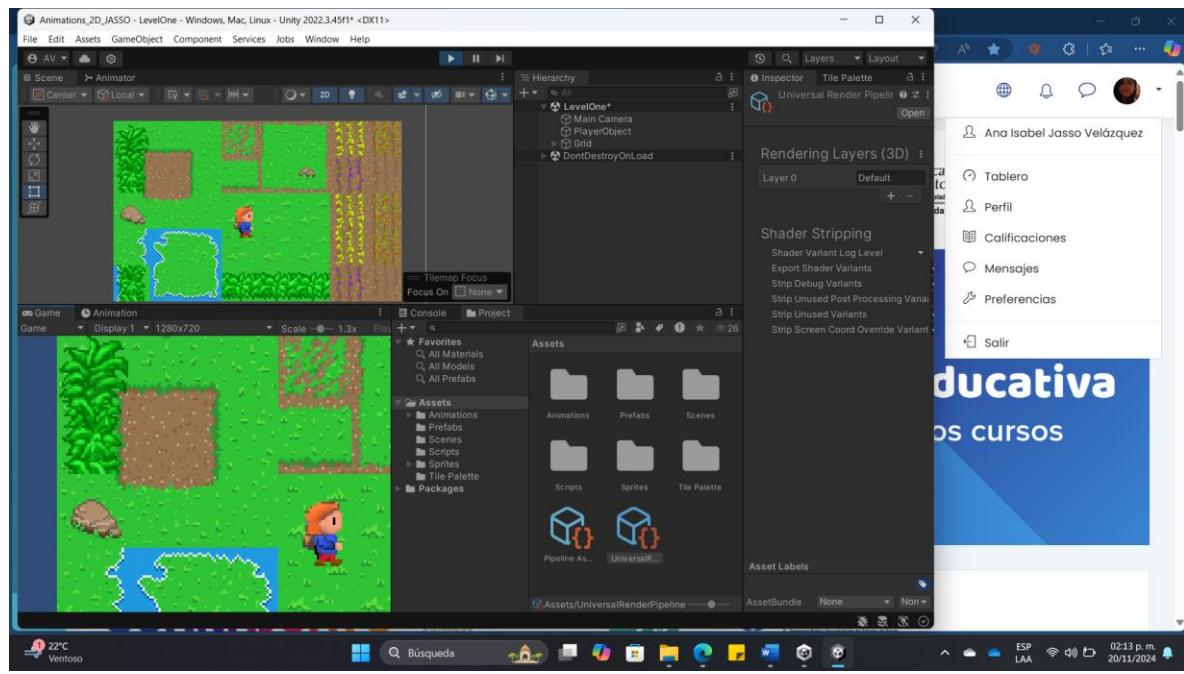
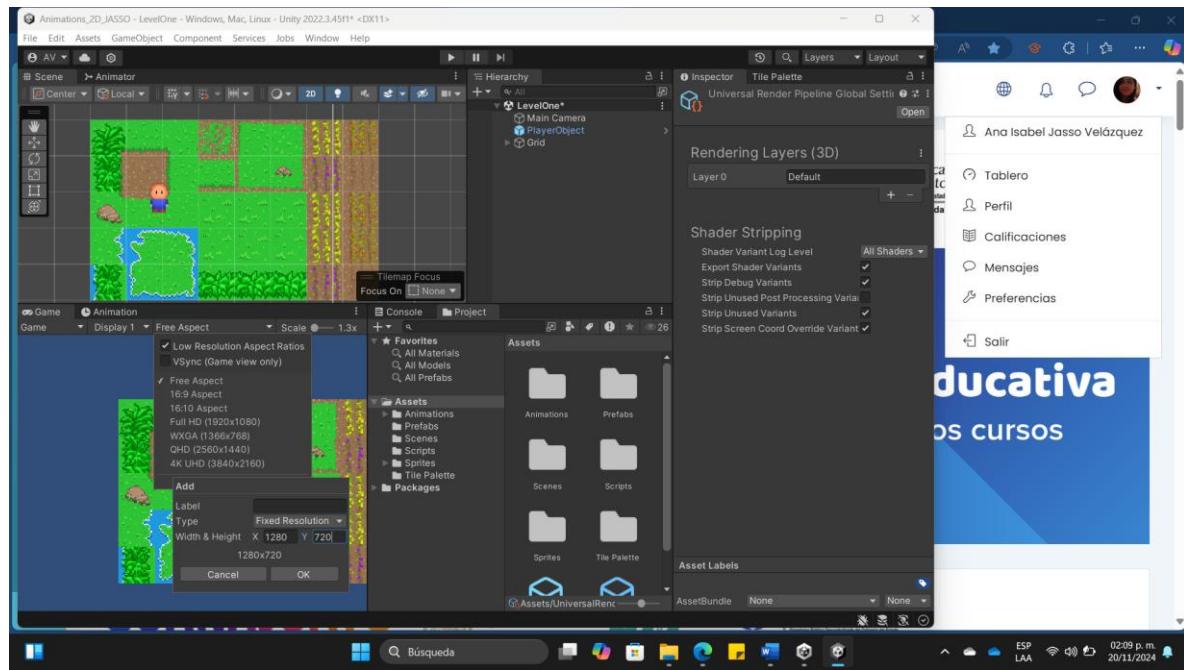




