

Inspector **Navigation**

☒ **Plane** Static

Tag Untagged Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 10	Y 10	Z 10

Plane (Mesh Filter)

Mesh Plane

☒ **Mesh Renderer**

Materials

Element 0 Floor

Lighting

Cast Shadows On

Contribute Global Illumination ☐

Receive Global Illumination Light Probes

Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

☒ **Mesh Collider**

Floor (Material)

Shader Universal Render Pipeline/Lit

Surface Options

Workflow Mode Metallic

Surface Type Opaque

Render Face Front

Alpha Clipping ☐

Receive Shadows ☒

Surface Inputs

☐ Base Map

☐ Metallic Map

Smoothness 0

Source Metallic Alpha

☐ Normal Map

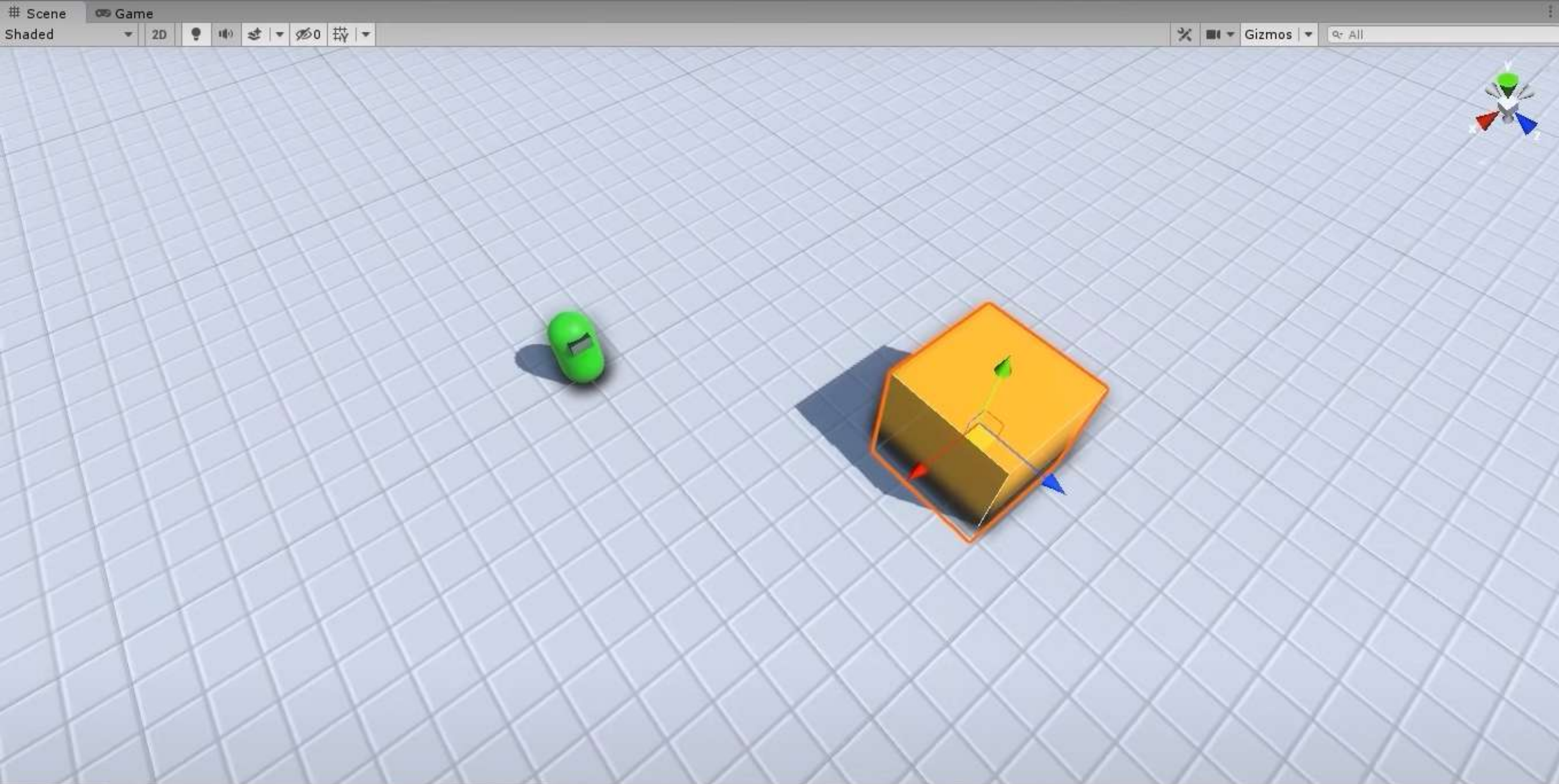
Hierarchy

- NavMeshScene+
 - Main Camera
 - Directional Light
 - PostProcessing
 - Player
 - Plane
 - Obstacle
 - ProBuilder_Level
 - MoveTarget

Project **Console** **Animation**

Assets

- NavMesh
 - NavMeshScene
 - Green
 - MoveTarget
 - NavMeshScene
 - Yellow
- UniversalRenderPipelineAsset
- UniversalRenderPipelineAsset_Renderer



Inspector

Navigation

Obstacle

Static

Tag Untagged

Layer Default

Transform

Position X -5.78 Y 0.7342393 Z 7.26

Rotation X 0 Y 0 Z 0

Scale X 3 Y 3 Z 3

Cube (Mesh Filter)

Mesh Cube

Mesh Renderer

Materials 1

Element 0 Yellow

Lighting

Cast Shadows On

Contribute Global Illumination ☒

Lightmapping settings are currently disabled. Enable Baked Global Illumination or Realtime Global Illumination to display these settings.

Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

Box Collider

Edit Collider

Is Trigger ☐

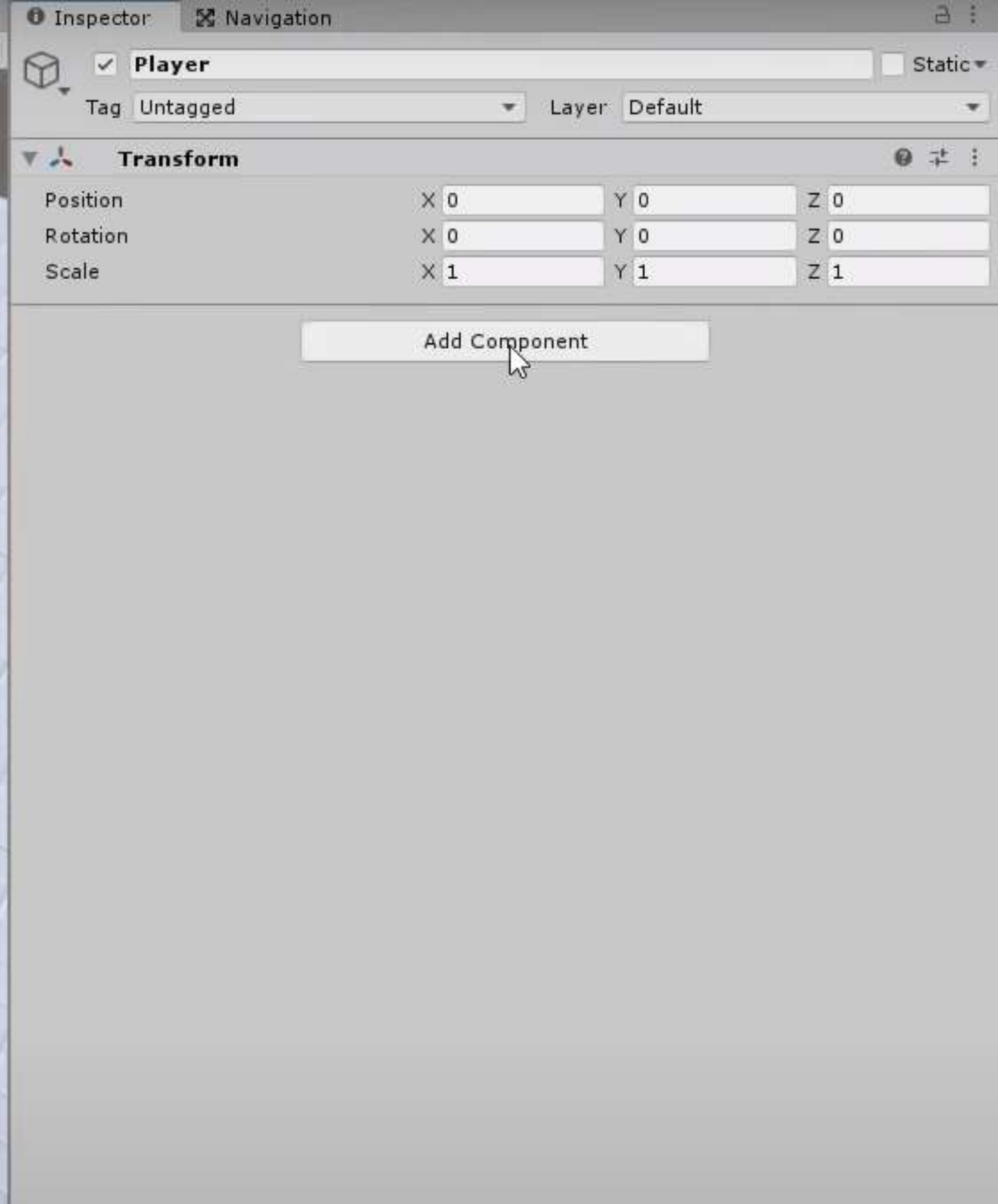
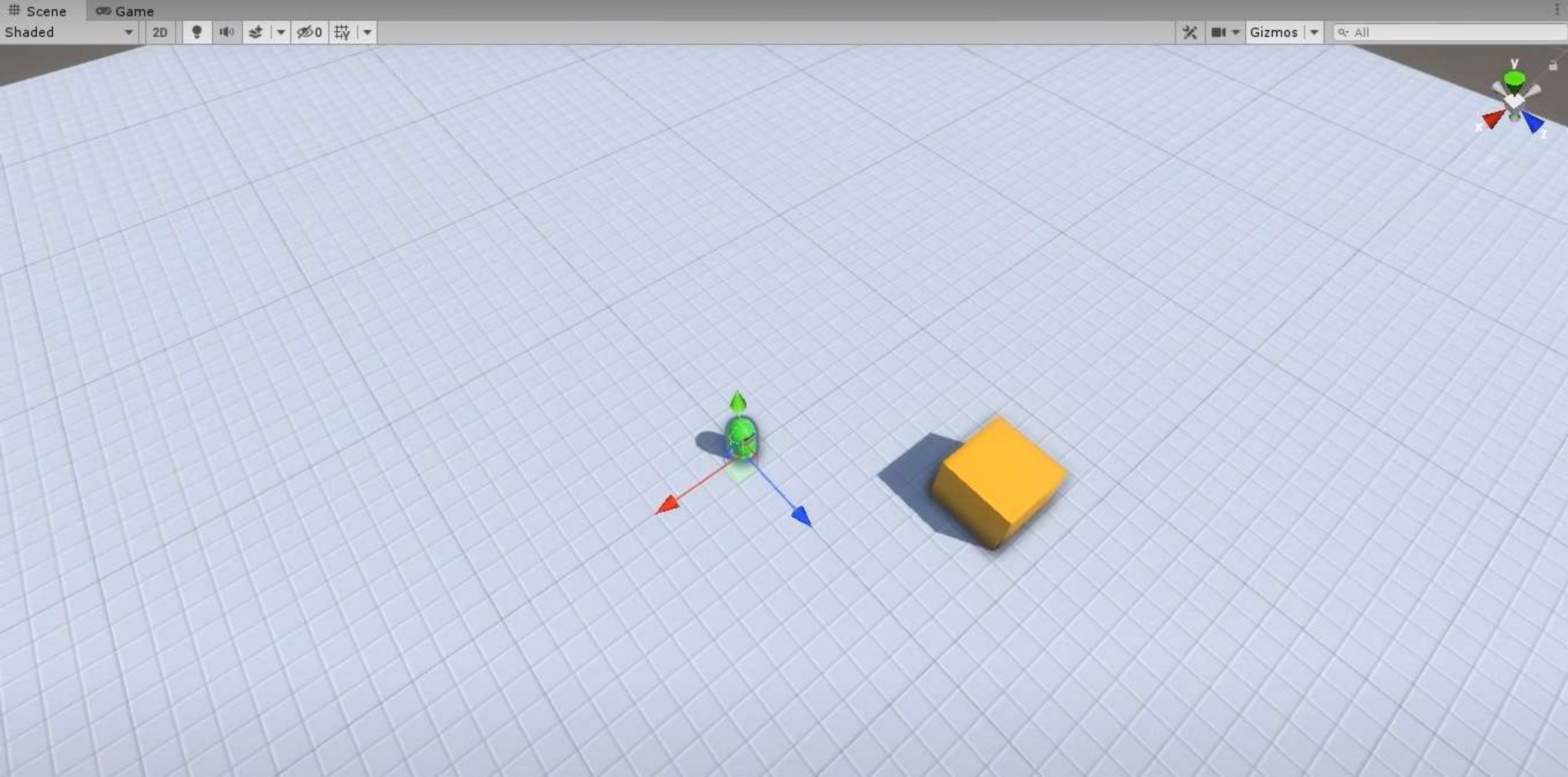
Material None (Physic Material)

