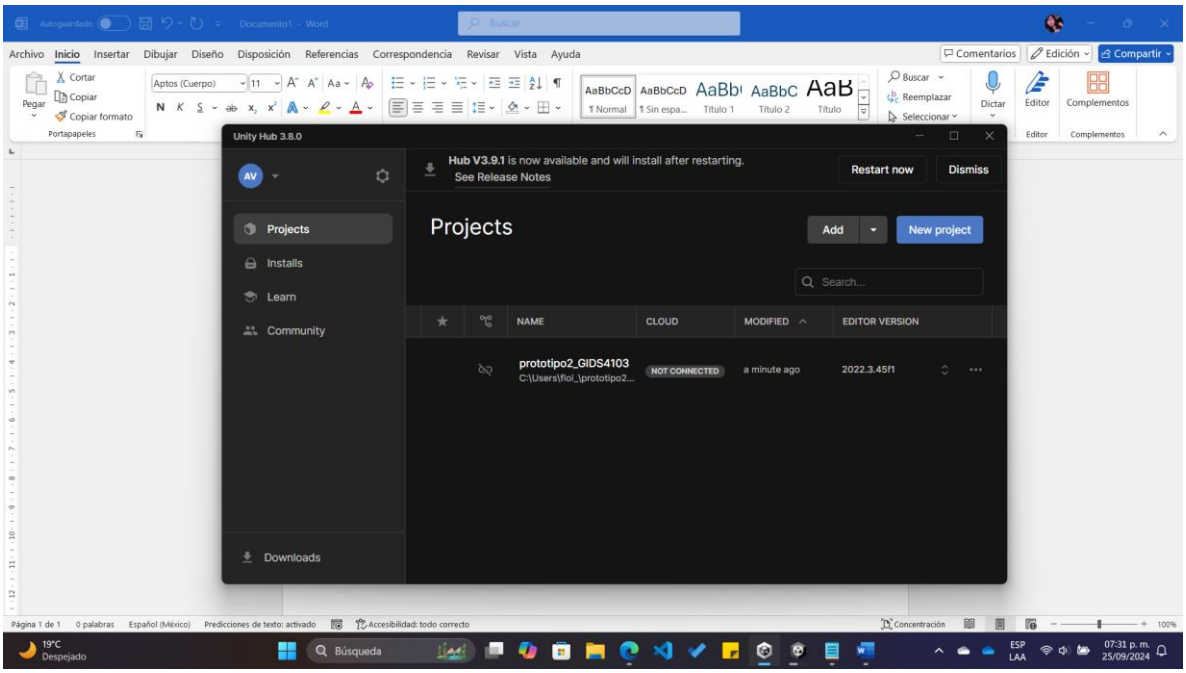
Unity Hub 3.8.0
Hub V3.9.1 is now available and will install after restarting.
See Release Notes
Restart now
Dismiss
Projects
Installs
Learn
Community
Downloads
Projects
Add
New project
Search...
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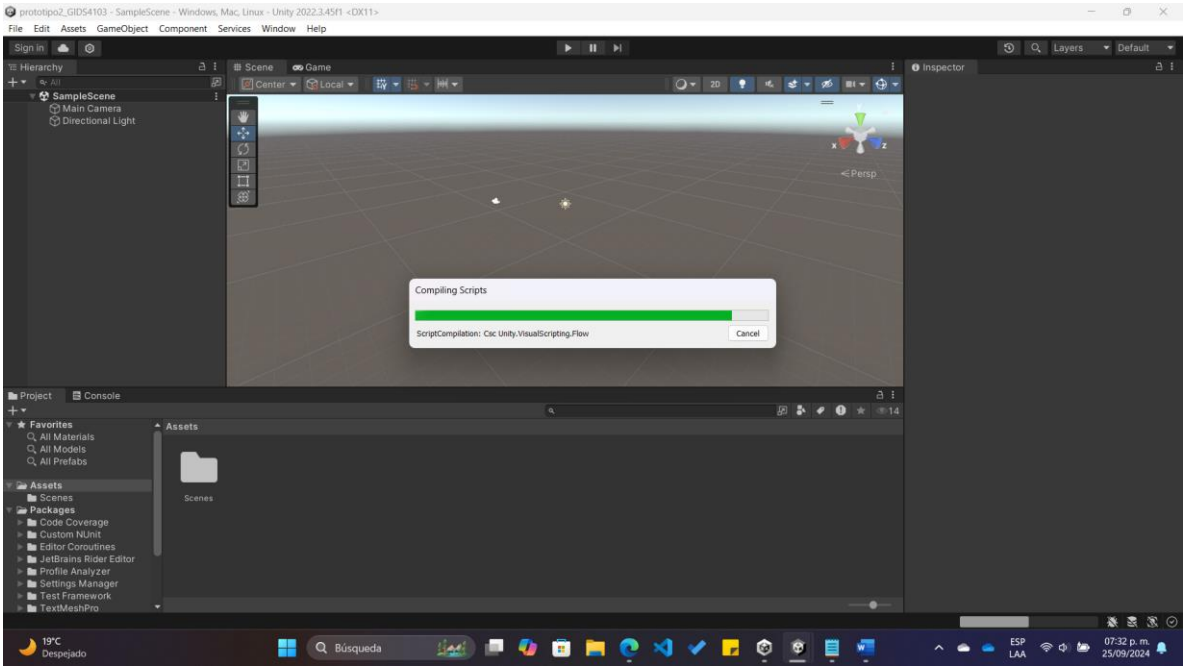
a minute ago
2022.3.45f1


prototipo2_GIDS4103 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
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ScriptCompilation: Csc Unity.VisualScripting.Flow
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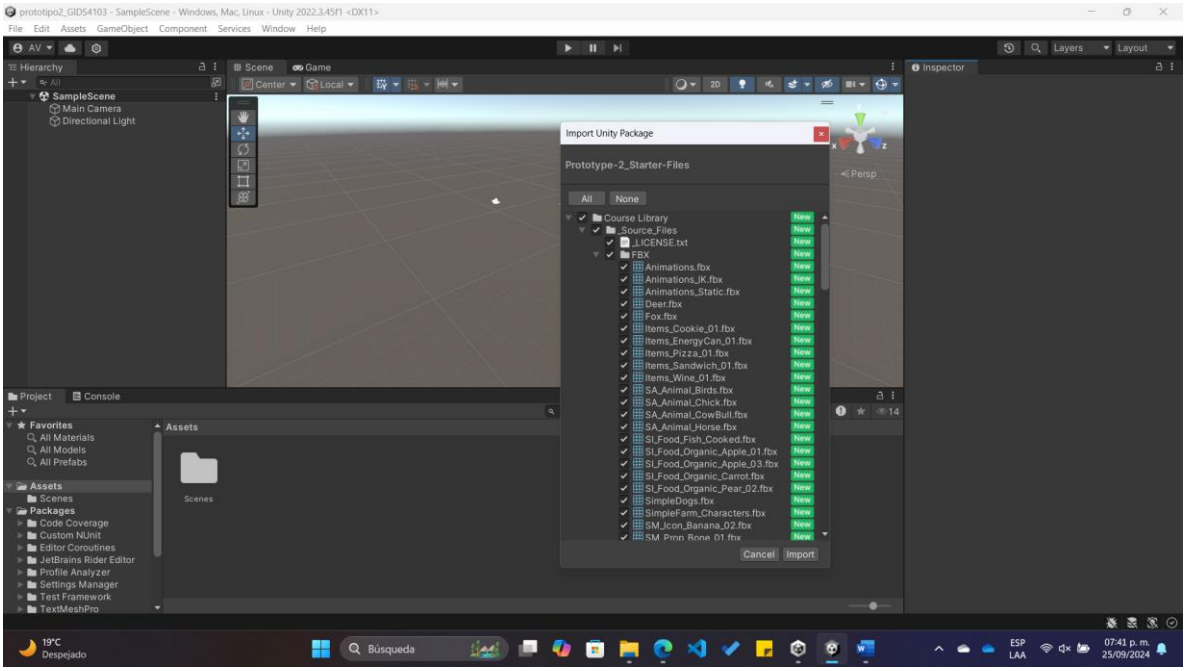
TextMeshPro


prototipo2_GID54103 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
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Animations_IK.fbx
Animations_Static.fbx
Deer.fbx
Fox.fbx
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Items_EnergyCan_01.fbx
Items_Pizza_01.fbx
Items_Sandwich_01.fbx
Items_Wine_01.fbx
SA_Animal_Birds.fbx
SA_Animal_Chick.fbx
SA_Animal_CowBull.fbx
SA_Animal_Horse.fbx
SI_Food_Fish_Cooked.fbx
SI_Food_Organic_Apple_01.fbx
SI_Food_Organic_Apple_03.fbx
SI_Food_Organic_Carrot.fbx
SI_Food_Organic_Pear_02.fbx
SimpleDogs.fbx
SimpleFarm_Characters.fbx
SM_Icon_Banana_02.fbx
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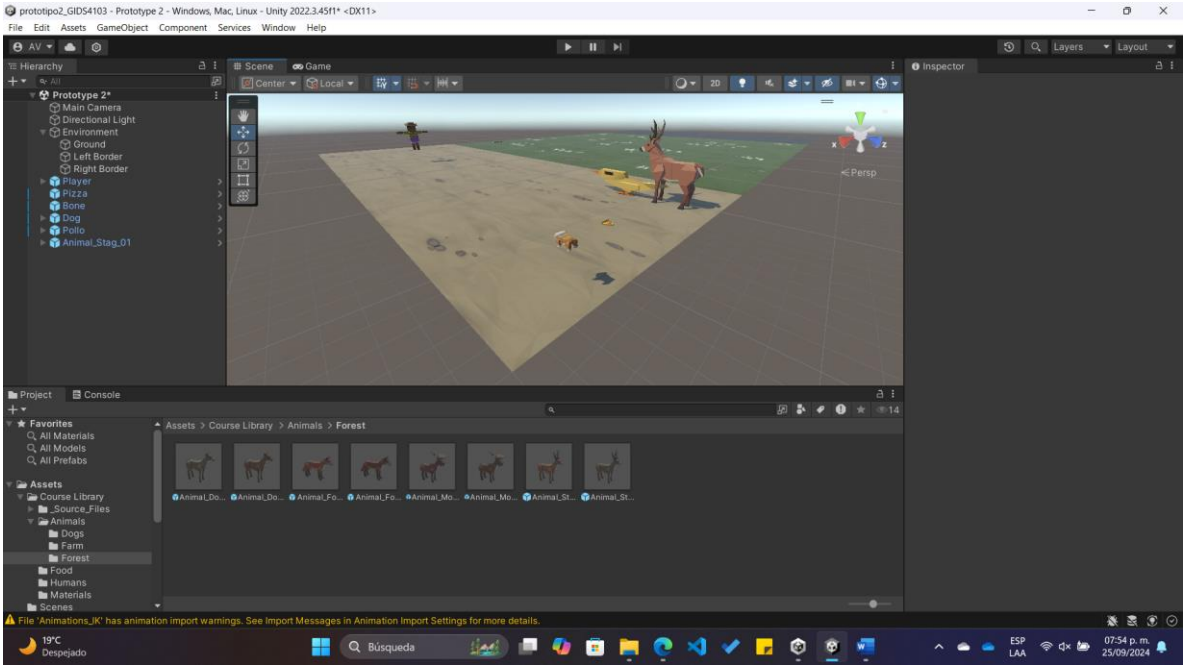
