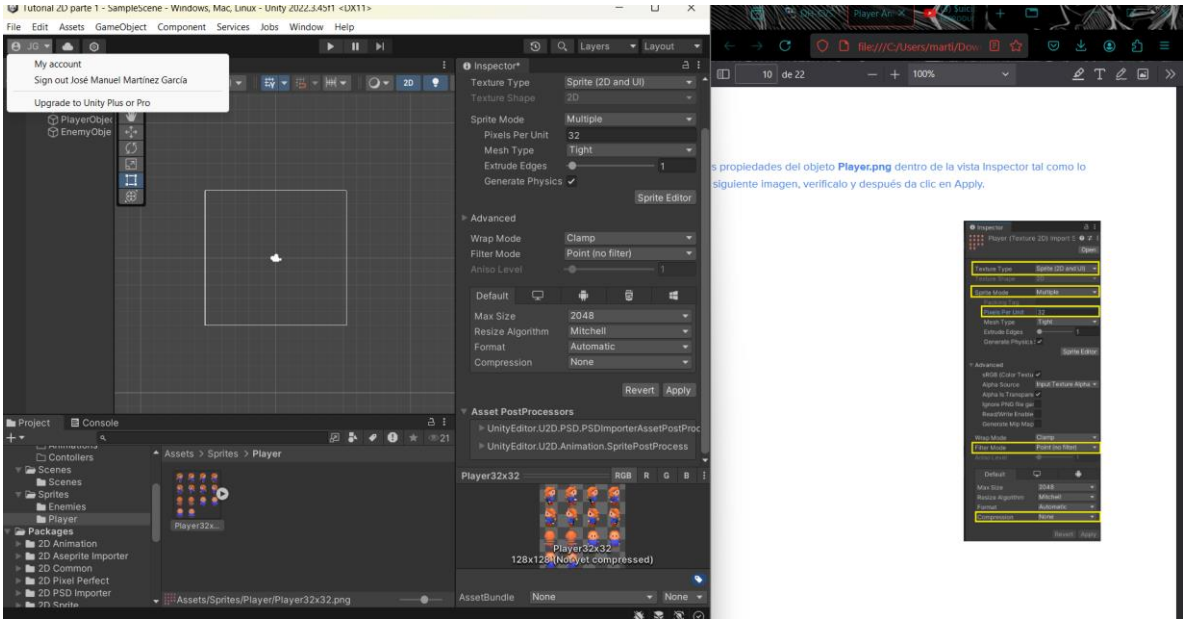
Tutorial 2D parte 1 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
Inspector*
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
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Extrude Edges
Generate Physics
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Advanced
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Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
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Mitchell
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Automatic
Compression
None
Revert
Apply
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UnityEditor.U2D.PSD.PSDImporterAssetPostProc
UnityEditor.U2D.Animation.SpritePostProcess
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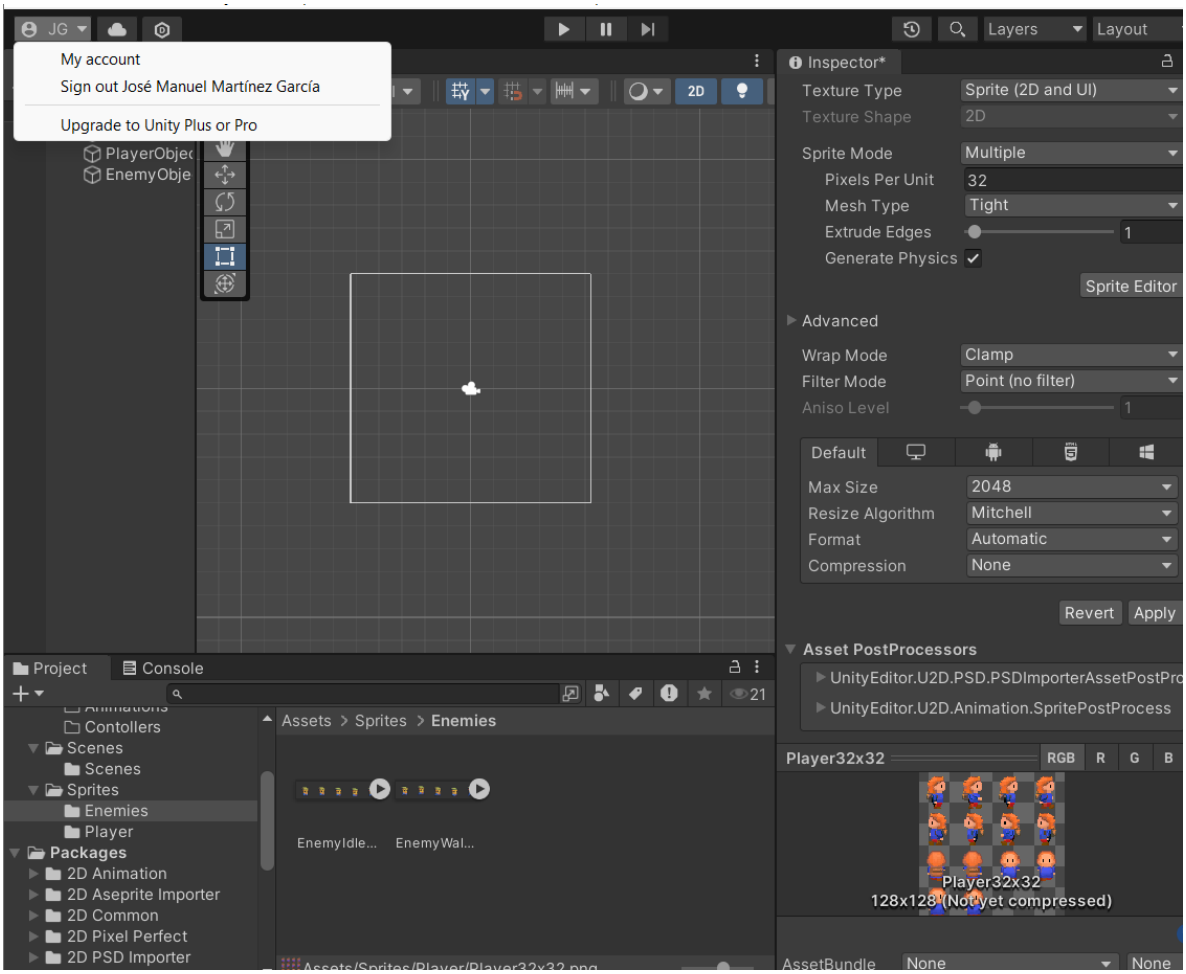
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
Player32x32
128x128 (Not yet compressed)
Assets/Sprites/Player/Player32x32.png
AssetBundle
None
10 de 22
100%
s propiedades del objeto Player.png dentro de la vista Inspector tal como lo
siguiente imagen, verifícalo y después da clic en Apply.


