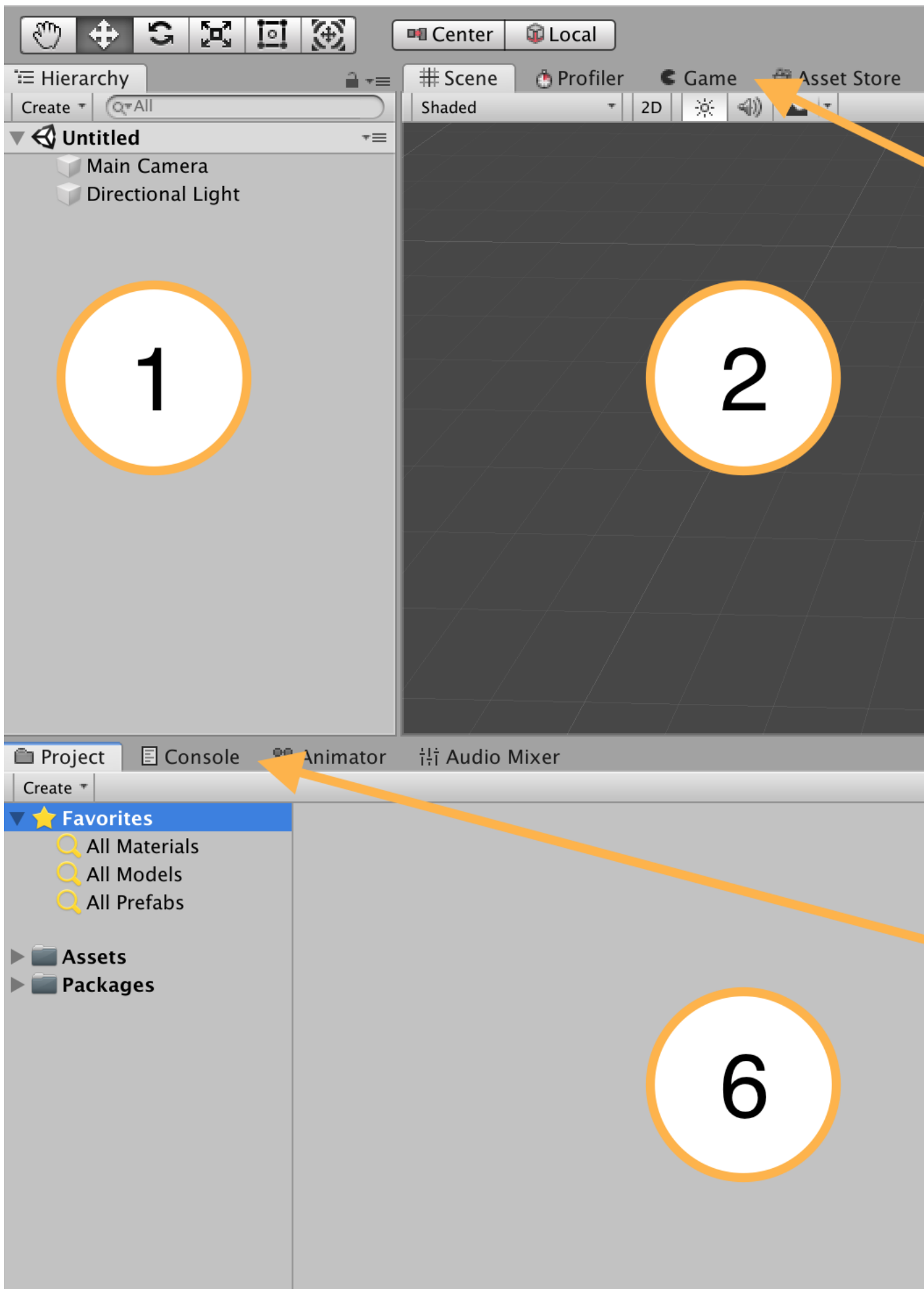
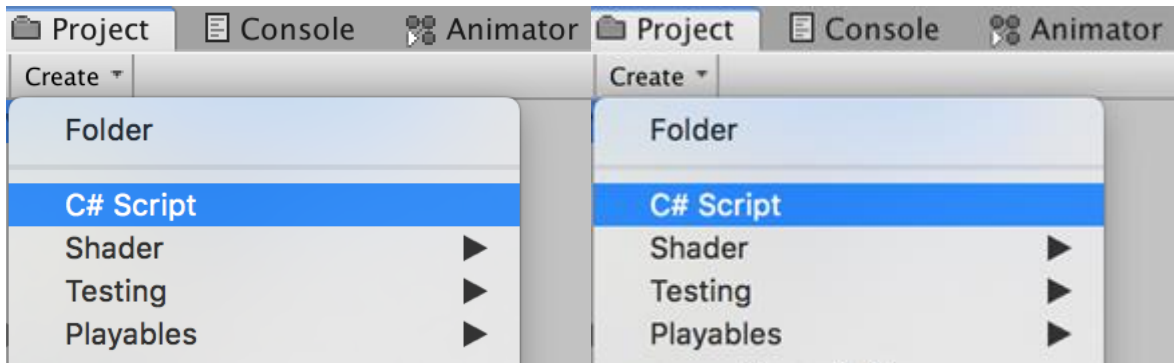
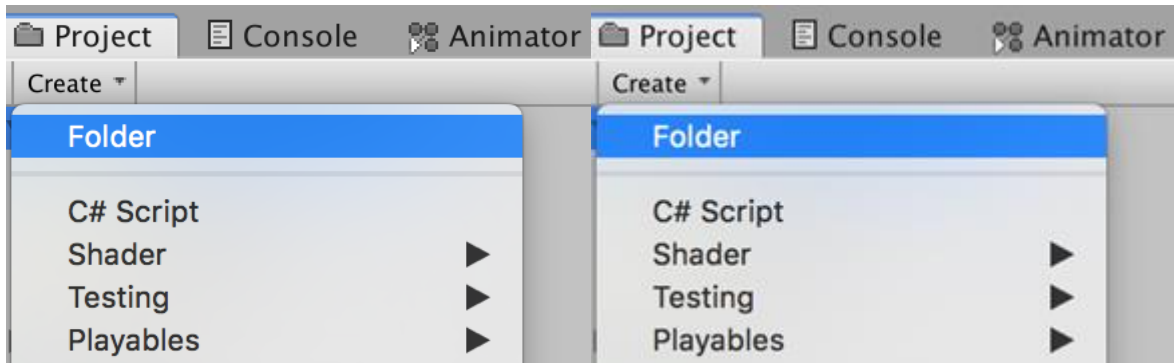
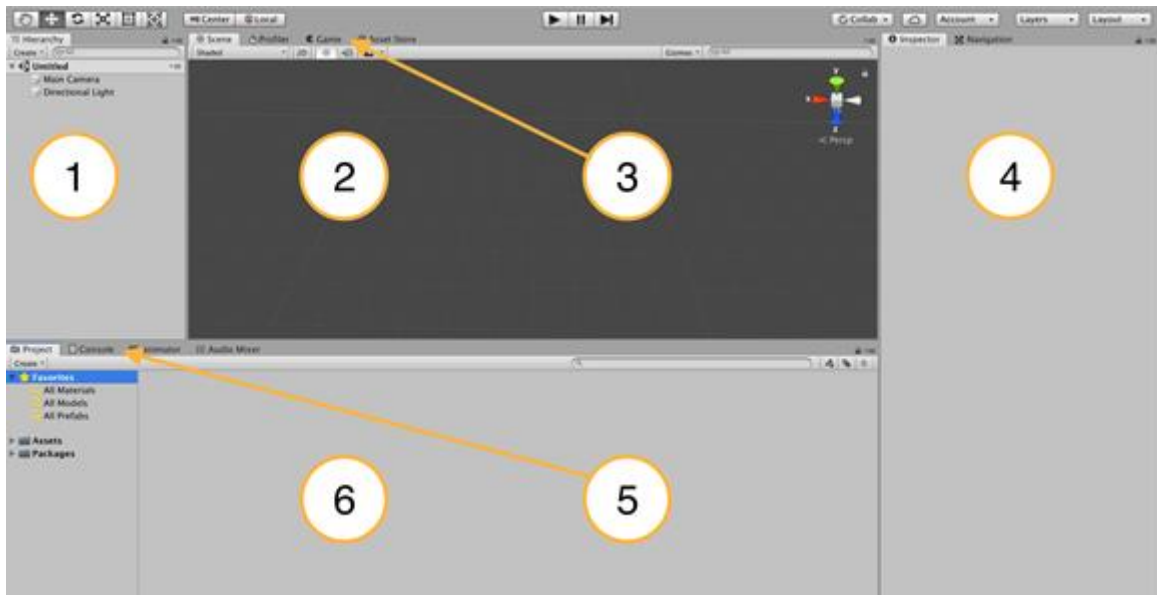


Unity from Zero to Proficiency  
(Intermediate)  
Color Images











Inspector Navigation

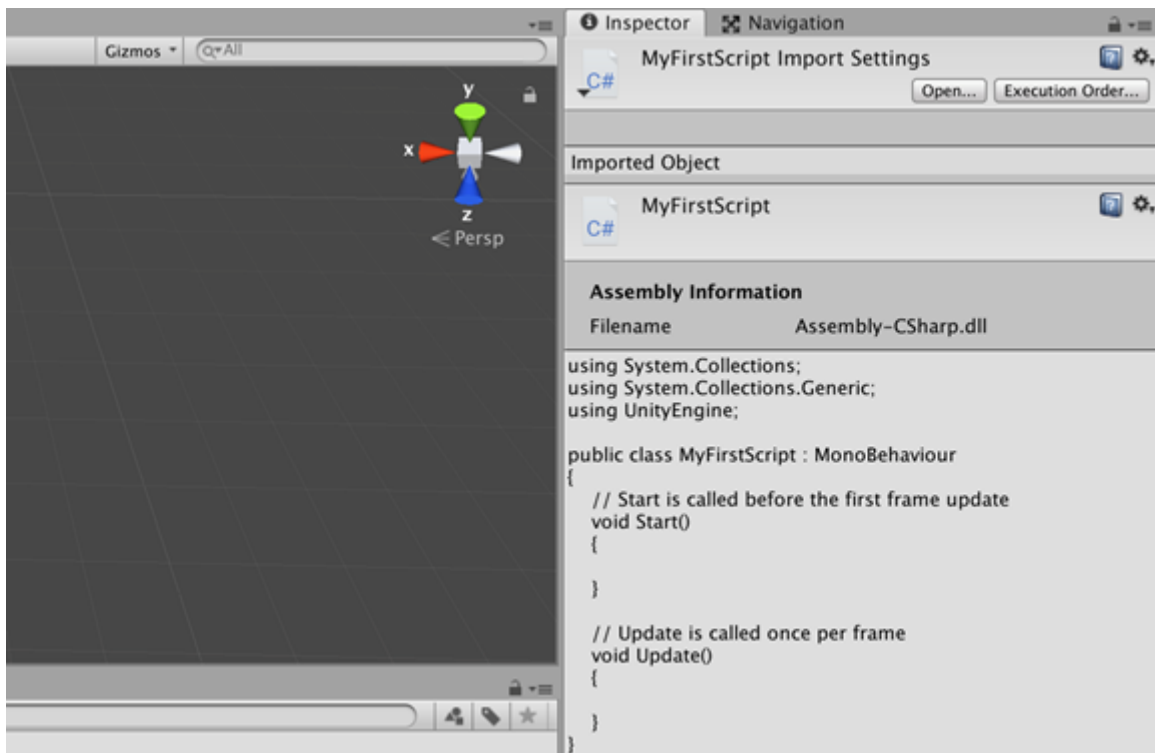
MyFirstScript Import Settings

Imported Object

MyFirstScript

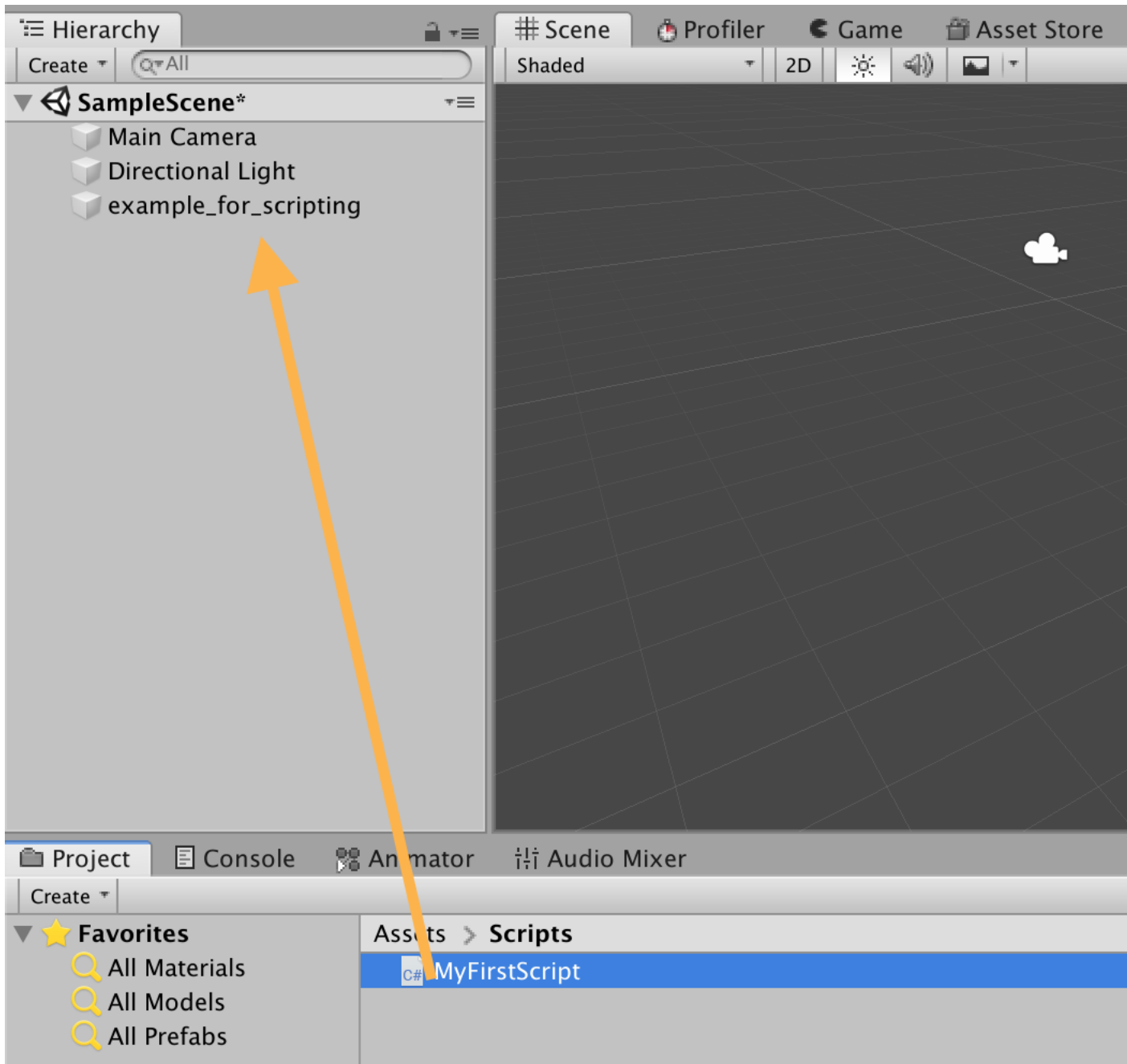
**Assembly Information**

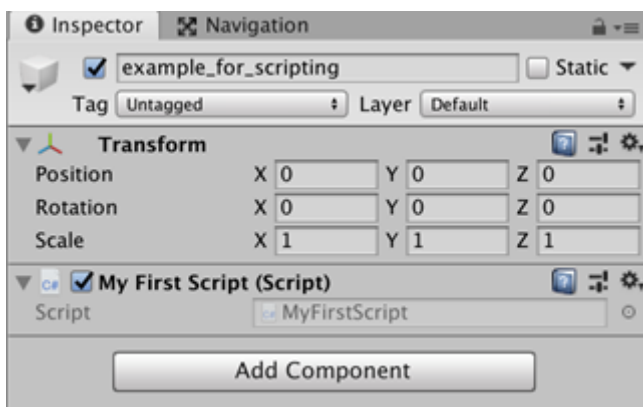
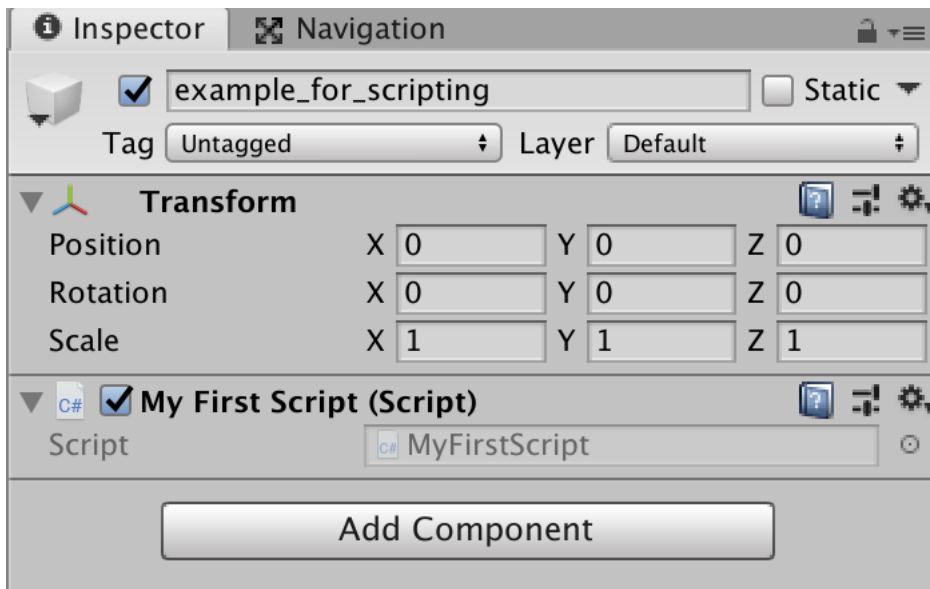
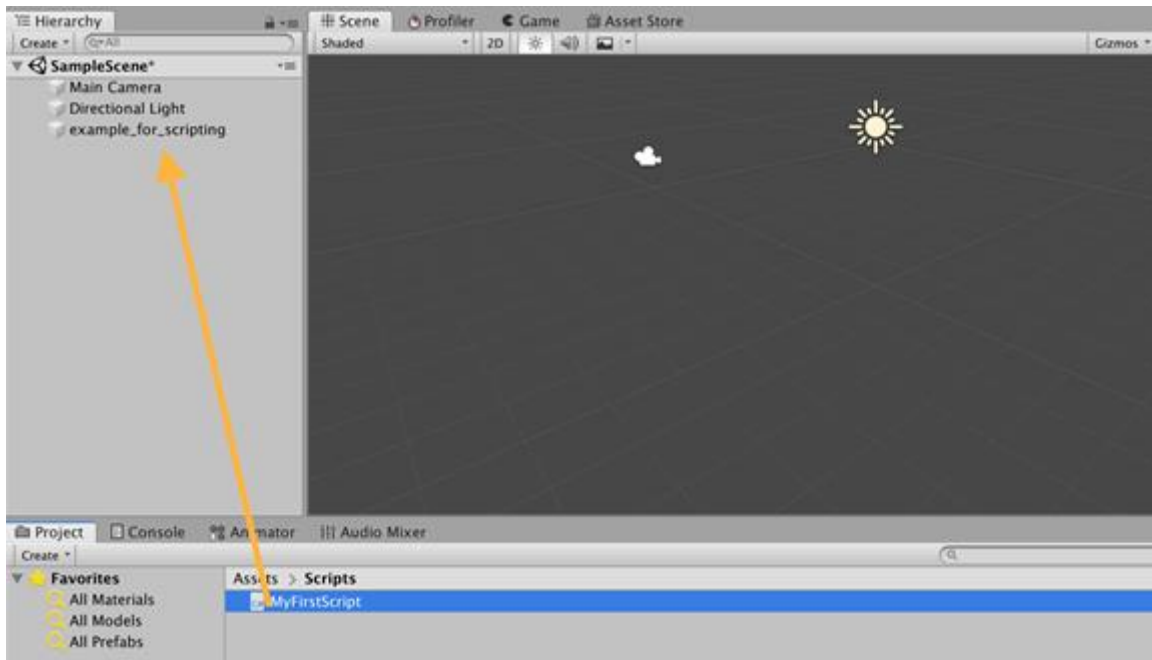
| Filename   | Assembly-C |
|--|------------|
| using System.Collections;                        |            |
| using System.Collections.Generic;                |            |
| using UnityEngine;                               |            |
| public class MyFirstScript : MonoBehaviour       |            |
| {  |            |
| // Start is called before the first frame update |            |
| void Start()                                     |            |
| {  |            |
| }  |            |
| // Update is called once per frame               |            |
| void Update()                                    |            |
| {  |            |
| }  |            |
| }  |            |

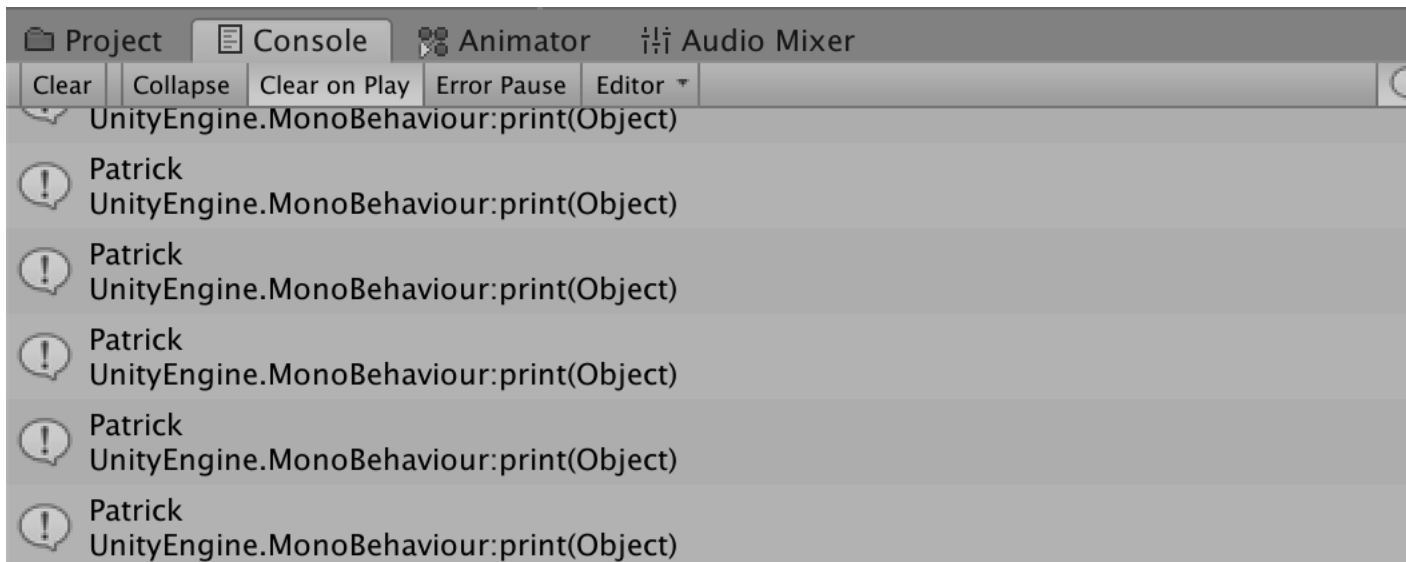
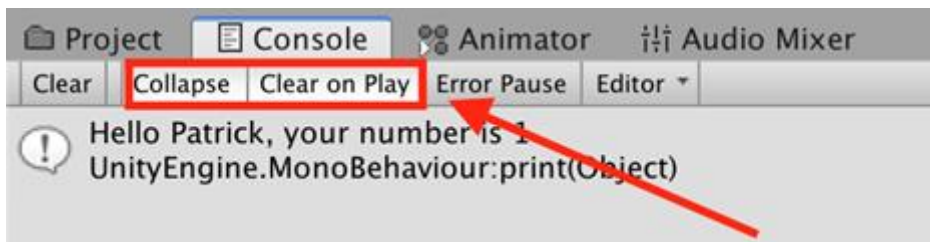
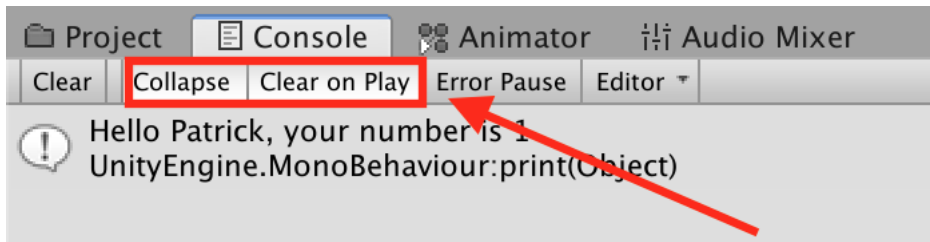
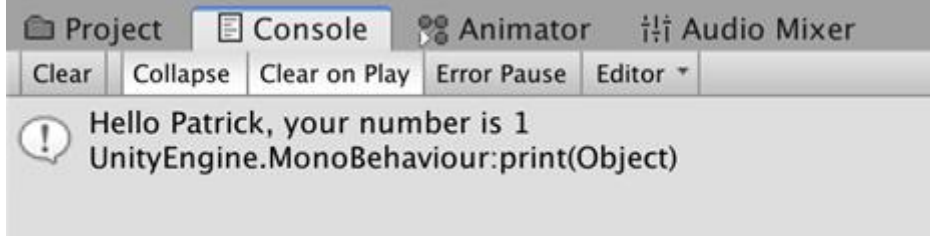
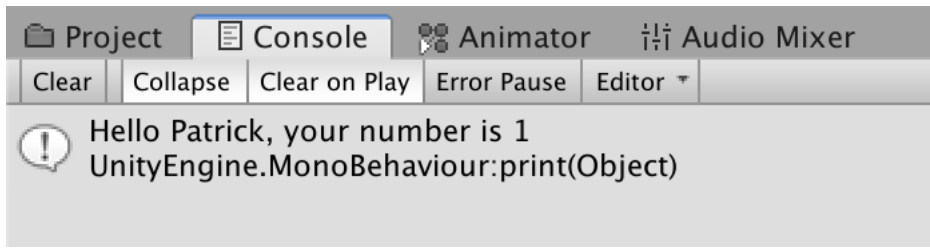


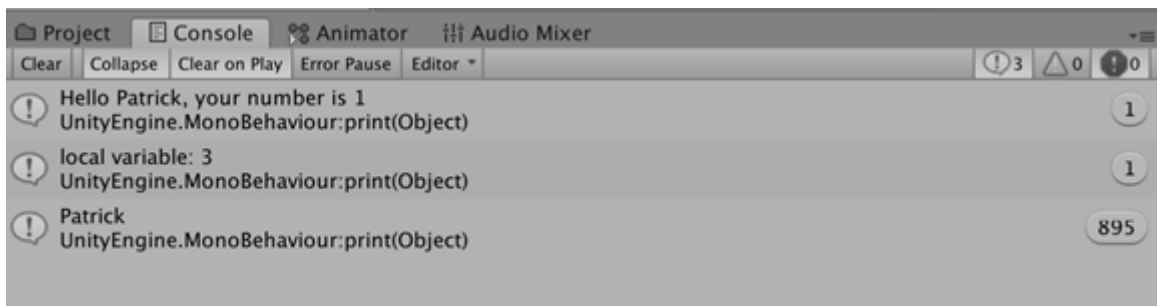
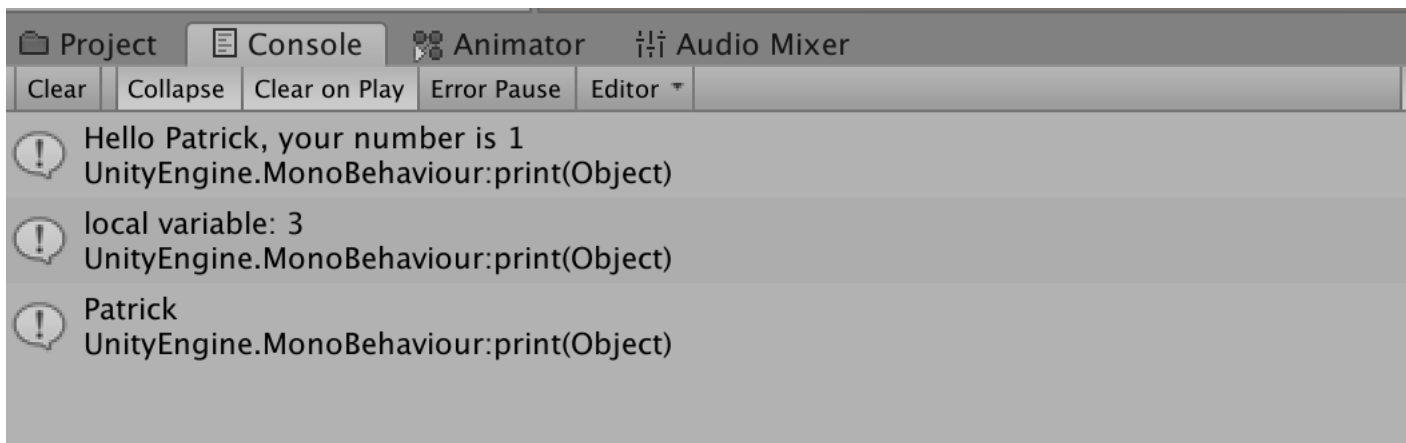
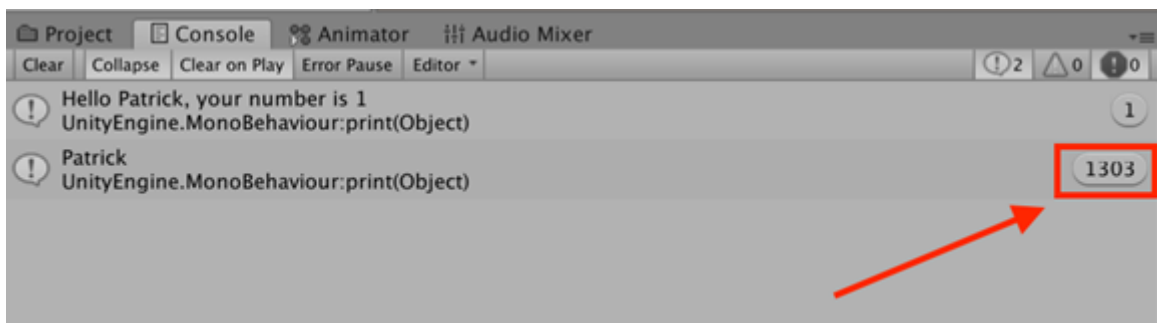
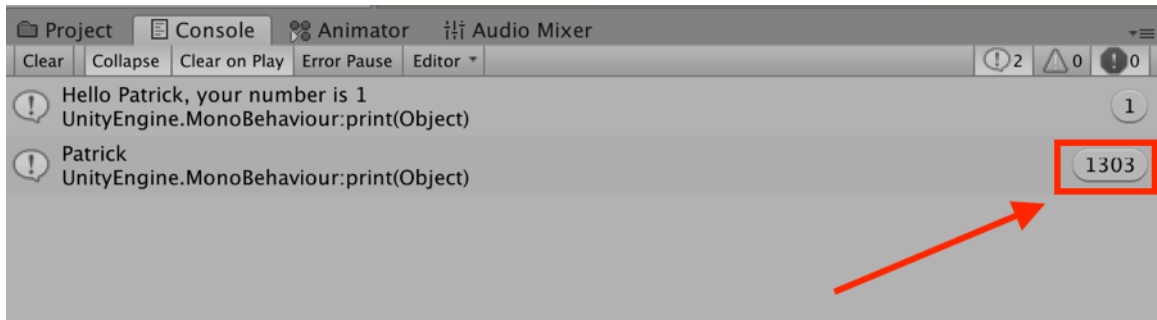
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< > MyFirstScript.cs x
No selection
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class MyFirstScript : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10
11     }
12
13     // Update is called once per frame
14     void Update()
15     {
16
17     }
18 }
19
```

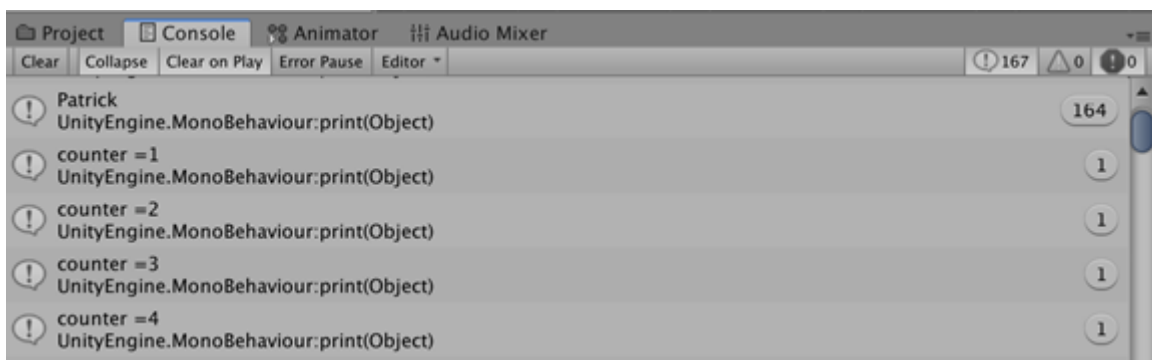
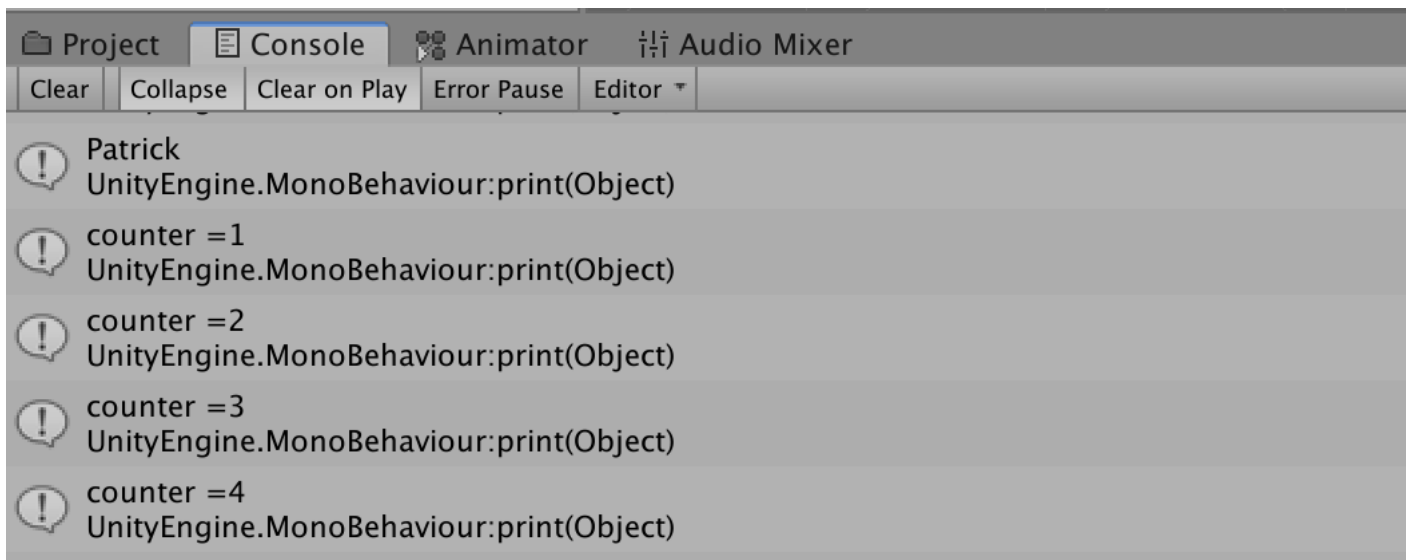
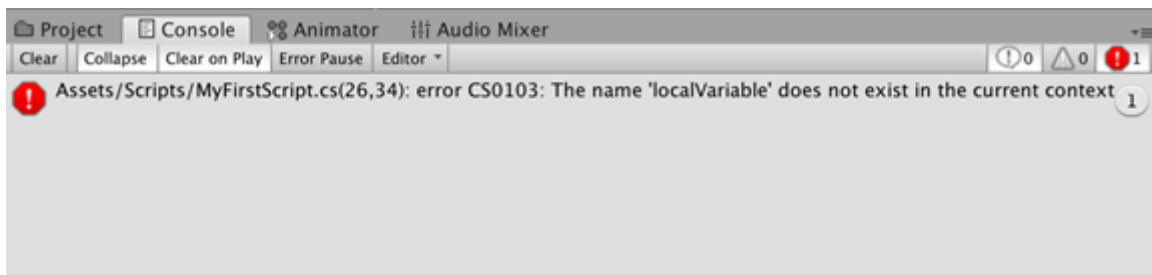
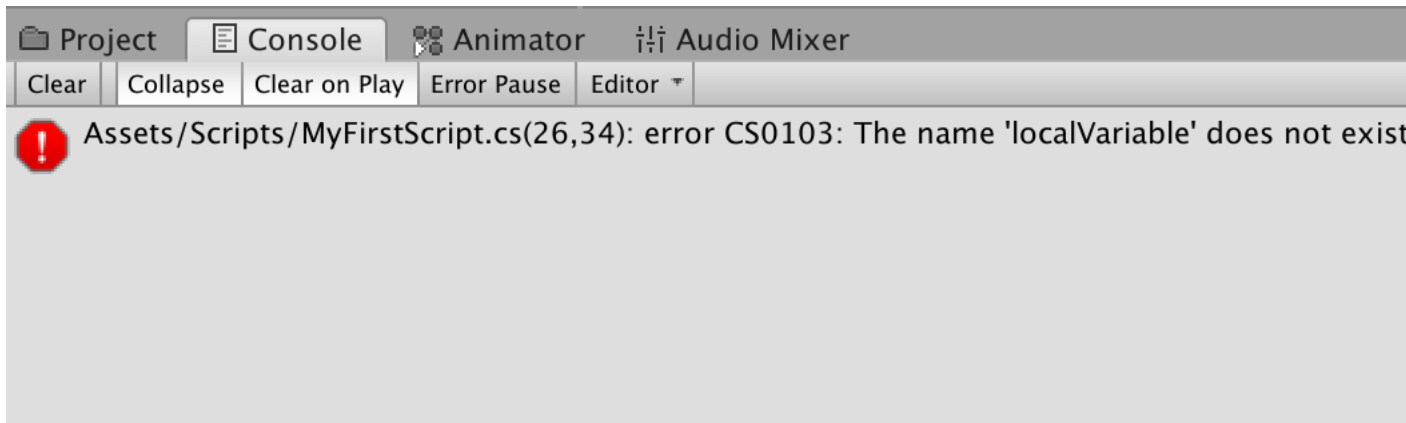
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```

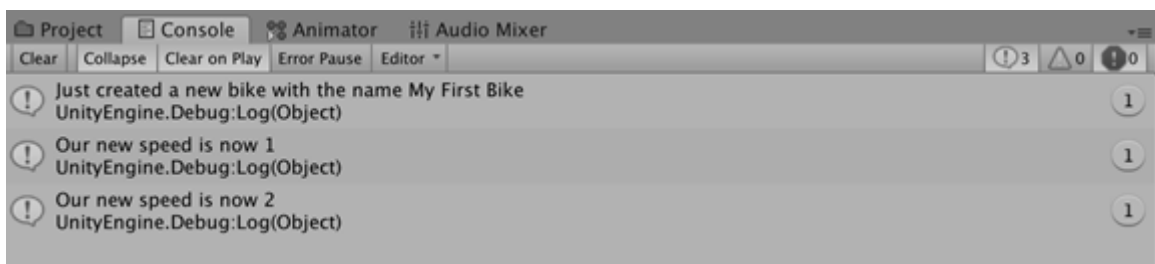
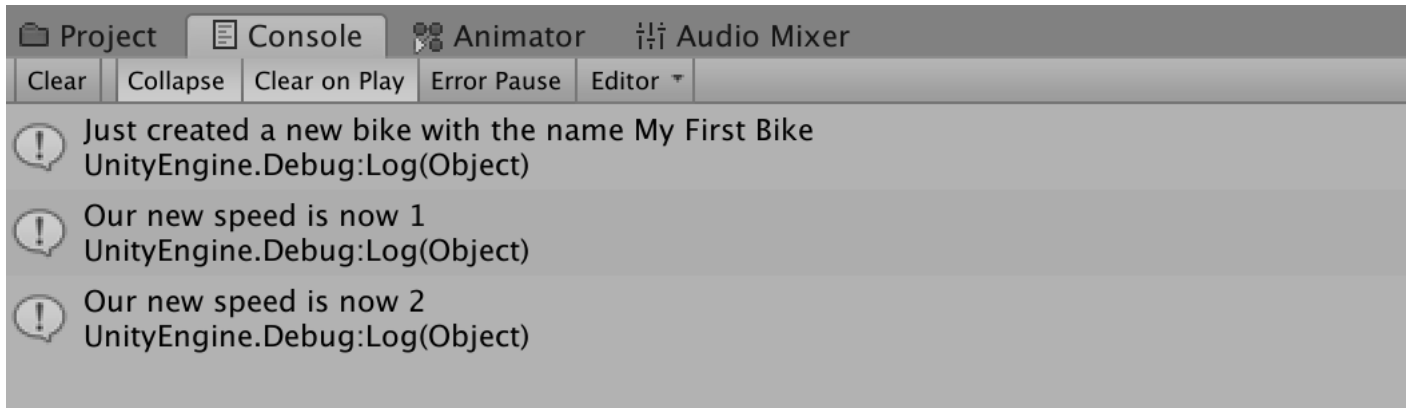
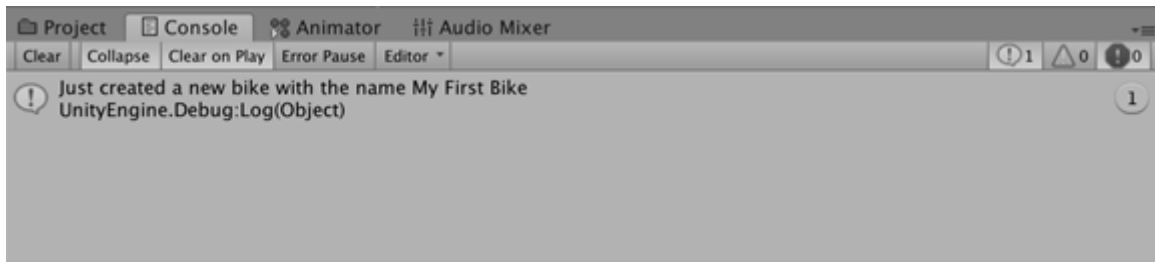
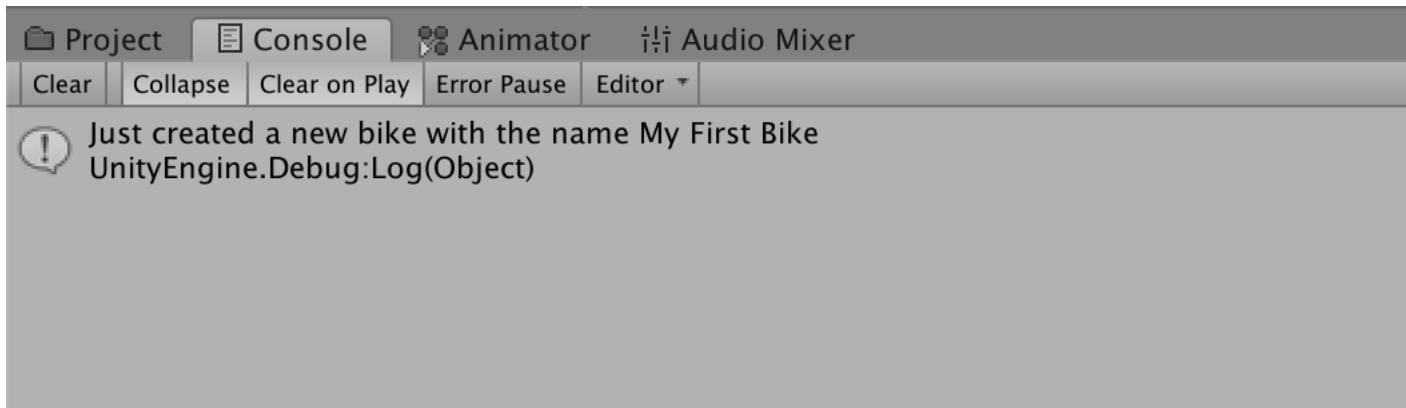


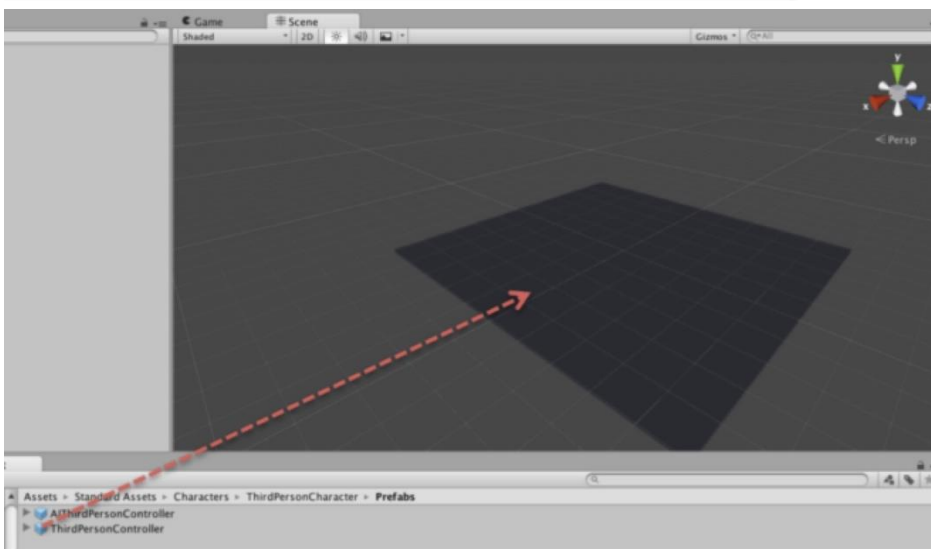
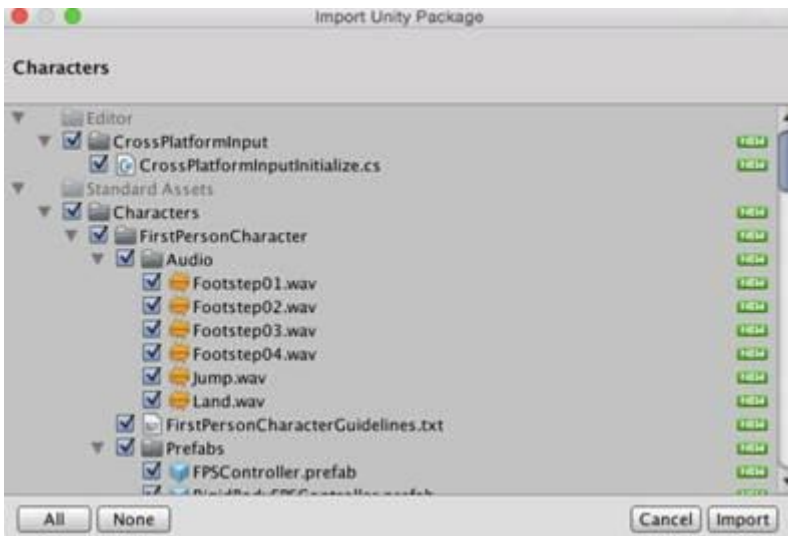
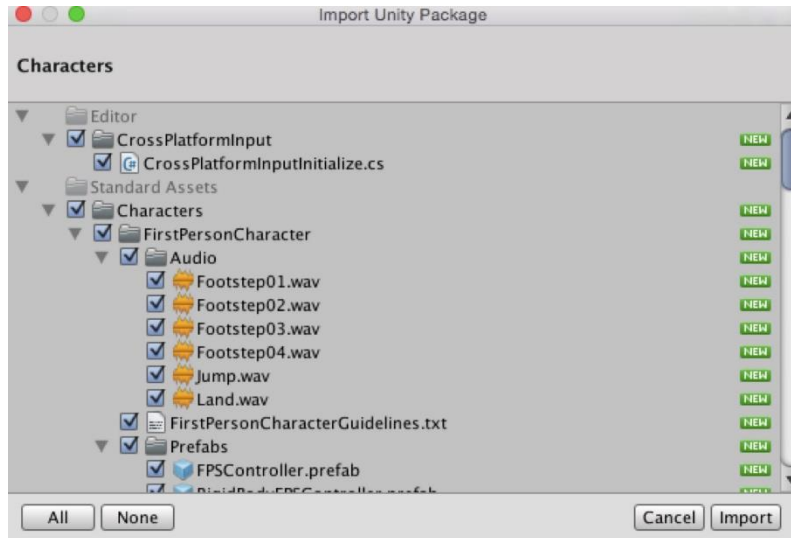


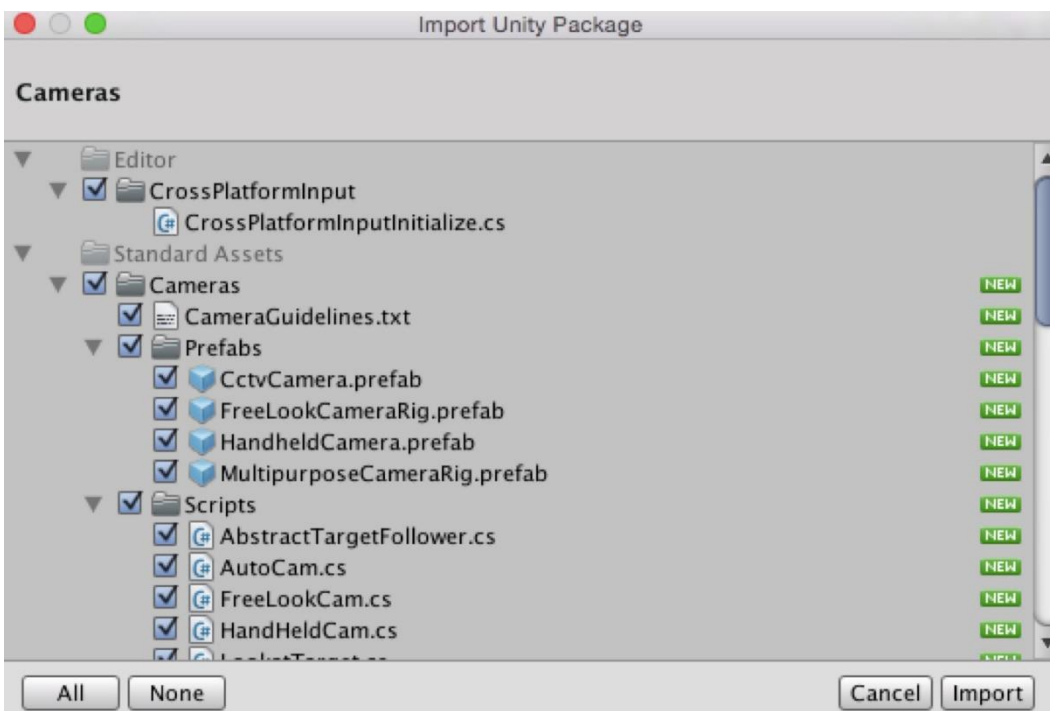
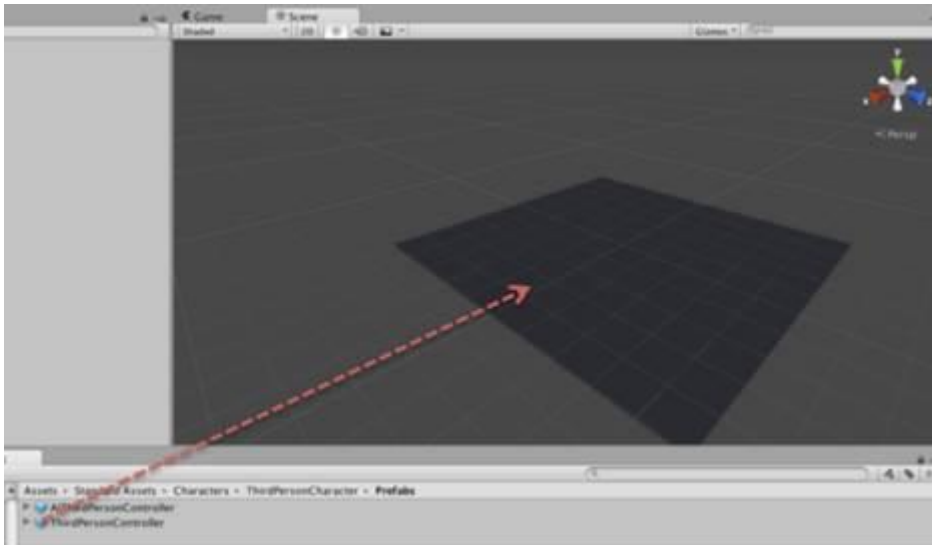


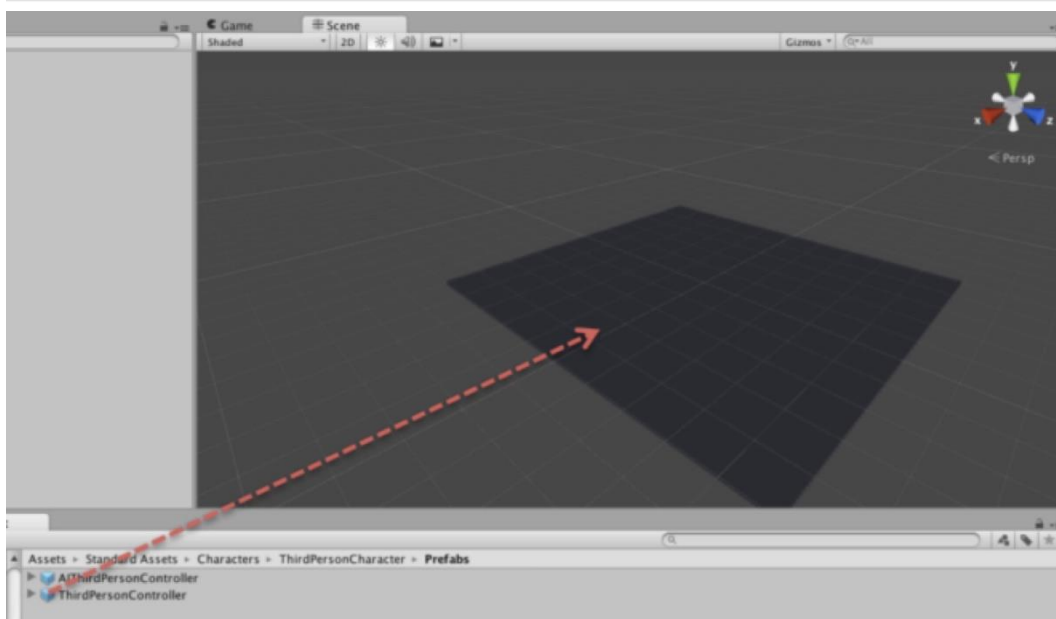
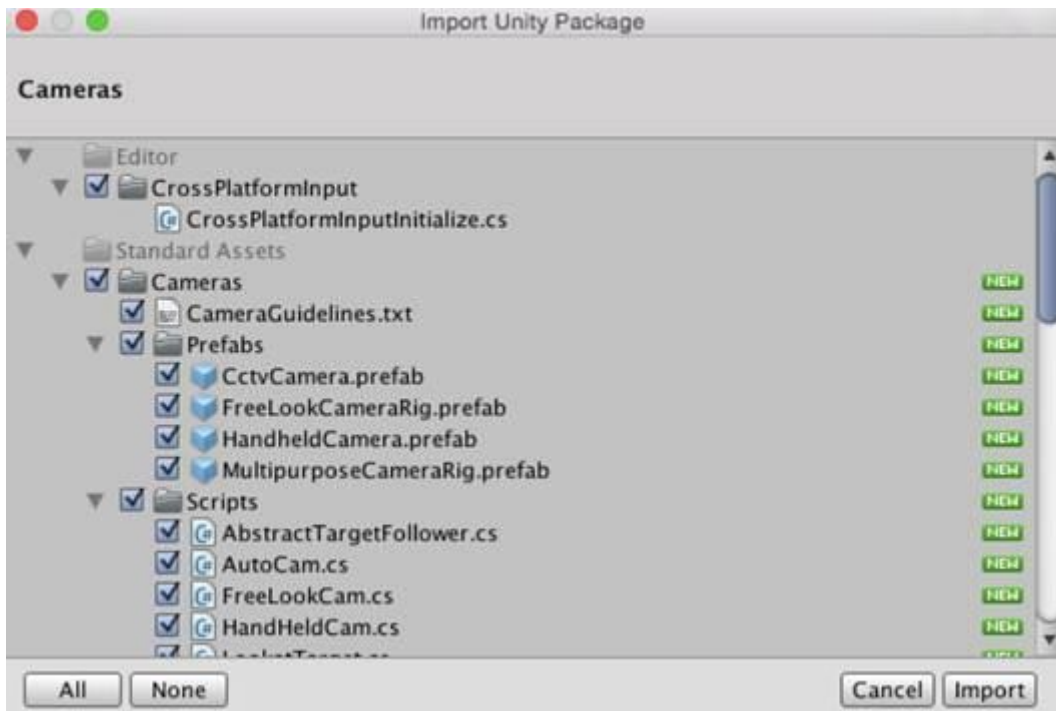


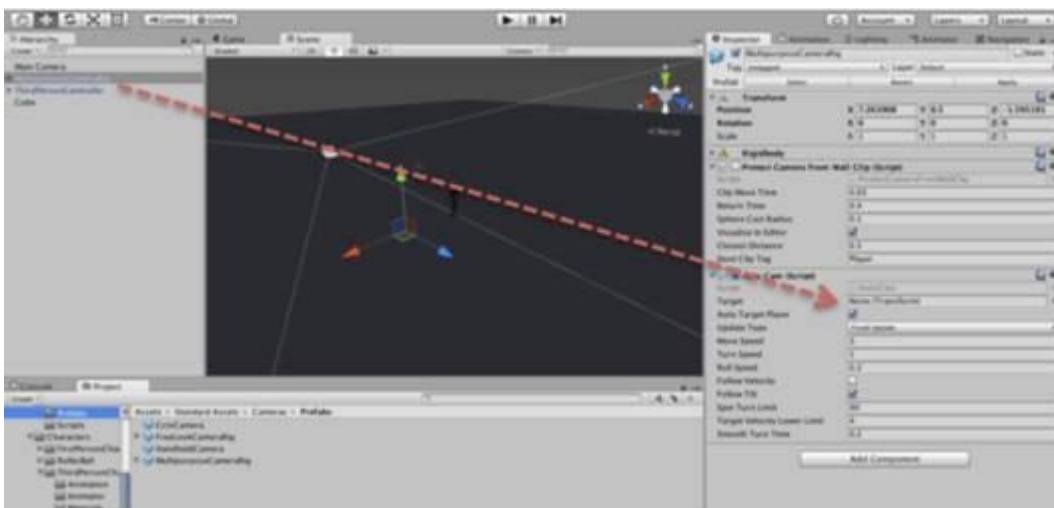
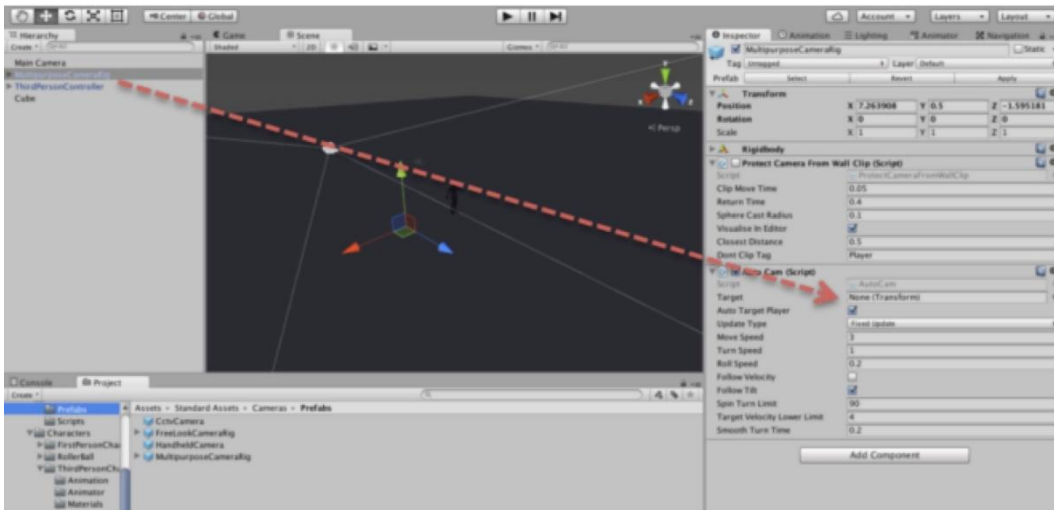
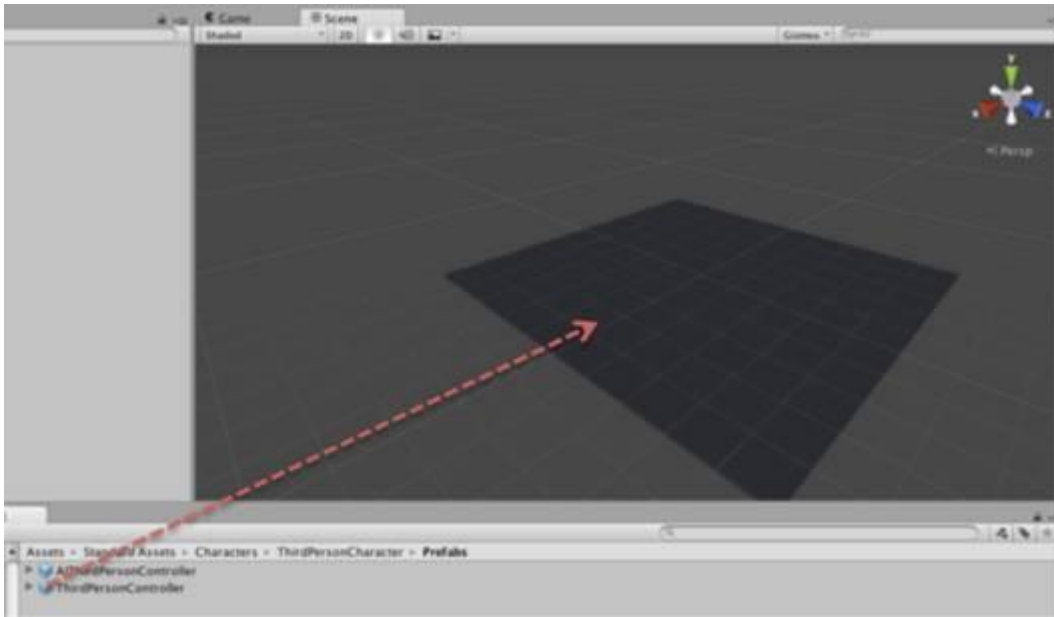


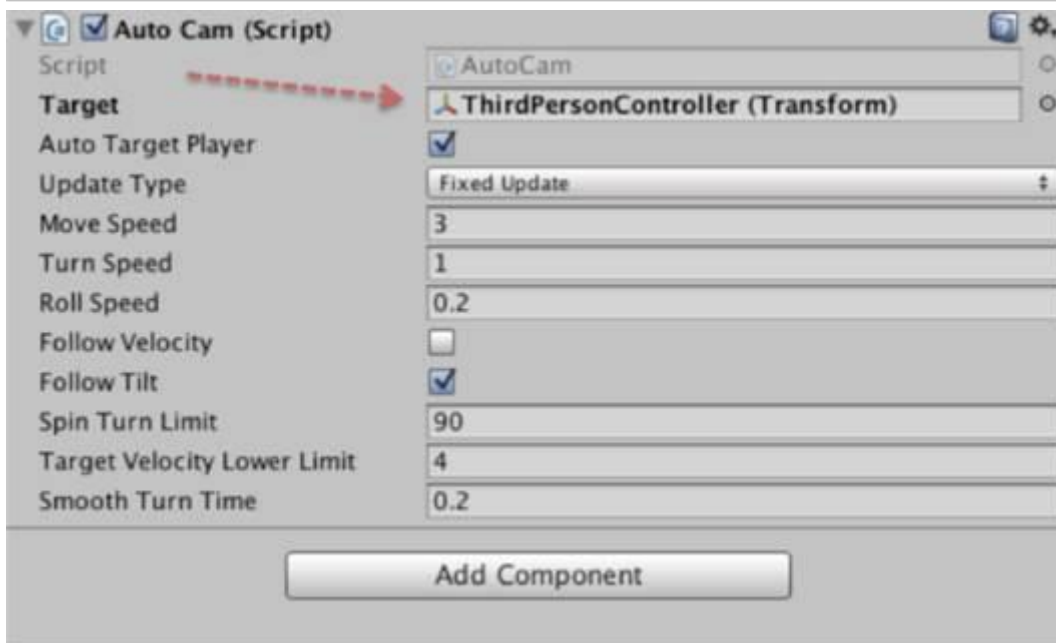
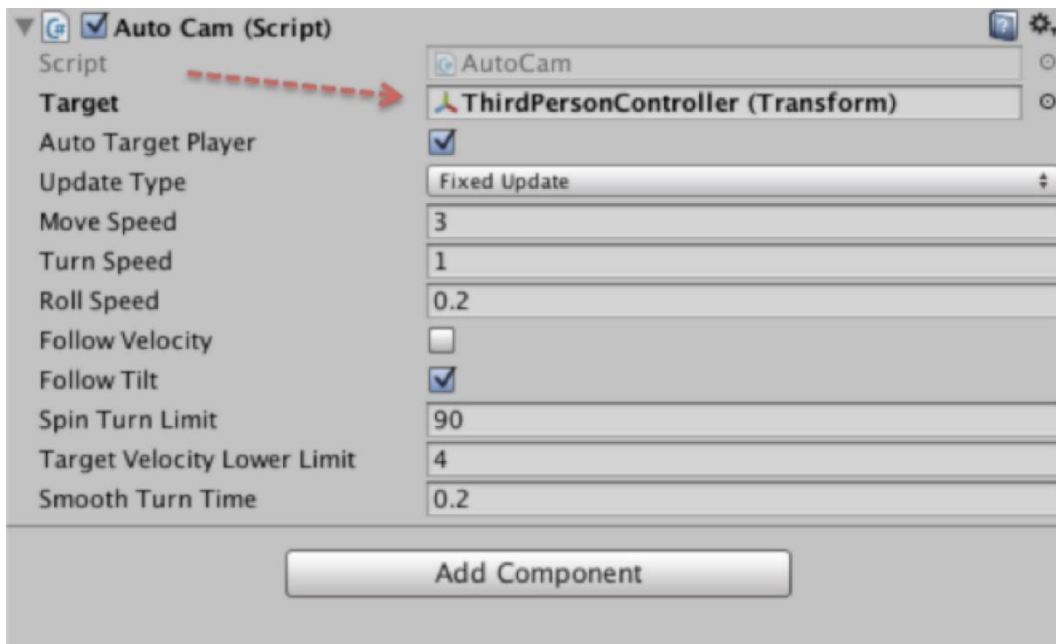


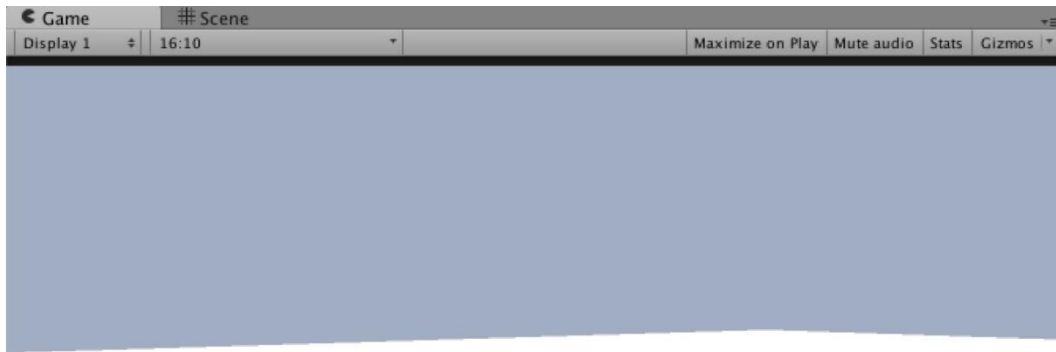












**Box Collider** ? ⚙

Edit Collider

Is Trigger

Material

Center X  Y  Z

Size X  Y  Z

**Box Collider** [ ? ] [ ⚙ ]

**Edit Collider**

Is Trigger

Material **None (Physic Material)** ⊙

Center X  Y  Z

Size X  Y  Z

Inspector Animation Lighting Animator Navigation

ball  Static

Tag Untagged Layer Default

**Transform** [ ? ] [ ⚙ ]

Position X  Y  Z

Rotation X  Y  Z

Scale X  Y  Z

**Sphere (Mesh Filter)** [ ? ] [ ⚙ ]

Mesh **Sphere** ⊙

**Sphere Collider** [ ? ] [ ⚙ ]

**Edit Collider**

Is Trigger

Material **None (Physic Material)** ⊙

Center X  Y  Z

Radius

**Mesh Renderer** [ ? ] [ ⚙ ]

Cast Shadows **On** ⌵

Receive Shadows

Materials

Use Light Probes

Reflection Probes **Blend Probes** ⌵

Anchor Override **None (Transform)** ⊙

**Rigidbody** [ ? ] [ ⚙ ]

Inspector Animation Lighting Animator Navigation

ball  Static

Tag Untagged Layer Default

**Transform** [ ? ] [ ⚙ ]

Position X  Y  Z

Rotation X  Y  Z

Scale X  Y  Z

**Sphere (Mesh Filter)** [ ? ] [ ⚙ ]

Mesh **Sphere** ⊙

**Sphere Collider** [ ? ] [ ⚙ ]

**Edit Collider**

Is Trigger

Material **None (Physic Material)** ⊙

Center X  Y  Z

Radius

**Mesh Renderer** [ ? ] [ ⚙ ]

Cast Shadows **On** ⌵

Receive Shadows

Materials

Use Light Probes

Reflection Probes **Blend Probes** ⌵

Anchor Override **None (Transform)** ⊙

**Rigidbody** [ ? ] [ ⚙ ]

**Rigidbody**

|                     |                                     |
|---------------------|-------------------------------------|
| Mass                | 1                                   |
| Drag                | 0                                   |
| Angular Drag        | 0.05                                |
| Use Gravity         | <input checked="" type="checkbox"/> |
| Is Kinematic        | <input type="checkbox"/>            |
| Interpolate         | None                                |
| Collision Detection | Discrete                            |

▶ Constraints

**Rigidbody**

|                     |                                     |
|---------------------|-------------------------------------|
| Mass                | 1                                   |