25/09/2024


prototipo2_GID54103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
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File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
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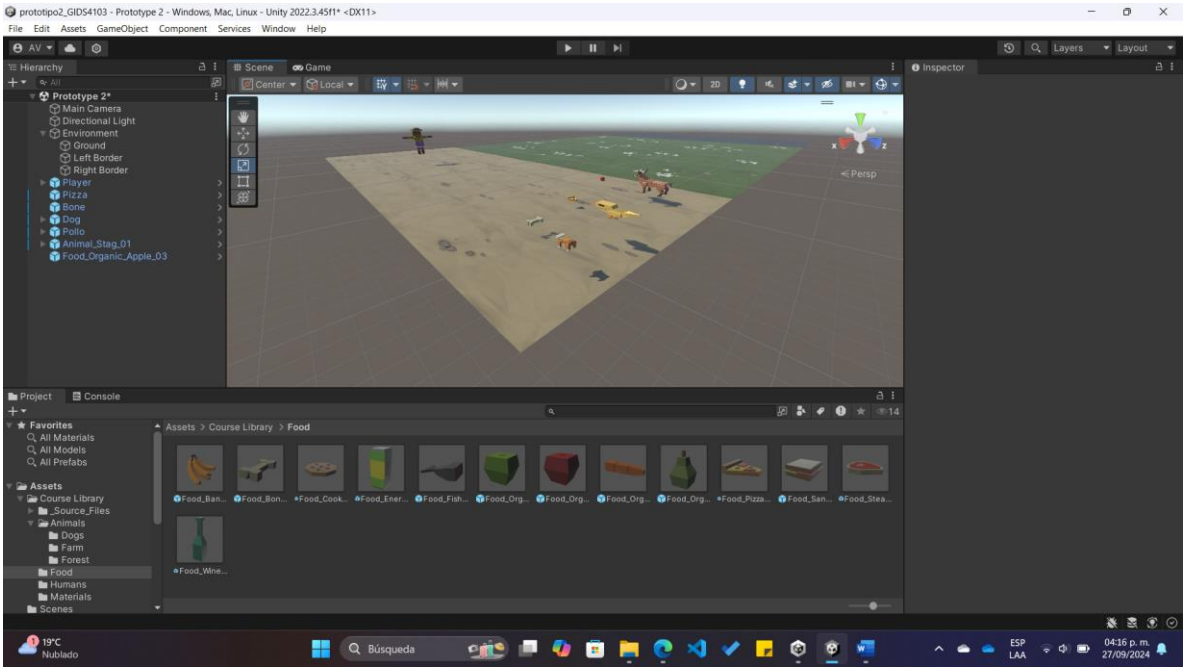
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Food_Organic_Apple_03
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Humans
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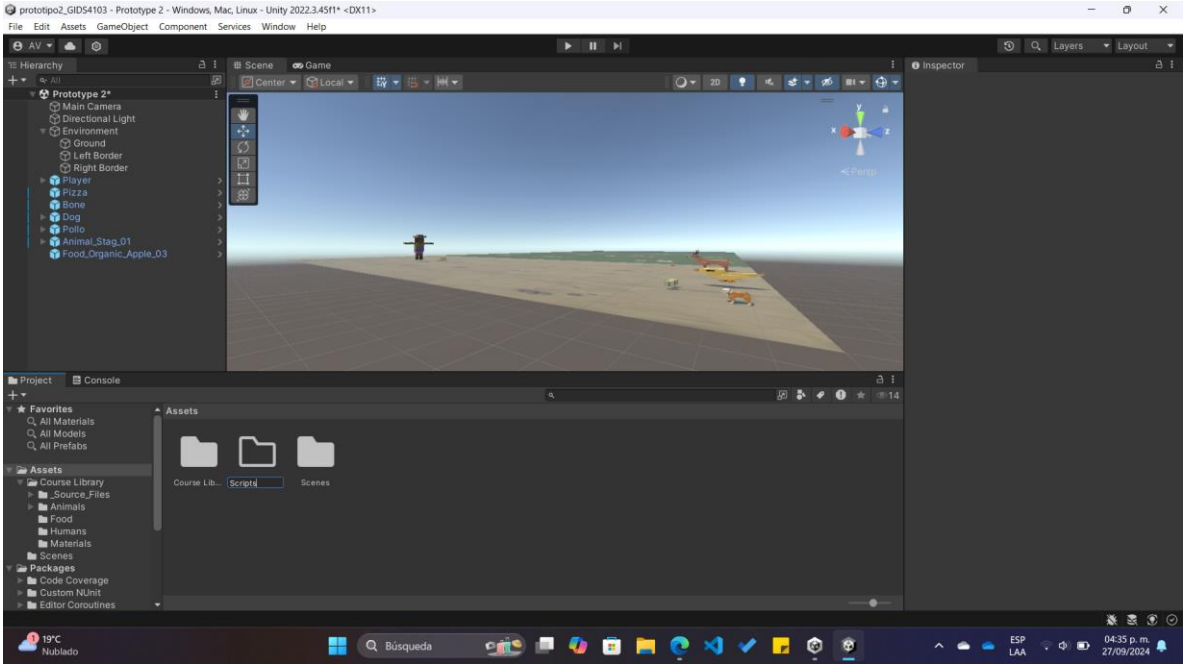
27/09/2024


prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
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Bone
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Animal_Stag_01
Food_Organic_Apple_03
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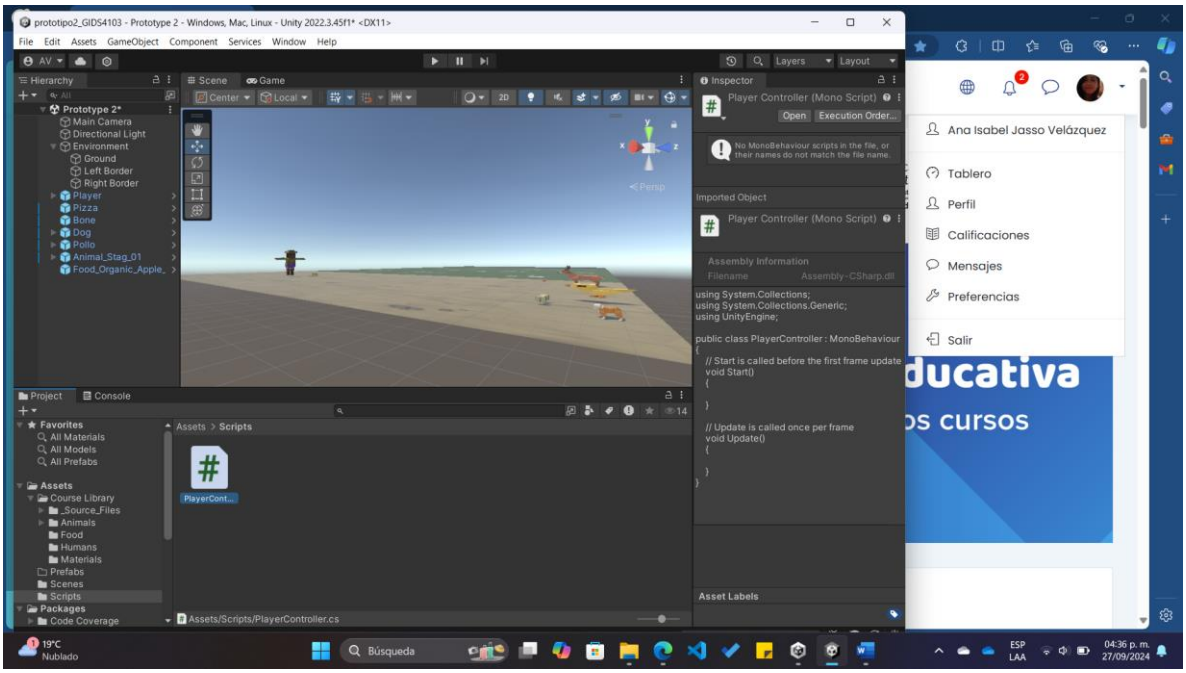
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
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Animal_Stag_01
Food_Organic_Apple_
Scene
Game
Inspector
Player Controller (Mono Script)
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
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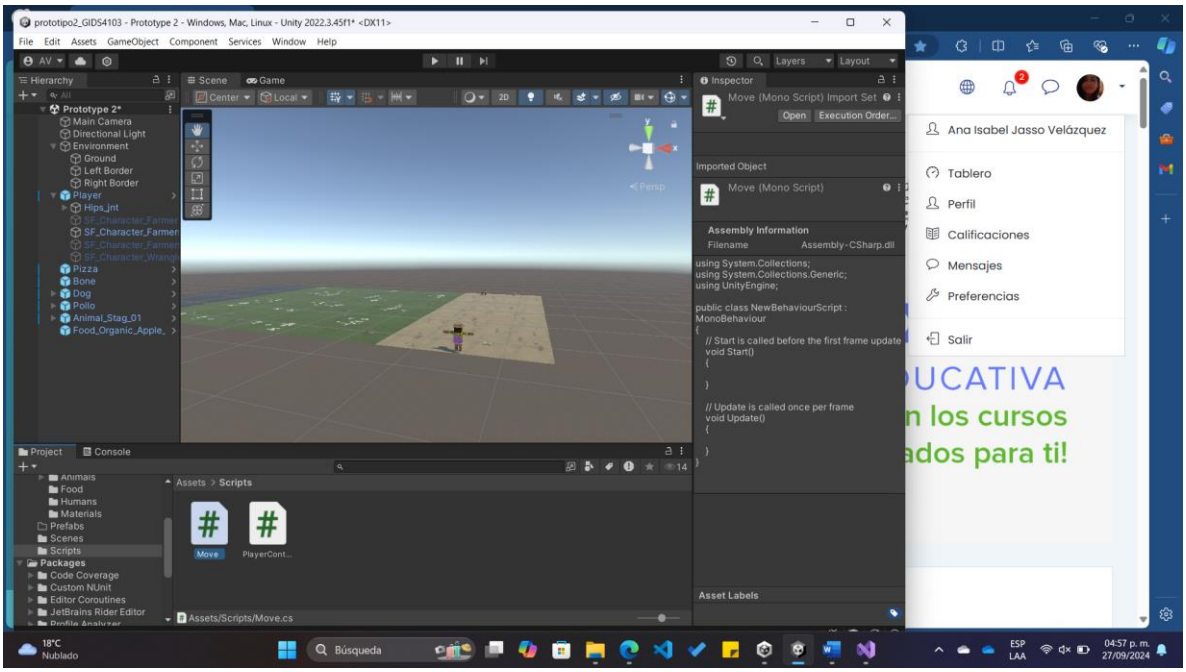
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Pollo
Animal_Stag_01
Food_Organic_Apple_
Scene
Game
Inspector
Move (Mono Script) Import Set
Open
Execution Order...