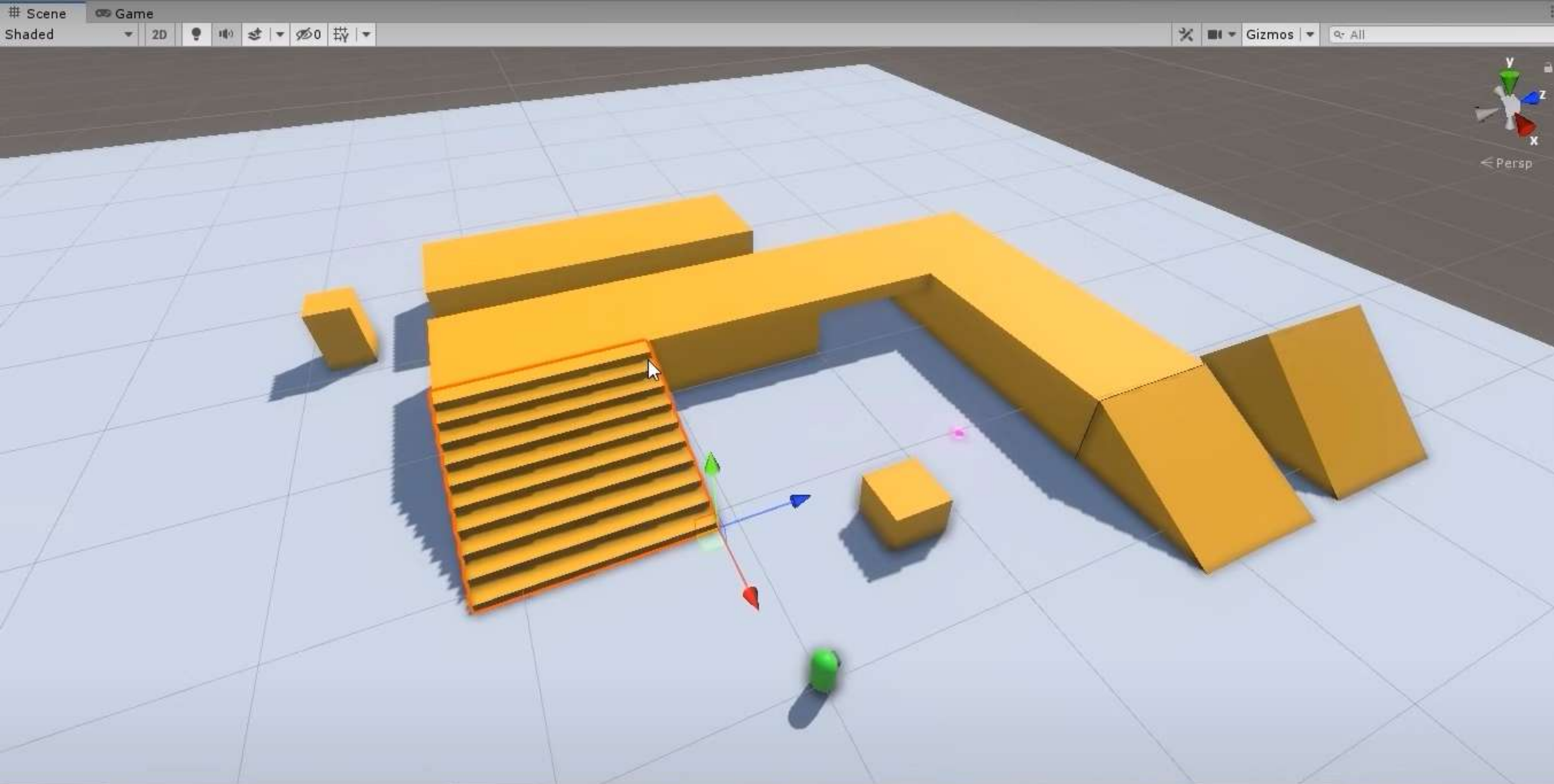
Center X 0 Y 0 Z 0

Size X 1 Y 1 Z 1

Yellow (Material)

Shader Universal Render Pipeline/Lit





Inspector

Navigation

Stairs

Tag Untagged

Layer Default

Transform

Position X -8.999978 Y 0 Z -0.9999695

Rotation X 0 Y -90 Z 0

Scale X 1 Y 1 Z 1

ProBuilder MeshFilter

Open ProBuilder

Mesh property is driven by the ProBuilder component.

Mesh pb_Mesh21040

Object Size (read only) X 11.00003 Y 4 Z 11.00001

Lightmap Static ☒

Unwrap Parameters

Pro Builder Shape (Script)

Shape Properties

Shape Stairs

Size X -10.99998 Y 4 Z 11

Stairs Settings

Steps Gener: Count

Steps Count 10

Circumference 0

Sides ☒

Edit Shape

Mesh Renderer

Materials 1

Element 0 Yellow

Lighting

Cast Shadows On

Contribute Global Illumination ☒

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Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Additional Settings

Dynamic Occlusion ☒

Rendering Layer Mask Layer1

Mesh Collider

Yellow (Material)

Shader Universal Render Pipeline/Lit

Hierarchy

Project

Console

Animation

Assets

NavMesh

NavMeshScene

Green

MoveTarget

NavMeshScene

PlayerNavMesh

Yellow

UniversalRenderPipelineAsset

UniversalRenderPipelineAsset_Renderer

Packages

Plane

Obstacle

ProBuilder_Level

Plane (1)

Stairs

Cube

Cube (1)

Cube (2)