| Drag                | 0                                   |
| Angular Drag        | 0.05                                |
| Use Gravity         | <input checked="" type="checkbox"/> |
| Is Kinematic        | <input type="checkbox"/>            |
| Interpolate         | None                                |
| Collision Detection | Discrete                            |

▶ Constraints

Console Project Console Project

Create Create

Folder Folder

Project

Assets ▶ launcher

projectile

Project

Assets ▶ launcher

projectile

Hierarchy

Create ▾ Q All

- Main Camera
- ▶ MultipurposeCameraRig
- ▶ ThirdPersonController
- ground
- Directional light
- launcher
- ball

Console Project

Create ▾

★ Favorites

Assets ▶ launcher

▶ projectile

Assets

▶ Editor

Hierarchy

Create ▾ Q All

- Main Camera
- ▶ MultipurposeCameraRig
- ▶ ThirdPersonController
- ground
- Directional light
- launcher
- ball

Console Project

Create ▾

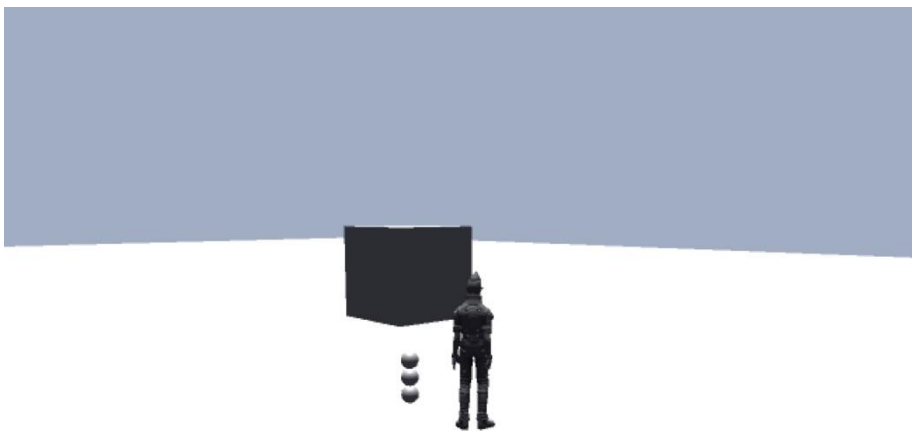
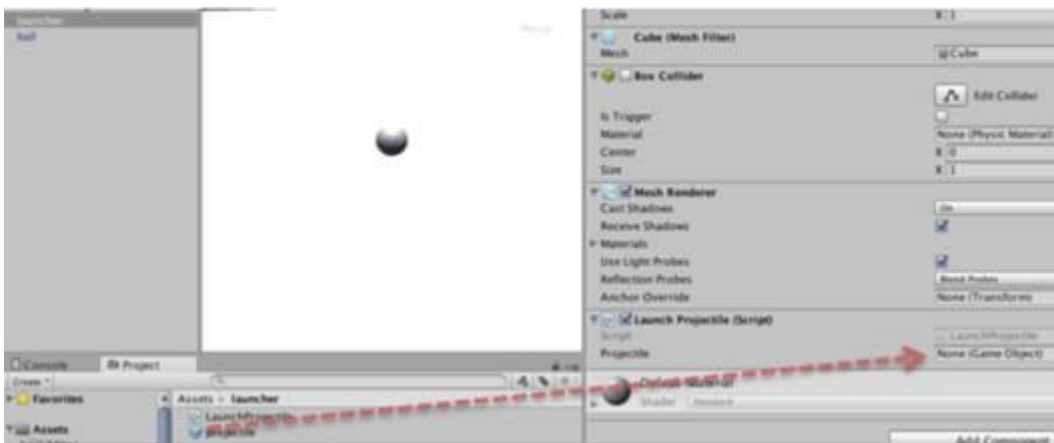
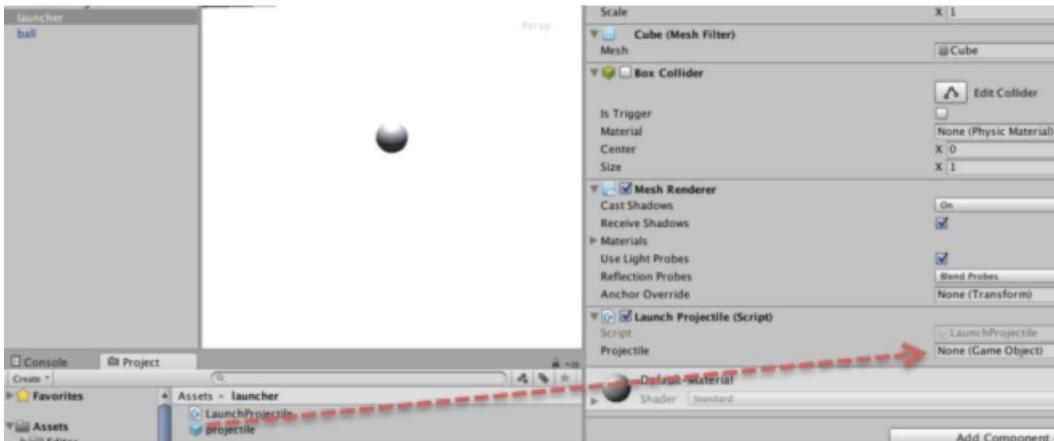
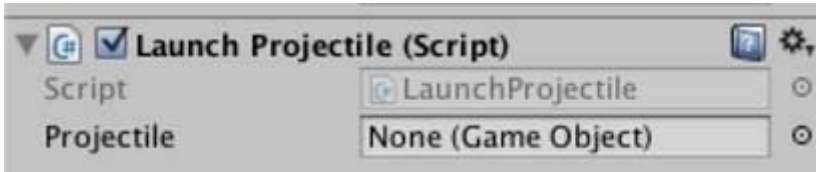
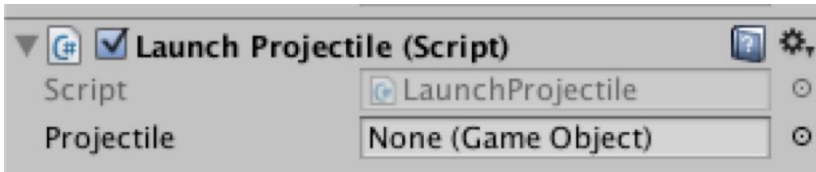
★ Favorites

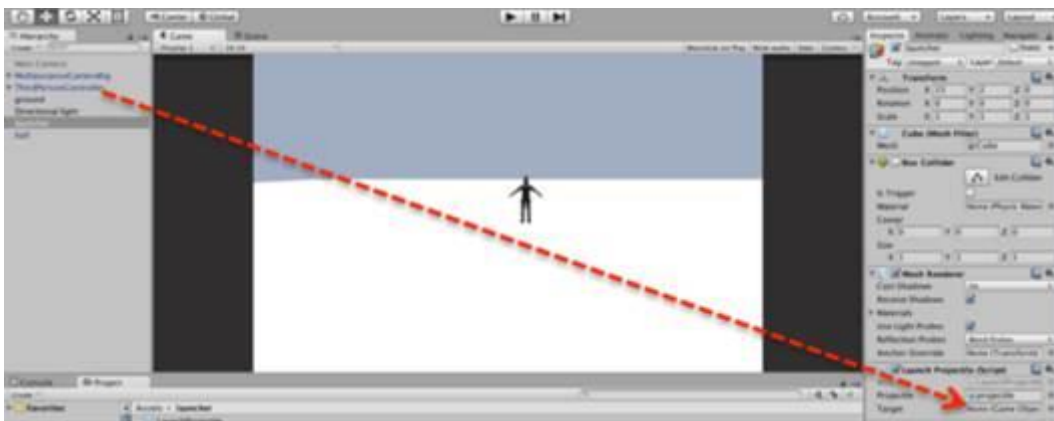
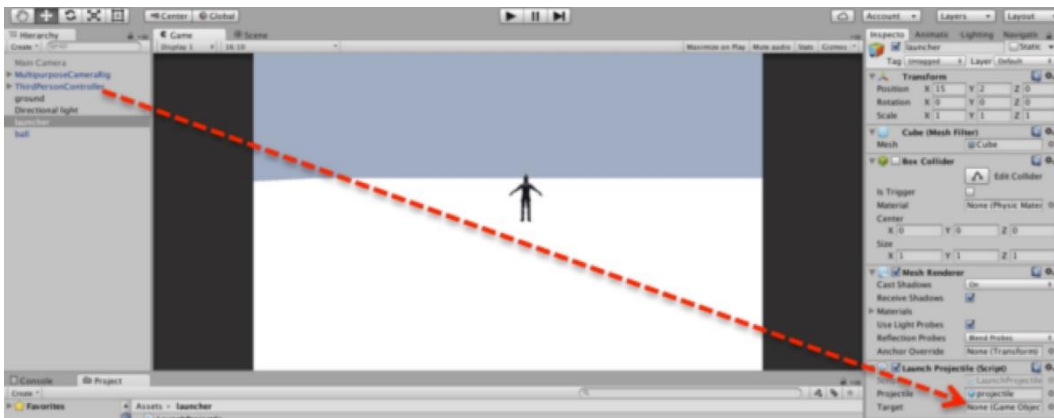
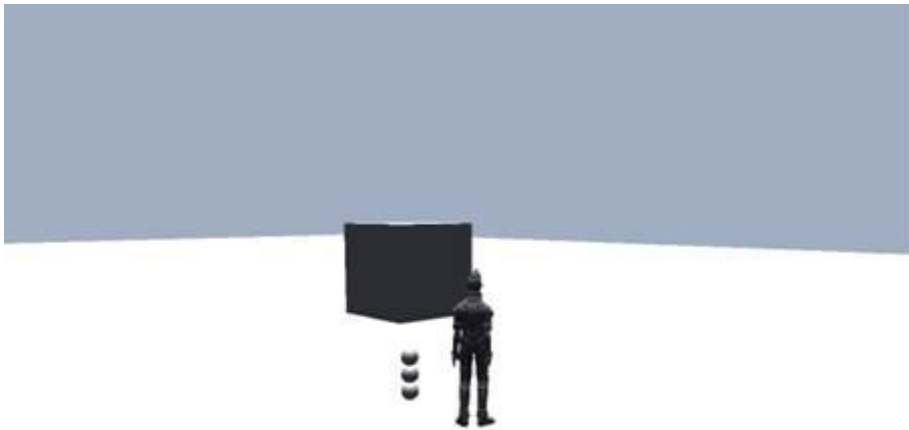
Assets ▶ launcher

▶ projectile

Assets

▶ Editor





**Launch Projectile (Script)**

Script

Projectile

Target

Default-Material

**Launch Projectile (Script)**

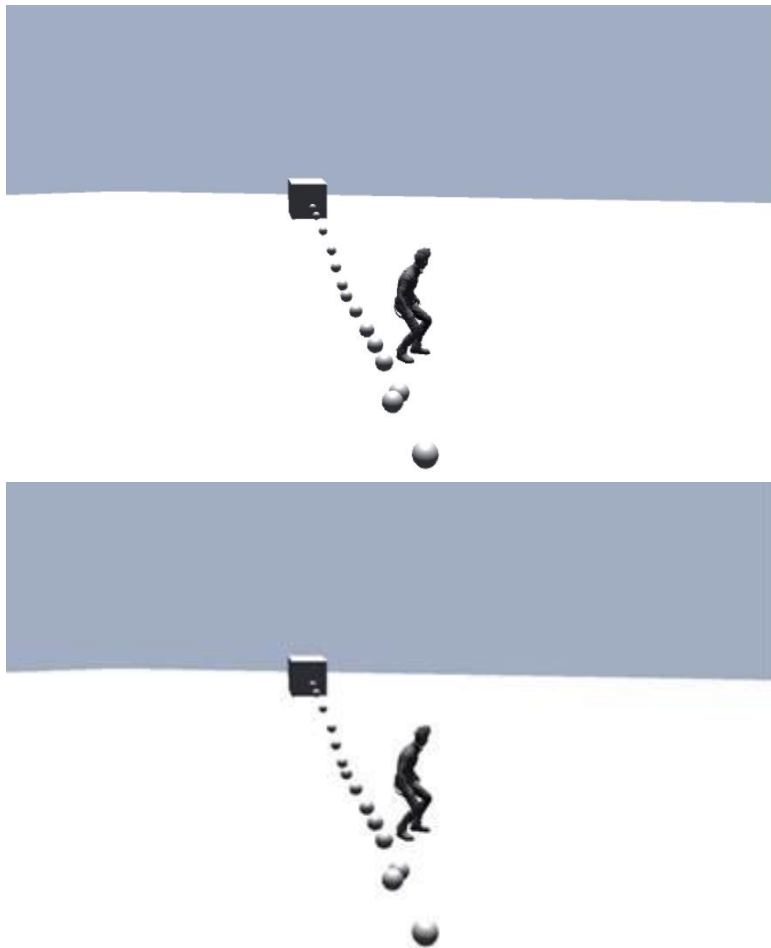
Script: LaunchProjectile

Projectile: projectile

Target: ThirdPersonController

Default-Material

Shader: Standard



**Collision With Projectile (Script)**

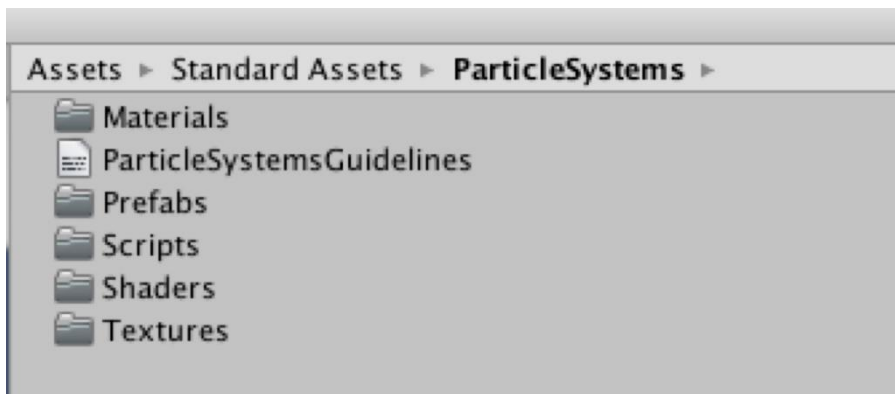
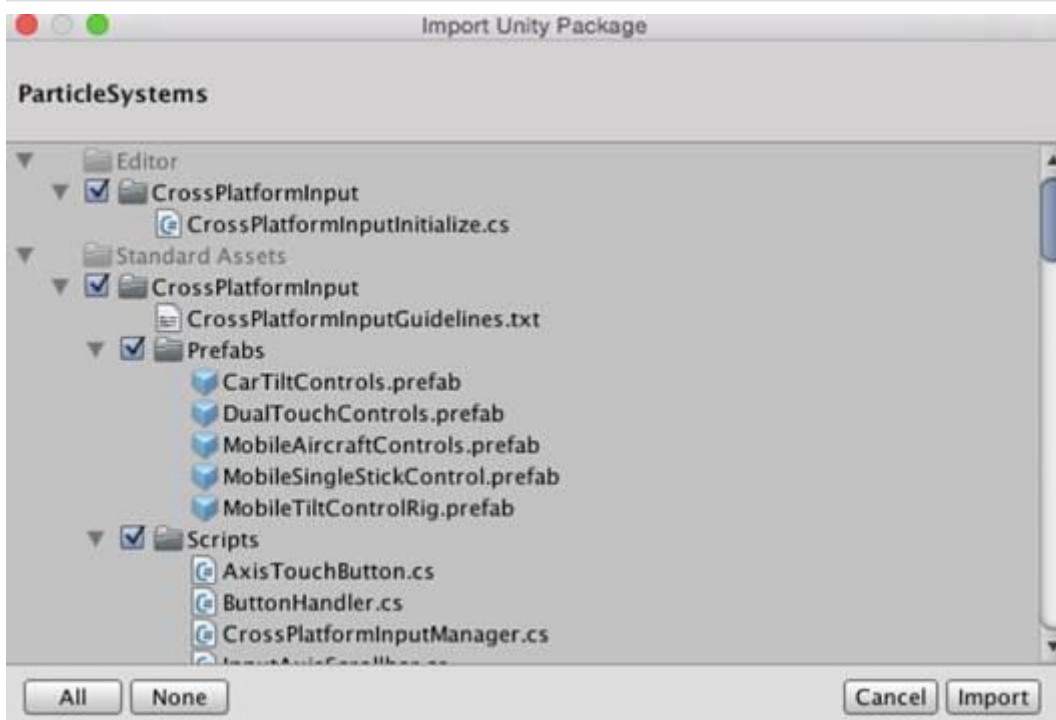
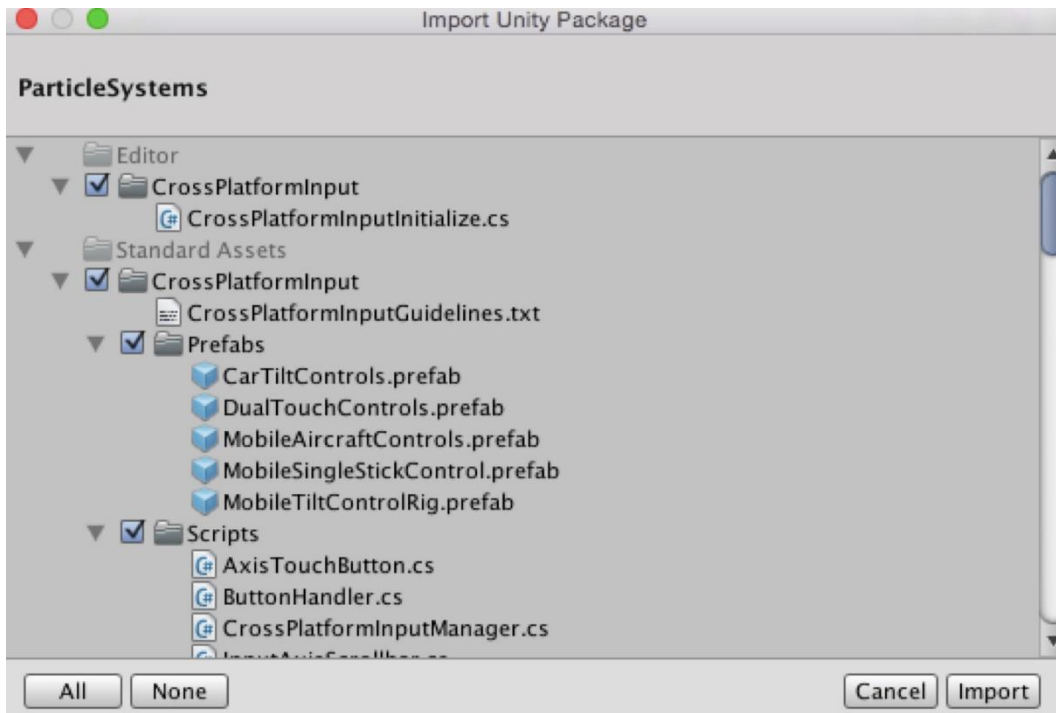
Script: CollisionWithProjectile

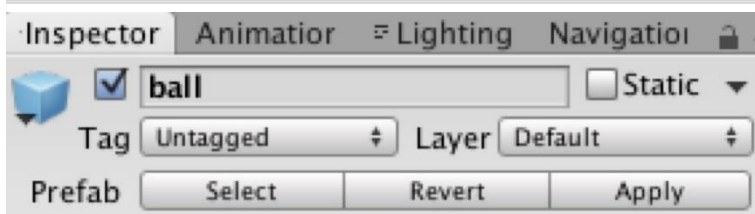
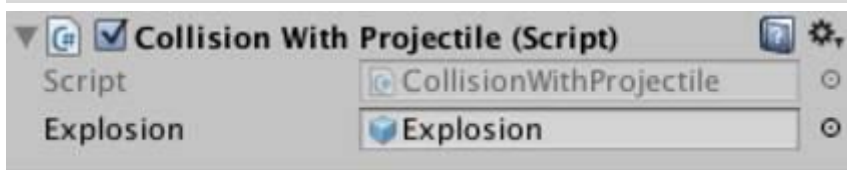
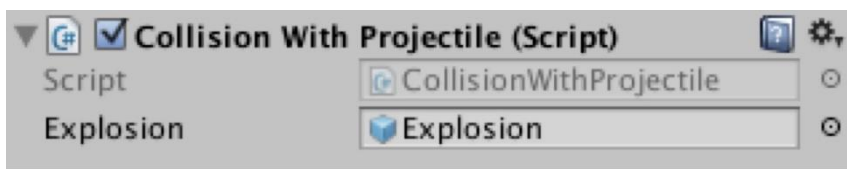
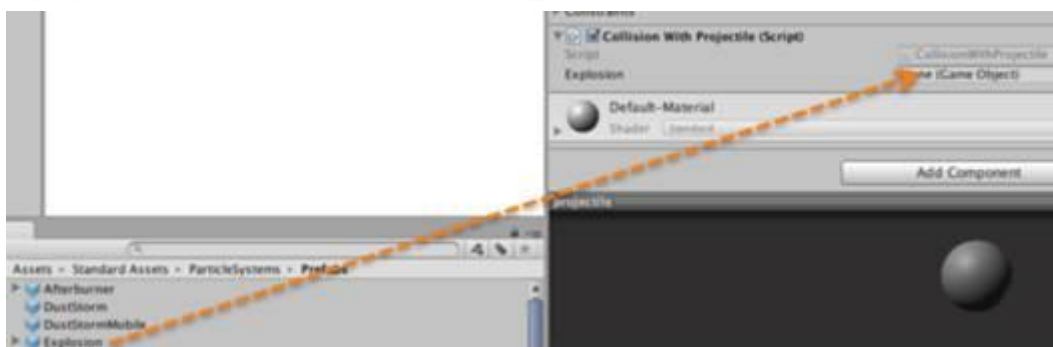
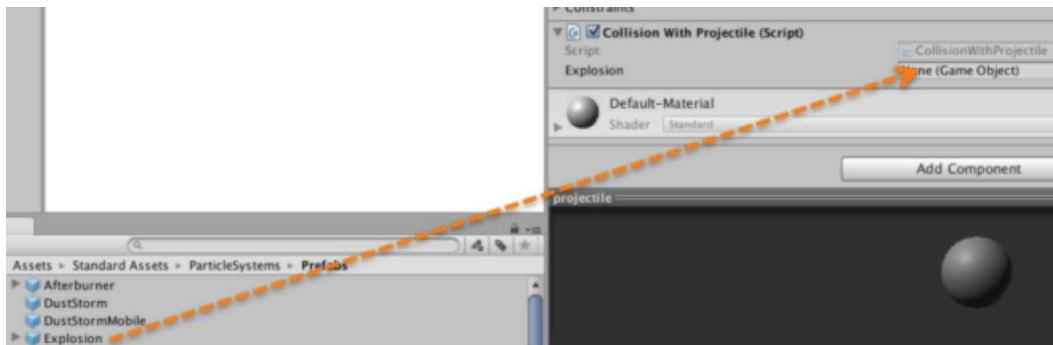
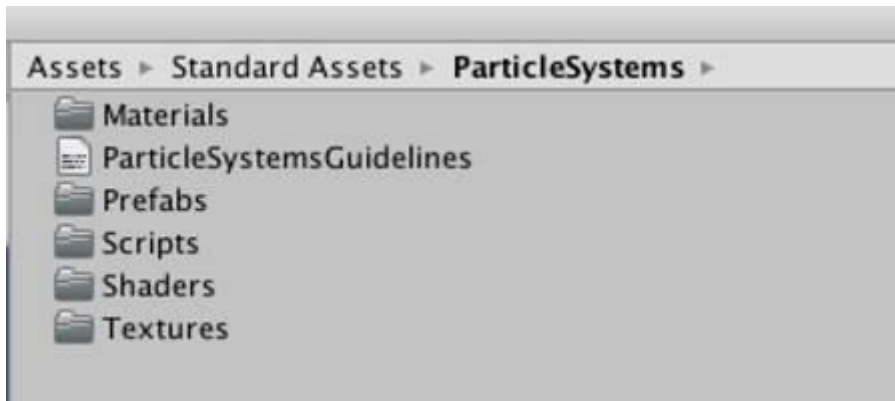
Explosion: None (Game Object)

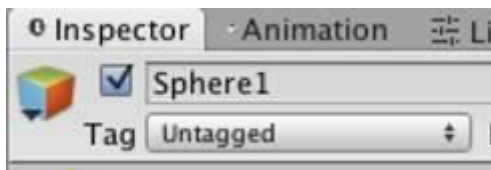
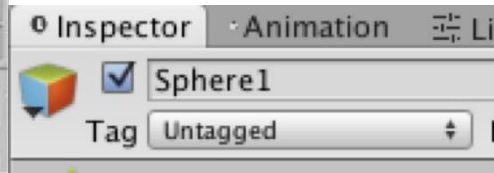
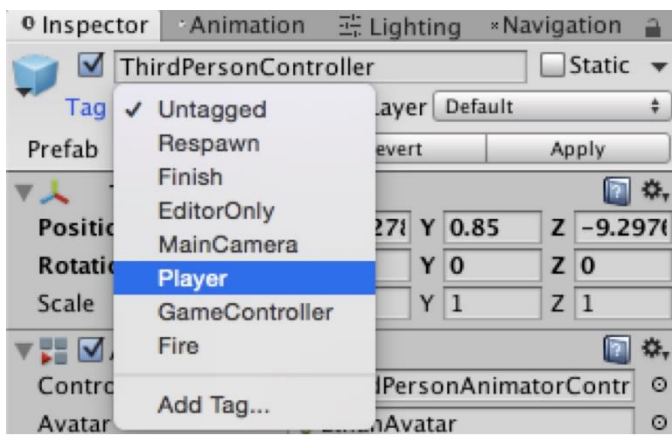
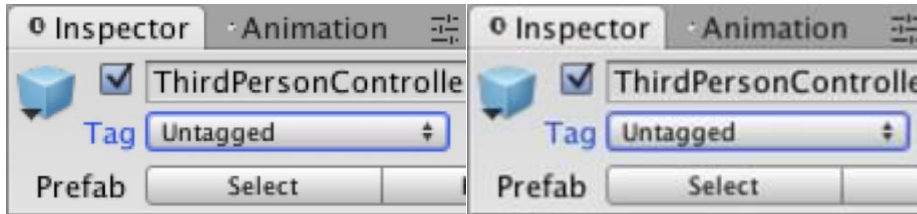
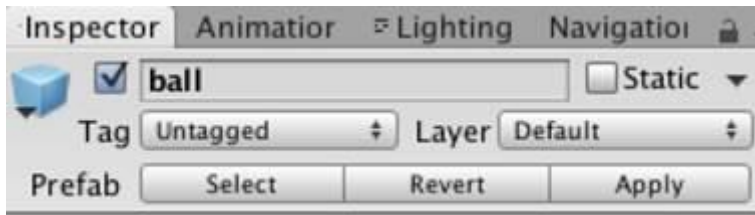
**Collision With Projectile (Script)**

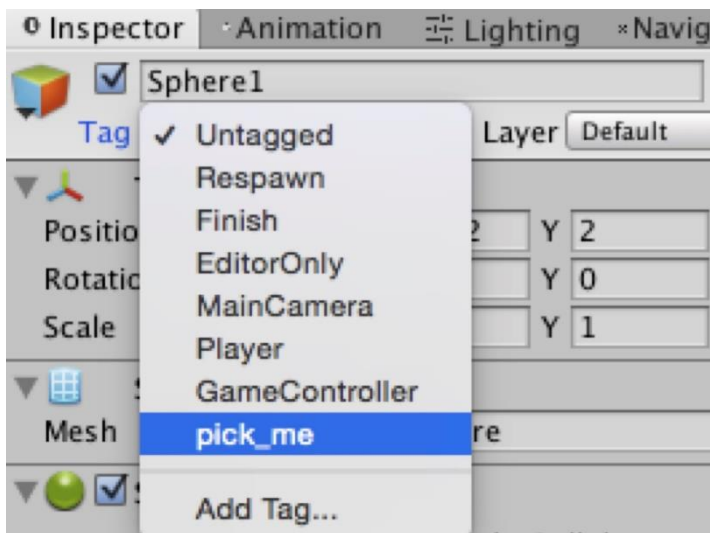
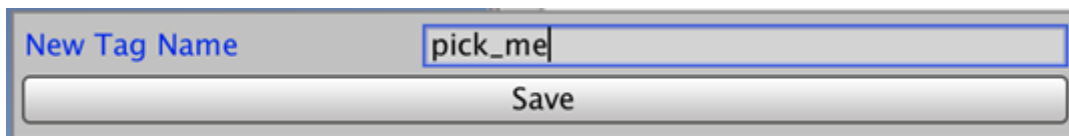
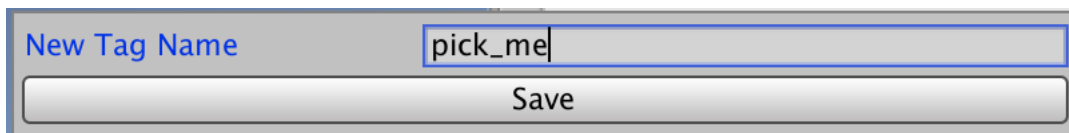
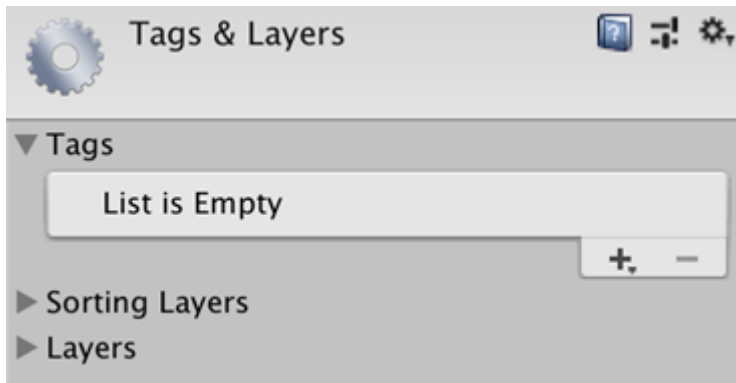
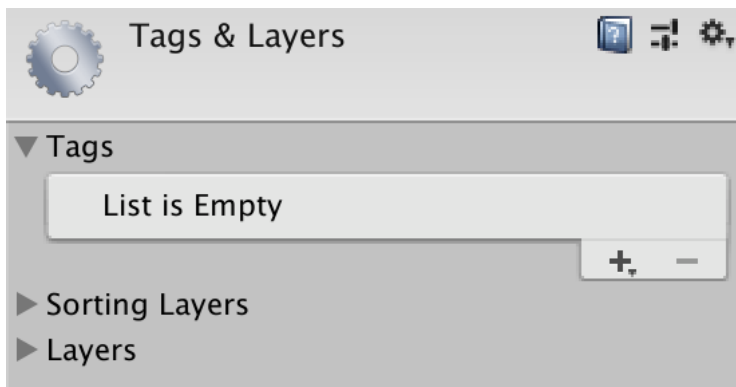
Script: CollisionWithProjectile

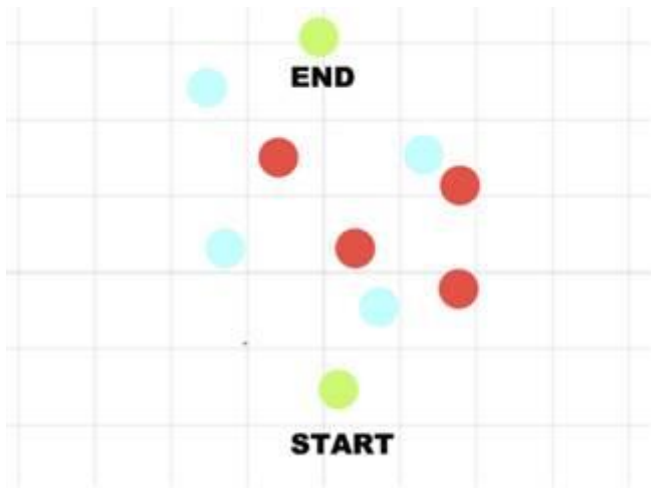
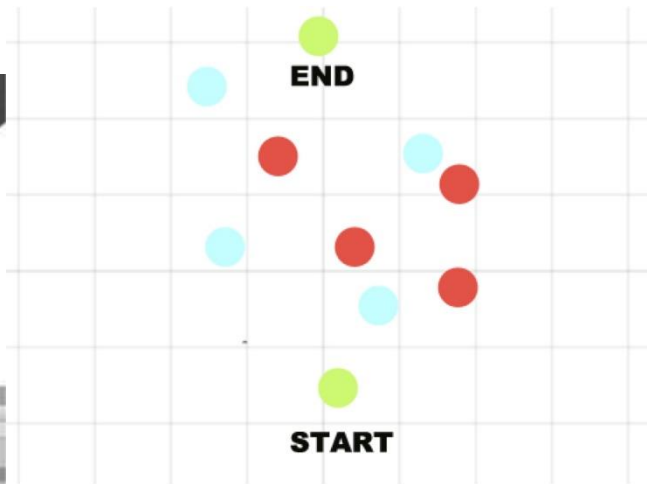
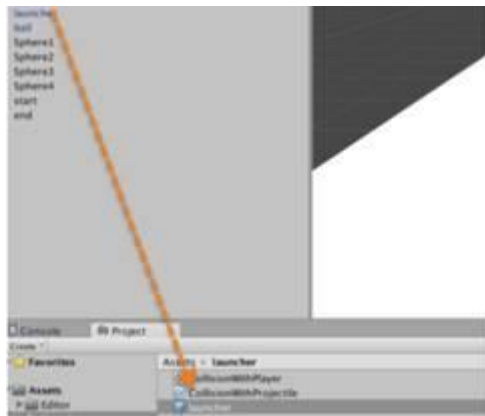
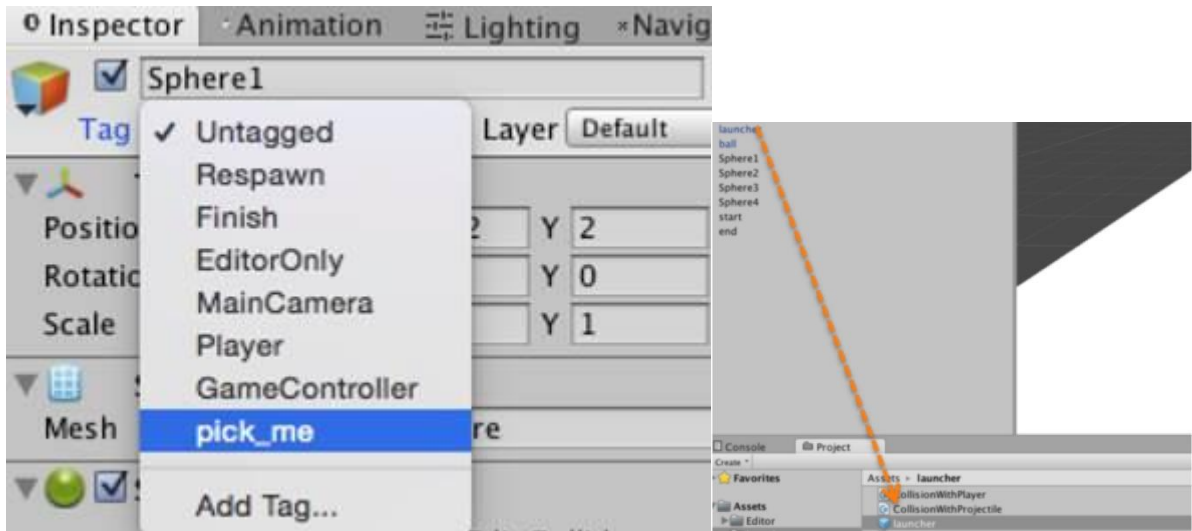
Explosion: None (Game Object)















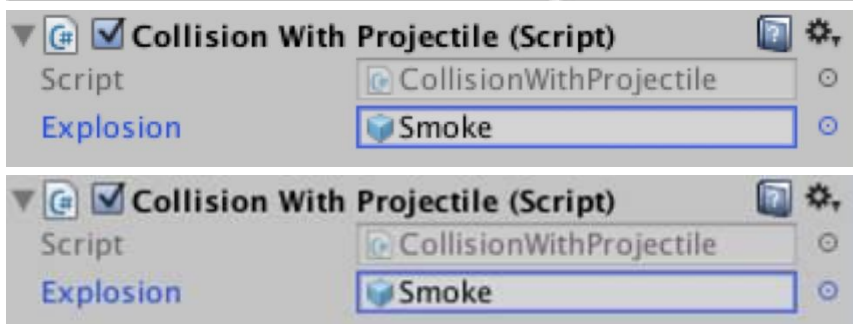
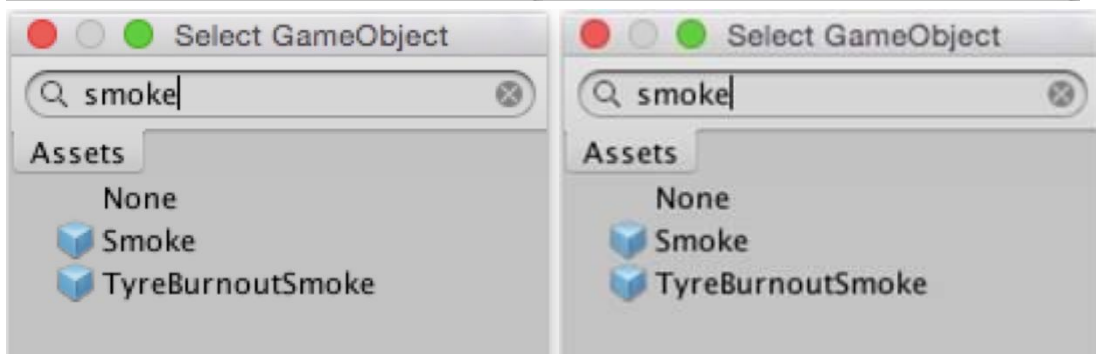
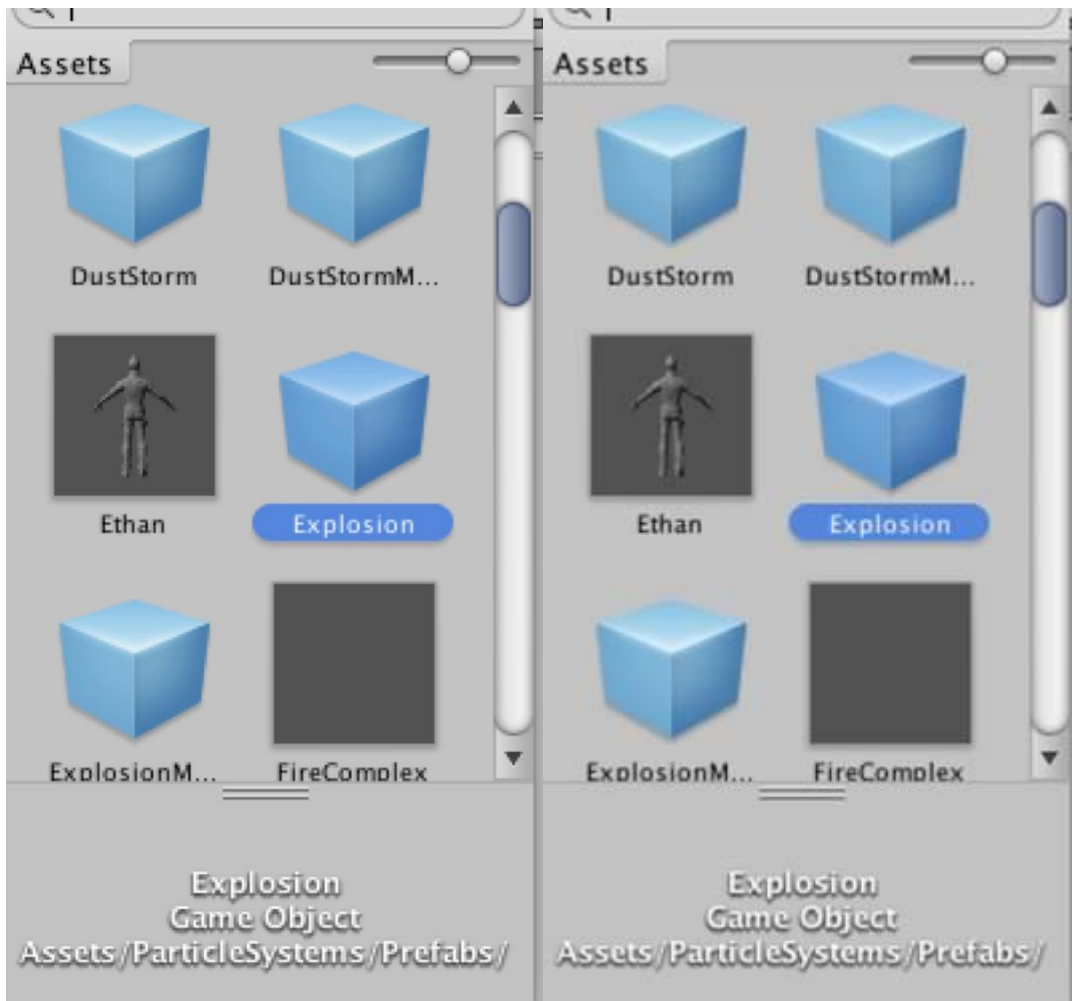


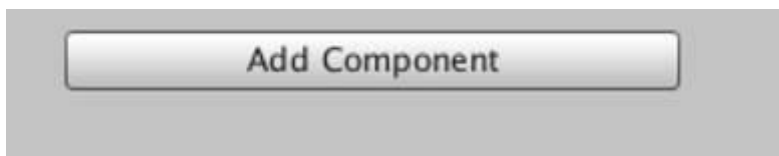
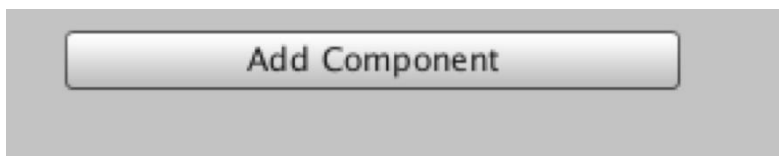
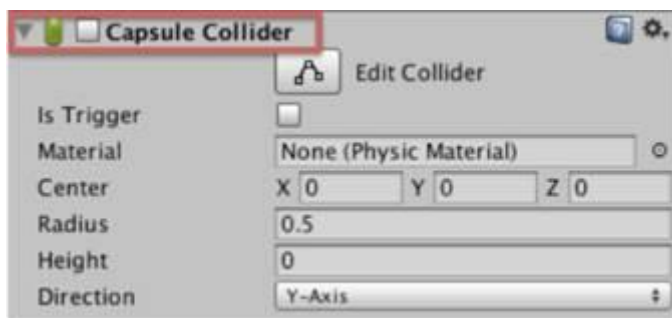
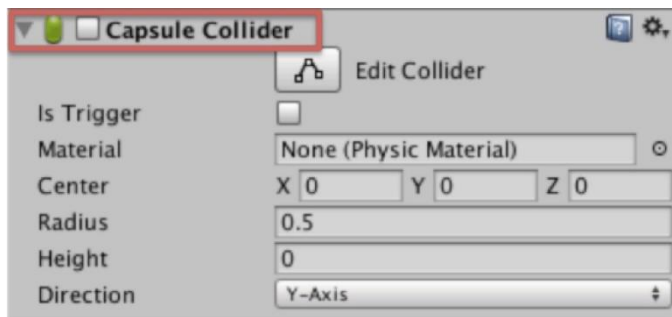
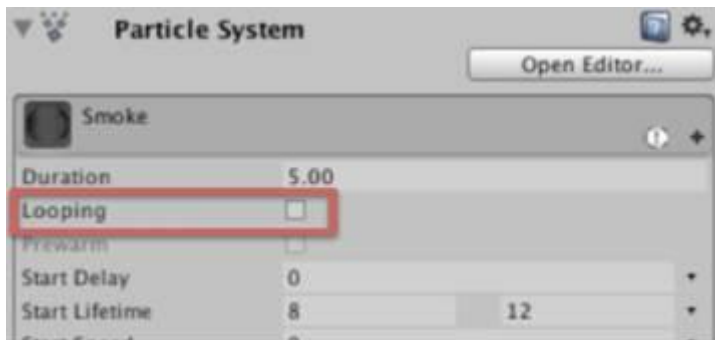
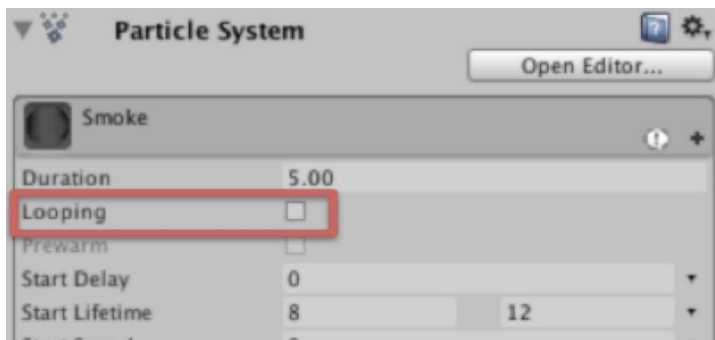
▼  Collision With Projectile (Script)  

|           |  |                                  |
|-----------|--|----------------------------------|
| Script    | <input type="checkbox"/> CollisionWithProjectile | <input type="radio"/>            |
| Explosion | <input checked="" type="checkbox"/> Explosion    | <input checked="" type="radio"/> |

▼  Collision With Projectile (Script)  

|           |  |                                  |
|-----------|--|----------------------------------|
| Script    | <input type="checkbox"/> CollisionWithProjectile | <input type="radio"/>            |
| Explosion | <input checked="" type="checkbox"/> Explosion    | <input checked="" type="radio"/> |





**Mesh Collider**

Convex

Is Trigger

Material

Mesh

**Mesh Collider**

Convex

Is Trigger

Material

Mesh



Inspector | Animator | Lighting | Navigation

tile Import Settings

Texture Type

Alpha from Grayscale

Wrap Mode

Filter Mode

Aniso Level

Anisotropic filtering is enabled for all textures in Quality Settings.

Default

Max Size

Format

Revert | Apply

Inspector | Animator | Lighting | Navigation

tile Import Settings

Texture Type

Alpha from Grayscale

Wrap Mode

Filter Mode

Aniso Level

Anisotropic filtering is enabled for all textures in Quality Settings.

Default

Max Size

Format

Revert | Apply

**Camera**

Clear Flags

Background

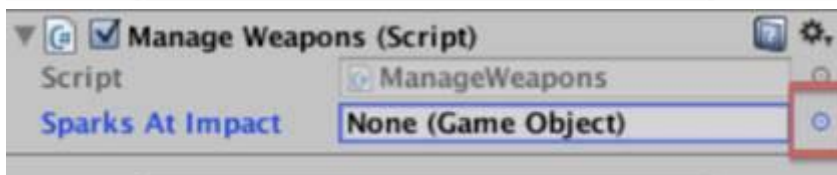
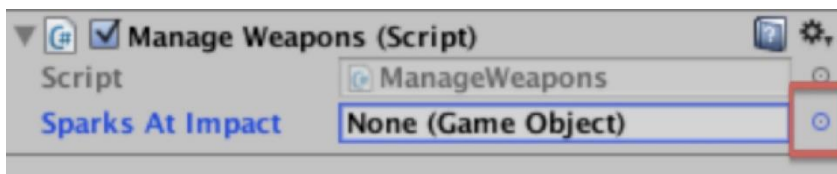
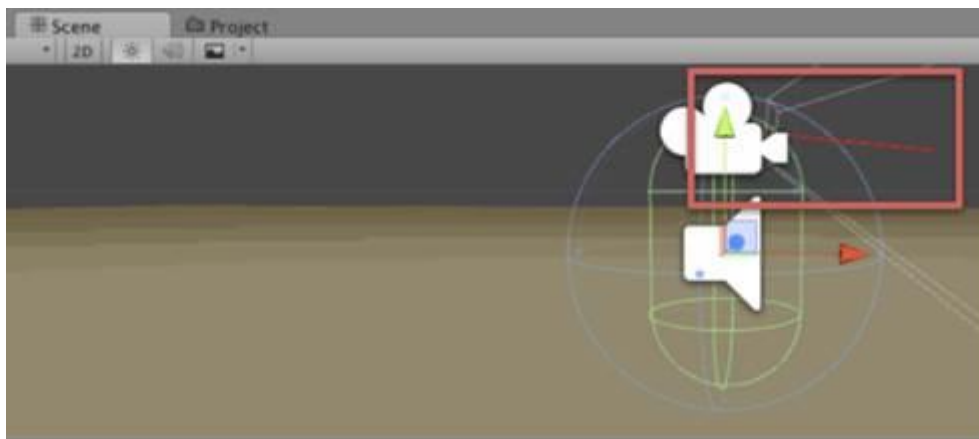
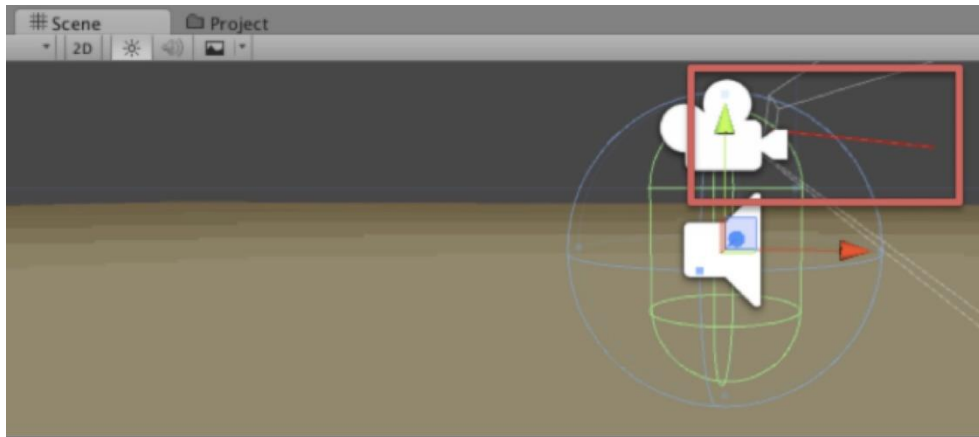
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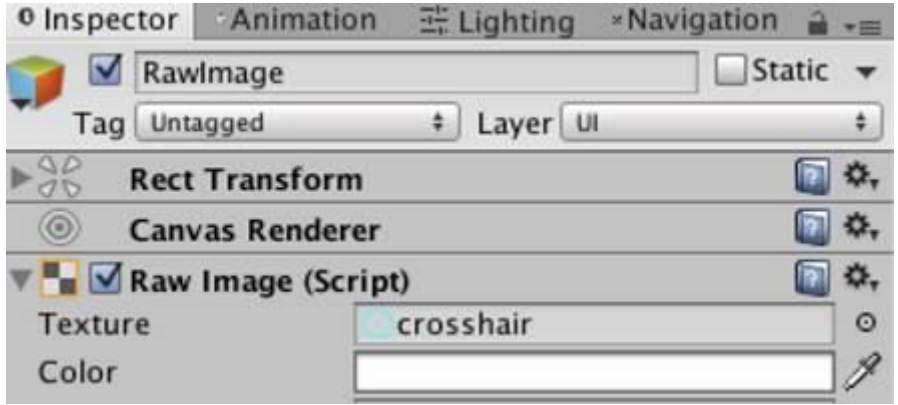
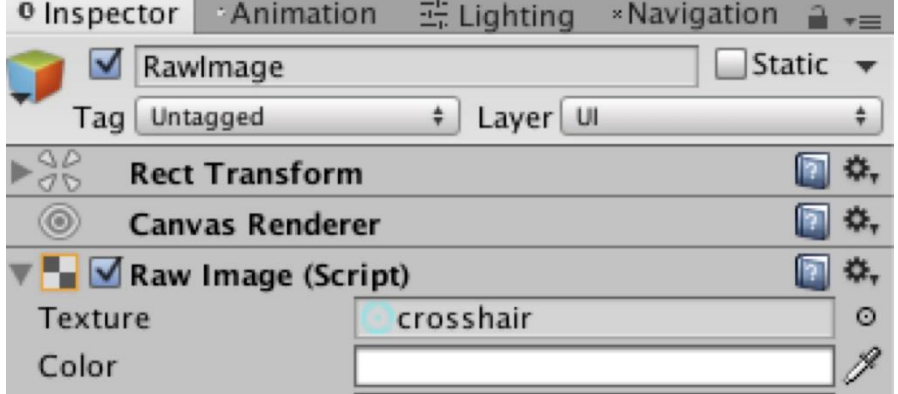
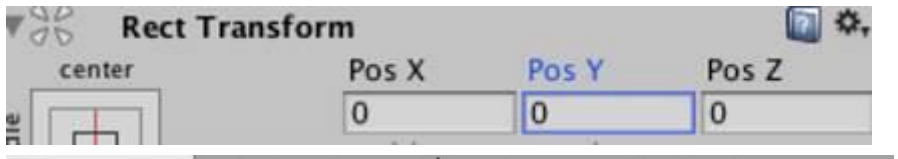
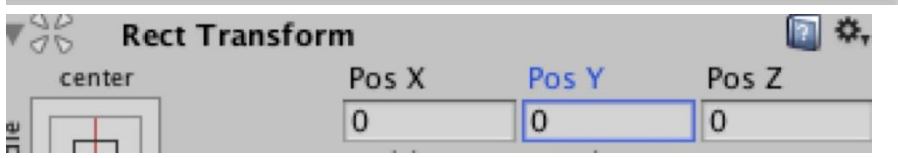
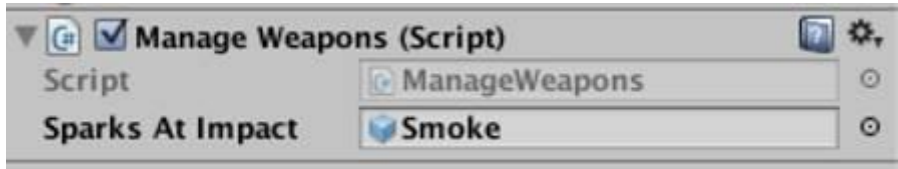
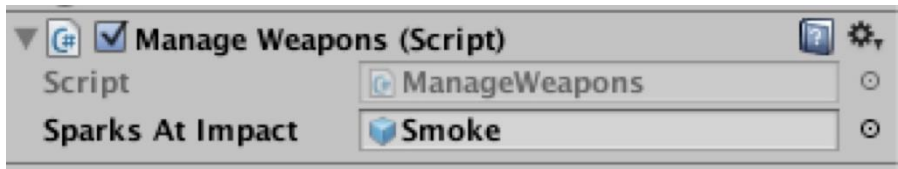
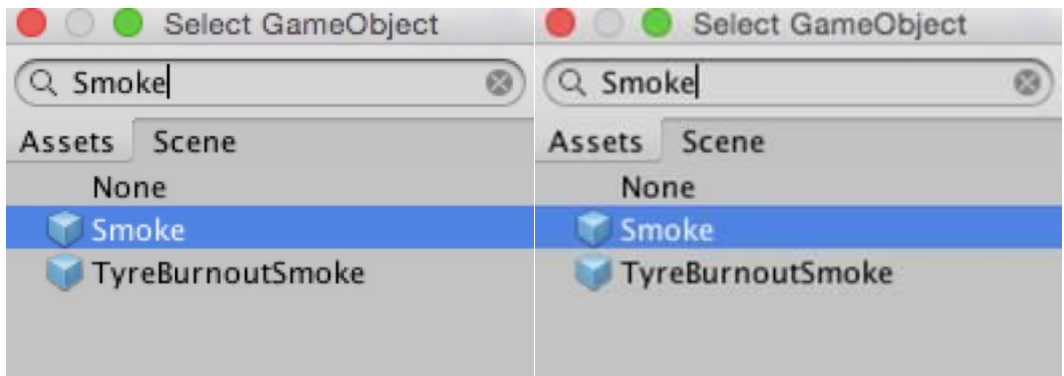