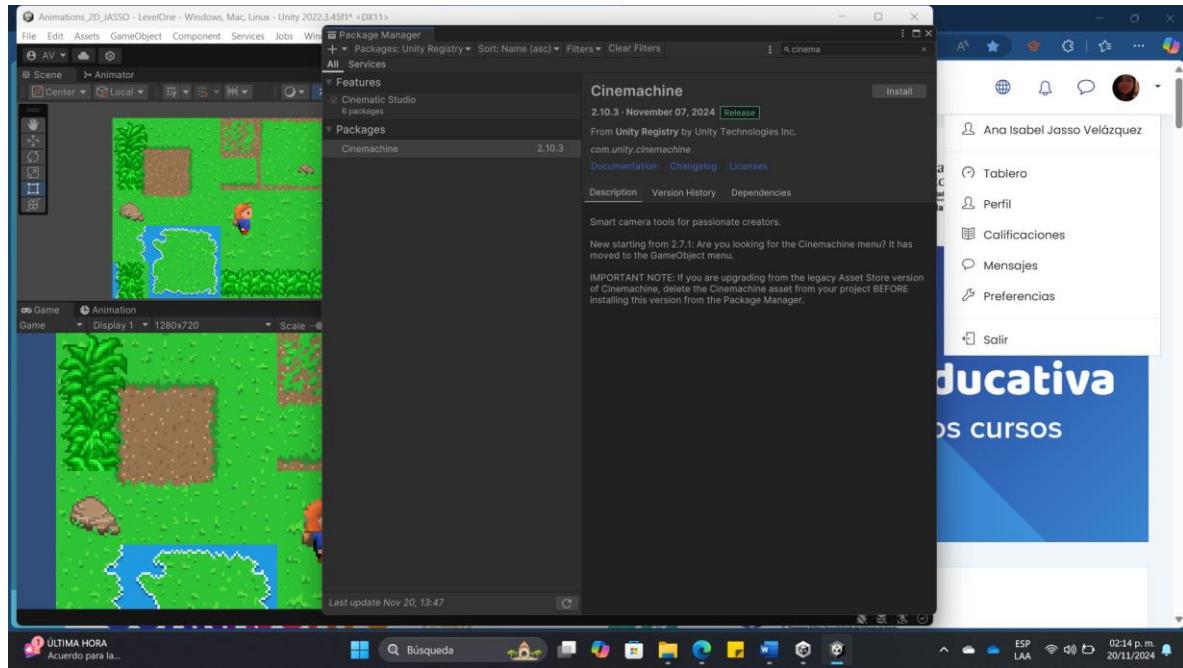
Configuración de gráficos



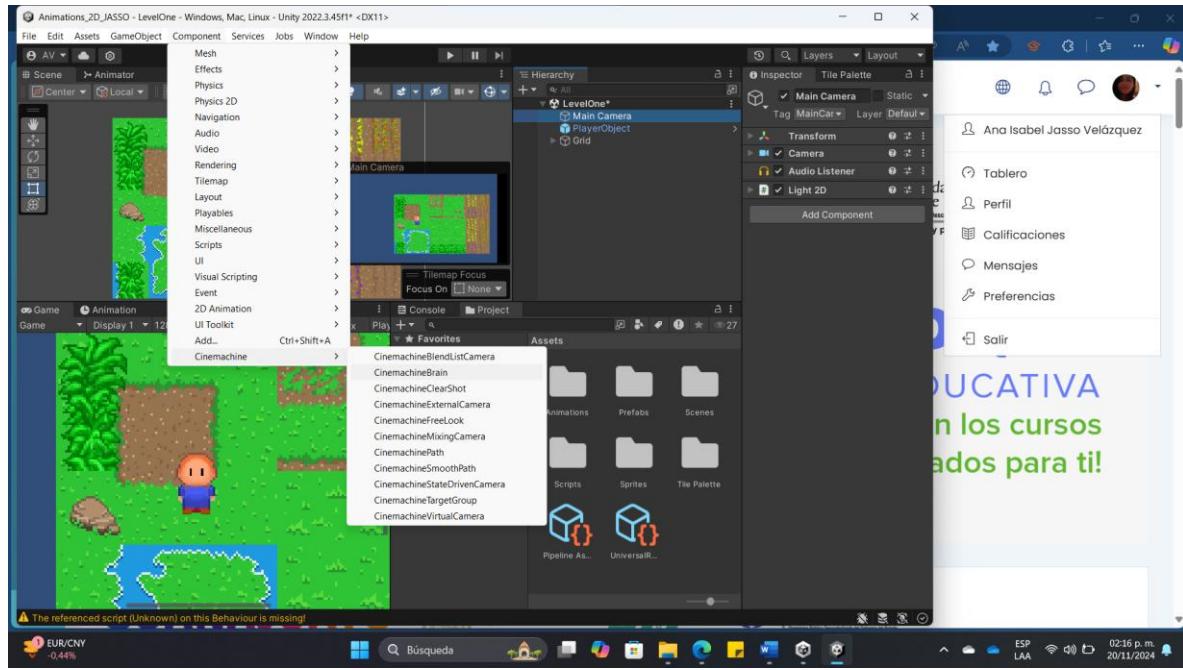
La cámara



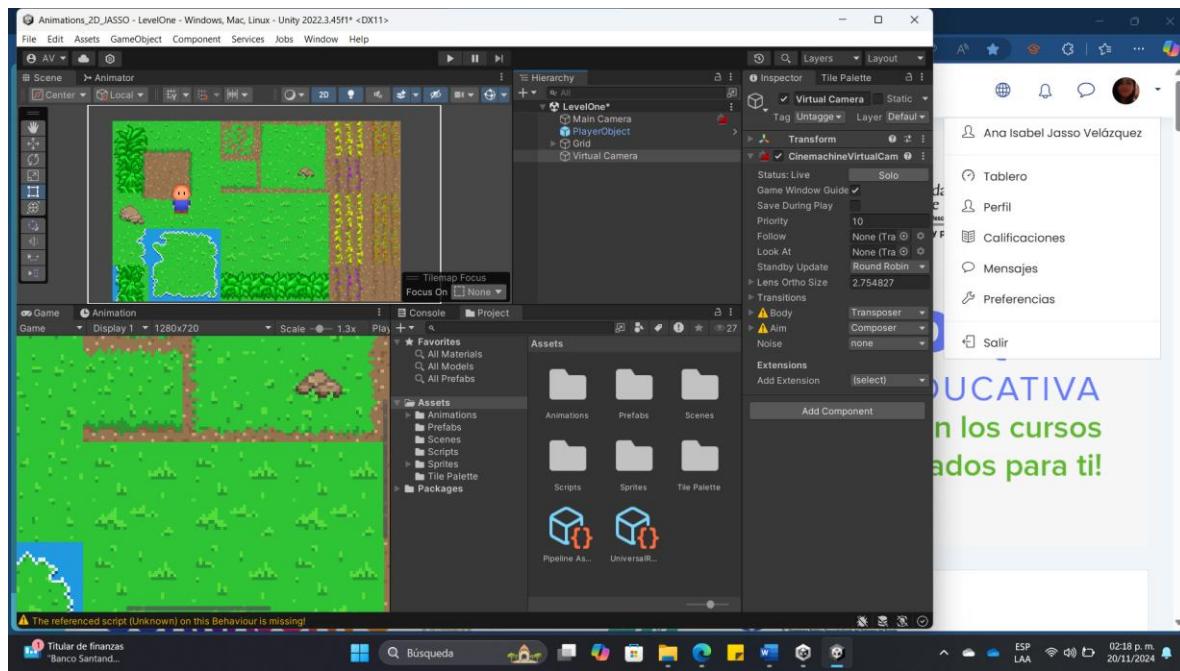
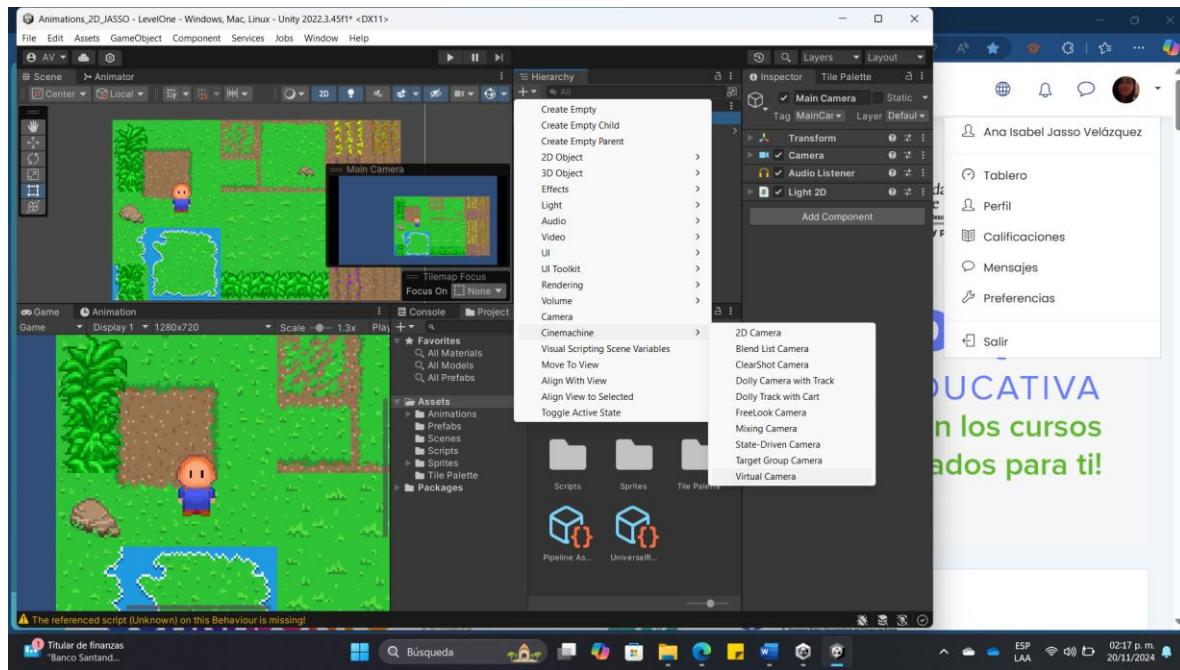
Instalando Cinemachine en Unity

