

Inspector Services

☒ Suelo ☐ Static

Tag Untagged Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 13	Y 1	Z 13

Cube (Mesh Filter)

Mesh Cube

Mesh Renderer

Materials

Size 1

Element 0 Basematerial

Lighting

Cast Shadows On

Contribute Global Illumination ☐

Receive Global Illumination Light Probes

Probes

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

Box Collider

☒ Edit Collider

Is Trigger ☐

Material None (Physic Material)

Center	X 0	Y 0	Z 0
Size	X 1	Y 1	Z 1

Basematerial

Shader Lightweight Render Pipeline/Lit

Add Component

Inspector



☒ Main Camera

☐ Static

Tag MainCamera

Layer Default

Transform

Position

Rotation

Scale

X -5 Y 5 Z -5

X 30 Y 45 Z 0

X 1 Y 1 Z 1

Clear Flags

Background

Culling Mask

Projection

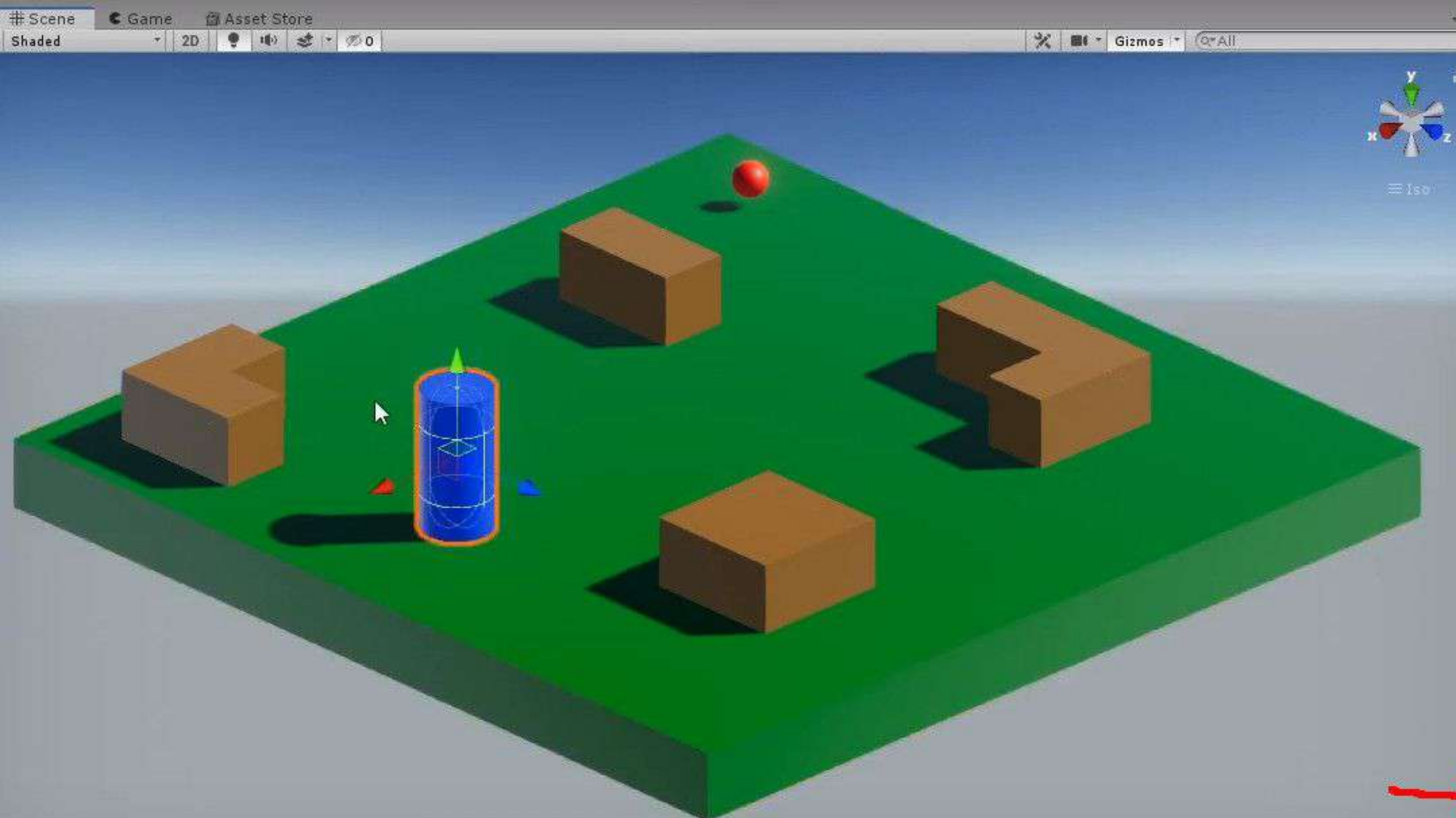
Size

Skybox

Everything

Orthographic

6



Inspector Services

Jugador ☐ Static

Tag Untagged Layer Default

Transform

Position	X 4.14	Y 1.5	Z -0.62
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Cylinder (Mesh Filter)