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObjec
EnemyObje
2D
Layers
Layout
Inspector*
Texture Type
Sprite (2D and UI)
Texture Shape
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32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
1
Default
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Mitchell
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Automatic
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Revert
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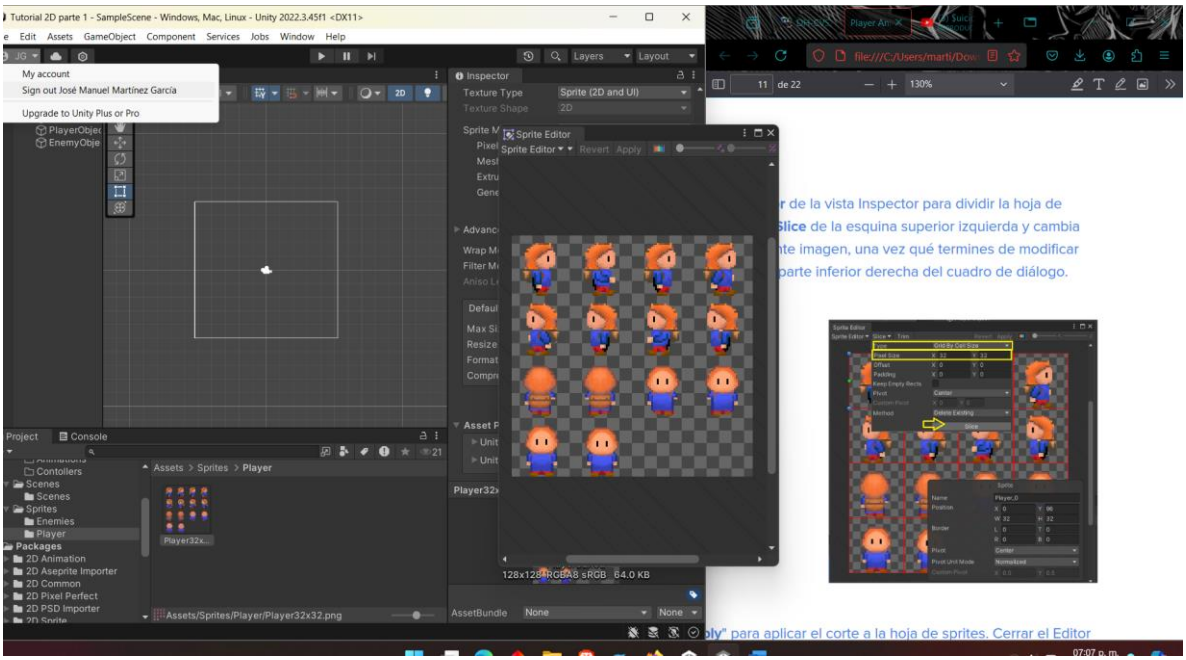
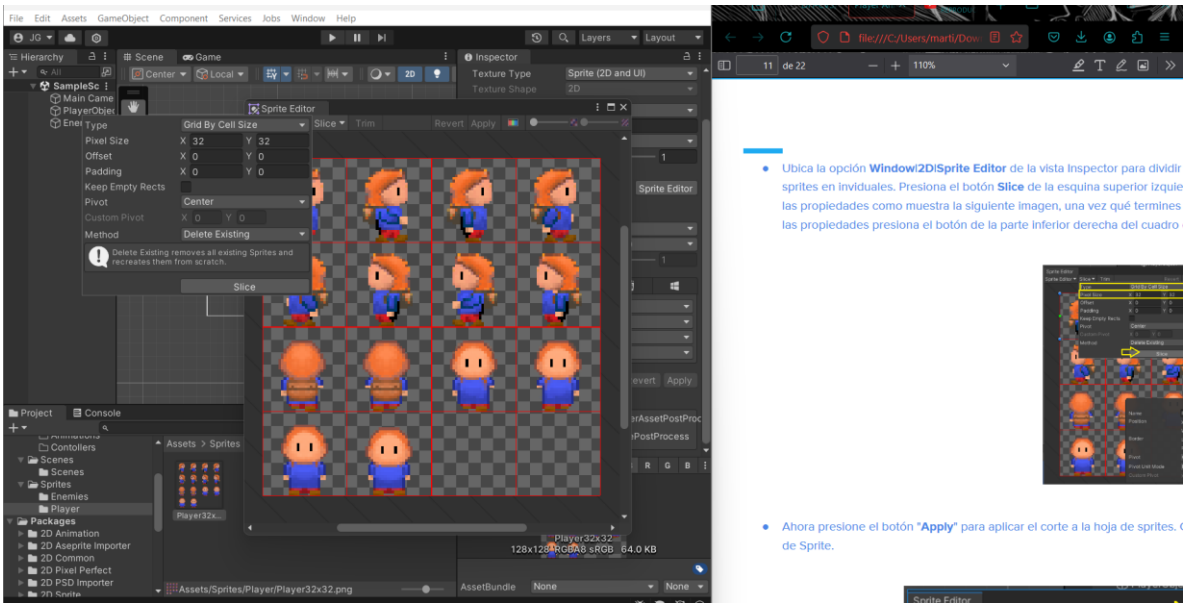
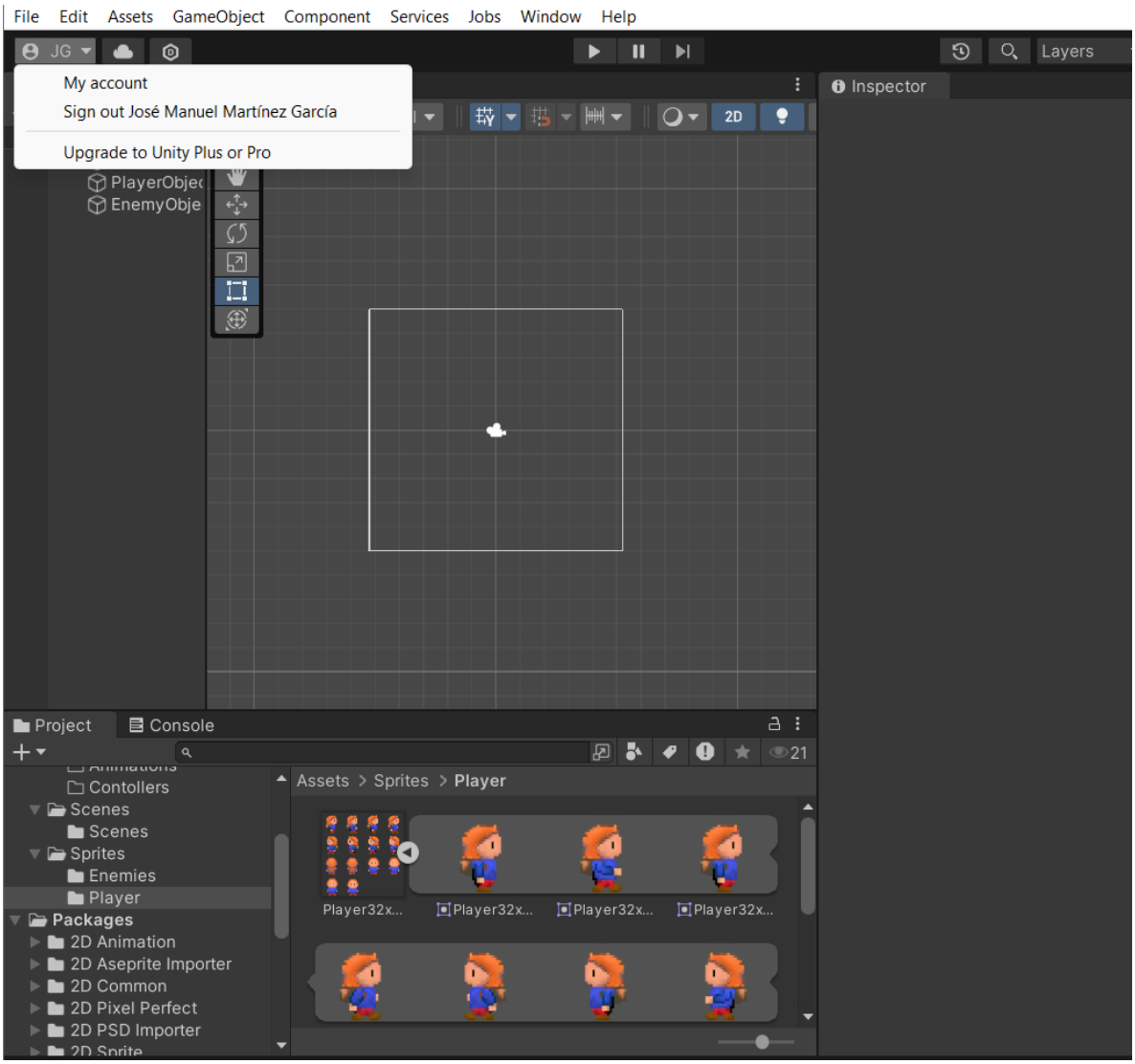
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Player32x32
RGB
R
G
B
Player32x32
128x128 (Not yet compressed)
AssetBundle
None
None


Tutorial 2D parte 1 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
Inspector
Texture Type
Sprite (2D and UI)
Sprite Editor
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
r de la vista Inspector para dividir la hoja de
Slice de la esquina superior izquierda y cambia
nte imagen, una vez qué termines de modificar
parte inferior derecha del cuadro de diálogo.
ply" para aplicar el corte a la hoja de sprites. Cerrar el Editor


Sprite Editor
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Ubica la opción Window\2D\Sprite Editor de la vista Inspector para dividir
sprites en inviduales. Presiona el botón Slice de la esquina superior izquie
las propiedades como muestra la siguiente imagen, una vez qué termines
las propiedades presiona el botón de la parte inferior derecha del cuadro
Ahora presione el botón "Apply" para aplicar el corte a la hoja de sprites.
de Sprite.