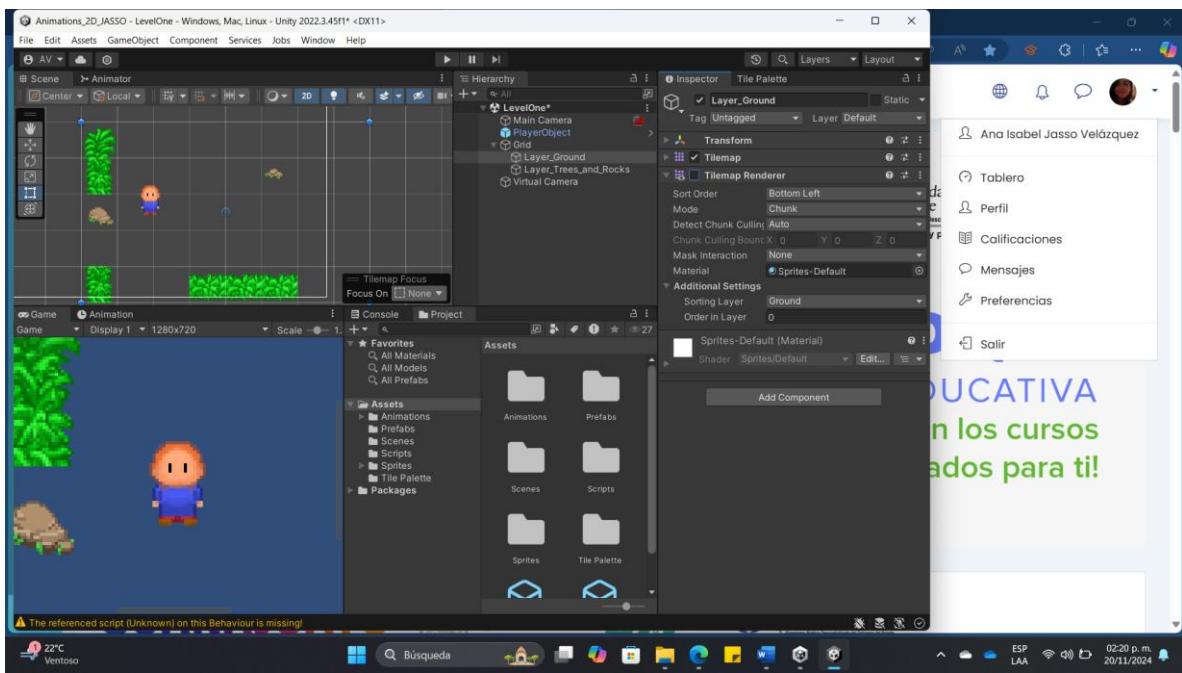
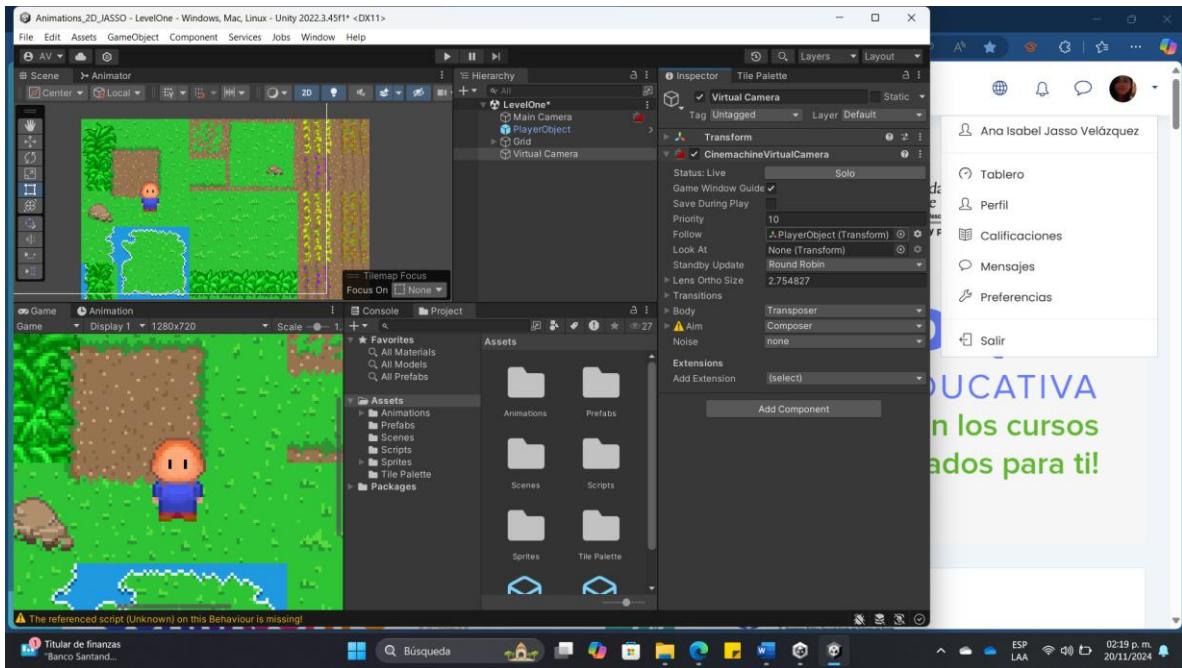


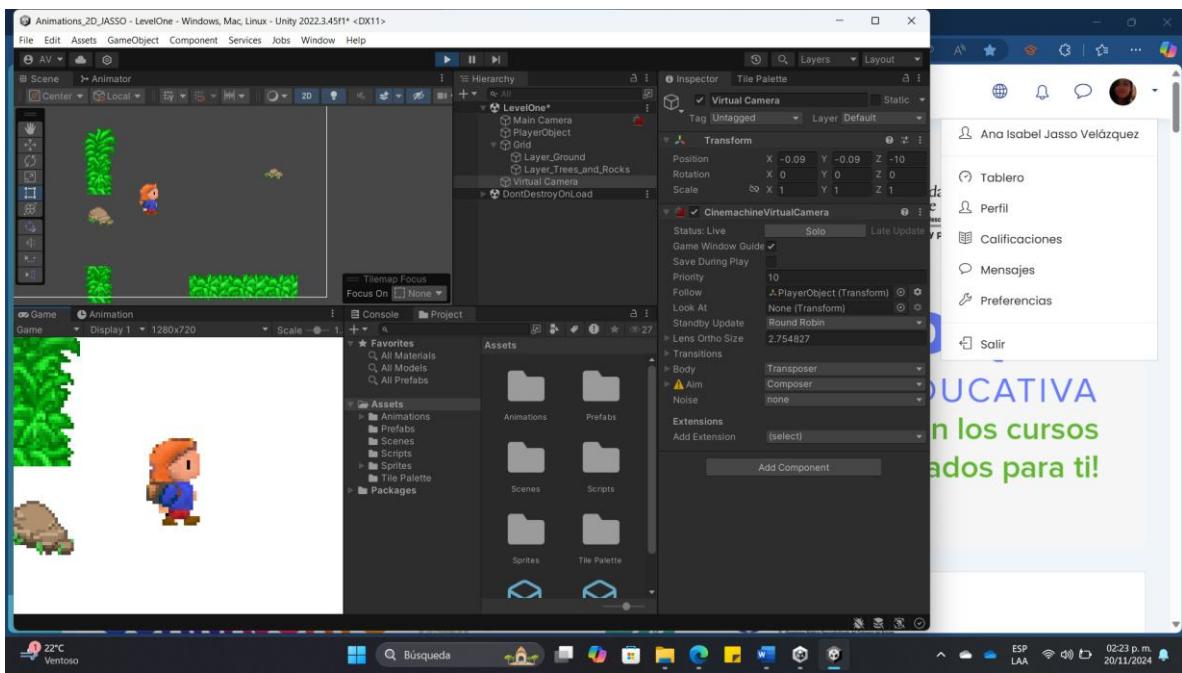
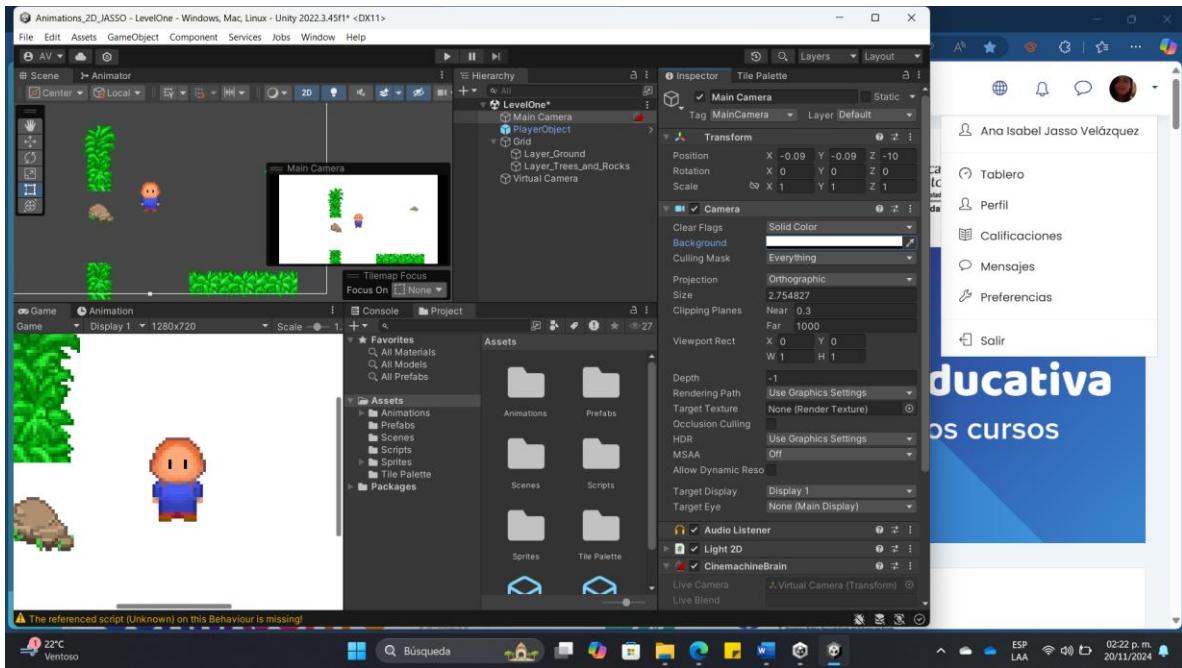
Después de Instalar Cinemachine