Imported Object
Move (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
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Assets/Scripts/Move.cs
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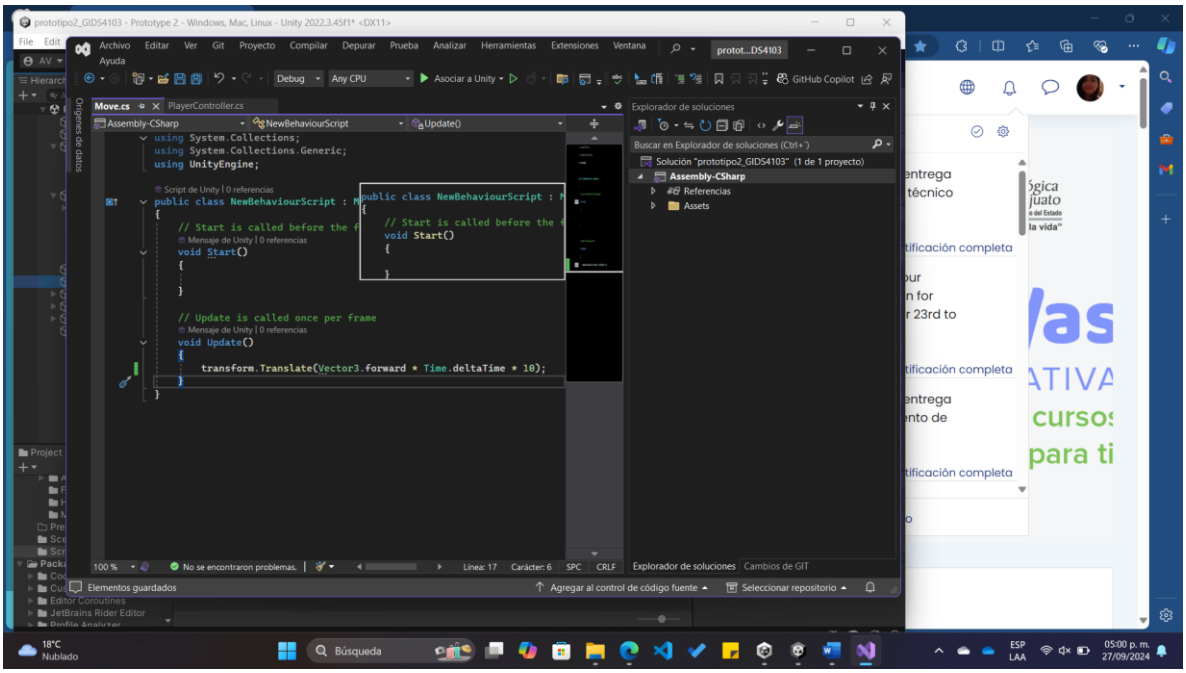
Nublado
Búsqueda
ESP
LAA
04:57 p. m.
27/09/2024


prototipo2_GID54103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Move.cs
PlayerController.cs
Assembly-CSharp
NewBehaviourScript
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : M
{
// Start is called before the f
void Start()
{
}
// Update is called once per frame
void Update()
{
transform.Translate(Vector3.forward * Time.deltaTime * 10);
}
}
Explorador de soluciones
Solución "prototipo2_GID54103" (1 de 1 proyecto)
Assembly-CSharp
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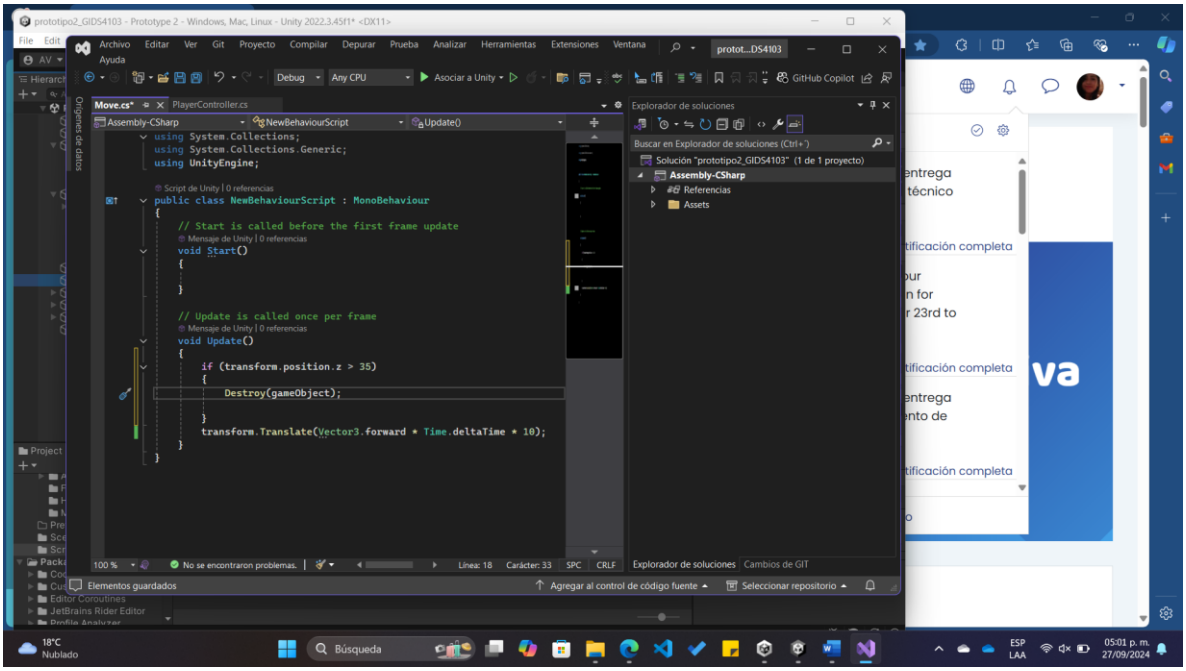
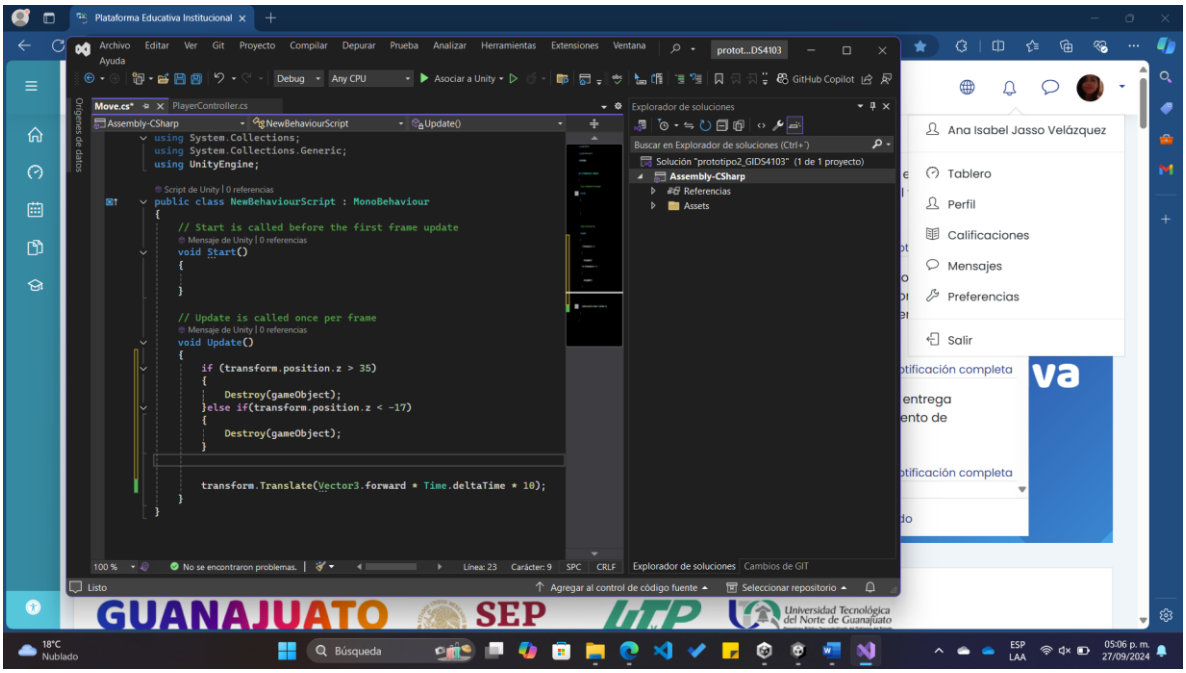
Assets


prototipo2_GID54103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Move.cs*
PlayerController.cs
Assembly-CSharp
NewBehaviourScript
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
if (transform.position.z > 35)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward * Time.deltaTime * 10);
}
}
Explorador de soluciones
Solución "prototipo2_GID54103" (1 de 1 proyecto)
Assembly-CSharp
Referencias
Assets


Plataforma Educativa Institucional
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Move.cs*
PlayerController.cs
Assembly-CSharp
NewBehaviourScript
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class NewBehaviourScript : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
if (transform.position.z > 35)
{
Destroy(gameObject);
}else if(transform.position.z < -17)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward * Time.deltaTime * 10);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "prototipo2_GIDS4103" (1 de 1 proyecto)
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Referencias
Assets
No se encontraron problemas.