File
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Assets
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Component
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Jobs
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Sign out José Manuel Martínez García
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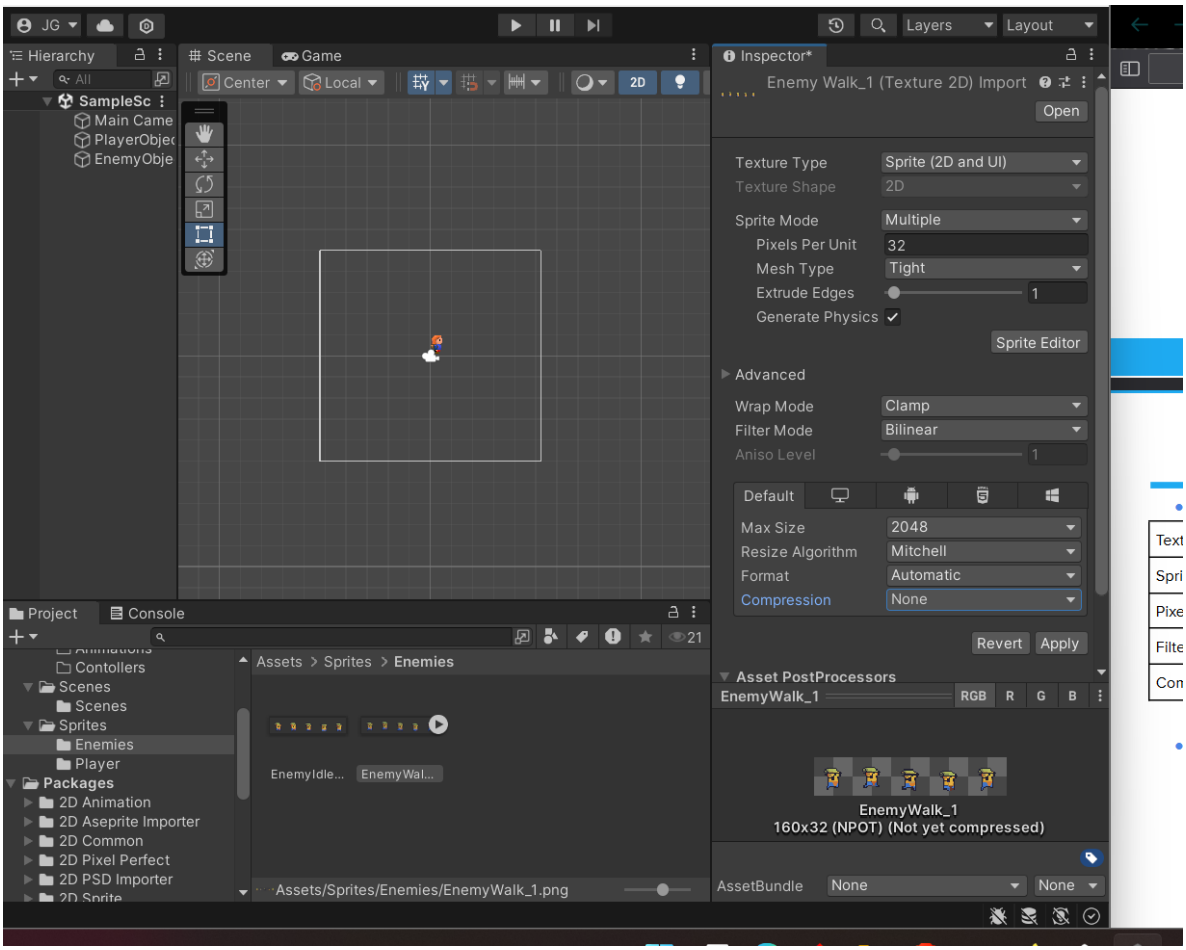
2D Common
2D Pixel Perfect
2D PSD Importer
Assets > Sprites > Player
Player32x...
Player32x...
Player32x...
Player32x...


JG
Layers
Layout
Hierarchy
Scene
Game
Inspector*
Center
Local
2D
SampleSc
Main Came
PlayerObjec
EnemyObje
Enemy Walk_1 (Texture 2D) Import
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
Bilinear
Aniso Level
1
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
EnemyWalk_1
RGB
R
G
B
EnemyWalk_1
160x32 (NPOT) (Not yet compressed)
AssetBundle
None
None
Project
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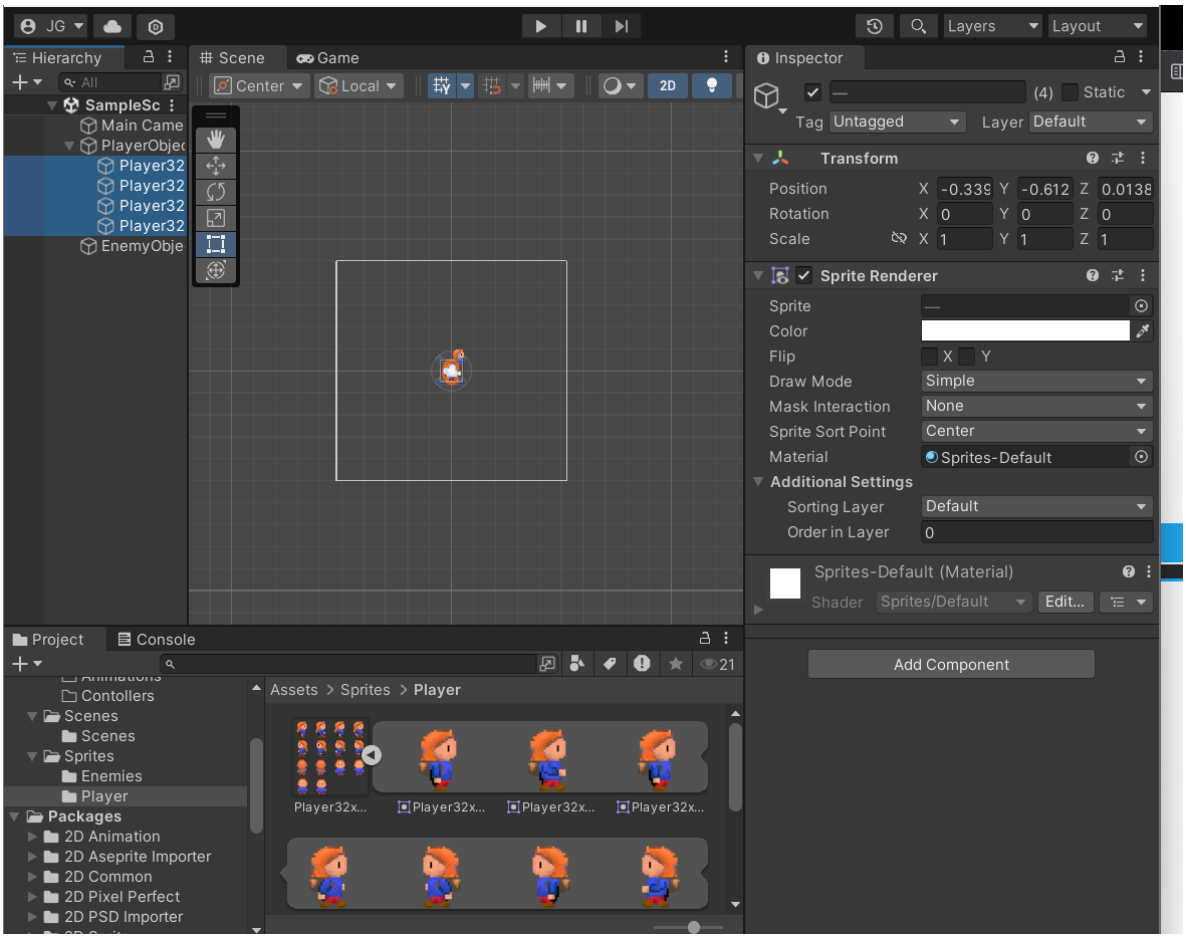
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Assets/Sprites/Enemies/EnemyWalk_1.png