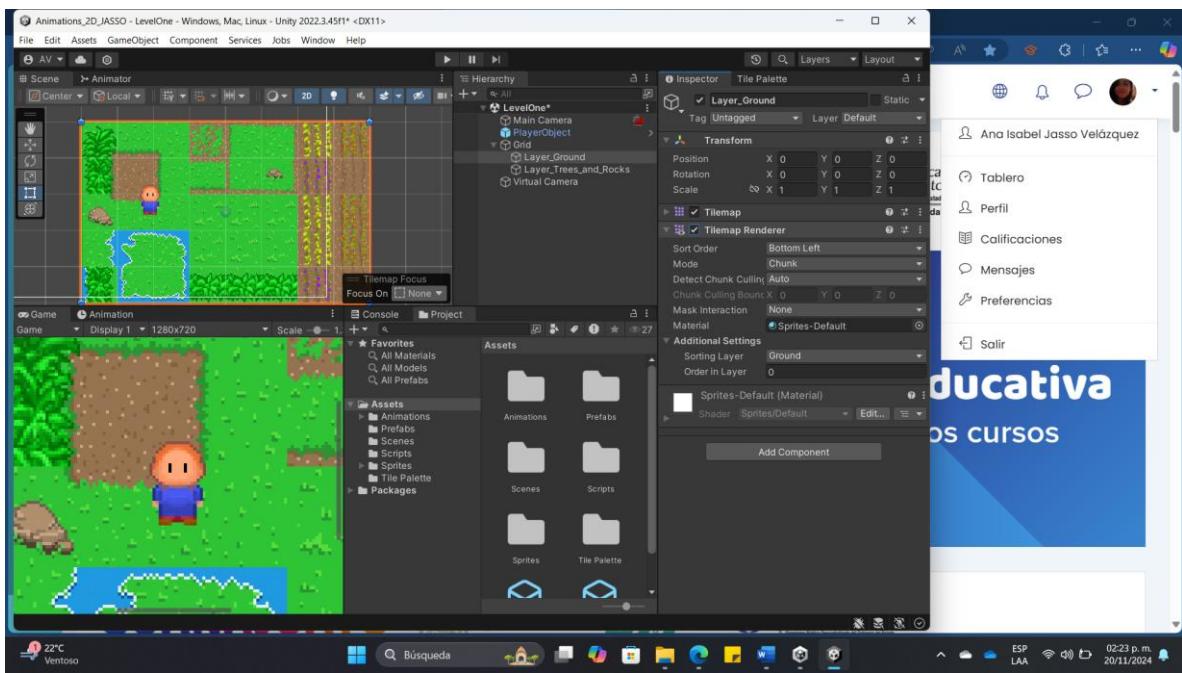
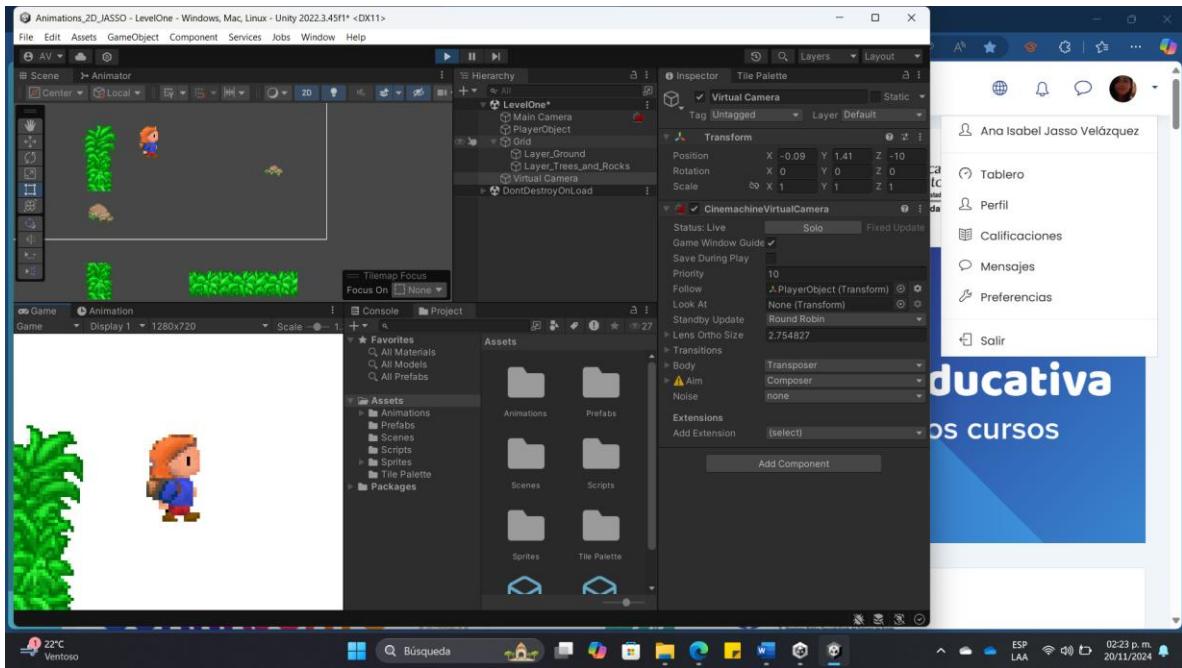


Cámaras Virtuales

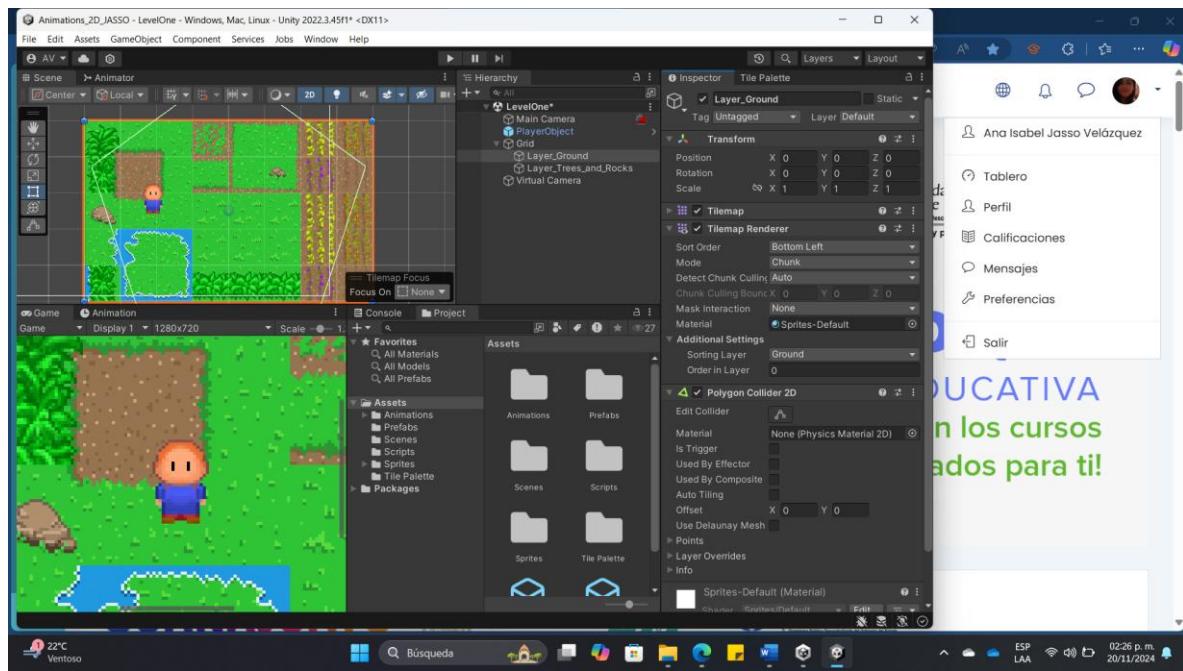
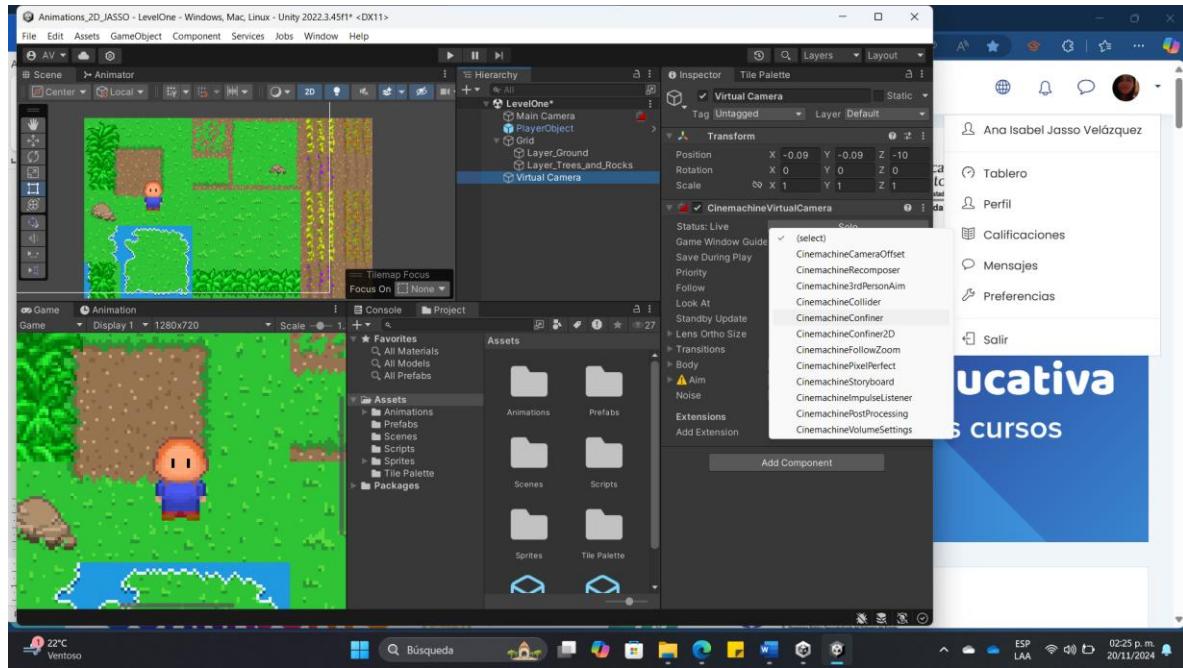