Línea: 23 Carácter: 9 SPC CRLF
Listo
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Salir
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Universidad Tecnológica del Norte de Guanajuato
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Búsqueda
ESP LAA
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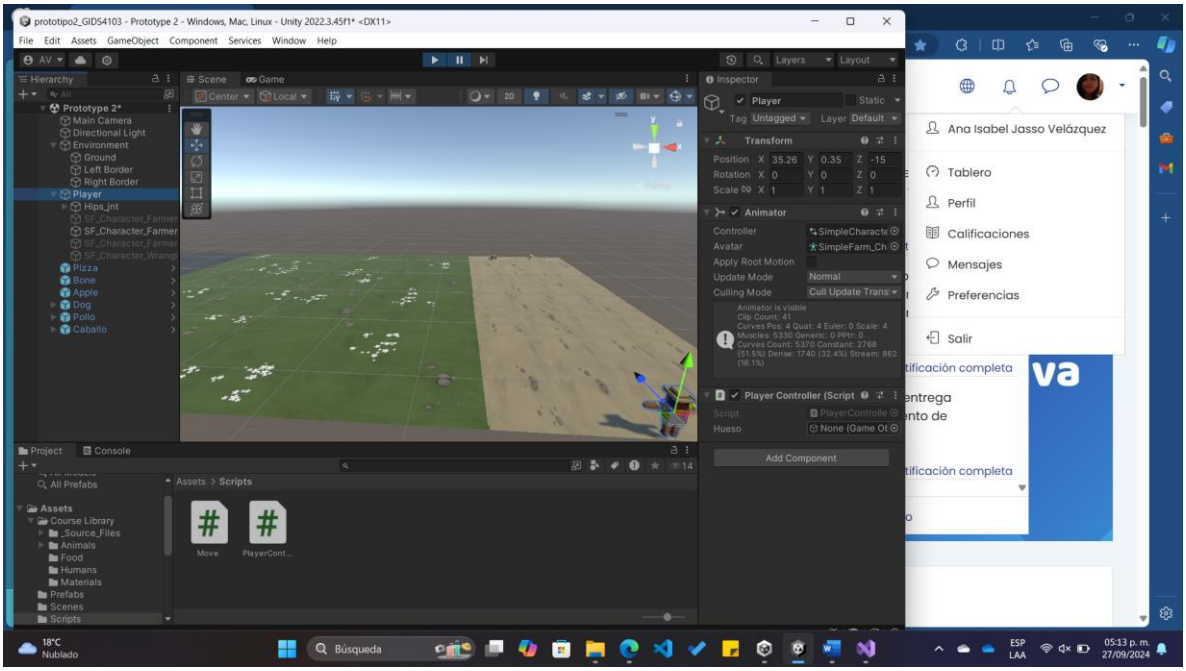
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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SF_Character_Farmer
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SF_Character_Wrangl
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Apple
Dog
Pollo
Caballo
Scene
Game
Inspector
Player
Tag Untagged
Layer Default
Transform
Position X 35.26 Y 0.35 Z -15
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SimpleCharacte
Avatar SimpleFarm_Ch
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Trans
Animator is visible
Clip Count: 41
Curves Pos: 4 Quat: 4 Euler: 0 Scale: 4 Muscles: 5330 Generic: 0 PPtr: 0
Curves Count: 5370 Constant: 2768 (51.5%) Dense: 1740 (32.4%) Stream: 862 (16.1%)
Player Controller (Script
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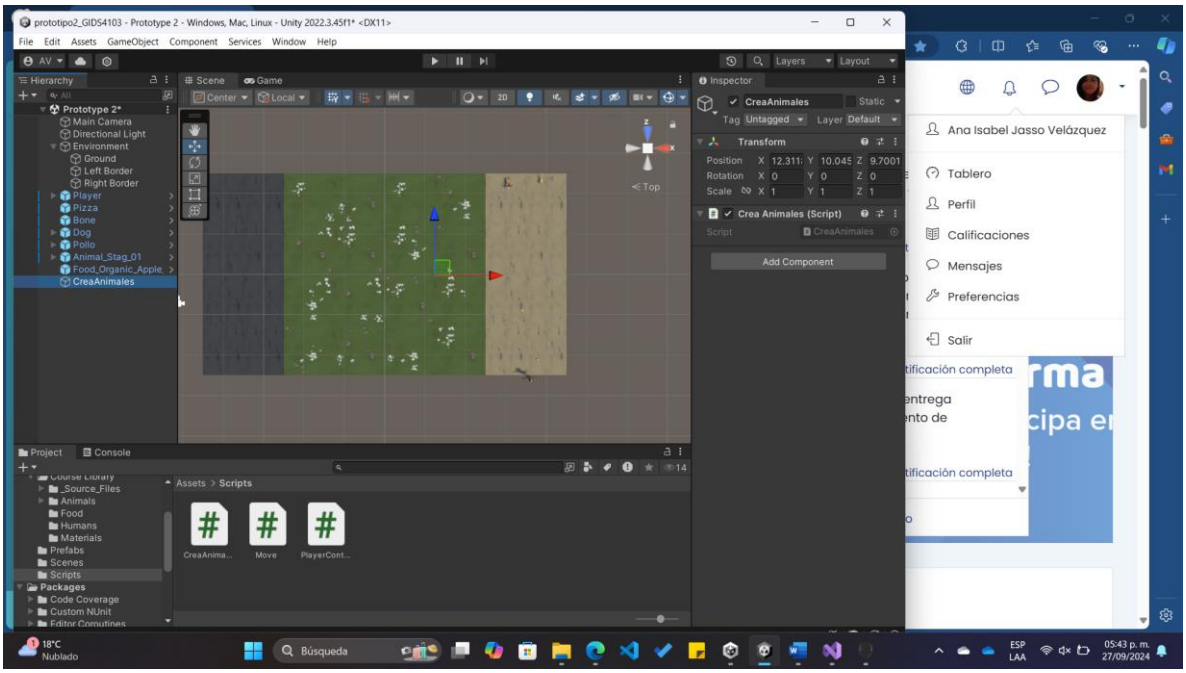
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Bone
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Pollo
Animal_Stag_01
Food_Organic_Apple
CreaAnimales
Scene
Game
Inspector
CreaAnimales
Transform
Position X 12.311 Y 10.045 Z 9.7001
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Crea Animales (Script)
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Move
PlayerCont...