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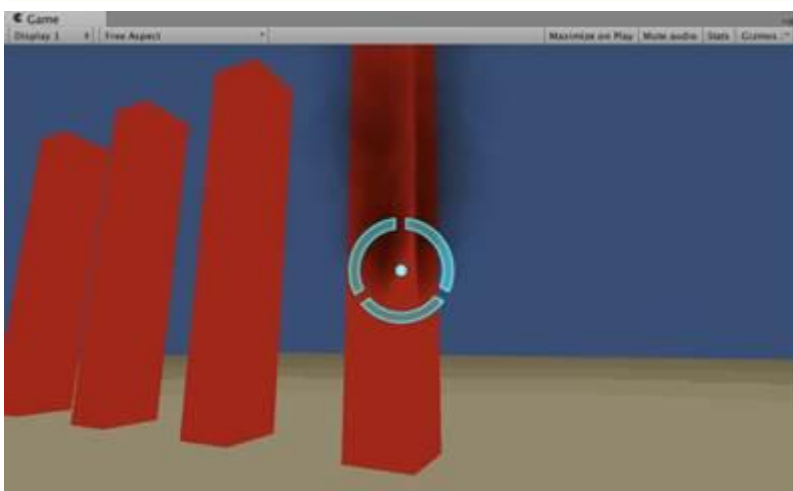
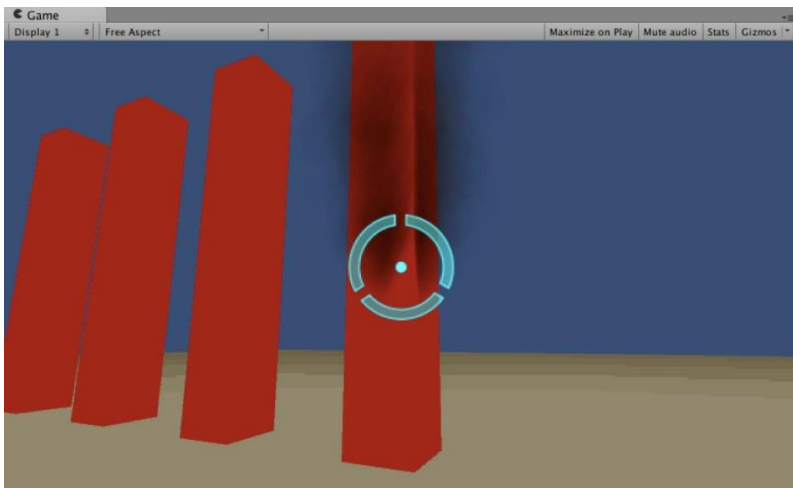
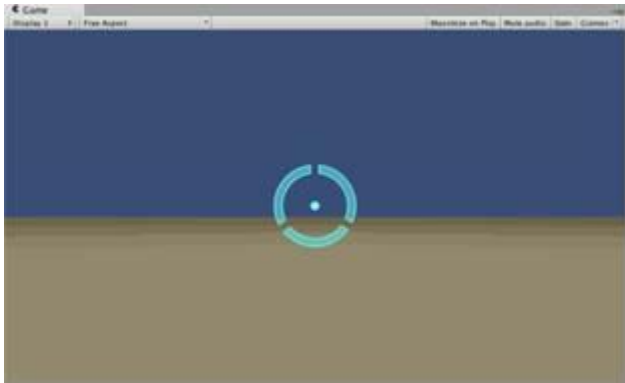
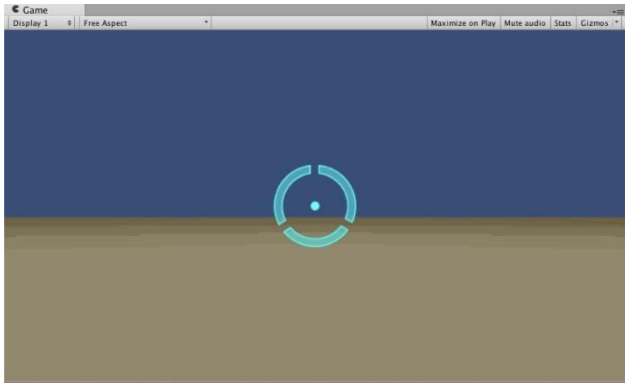
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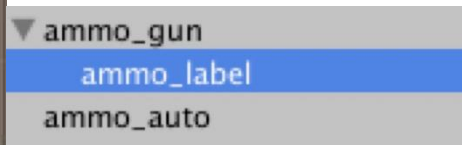
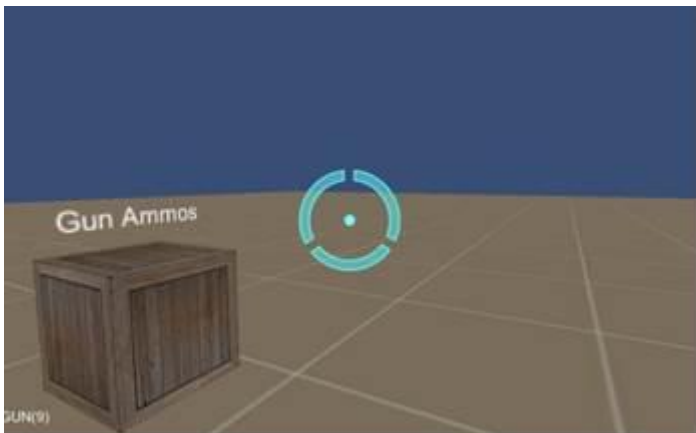
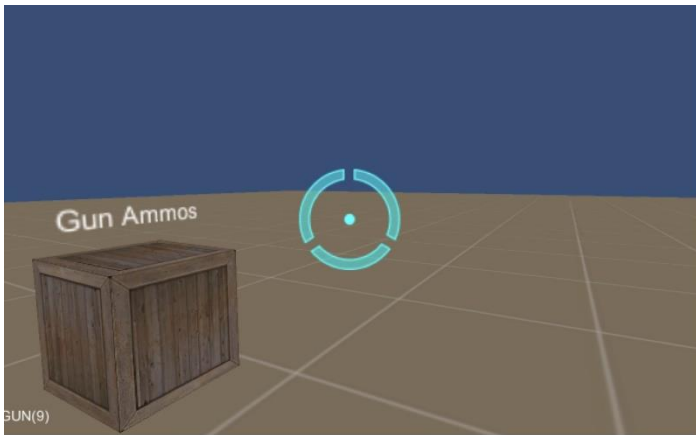
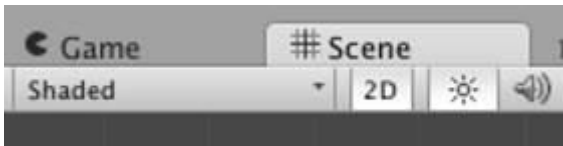
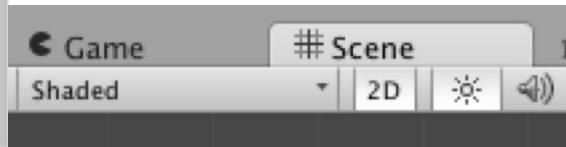
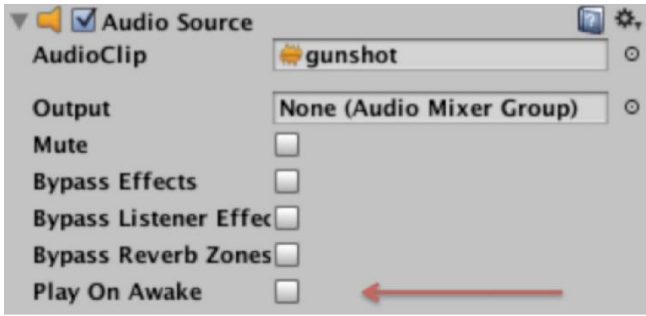
Clipping Planes  
Near   
Far

Viewport Rect  
X  Y   
W  H







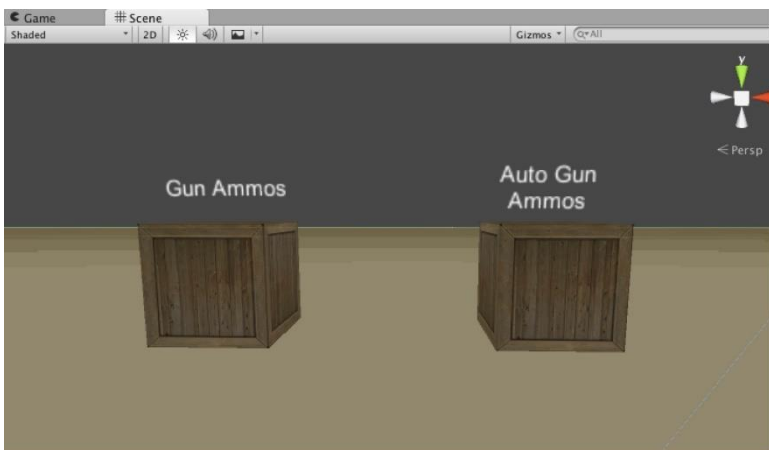


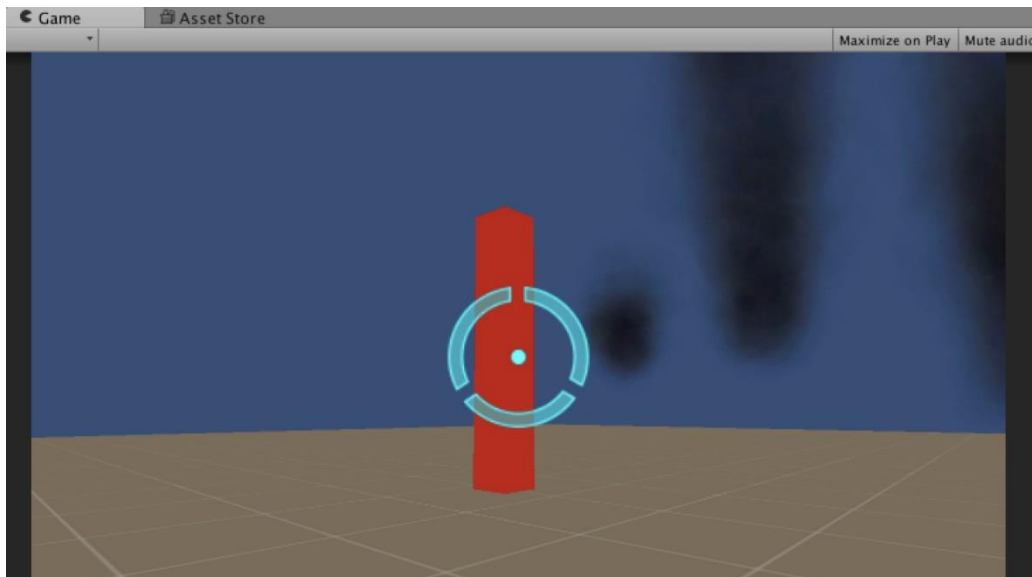
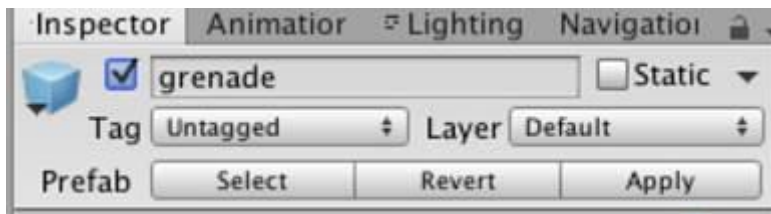
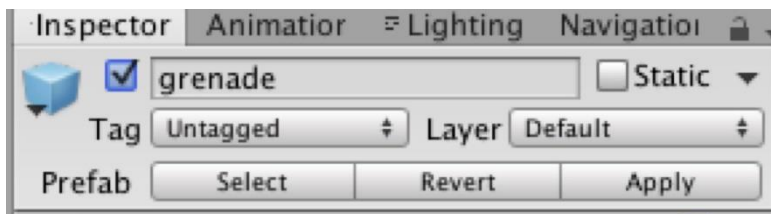
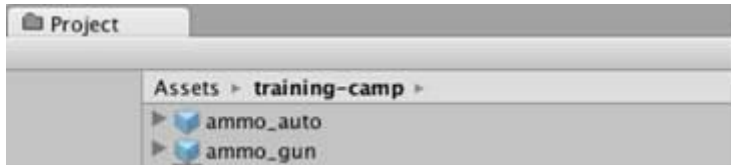
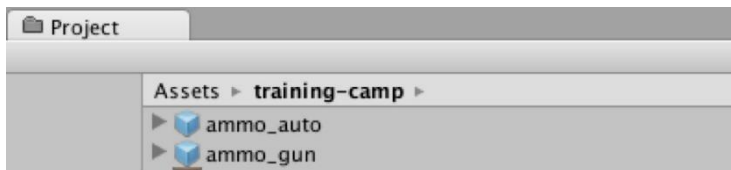
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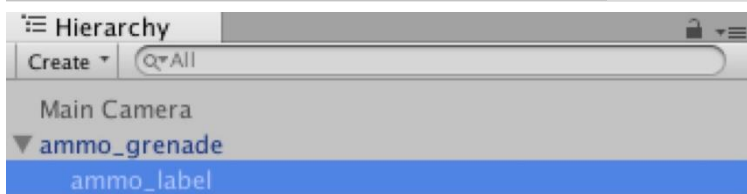
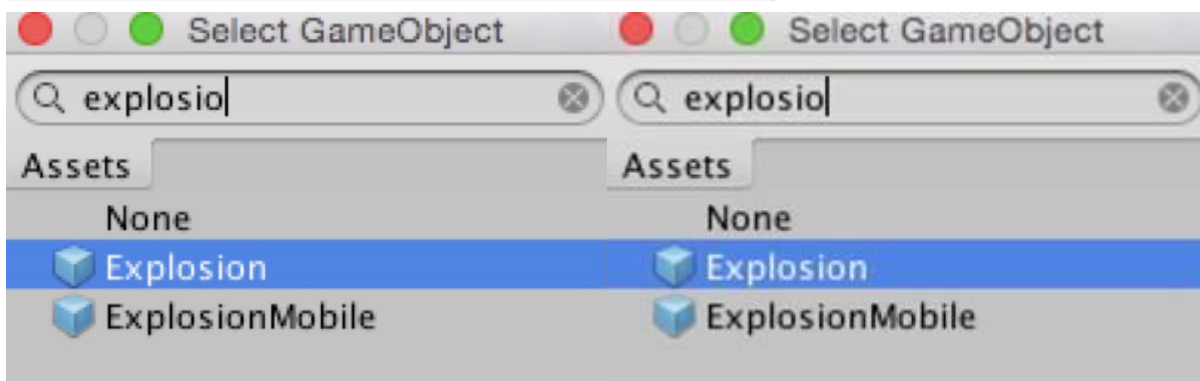
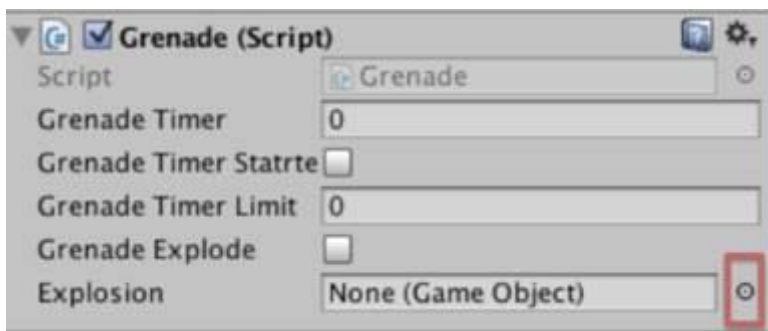
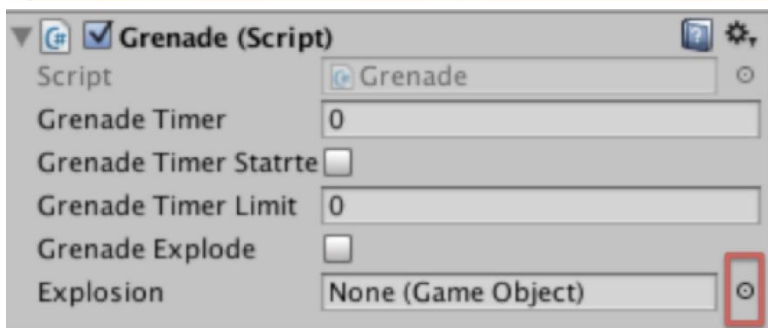
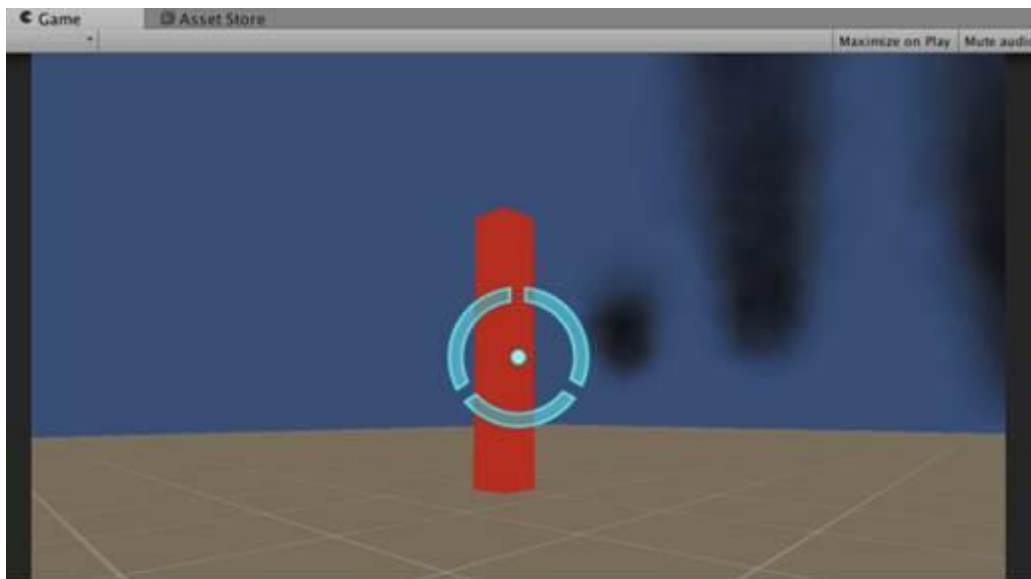


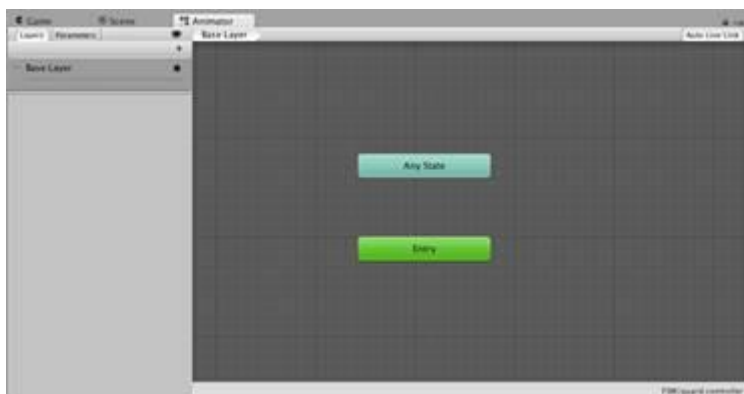
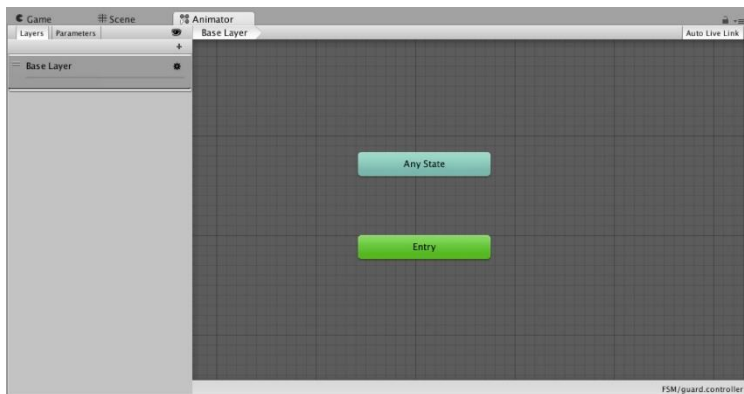
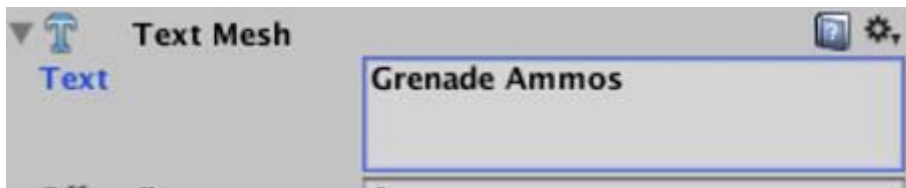
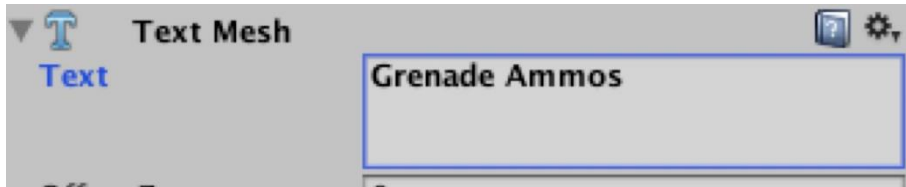
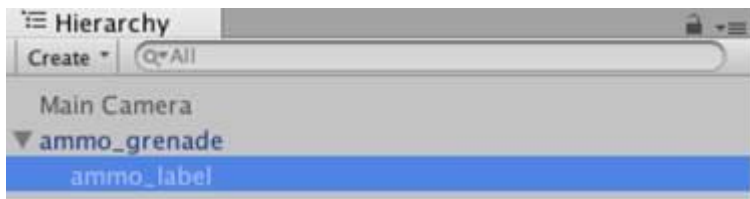
▼ ammo\_gun  
ammo\_label  
ammo\_auto

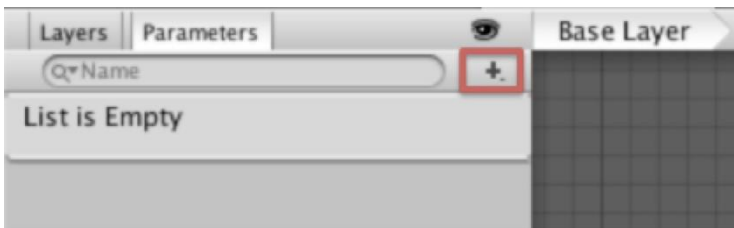
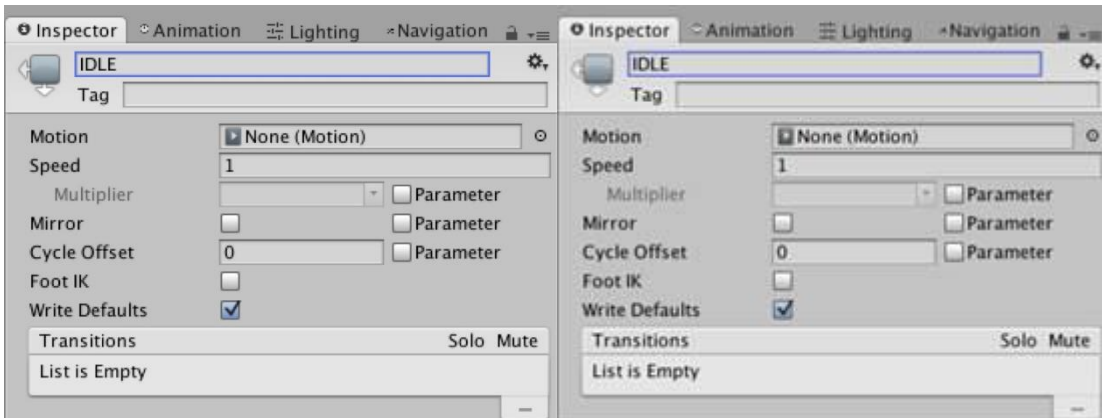
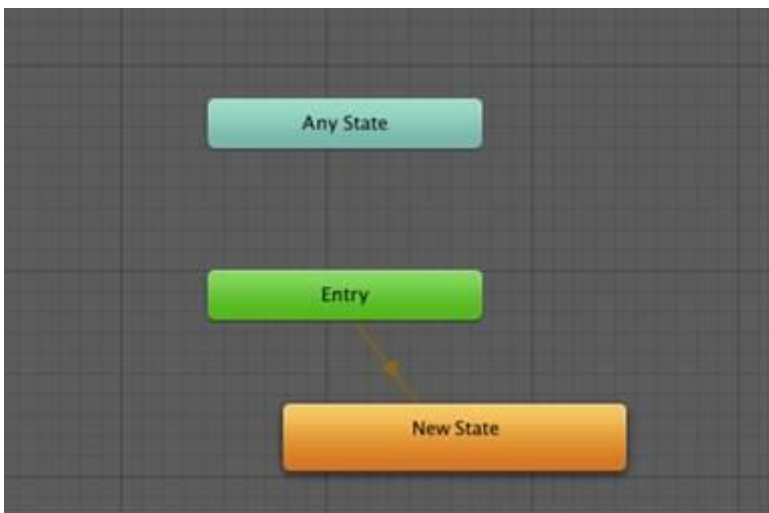
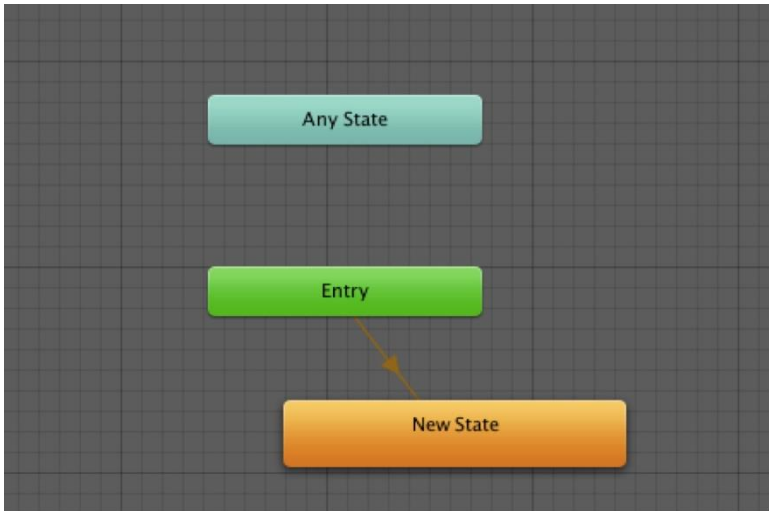
Gun Ammos

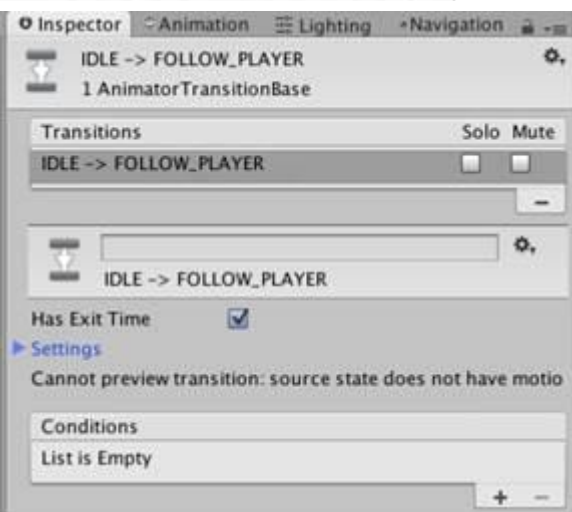
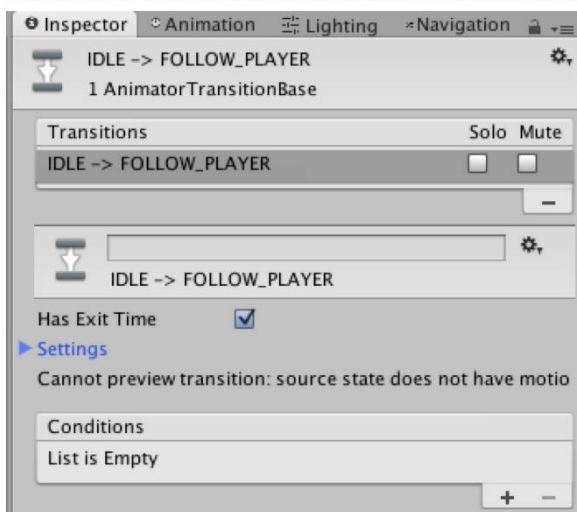
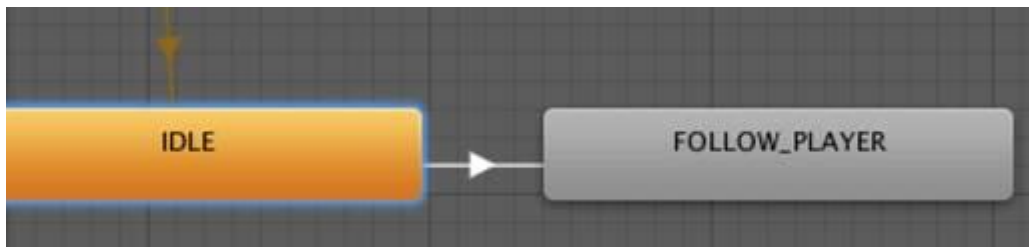
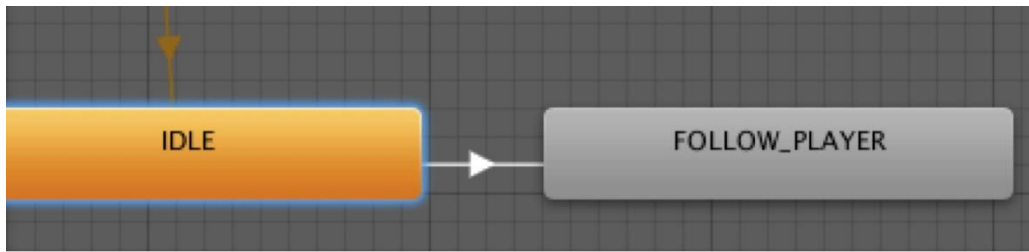
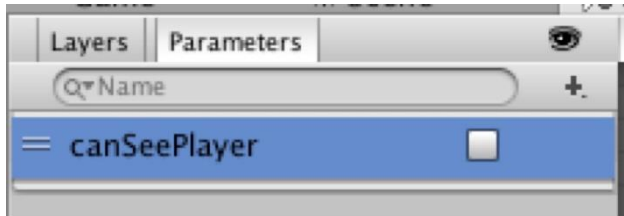


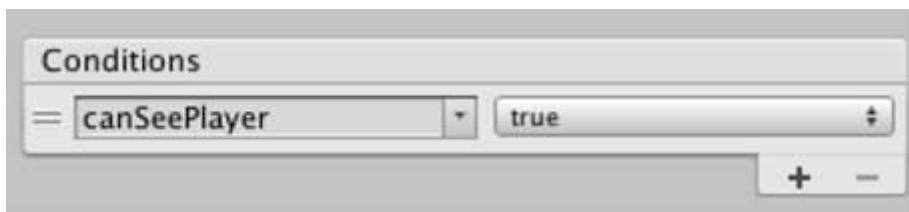
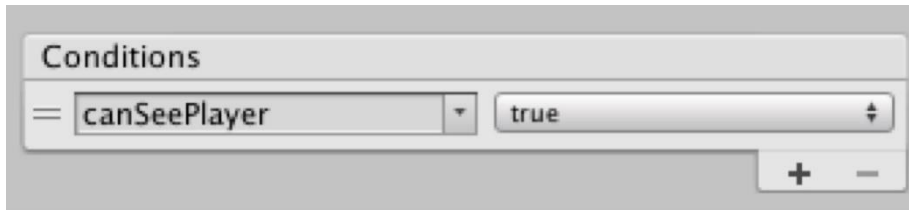
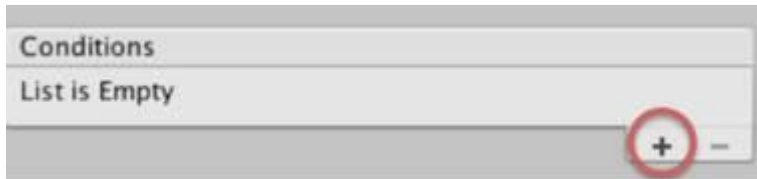
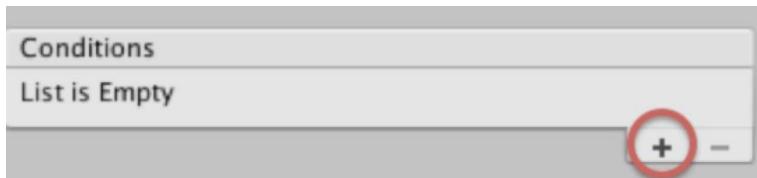


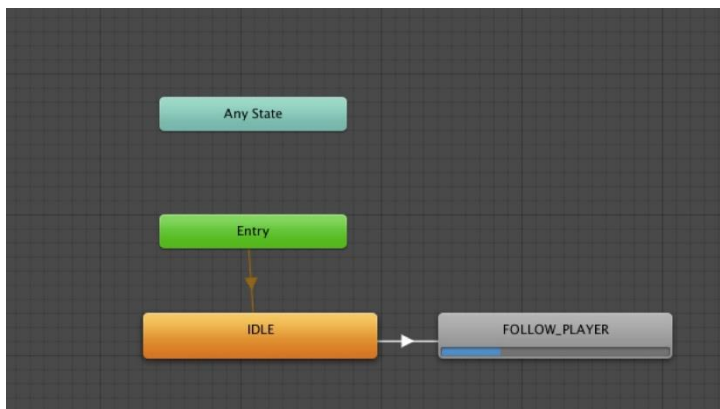
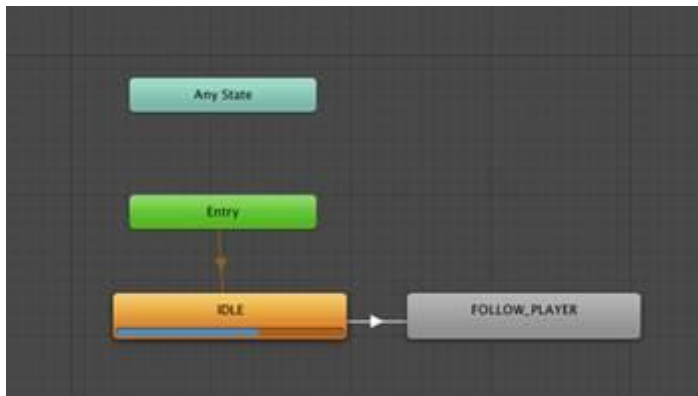
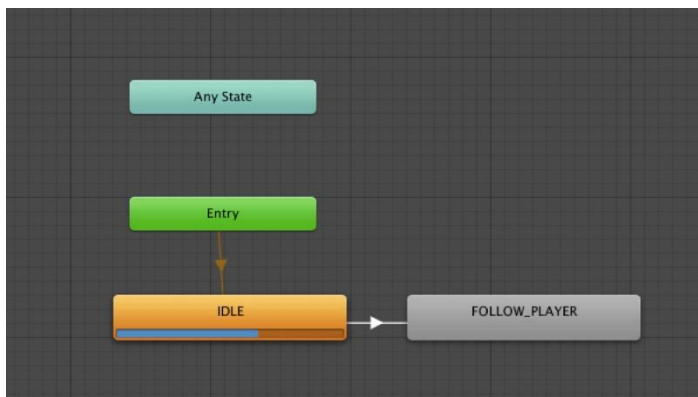


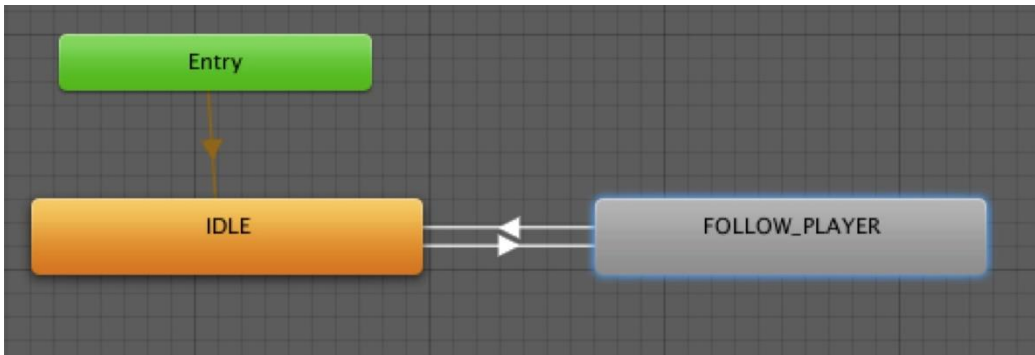
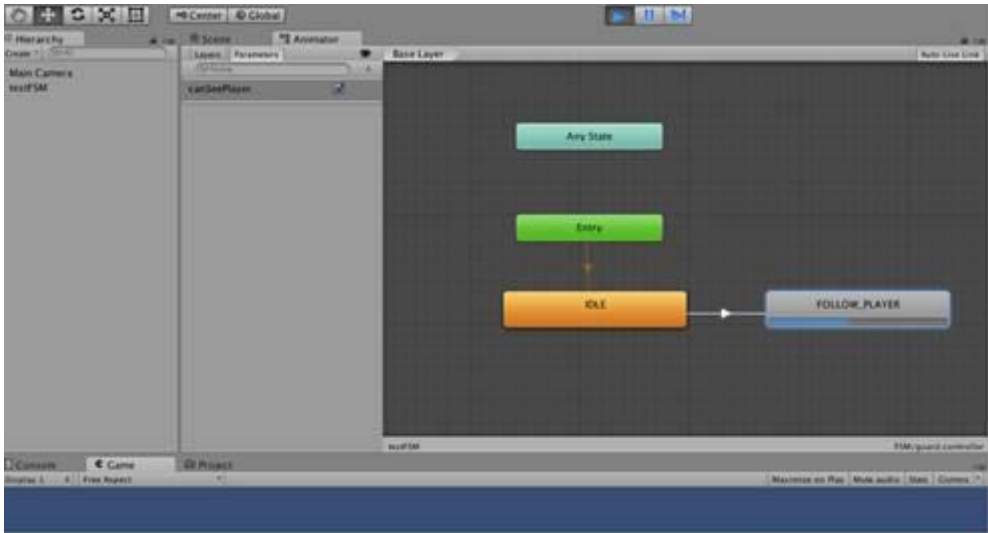
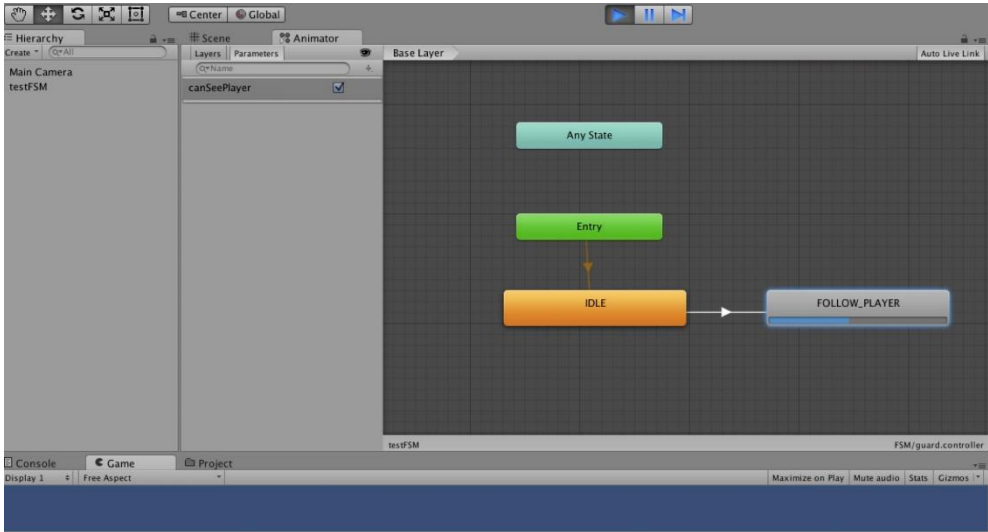
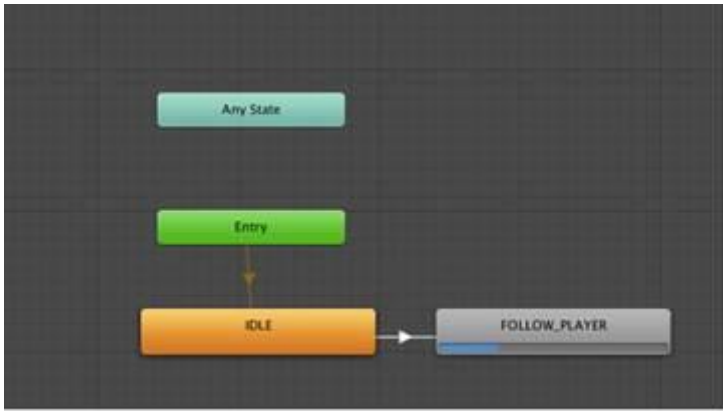


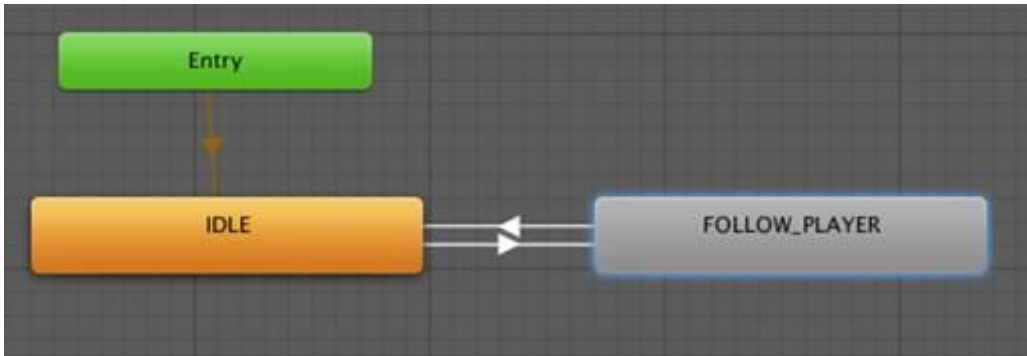












Conditions

= canSeePlayer false

+ -

Conditions

= canSeePlayer false

+ -

Search: Assets

guard

Animator Controller: guard

Search: Assets

guard

Animator Controller: guard

Inspector · Lighting Animatio Navigatio

NPC  Static

Tag Untagged Layer Default

Transform

Cube (Mesh Filter)

Box Collider

Mesh Renderer

Animator

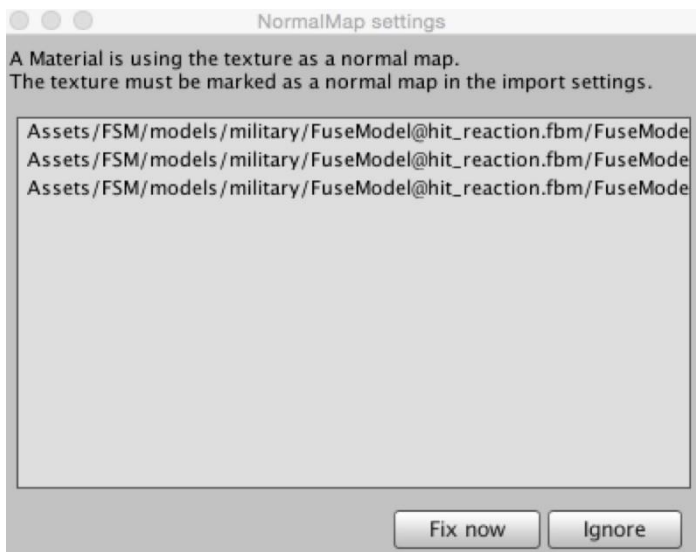
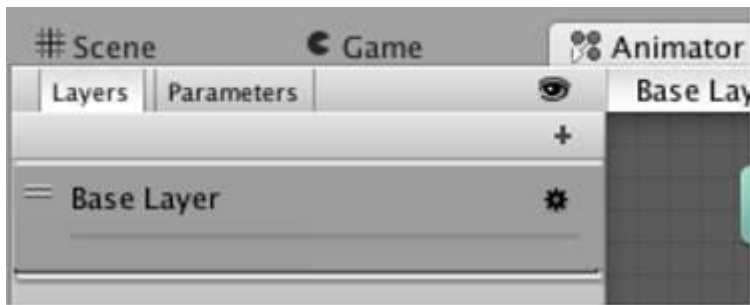
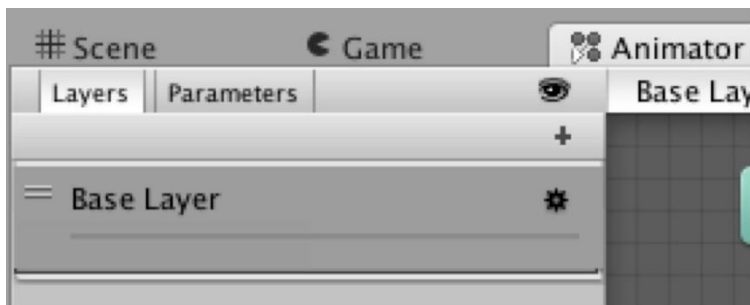
Controller: guard

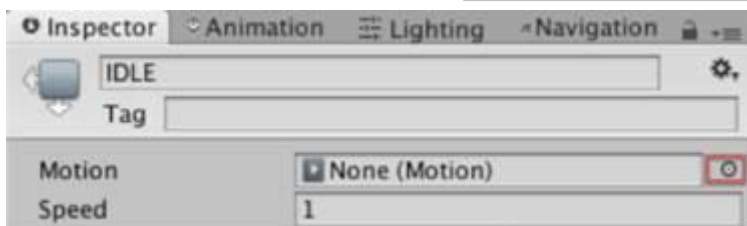
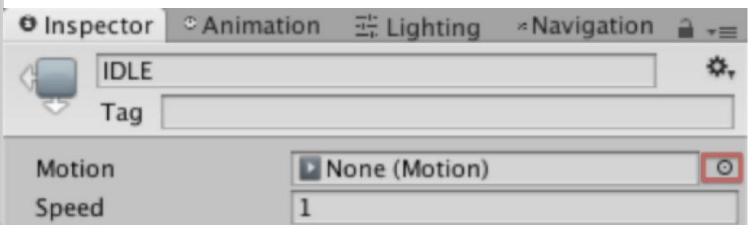
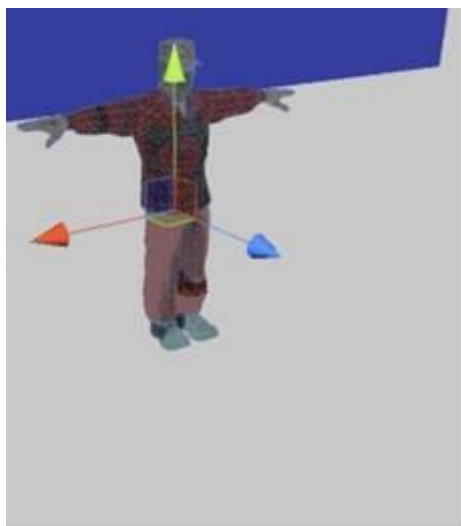
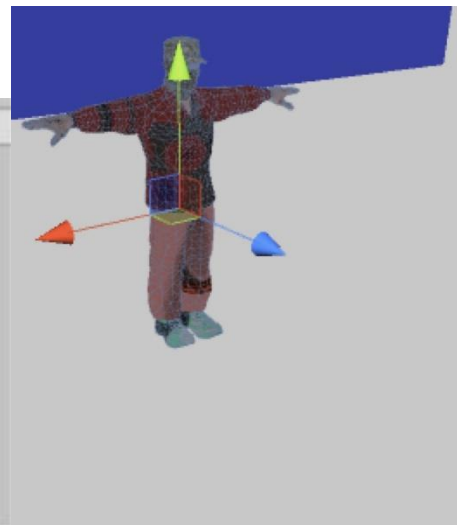
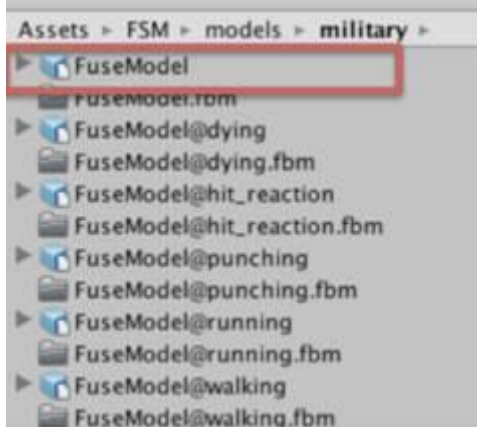
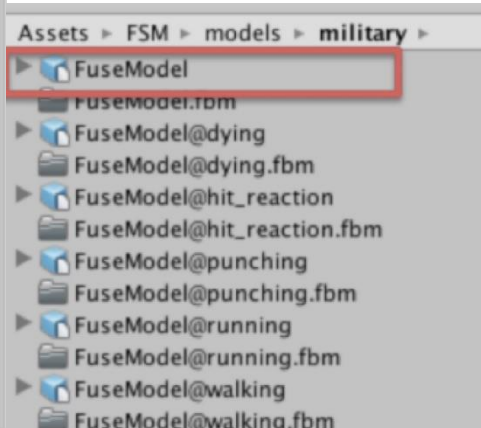
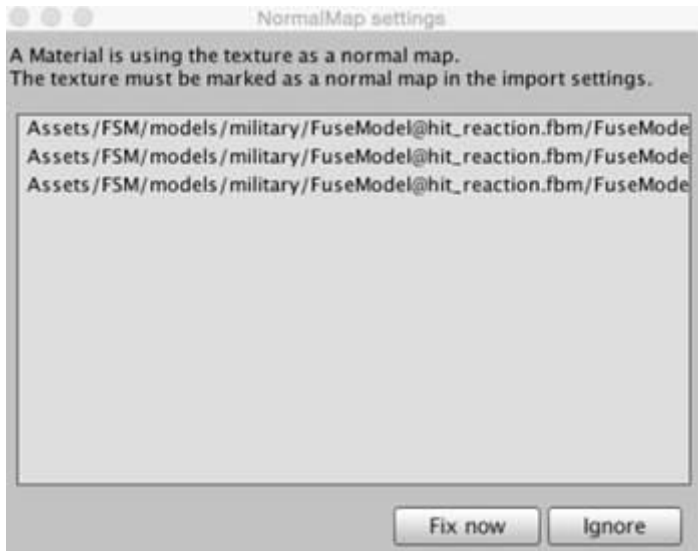
Avatar: None (Avatar)

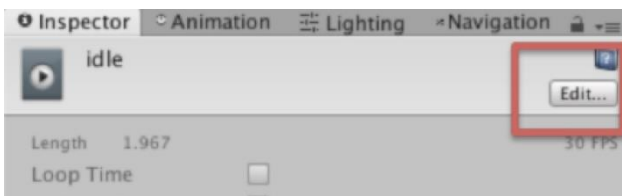
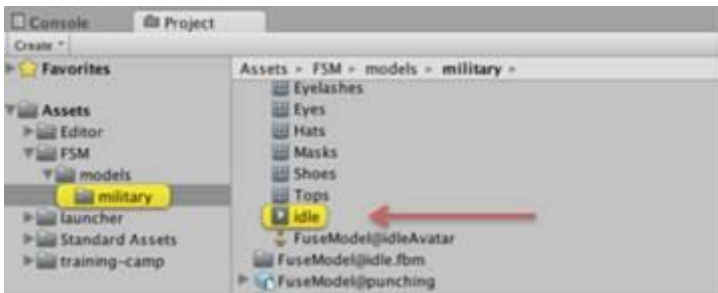
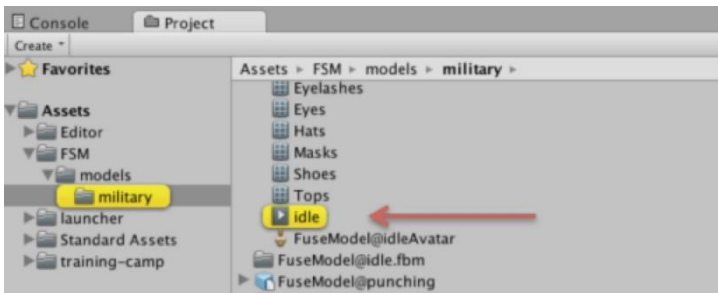
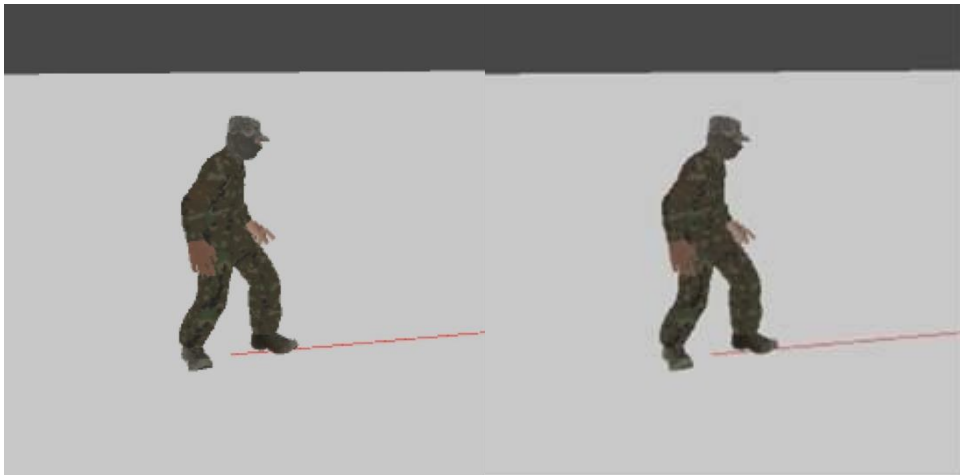
Apply Root Motion:

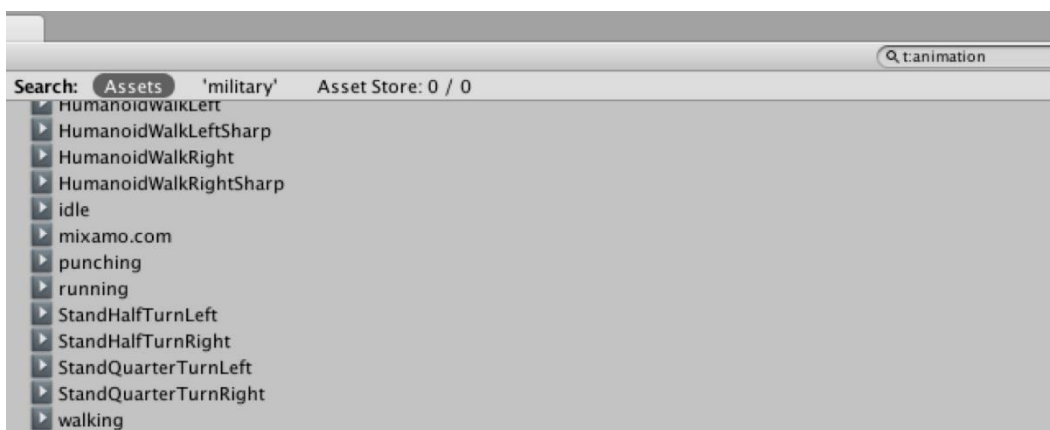
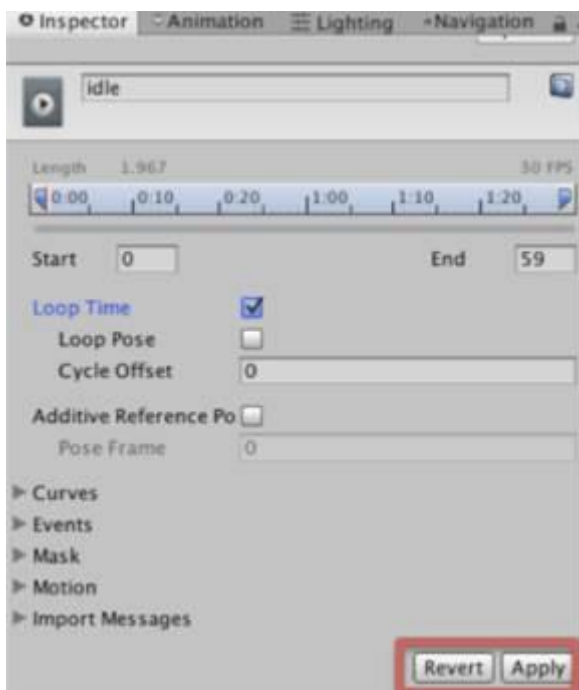
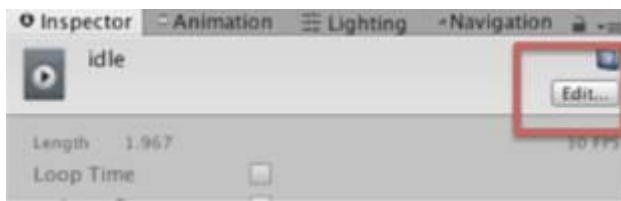
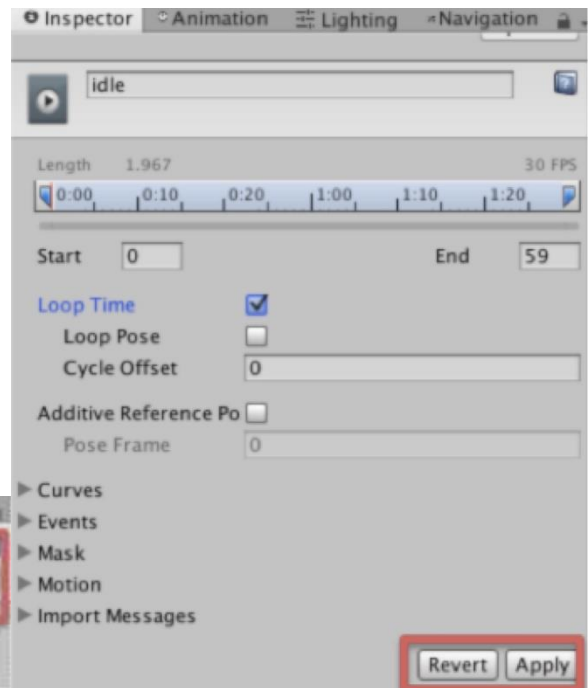
Update Mode: Normal

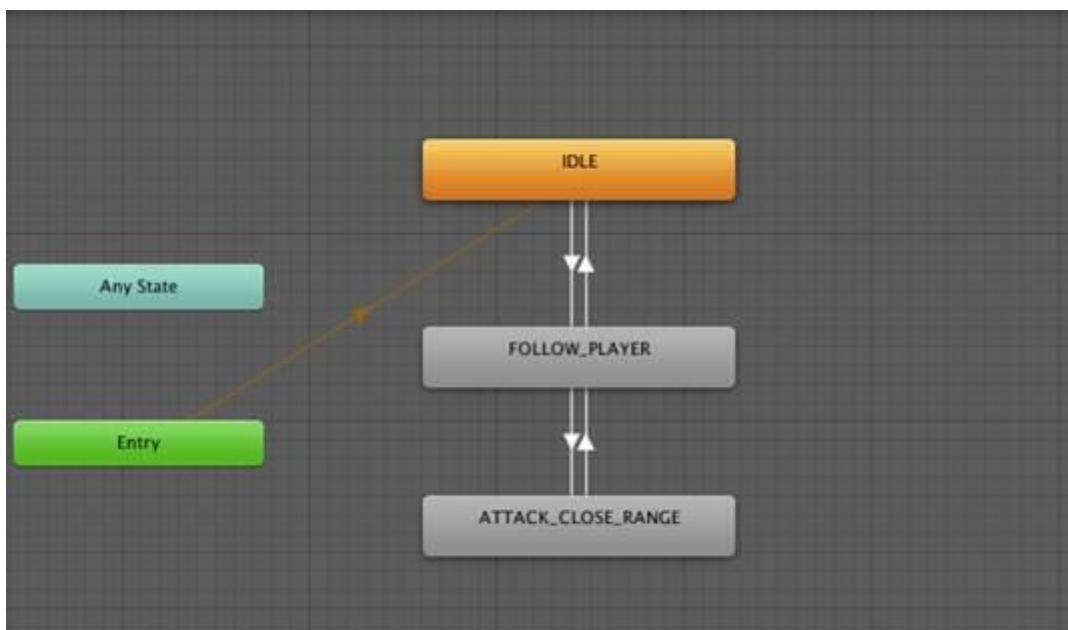
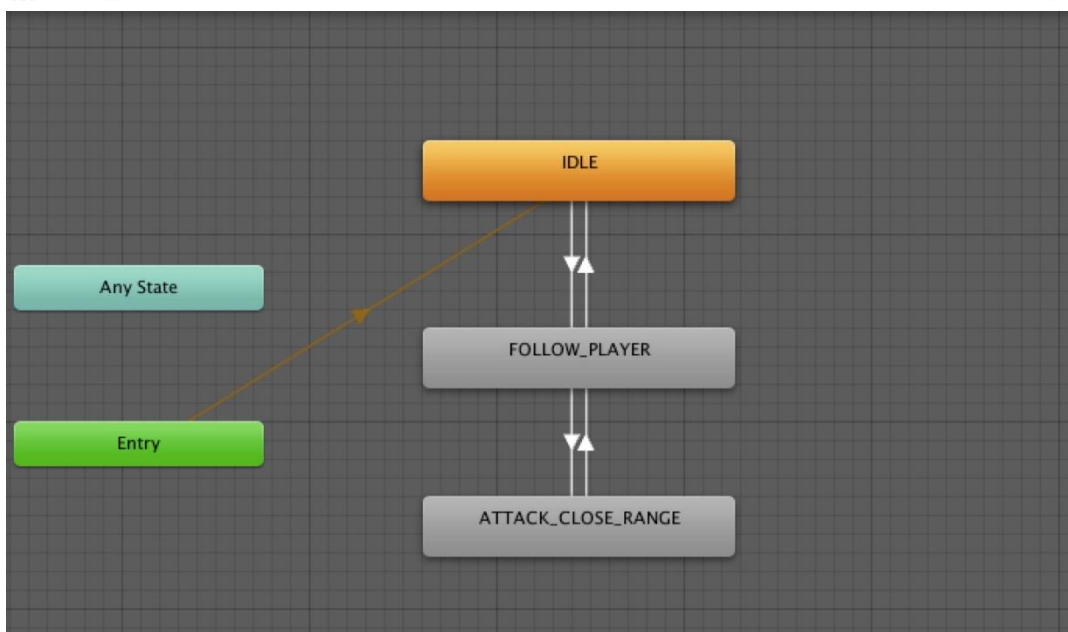
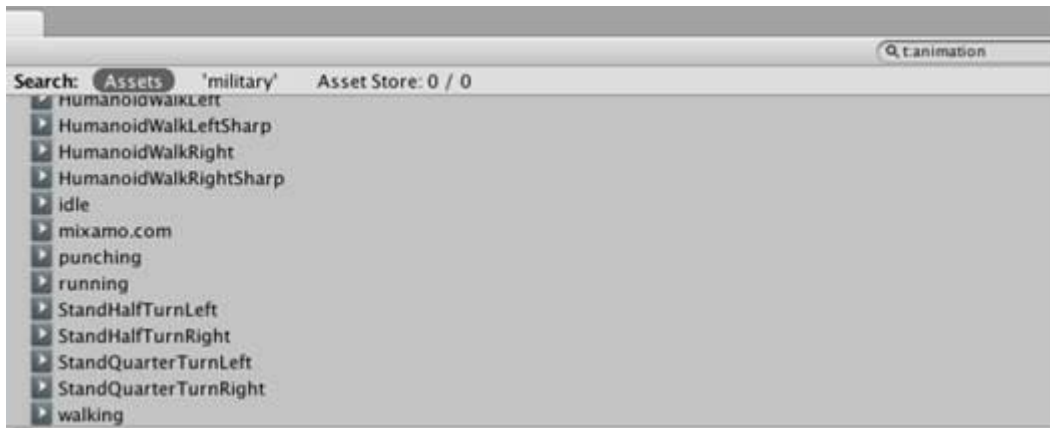
Culling Mode: Always Animate











Animator # Scene A

Layers Parameters

Q Name +

|                 |                          |
|-----------------|--------------------------|
| canSeePlayer    | <input type="checkbox"/> |
| withinArmsReach | <input type="checkbox"/> |

Animator # Scene A

Layers Parameters

Q Name +

|                 |                          |
|-----------------|--------------------------|
| canSeePlayer    | <input type="checkbox"/> |
| withinArmsReach | <input type="checkbox"/> |

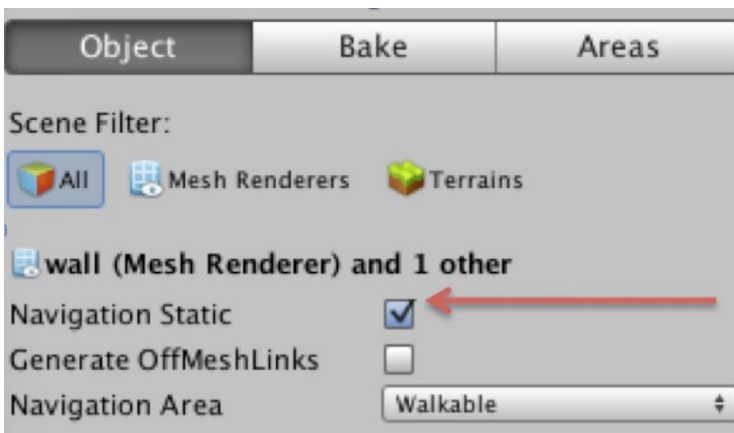
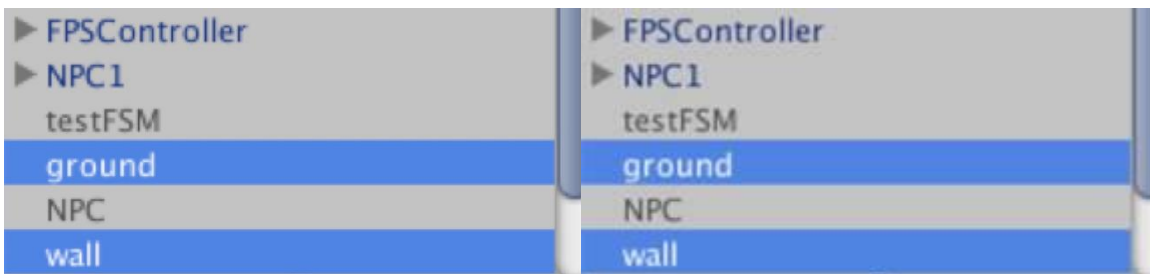
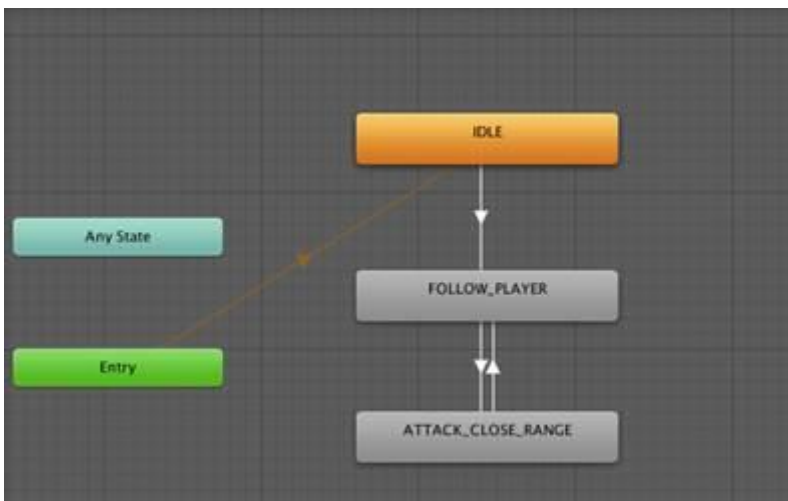
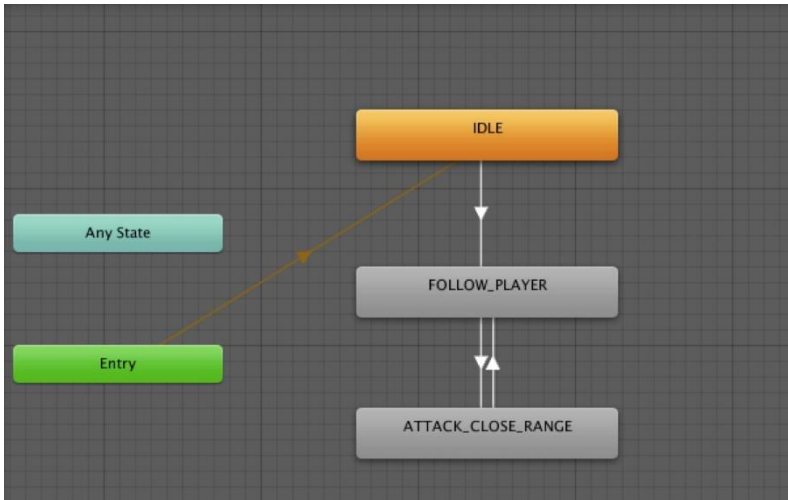


 **Delete selected asset?**  
FOLLOW\_PLAYER -> IDLE

Cancel Delete

 **Delete selected asset?**  
FOLLOW\_PLAYER -> IDLE

Cancel Delete



Object Bake Areas

Scene Filter:


All Mesh Renderers Terrains

wall (Mesh Renderer) and 1 other

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

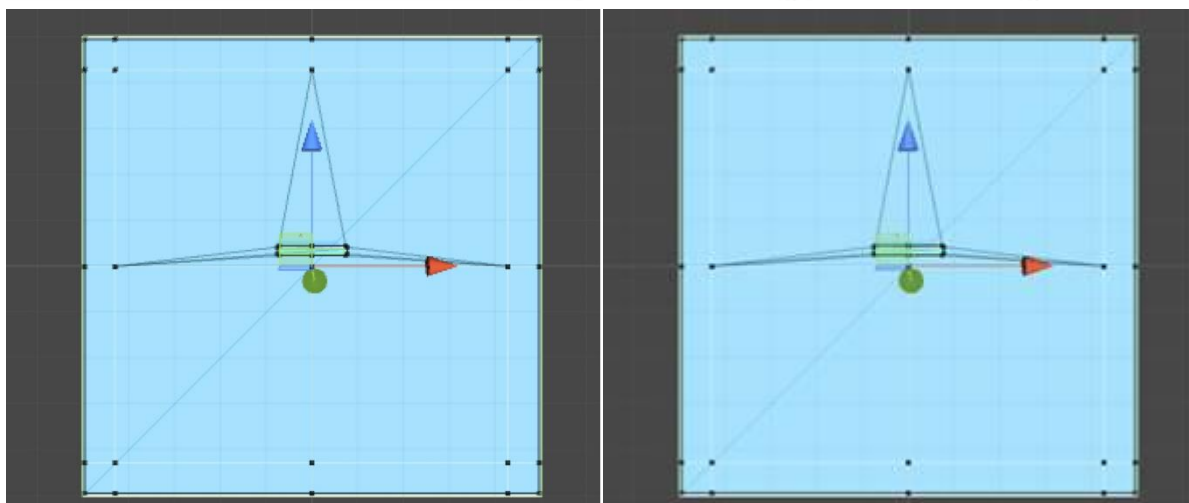
 **Change Static Flags**  
Do you want to enable the Navigation Static flag for all the child objects as well?

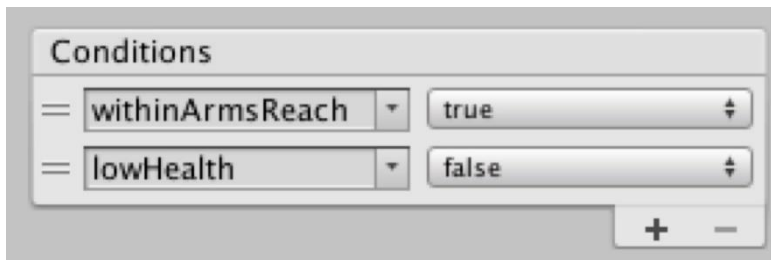
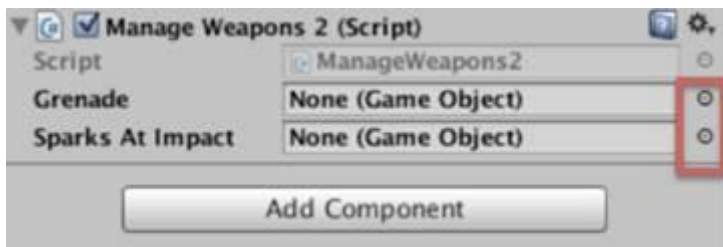
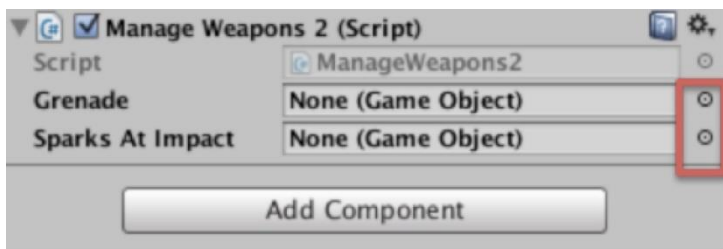
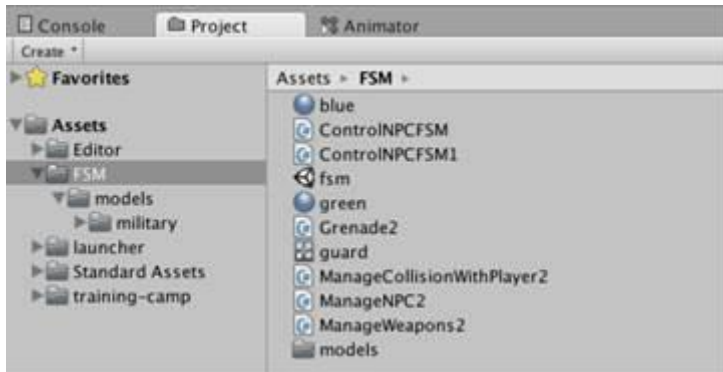
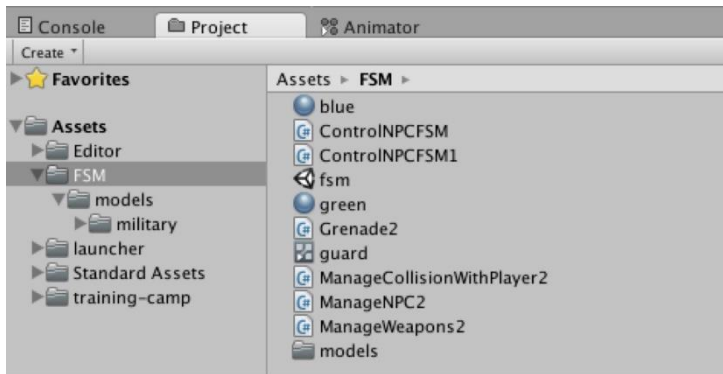
No, this object only Cancel Yes, change children

 **Change Static Flags**  
Do you want to enable the Navigation Static flag for all the child objects as well?