Ramp

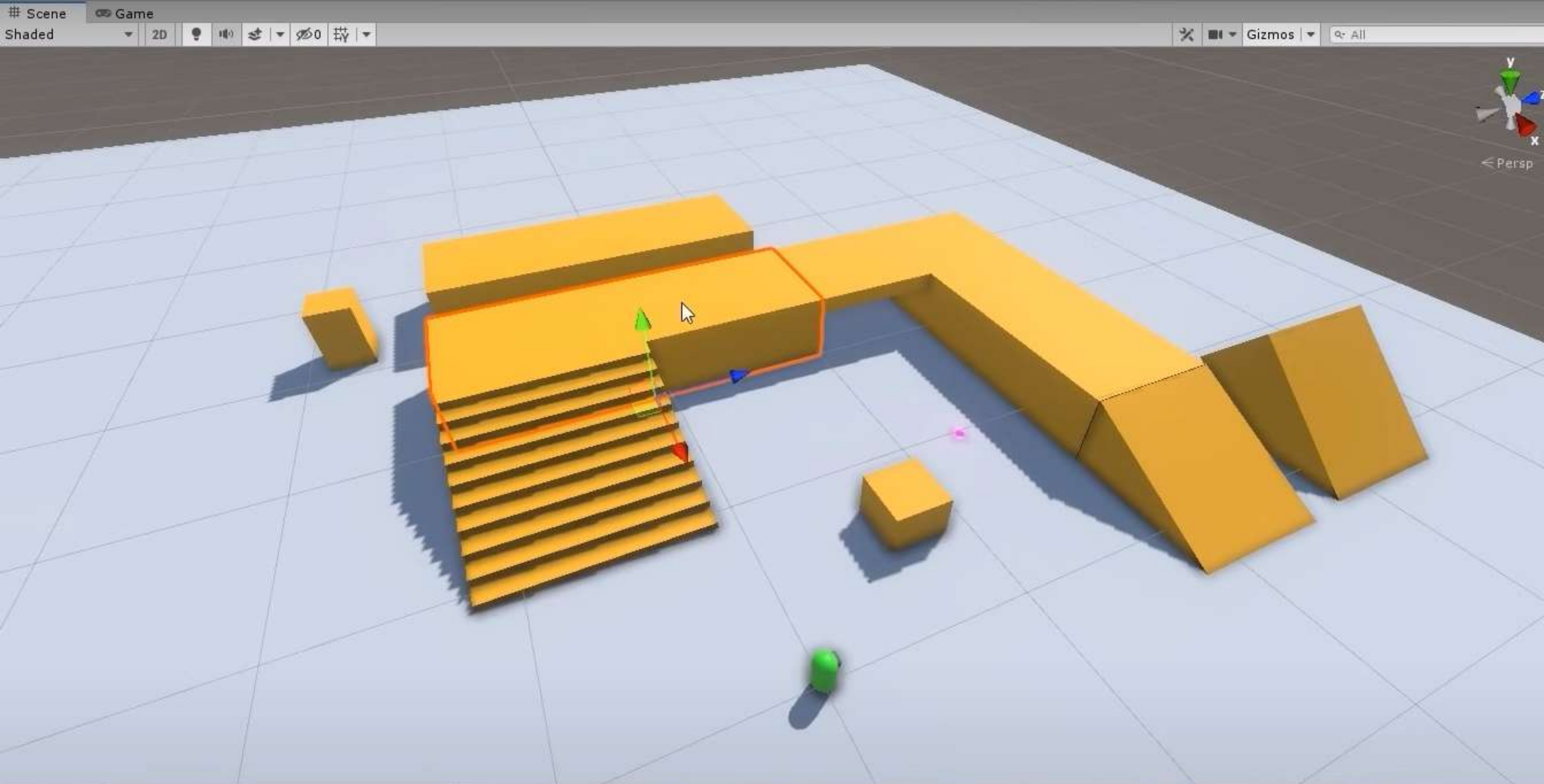
Ramp (1)

Obstacle (1)

Cube (3)

Cube (4)

MoveTarget



Inspector

Navigation

Cube

Static

Tag

Untagged

Layer

Default

Transform

Position

X

-20

Y

0

Z

-1

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y

1

Z

1

ProBuilder MeshFilter

Open ProBuilder

Mesh property is driven by the ProBuilder component.

Mesh

pb_Mesh21062

Object Size (read only)

X

7.5

Y

4

Z

22

Lightmap Static

✓

Unwrap Parameters

Pro Builder Shape (Script)

Shape Properties

Shape

Cube

Size

X

-7.5

Y

4

Z

-22

Edit Shape

Mesh Renderer

Materials

Element 0

Yellow

Lighting

Cast Shadows

On

Contribute Global Illumination

✓

Lightmapping settings are currently disabled. Enable Baked Global Illumination or Realtime Global Illumination to display these settings.

Probes

Light Probes

Blend Probes

Reflection Probes

Blend Probes

Anchor Override

None (Transform)

Additional Settings

Dynamic Occlusion

✓

Rendering Layer Mask

Layer1

Mesh Collider

Yellow (Material)

Shader

Universal Render Pipeline/Lit

Add Component

Hierarchy

Project

Console

Animation

Assets

NavMesh

NavMeshScene

Green

MoveTarget

NavMeshScene

PlayerNavMesh

Yellow

UniversalRenderPipelineAsset

UniversalRenderPipelineAsset_Renderer

Packages

ProBuilder_Level

Plane (1)

Stairs

Cube

Cube (1)

Cube (2)

Ramp

Ramp (1)

Obstacle (1)

Cube (3)

Cube (4)