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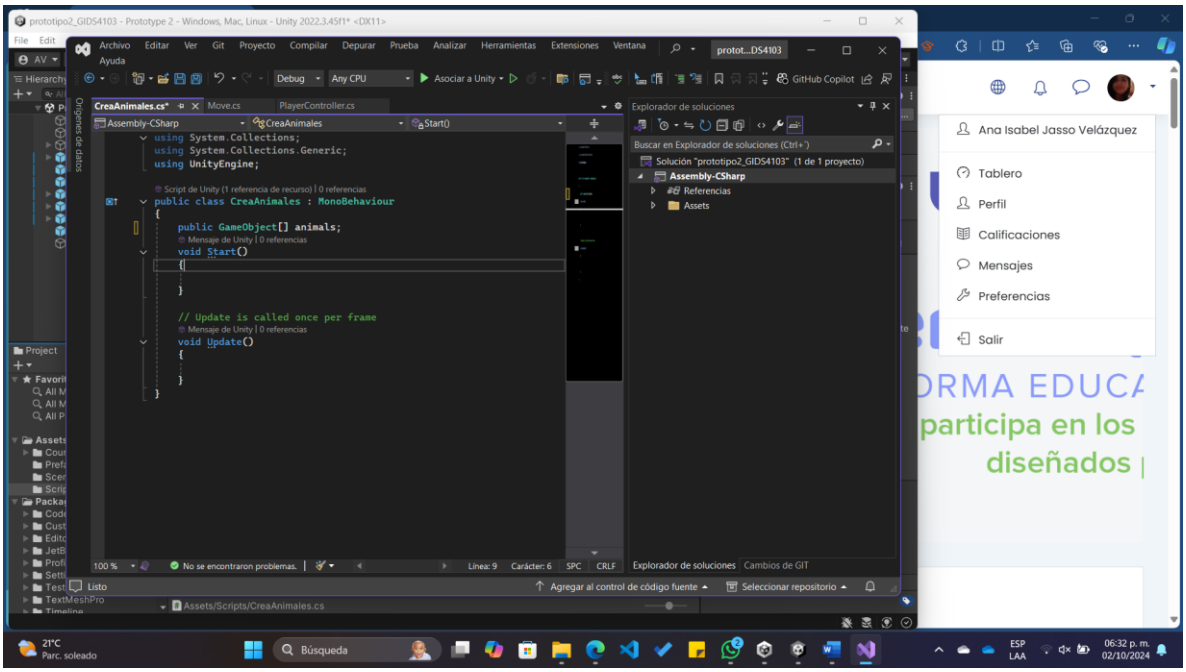
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana
Ayuda
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Asociar a Unity
GitHub Copilot
CreaAnimales.cs*
Move.cs
PlayerController.cs
Assembly-CSharp
CreaAnimales
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class CreaAnimales : MonoBehaviour
{
public GameObject[] animals;
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Explorador de soluciones
Solución "prototipo2_GIDS4103" (1 de 1 proyecto)
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No se encontraron problemas.
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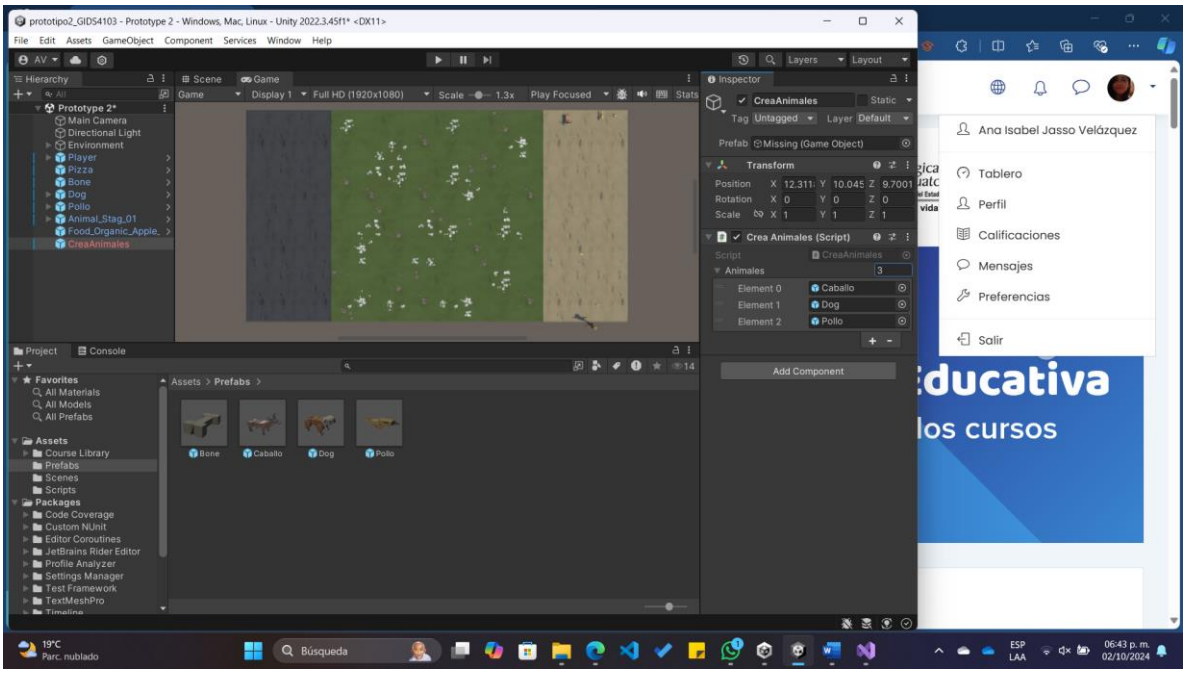
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Food_Organic_Apple_
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Display 1
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Scale 1.3x
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CreaAnimales
Static
Tag Untagged
Layer Default
Prefab Missing (Game Object)
Transform
Position X 12.311 Y 10.045 Z 9.7001
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Crea Animales (Script)
Script CreaAnimales
Animales 3
Element 0 Caballo
Element 1 Dog
Element 2 Pollo
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All Prefabs
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Dog
Pollo
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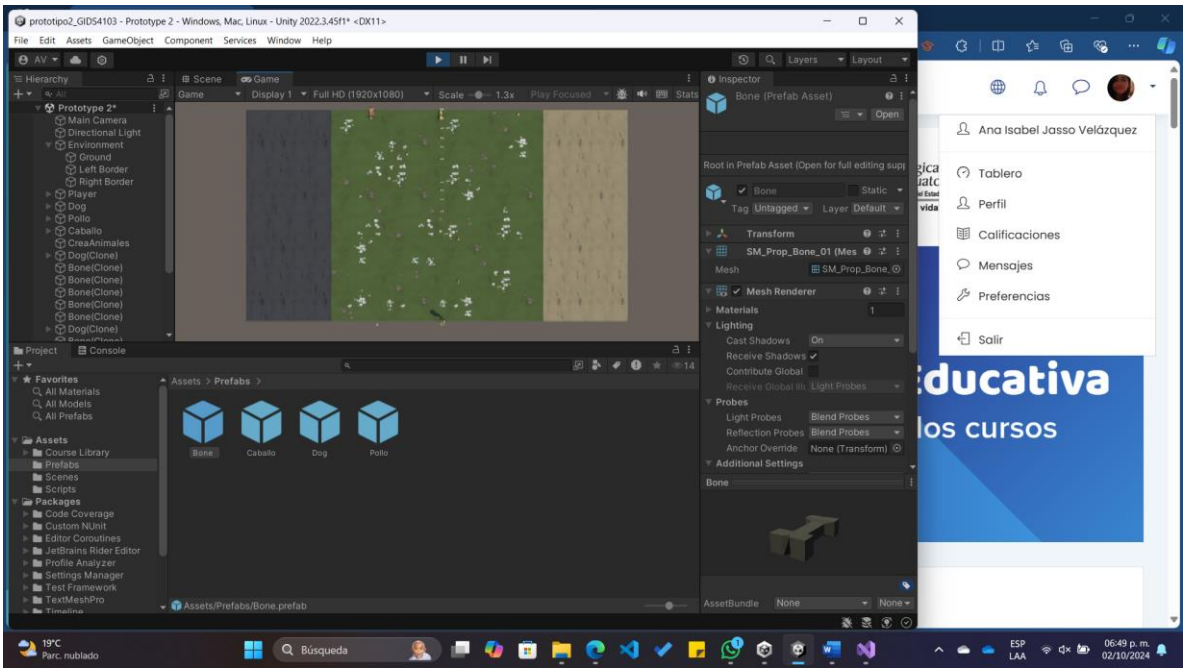
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Bone(Clone)
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Bone (Prefab Asset)
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Mesh Renderer
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Receive Shadows
Contribute Global
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
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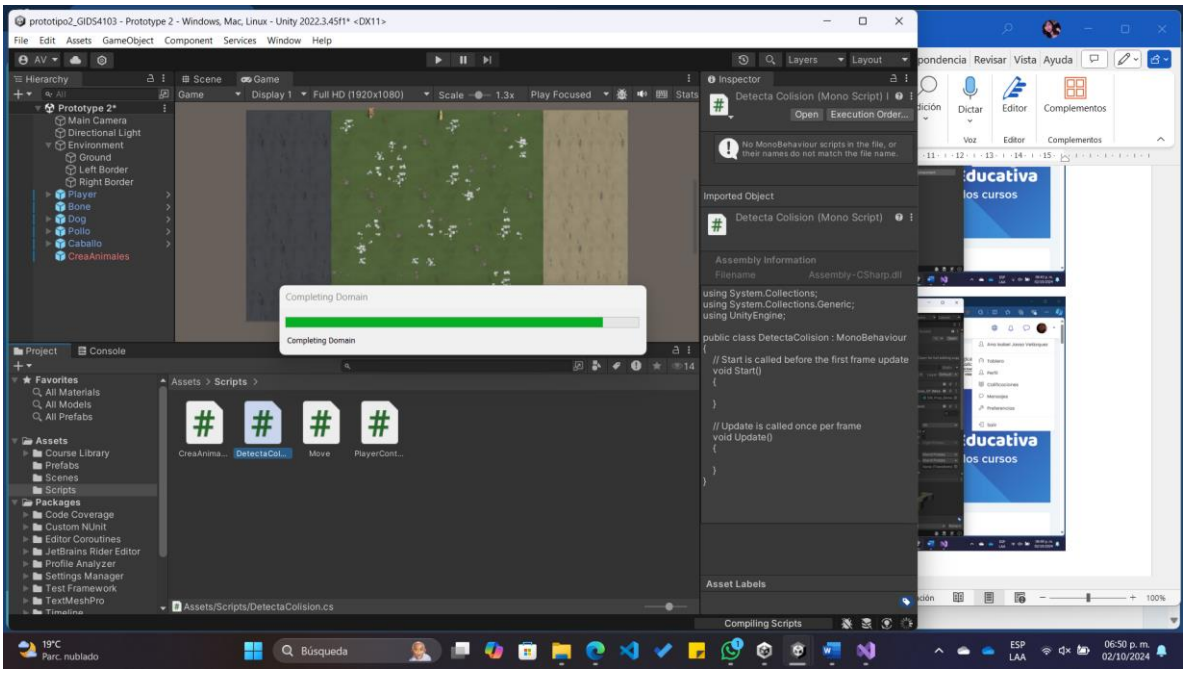
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Caballo