No, this object only Cancel Yes, change children

Clear Bake Clear Bake

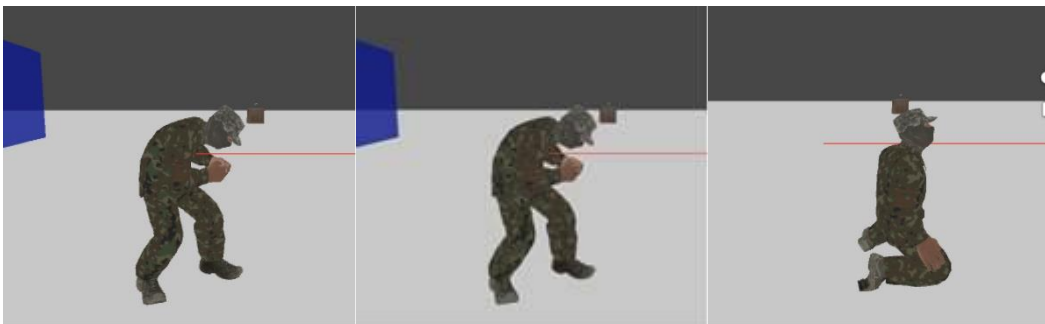
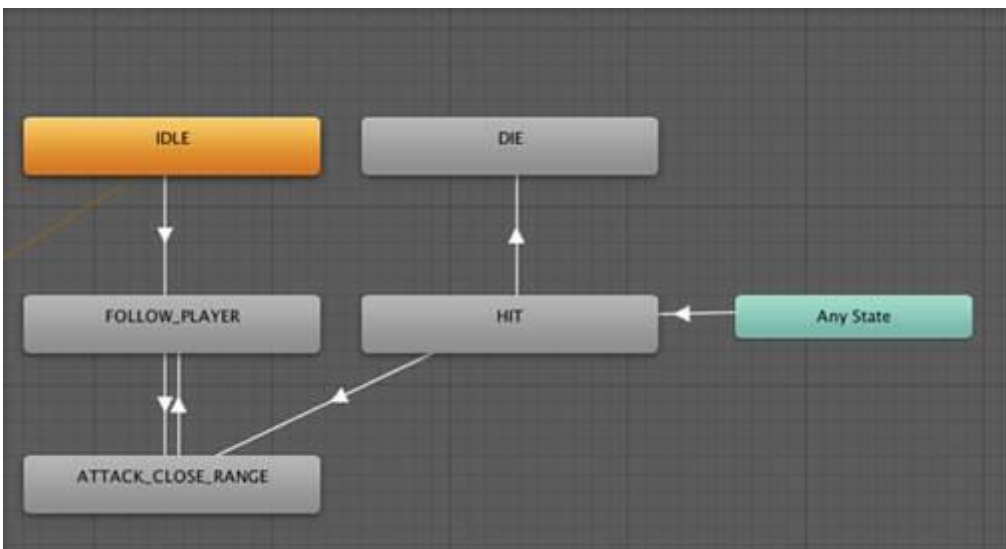
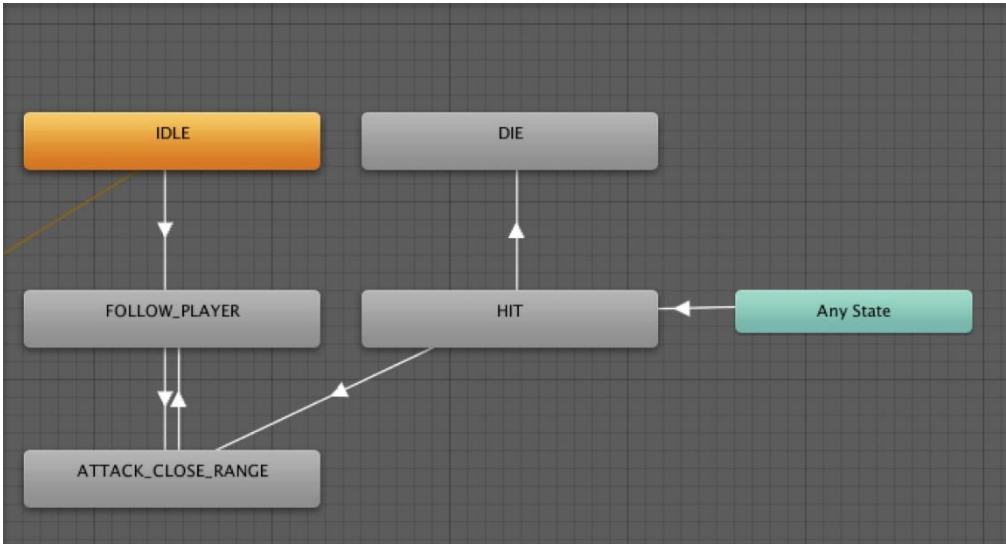


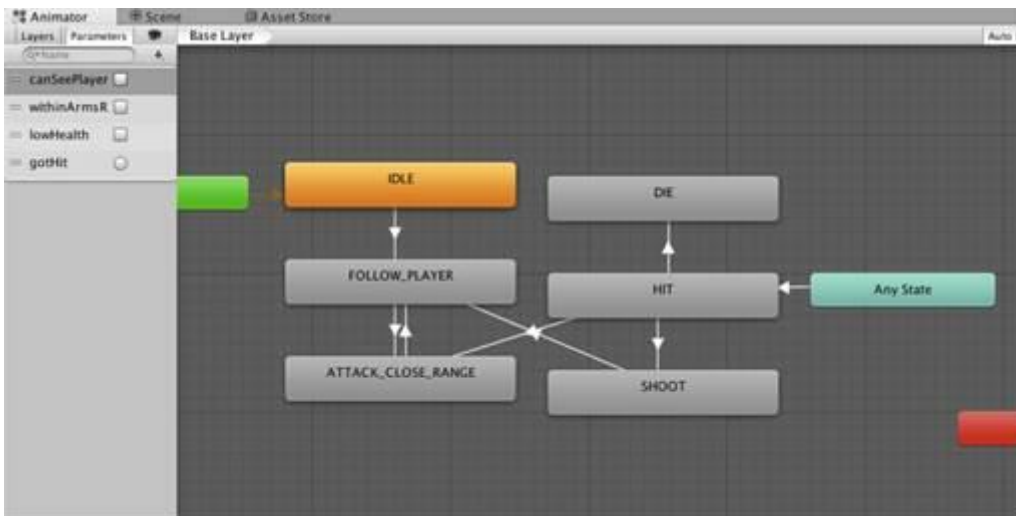
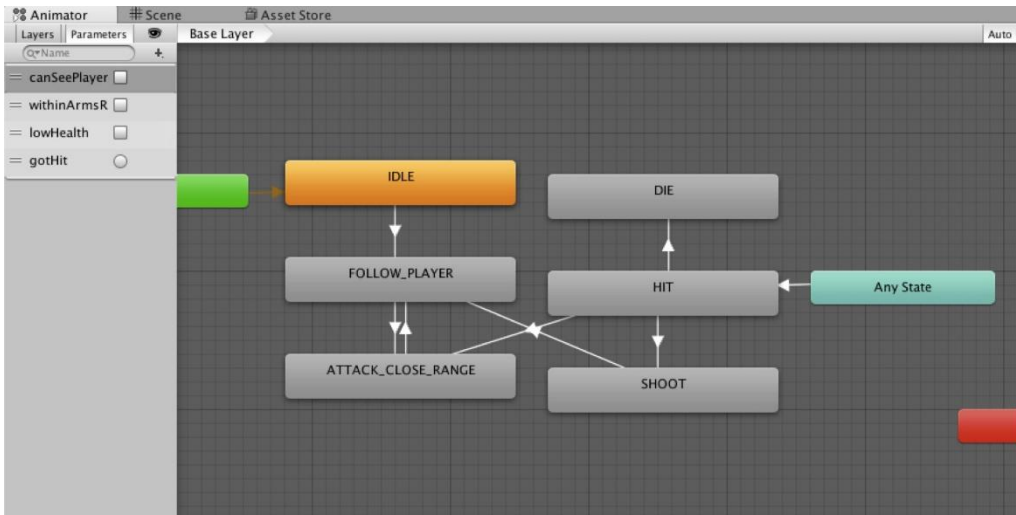
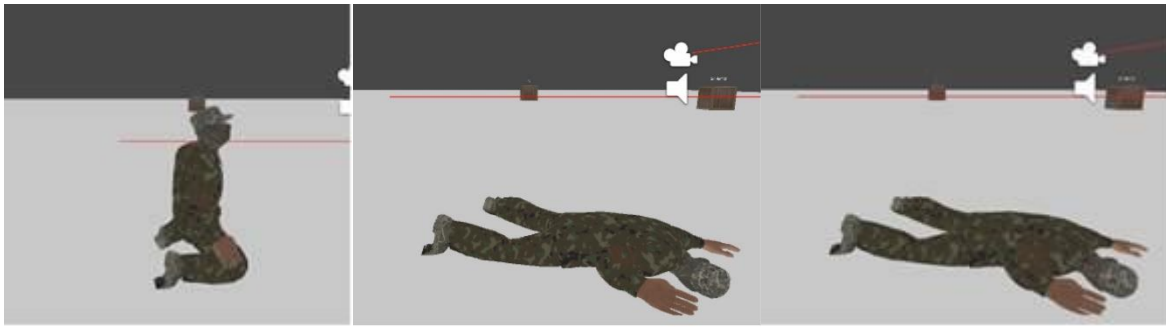


Conditions

|   |                 |       |
|---|-----------------|-------|
| = | withinArmsReach | true  |
| = | lowHealth       | false |

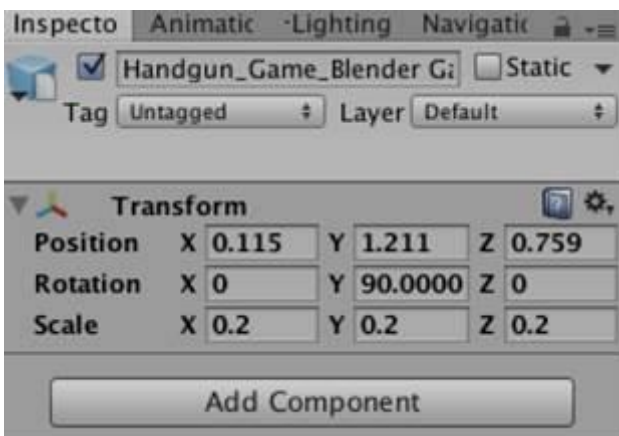
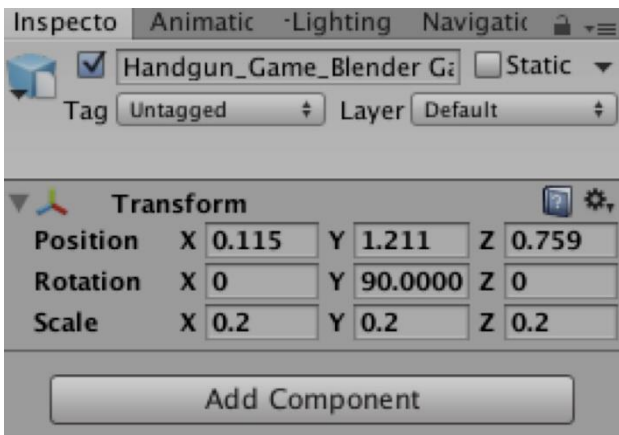
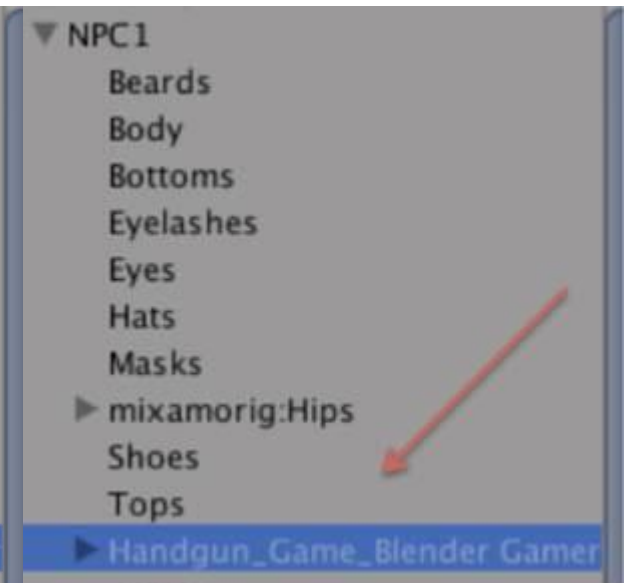
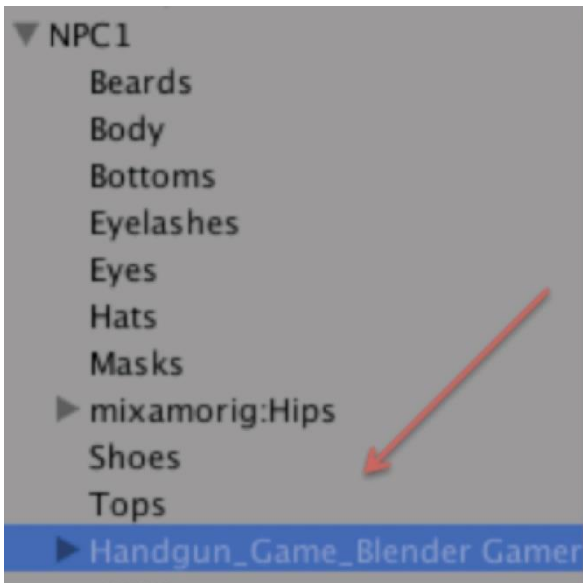
+ -

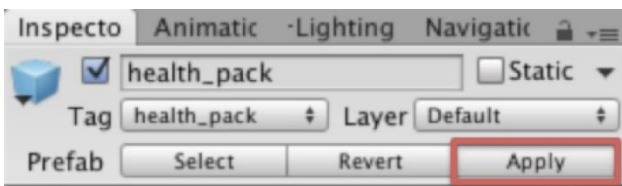
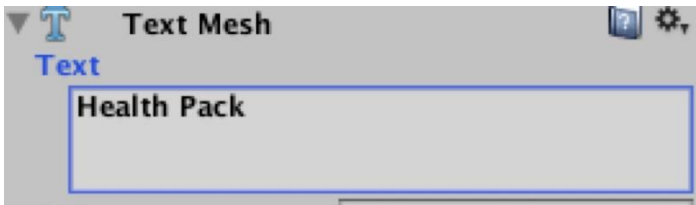
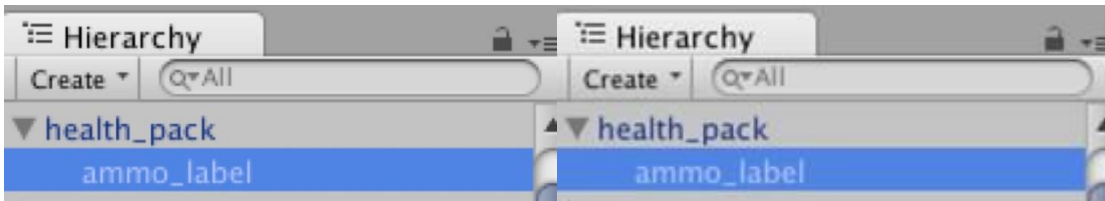
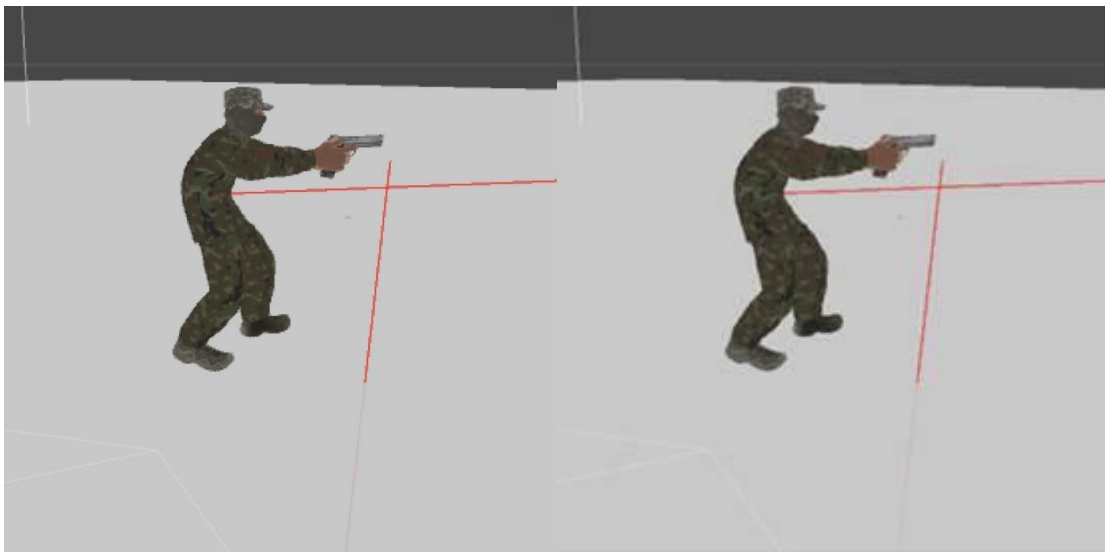
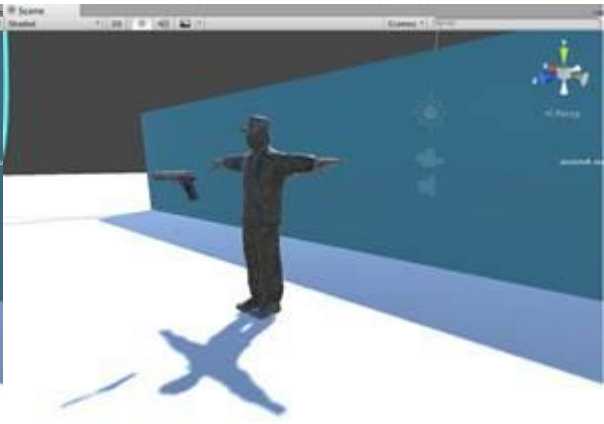
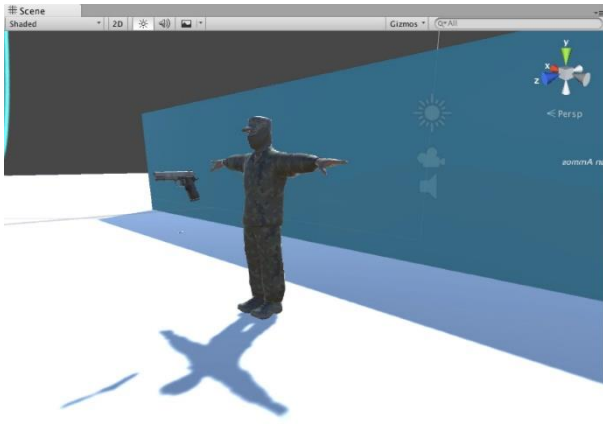


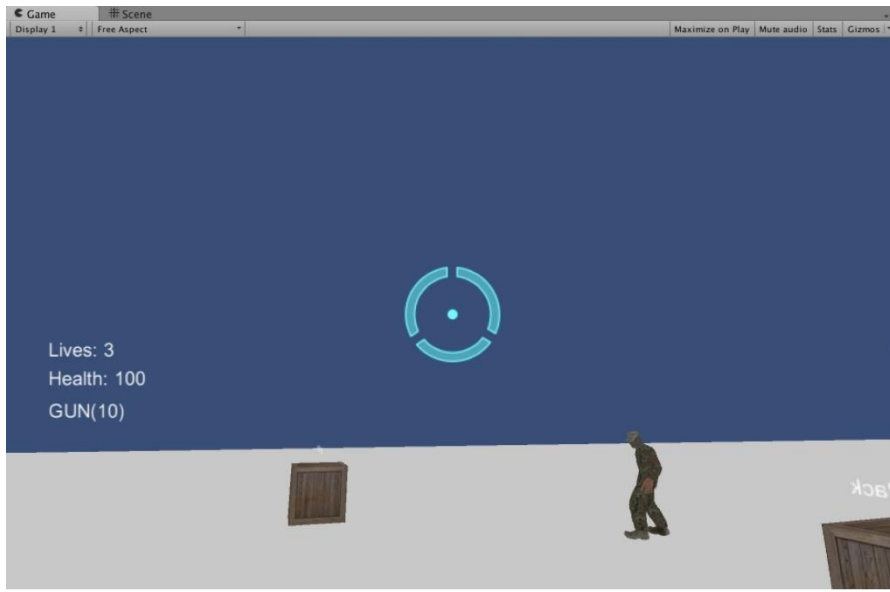
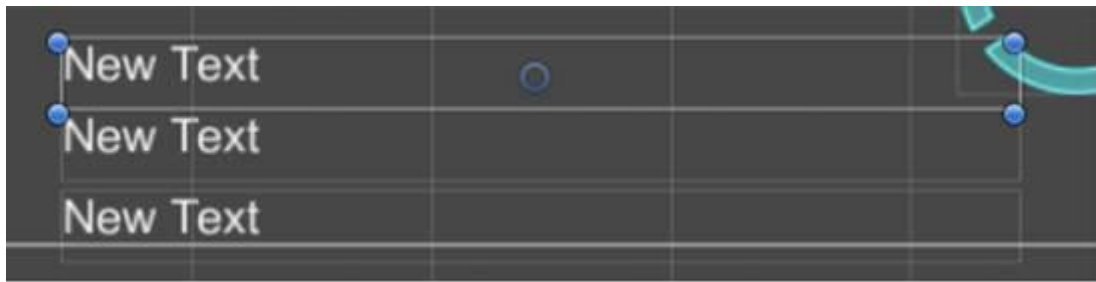
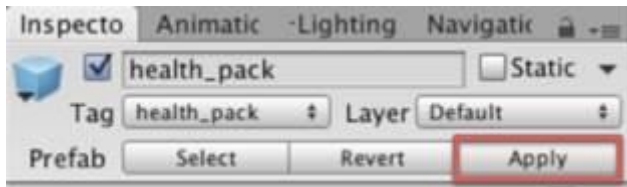


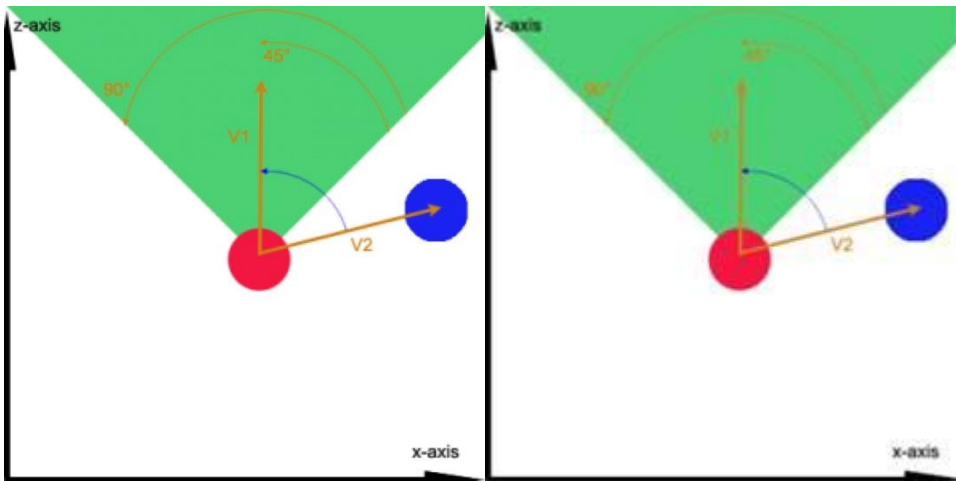
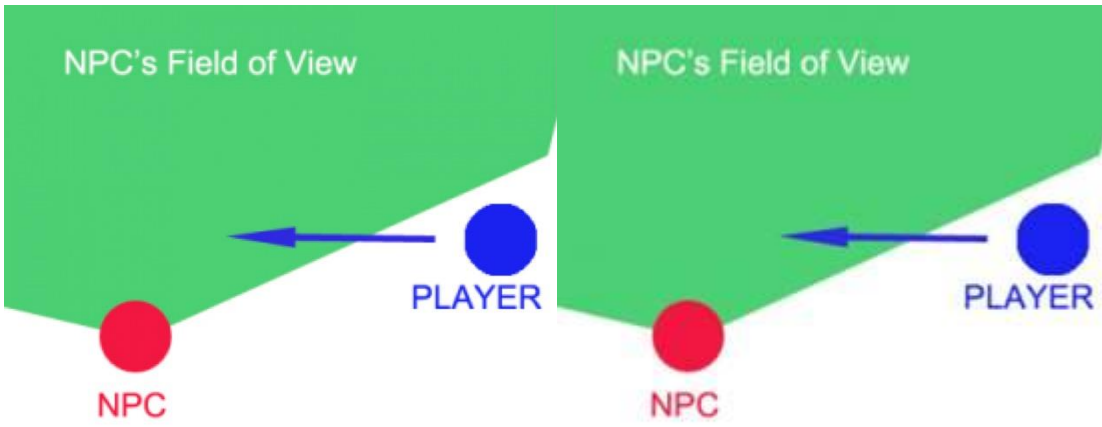
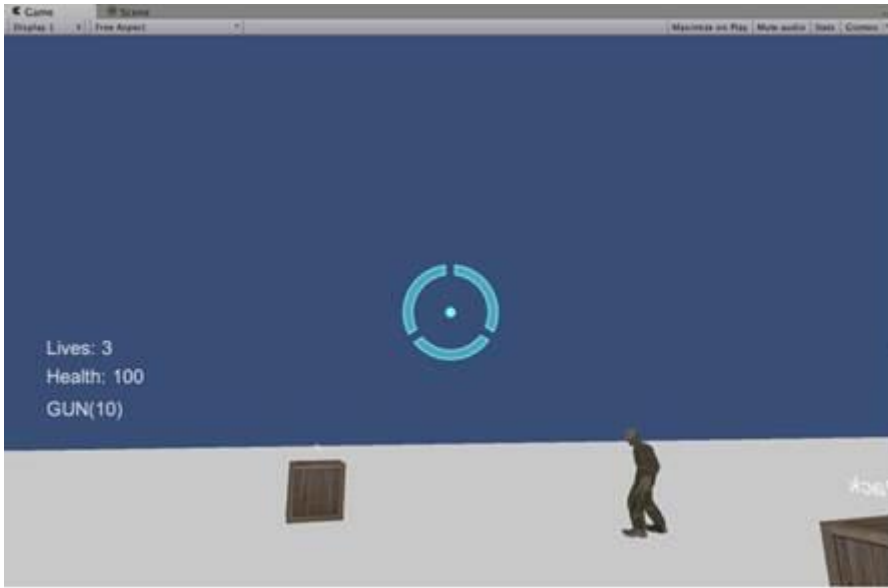
- ▶ Handgun\_Game\_Blender Gamer Engine
- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

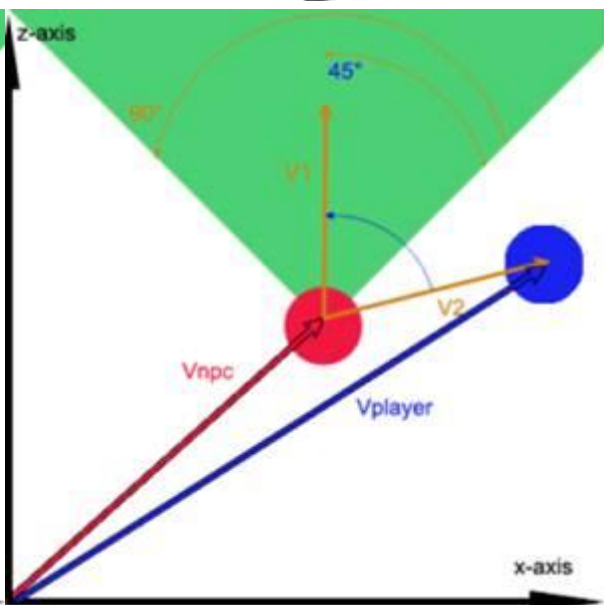
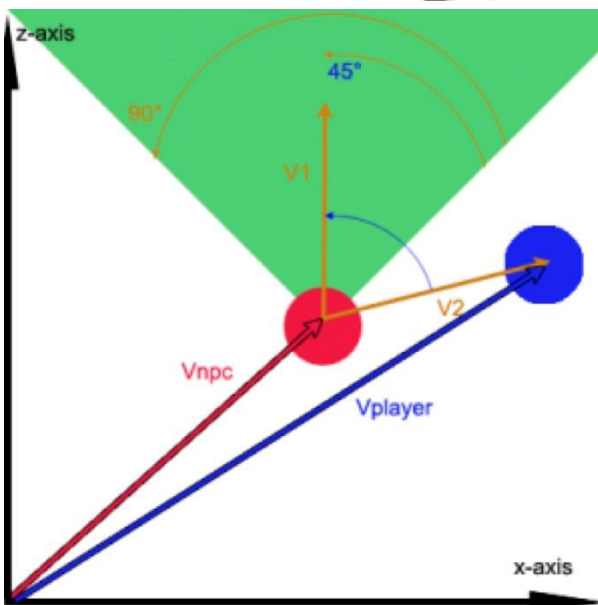
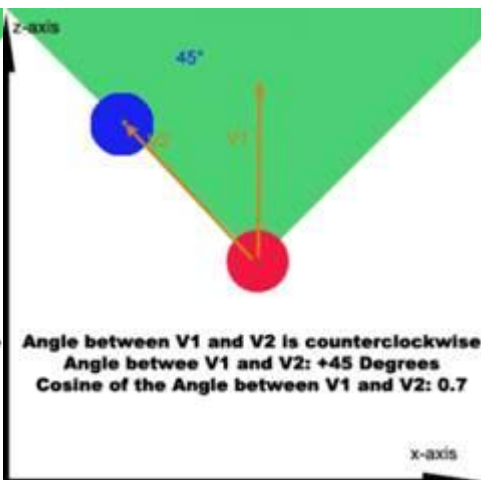
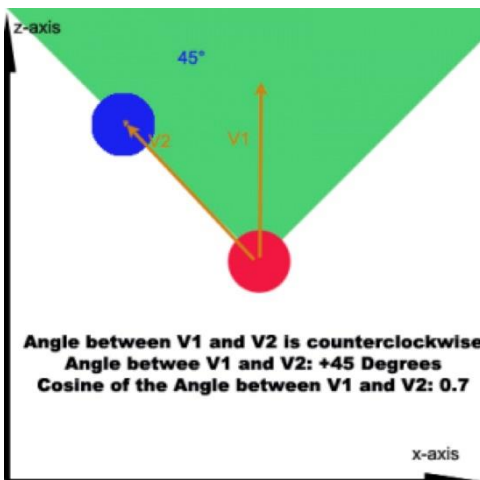
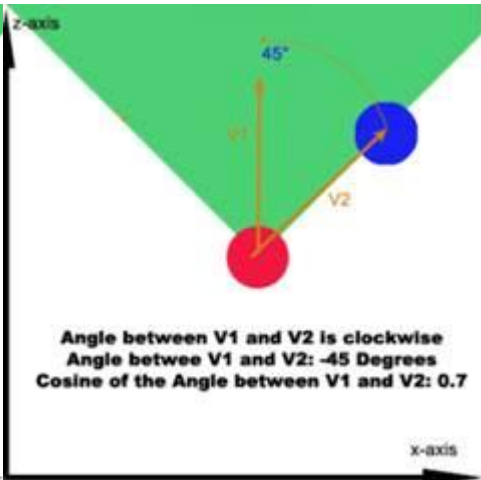
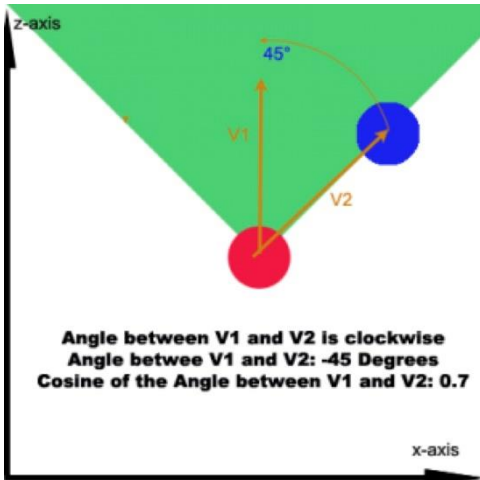
- ▶ Handgun\_Game\_Blender Gamer Engine
- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

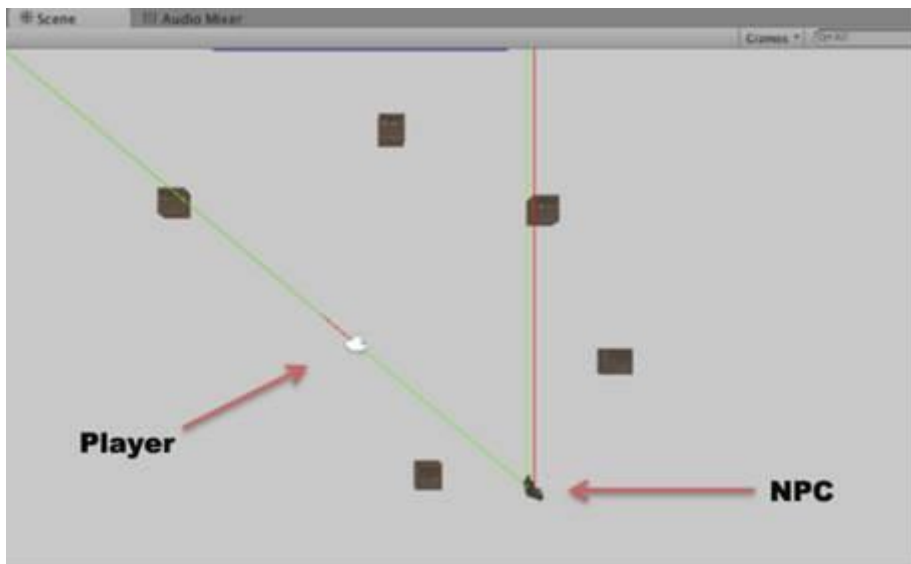
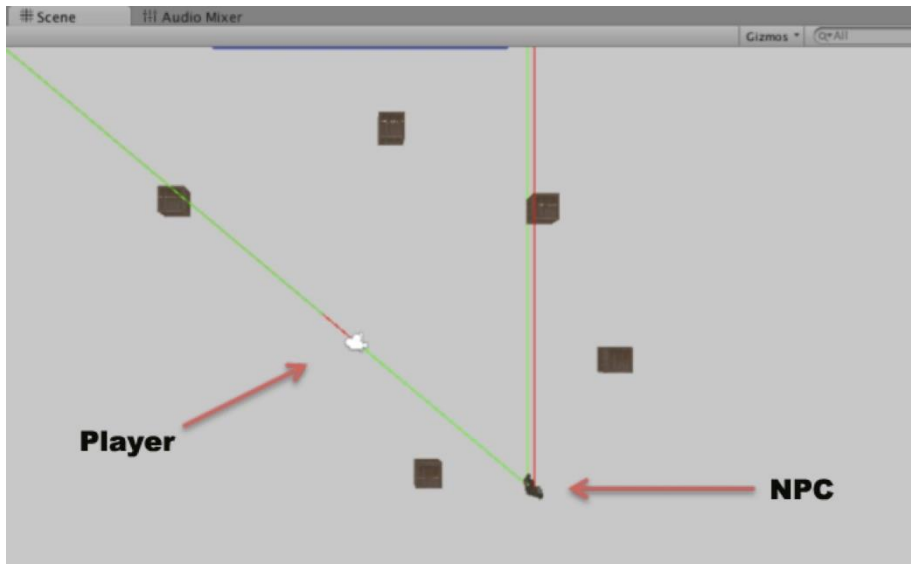












**▼ Rect Transform**  



stretch  Left 0 Top 0 Pos Z 0


stretch  Right 1 Bottom 1  


**▼ Rect Transform**  


stretch  Left 0 Top 0 Pos Z 0

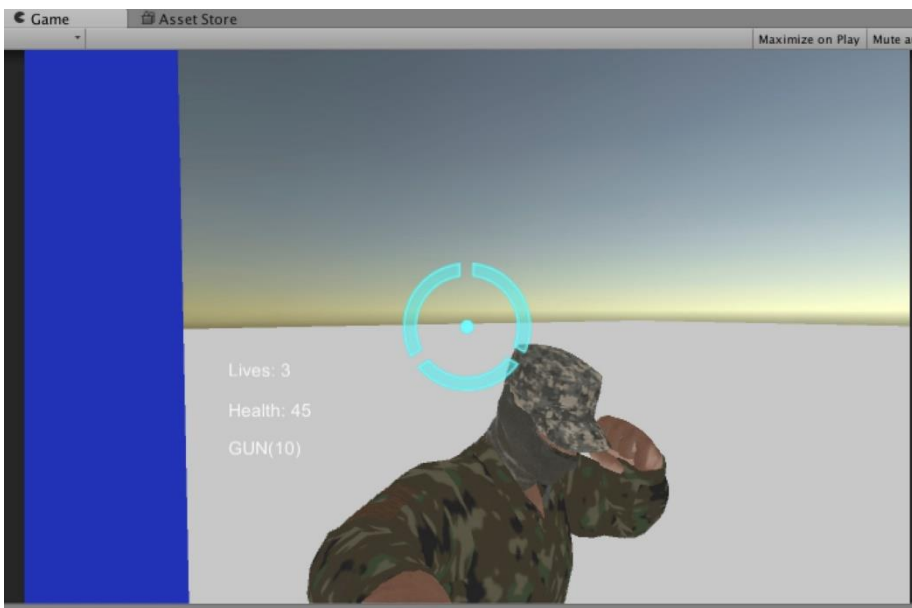
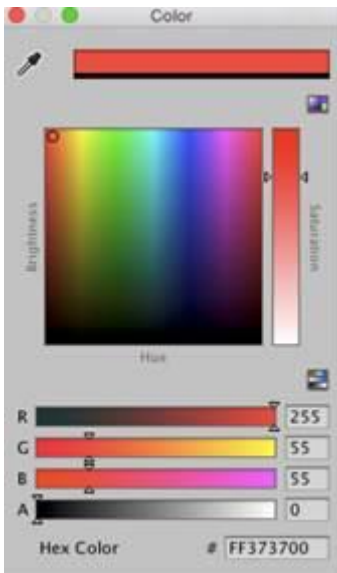
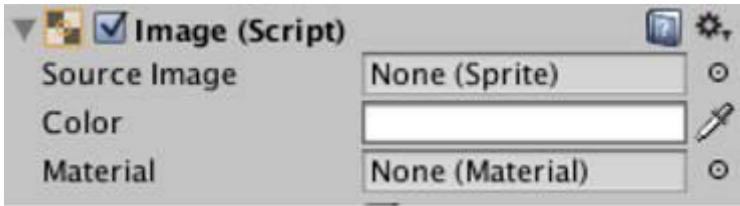
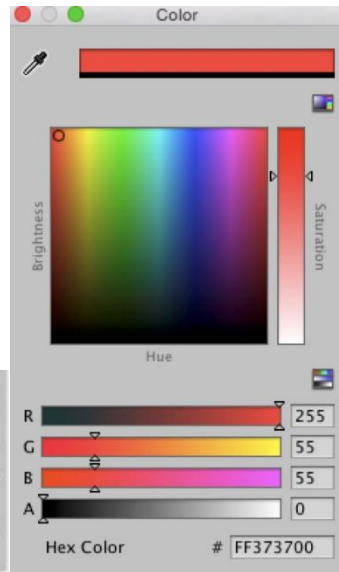
stretch  Right 1 Bottom 1  

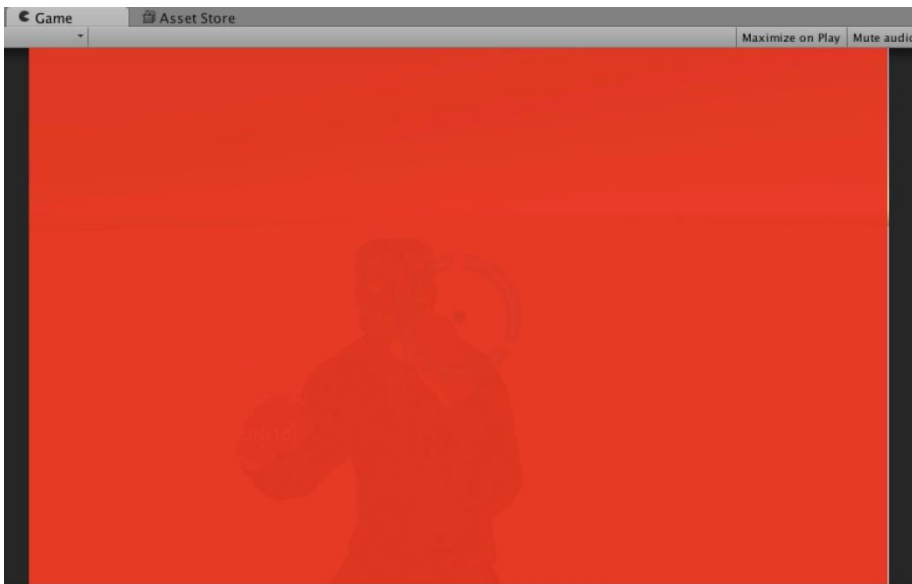
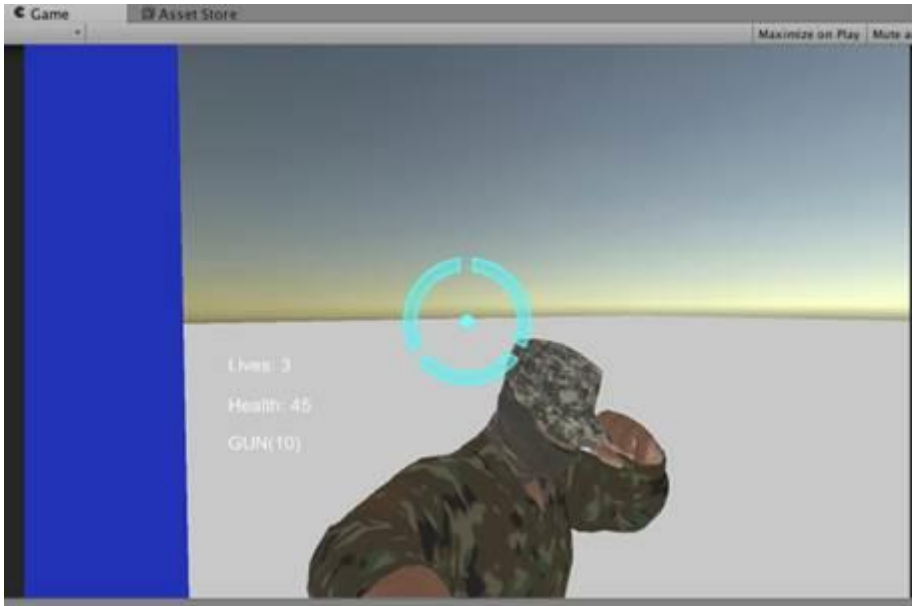
**▼  Image (Script)**  

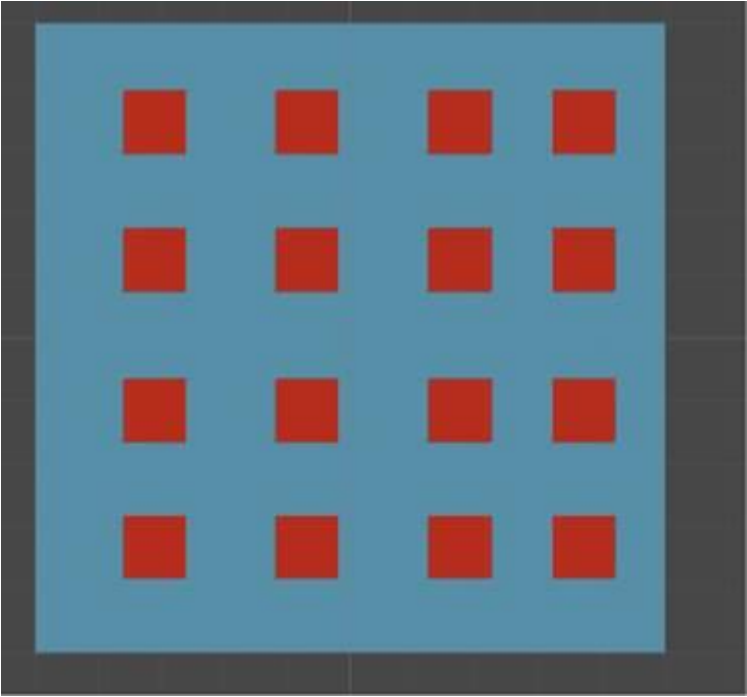
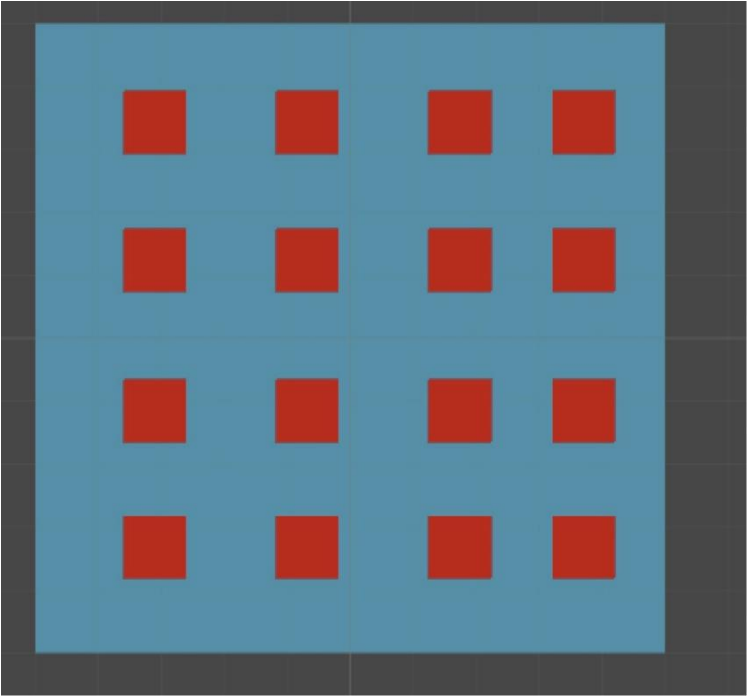
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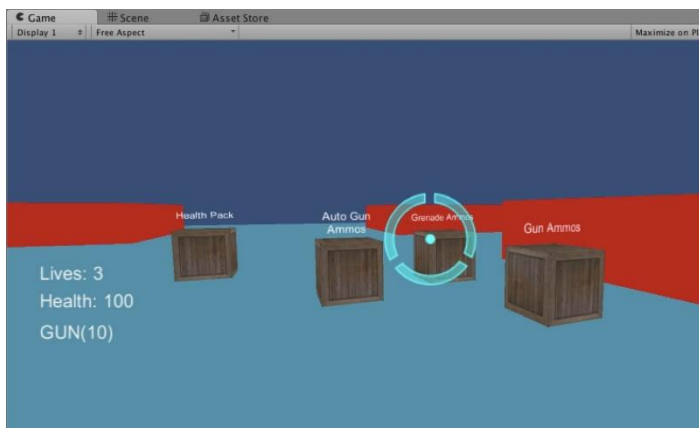
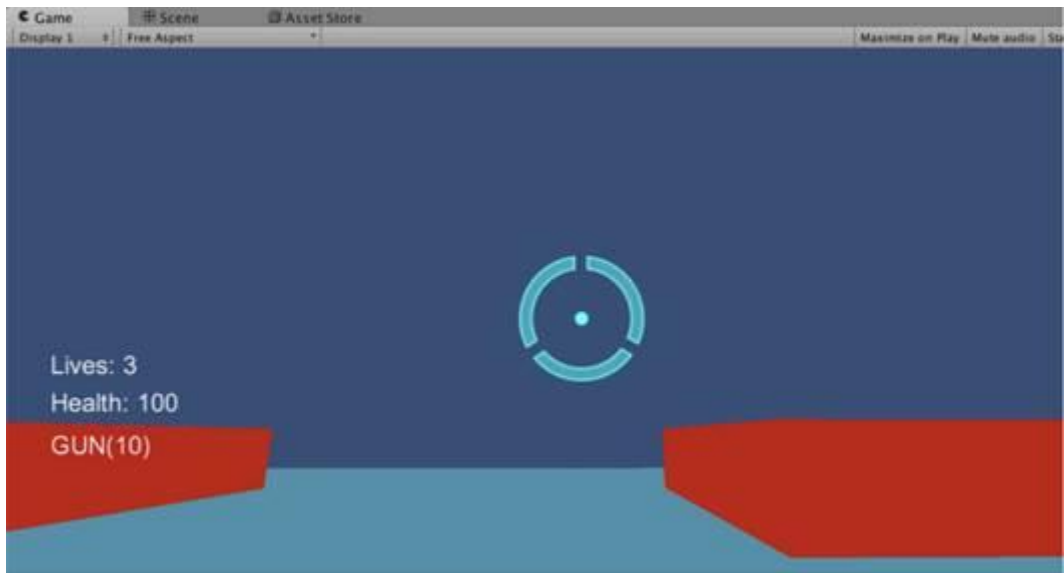
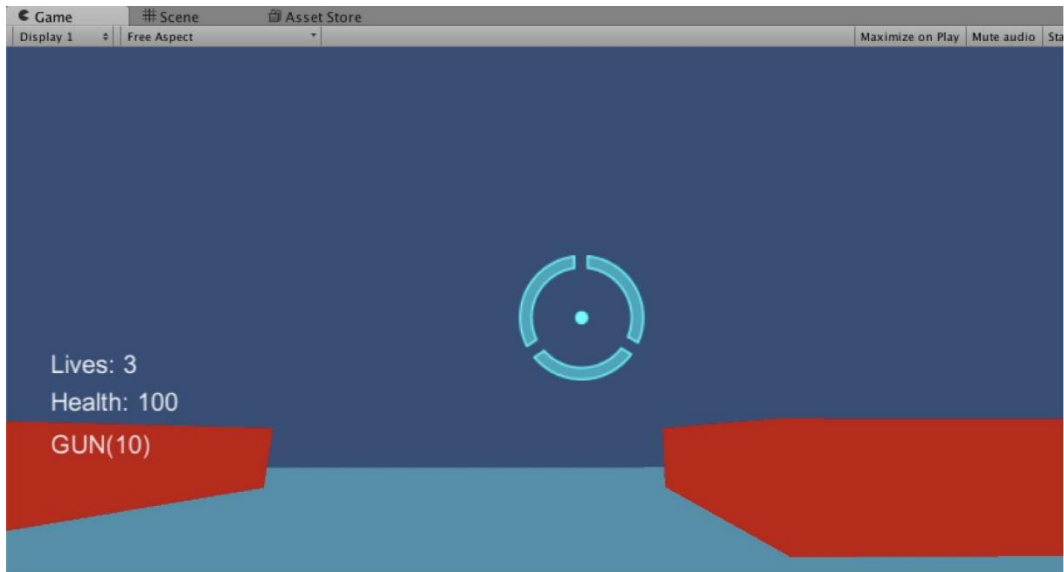
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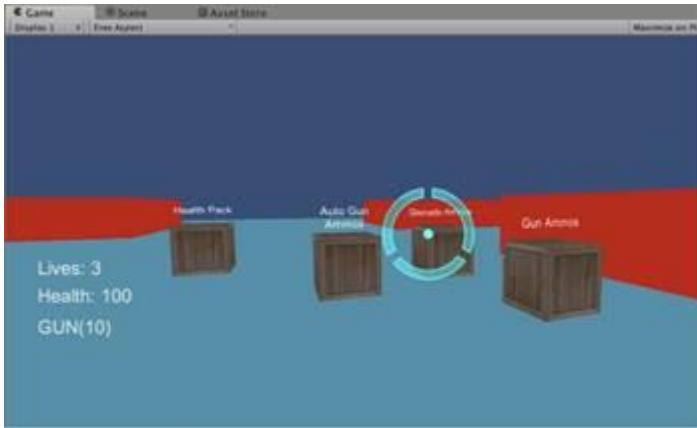
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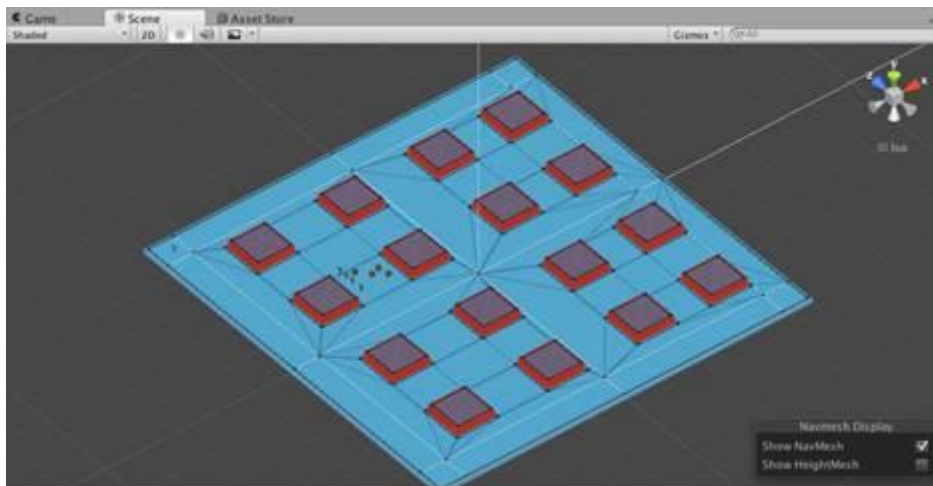
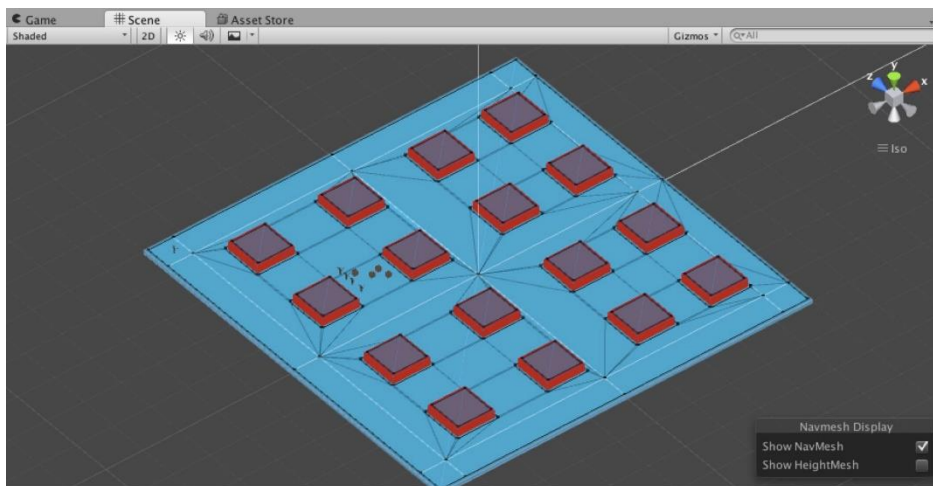
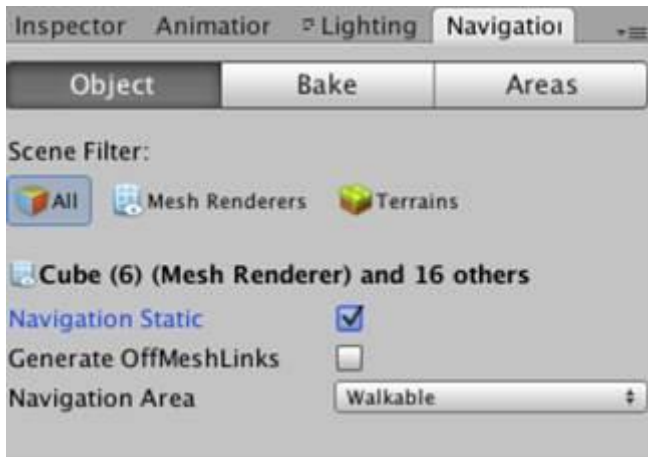


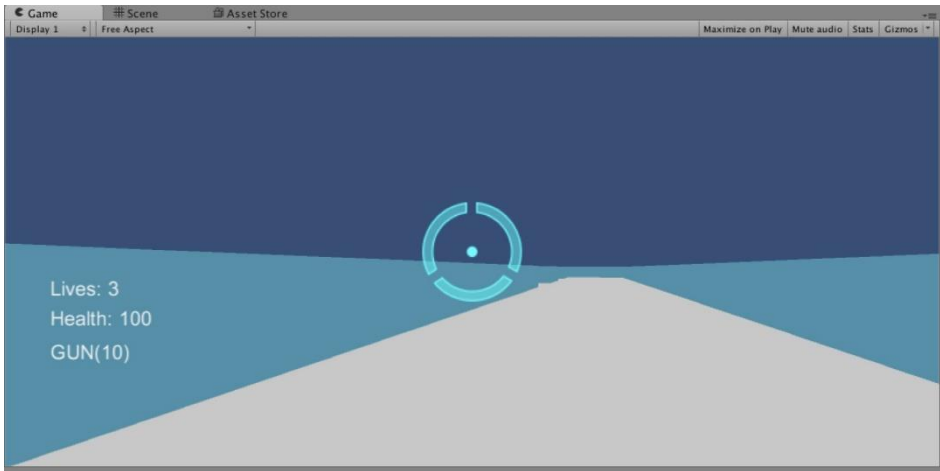
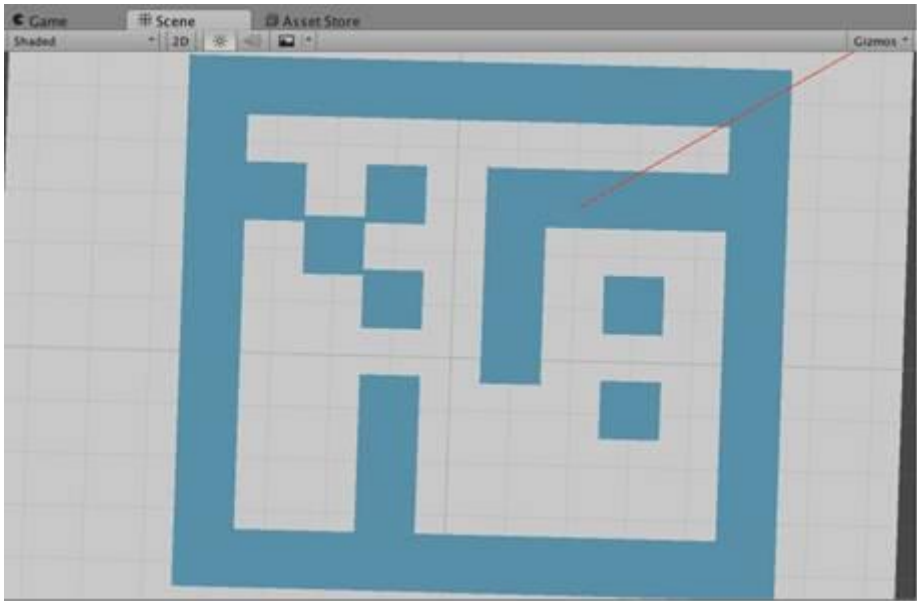
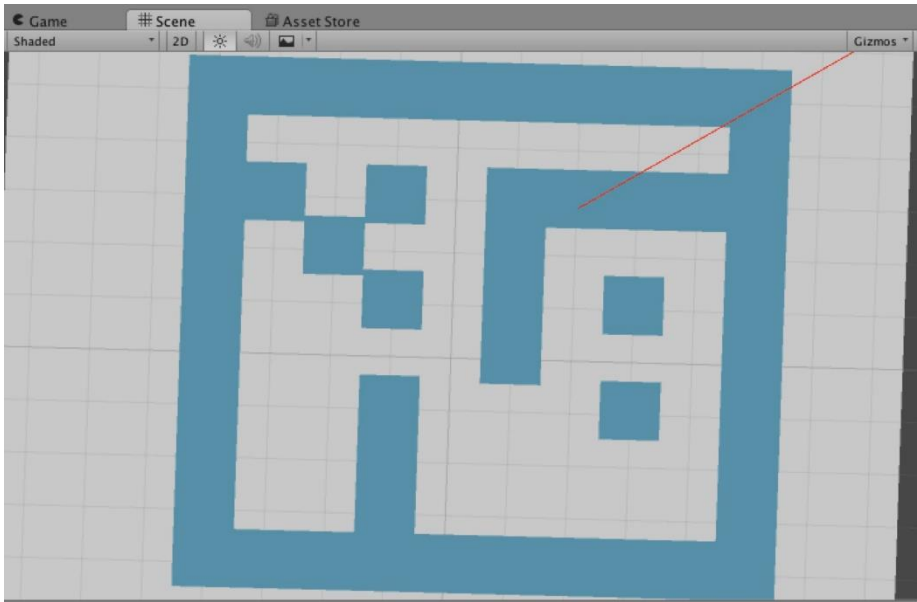


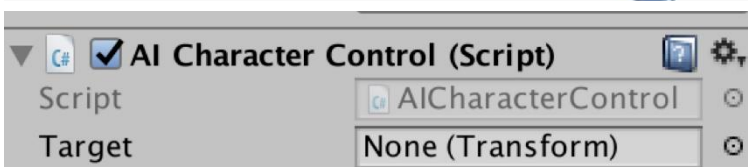
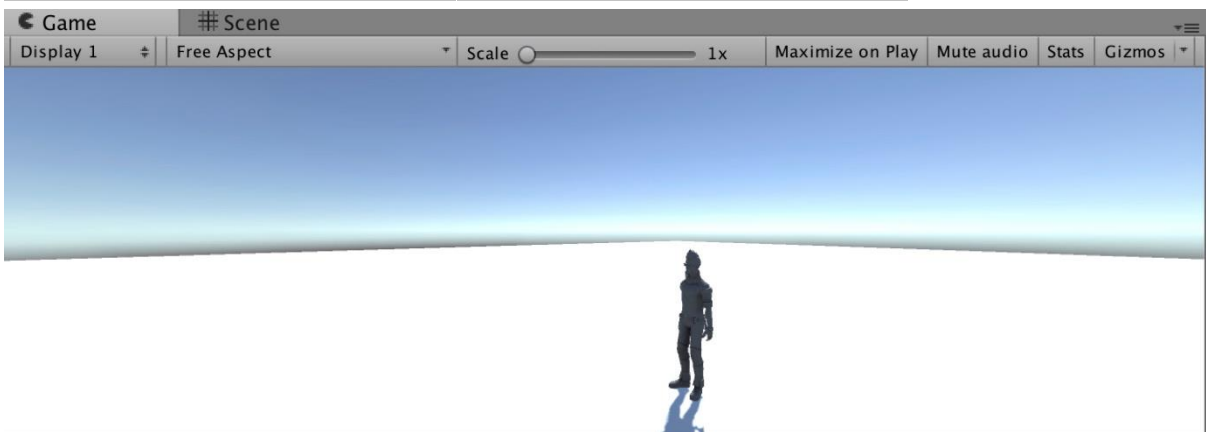
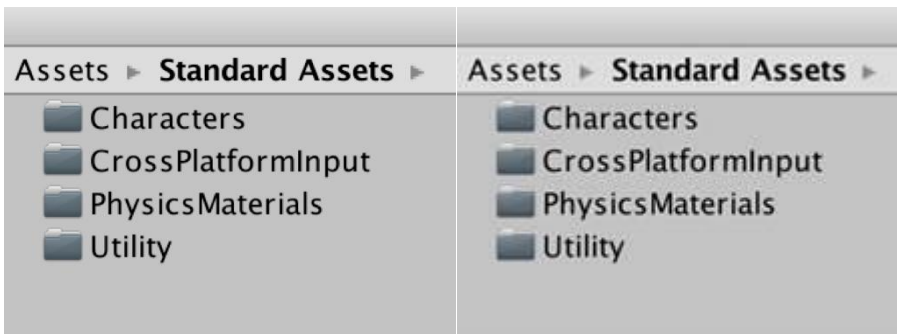
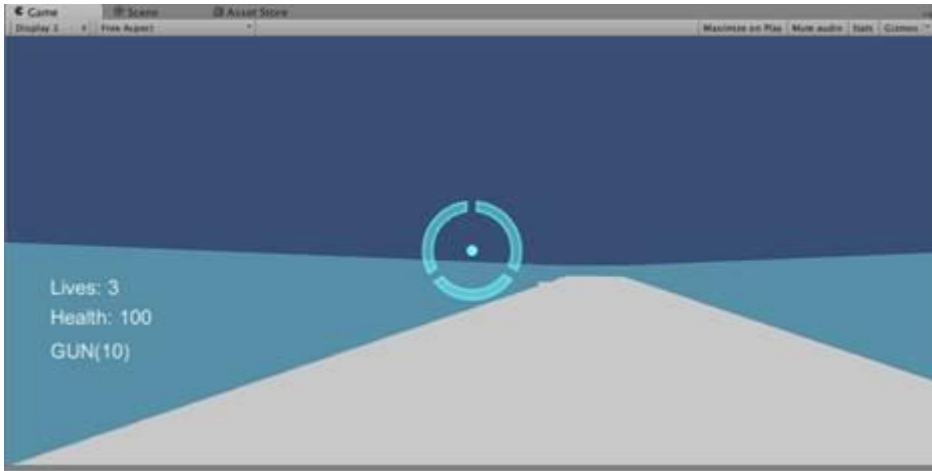


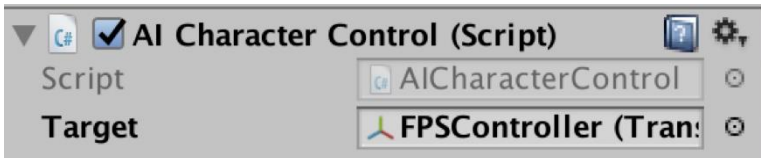
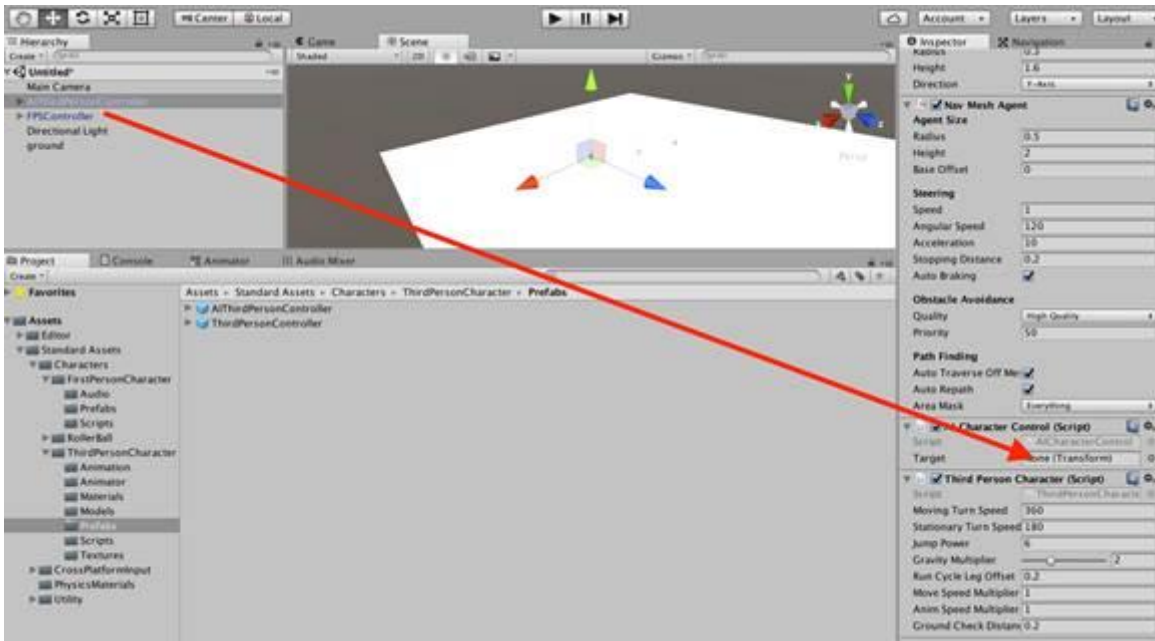
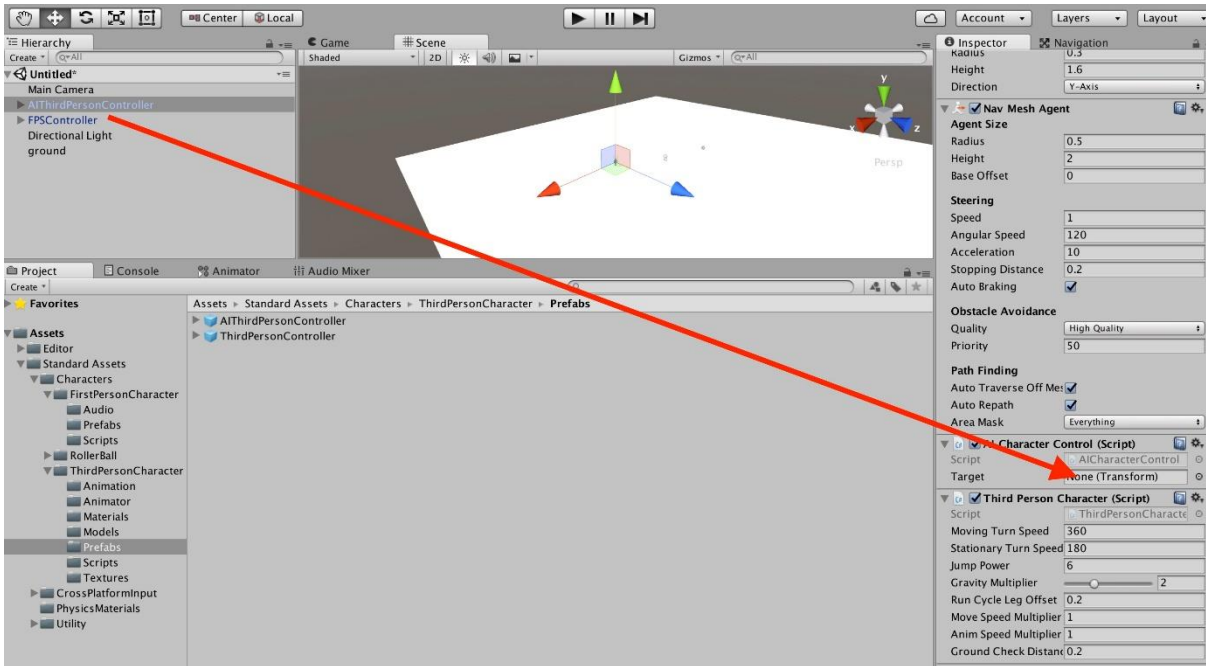
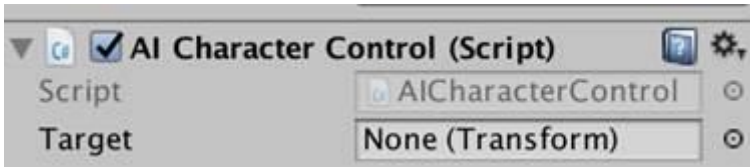












Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

ground (Mesh Renderer)

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

ground (Mesh Renderer)

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

Clear Bake

Clear Bake

Navmesh Display

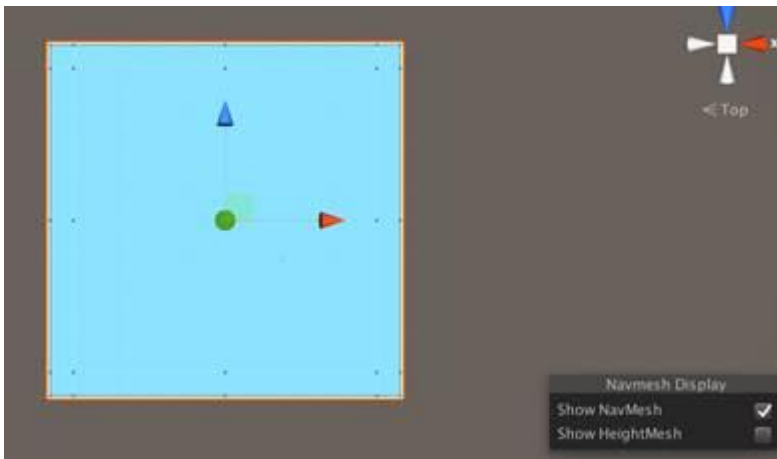
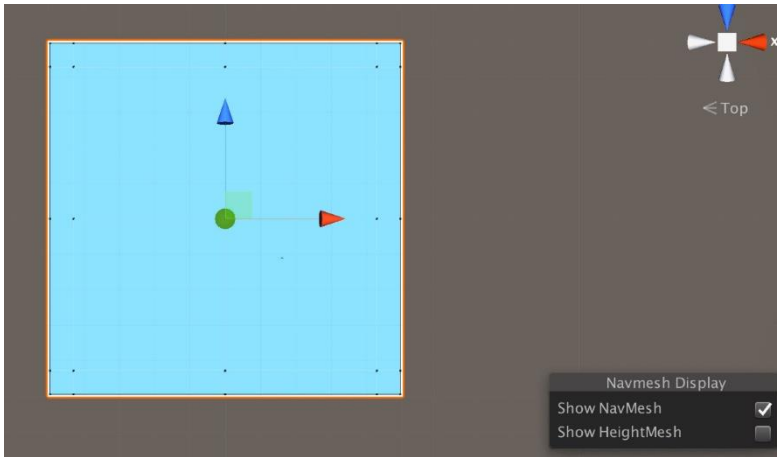
Show NavMesh

Show HeightMesh




Navmesh Display

Show NavMesh

Show HeightMesh





**Inspector**   **Navigation**

 **red**    




Shader **Standard**

Rendering Mode **Opaque**

**Main Maps**

- Albedo  
- Metallic  **0**
- Smoothness  **0.5**
- Source **Metallic Alpha**



**Inspector**   **Navigation**


 **red**    


**Shader**   Standard

**Rendering Mode**   Opaque

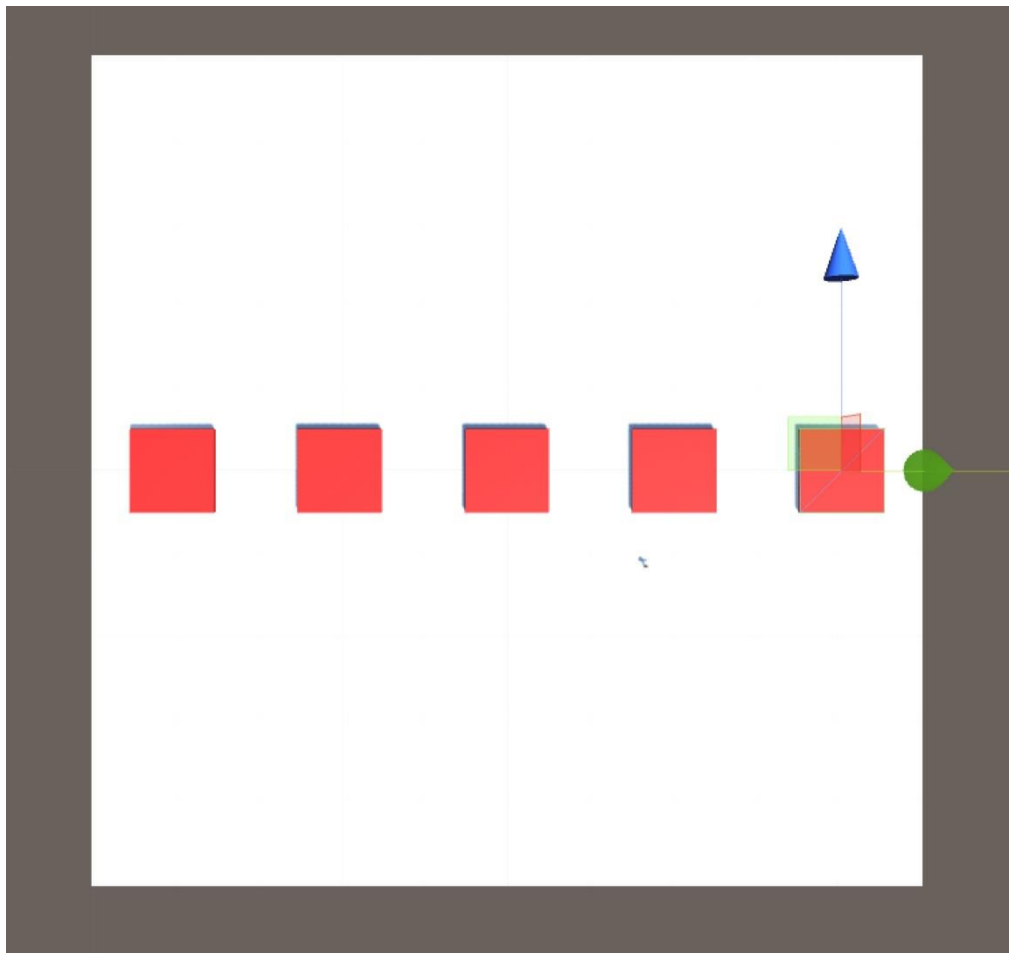
**Main Maps**

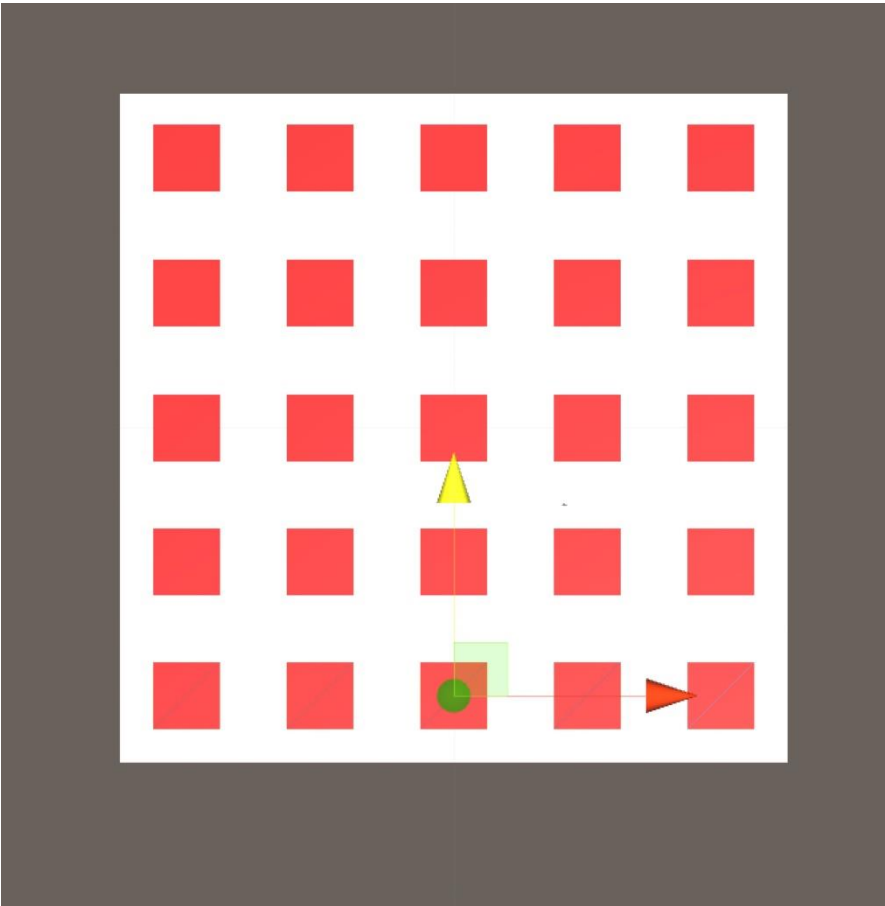
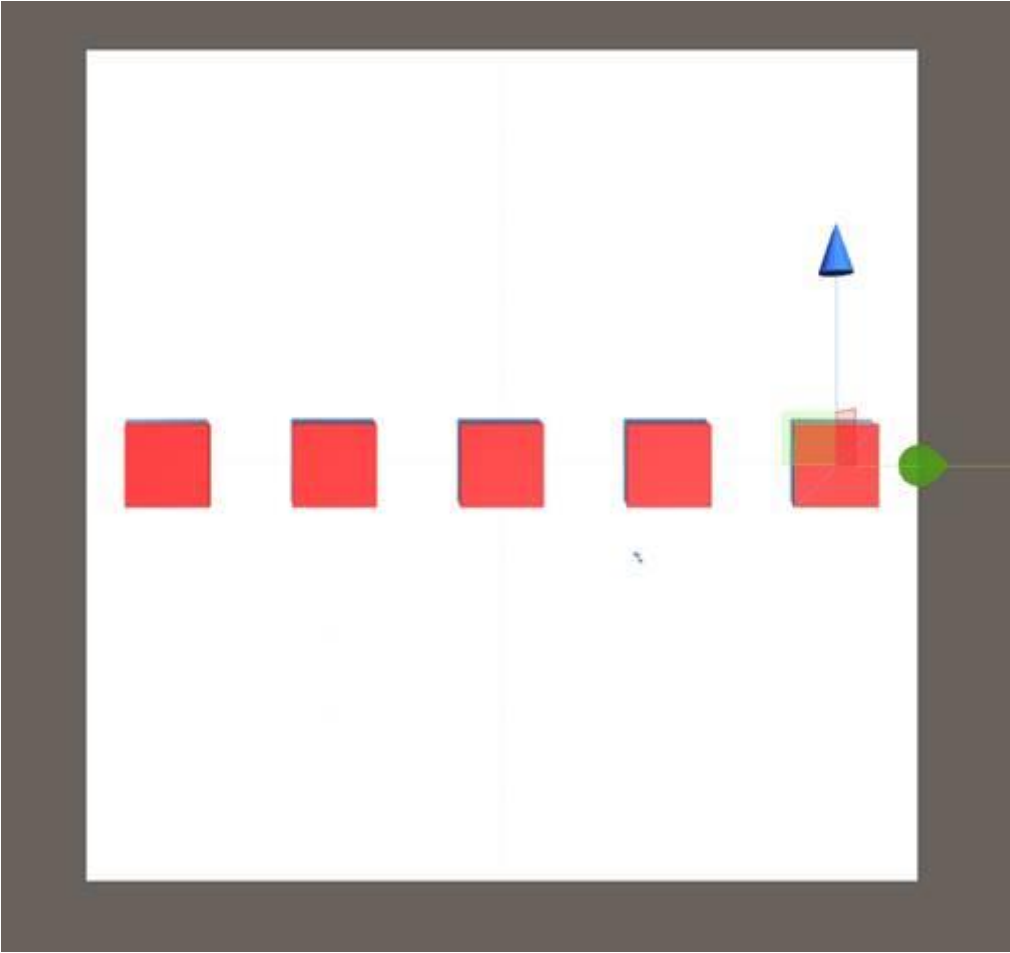
**Albedo**    

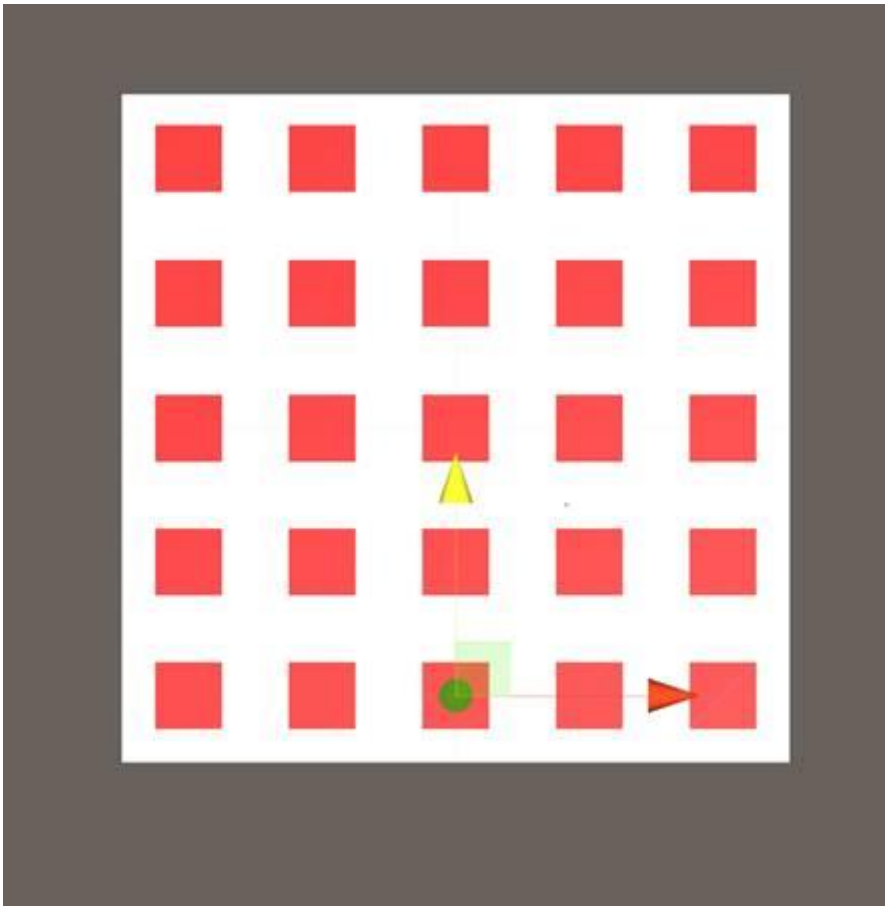
**Metallic**      0

**Smoothness**      0.5

**Source**   Metallic Alpha





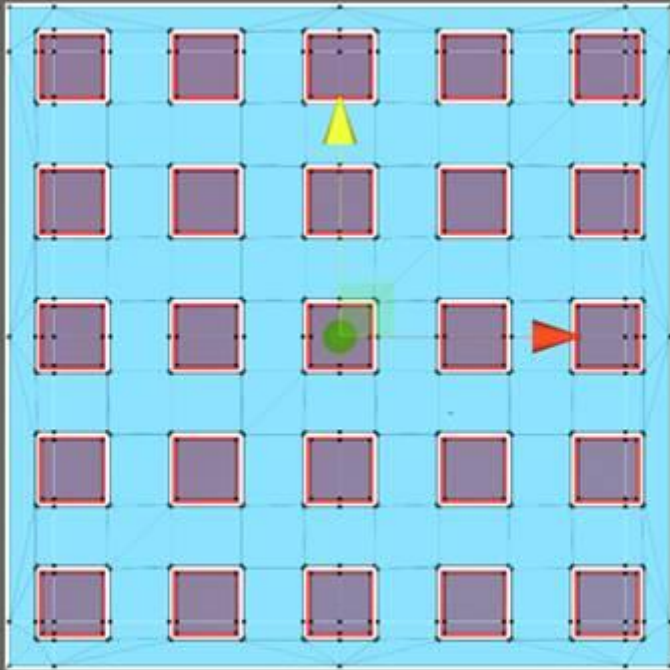
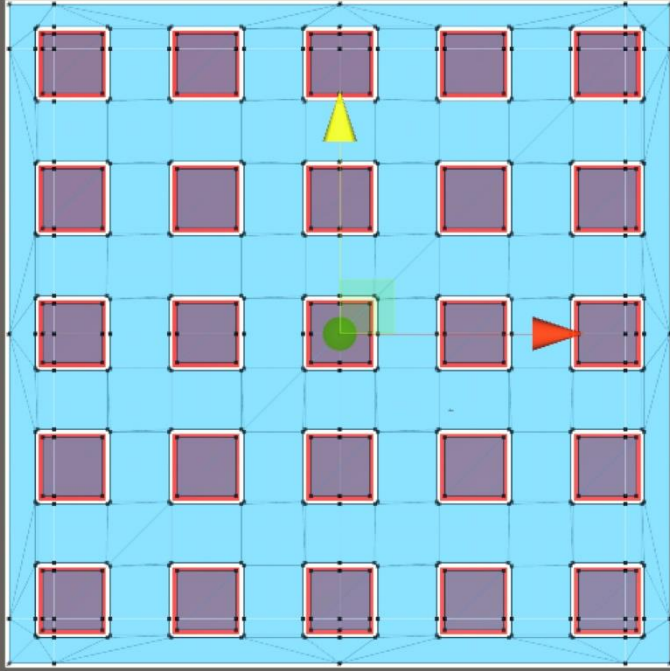


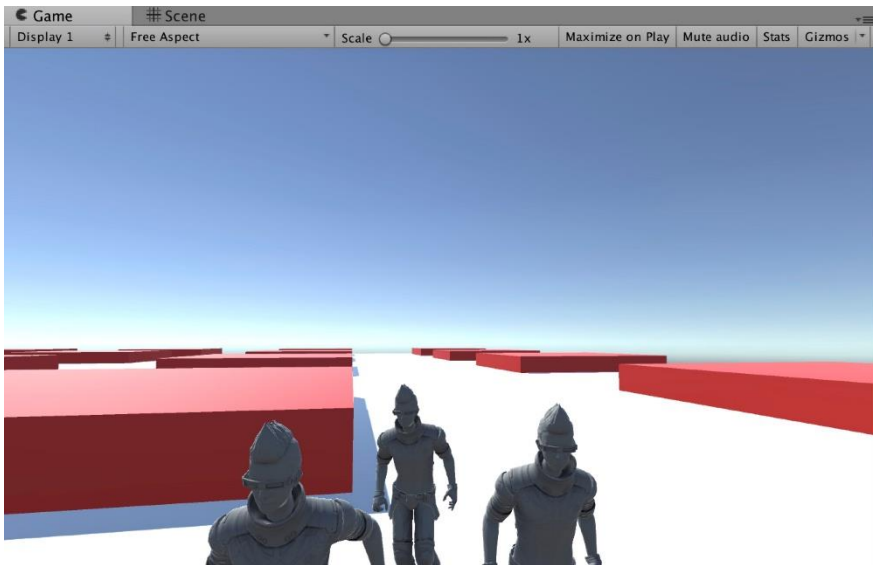
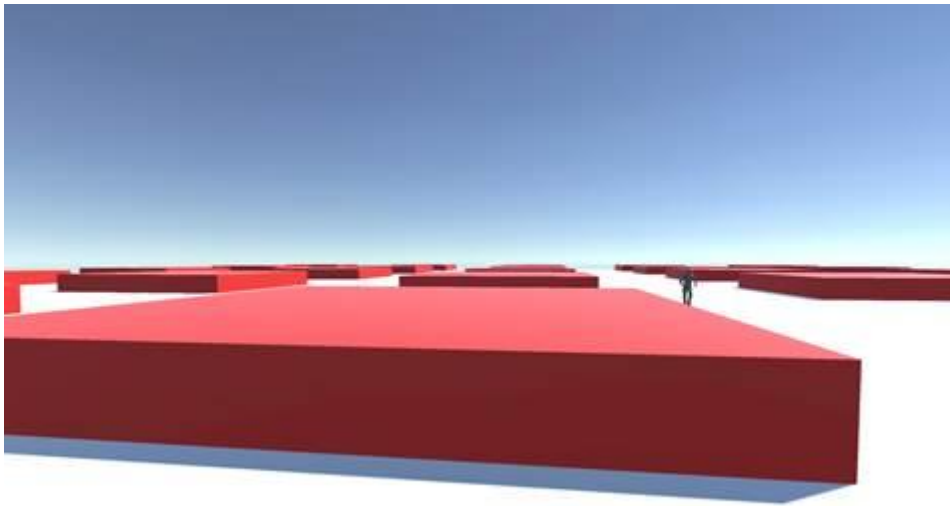
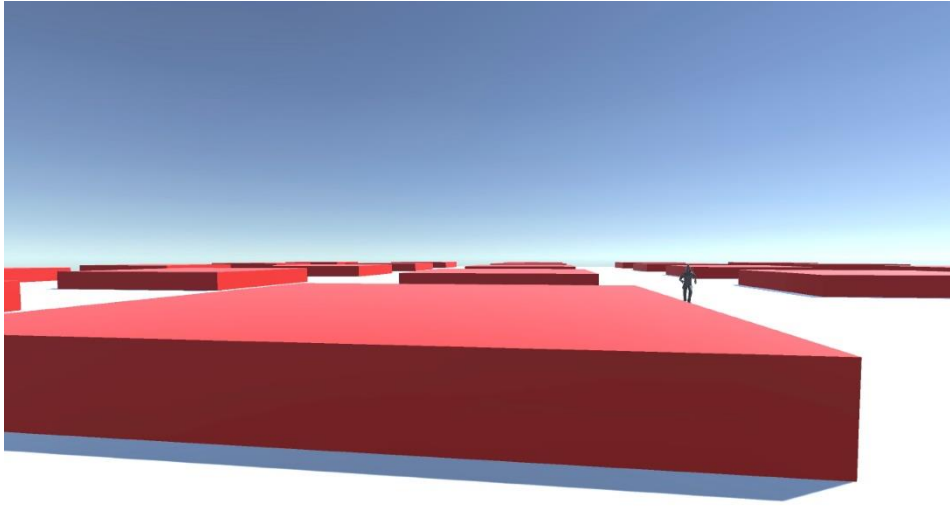
 wall (13) (Mesh Renderer) and 24 others

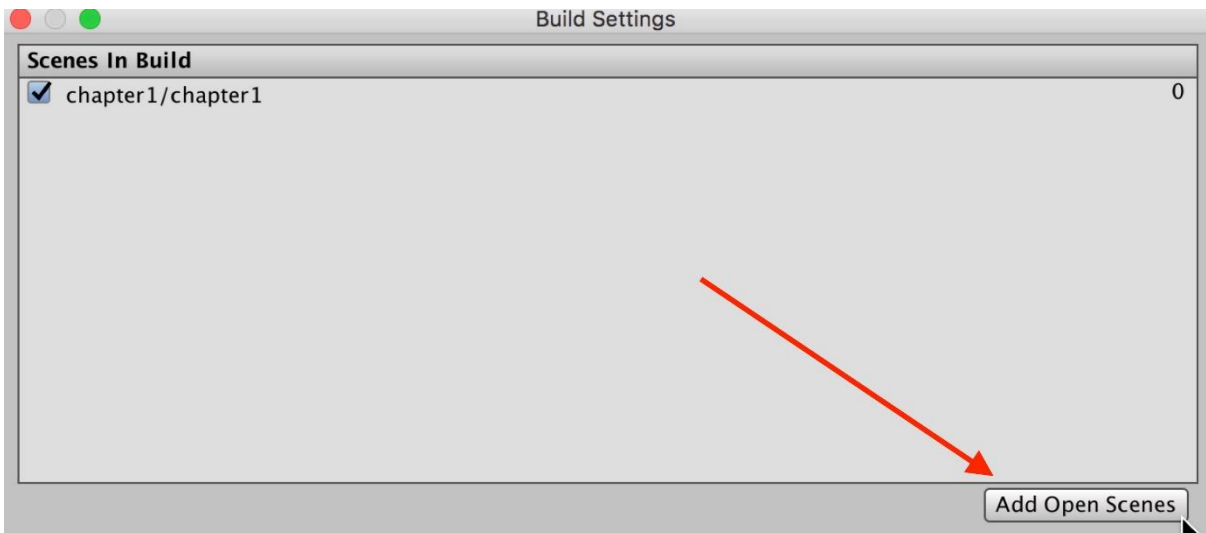
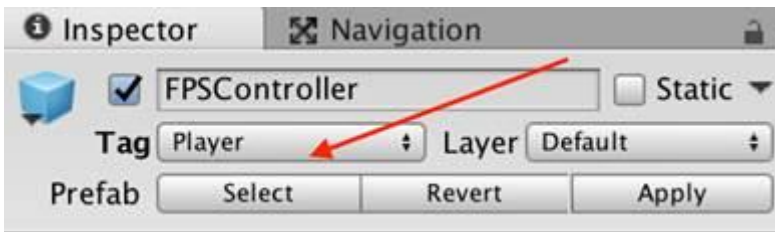
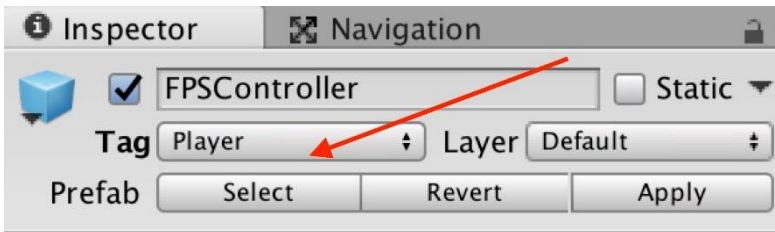
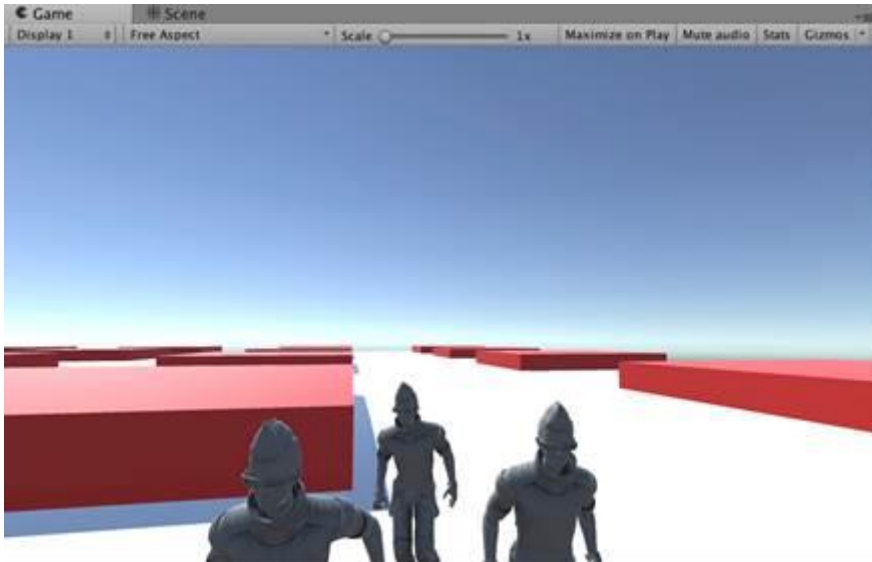
- Navigation Static
- Generate OffMeshLinks
- Navigation Area

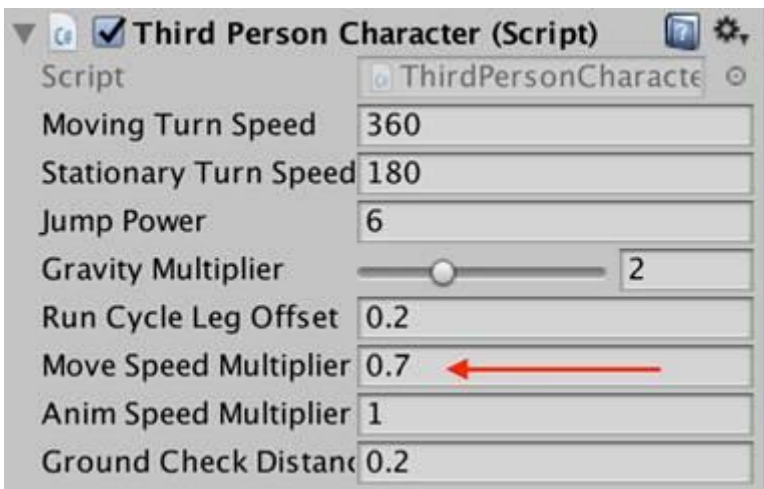
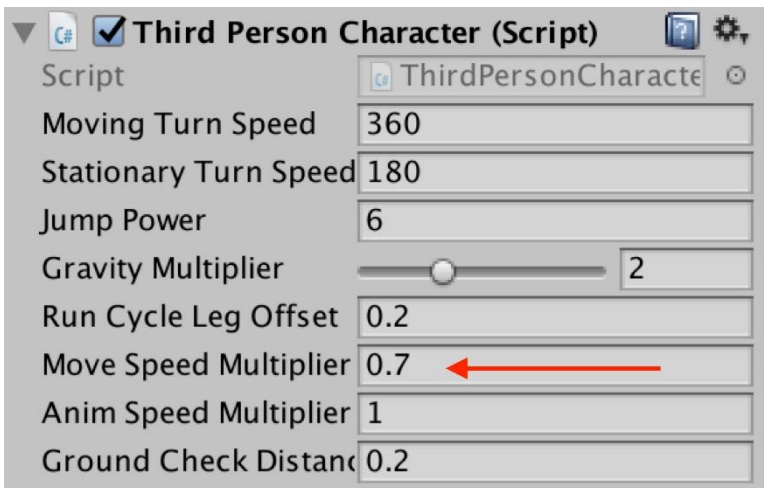
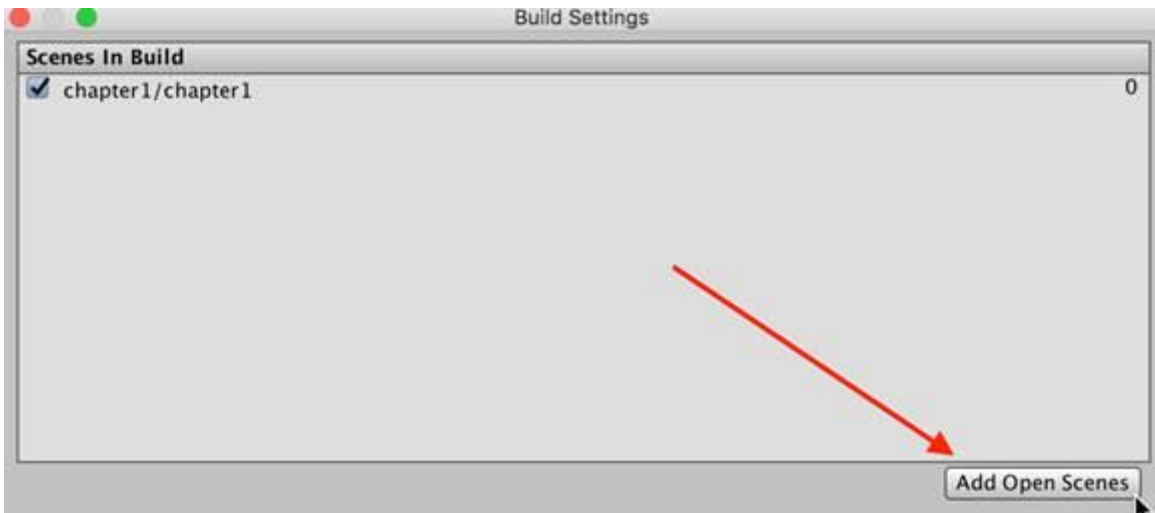
 wall (13) (Mesh Renderer) and 24 others