Hierarchy
Scene
Game
Inspector
Layers
Layout
SampleSc
Main Came
PlayerObjec
Player32
Player32
Player32
Player32
EnemyObje
Center
Local
2D
Tag Untagged
Layer Default
Static
Transform
Position X -0.339 Y -0.612 Z 0.0138
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
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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Scenes
Sprites
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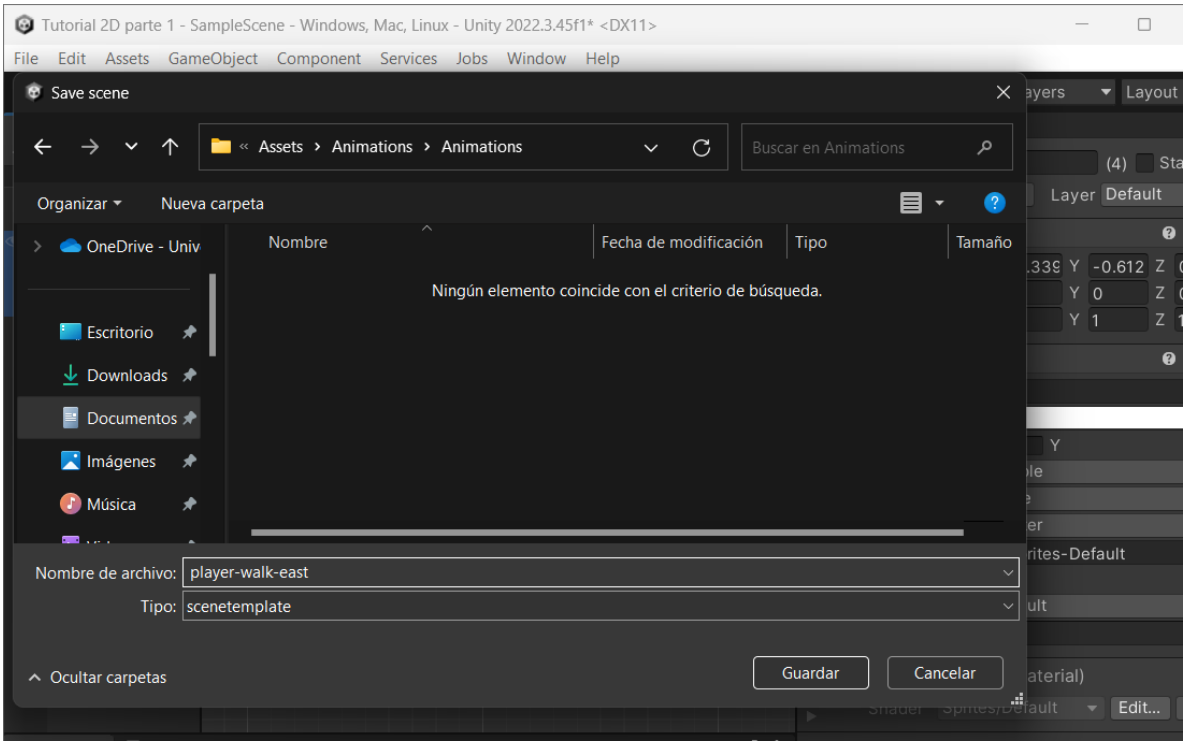
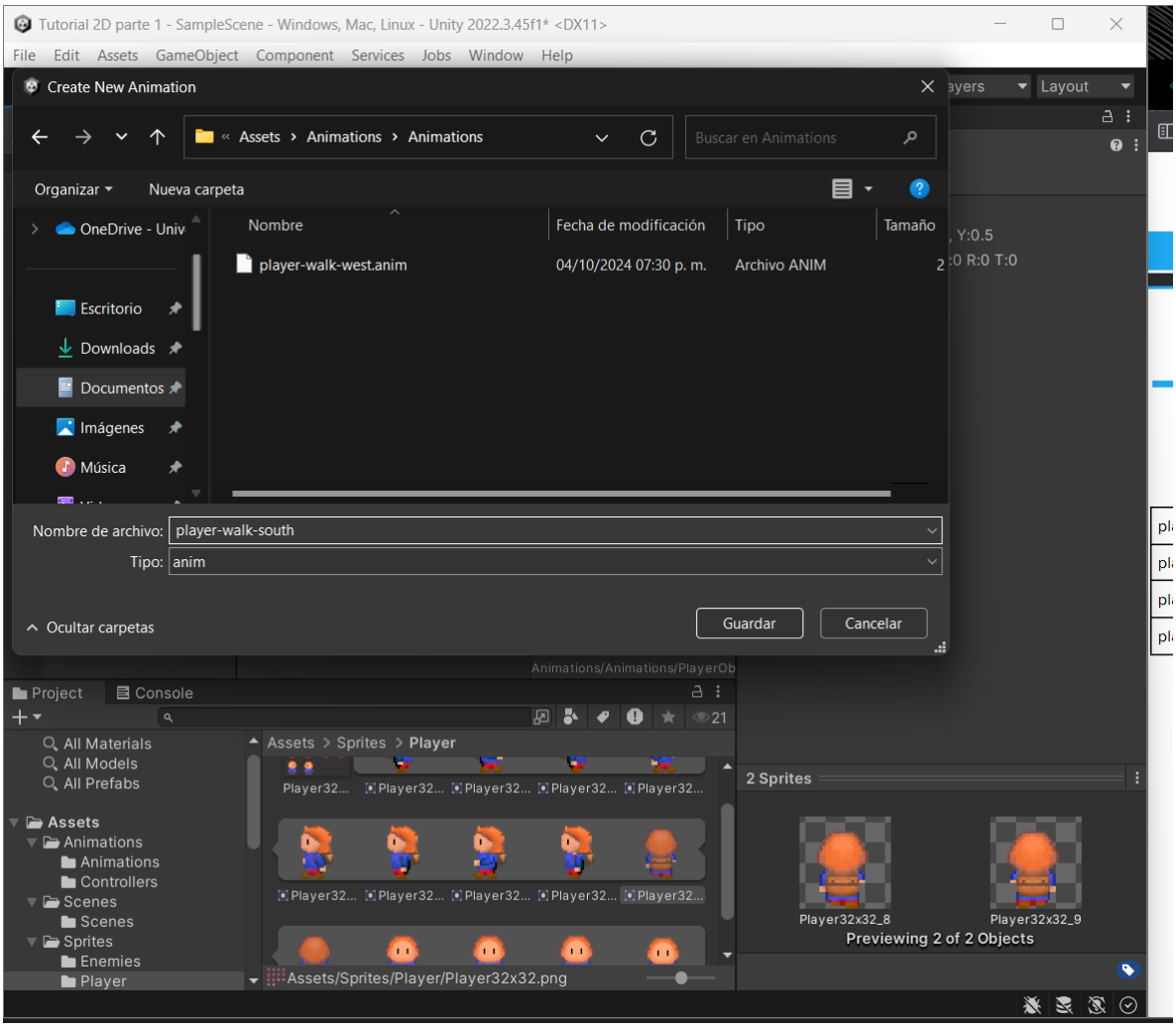
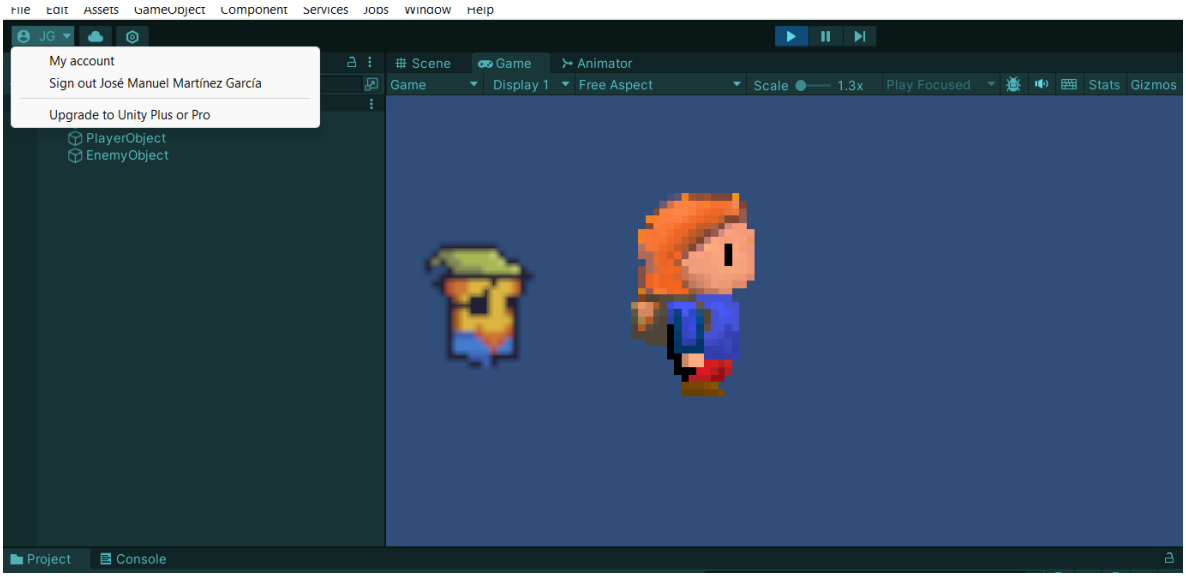
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
Assets > Sprites > Player
Player32x...
Player32x...
Player32x...
Player32x...