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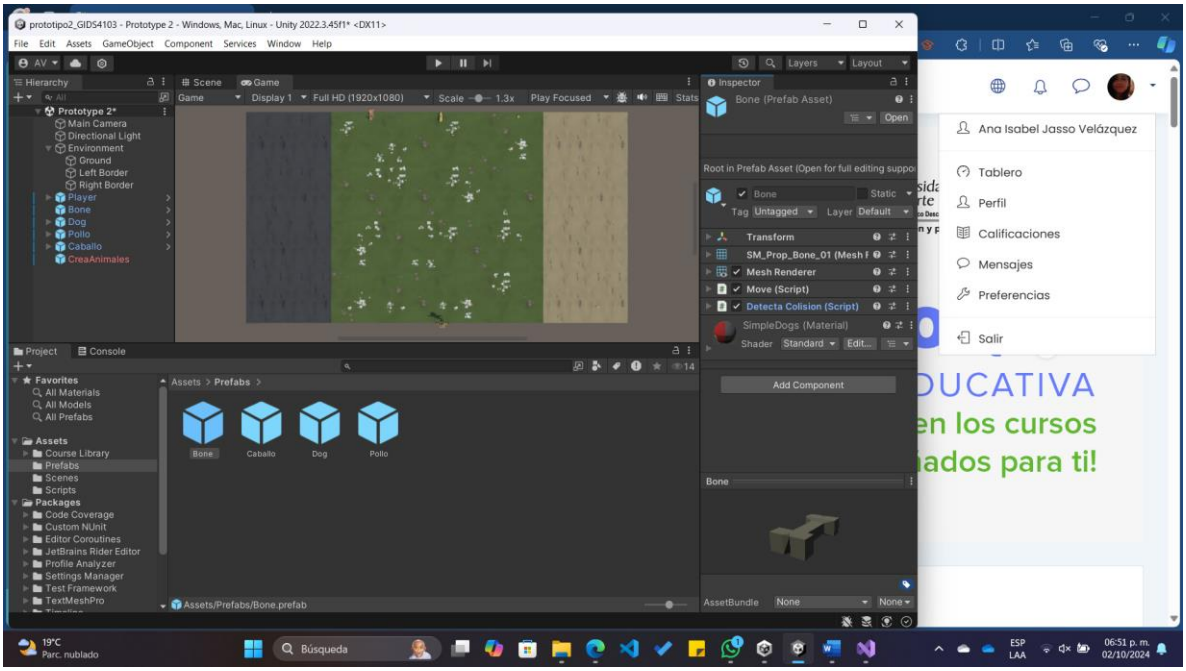
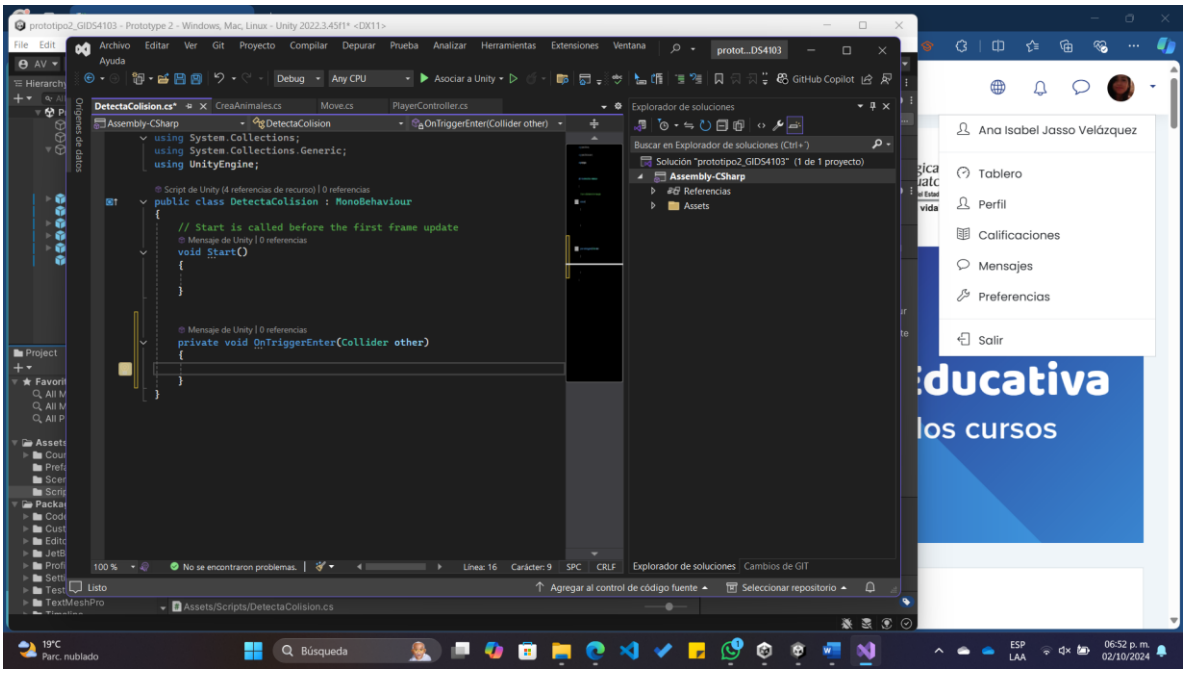
Detecta Colision (Mono Script)
Imported Object
Assembly Information
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectaColision : MonoBehaviour
// Start is called before the first frame update
void Start()
// Update is called once per frame
void Update()
Completing Domain
Project
Console
Assets > Scripts
CreaAnima...
DetectaCol...
Move
PlayerCont...
Assets/Scripts/DetectaColision.cs
Asset Labels
Compiling Scripts


prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Bone
Dog
Pollo
Caballo
CreaAnimales
Scene
Game
Inspector
Bone (Prefab Asset)
Transform
SM_Prop_Bone_01 (Mesh F
Mesh Renderer
Move (Script)
Detecta Colision (Script)
SimpleDogs (Material)
Add Component
Project
Console
Assets > Prefabs
Bone
Caballo
Dog
Pollo
Assets/Prefabs/Bone.prefab
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir


prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana
Ayuda
Debug
Any CPU
Asociar a Unity
GitHub Copilot
DetectaColision.cs*
CreaAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
DetectaColision
OnTriggerEnter(Collider other)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (4 referencias de recurso) | 0 referencias
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
Mensaje de Unity | 0 referencias
private void OnTriggerEnter(Collider other)
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "prototipo2_GIDS4103" (1 de 1 proyecto)
Assembly-CSharp
Referencias
Assets
No se encontraron problemas.
Línea: 16
Carácter: 9
SPC
CRLF
Listo
Agregar al control de código fuente
Seleccionar repositorio
Assets/Scripts/DetectaColision.cs
Ana Isabel Jasso Velázquez
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Mensajes
Preferencias
Salir
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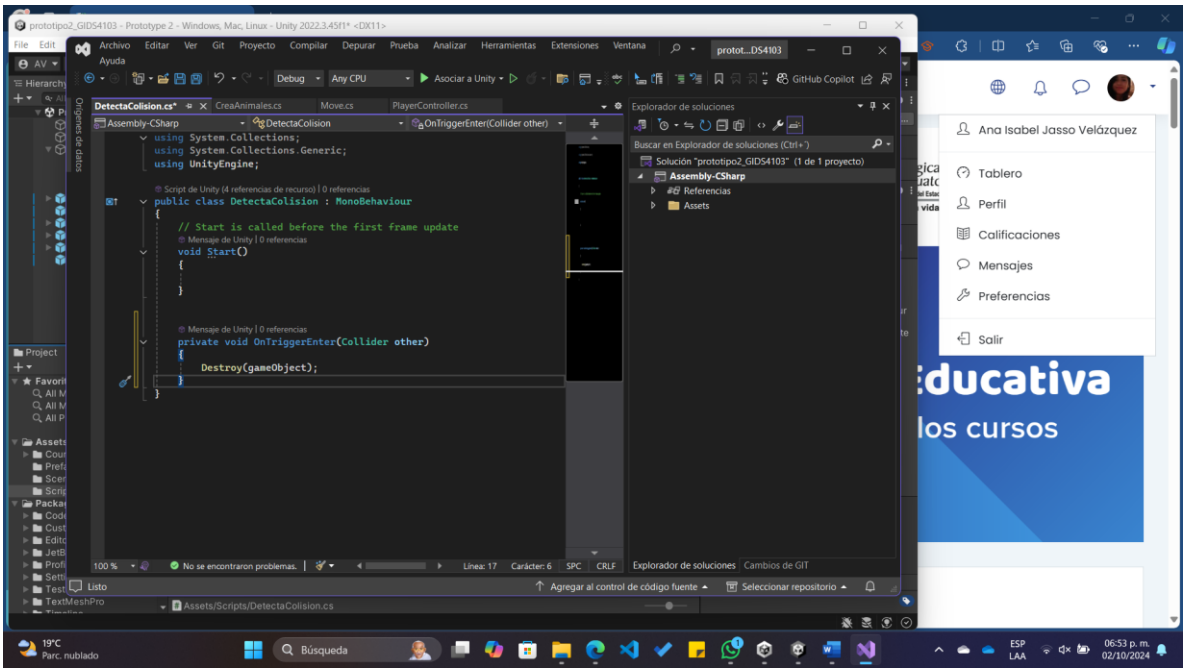
los cursos
19°C
Parc. nublado
Búsqueda
ESP
LAA
06:52 p. m.