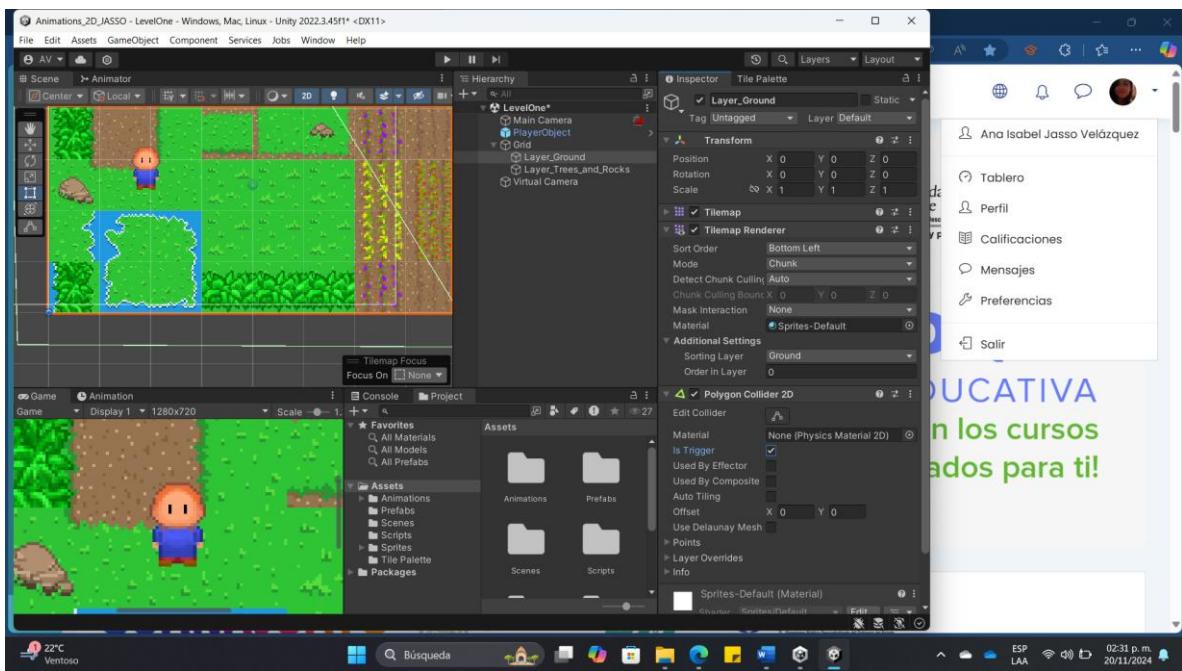
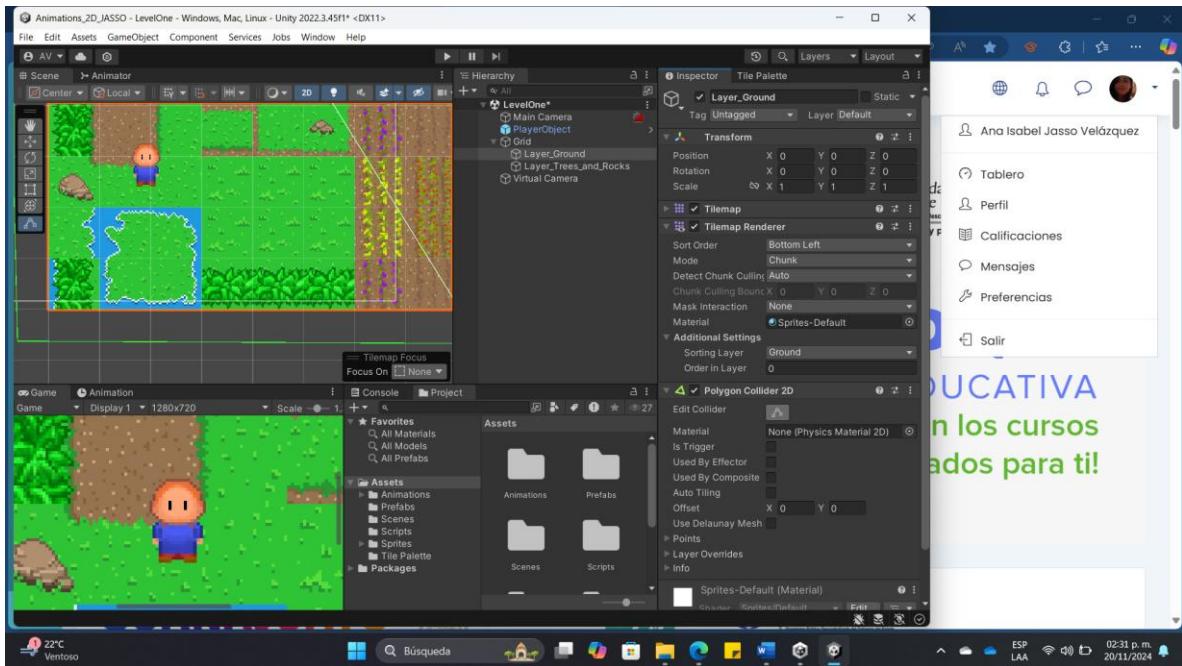


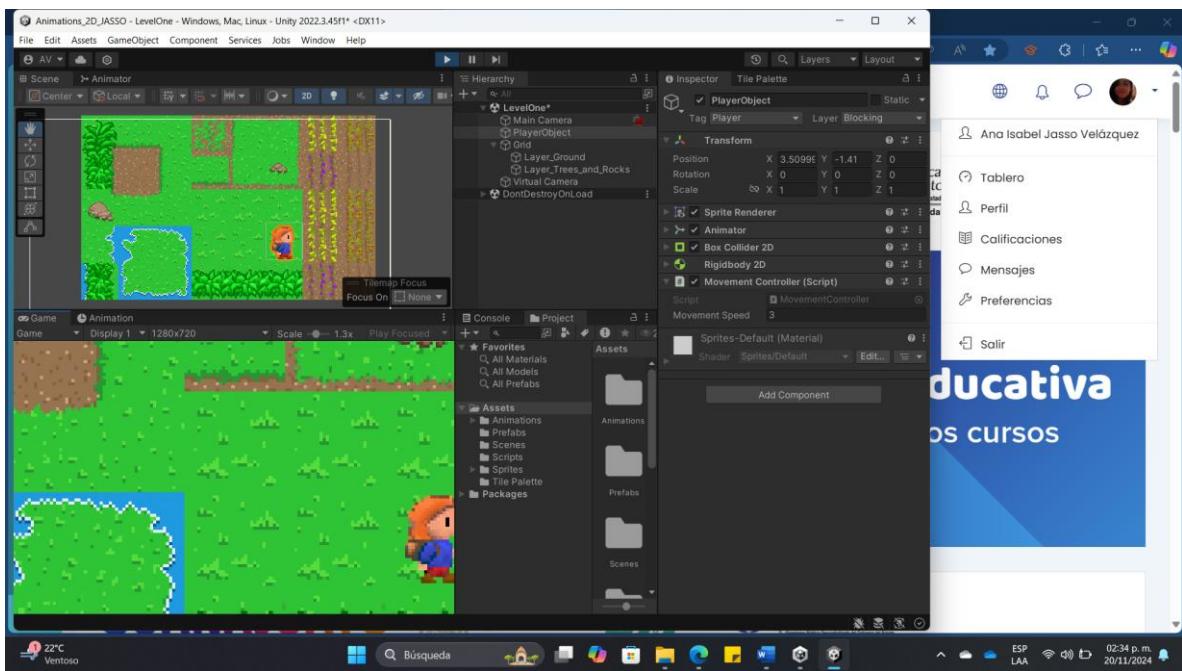
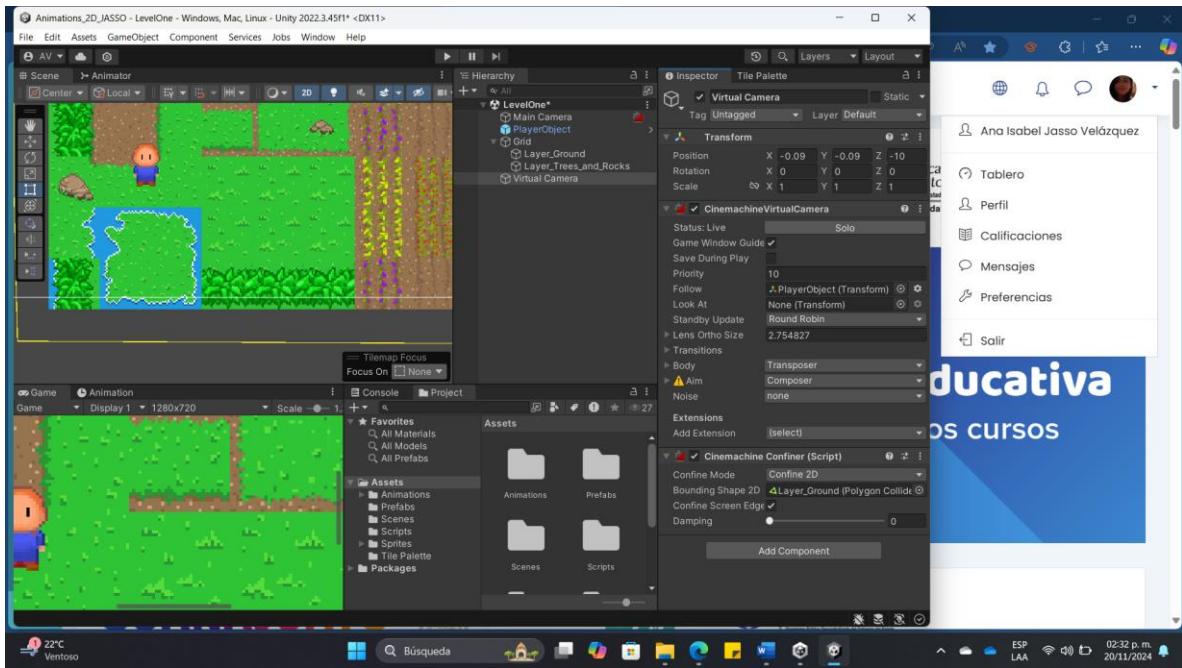