Tutorial 2D parte 1 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Save scene
Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
OneDrive - Univ
Escritorio
Downloads
Documentos
Imágenes
Música
Nombre
Fecha de modificación
Tipo
Tamaño
Ningún elemento coincide con el criterio de búsqueda.
Nombre de archivo: player-walk-east
Tipo: scenetemplate
Ocultar carpetas
Guardar
Cancelar


Tutorial 2D parte 1 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
OneDrive - Univ
Escritorio
Downloads
Documentos
Imágenes
Música
Nombre
Fecha de modificación
Tipo
Tamaño
player-walk-west.anim
04/10/2024 07:30 p. m.
Archivo ANIM
Nombre de archivo: player-walk-south
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Layout
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Animations
Controllers
Scenes
Scenes
Sprites
Enemies
Player
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
2 Sprites
Player32x32_8
Player32x32_9
Previewing 2 of 2 Objects


File Edit Assets GameObject Component Services Jobs Window Help
JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Game
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
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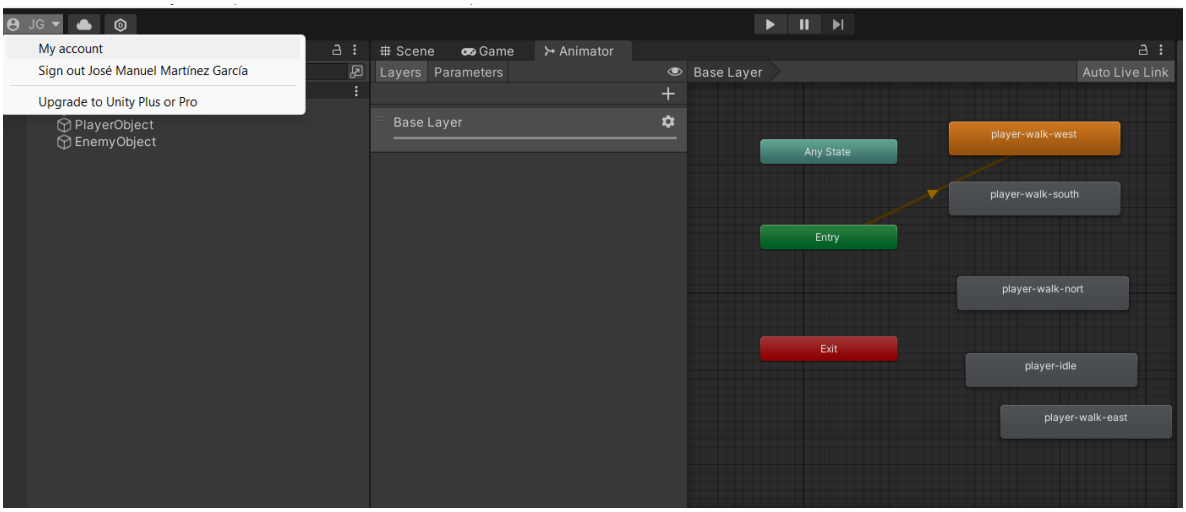
Console


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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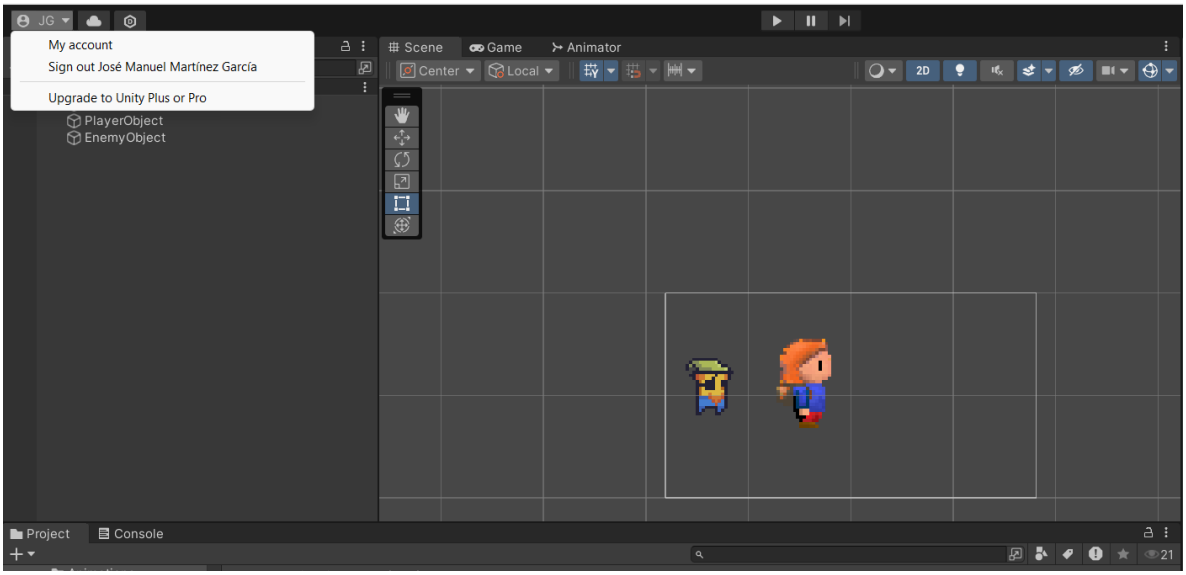
Layers
Parameters
Base Layer
Auto Live Link
Base Layer
Any State
player-walk-west
player-walk-south
Entry
player-walk-nort
Exit
player-idle
player-walk-east