02/10/2024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Any CPU
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void Start()
{
}
Mensaje de Unity | 0 referencias
private void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "prototipo2_GIDS4103" (1 de 1 proyecto)
Assembly-CSharp
Referencias
Assets
No se encontraron problemas.
Línea: 17
Carácter: 6
SPC
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Listo
Agregar al control de código fuente
Seleccionar repositorio
Assets/Scripts/DetectaColision.cs
Ana Isabel Jasso Velázquez
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Mensajes
Preferencias
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los cursos
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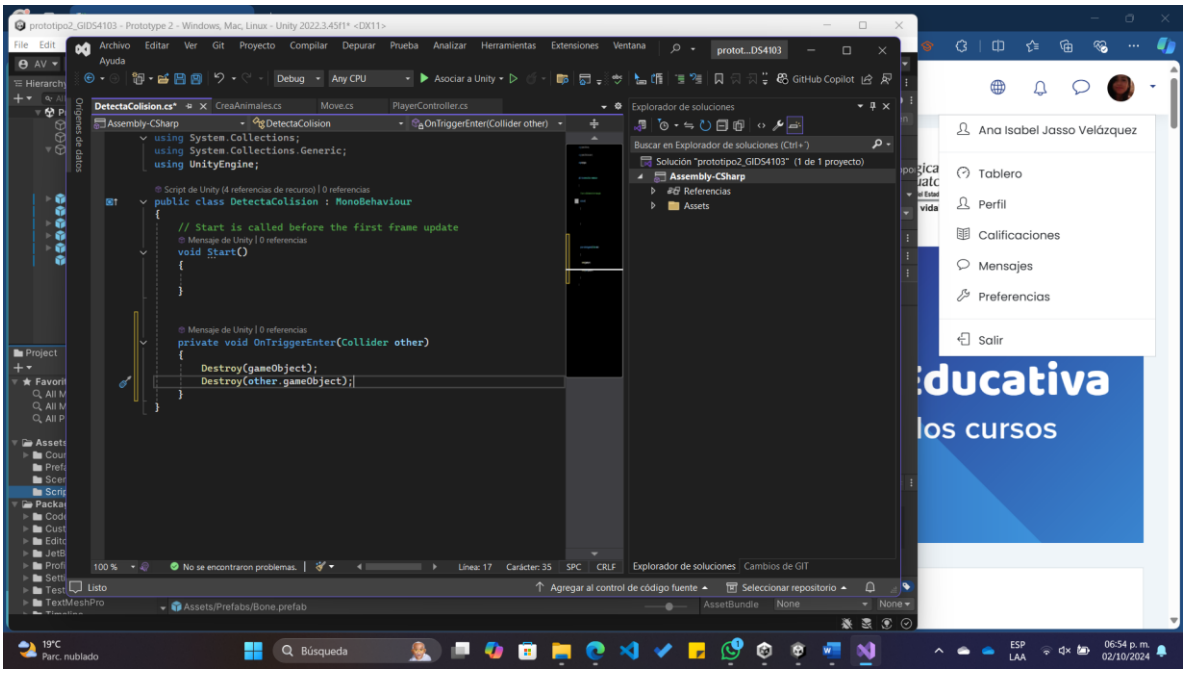
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug
Any CPU
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DetectaColision.cs*
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{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
Mensaje de Unity | 0 referencias
private void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "prototipo2_GIDS4103" (1 de 1 proyecto)
Assembly-CSharp
Referencias
Assets
No se encontraron problemas.
Línea: 17
Carácter: 35
SPC
CRLF
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Agregar al control de código fuente
Seleccionar repositorio
Assets/Prefabs/Bone.prefab
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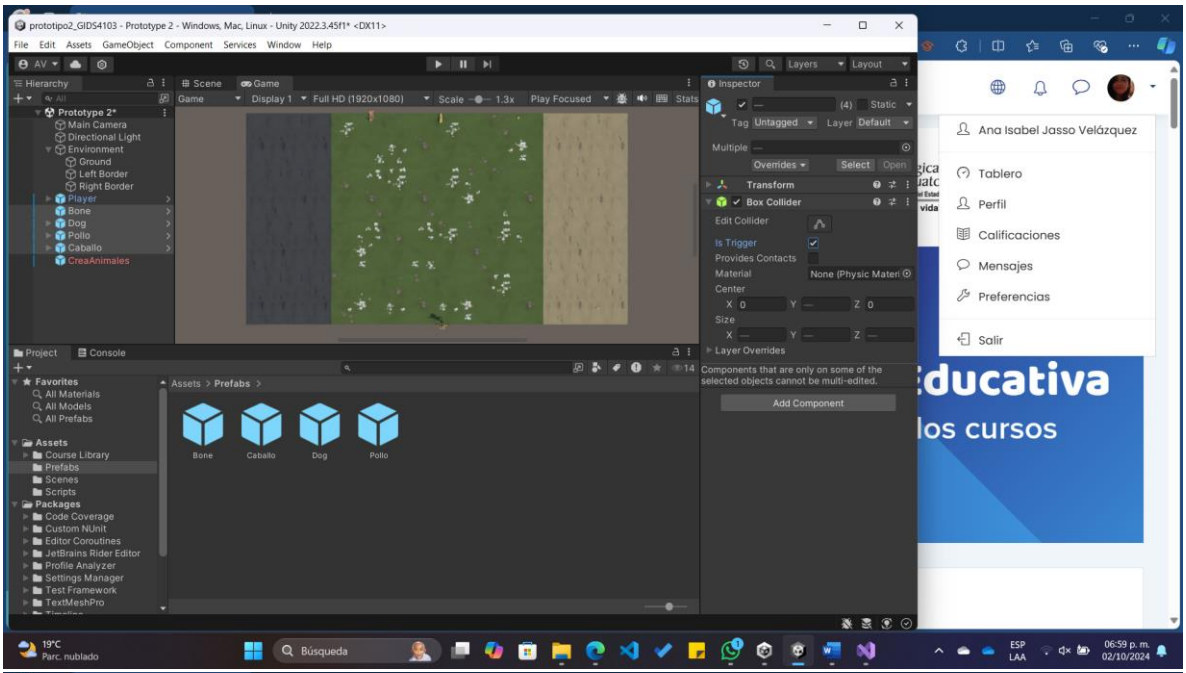
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Bone
Dog
Pollo
Caballo
CreaAnimales
Scene
Game
Display 1
Full HD (1920x1080)
Scale 1.3x
Play Focused
Inspector
Tag Untagged
Layer Default
Transform
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Materi
Center
Size
Layer Overrides
Components that are only on some of the selected objects cannot be multi-edited.
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
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Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Editor
Profile Analyzer
Settings Manager
Test Framework
TextMeshPro
Assets > Prefabs
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Caballo
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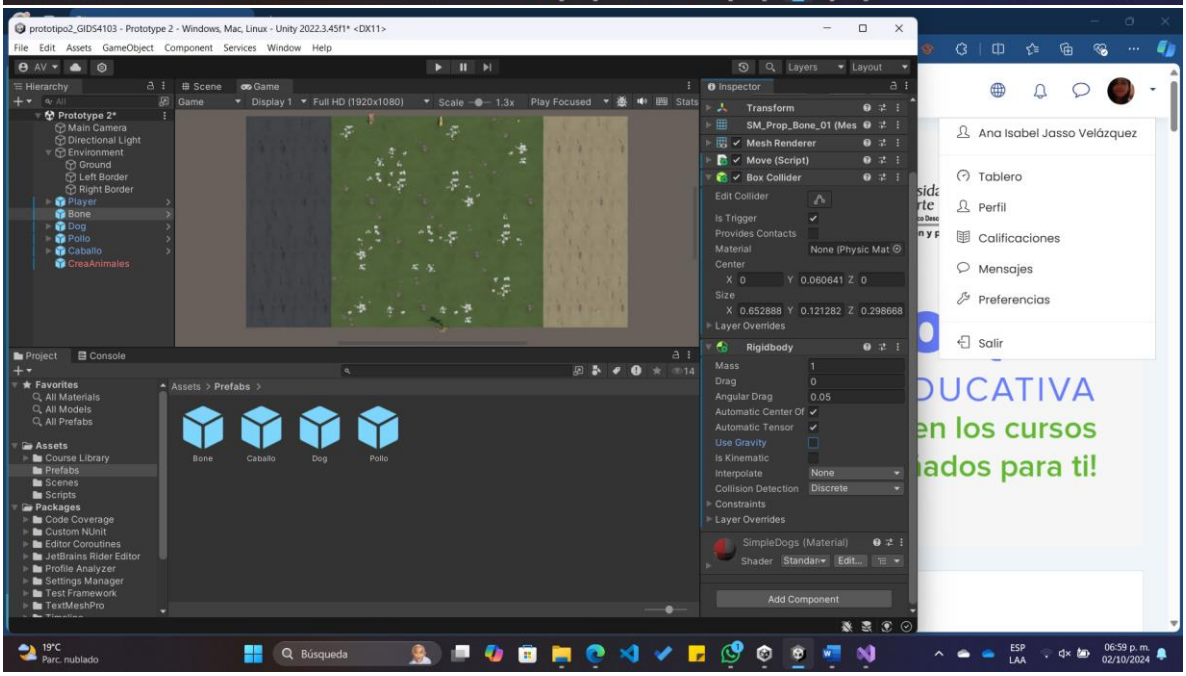
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
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Right Border
Player
Bone
Dog
Pollo
Caballo
CreaAnimales
Scene
Game
Display 1
Full HD (1920x1080)
Scale 1.3x
Play Focused
Inspector
Transform
SM_Prop_Bone_01 (Mes
Mesh Renderer
Move (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Mat
Center
X 0 Y 0.060641 Z 0
Size
X 0.652888 Y 0.121282 Z 0.298668
Layer Overrides
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Automatic Center Of
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Layer Overrides
SimpleDogs (Material)
Shader Standar
Edit...