Mesh Cylinder

Mesh Renderer

Materials

Size 1

Element 0 Playermaterial

Lighting

Cast Shadows On

Contribute Global Illumination ☐

Receive Global Illumination Light Probes

Probes

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

Capsule Collider

Edit Collider

Is Trigger ☐

Material None (Physic Material)

Center X 5.960464e- Y 0 Z -8.940697e

Radius 0.5000001

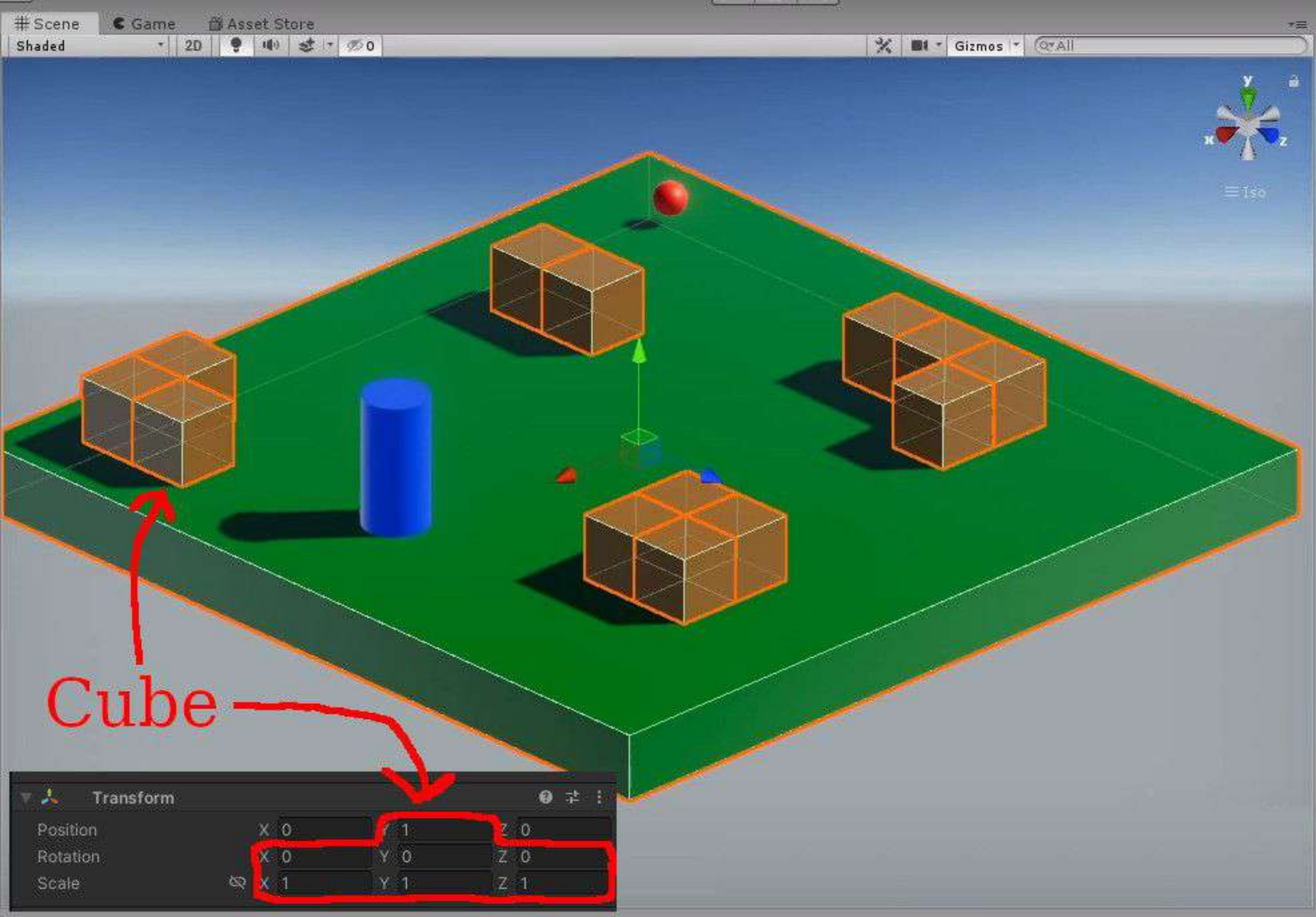
Height 2

Direction Y-Axis

Playermaterial

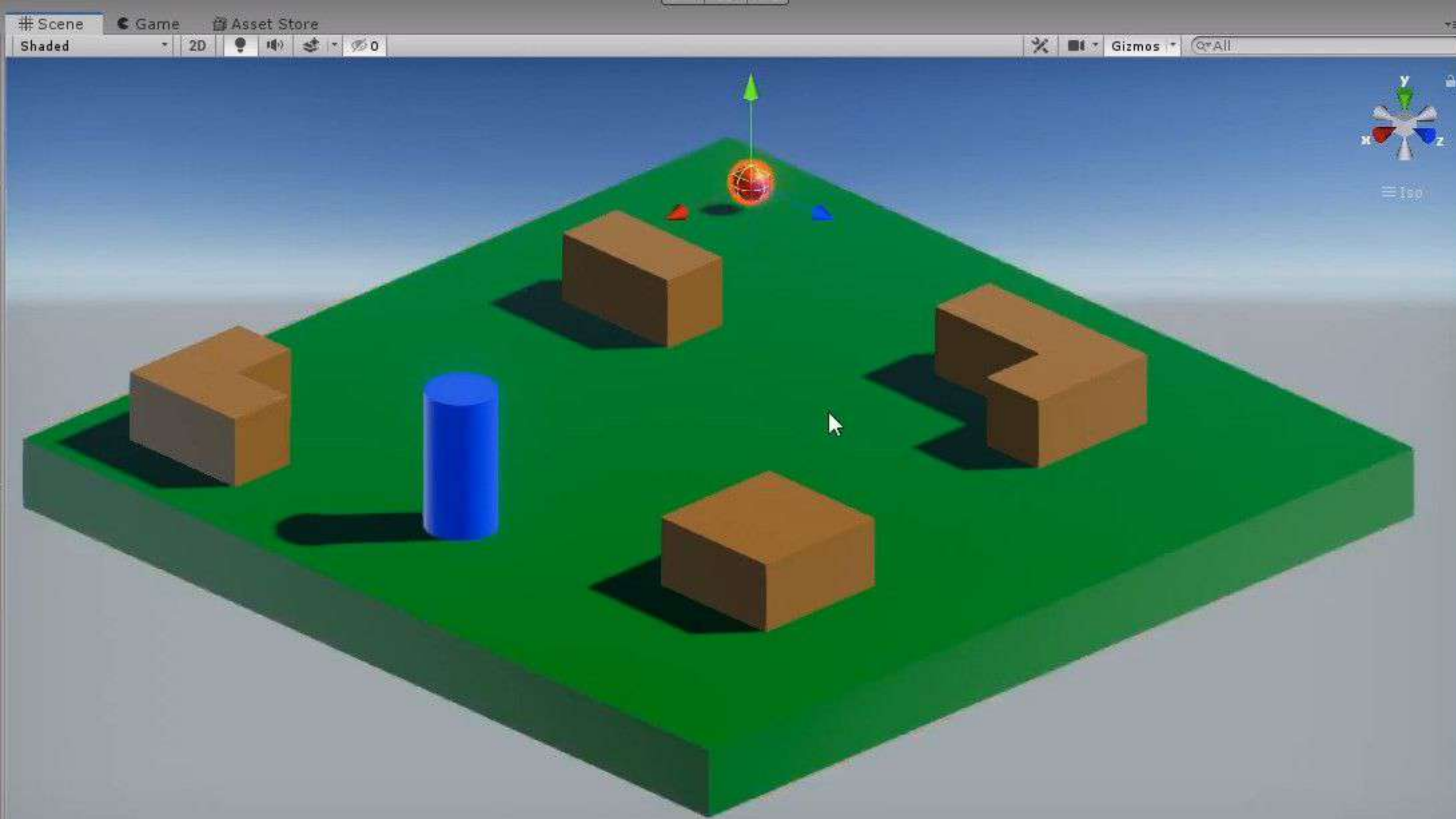
Shader Lightweight Render Pipeline/Lit

Add Component



Cube

Transform			
Position	X 0	Y 1	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1



Inspector Services

☒ Objetivo ☐ Static

Tag Untagged Layer Default

Transform

Position	X -5.2	Y 0.89	Z -4.74
Rotation	X 0	Y 0	Z 0
Scale	X 0.5	Y 0.5	Z 0.5

Sphere (Mesh Filter)

Mesh Sphere

Mesh Renderer

Materials

Size 1

Element 0 Rojo

Lighting

Cast Shadows On

Contribute Global Illumination ☐

Receive Global Illumination Light Probes

Probes

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

Sphere Collider

Edit Collider

Is Trigger ☐

Material None (Physic Material)

Center X 0 Y 0 Z 0

Radius 0.5

Rojo

Shade Lightweight Render Pipeline/Lit

Add Component