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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Animator
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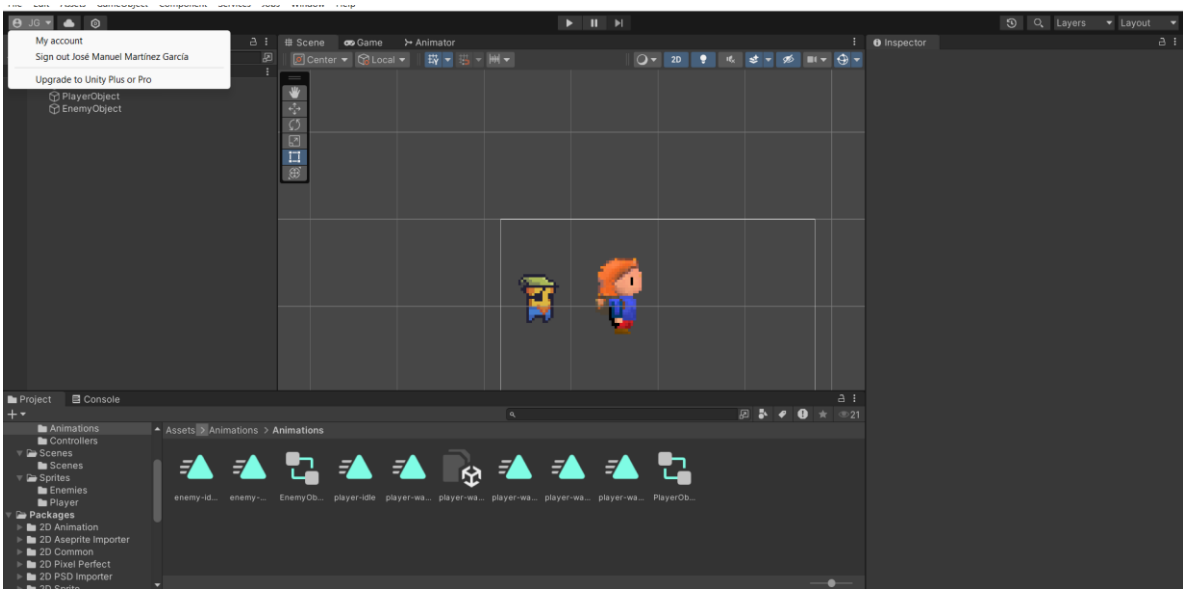
JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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2D Pixel Perfect
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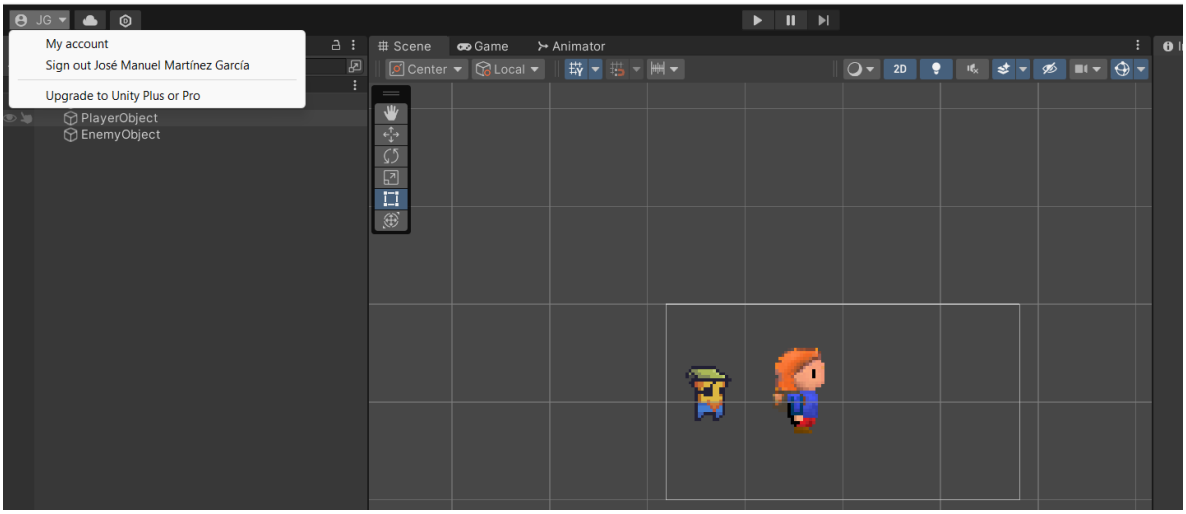
enemy-id...
enemy-...
EnemyOb...
player-idle
player-wa...
player-wa...
player-wa...
player-wa...
player-wa...
PlayerOb...


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
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EnemyObject
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Game
Animator
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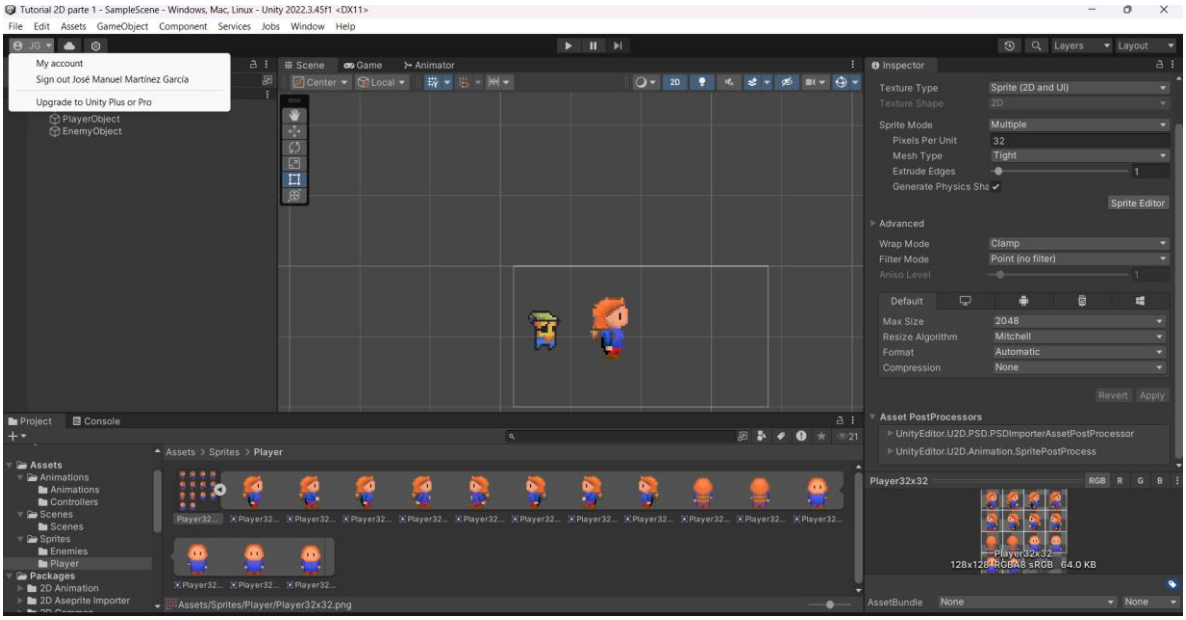
Local
2D