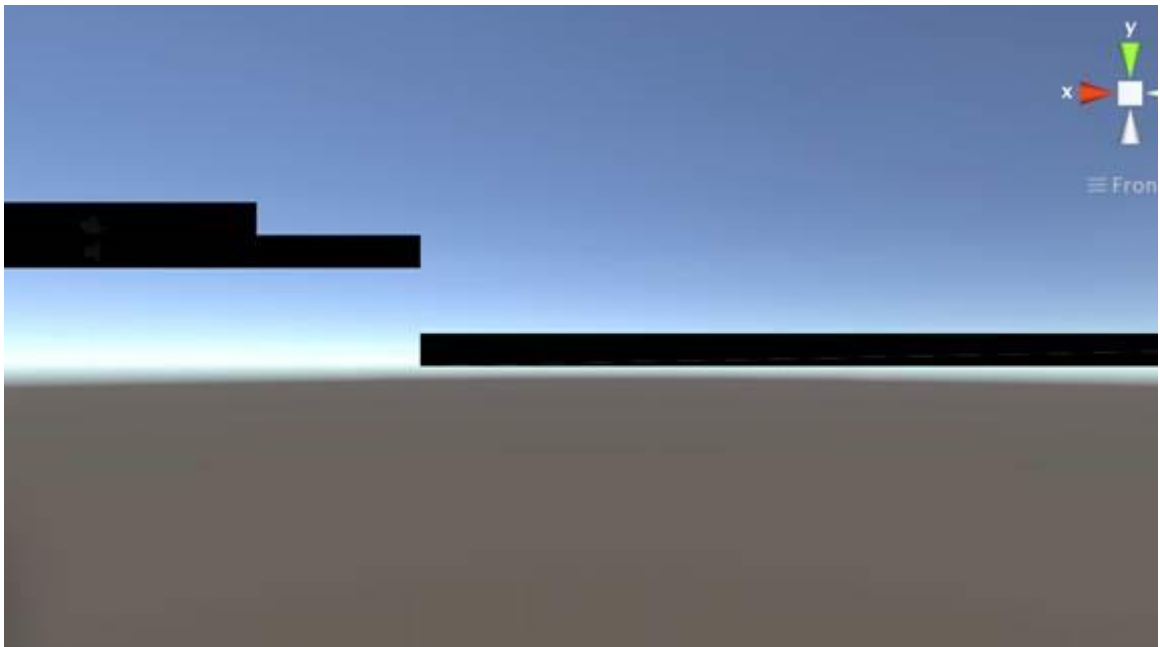
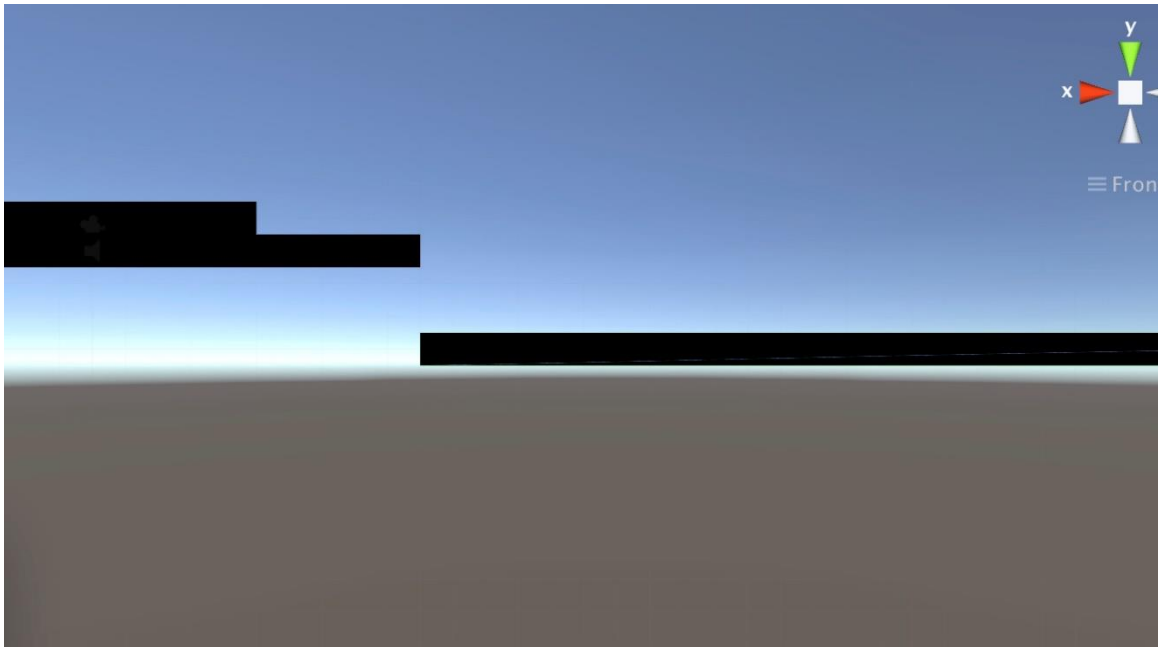
- Navigation Static
- Generate OffMeshLinks
- Navigation Area











Object Bake Areas

Scene Filter:

All  Mesh Renderers  Terrains

ground (Mesh Renderer) and 1 other

Navigation Static

Generate OffMeshLinks  ←

Navigation Area Walkable ⇅

Object Bake Areas

Scene Filter:  
All Mesh Renderers Terrains

ground (Mesh Renderer) and 1 other

Navigation Static

Generate OffMeshLinks  ←

Navigation Area Walkable

Generated Off Mesh Links

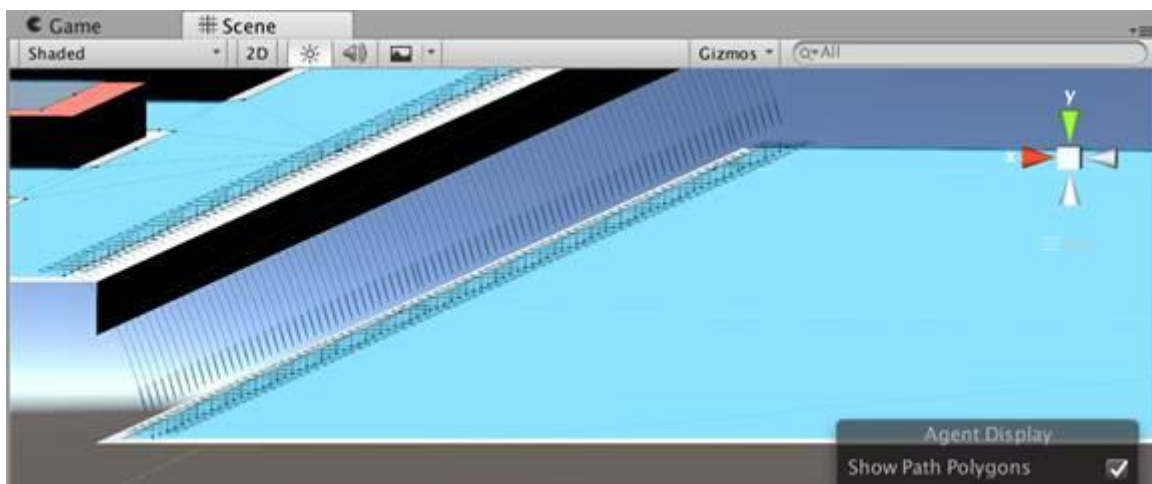
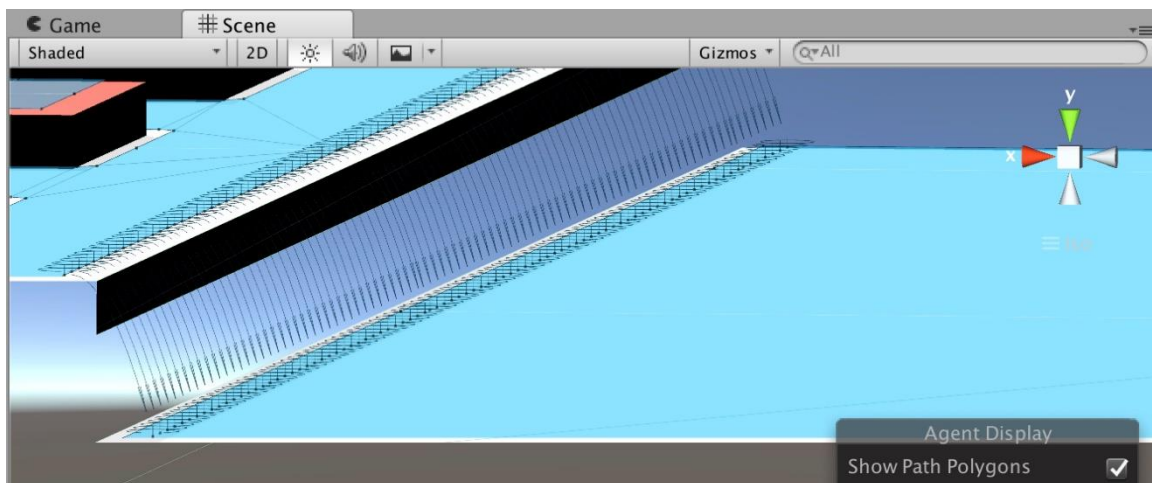
Drop Height 4

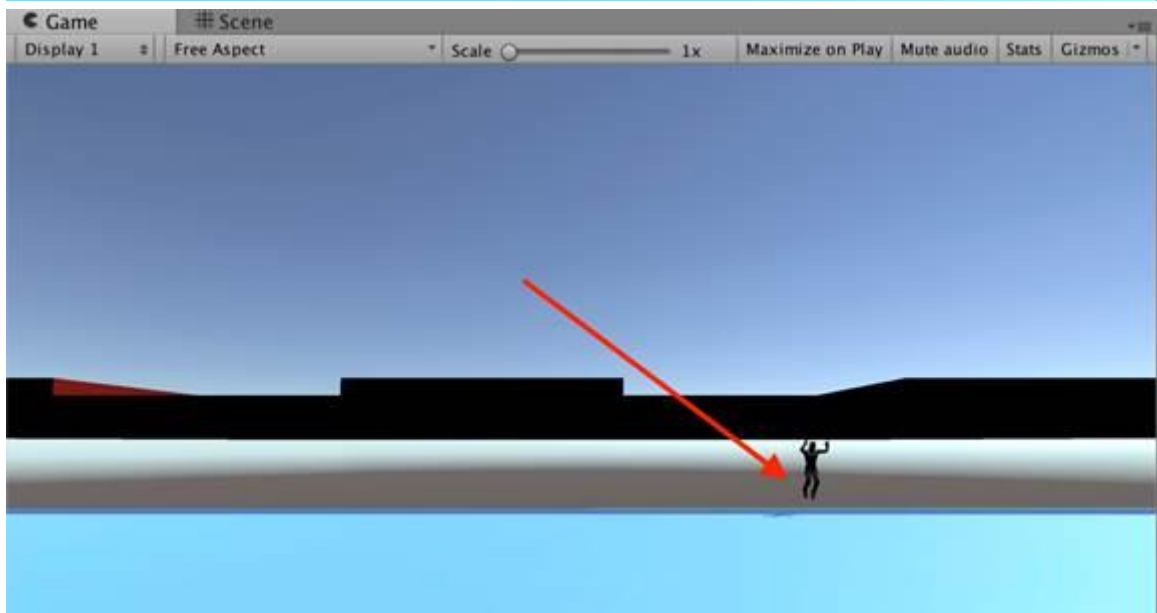
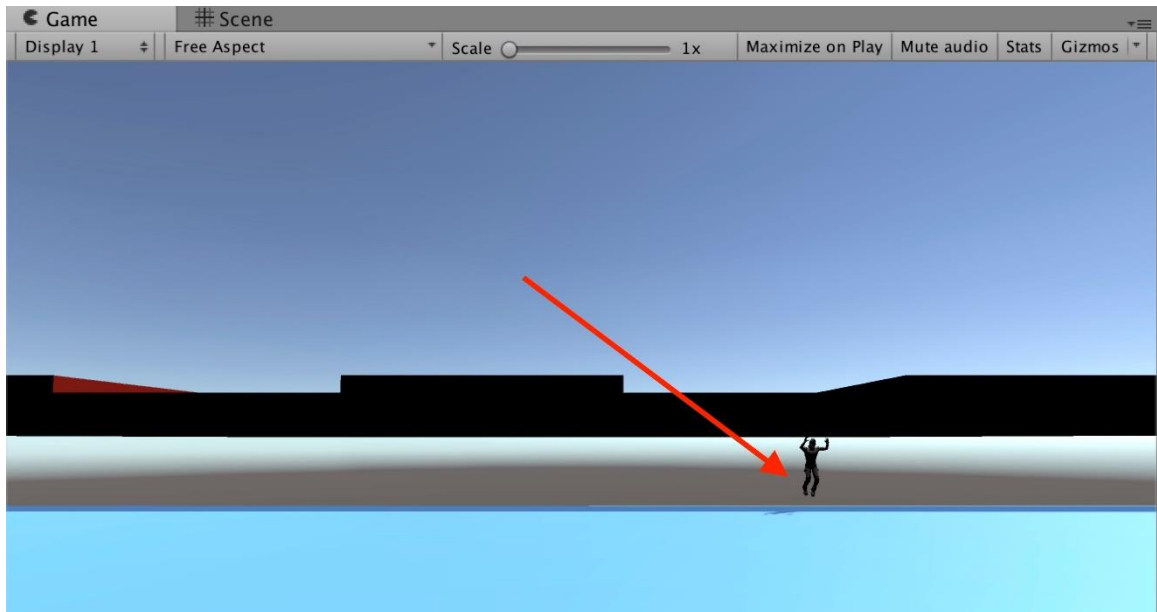
Jump Distance 0

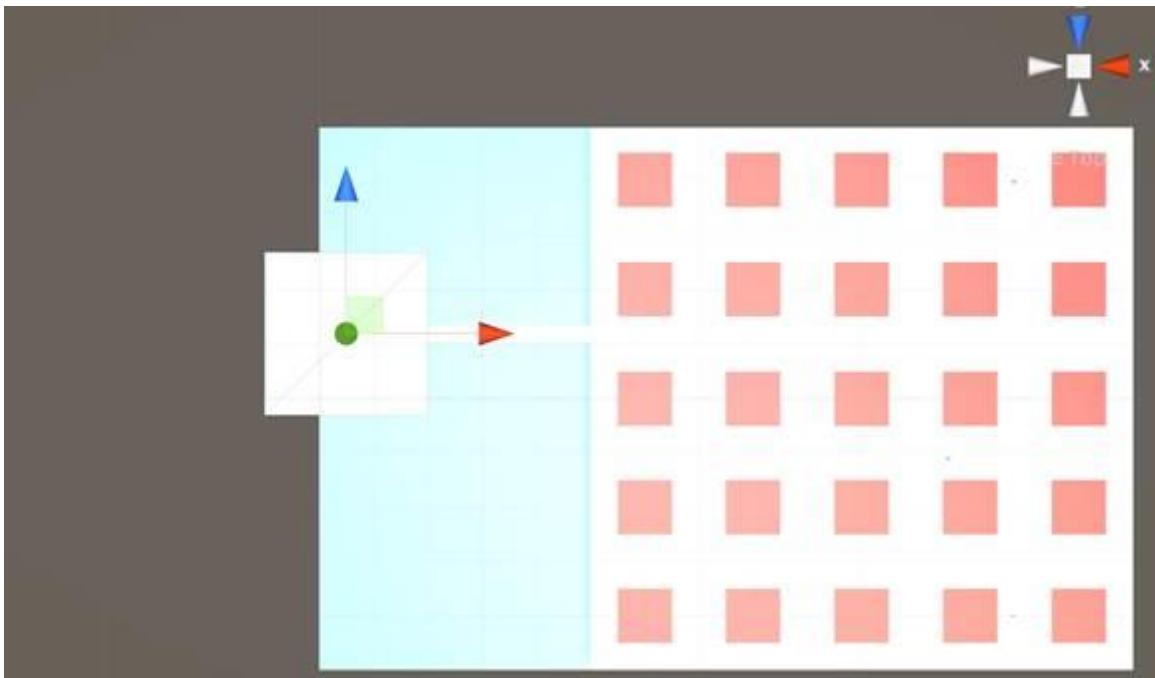
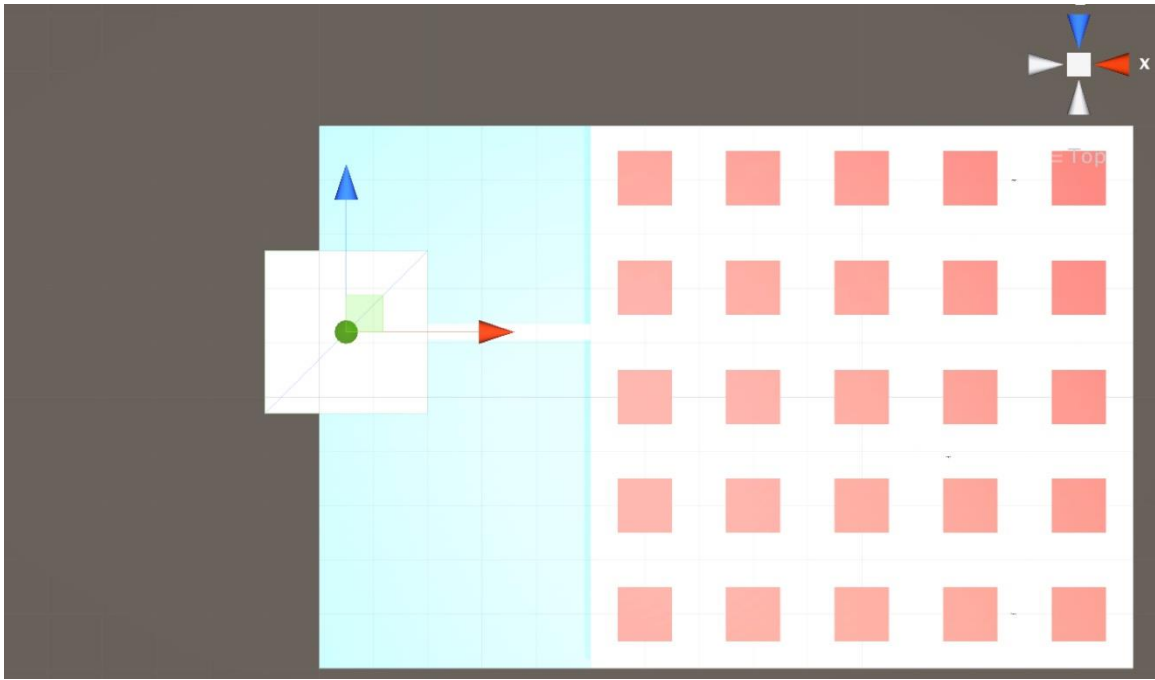
Generated Off Mesh Links





Drop Height 4

Jump Distance 0







|   | Name       | Cost         |    |
|---|------------|--------------|----|
|  | Built-in 0 | Walkable     | 1  |
|  | Built-in 1 | Not Walkable | 1  |
|  | Built-in 2 | Jump         | 2  |
|  | User 3     | Water        | 10 |

|            | Name         | Cost |
|------------|--------------|------|
| Built-in 0 | Walkable     | 1    |
| Built-in 1 | Not Walkable | 1    |
| Built-in 2 | Jump         | 2    |
| User 3     | Water        | 10   |

Scene Filter:

All Mesh Renderers Terrains

**ground2 (Mesh Renderer)**

Navigation Static

Generate OffMeshLinks

Navigation Area Water

Scene Filter:

All Mesh Renderers Terrains

**ground2 (Mesh Renderer)**

Navigation Static

Generate OffMeshLinks

Navigation Area Water

**Object** Bake Areas

Scene Filter:

All Mesh Renderers Terrains

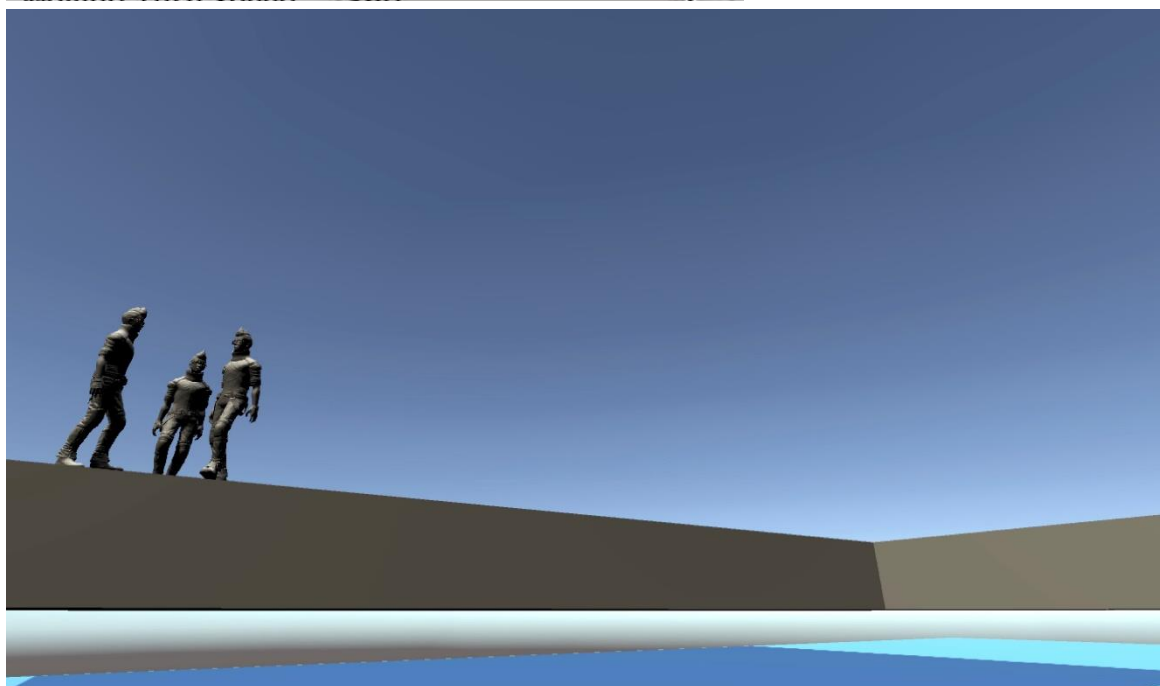
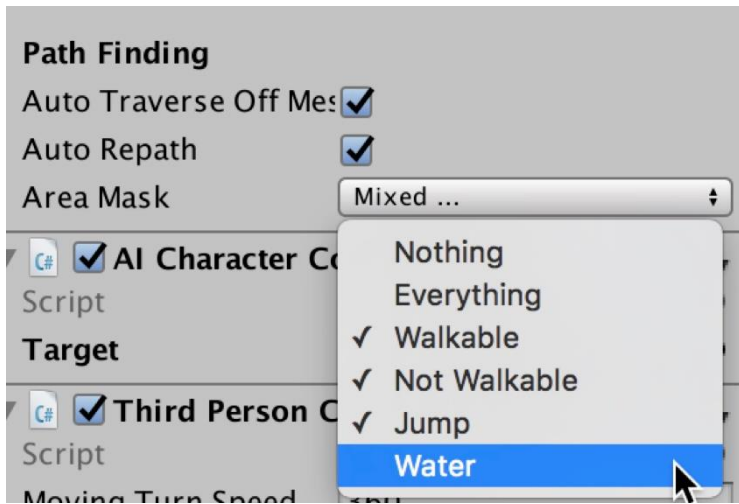
**platform (Mesh Renderer) and 2 others**

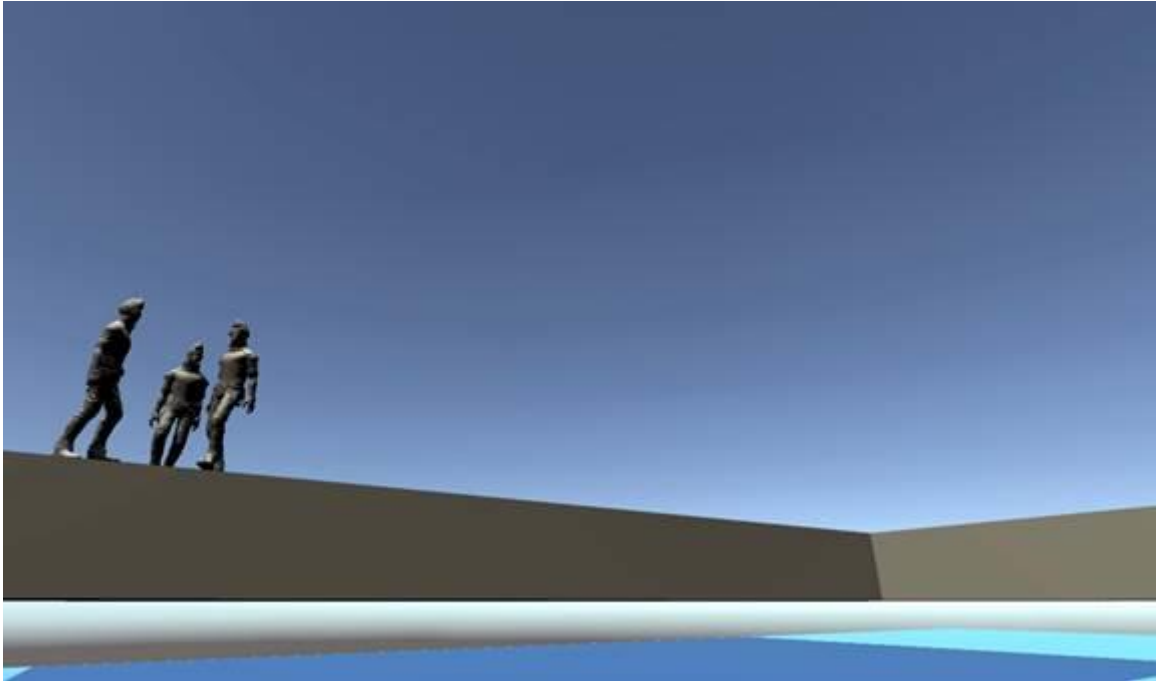
Navigation Static  ←

Generate OffMeshLinks  ←

Navigation Area Walkable ←







Inspector Navigation

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

platform2 (Mesh Renderer)

Navigation Static

Generate OffMeshLinks

Navigation Area Walkable

Inspector Navigation

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

platform2 (Mesh Renderer)

Navigation Static

Generate OffMeshLinks

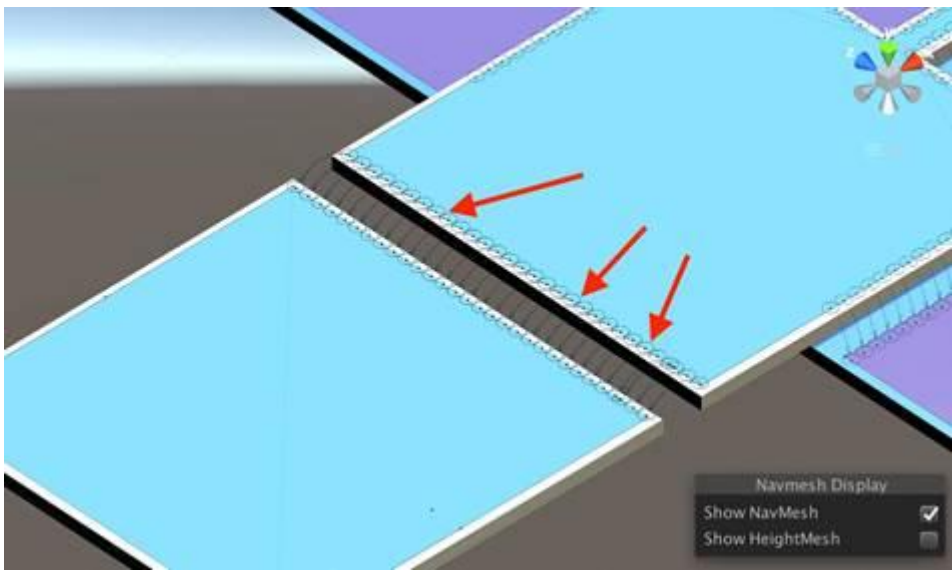
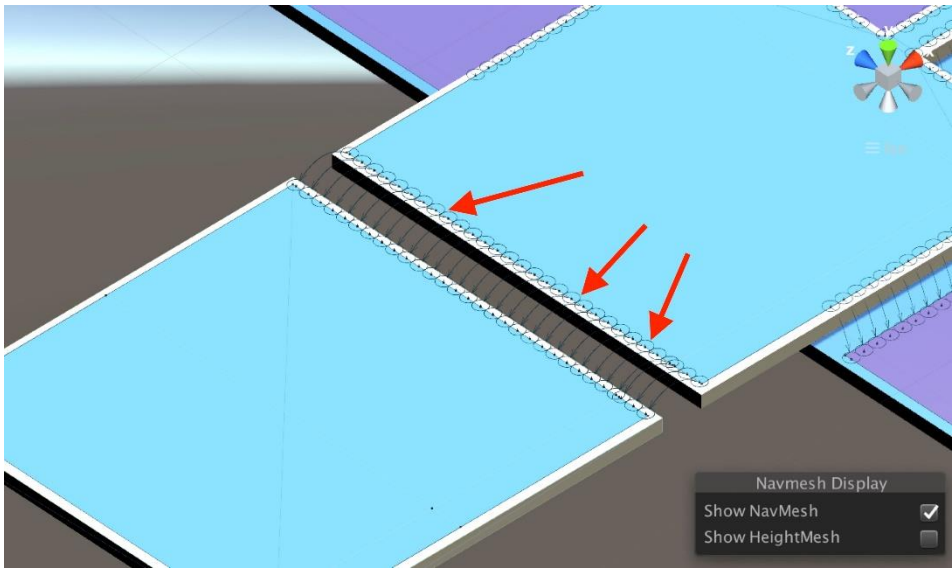
Navigation Area Walkable

**Generated Off Mesh Links**

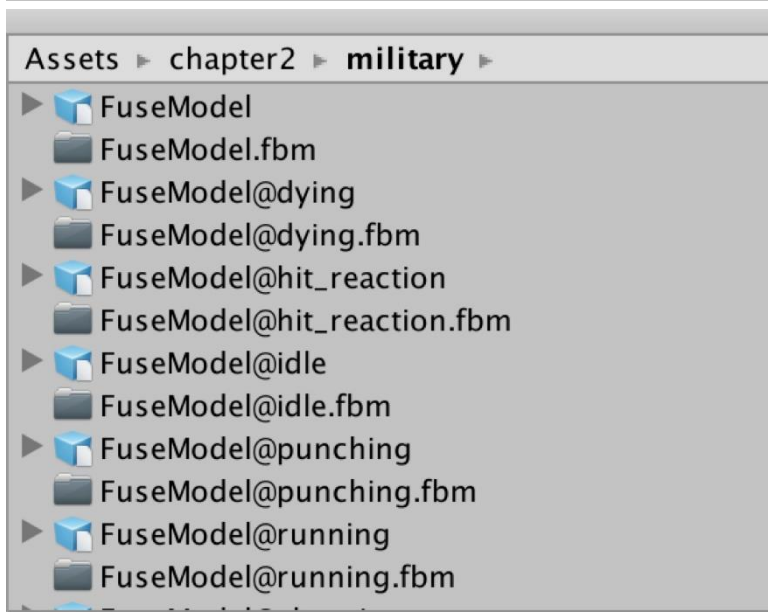
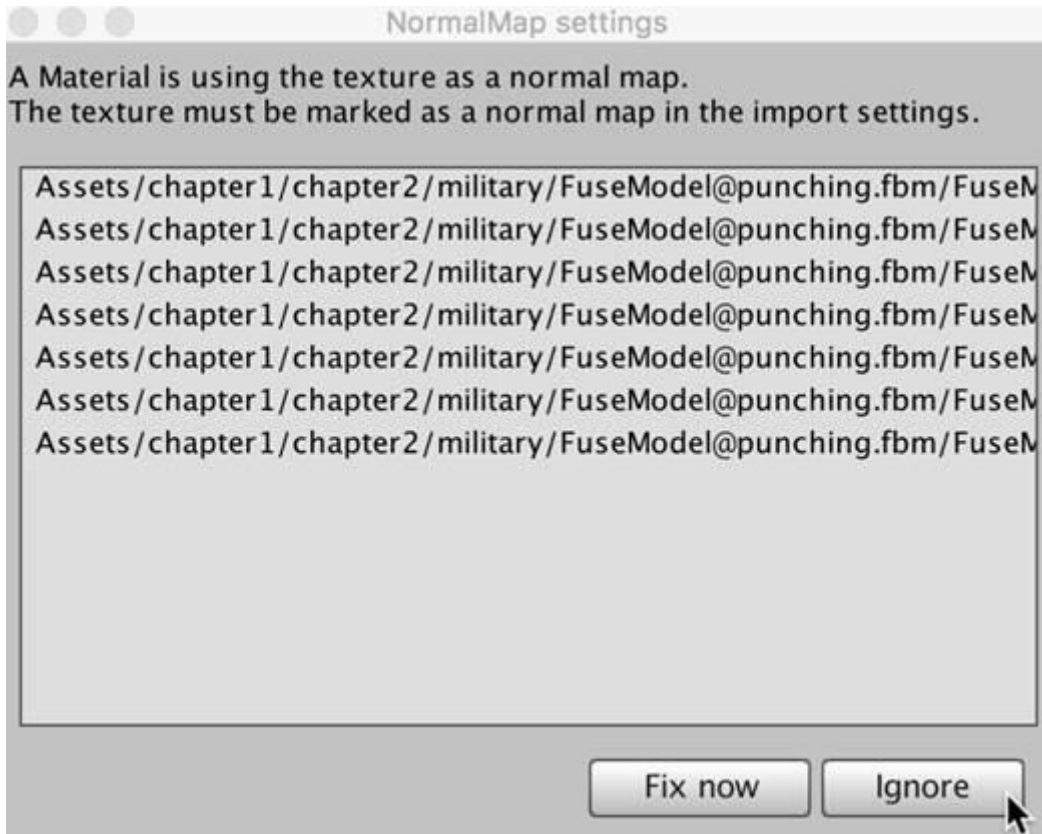
|               |   |
|---------------|---|
| Drop Height   | 4 |
| Jump Distance | 4 |

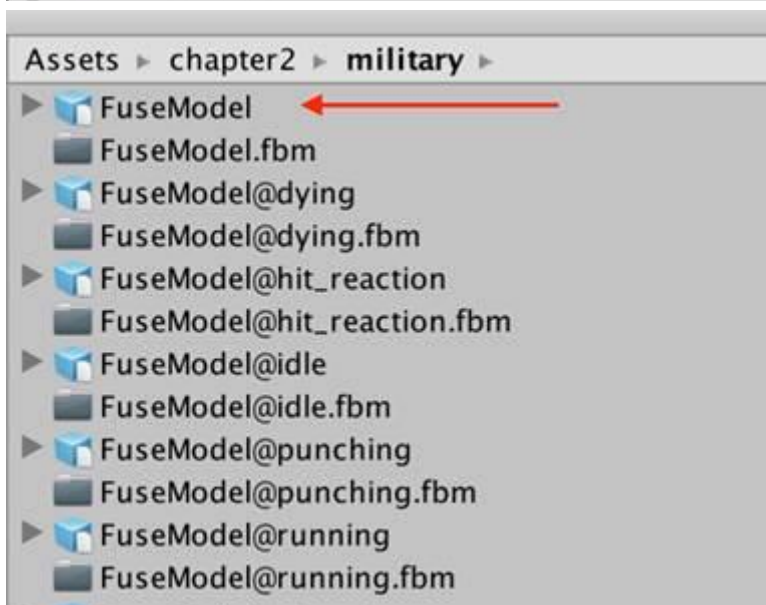
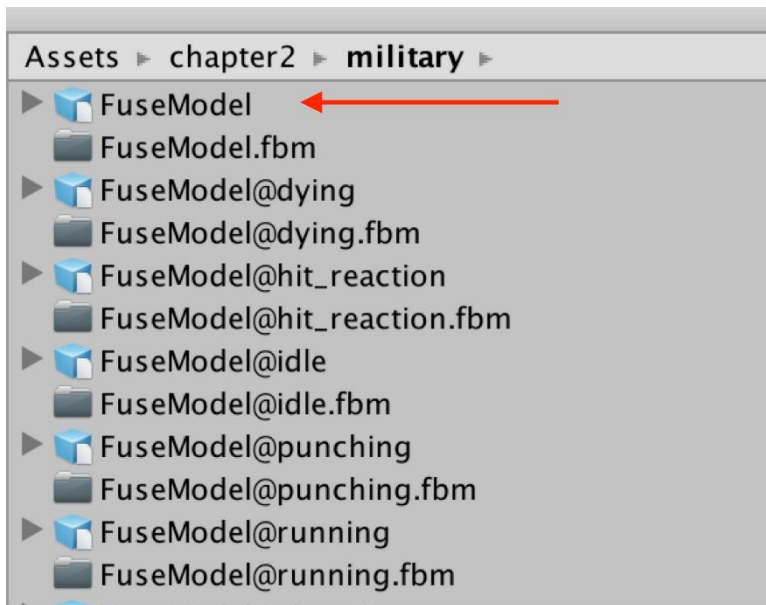
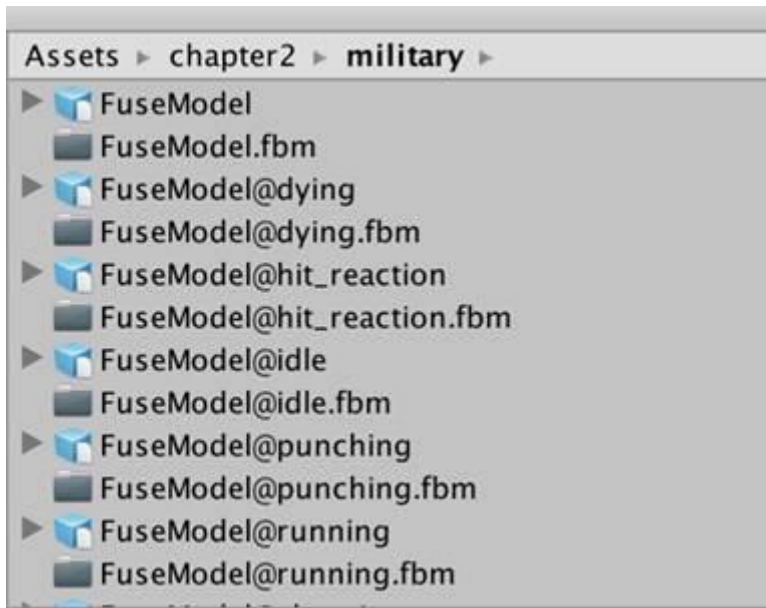
**Generated Off Mesh Links**

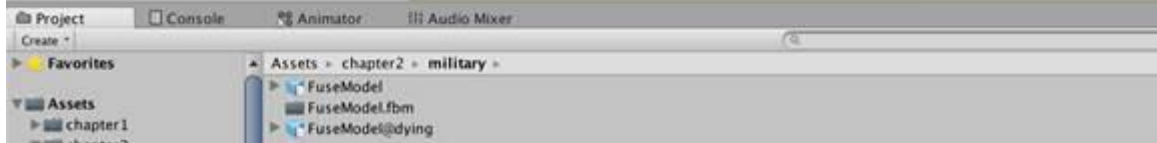
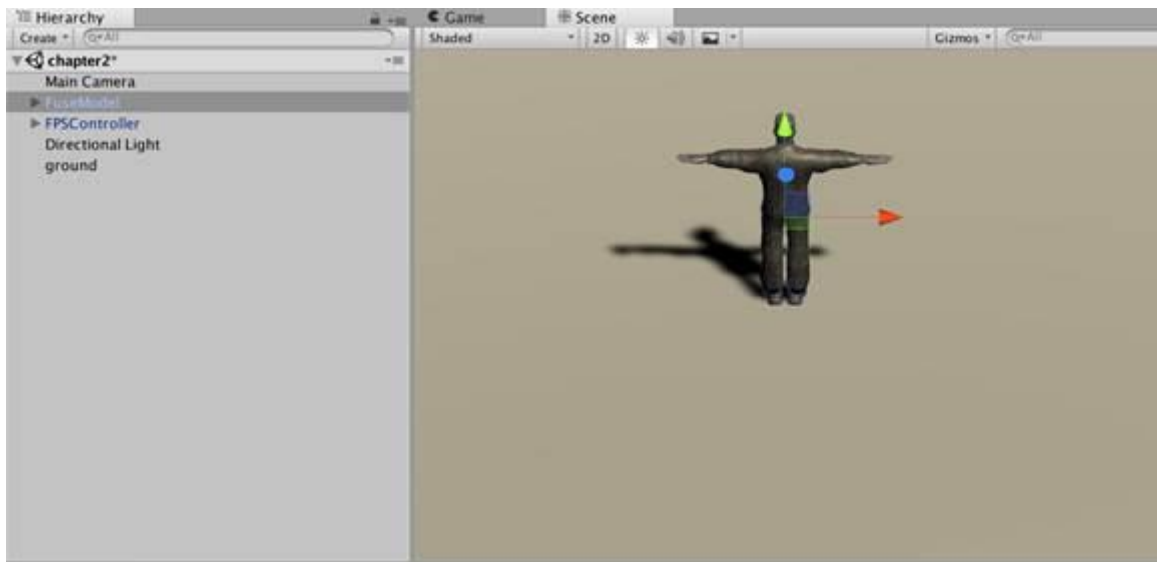
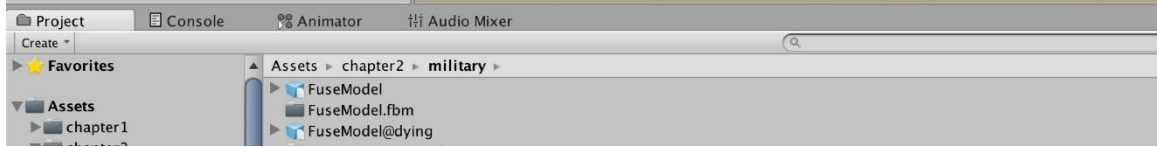
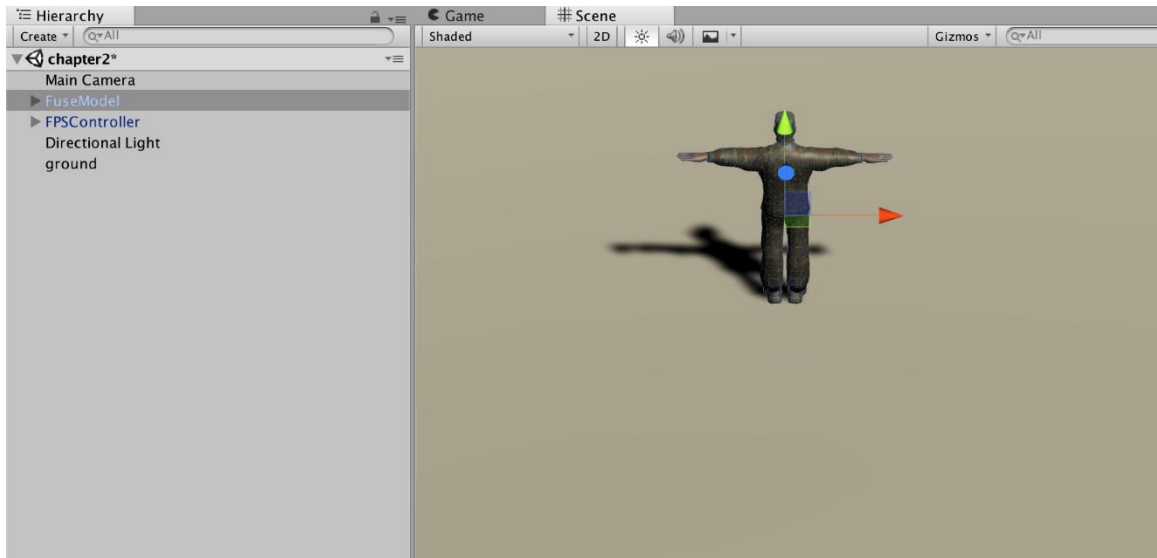
|               |   |
|---------------|---|
| Drop Height   | 4 |
| Jump Distance | 4 |

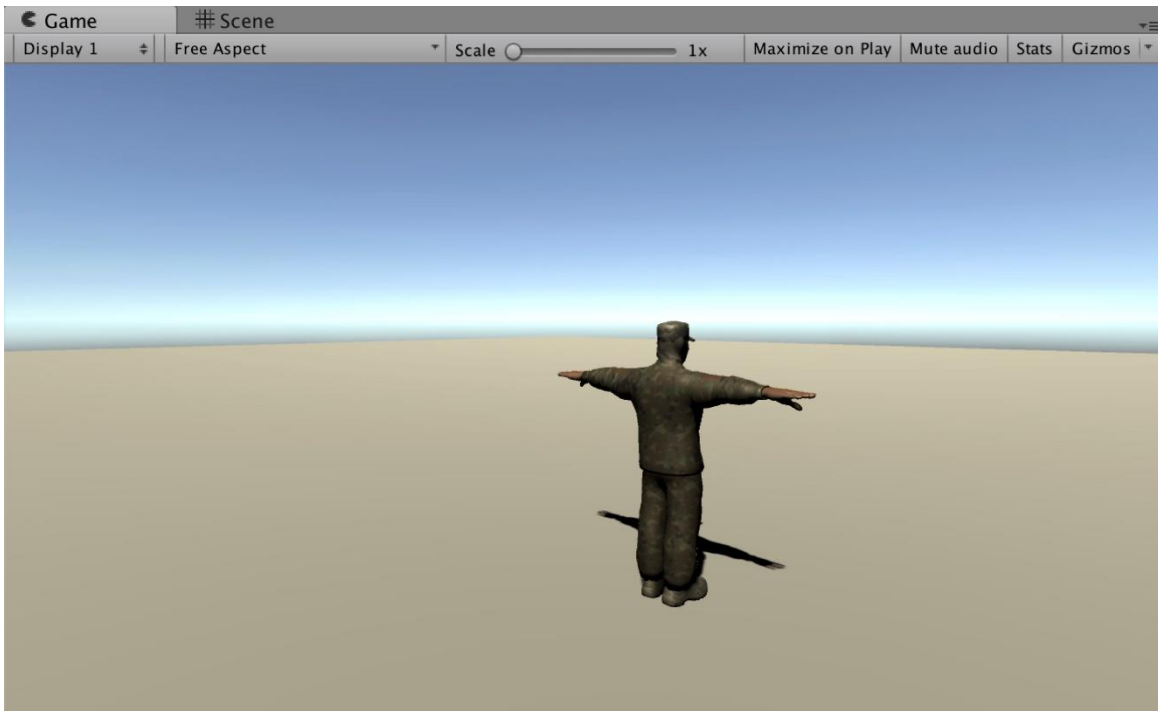



















**Animator**   


Controller   None (Runtime Animato 

Avatar  FuseModelAvatar 

Apply Root Motion

Update Mode  

Culling Mode  

 Not initialized

**Animator**

Controller → None (Runtime Animato)

Avatar FuseModelAvatar

Apply Root Motion

Update Mode Normal

Culling Mode Cull Update Transforms

! Not initialized

Assets ▶ **chapter2** ▶

- chapter2
- military
- walkingAnimation

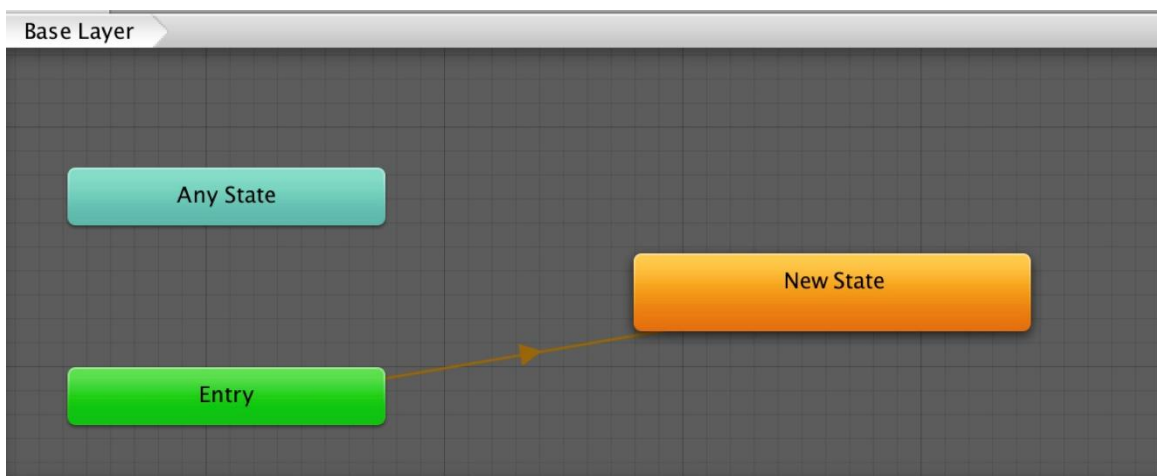
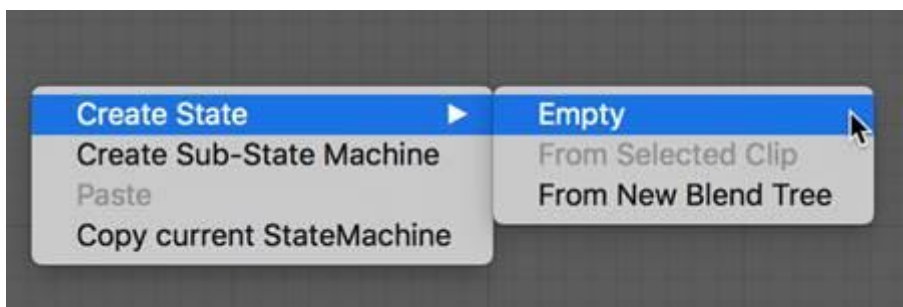
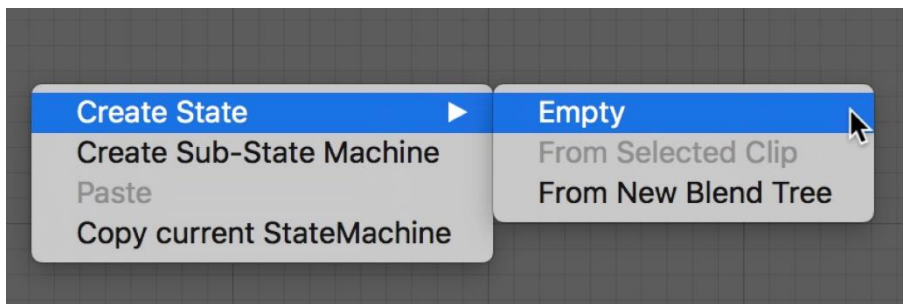
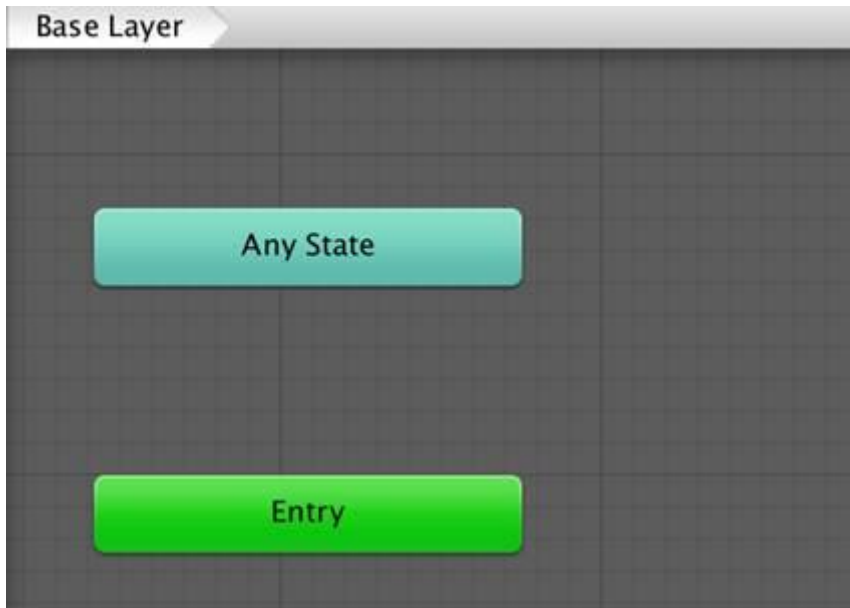
Assets ▶ **chapter2** ▶

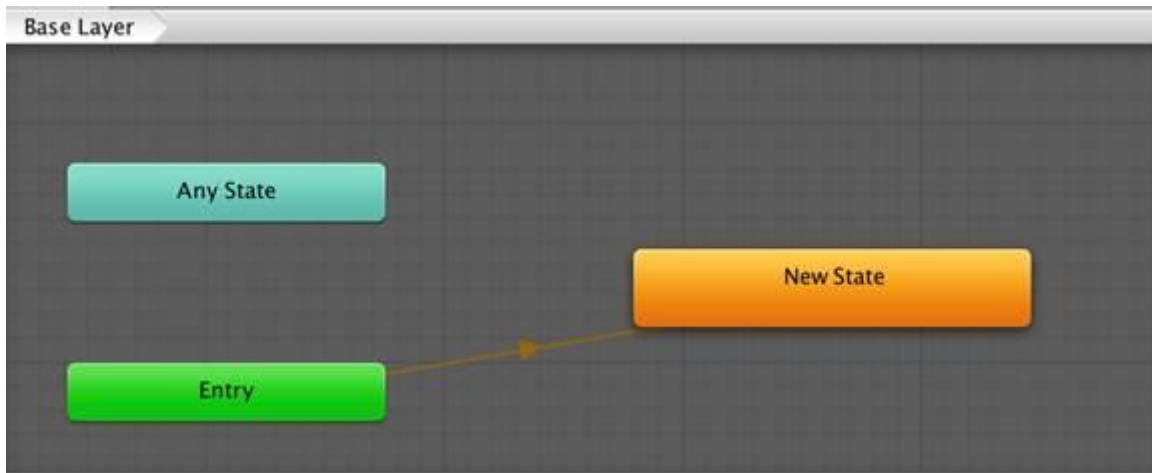
- chapter2
- military
- walkingAnimation

Base Layer

Any State

Entry





Inspector Navigation

walking

Tag

Inspector Navigation

walking

Tag

Motion

Speed

None (Motion)

1

Motion

Speed

None (Motion)

1

Select Motion

walking

Assets

None

walking

Select Motion

walking

Assets

None

walking

Inspector Navigation

walking

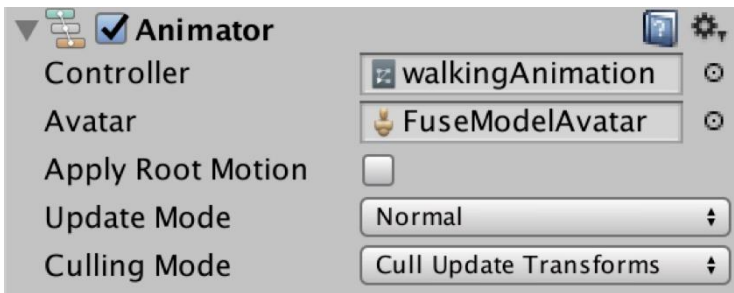
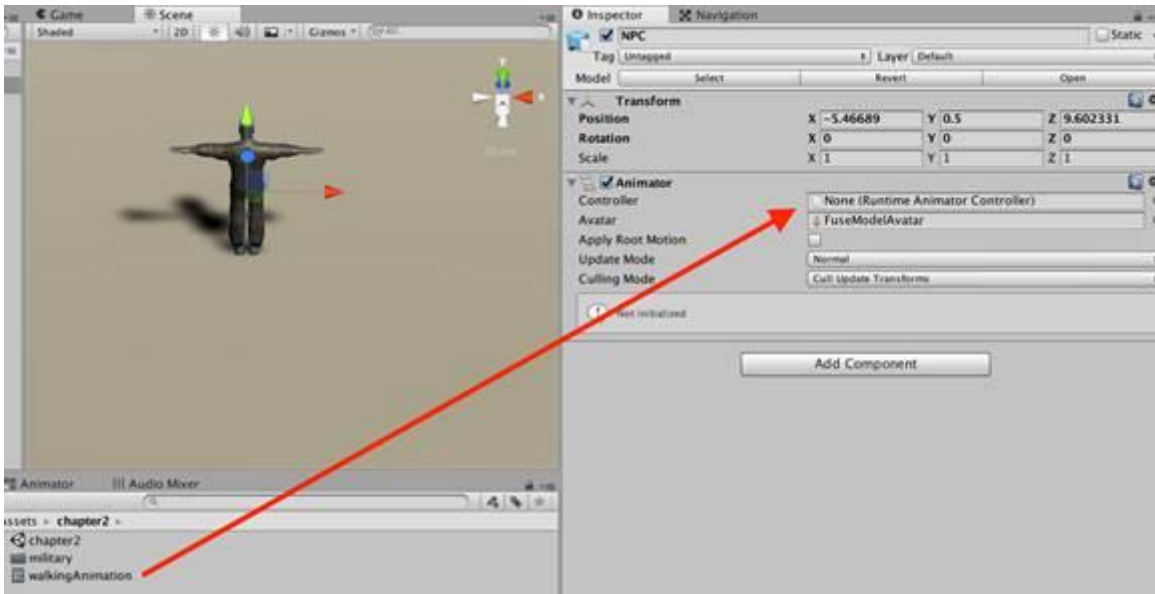
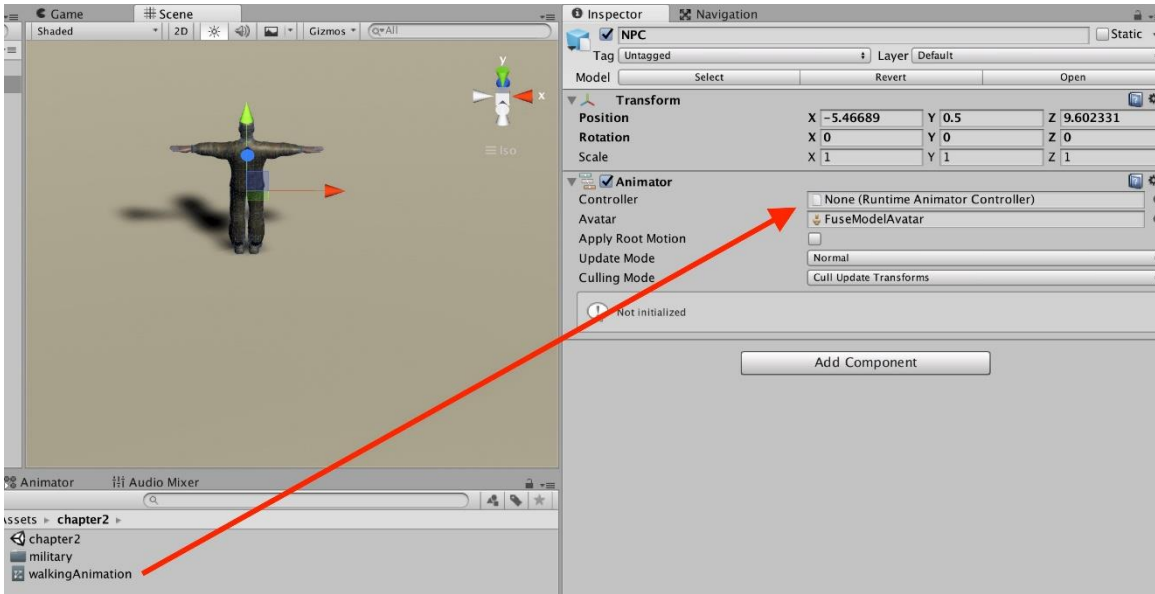
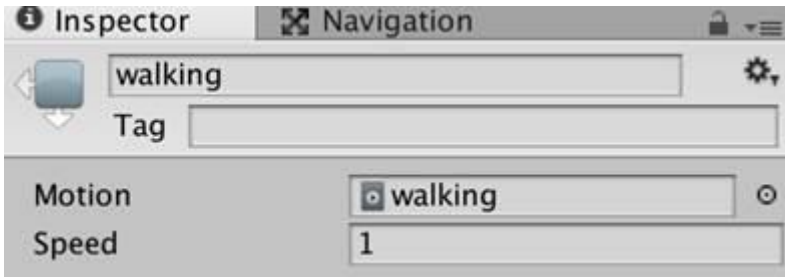
Tag

Motion

Speed

walking

1



**Animator**

Controller: walkingAnimation

Avatar: FuseModelAvatar

Apply Root Motion:

Update Mode: Normal

Culling Mode: Cull Update Transforms

Search: walking

Assets 'military' Asset Store

- FuseModel@walking
- FuseModel@walking.fbm
- FuseModel@walkingAvatar
- walking ←

Search: walking

Assets 'military' Asset Store

- FuseModel@walking
- FuseModel@walking.fbm
- FuseModel@walkingAvatar
- walking ←

Inspector Navigation

walking

Length 1.033 30 FPS

Loop Time

Edit...

Inspector Navigation

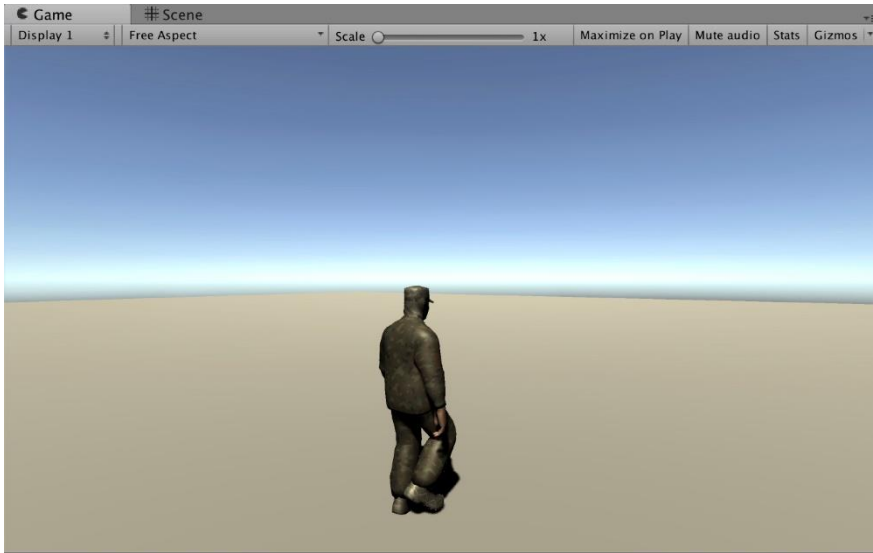
walking

Length 1.033 30 FPS

Loop Time

Edit...