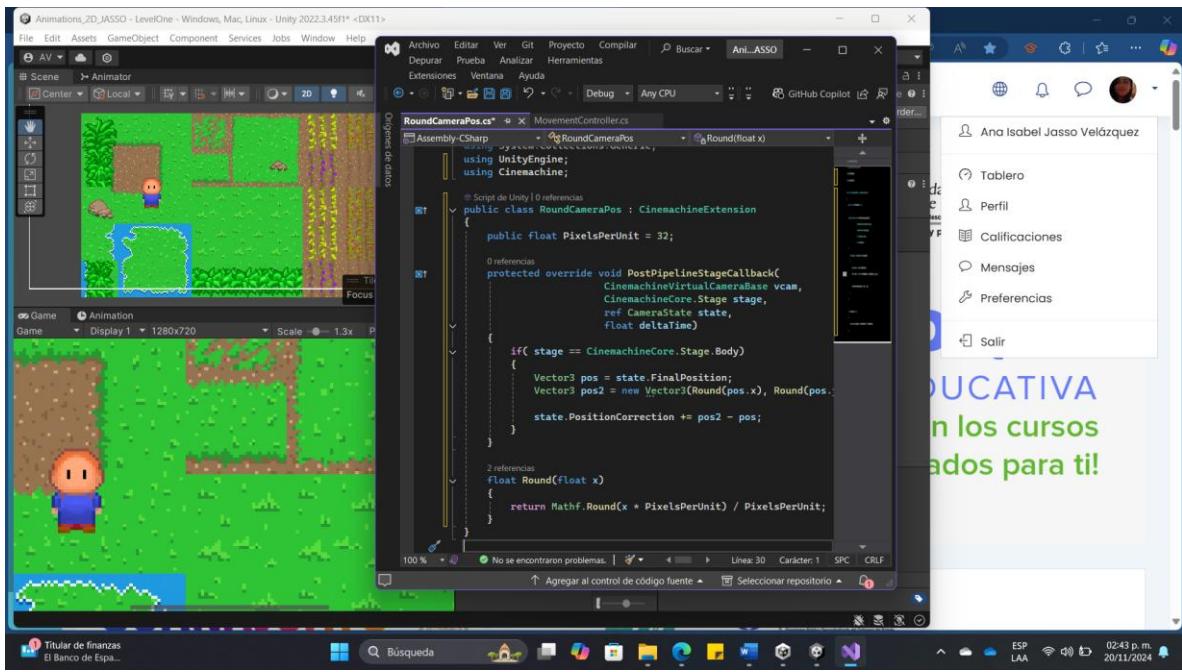
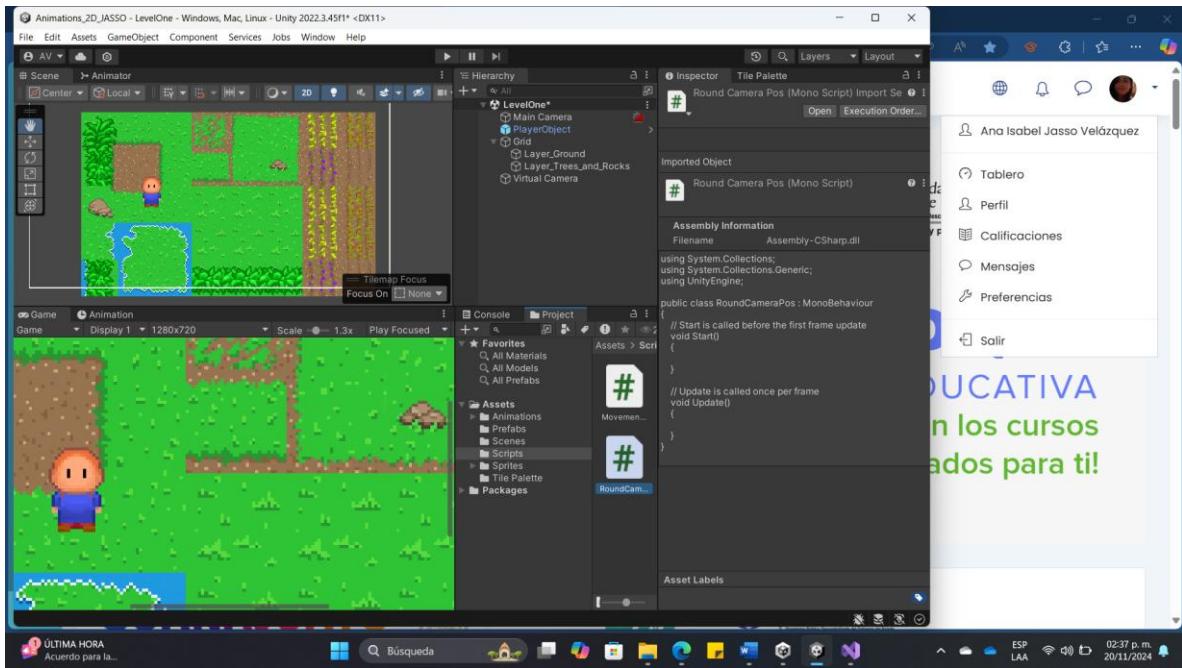
Construyamos un Cinemachine Confiner