Tutorial 2D parte 1 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Filter Mode
Point (no filter)
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2D Aseprite Importer
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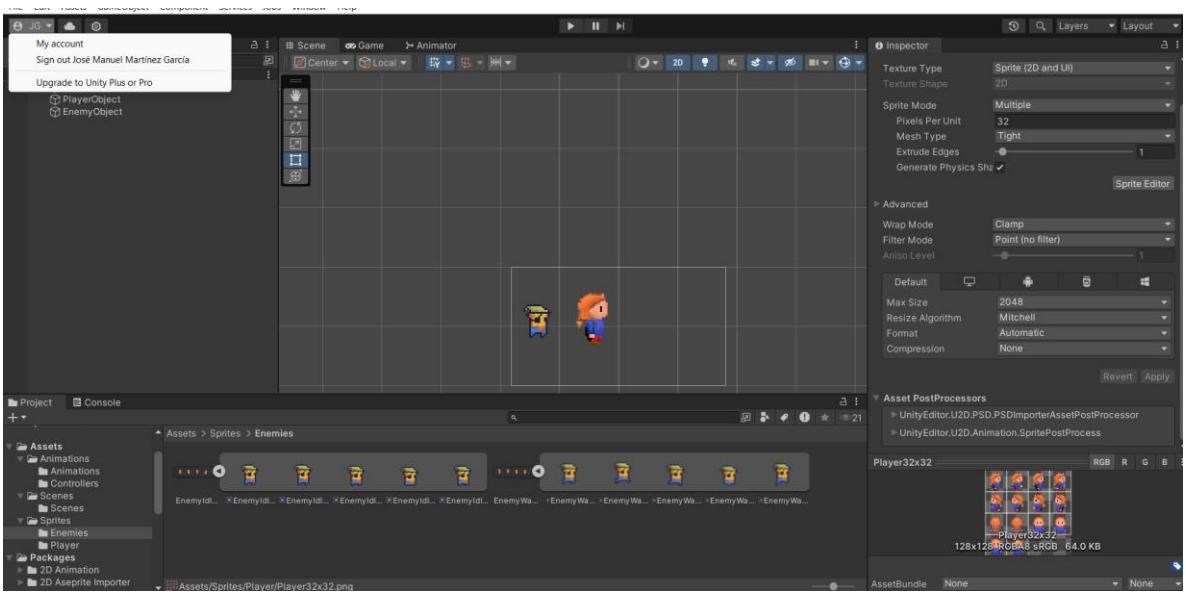
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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Inspector
Texture Type
Sprite (2D and UI)
Texture Shape
2D
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Advanced
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Clamp
Filter Mode
Point (no filter)
Aniso Level
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Mitchell
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Compression
None
Revert
Apply
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2D Aseprite Importer
Assets > Sprites > Enemies
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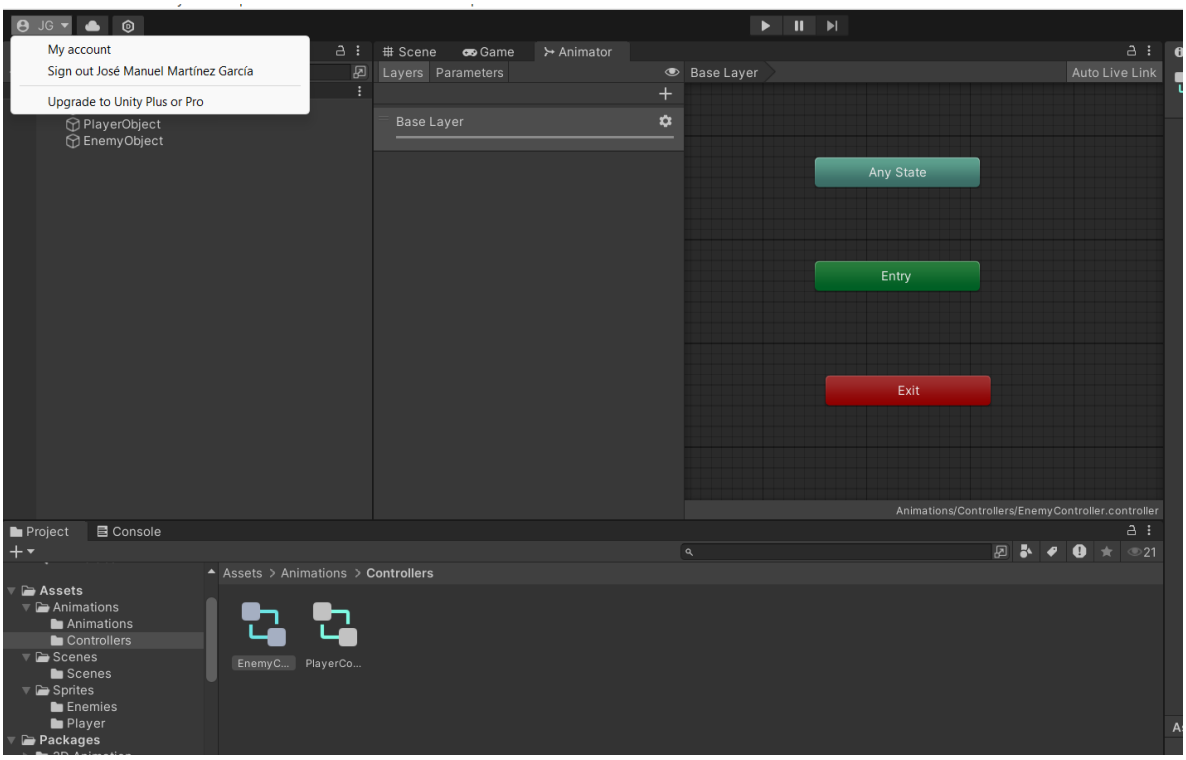
Player32x32
128x128 RGBA8 sRGB 64.0 KB
AssetBundle
None


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
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Animator
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Parameters
Base Layer
Auto Live Link
Base Layer
Any State
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Scenes
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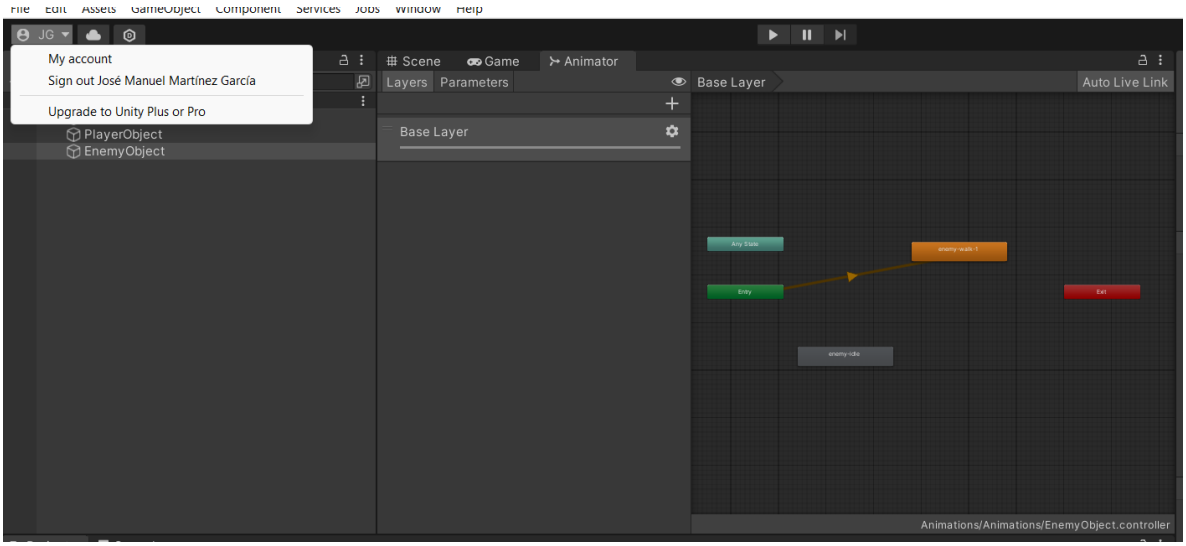
PlayerCo...


JG
My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
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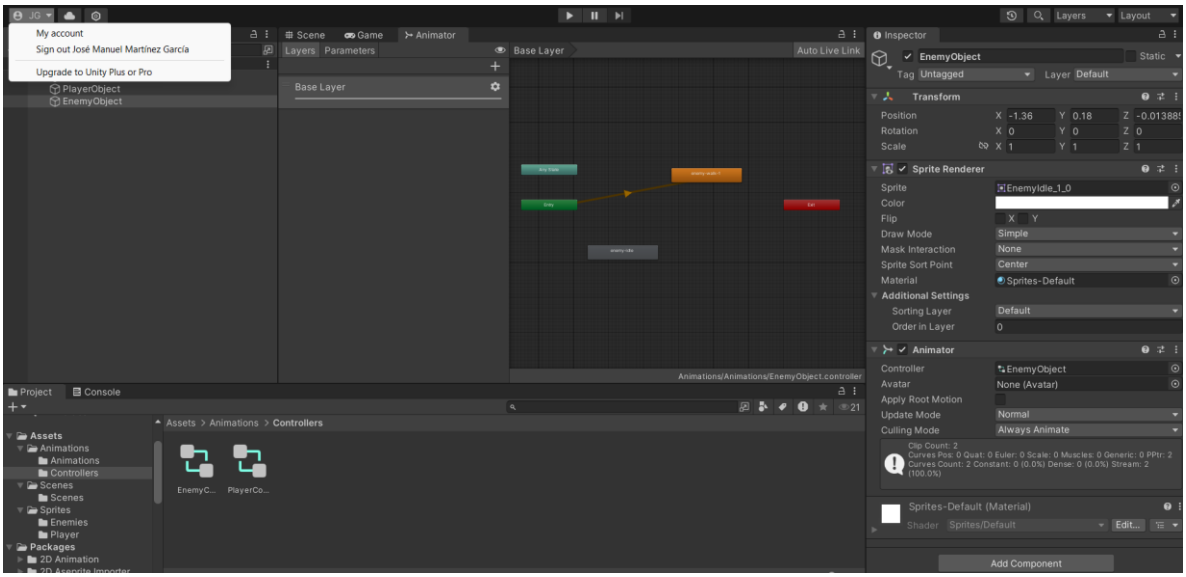
Animator
Layers
Parameters
Base Layer
Auto Live Link
Base Layer
Any State
enemy-walk-1
Entry
Exit
enemy-idle
Animations/Animations/EnemyObject.controller