▼  **Control NPC (Script)**

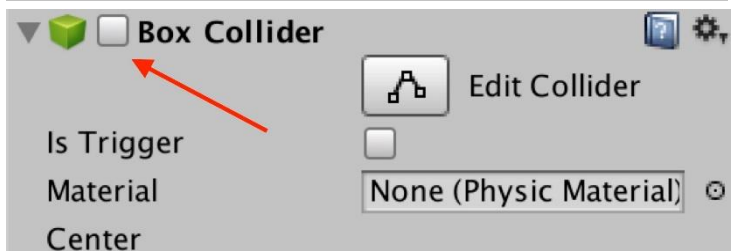
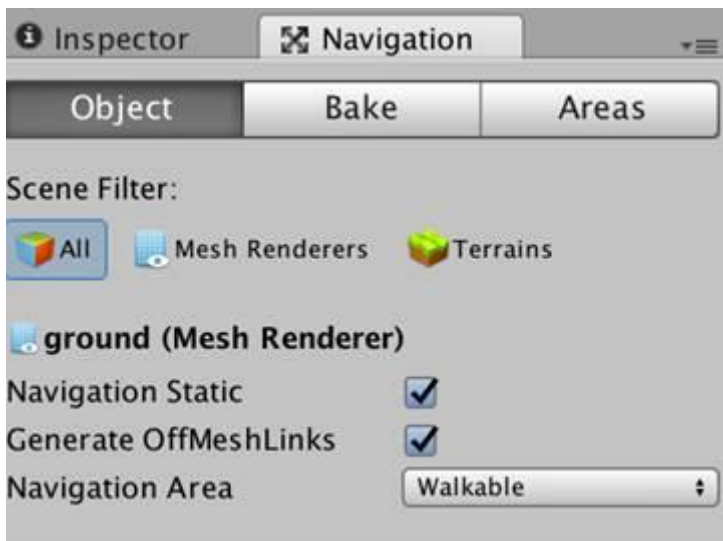
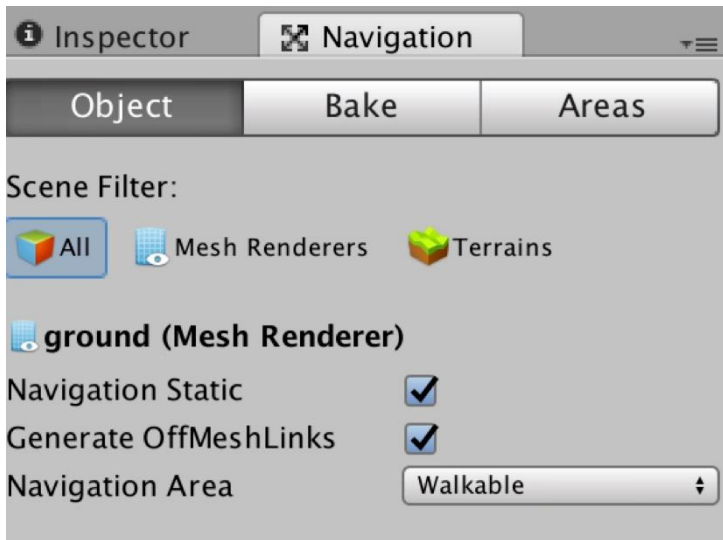
Script

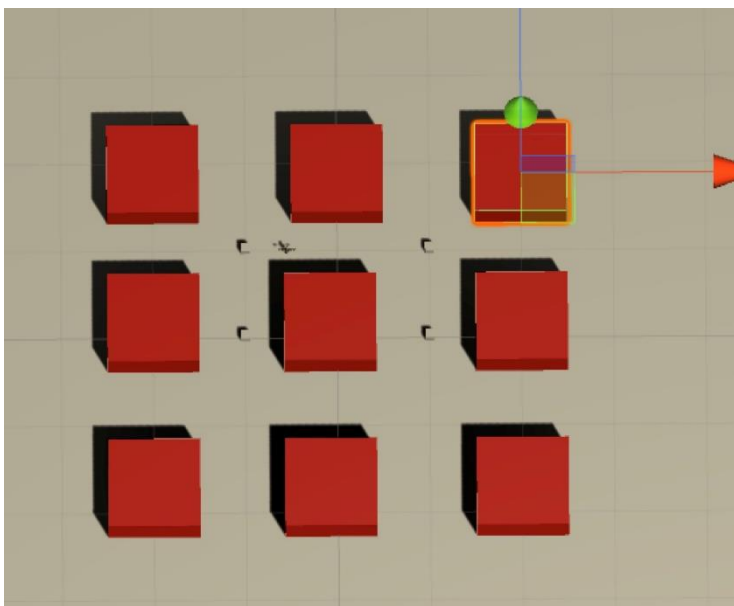
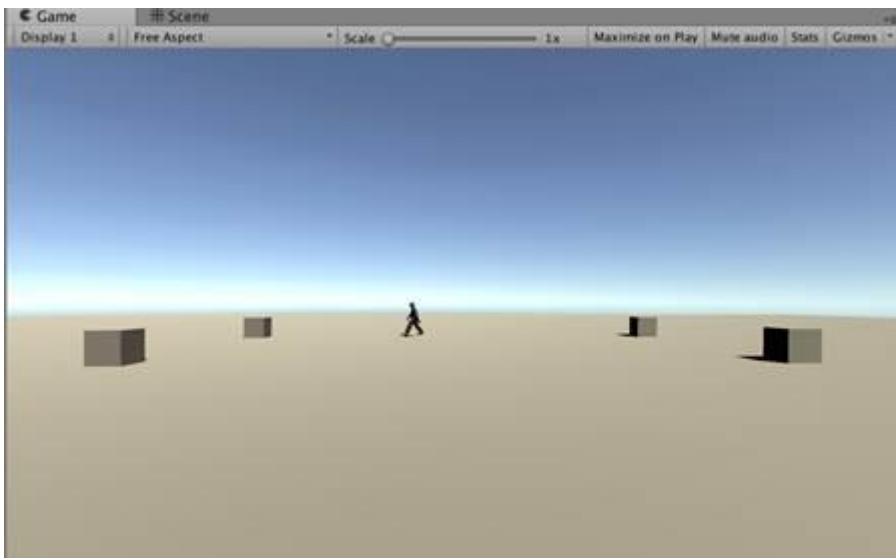
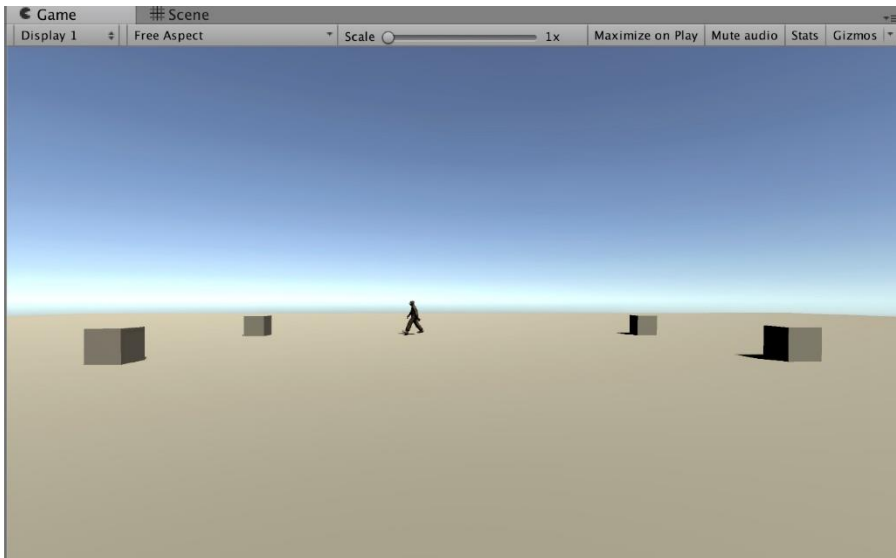
Target

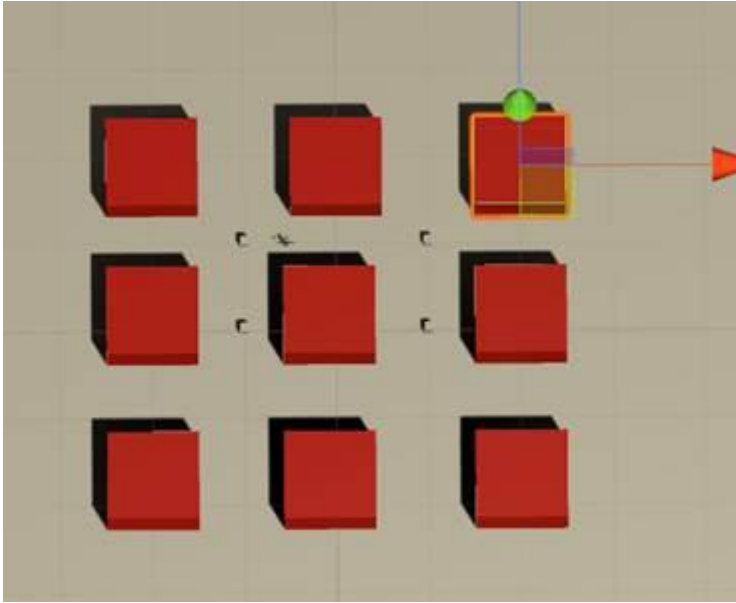
▼  **Control NPC (Script)**

Script

Target







Navigation Static

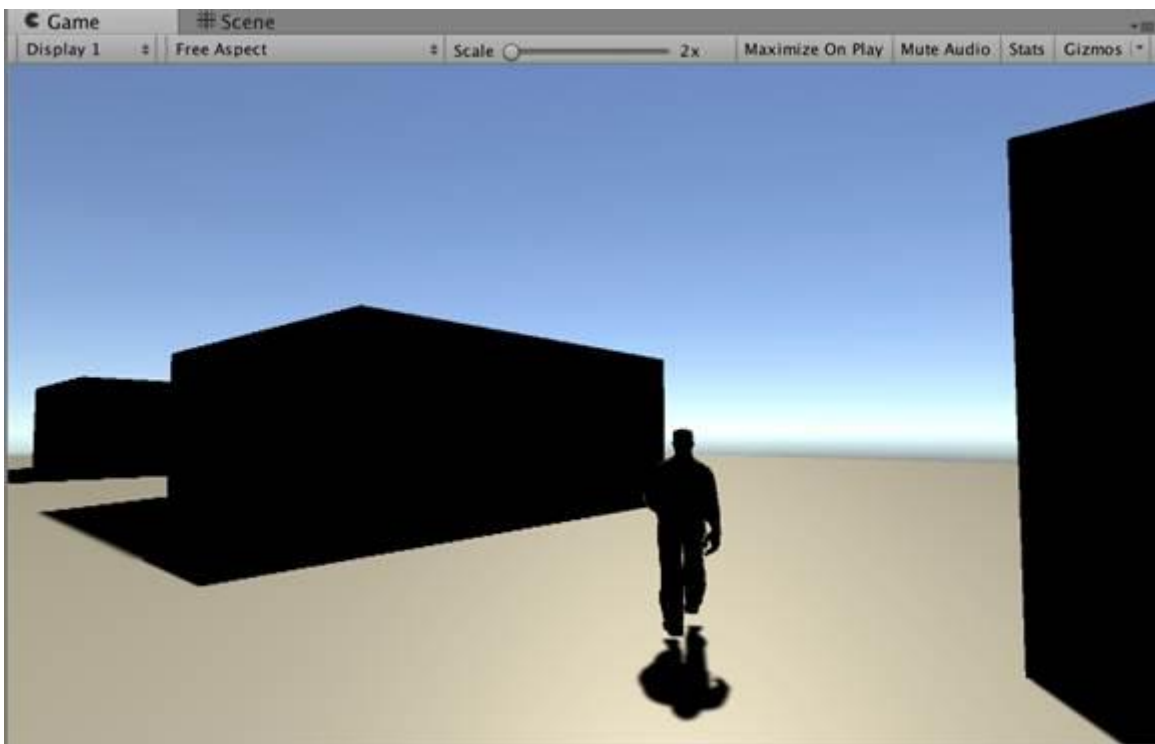
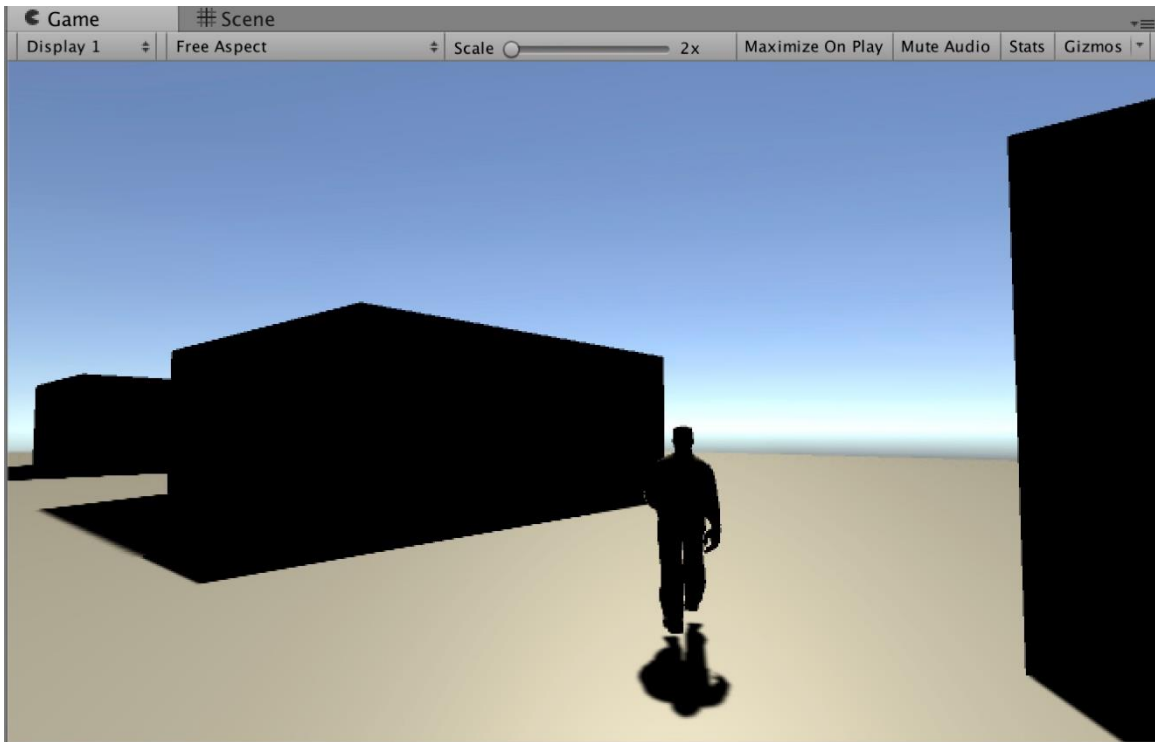
Generate OffMeshLinks

Navigation Area

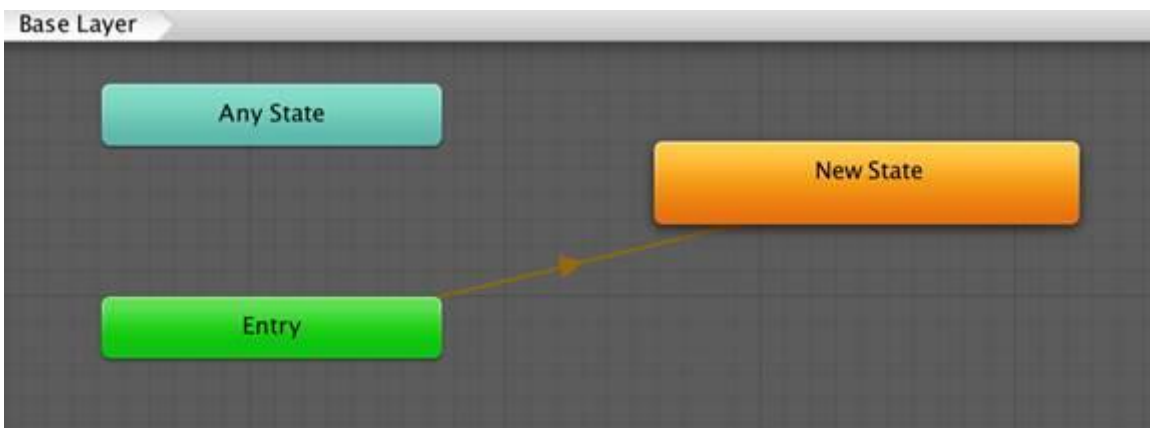
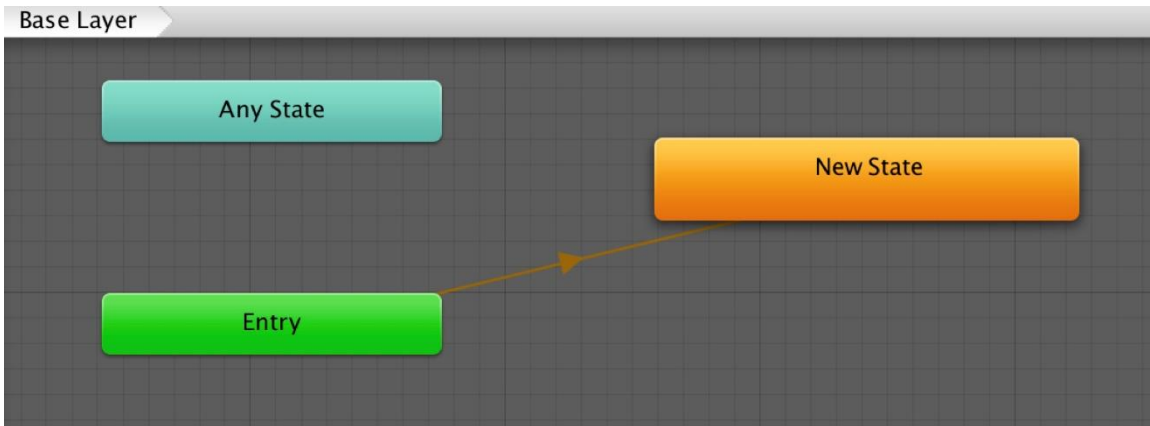
Navigation Static

Generate OffMeshLinks

Navigation Area



|                          |                          |
|--------------------------|--------------------------|
| Assets ▶ <b>chapter3</b> | Assets ▶ <b>chapter3</b> |
| chapter3                 | chapter3                 |



Motion

Speed

Motion

Speed

Select Motion

idle

Assets

- None
- HumanoidCrouchIdle
- HumanoidIdle
- HumanoidIdleJumpUp
- idle

Select Motion

idle

Assets

- None
- HumanoidCrouchIdle
- HumanoidIdle
- HumanoidIdleJumpUp
- idle

Inspector

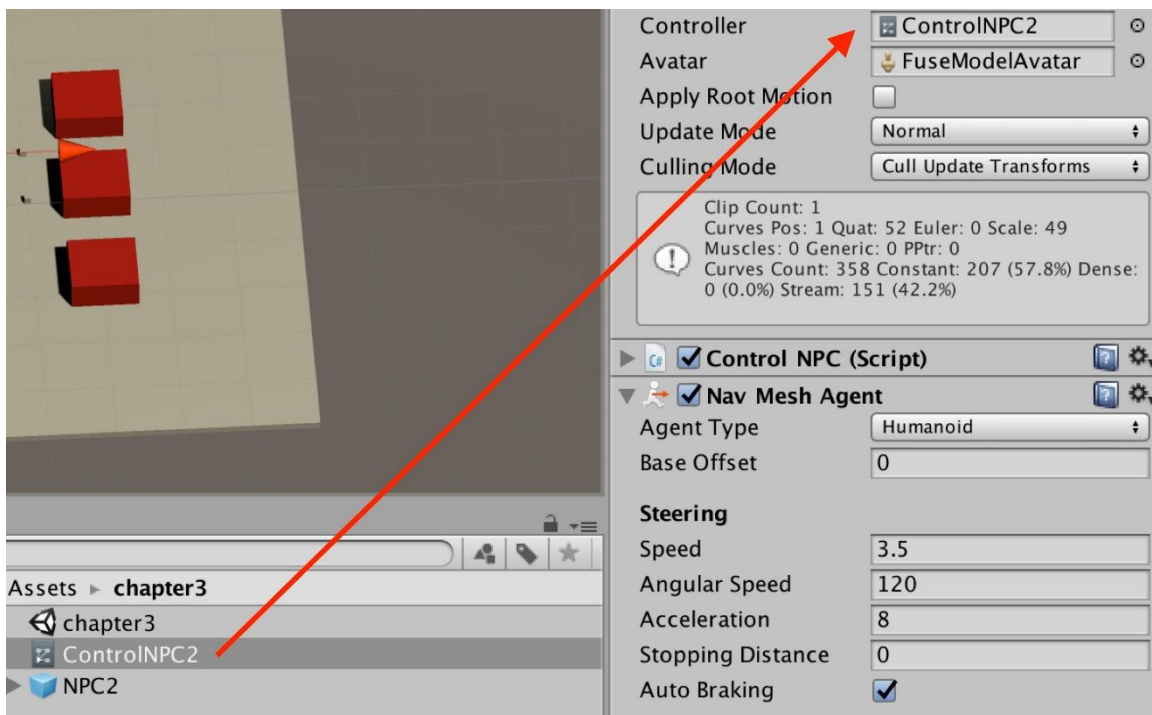
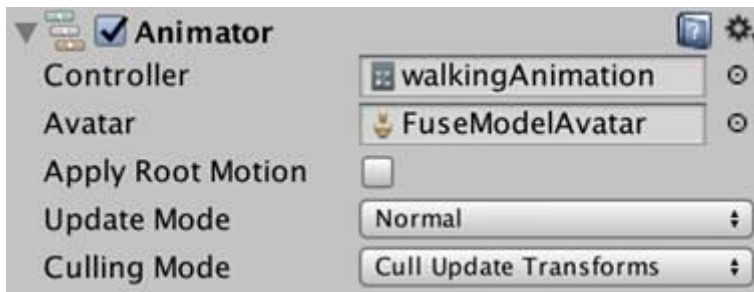
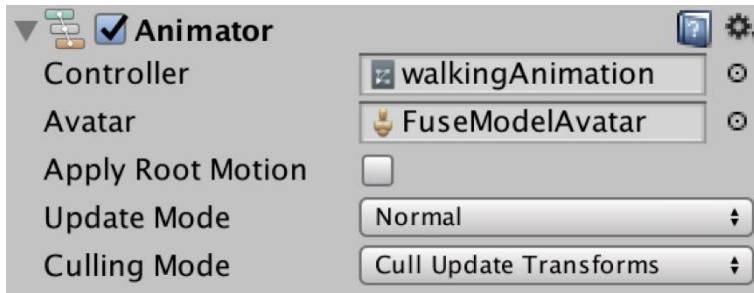
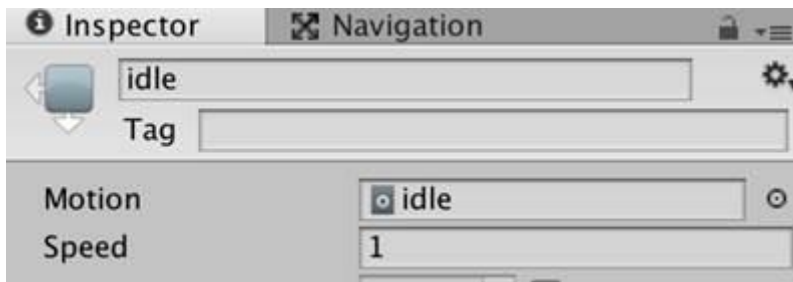
Navigation

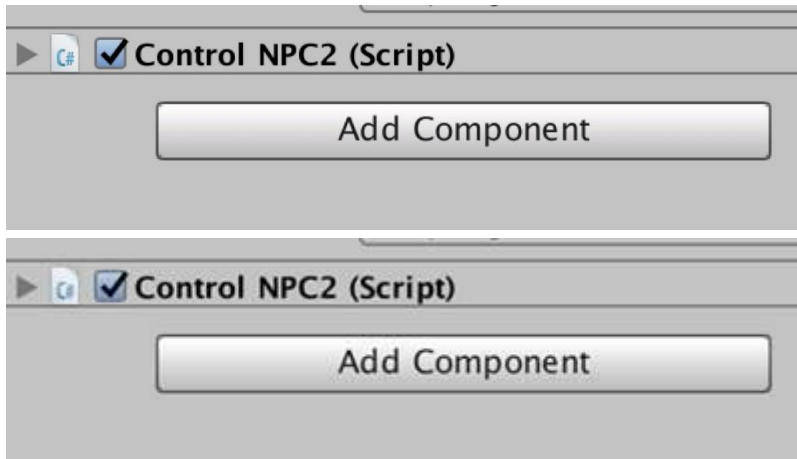
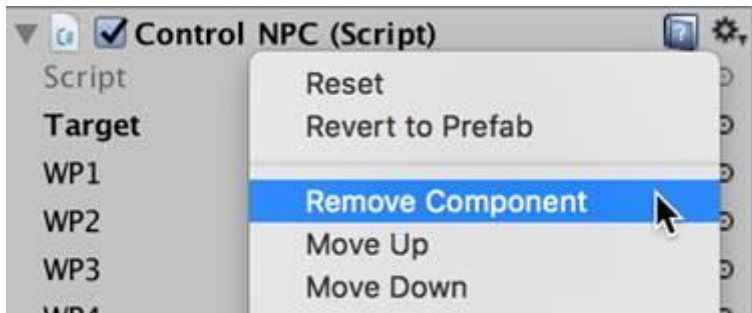
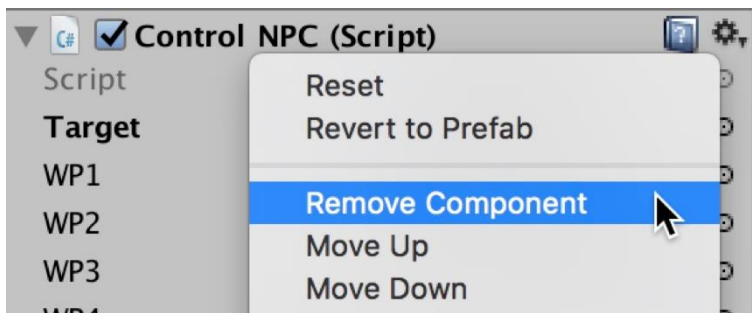
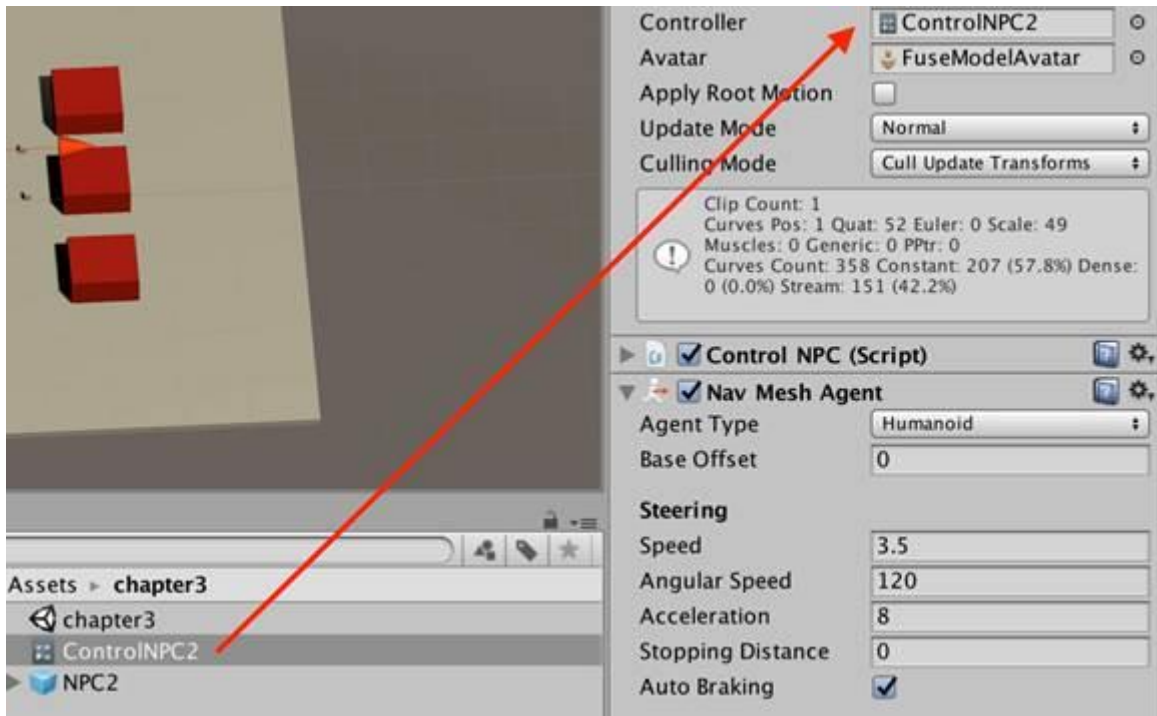
idle

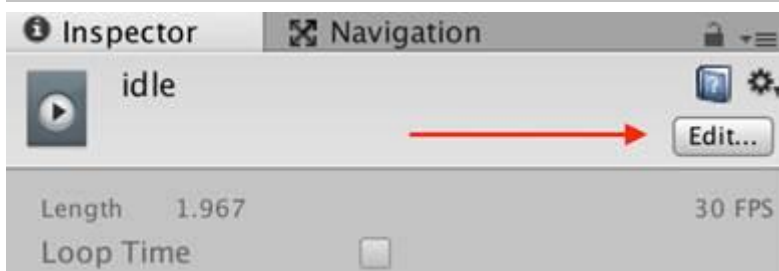
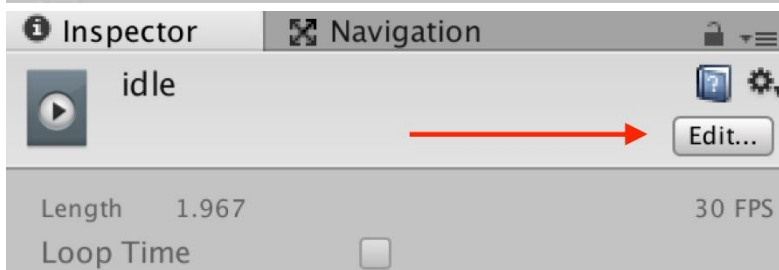
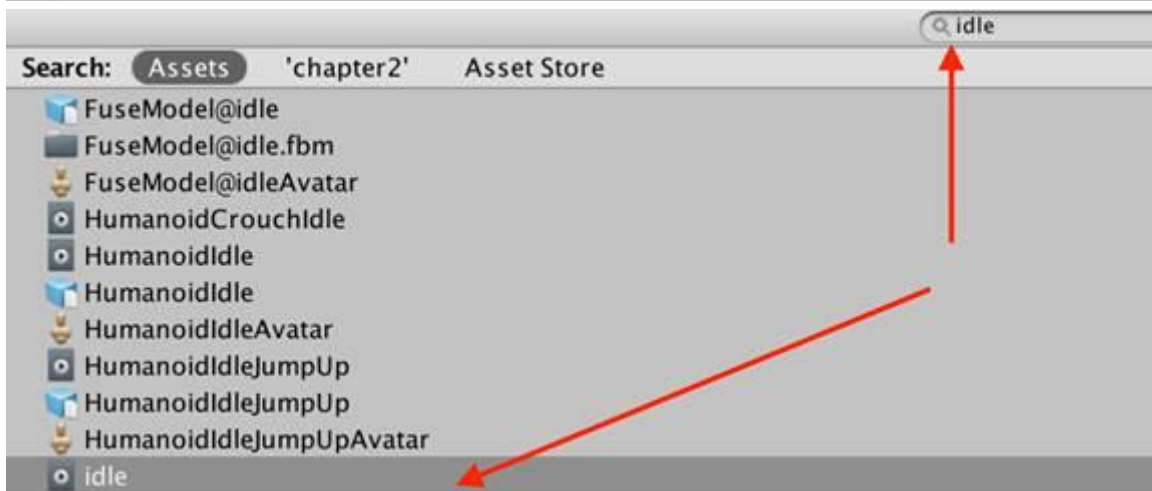
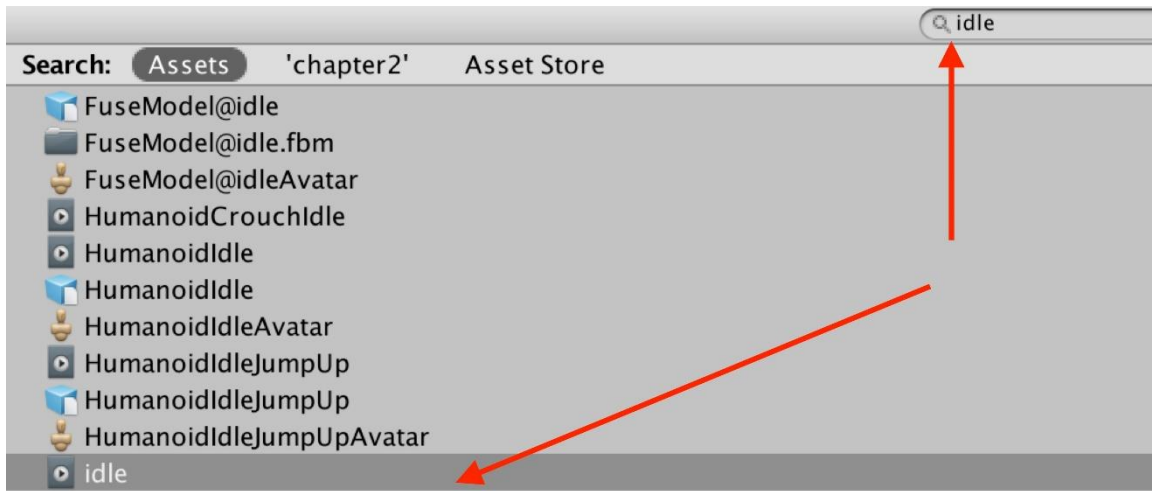
Tag


Motion

Speed







idle 

Length 1.967 30 FPS


0:00 0:10 0:20 1:00 1:10 1:20

Start  End

Loop Time  ←

Loop Pose  ←

Cycle Offset

idle 

Length 1.967 30 FPS

0:00 0:10 0:20 1:00 1:10 1:20

Start  End

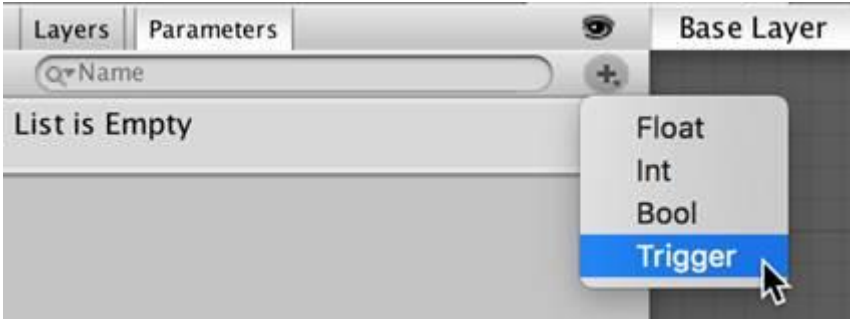
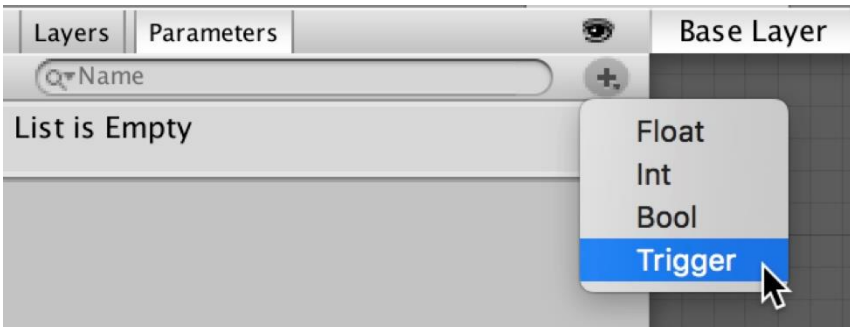
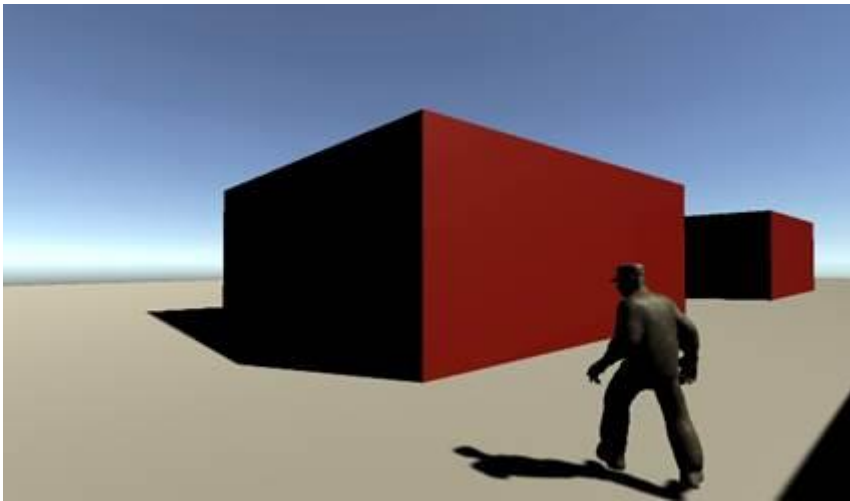
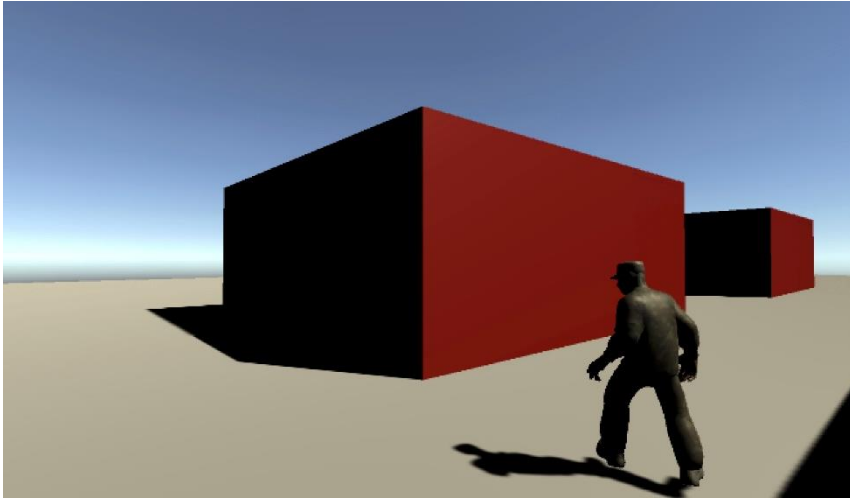
Loop Time  ←

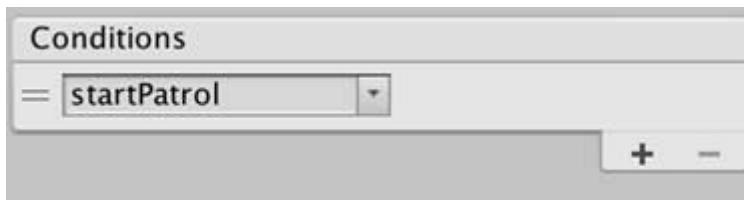
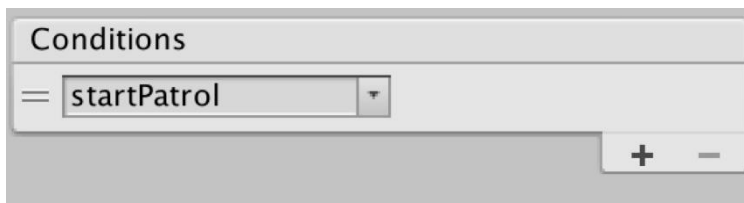
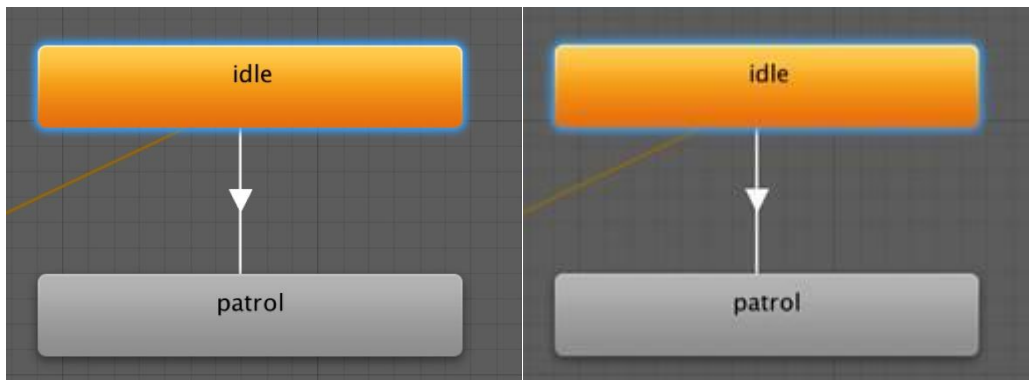
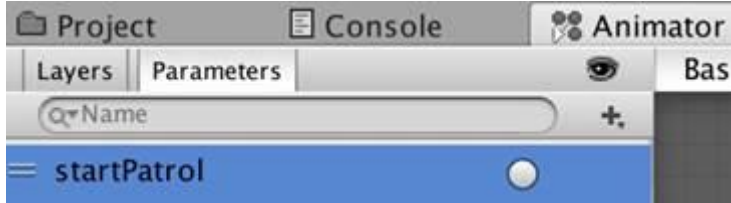
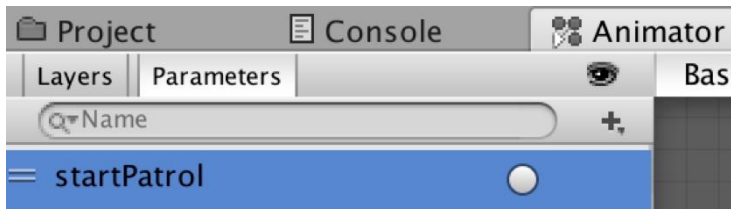
Loop Pose  ←

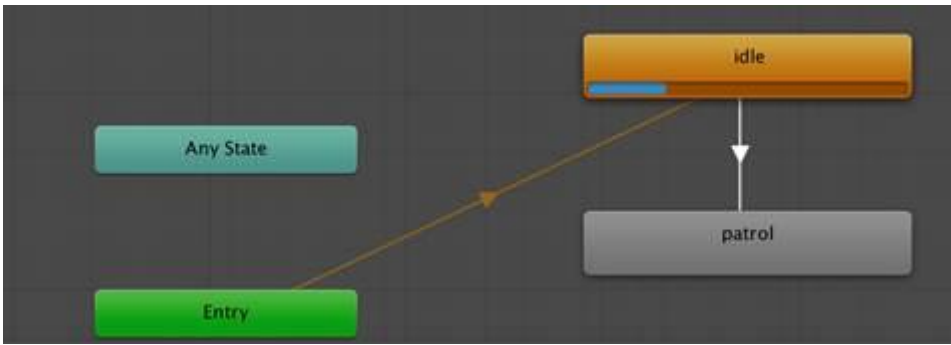
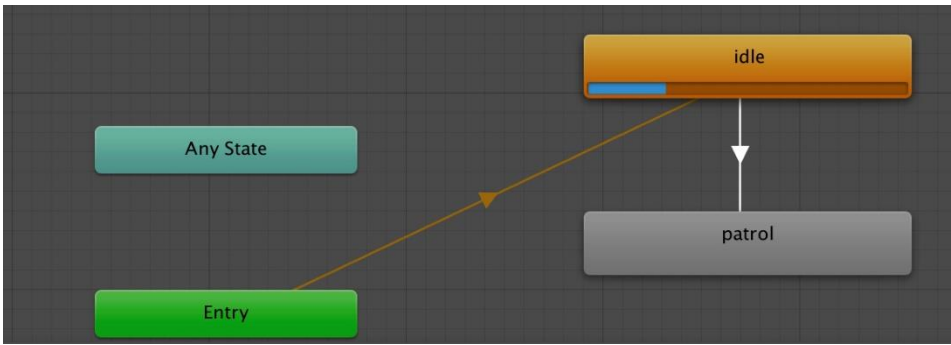
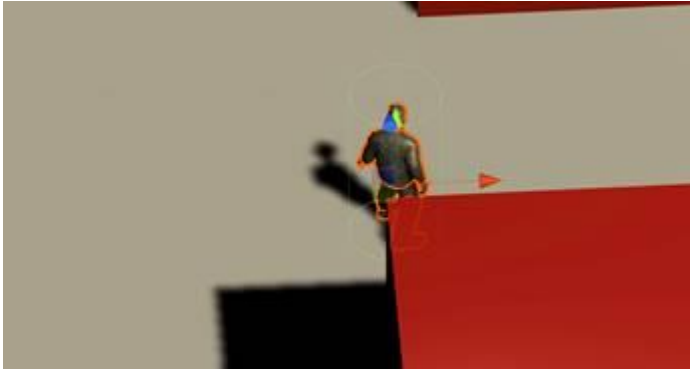
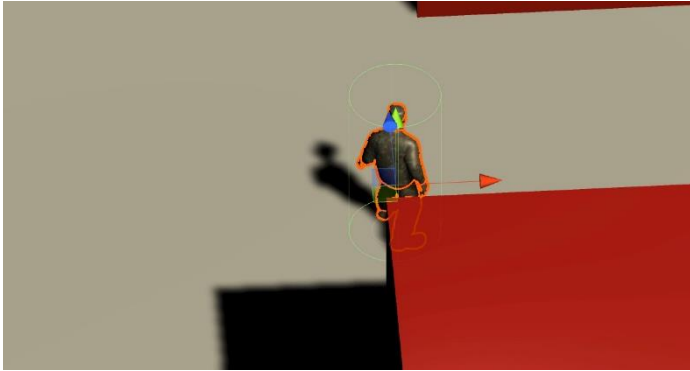
Cycle Offset

- ▶ Curves
- ▶ Events
- ▶ Mask
- ▶ Motion
- ▶ Import Messages

- ▶ Curves
- ▶ Events
- ▶ Mask
- ▶ Motion
- ▶ Import Messages





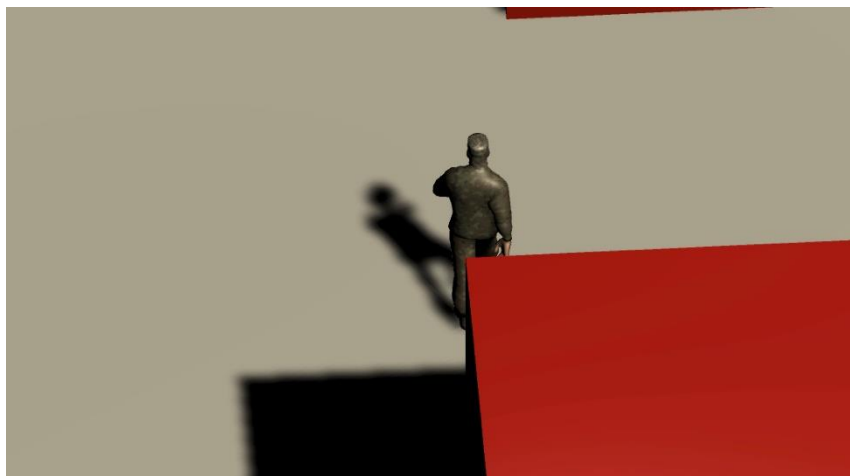
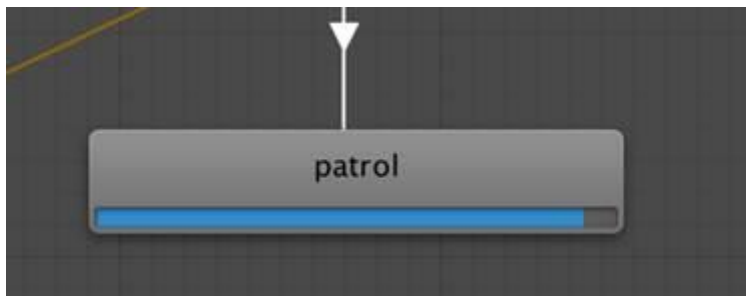
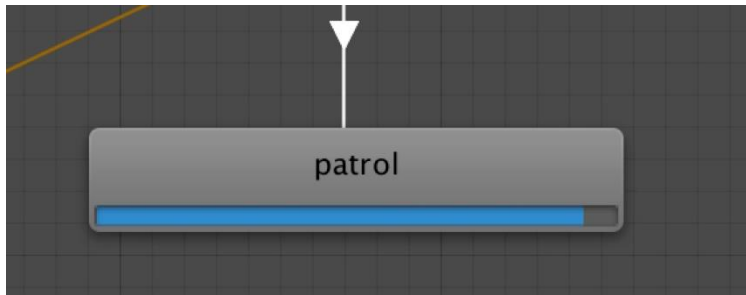
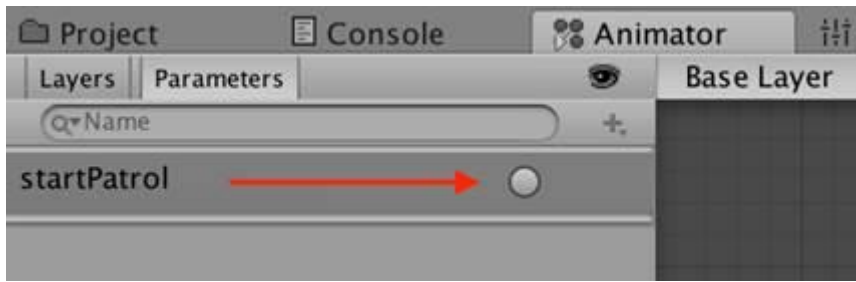


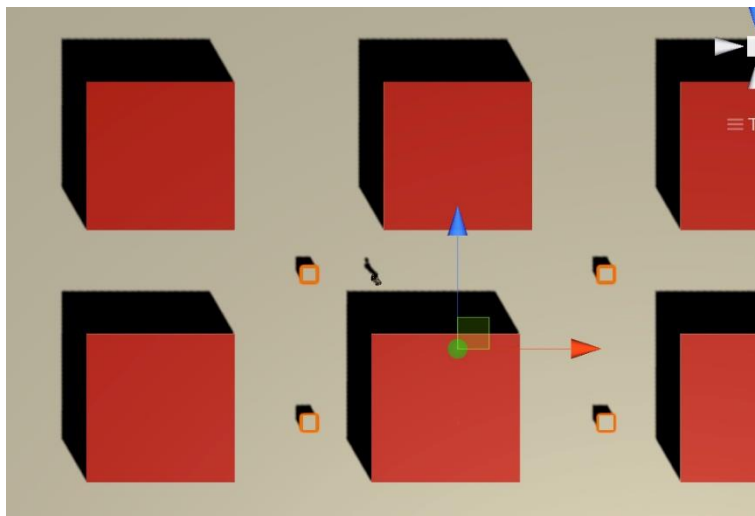
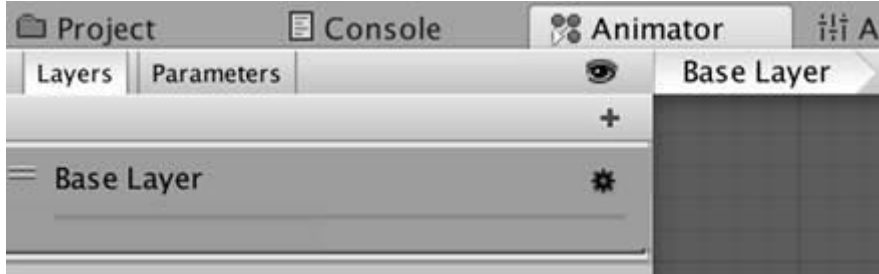
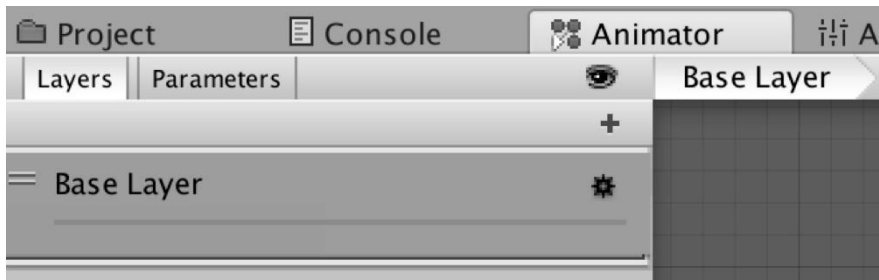
Project Console Animator Base Layer

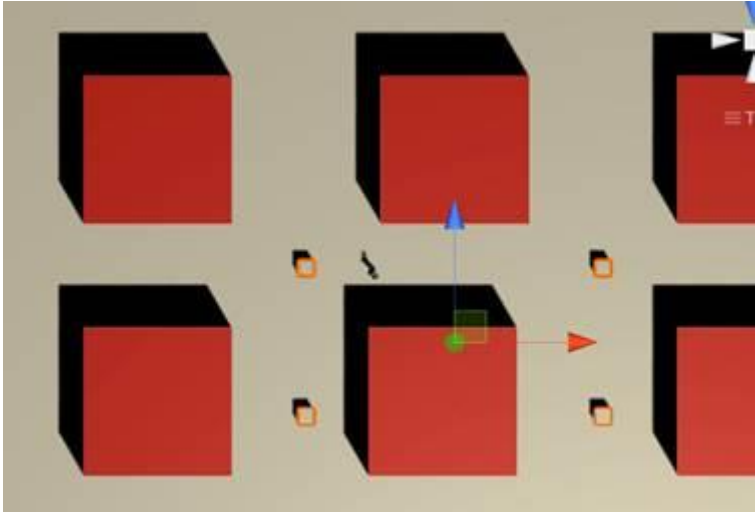
Layers Parameters  +

startPatrol →

The image shows a software interface with three tabs: 'Project', 'Console', and 'Animator'. The 'Animator' tab is active and shows a 'Base Layer' section. Below this, there are two sub-sections: 'Layers' and 'Parameters'. The 'Parameters' section contains a search bar with the text 'Name' and a plus sign. Below the search bar, there is a parameter named 'startPatrol' with a red arrow pointing to a circular toggle switch.







Layers Parameters

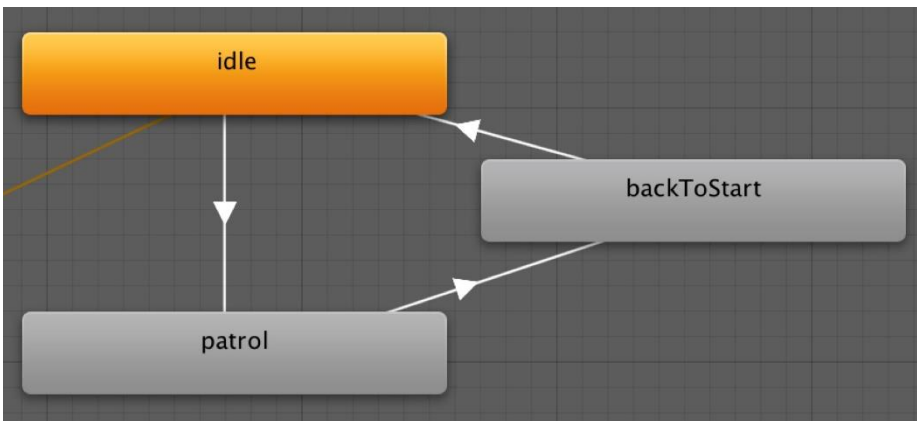
Q Name

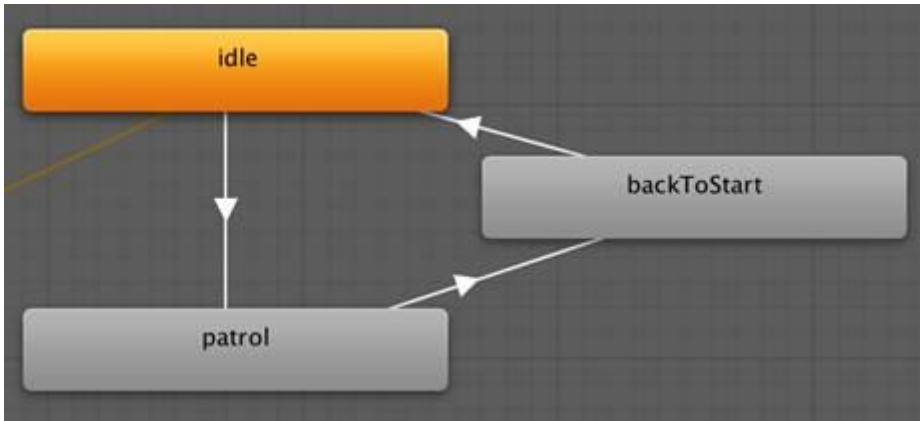
- = startPatrol
- = startToGoBackToStart
- = hasReachedStart

Layers Parameters

Q Name

- = startPatrol
- = startToGoBackToStart
- = hasReachedStart





Inspector Navigation

followPlayer

Tag

Motion walking

Inspector Navigation

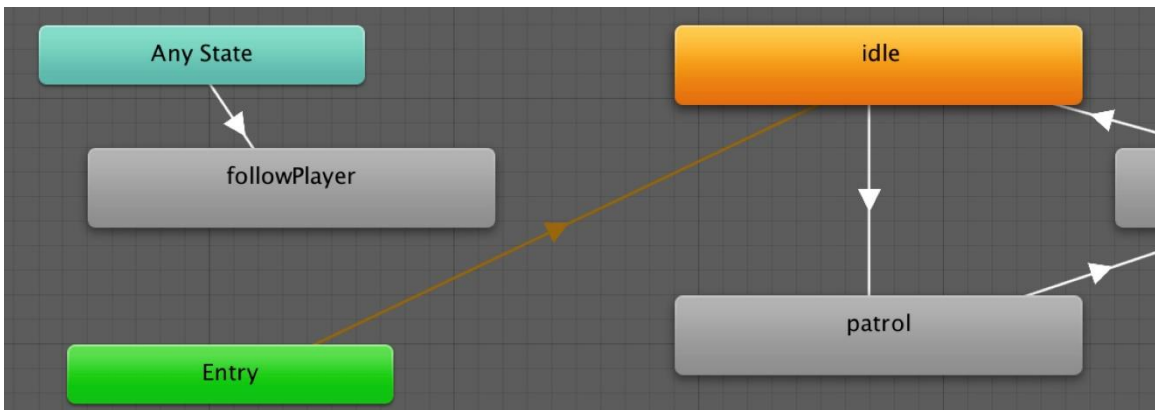
followPlayer

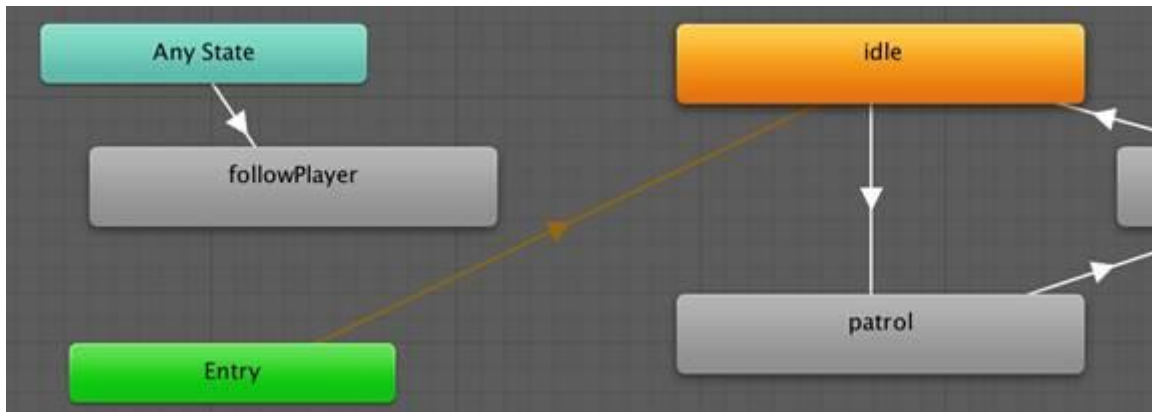
Tag

Motion walking

= canHearPlayer

= canHearPlayer





Conditions

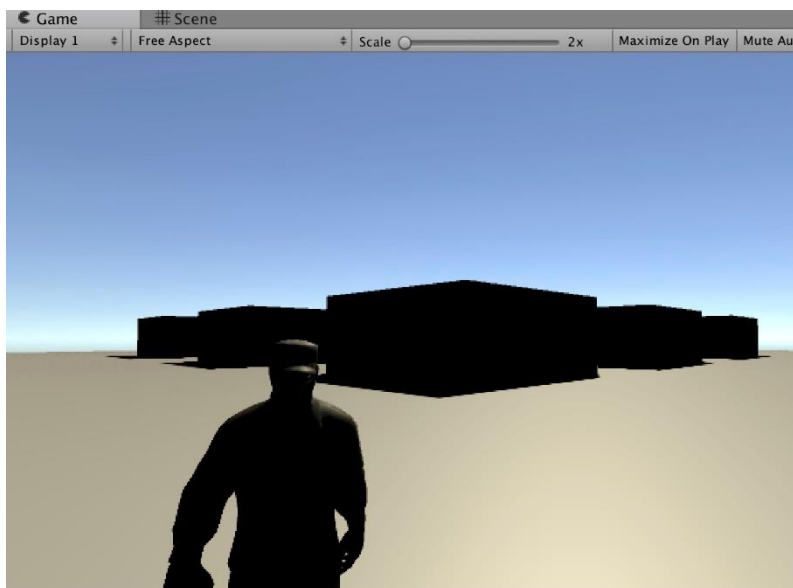
= canHearPlayer true

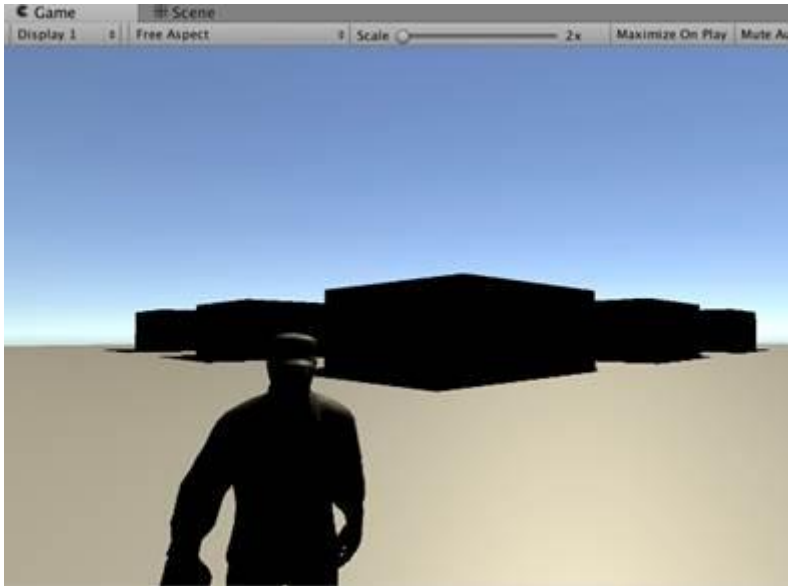
+ -

Conditions

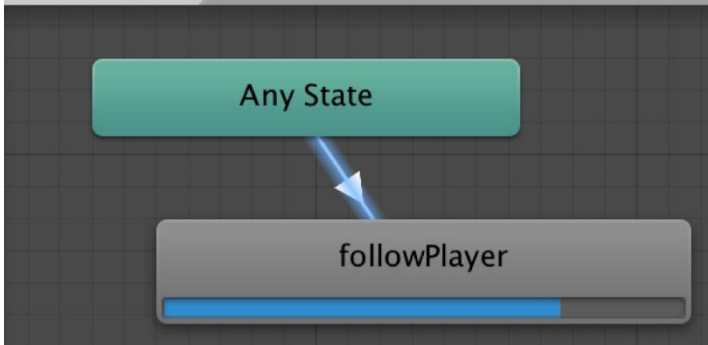
= canHearPlayer true

+ -





Base Layer



Base Layer



Has Exit Time



Settings

Exit Time

0.75

Fixed Duration



Transition Duration (s)

0.25

Transition Offset

0

Interruption Source

None

Ordered Interruption



Can Transition To Self



Has Exit Time

Settings

Exit Time

Fixed Duration

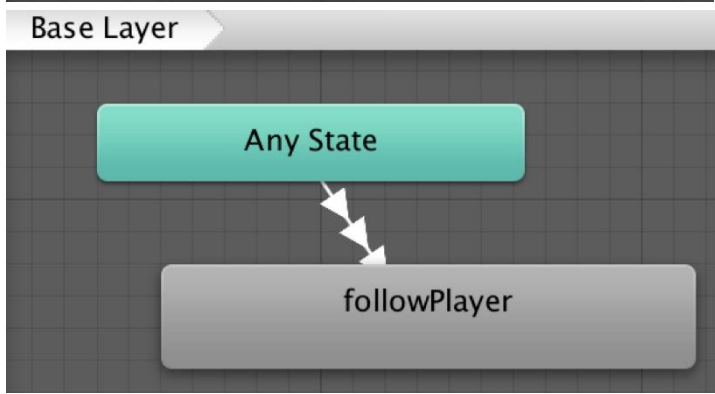
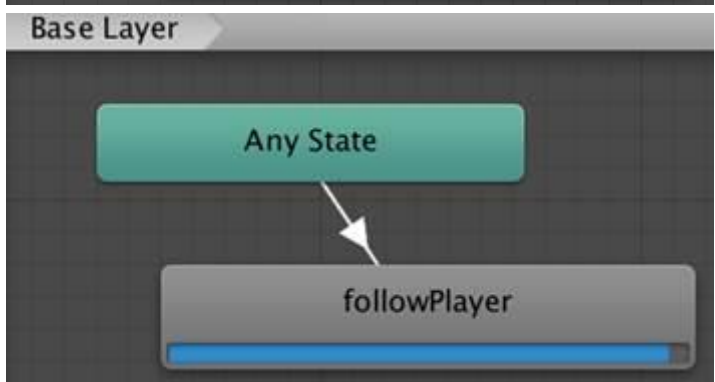
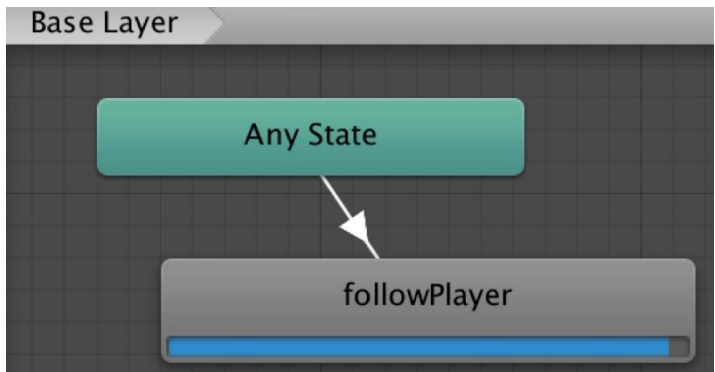
Transition Duration (s)

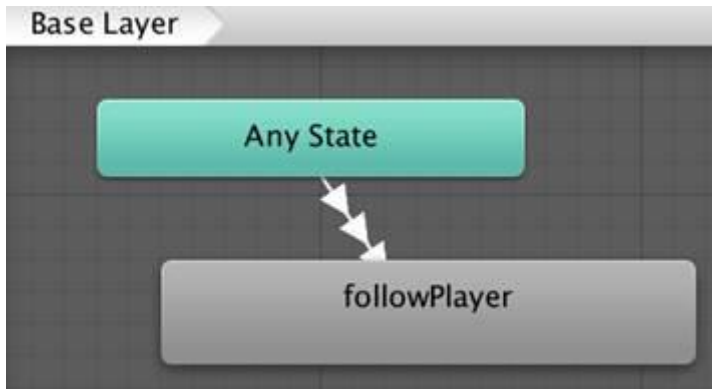
Transition Offset

Interruption Source

Ordered Interruption

Can Transition To Self





**i** Inspector **Navigation**

AnyState -> followPlayer  
2 Transitions

Transitions

|                          |   |
|--------------------------|---|
| AnyState -> followPlayer | ← |
| AnyState -> followPlayer | ← |

**i** Inspector **Navigation**

AnyState -> followPlayer  
2 Transitions

Transitions

|                          |   |
|--------------------------|---|
| AnyState -> followPlayer | ← |
| AnyState -> followPlayer | ← |

**i** Inspector **Navigation**

AnyState -> followPlayer  
2 Transitions

| Transitions              | Solo                     |
|--------------------------|--------------------------|
| AnyState -> followPlayer | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> |

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

| Transitions              | Solo                     |
|--------------------------|--------------------------|
| AnyState -> followPlayer | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> |

Conditions

= canHearPlayer true

+ -

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

| Transitions              |
|--------------------------|
| AnyState -> followPlayer |
| AnyState -> followPlayer |

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

| Transitions              |
|--------------------------|
| AnyState -> followPlayer |
| AnyState -> followPlayer |

Conditions