Add Component
Project
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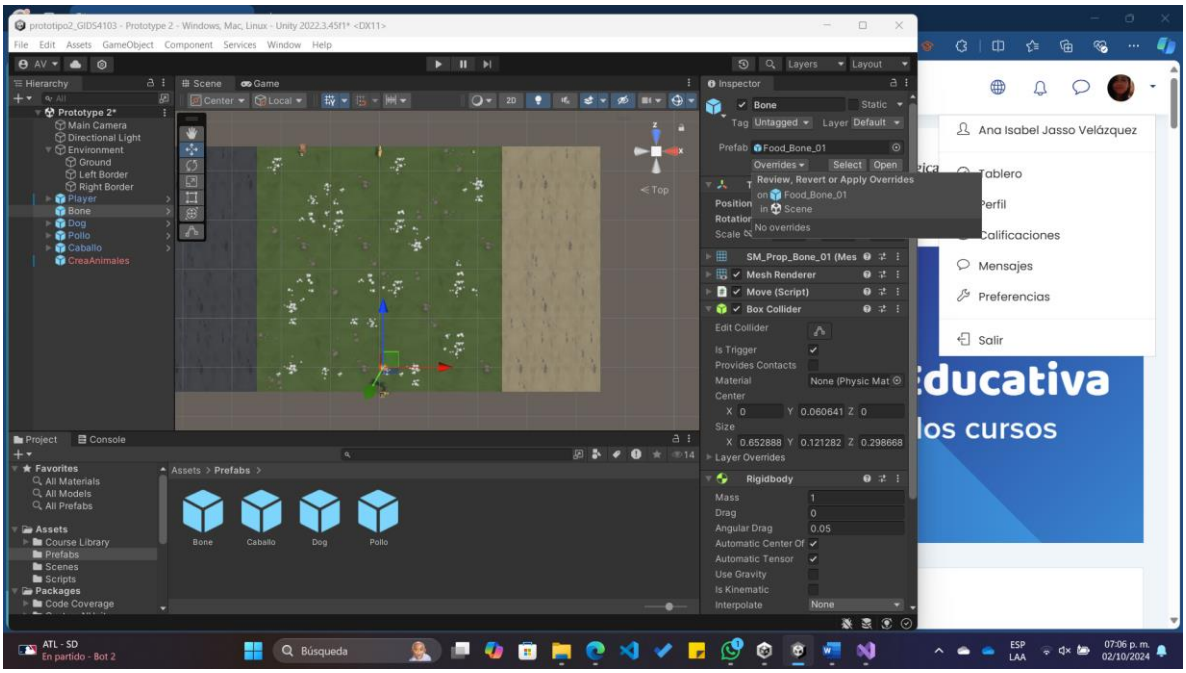
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
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Directional Light
Environment
Ground
Left Border
Right Border
Player
Bone
Dog
Pollo
Caballo
CreaAnimales
Scene
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Inspector
Bone
Prefab Food_Bone_01
Review, Revert or Apply Overrides
Mesh Renderer
Move (Script)
Box Collider
Rigidbody
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Console
Assets > Prefabs
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Caballo
Dog
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En partido - Bot 2
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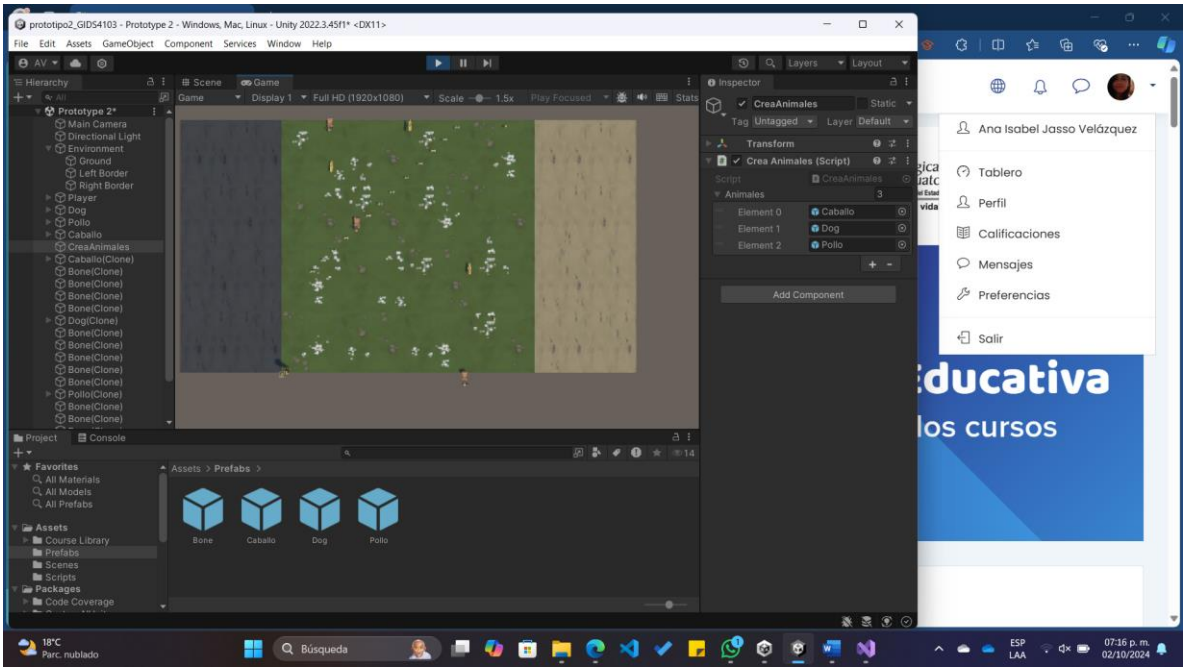
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Dog
Pollo
Caballo
CreaAnimales
Caballo(Clone)
Dog(Clone)
Pollo(Clone)
Scene
Game
Display 1
Full HD (1920x1080)
Scale
1.5x
Play Focused
Inspector
CreaAnimales
Transform
Crea Animales (Script)
Animales
Element 0 Caballo
Element 1 Dog
Element 2 Pollo
Add Component
Project
Console
Assets > Prefabs
Bone
Caballo
Dog
Pollo
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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Búsqueda
ESP
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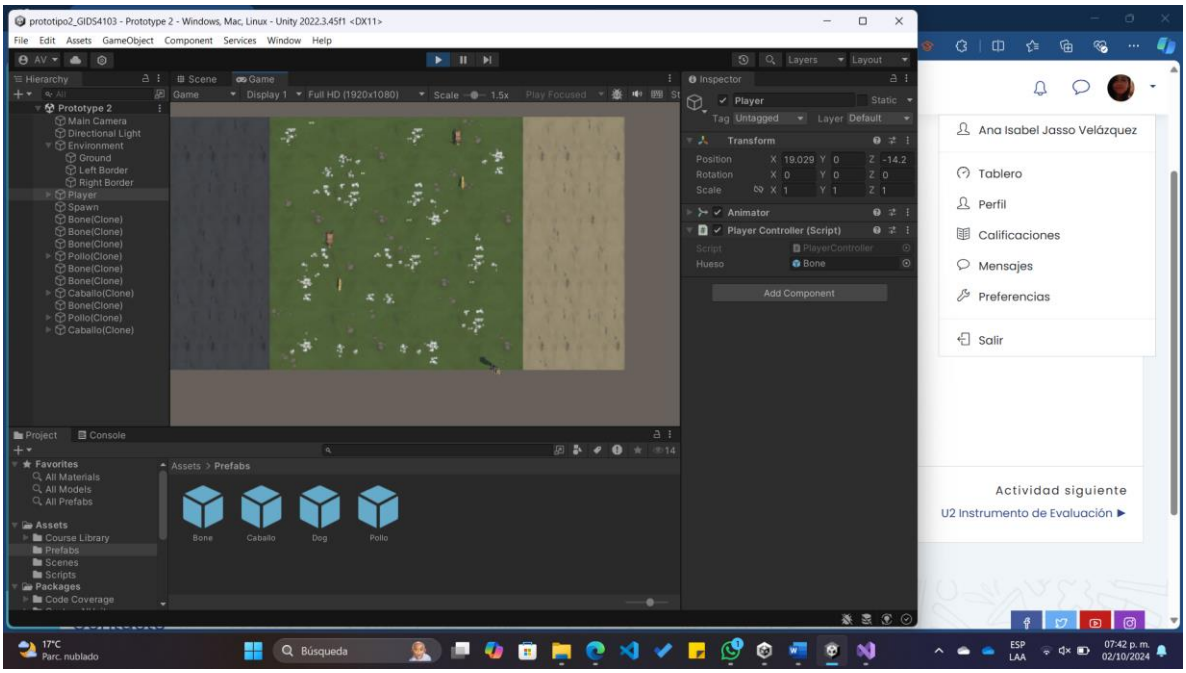
prototipo2_GIDS4103 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
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Ground
Left Border
Right Border
Player
Spawn
Bone(Clone)
Pollo(Clone)
Caballo(Clone)
Scene
Game
Display 1
Full HD (1920x1080)
Scale 1.5x
Inspector
Player
Static
Tag Untagged
Layer Default
Transform
Position X 19.029 Y 0 Z -14.2
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Player Controller (Script)
Script PlayerController
Hueso Bone
Add Component
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Caballo
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Pollo
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Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
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Parc. nublado
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