My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
PlayerObject
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Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position X -1.36 Y 0.18 Z -0.01388
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
Animator
Controller EnemyObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 2
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 2
Curves Count: 2 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Animations/Animations/EnemyObject.controller
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Assets > Animations > Controllers
EnemyC...
PlayerCo...
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Animations
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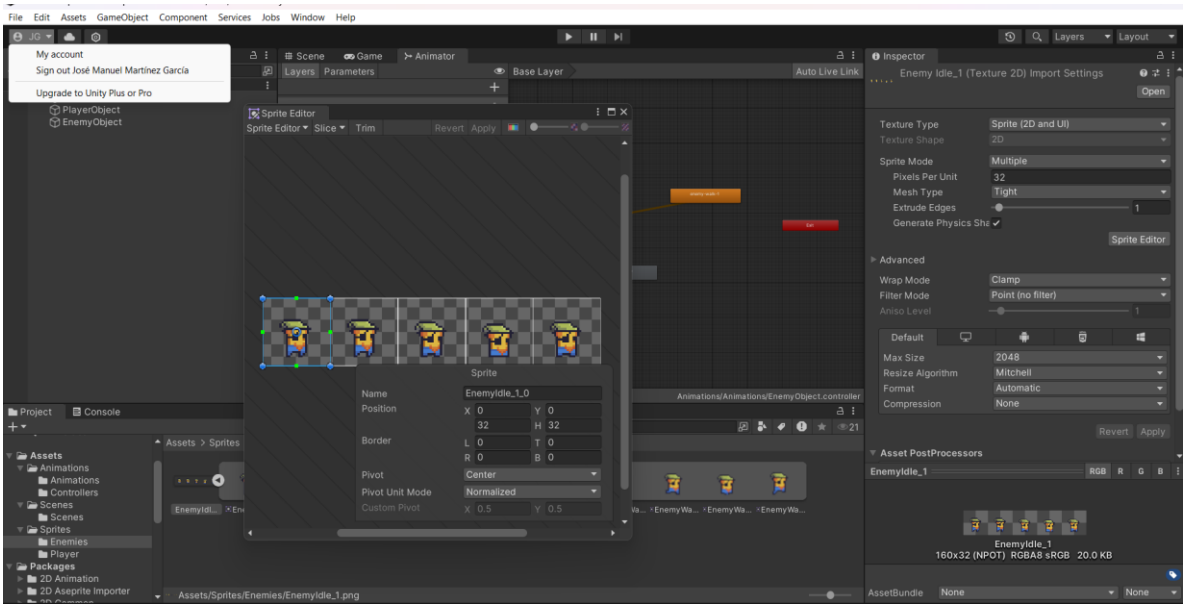
Packages
2D Animation


File Edit Assets GameObject Component Services Jobs Window Help
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EnemyObject
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Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name EnemyIdle_1_0
Position X 0 Y 0
32 H 32
Border L 0 T 0
R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Inspector
Enemy Idle_1 (Texture 2D) Import Settings
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 Sha
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert
Apply
Asset PostProcessors
EnemyIdle_1
RGB R G B
EnemyIdle_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle None None
Animations/Animations/EnemyObject.controller
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Scenes
Scenes
Sprites
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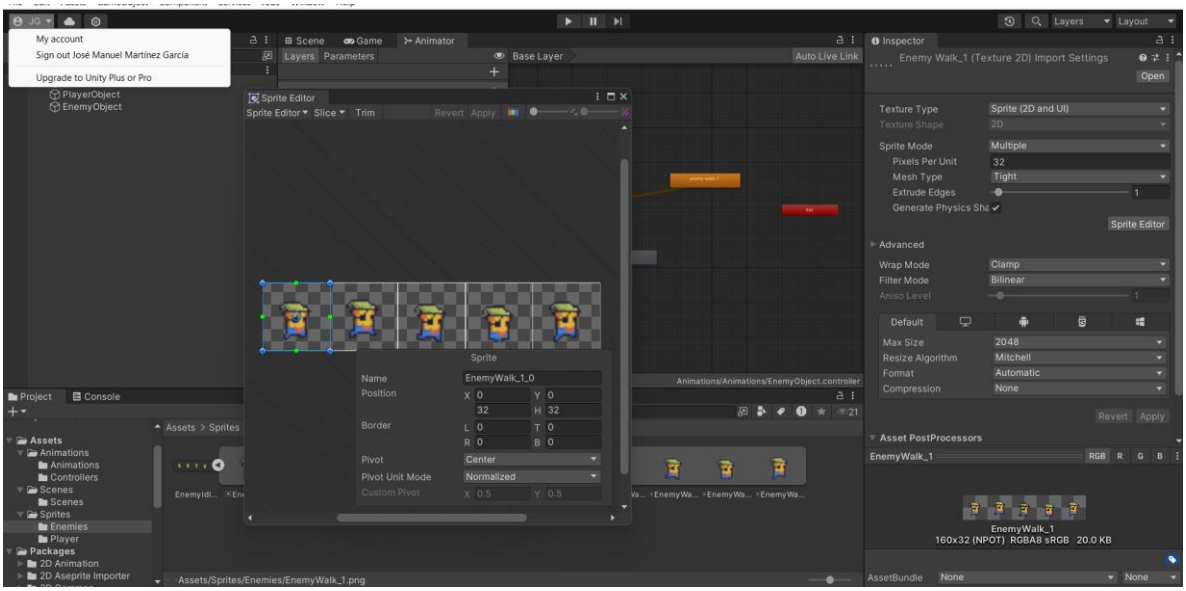
2D Aseprite Importer
Assets/Sprites/Enemies/EnemyIdle_1.png


My account
Sign out José Manuel Martínez García
Upgrade to Unity Plus or Pro
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EnemyObject
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Layers
Parameters
Base Layer
Auto Live Link
Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
EnemyWalk_1_0
Position
X 0
Y 0
32
H 32
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Animations/Animations/EnemyObject.controller
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Animations
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Scenes
Scenes
Sprites
Enemies
Player
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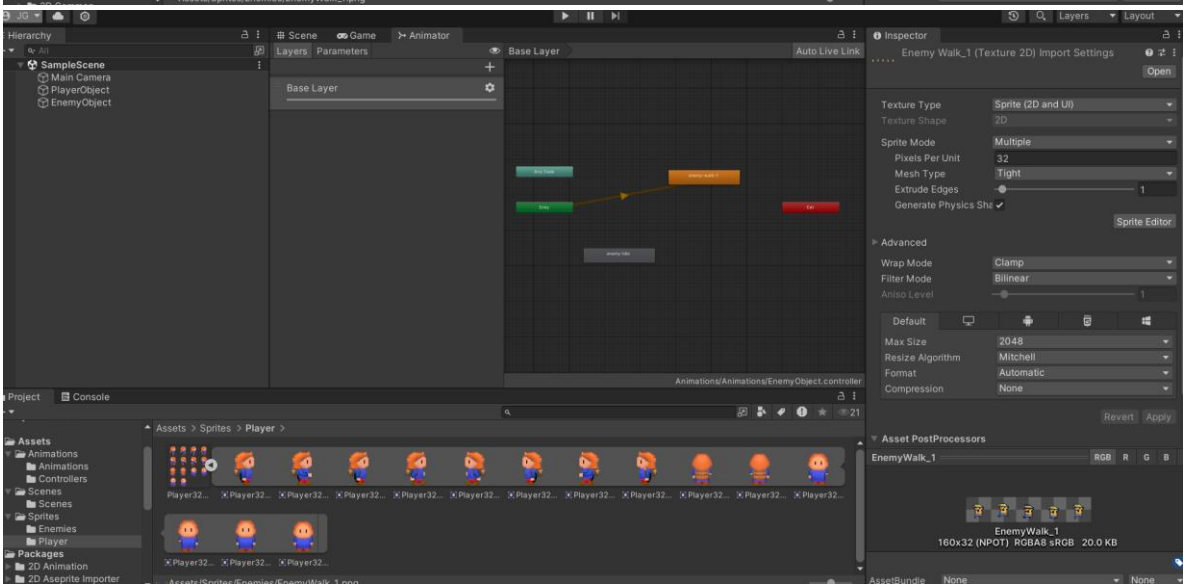
Assets > Sprites
Assets/Sprites/Enemies/EnemyWalk_1.png
Inspector
Enemy Walk_1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics Sha
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Bilinear
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
EnemyWalk_1
RGB
R
G
B
EnemyWalk_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle
None
None


Hierarchy
SampleScene
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Animations/Animations/EnemyObject.controller
Project
Console
Assets > Sprites > Player
Assets
Animations
Animations
Controllers
Scenes
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
Inspector
Enemy Walk_1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
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