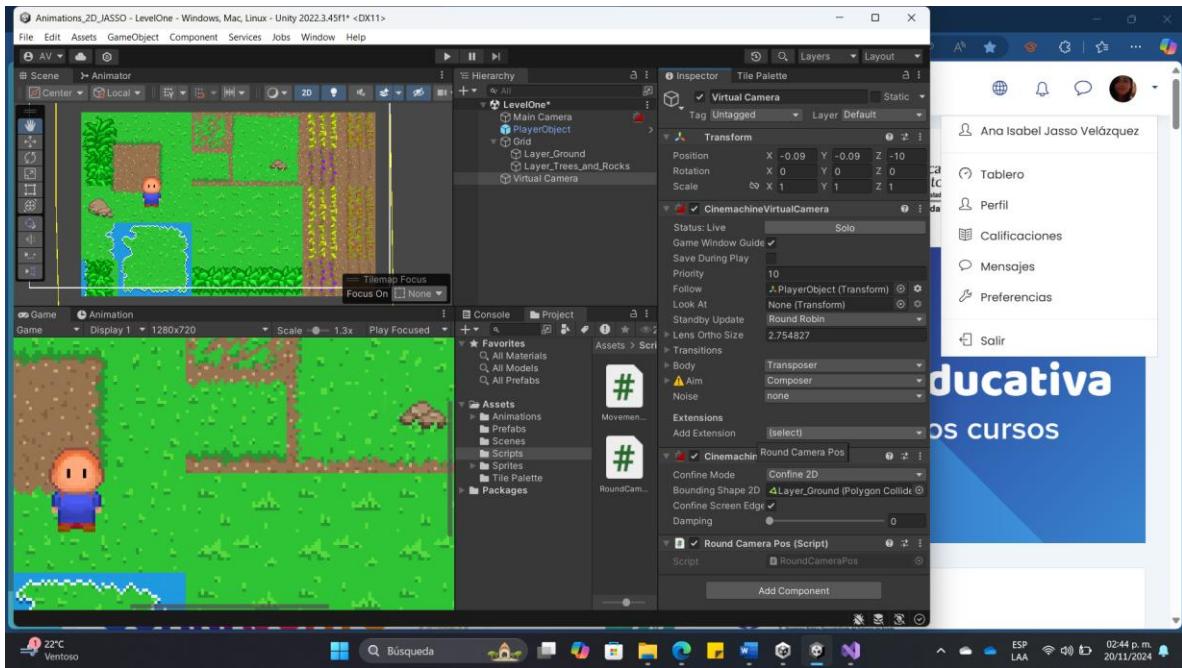




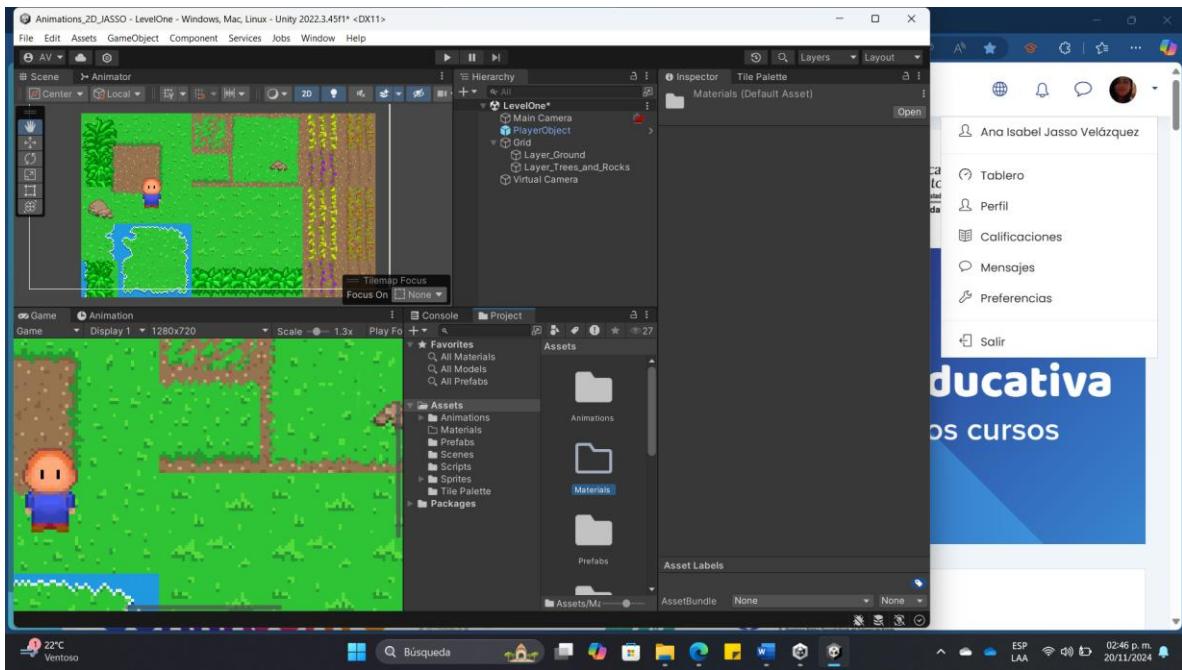


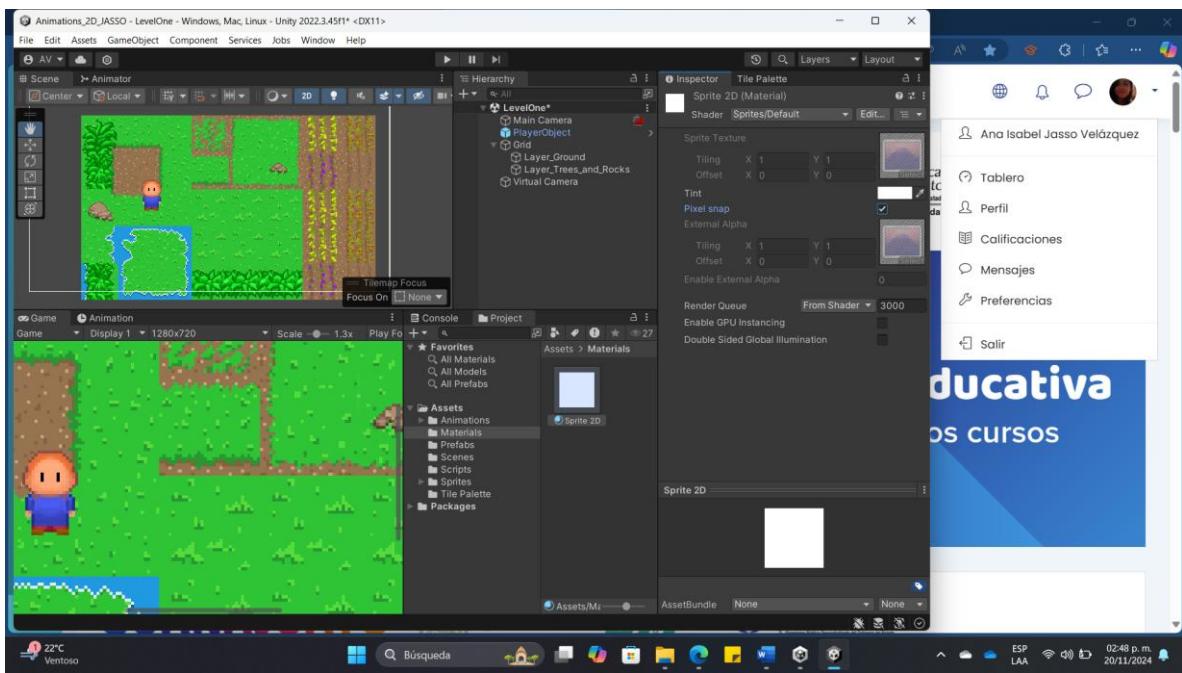
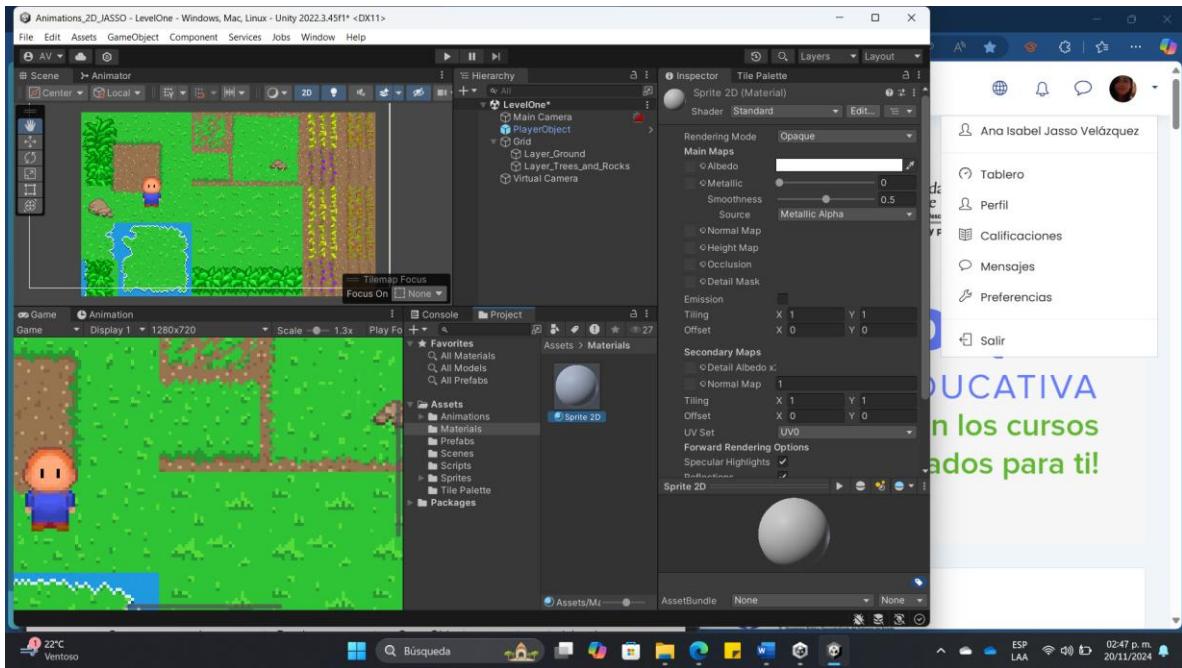
Estabilización

