# Unity Vector

**Vector2**

**Vector3**

Representa las 3D.

Se declara de la siguiente manera: Vector3(x, y, z).

Propiedades:

back: Forma abreviada de Vector3(0, 0, -1).

[down](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-down.html): Forma abreviada de Vector3(0, -1, 0).

[forward](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-forward.html): Forma abreviada de Vector3(0, 0, 1).

[left](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-left.html): Forma abreviada de Vector3(-1, 0, 0).

[one](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-one.html): Forma abreviada de Vector3(1, 1, 1).

[right](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-right.html): Forma abreviada de Vector3(1, 0, 0).

[up](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-up.html): Forma abreviada de Vector3(0, 1, 0).

[zero](https://docs.unity3d.com/2018.3/Documentation/ScriptReference/Vector3-zero.html): Forma abreviada de Vector3(0, 0, 0).

normalized: Convierte todos los valores del Vector en números enteros.