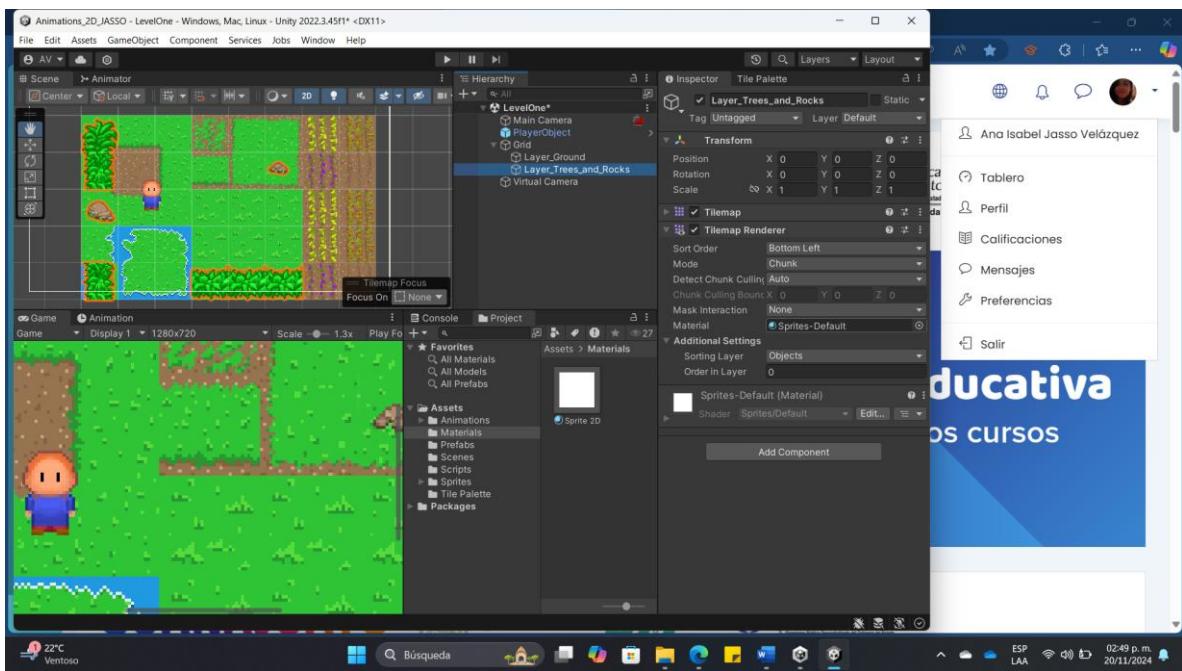
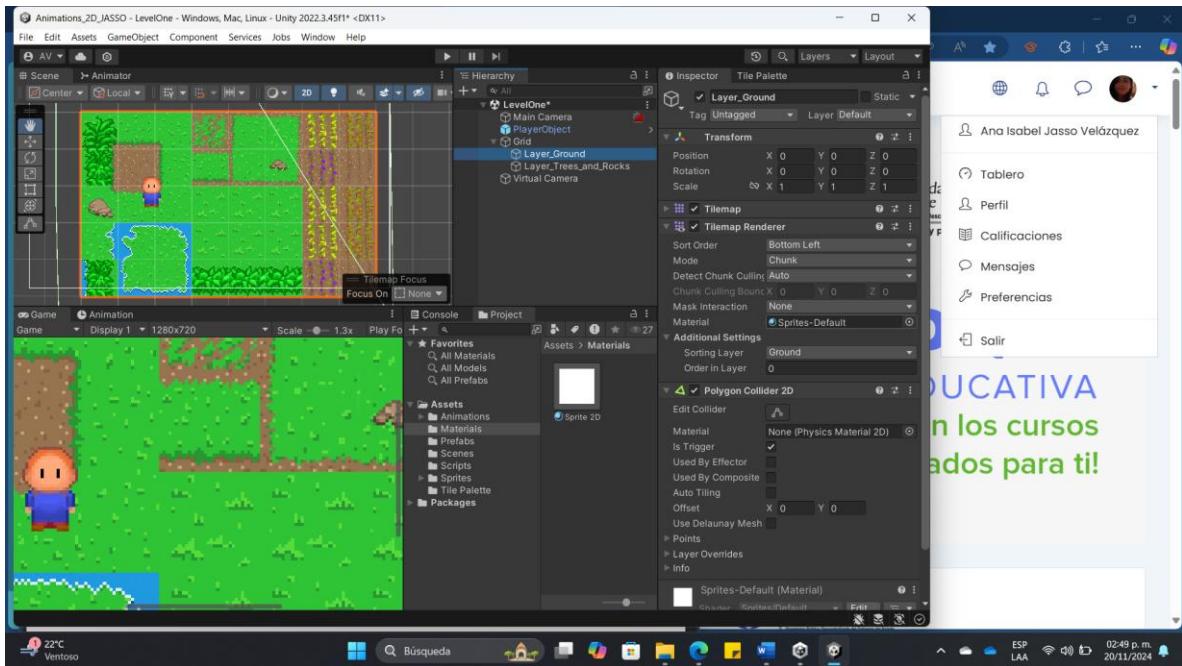




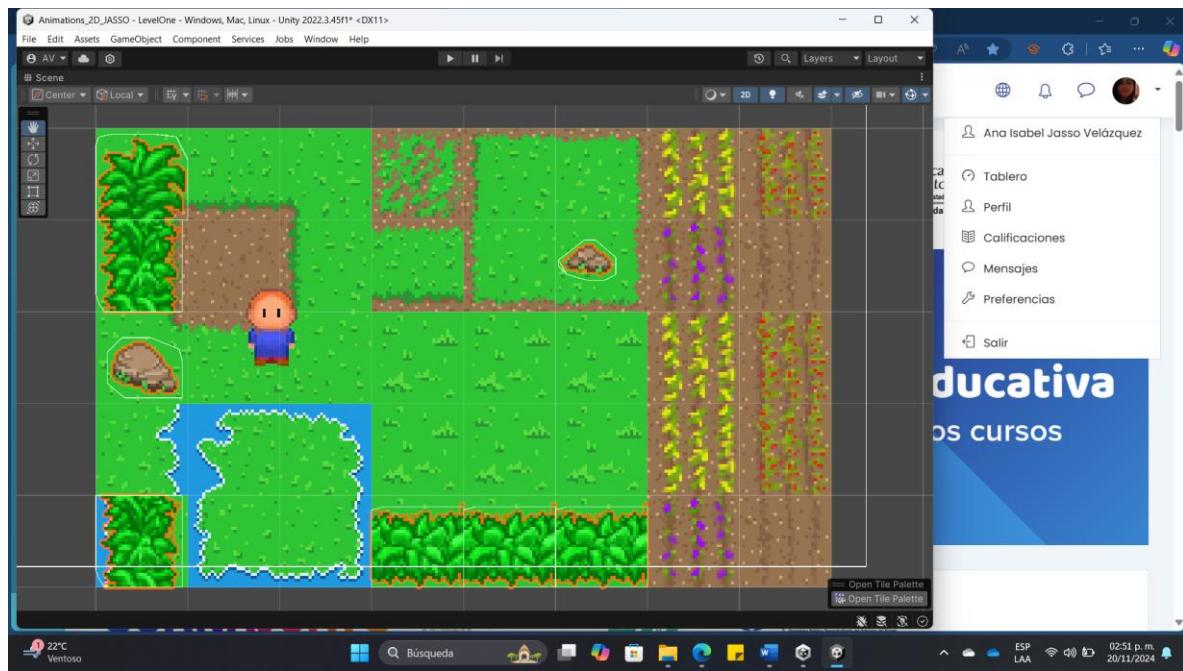
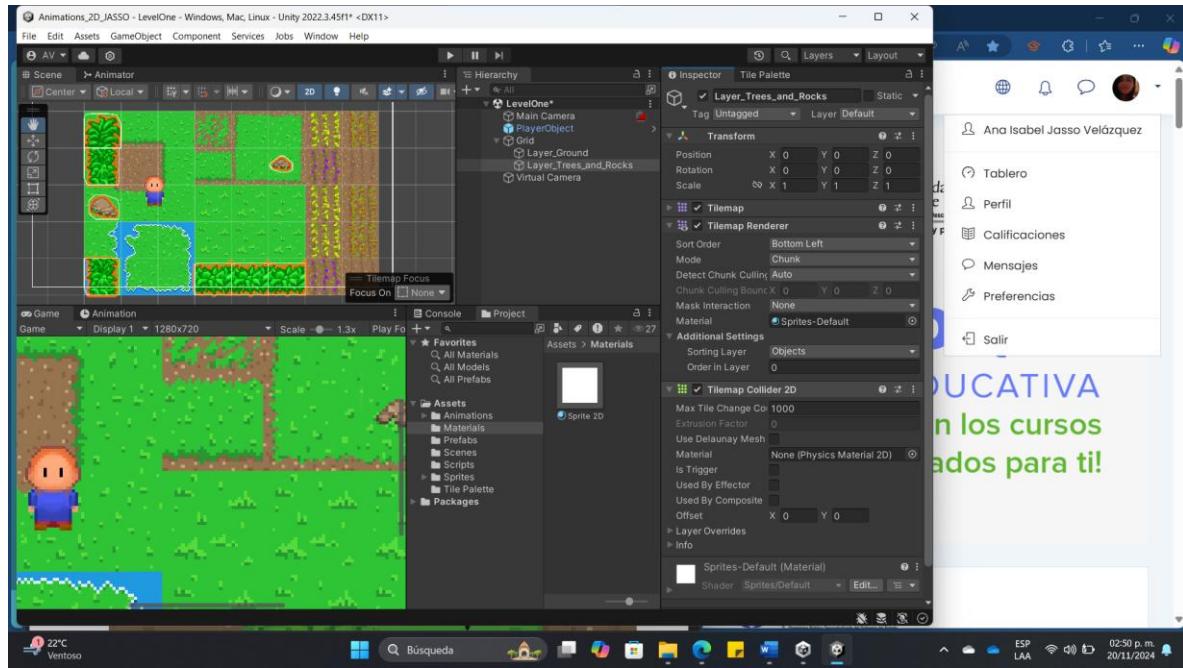
Materiales







Colliders y Tilemaps



Composite Colliders