= canSeePlayer true

+ -

Conditions

= canSeePlayer true

+ -

Has Exit Time

Settings

Exit Time 0.75

Fixed Duration

Transition Duration (s) 0.25

Transition Offset 0

Interruption Source None

Ordered Interruption

Can Transition To Self  ←

Has Exit Time

Settings

Exit Time 0.75

Fixed Duration

Transition Duration (s) 0.25

Transition Offset 0

Interruption Source None

Ordered Interruption

Can Transition To Self  ←

= canHearPlayer

= canHearPlayer

Conditions

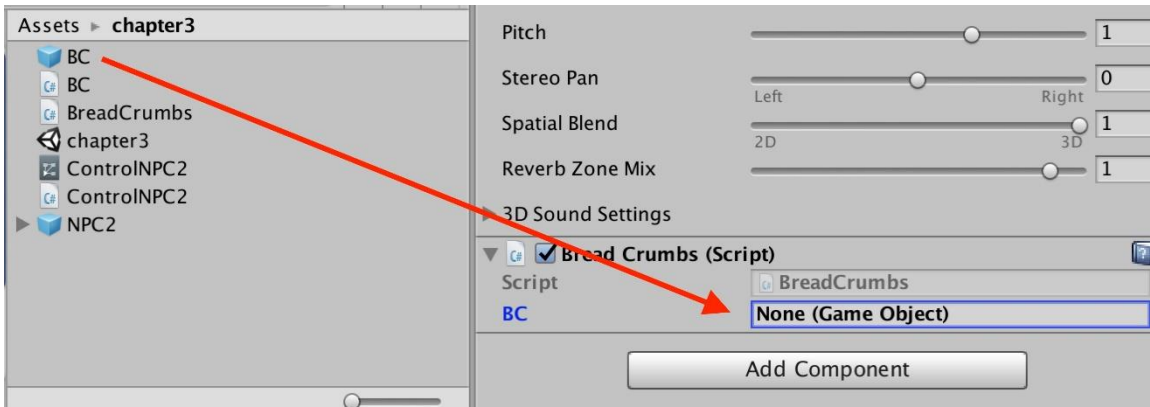
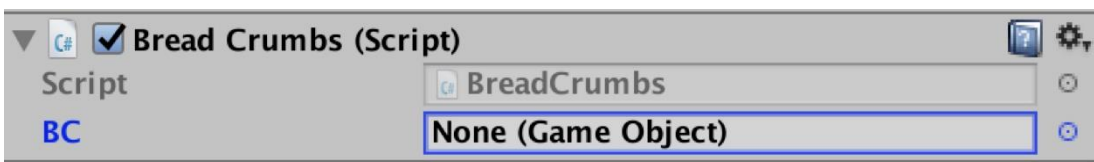
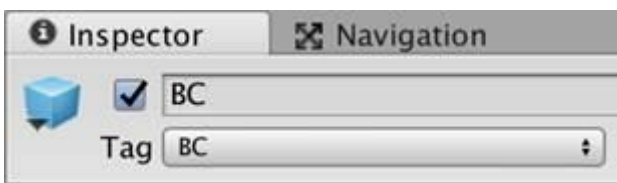
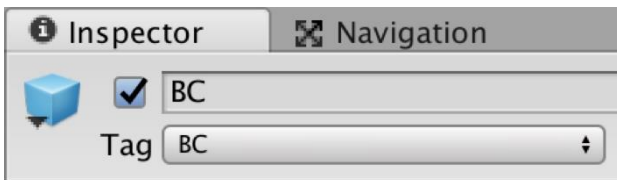
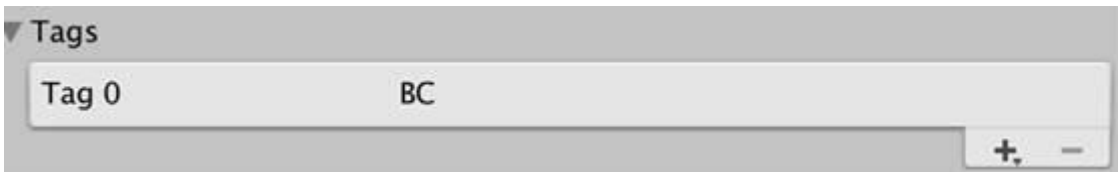
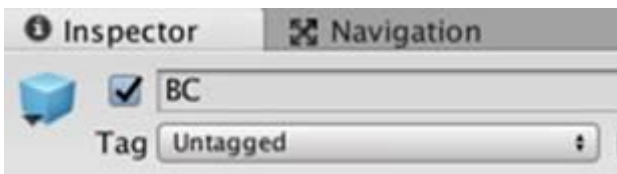
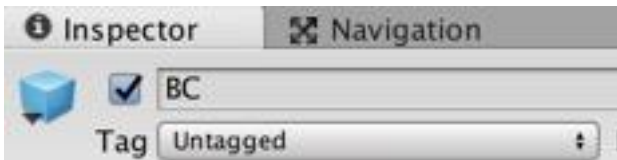
= canSeePlayer false

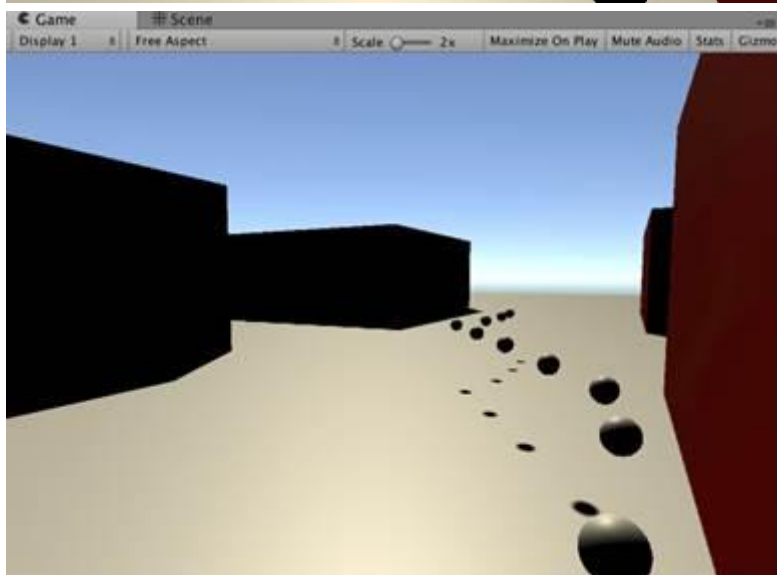
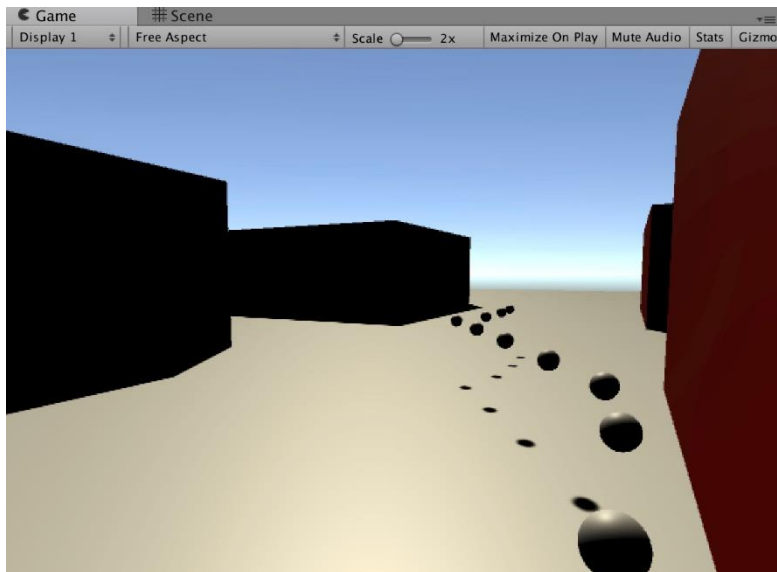
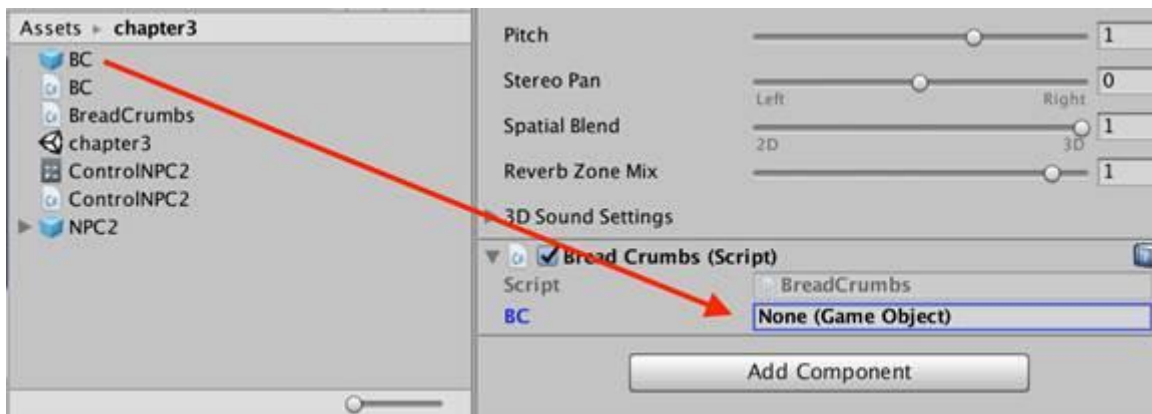
= canHearPlayer false

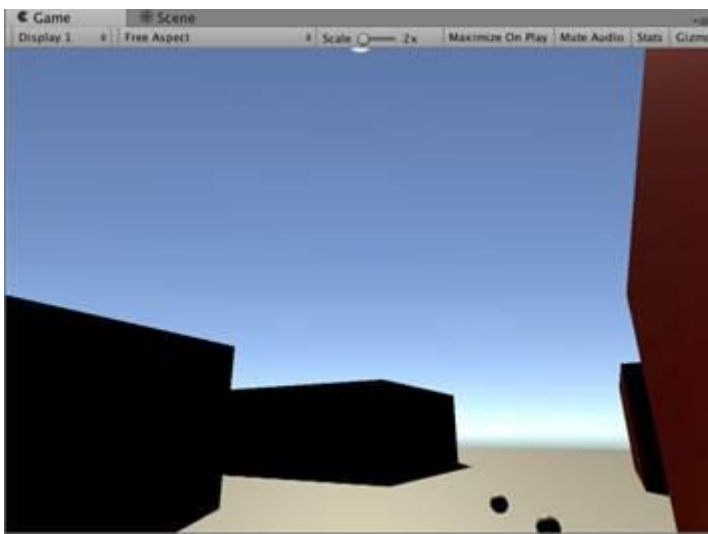
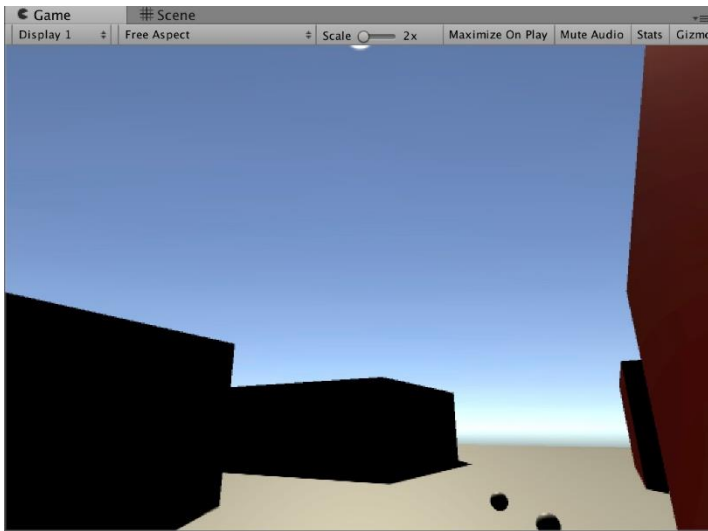
Conditions

= canSeePlayer false

= canHearPlayer false







Conditions

|   |                |   |       |   |
|---|----------------|---|-------|---|
| = | canSeePlayer   | ▼ | false | ↕ |
| = | canHearPlayer  | ▼ | false | ↕ |
| = | canSmellPlayer | ▼ | false | ↕ |

+ -

Conditions

|   |                |   |       |   |
|---|----------------|---|-------|---|
| = | canSeePlayer   | ▼ | false | ↕ |
| = | canHearPlayer  | ▼ | false | ↕ |
| = | canSmellPlayer | ▼ | false | ↕ |

+ -

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Conditions

- = canSmellPlayer true

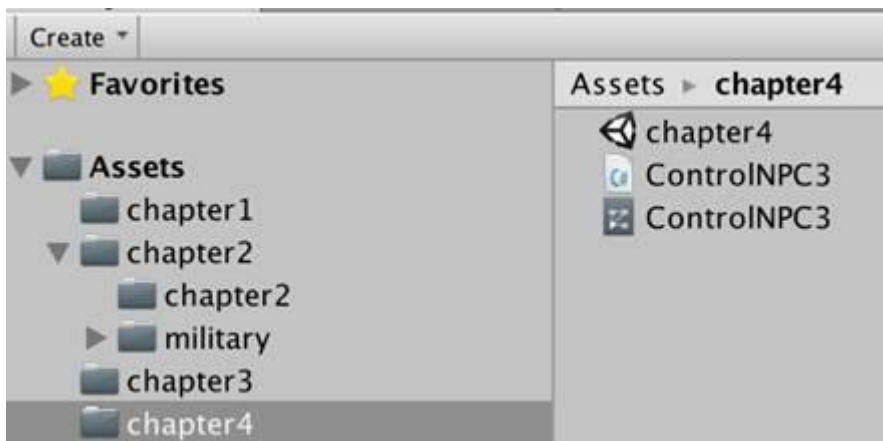
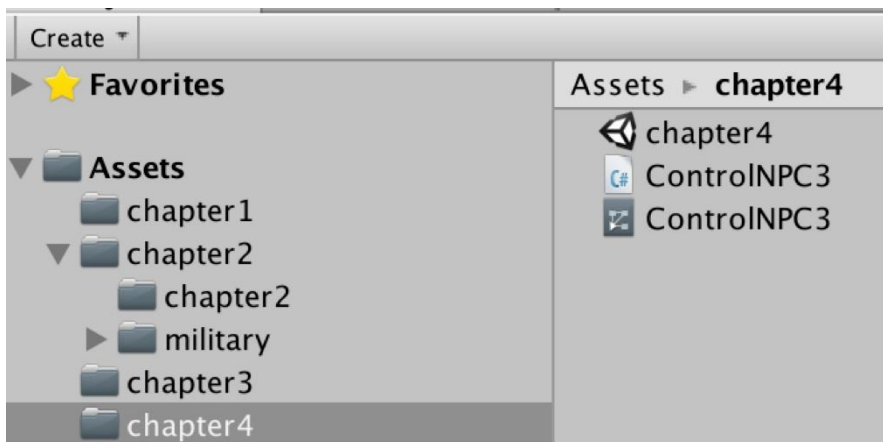
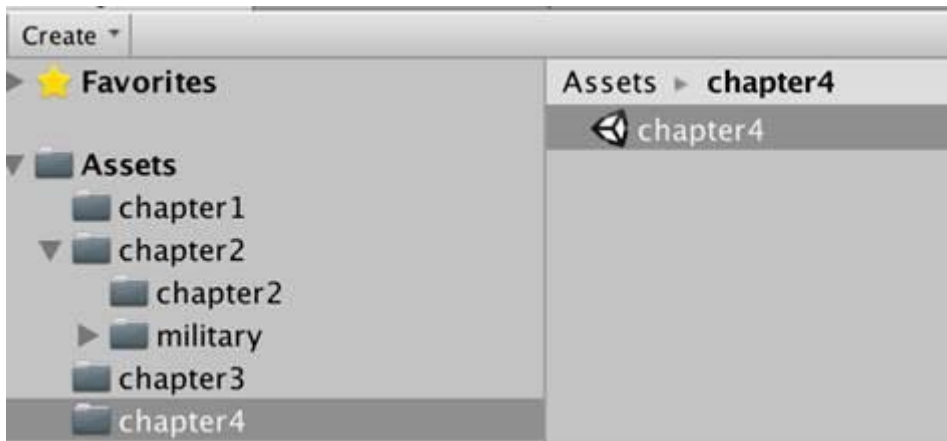
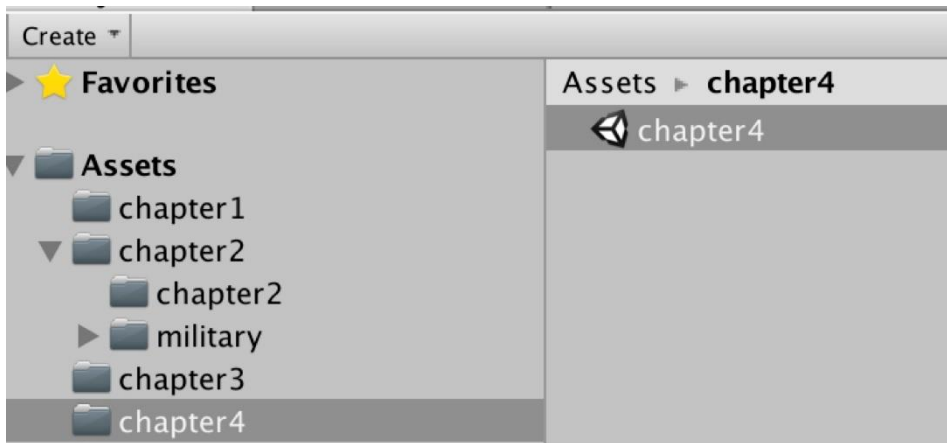
+ -

Conditions

- = canSmellPlayer true

+ -





▼ **Animator**

Controller

Avatar

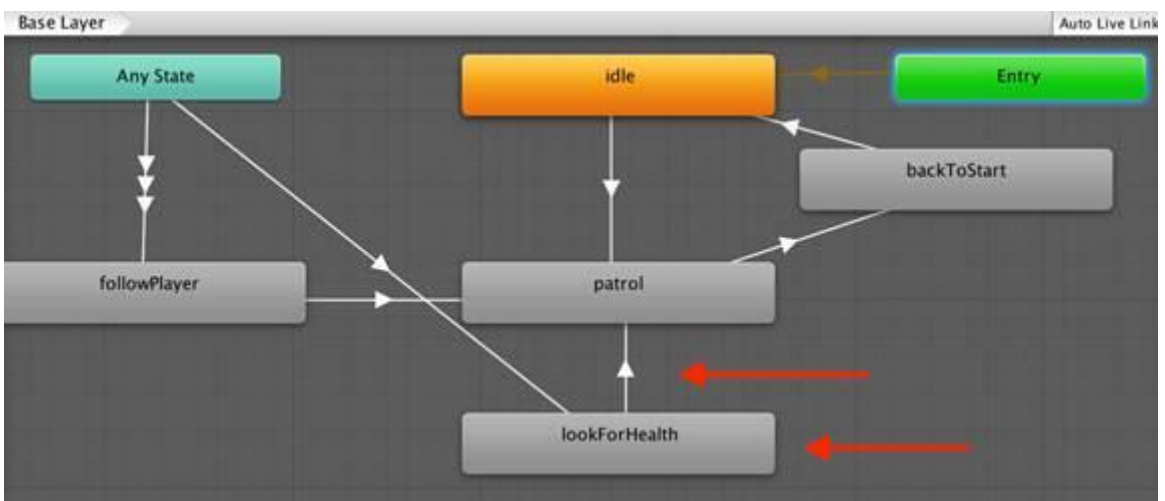
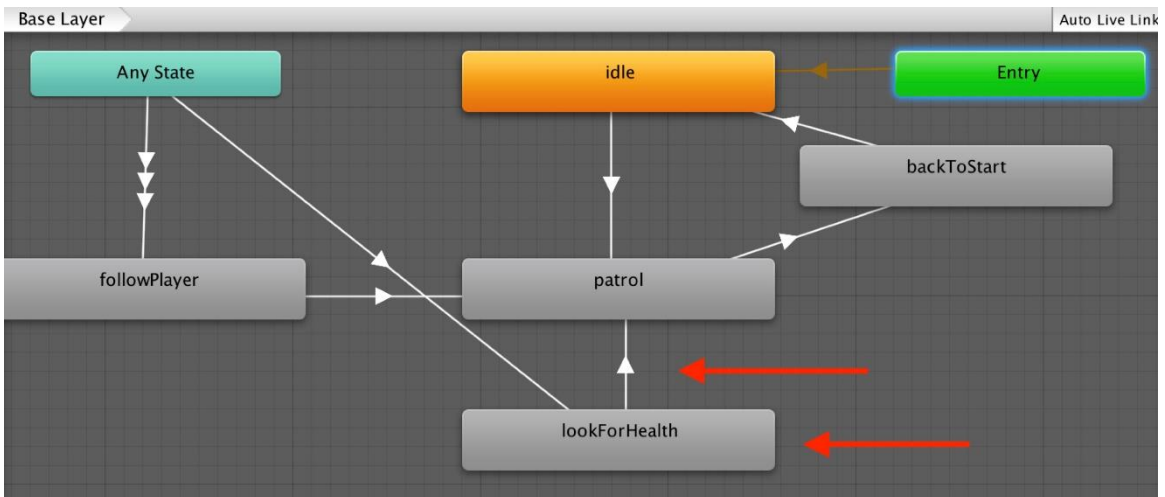
Apply Root Motion

▼ **Animator**

Controller

Avatar

Apply Root Motion



▼ **Settings**

Exit Time

Fixed Duration

Transition Duration (s)

Transition Offset

Interruption Source

Ordered Interruption

Can Transition To Self

▼ Settings

|                         |                                     |
|-------------------------|-------------------------------------|
| Exit Time               | 0.75                                |
| Fixed Duration          | <input checked="" type="checkbox"/> |
| Transition Duration (s) | 0.25                                |
| Transition Offset       | 0                                   |
| Interruption Source     | None                                |
| Ordered Interruption    | <input checked="" type="checkbox"/> |
| Can Transition To Self  | <input type="checkbox"/>            |

Conditions

|   |        |         |    |
|---|--------|---------|----|
| = | health | Less    | 20 |
| = | health | Greater | 1  |

Conditions

|   |        |         |    |
|---|--------|---------|----|
| = | health | Less    | 20 |
| = | health | Greater | 1  |

Conditions

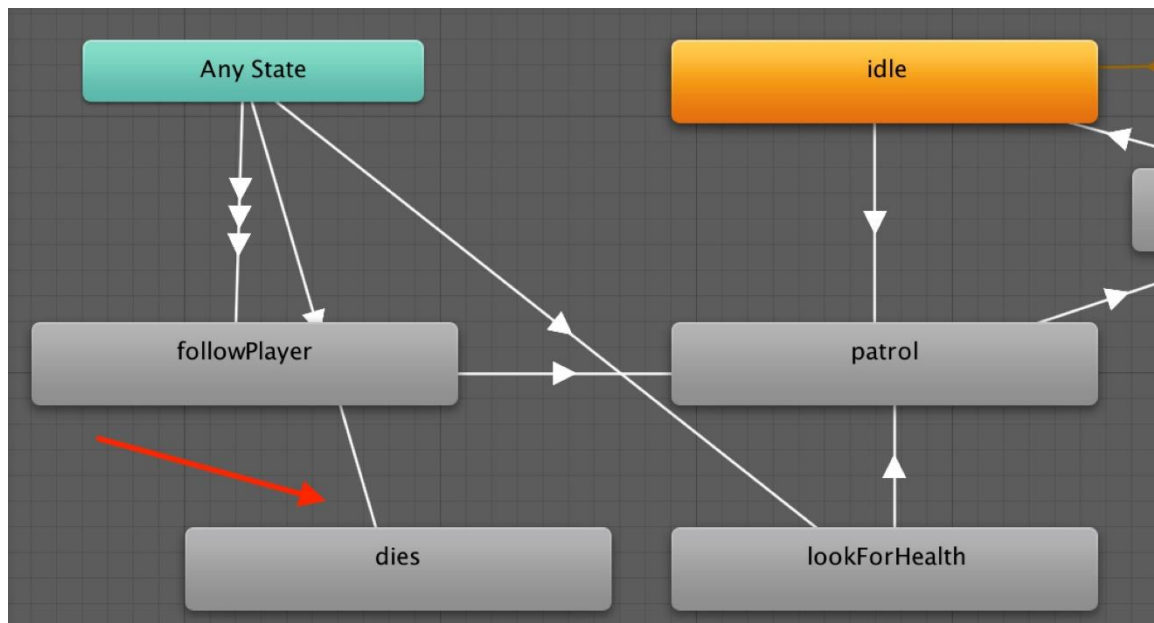
|   |        |      |   |
|---|--------|------|---|
| = | health | Less | 1 |
|---|--------|------|---|

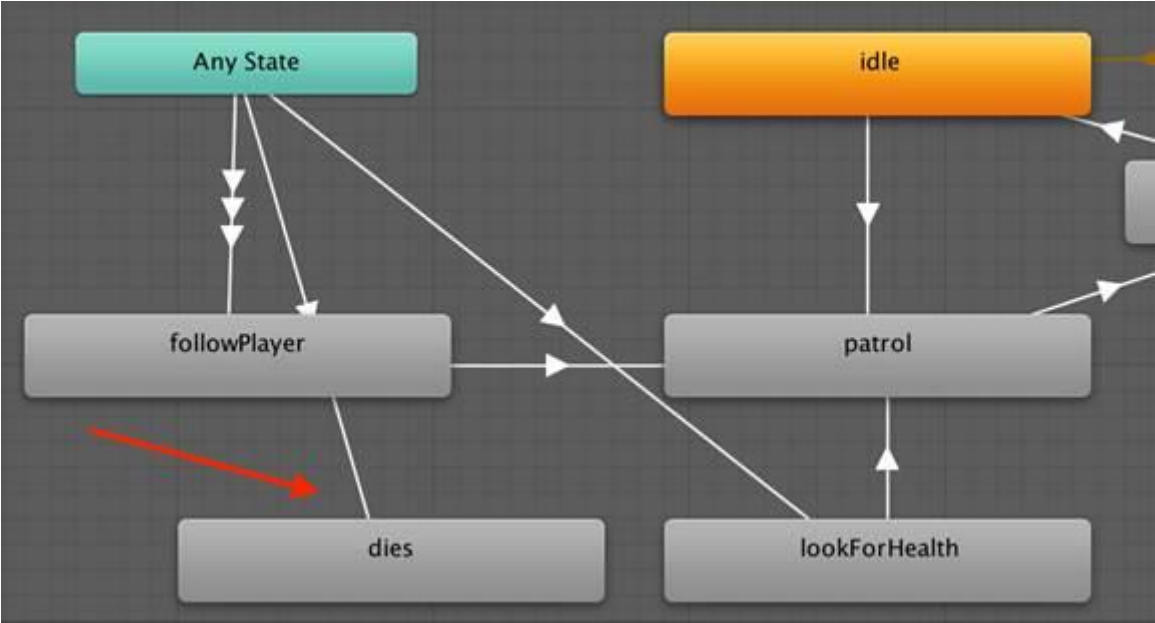
+ -

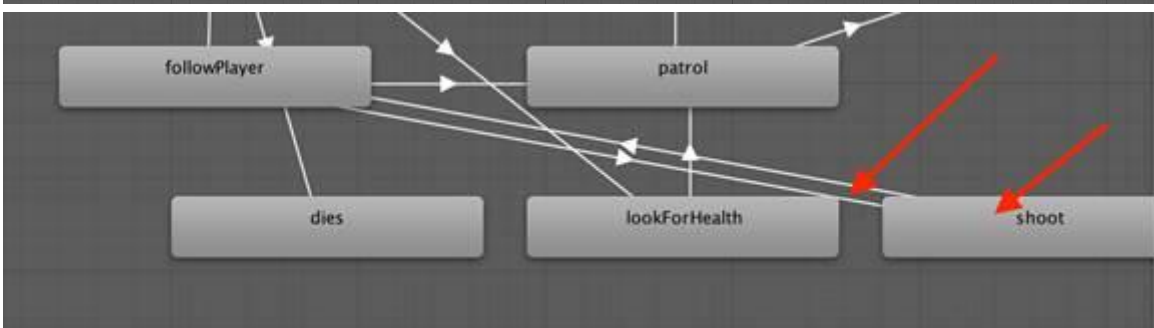
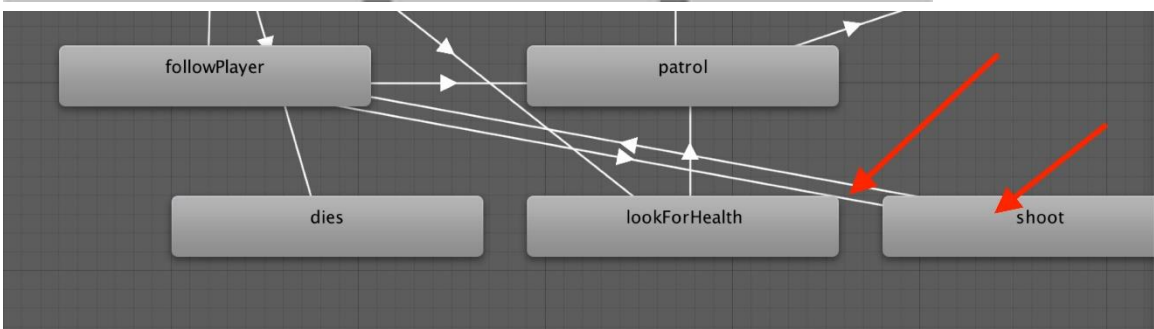
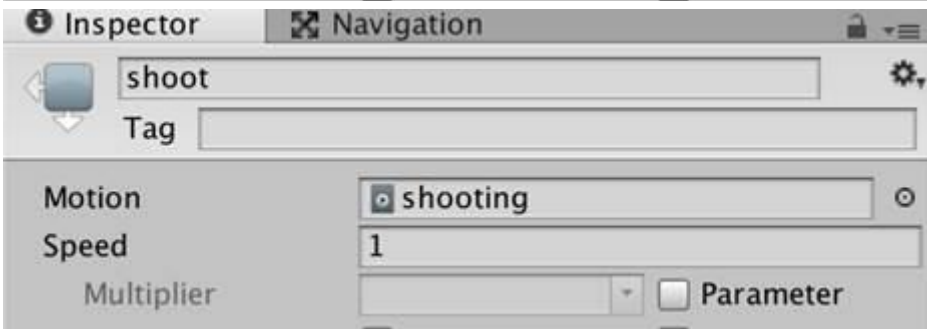
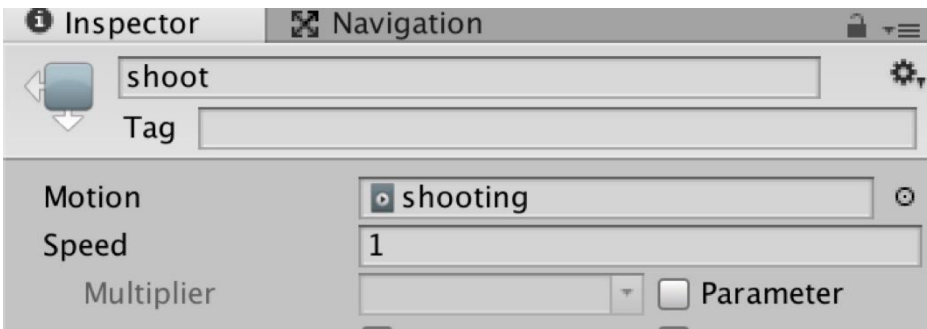
Conditions

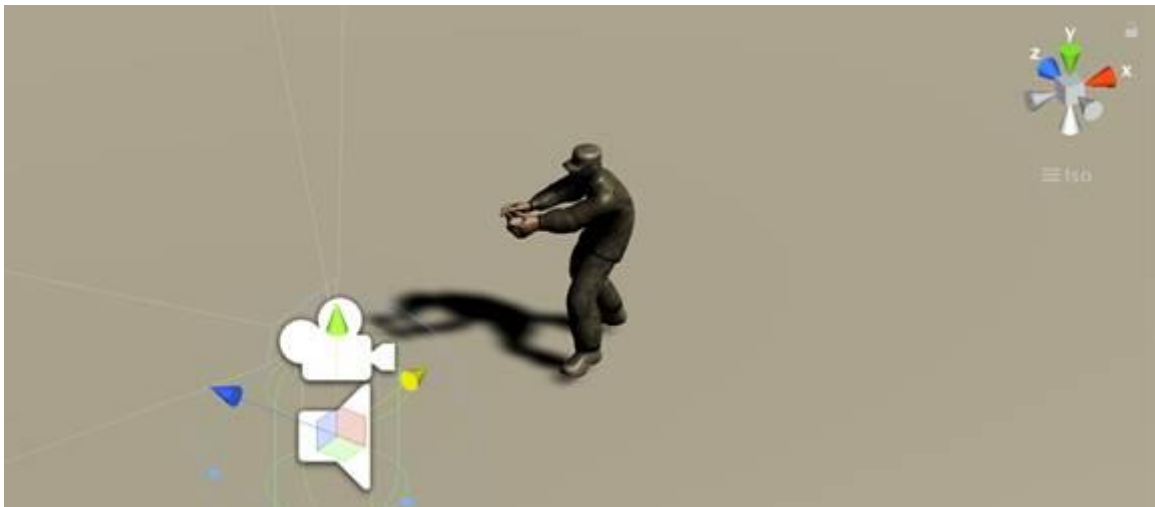
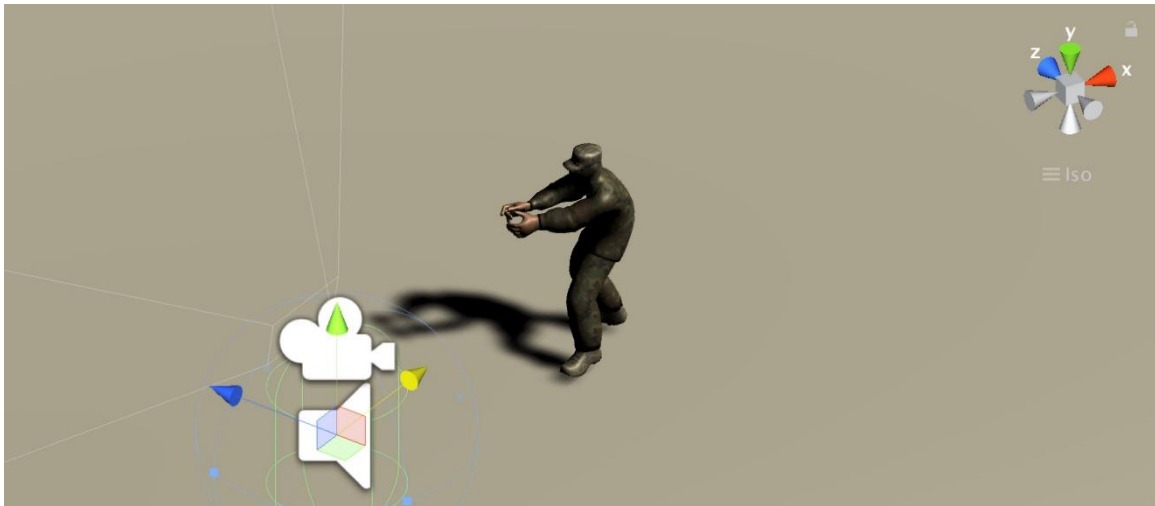
|   |        |      |   |
|---|--------|------|---|
| = | health | Less | 1 |
|---|--------|------|---|

+ -









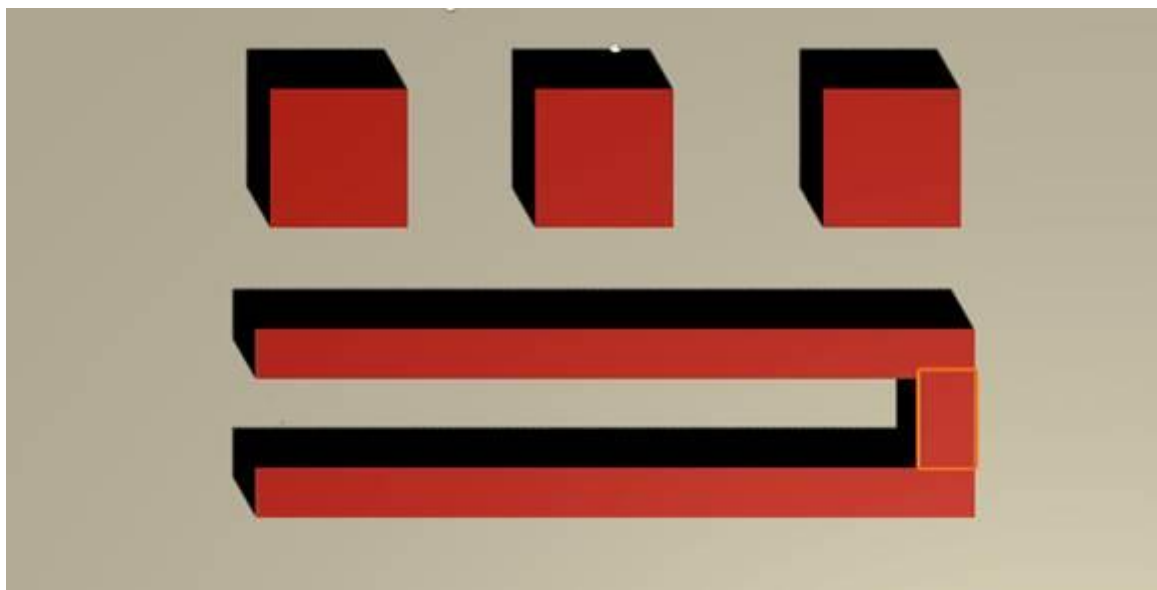
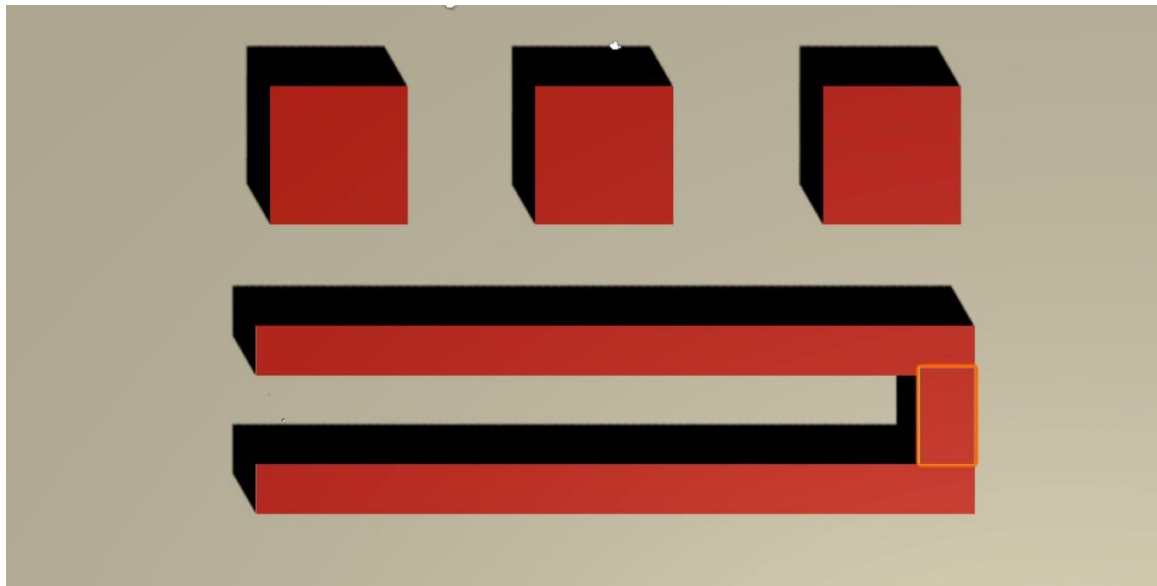
| Transitions              | Solo                     | Mute                     |
|--------------------------|--------------------------|--------------------------|
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |

| Transitions              | Solo                     | Mute                     |
|--------------------------|--------------------------|--------------------------|
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |
| AnyState -> followPlayer | <input type="checkbox"/> | <input type="checkbox"/> |

| Conditions |               |         |    |
|------------|---------------|---------|----|
| =          | canHearPlayer |         |    |
| =          | ammos         | Greater | 20 |
| =          | health        | Greater | 20 |

Conditions

|   |               |   |           |    |
|---|---------------|---|-----------|----|
| = | canHearPlayer | ▼ |           |    |
| = | ammos         | ▼ | Greater ↕ | 20 |
| = | health        | ▼ | Greater ↕ | 20 |




corridorWall1  
corridorWall2  
corridorWall3  
wall  
wall (1)  
wall (2)  
wall (3)  
wall (4)  
wall (5)  
wall (6)  
wall (7)  
wall (8)

corridorWall1  
corridorWall2  
corridorWall3  
wall  
wall (1)  
wall (2)  
wall (3)  
wall (4)  
wall (5)  
wall (6)  
wall (7)  
wall (8)

Agents Areas **Bake** Object

Learn about the component-based workflow.

**Baked Agent Size**



0.4

R = 0.5

H = 2

45°

Agent Radius

Agent Height

Max Slope

Step Height

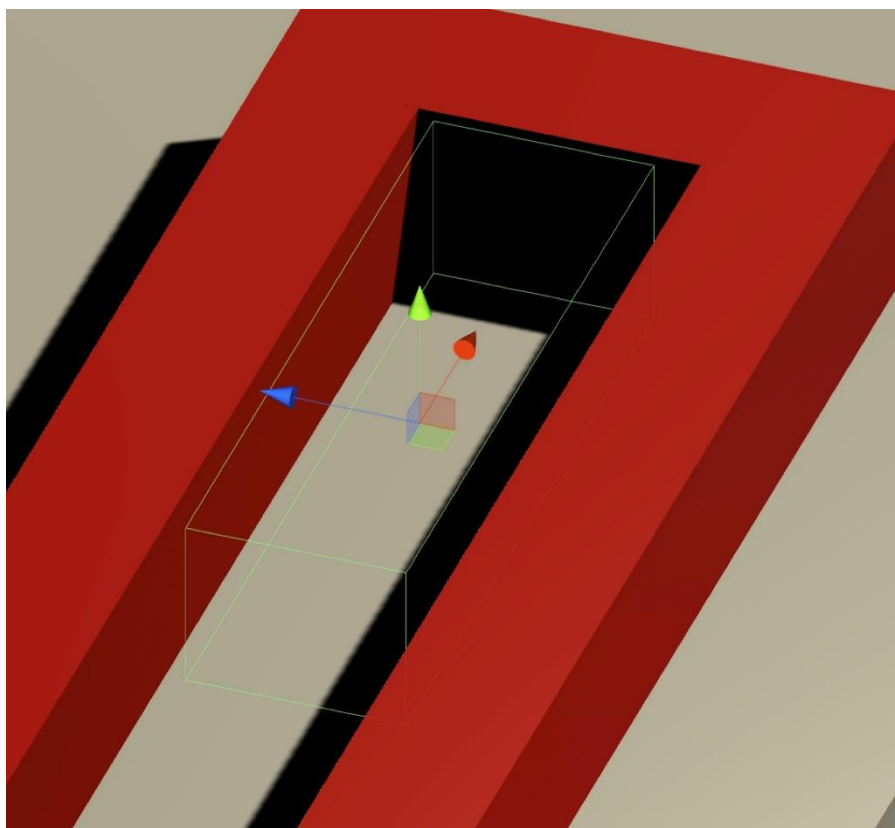
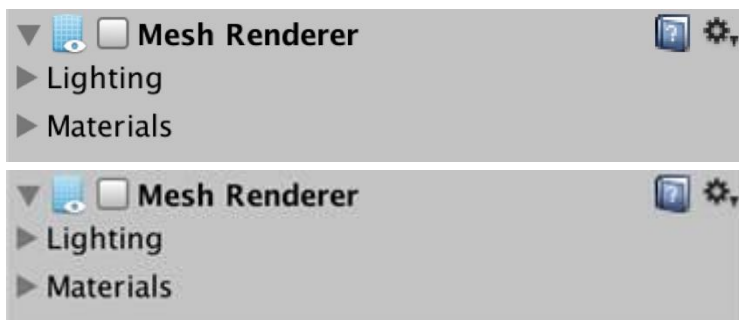
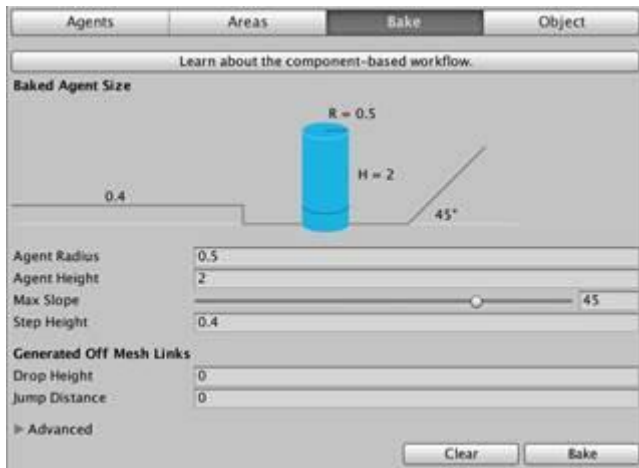
**Generated Off Mesh Links**

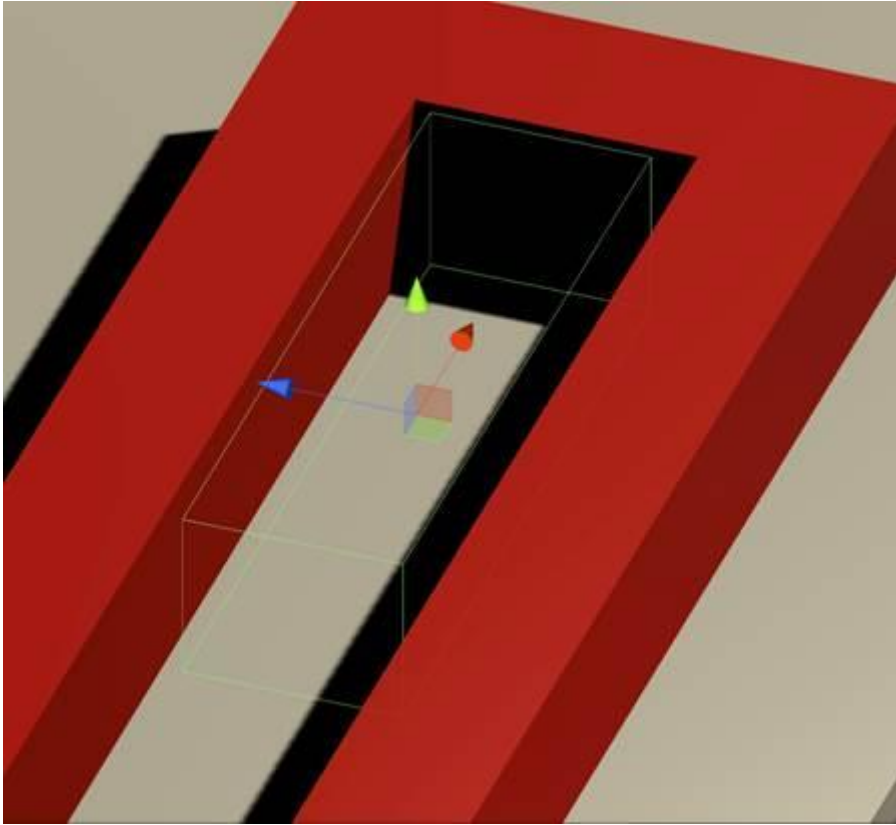
Drop Height



Jump Distance


► Advanced

Clear Bake






▼  **Box Collider**  

 Edit Collider

Is Trigger

Material  

Center

▼  **Box Collider**  

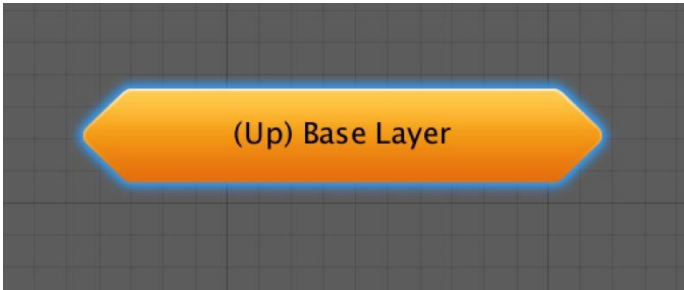
 Edit Collider

Is Trigger

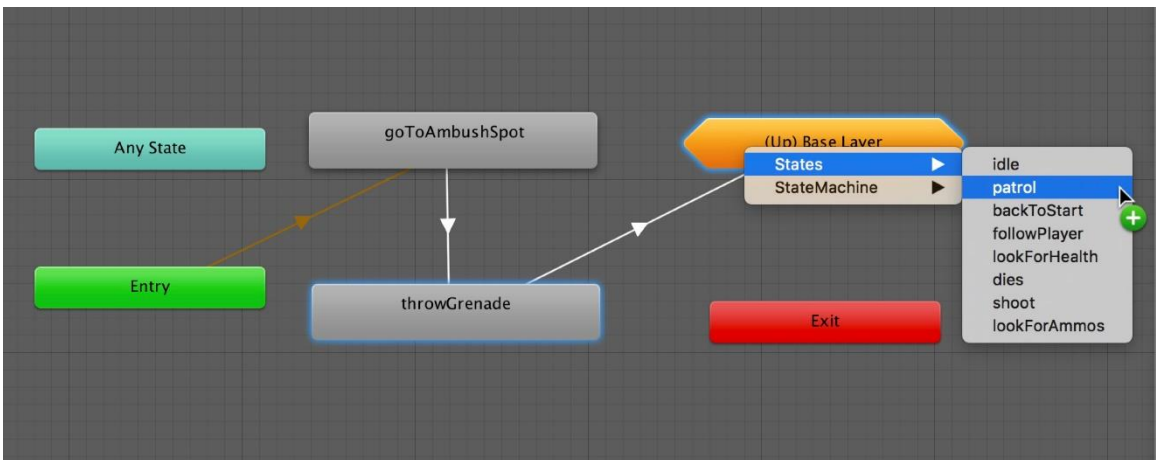
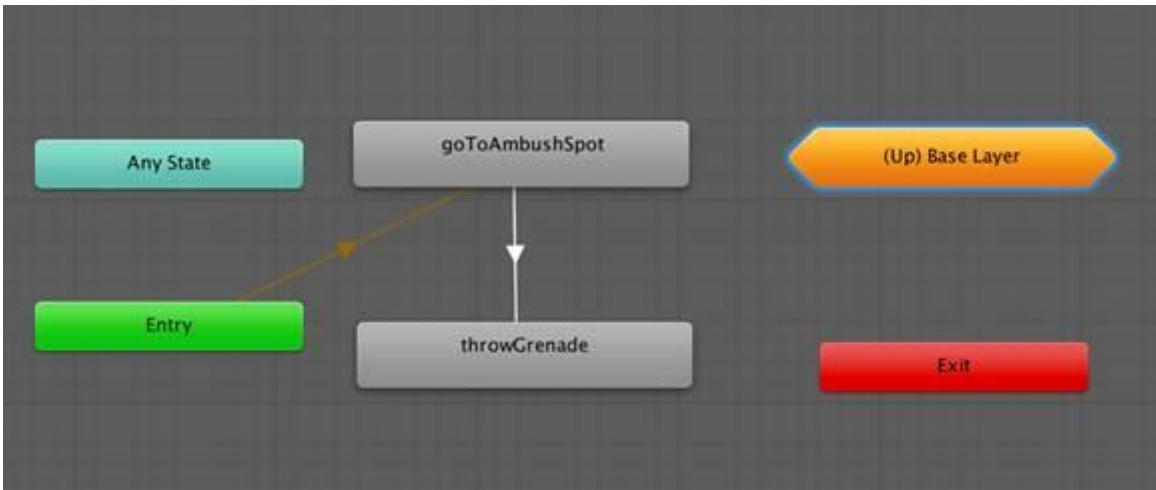
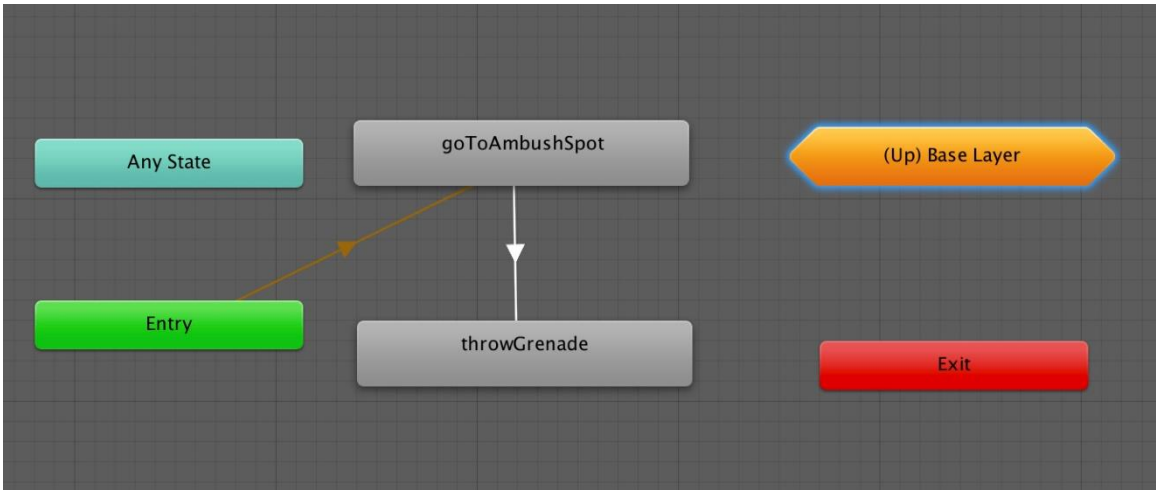
Material  

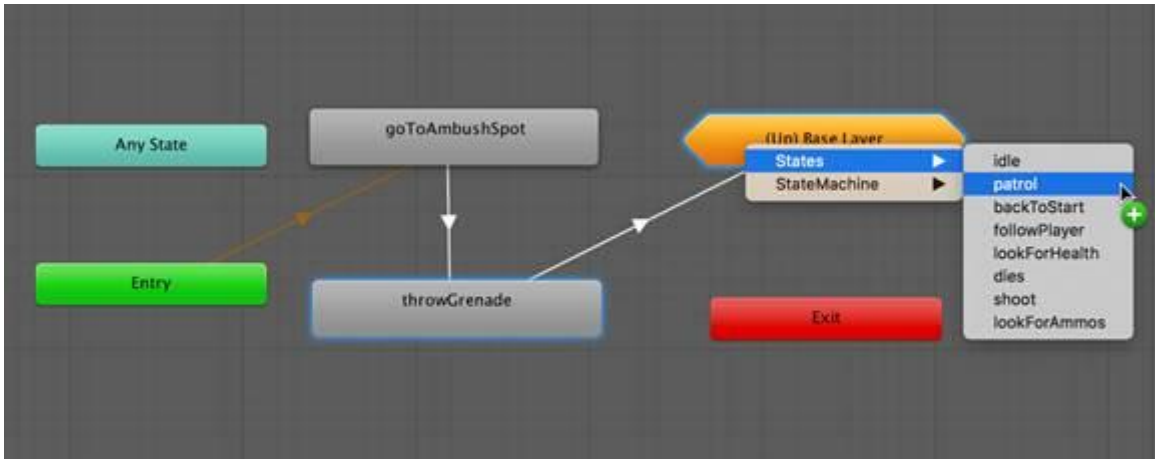
Center

lookForAmmos → ambush → lookForAmmos → ambush →



# (Up) Base Layer





**Rigidbody**

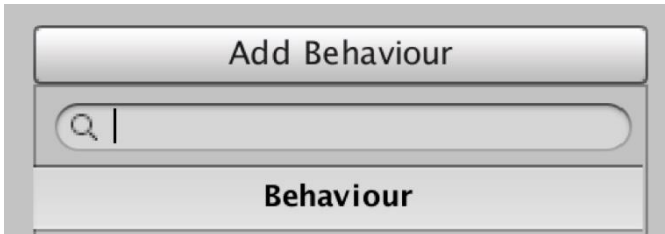
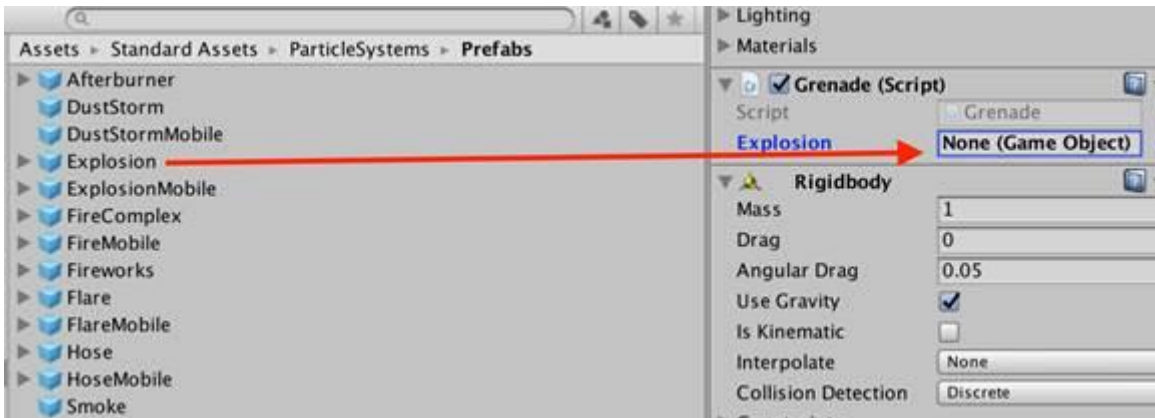
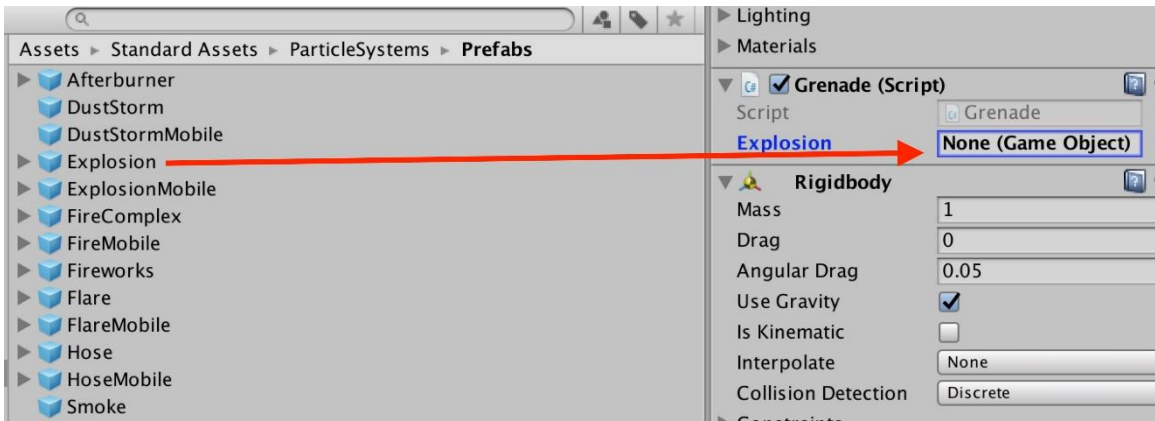
- Mass: 1
- Drag: 0
- Angular Drag: 0.05
- Use Gravity:
- Is Kinematic:
- Interpolate: None
- Collision Detection: Discrete
- Constraints

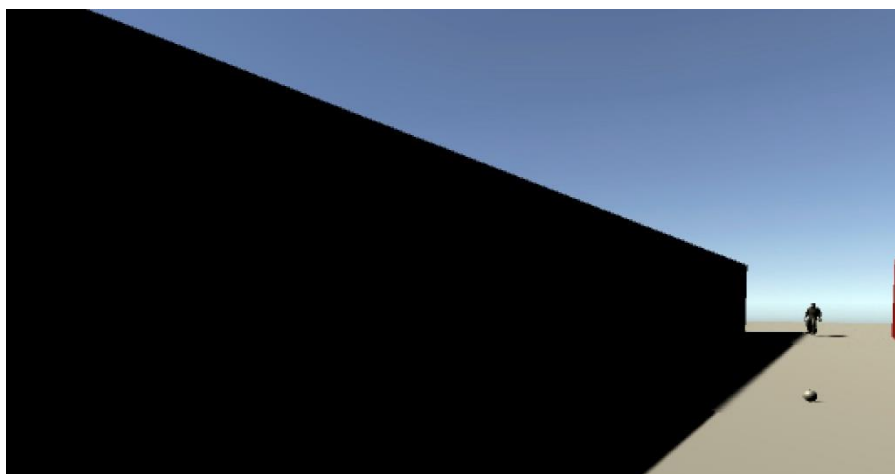
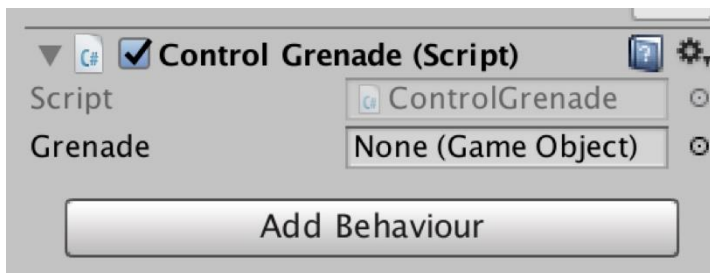
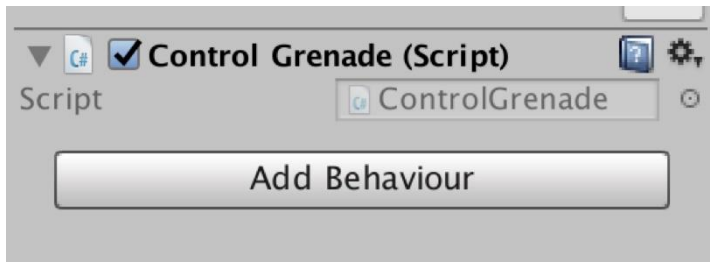
**Rigidbody**

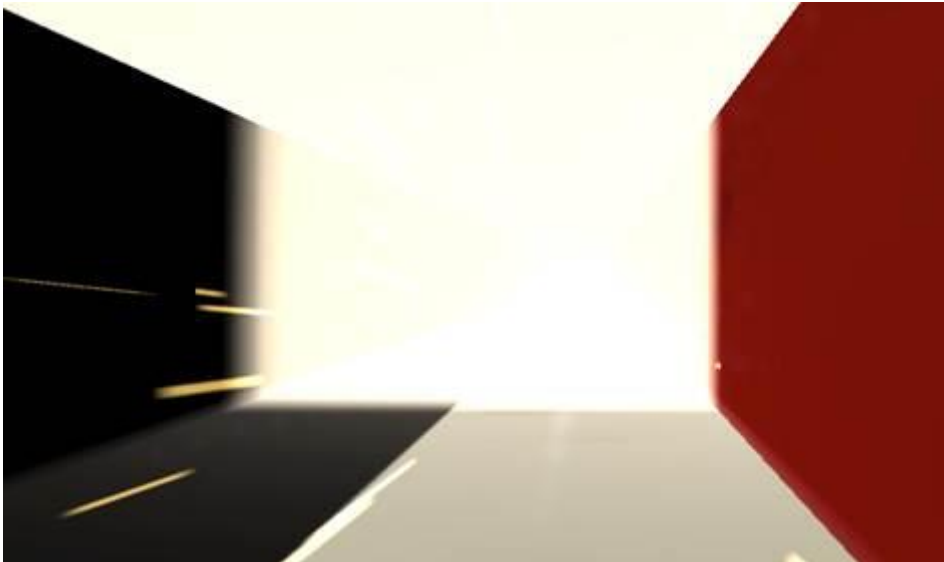
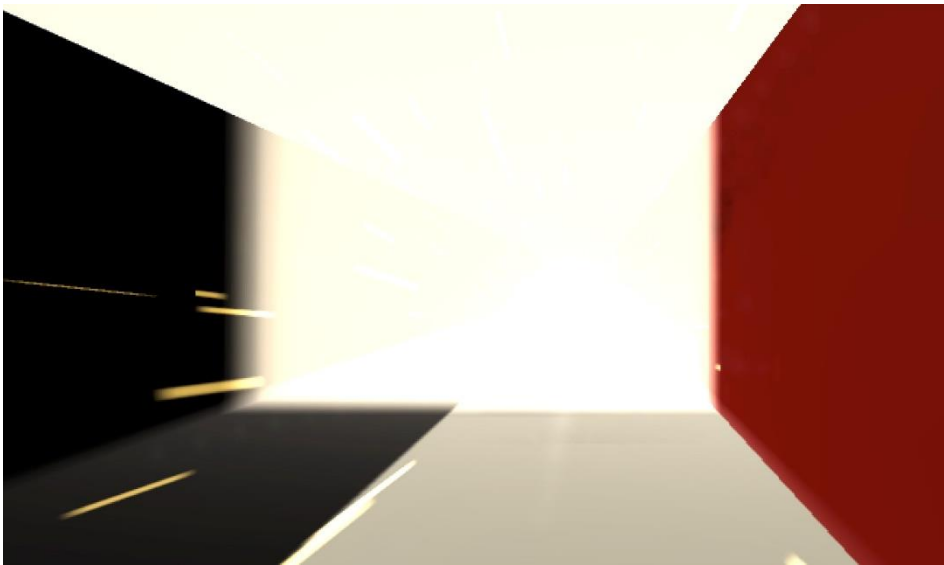
- Mass: 1
- Drag: 0
- Angular Drag: 0.05
- Use Gravity:
- Is Kinematic:
- Interpolate: None
- Collision Detection: Discrete
- Constraints

**Standard Assets**

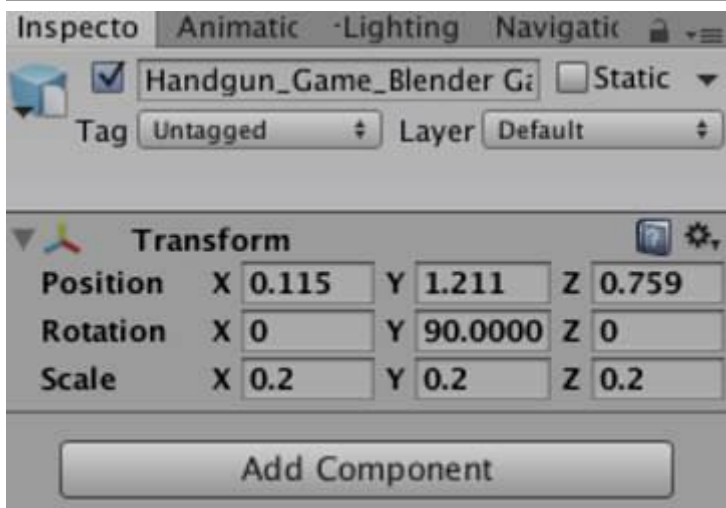
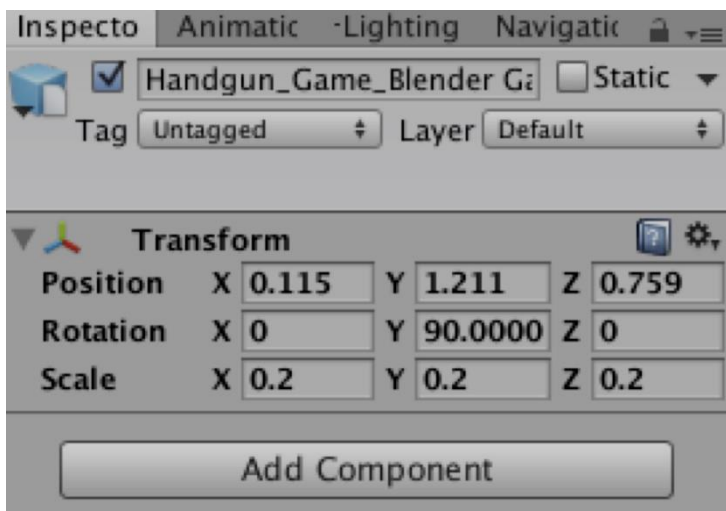
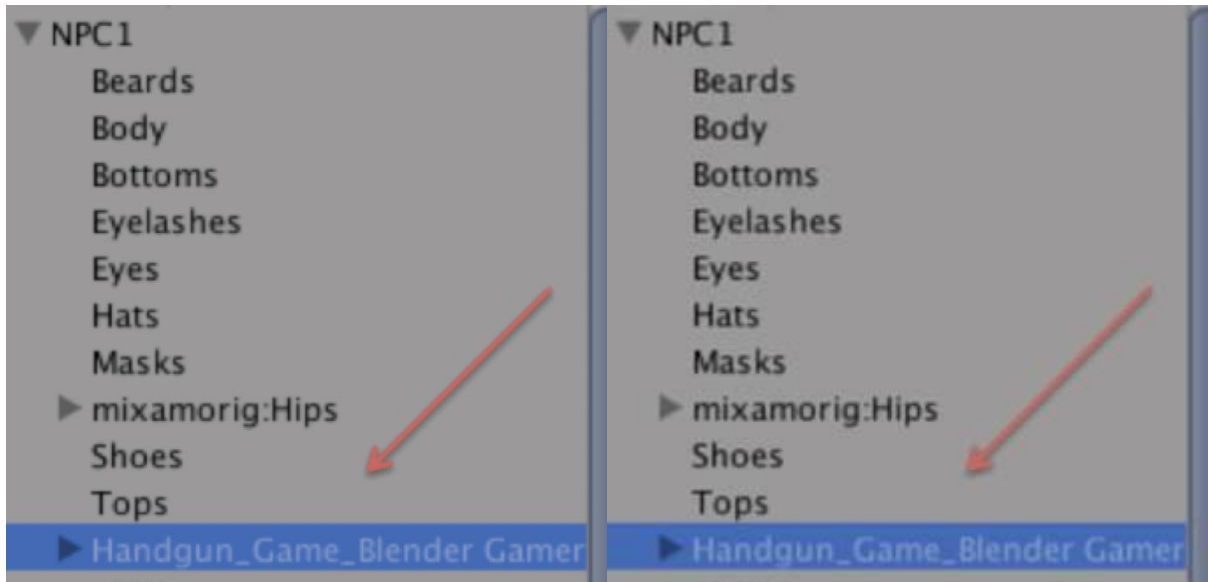
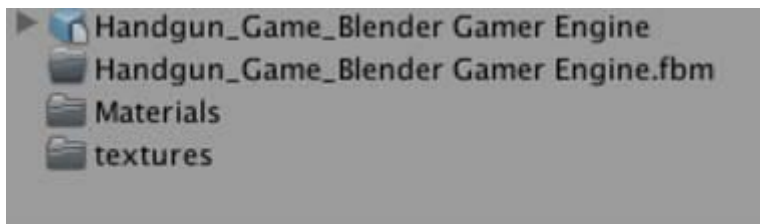
- Characters
- CrossPlatformInput
- ParticleSystem

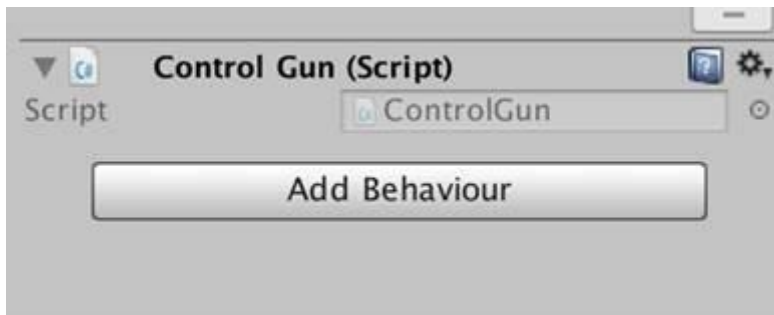
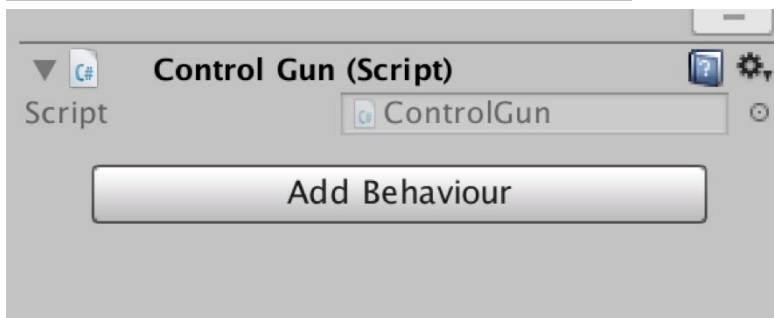
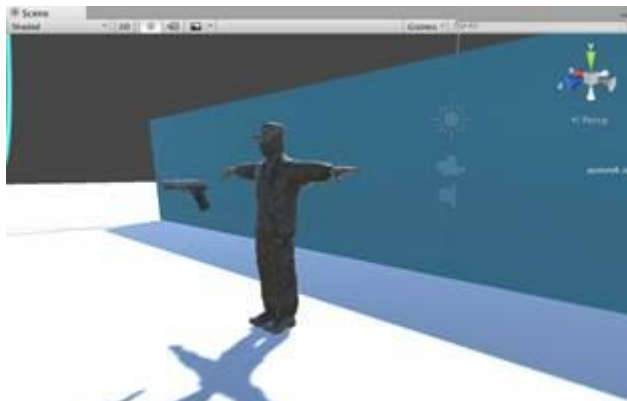
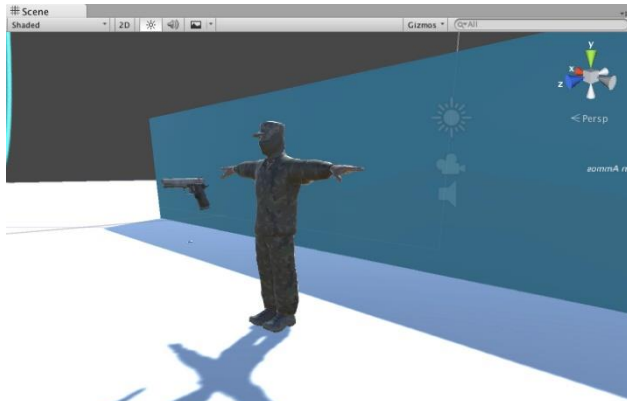


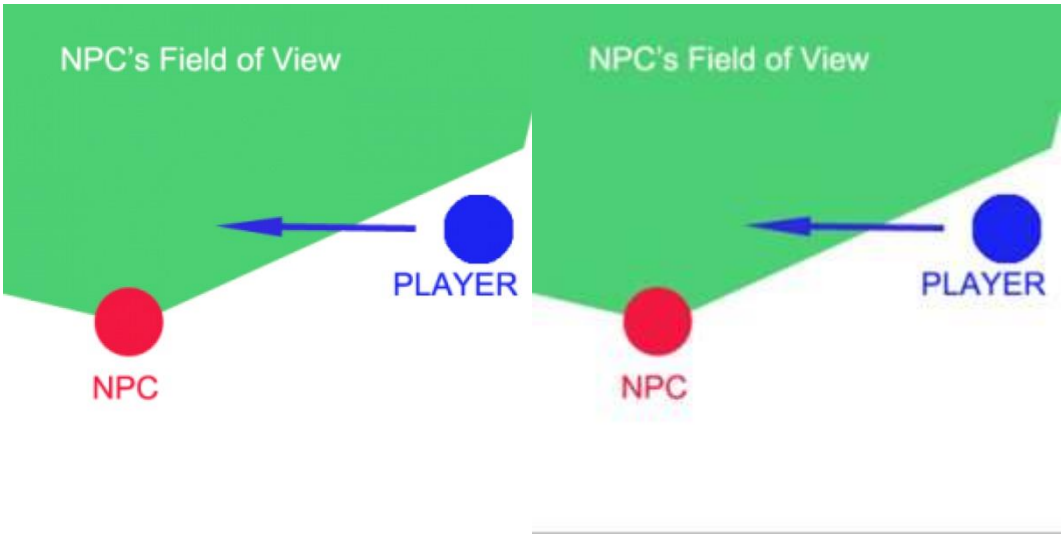
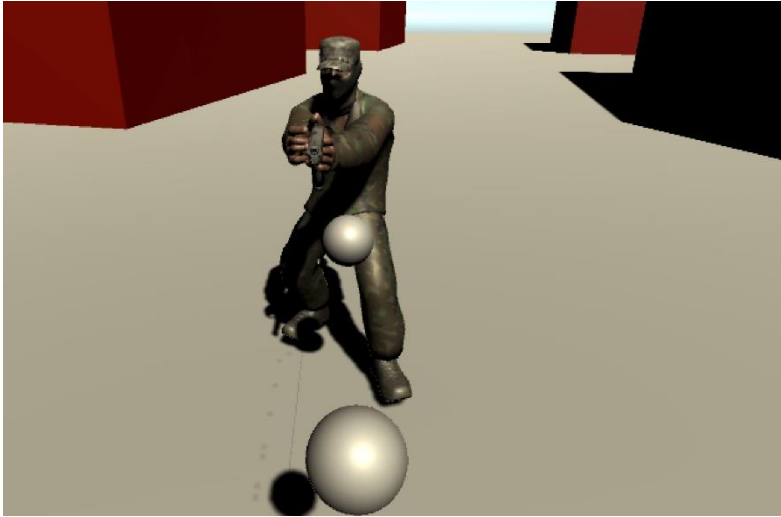


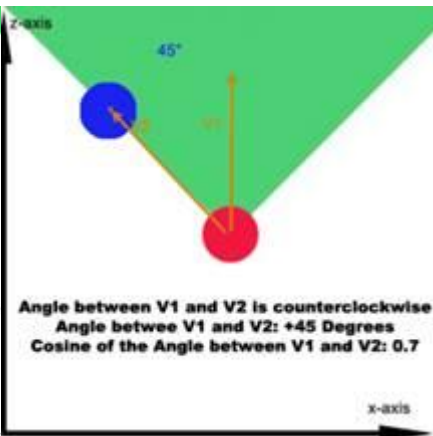
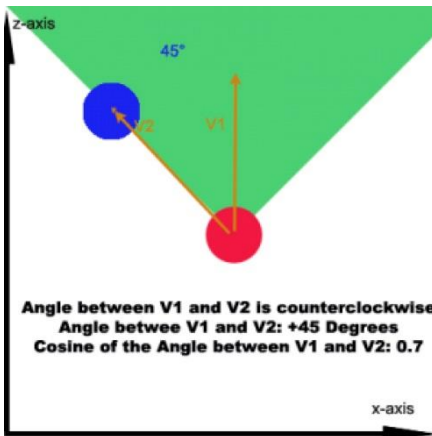
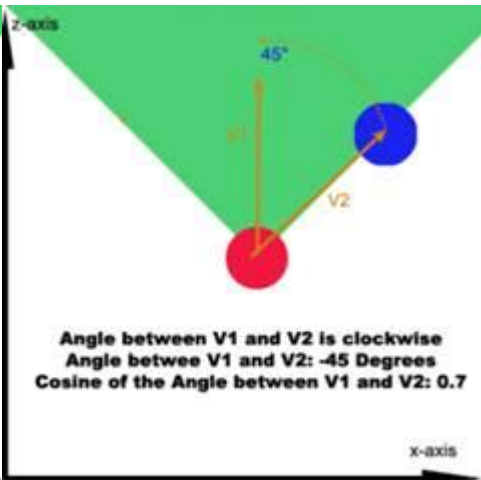
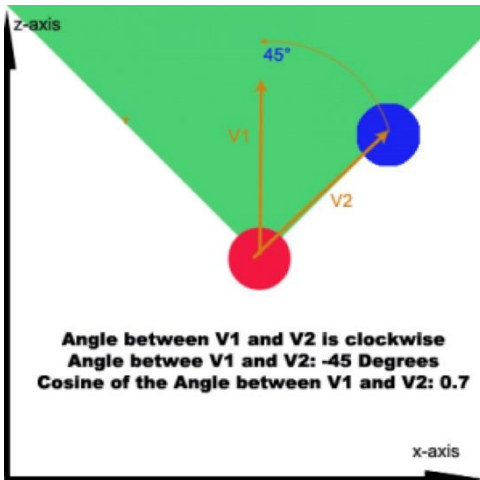
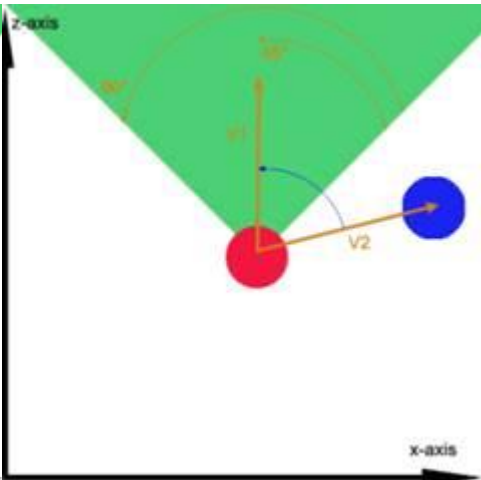
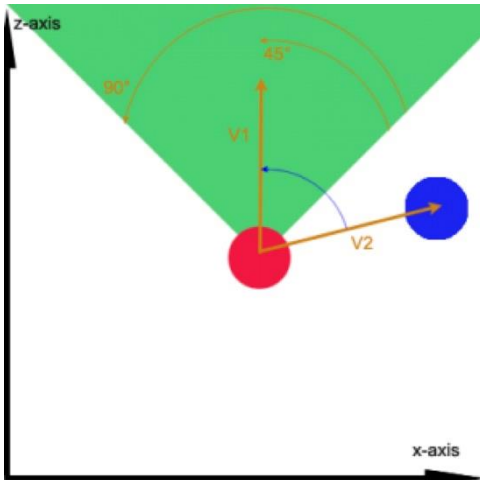


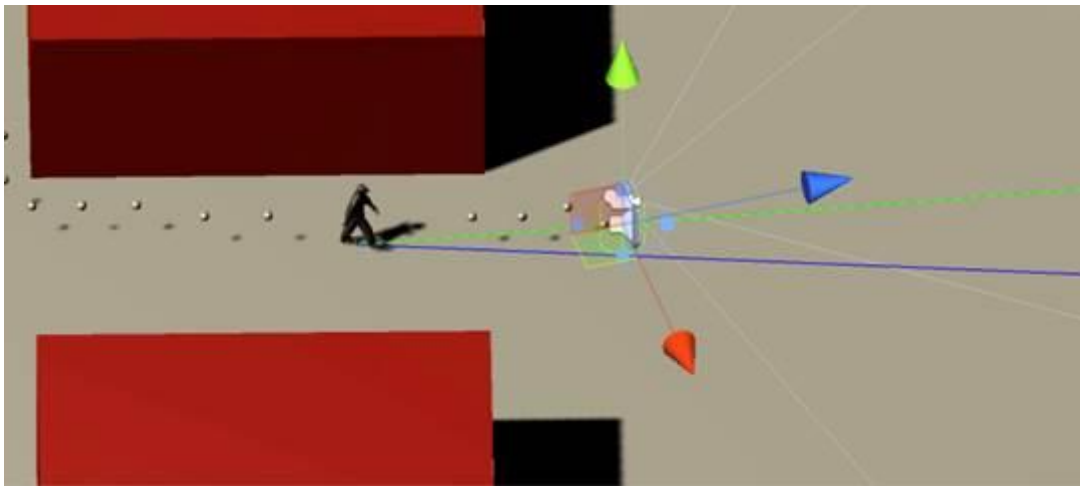
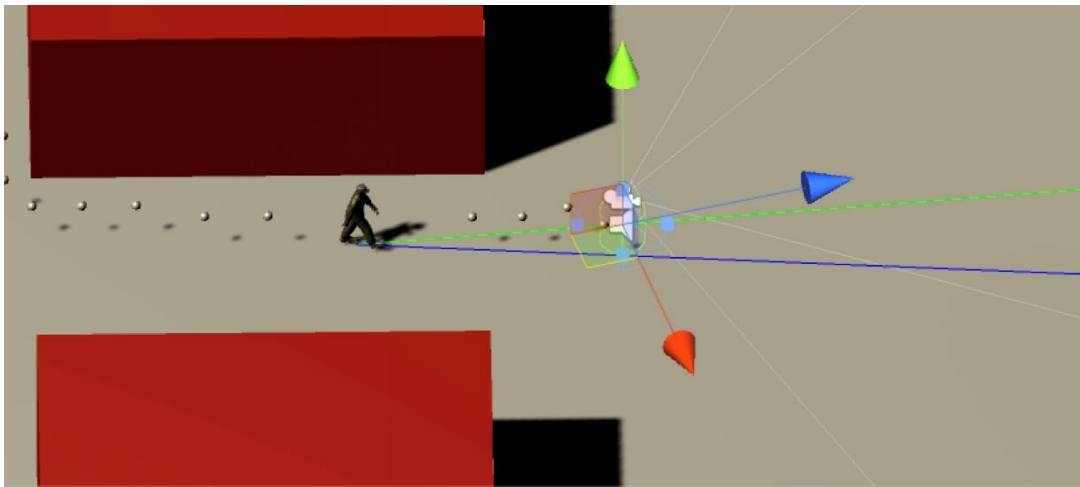
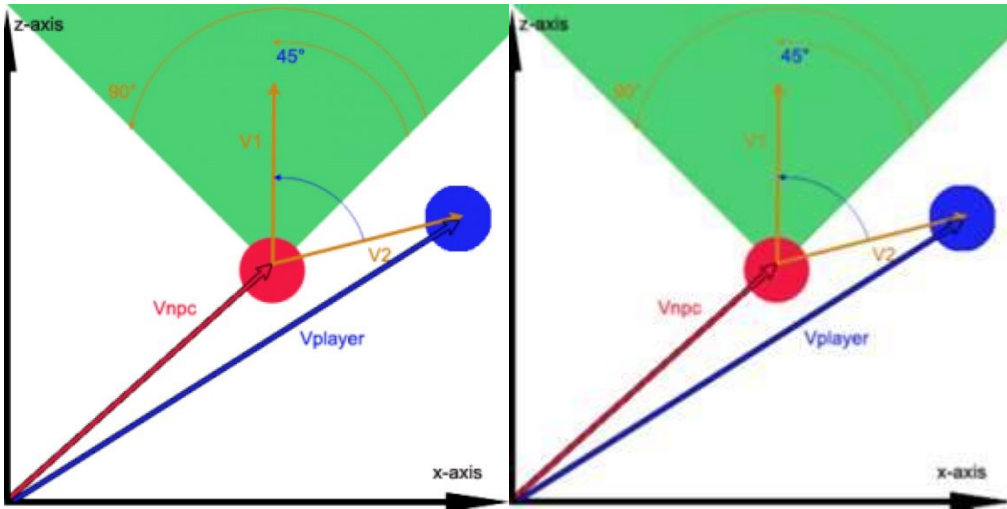
- ▶ Handgun\_Game\_Blender Gamer Engine
- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

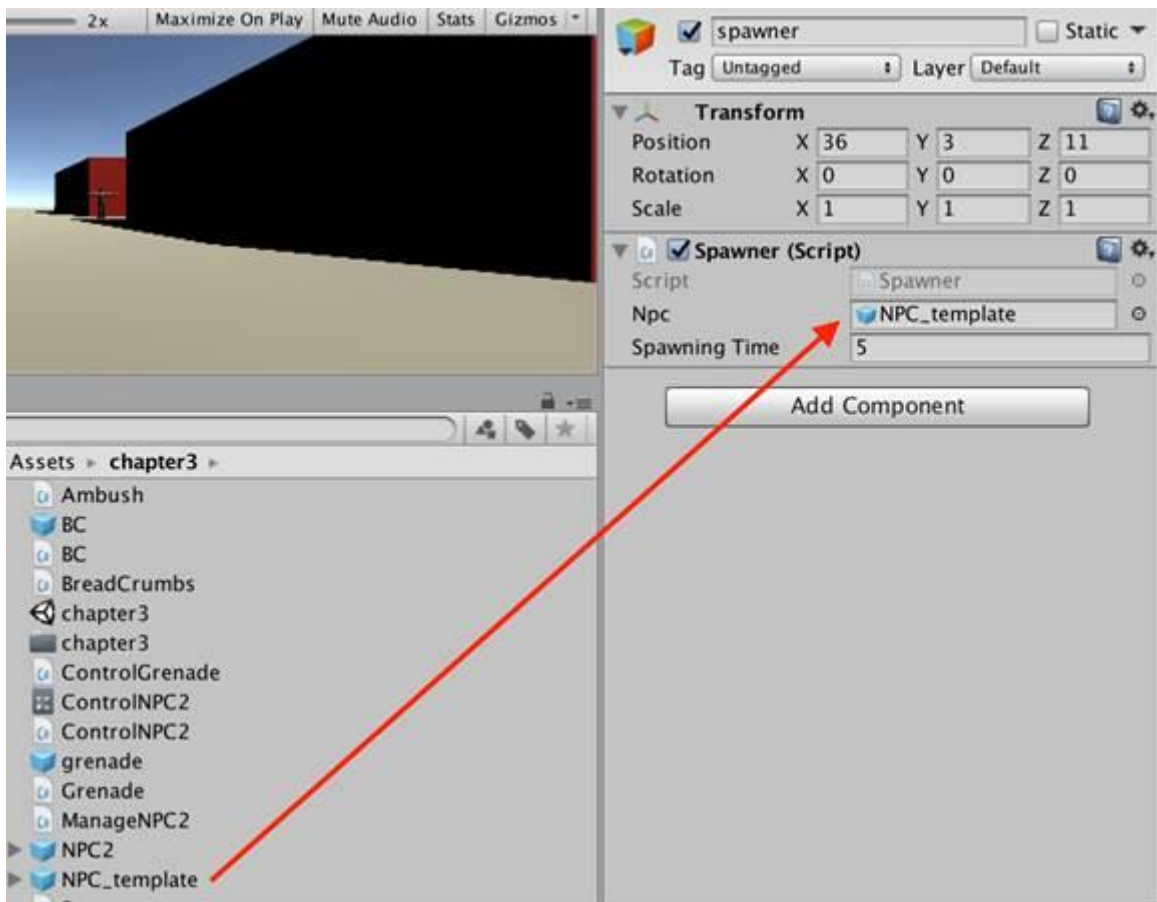
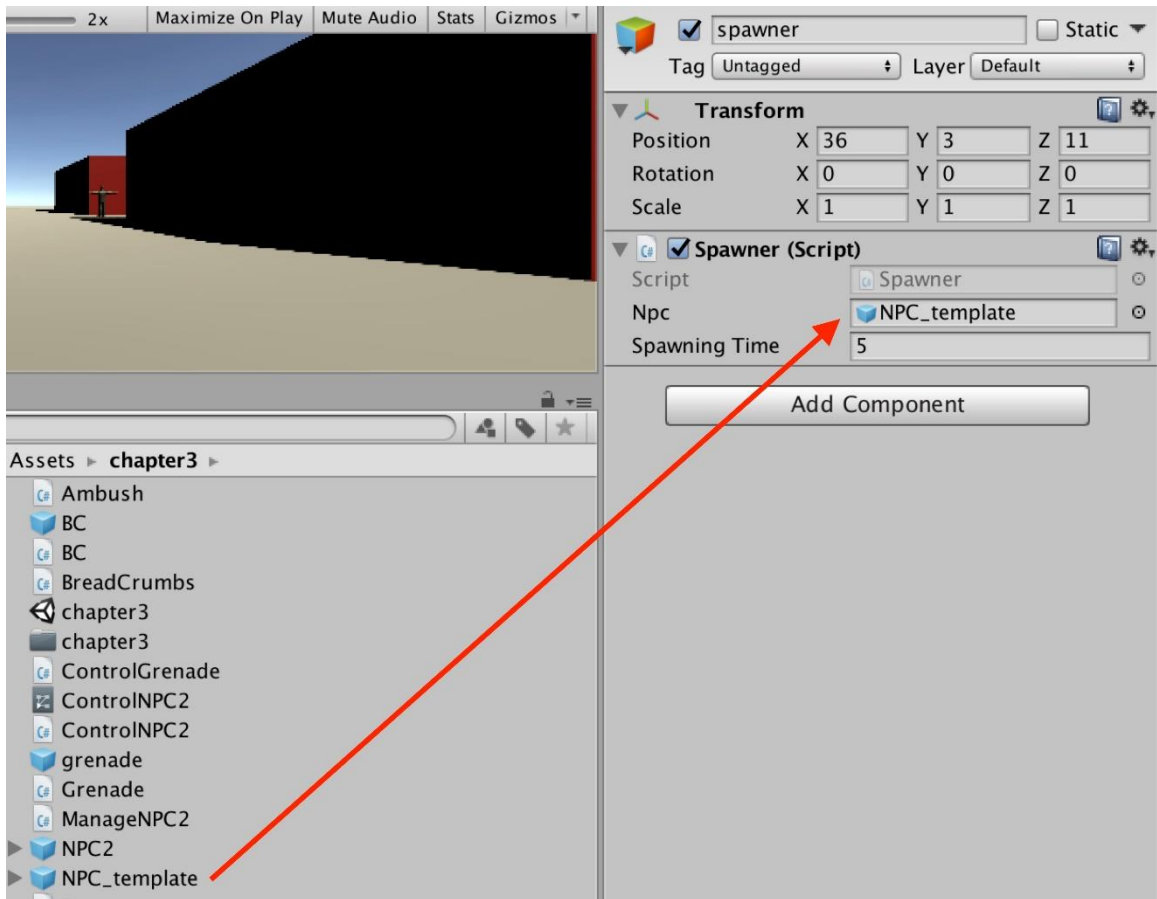










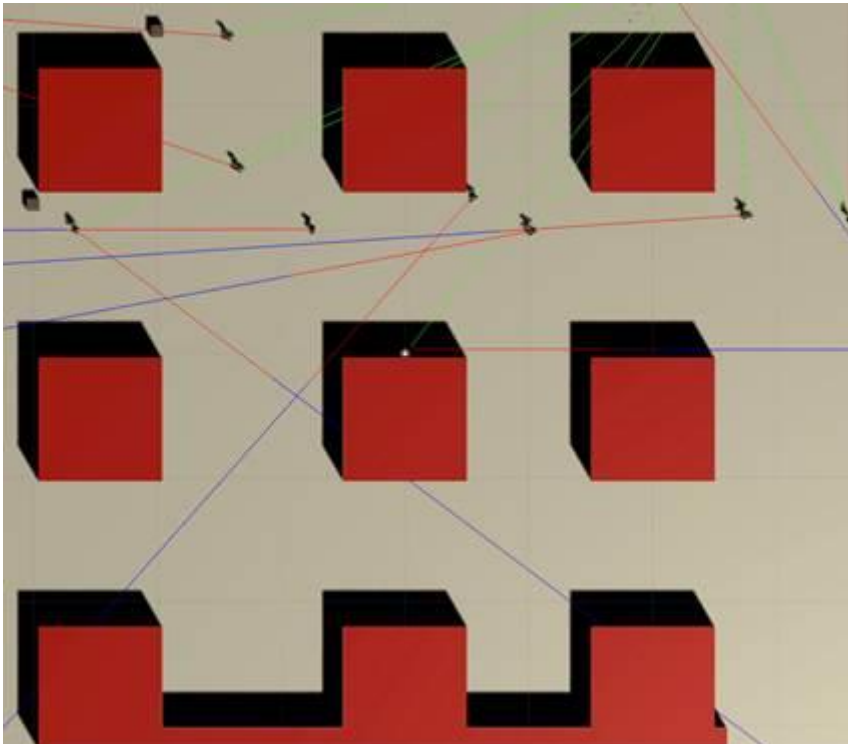
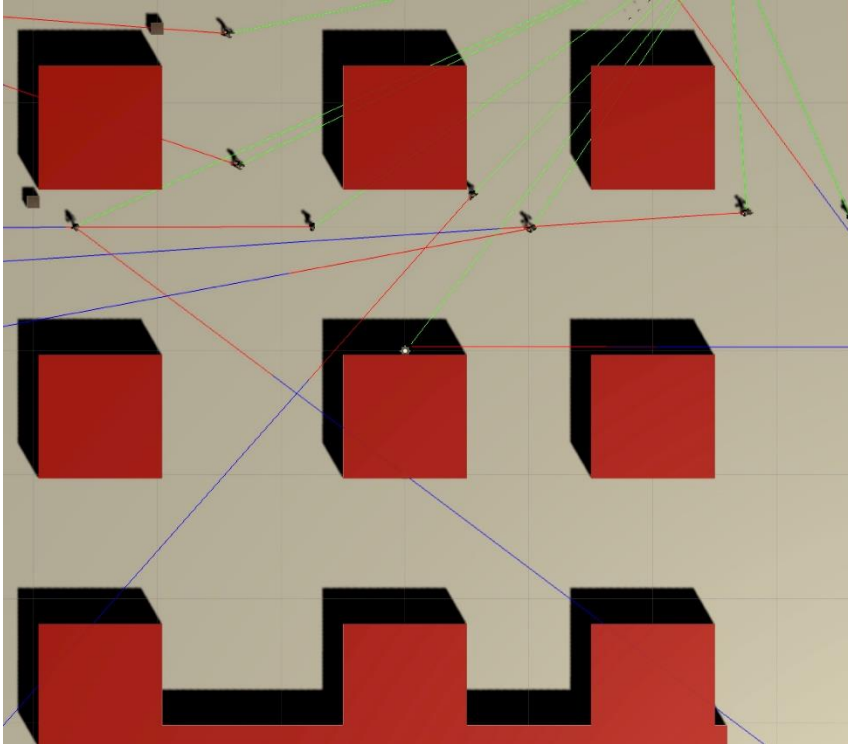


= health

100.0

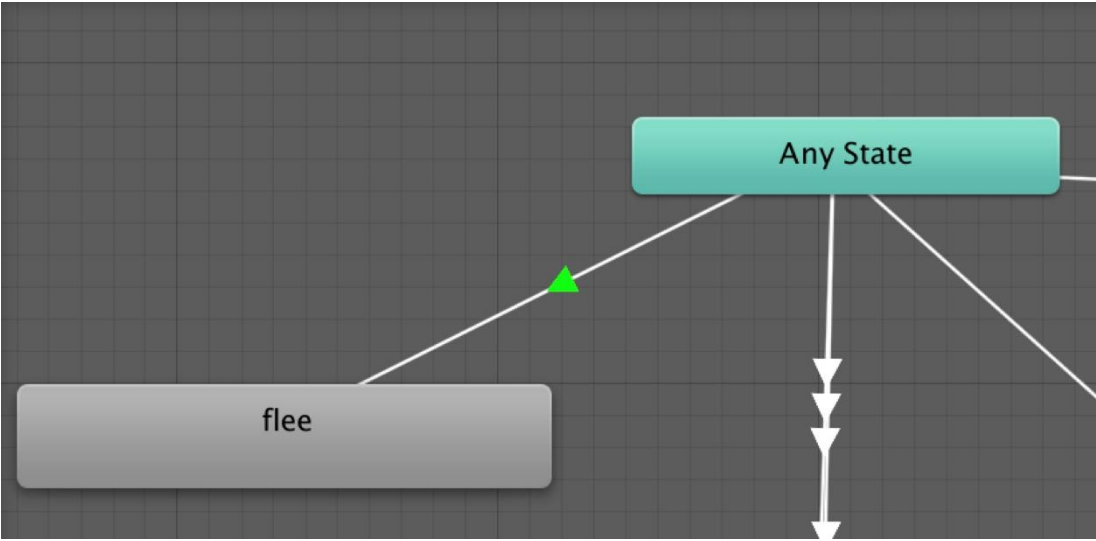
= health

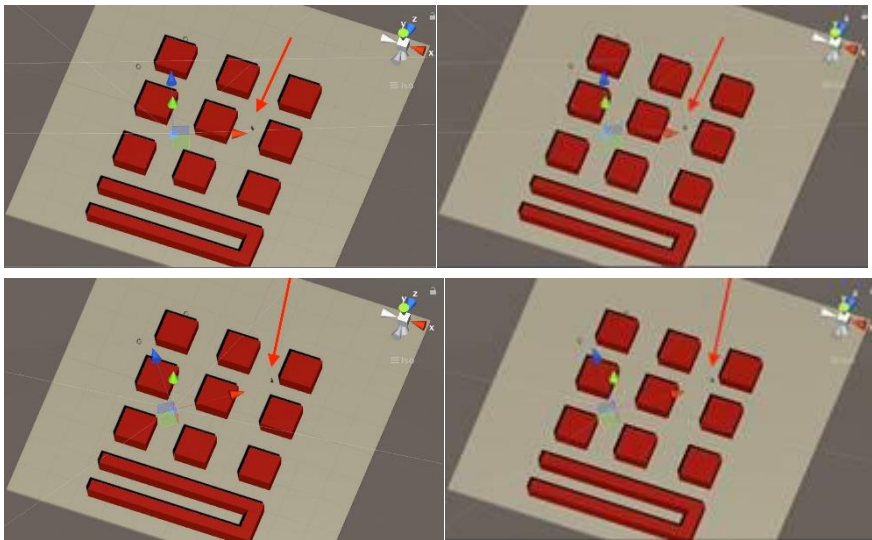
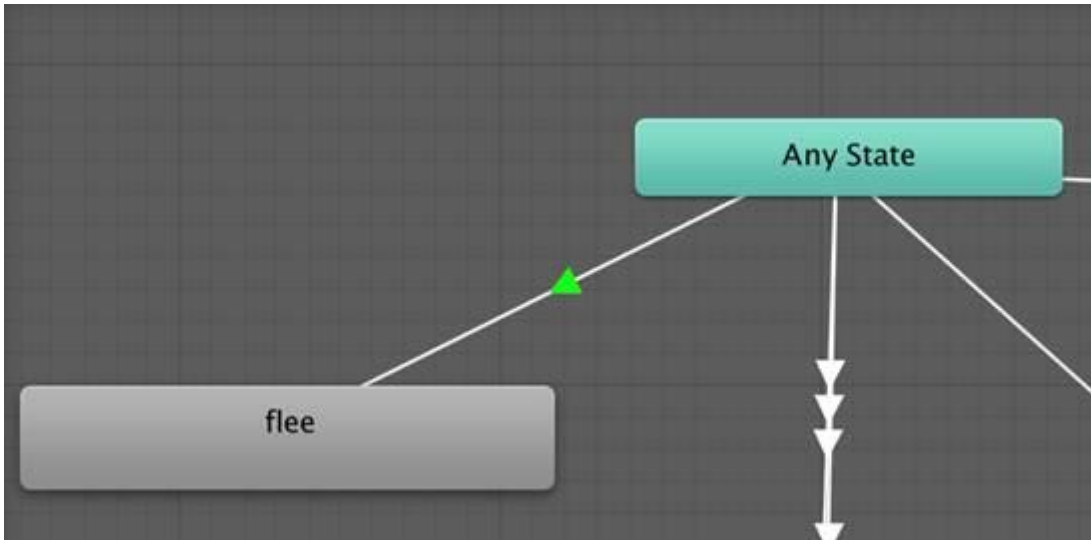
100.0



| Transitions                  | Solo                                | Mute                     |
|------------------------------|-------------------------------------|--------------------------|
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> lookForHealth  | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> dies           | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> lookForAmmos   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> goToAmbushSpot | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> flee           | <input checked="" type="checkbox"/> | <input type="checkbox"/> |

| Transitions                  | Solo                                | Mute                     |
|------------------------------|-------------------------------------|--------------------------|
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> followPlayer   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> lookForHealth  | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> dies           | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> lookForAmmos   | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> goToAmbushSpot | <input type="checkbox"/>            | <input type="checkbox"/> |
| = AnyState -> flee           | <input checked="" type="checkbox"/> | <input type="checkbox"/> |





Conditions

|   |                     |         |    |
|---|---------------------|---------|----|
| = | health              | Less    | 20 |
| = | health              | Greater | 1  |
| = | healthPackAvailable | true    |    |

+ -

Conditions

|   |                     |         |    |
|---|---------------------|---------|----|
| = | health              | Less    | 20 |
| = | health              | Greater | 1  |
| = | healthPackAvailable | true    |    |

+ -

Inspector Navigation

healthPack  Static

Tag healthPack Layer Default

Inspector Navigation

healthPack  Static

Tag healthPack Layer Default

healthPack healthPack

ManageNPC2 ManageNPC2

Conditions

health Greater 1

health Less 20

healthPackAvailable false

Conditions

health Greater 1

health Less 20

healthPackAvailable false

**Spawn Health Packs (Script)**

Script SpawnHealthPacks

Health Pack healthPack

Add Component

**Spawn Health Packs (Script)**

Script SpawnHealthPacks

Health Pack healthPack

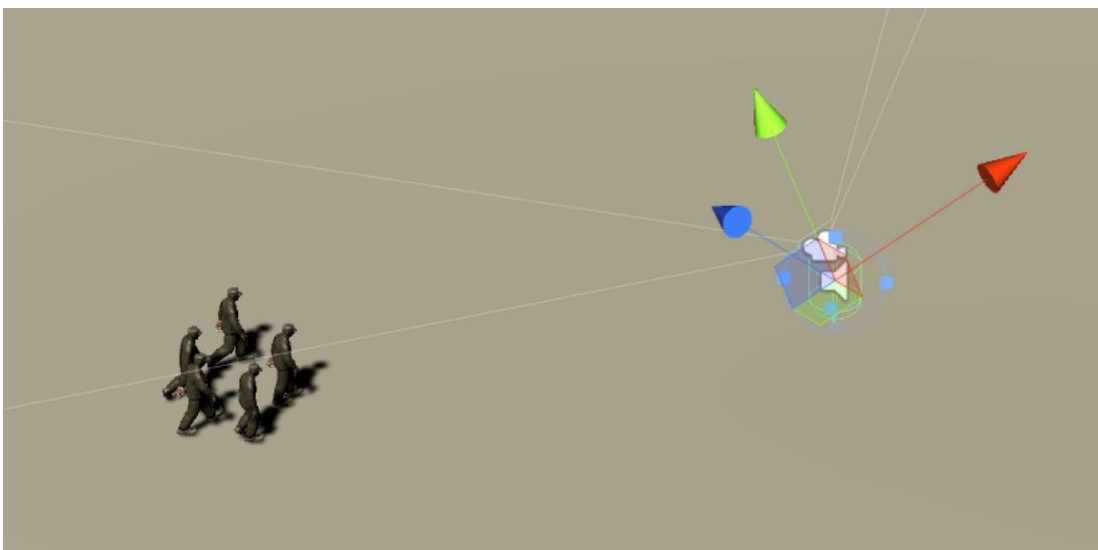
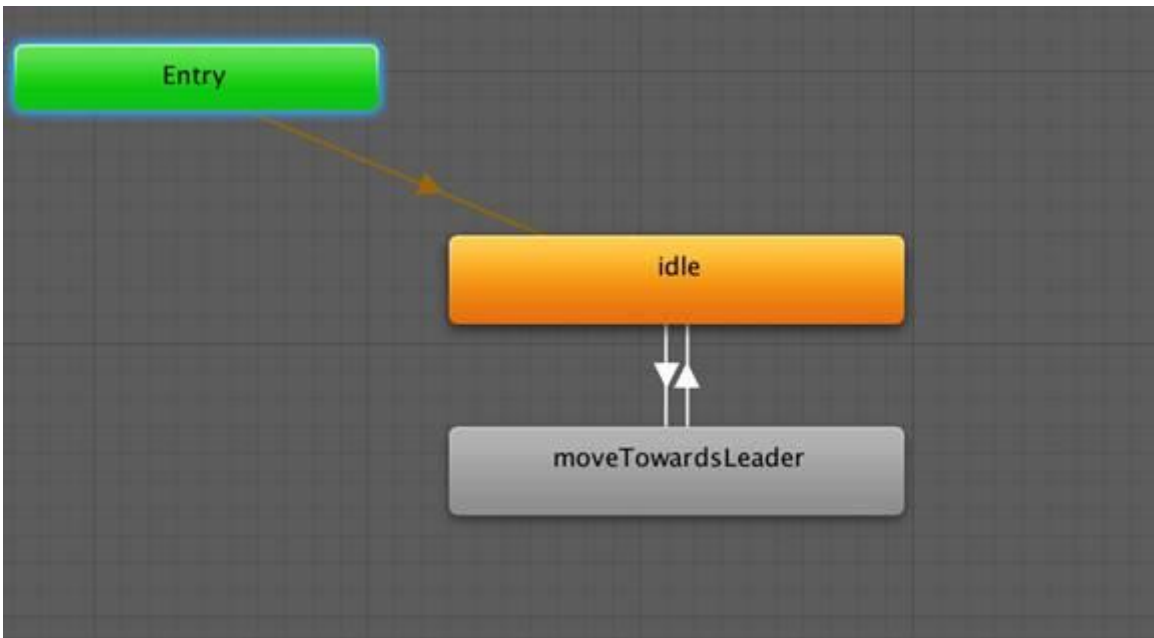
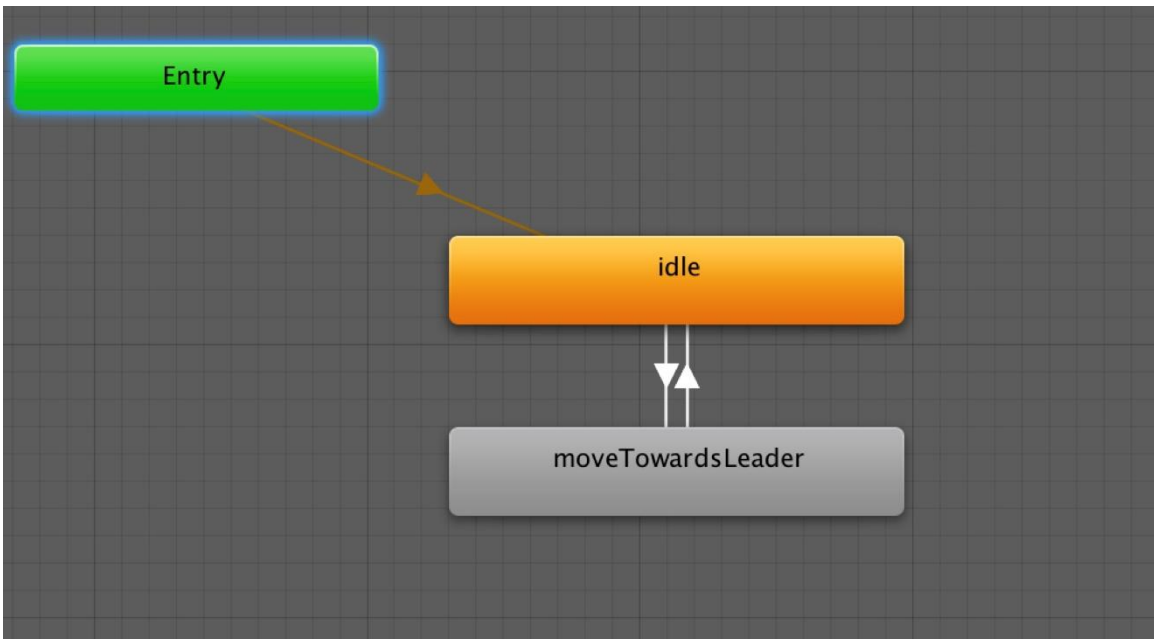
Add Component

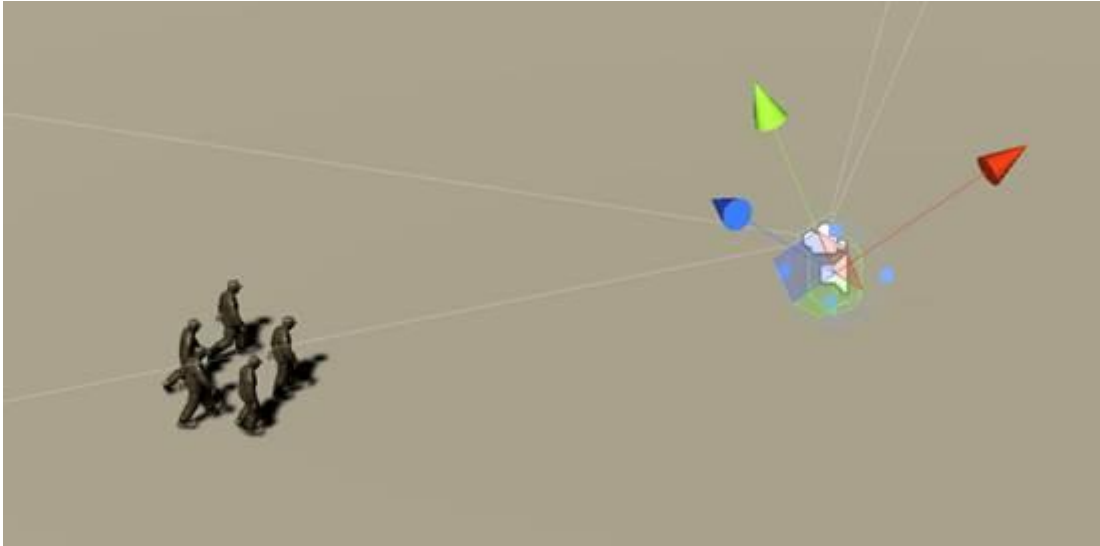


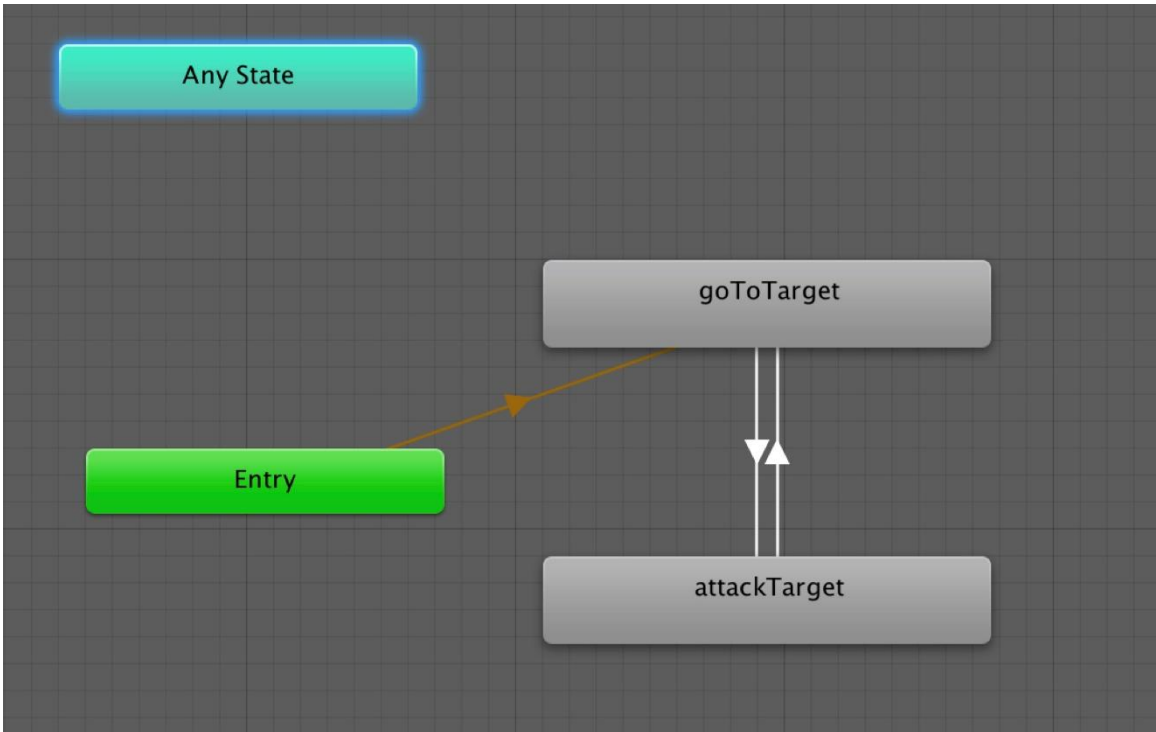
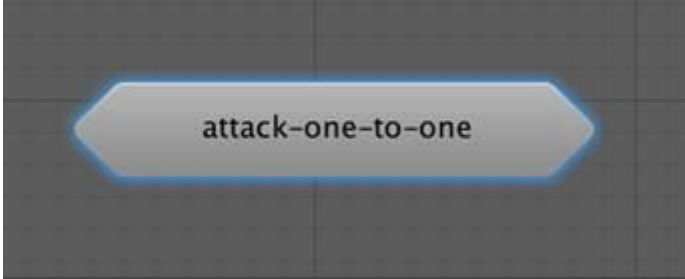
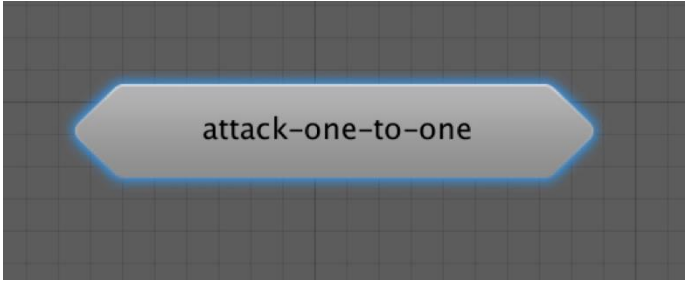
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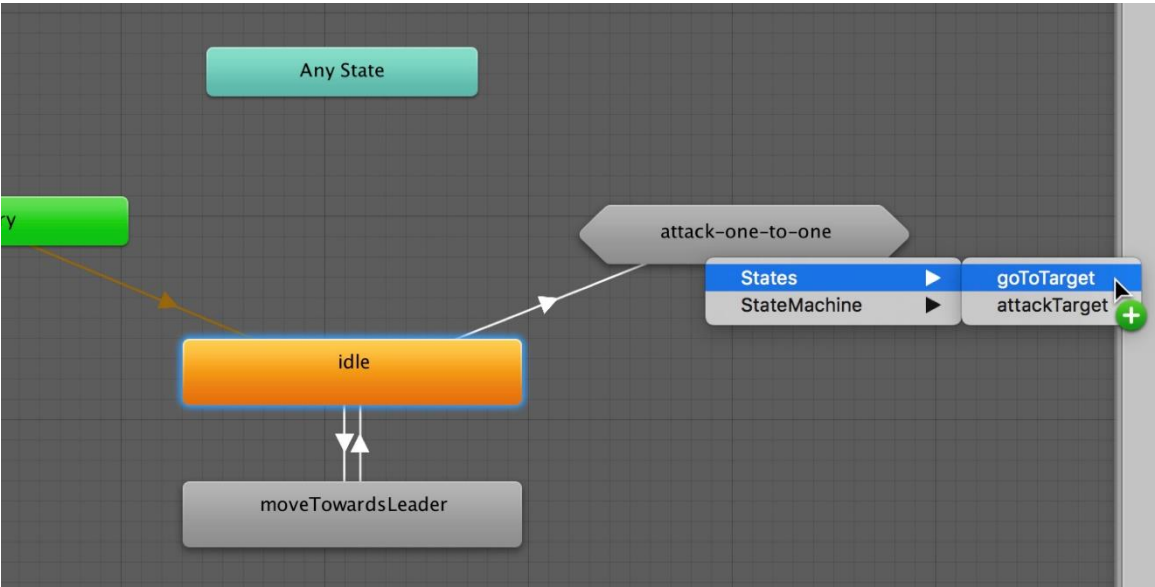
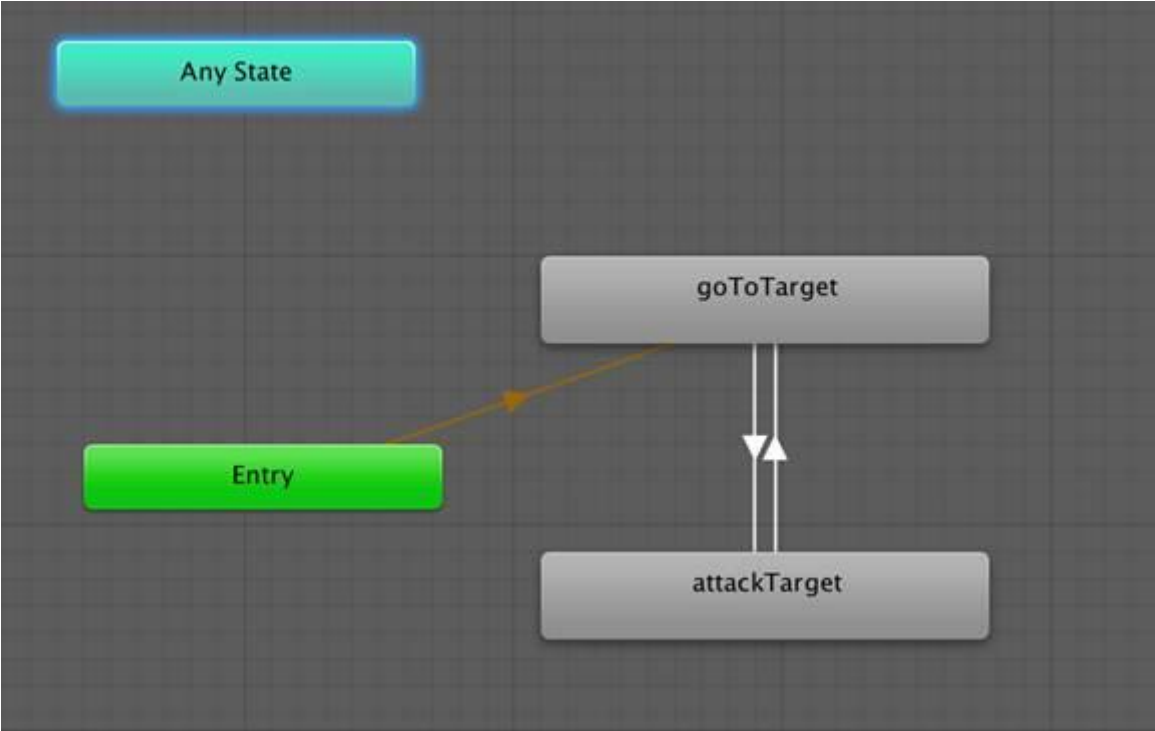
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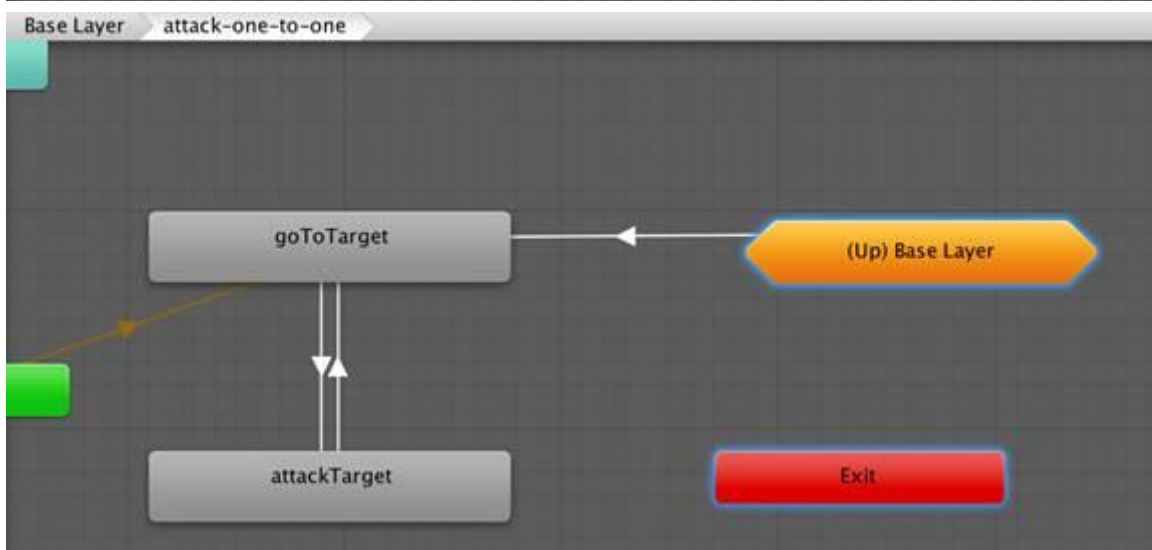
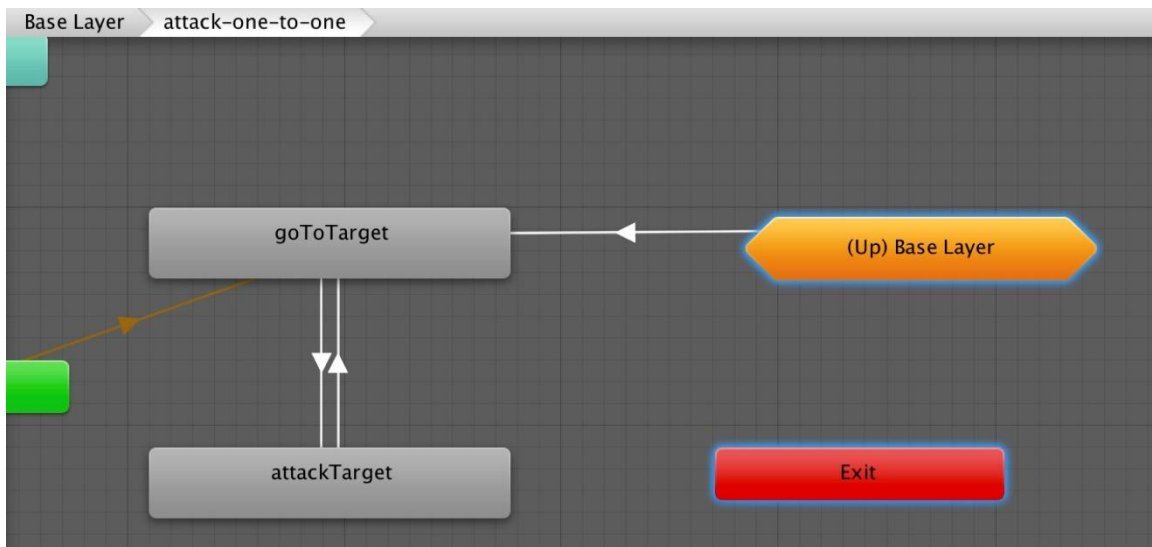
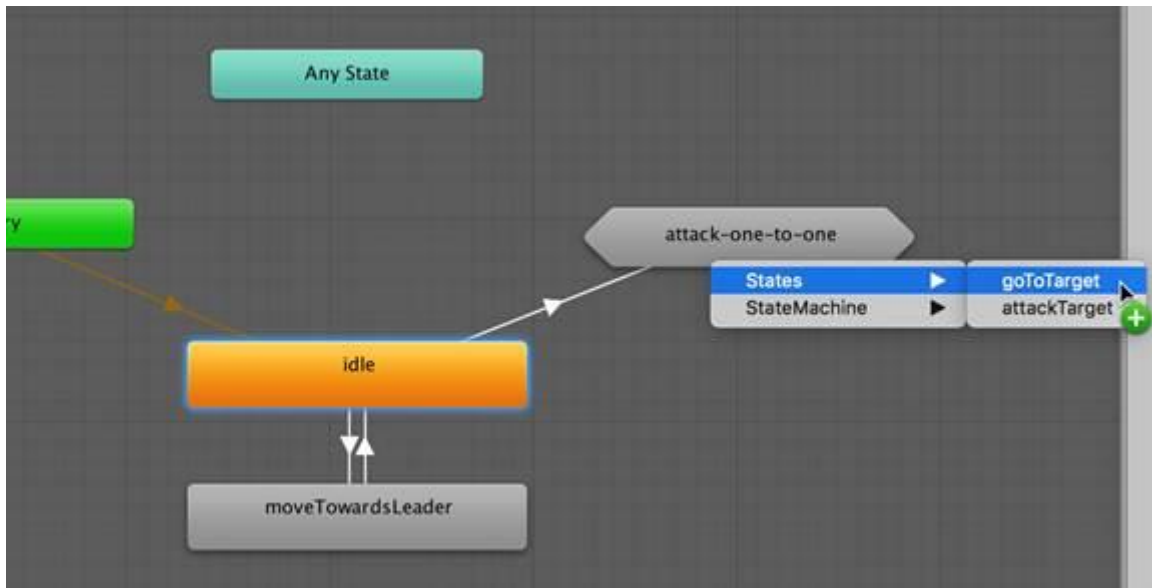
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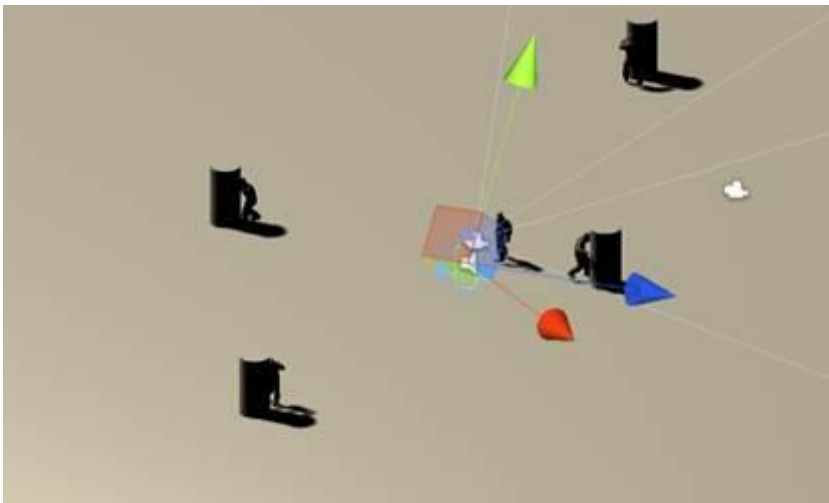
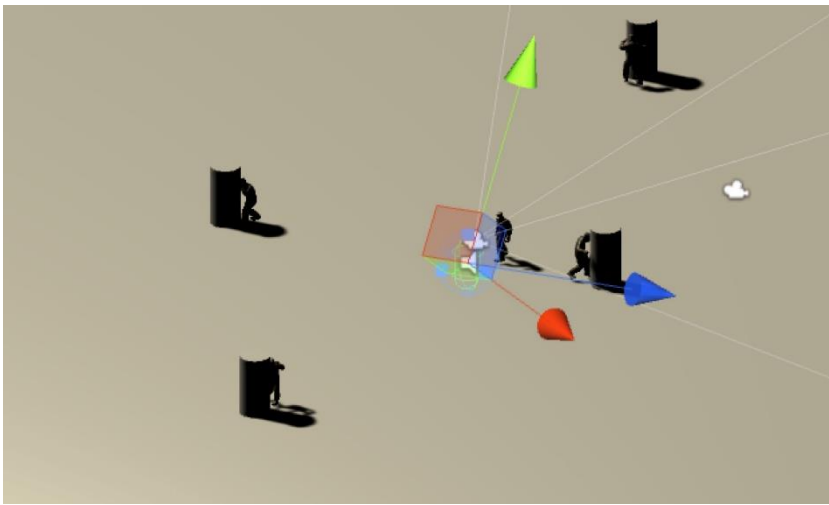
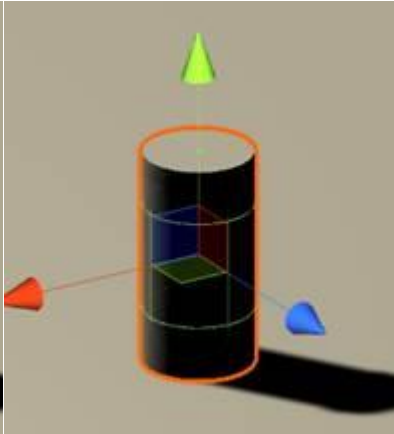
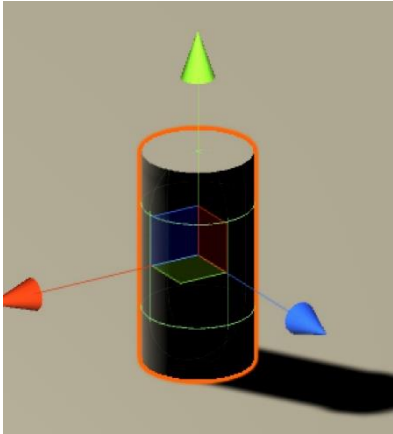


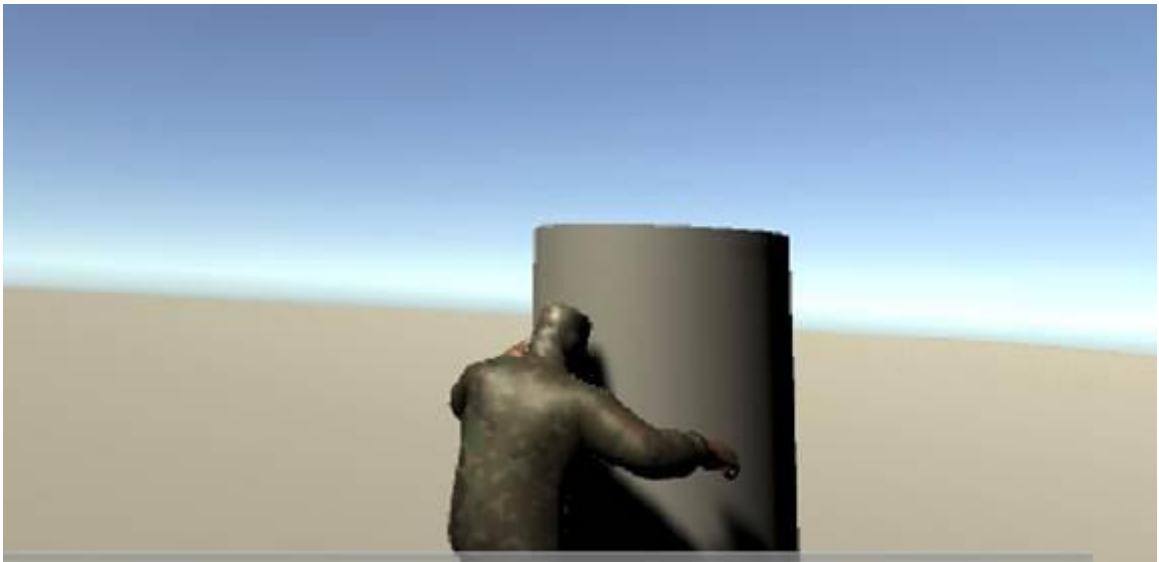
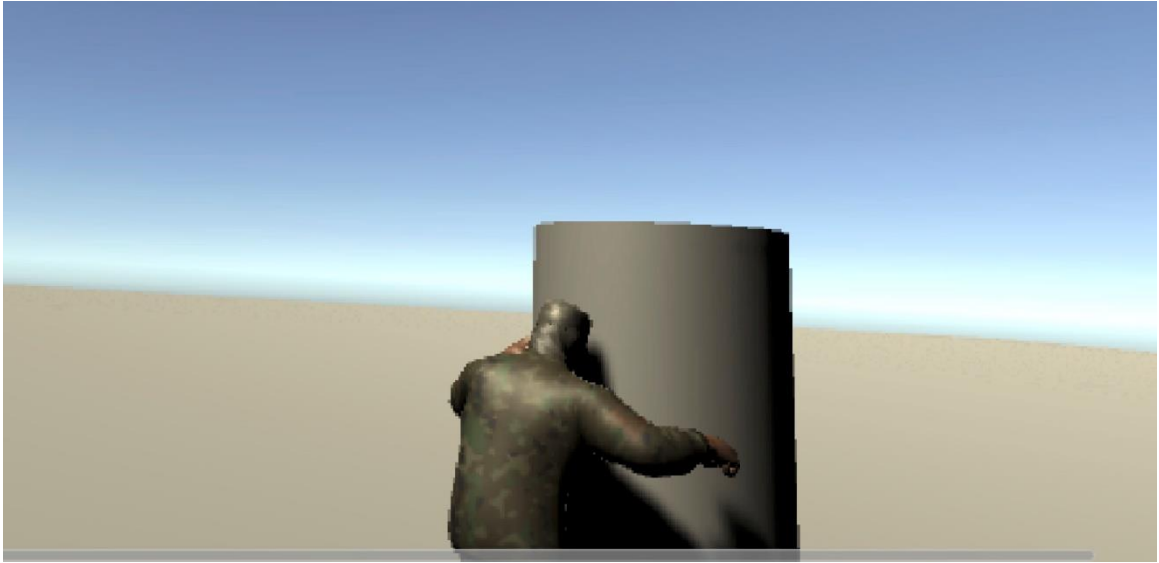












Inspector Navigation

target  Static

Tag target Layer Default

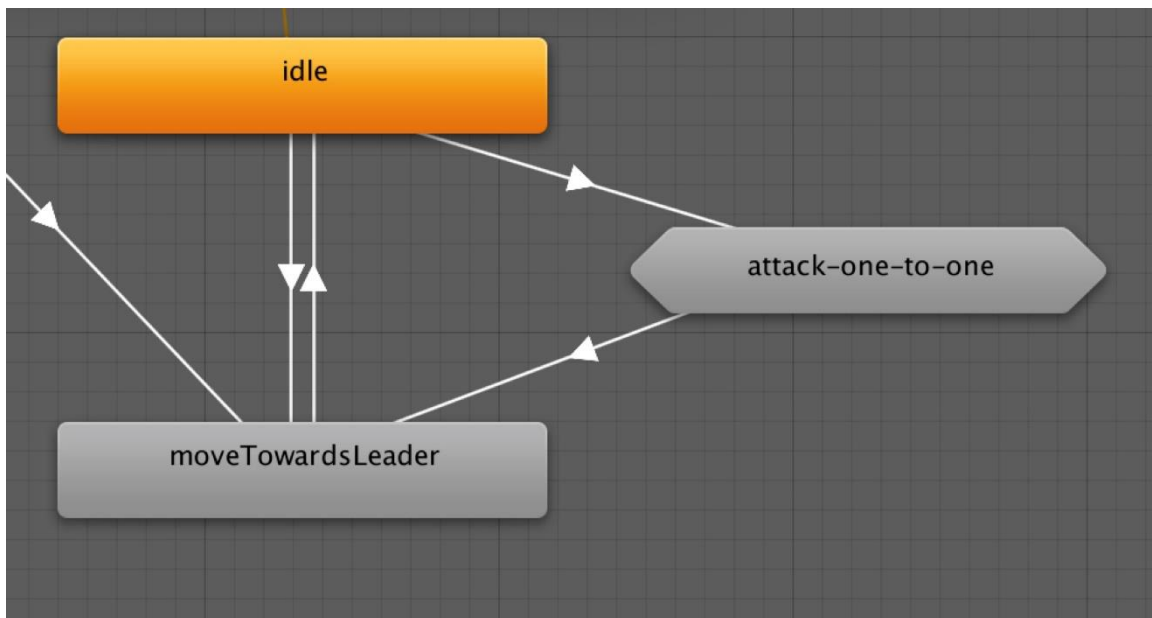
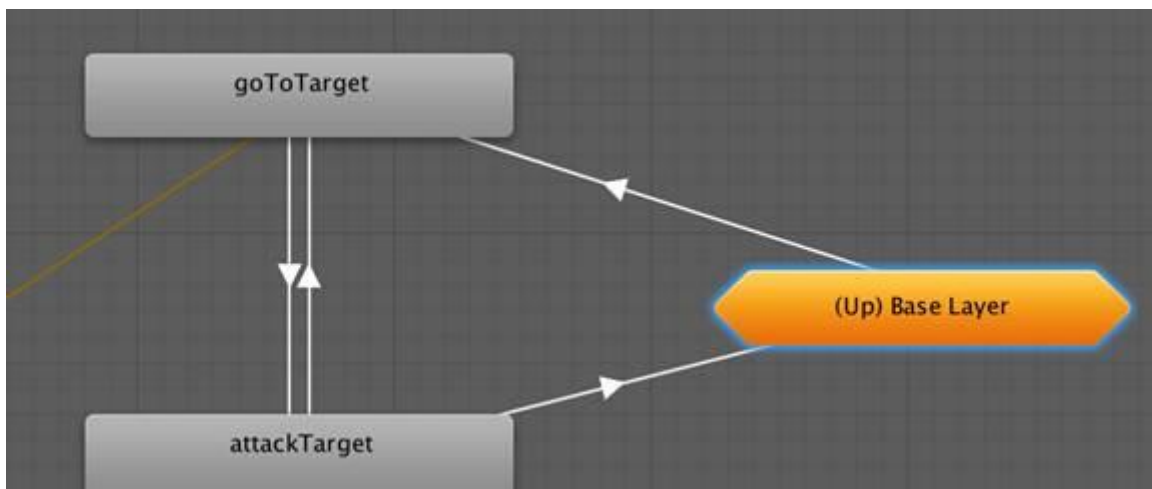
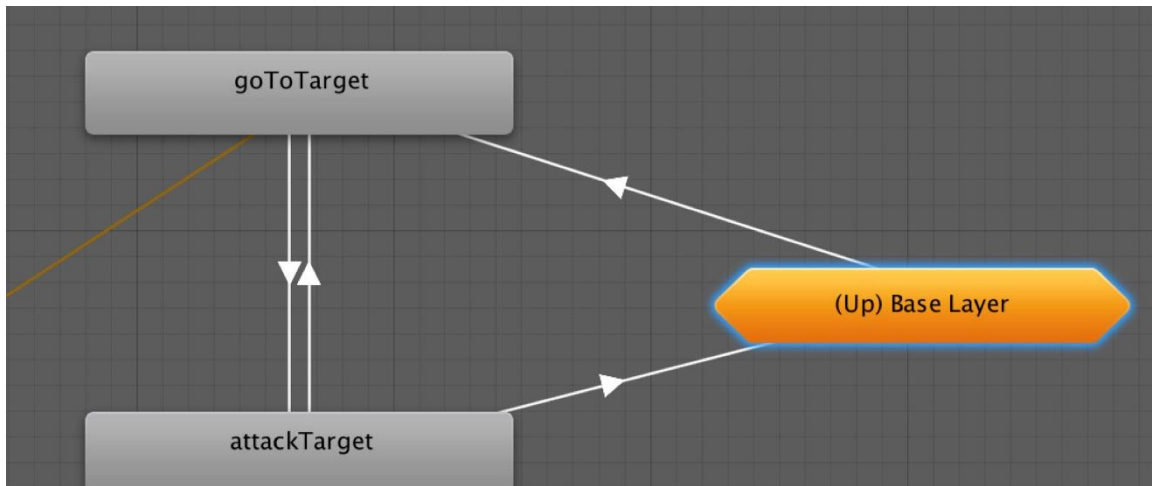
Prefab Select Revert Apply

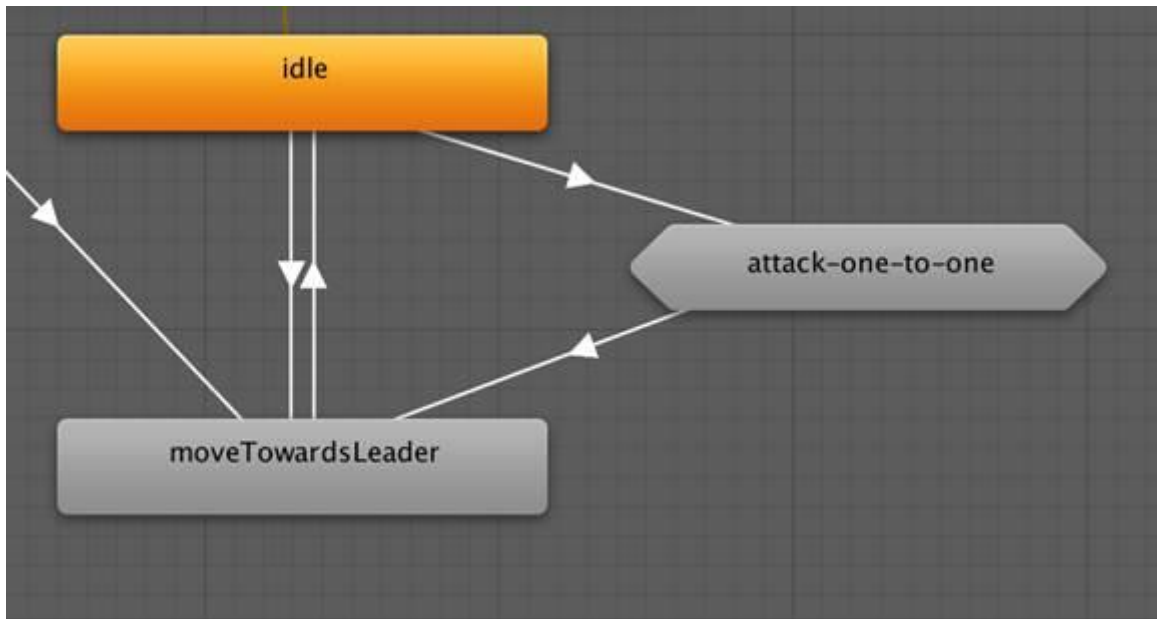
Inspector Navigation

target  Static

Tag target Layer Default

Prefab Select Revert Apply





Conditions

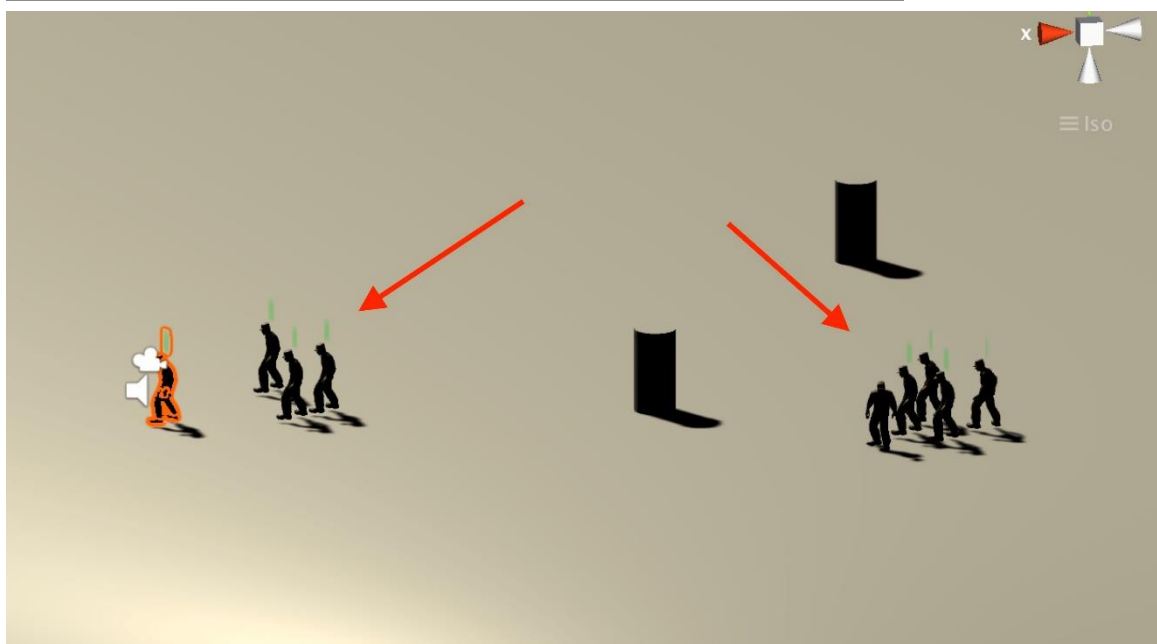
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|---|-----------------|-------|
| = | closeToTarget   | false |
| = | targetDestroyed | false |

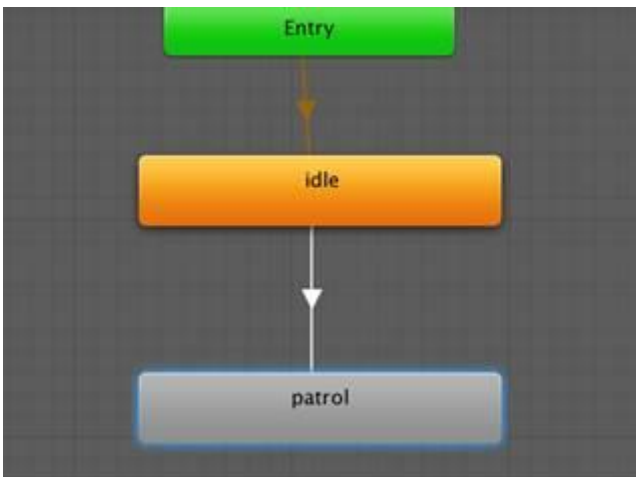
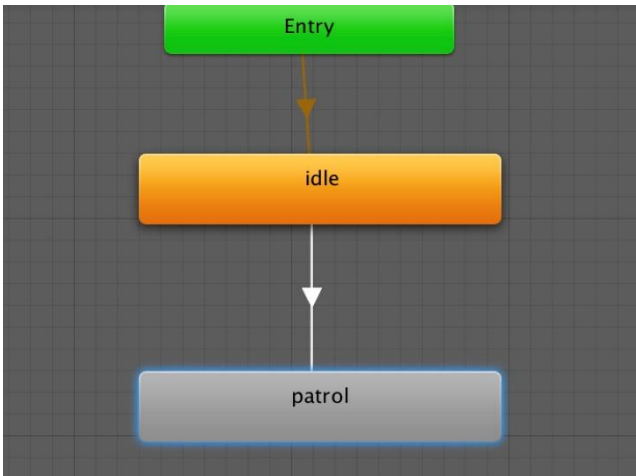
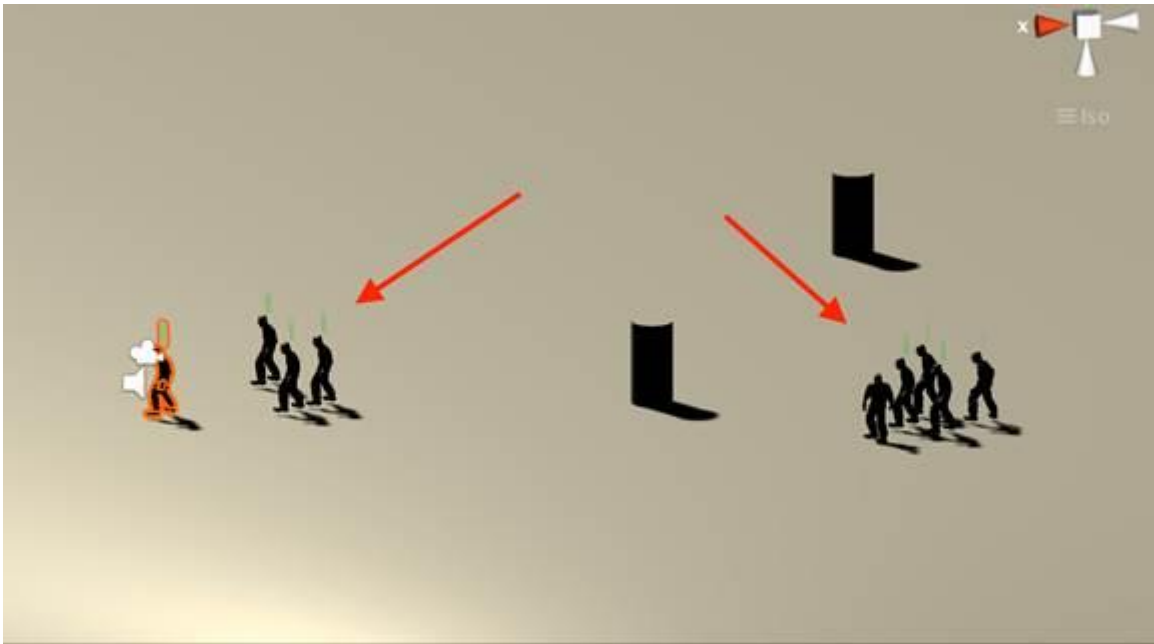
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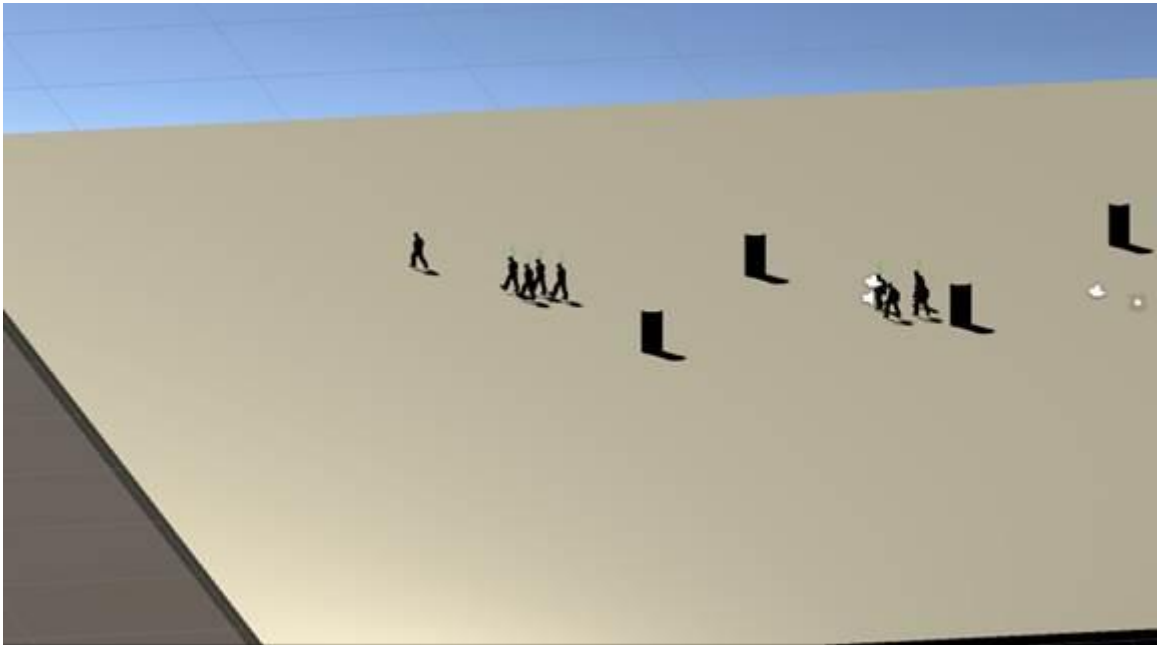
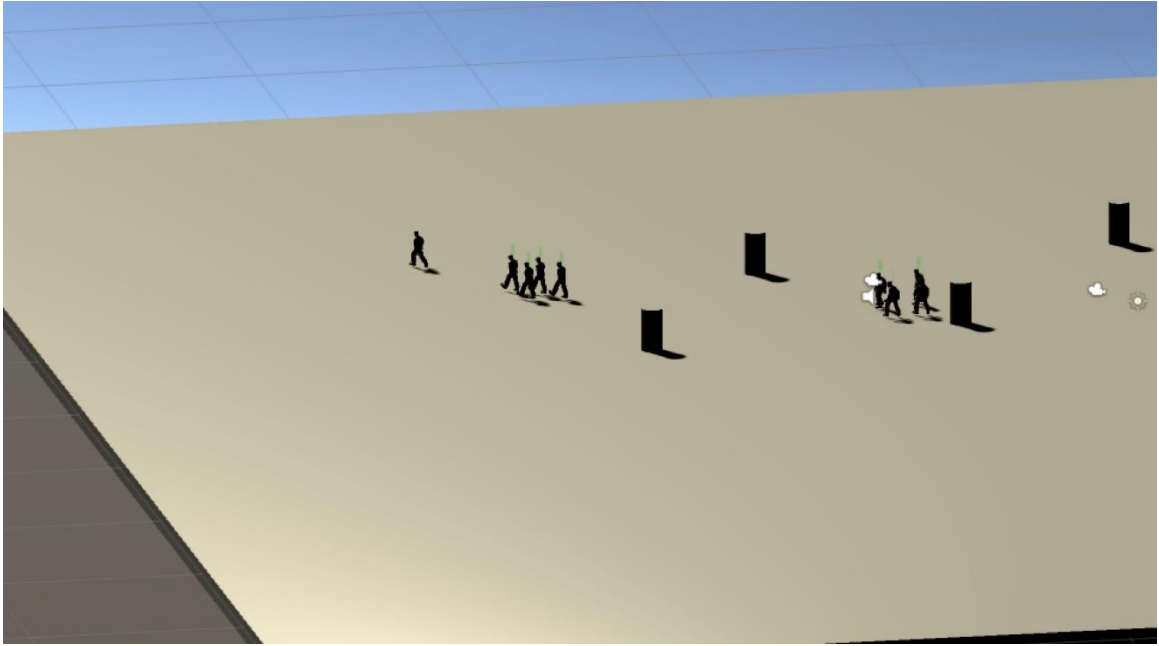
Conditions

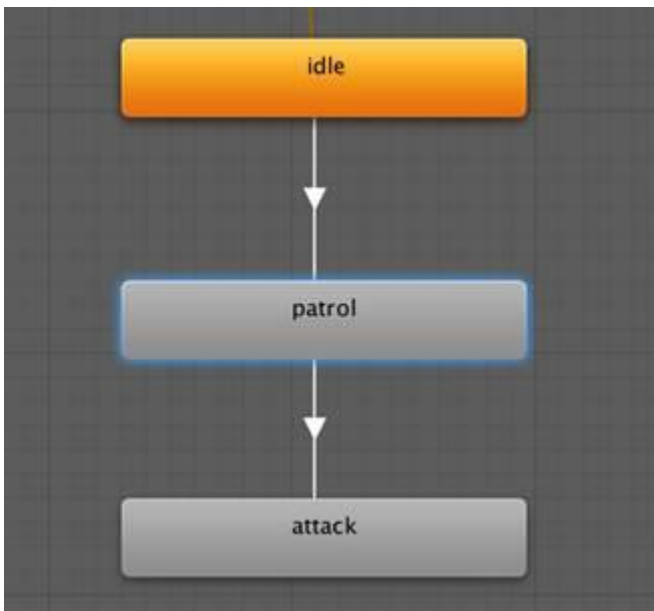
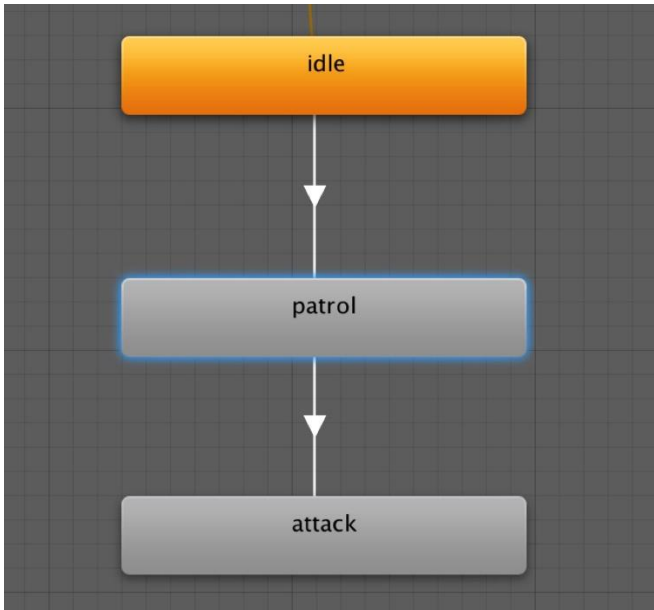
|   |                 |       |
|---|-----------------|-------|
| = | closeToTarget   | false |
| = | targetDestroyed | false |

+ -









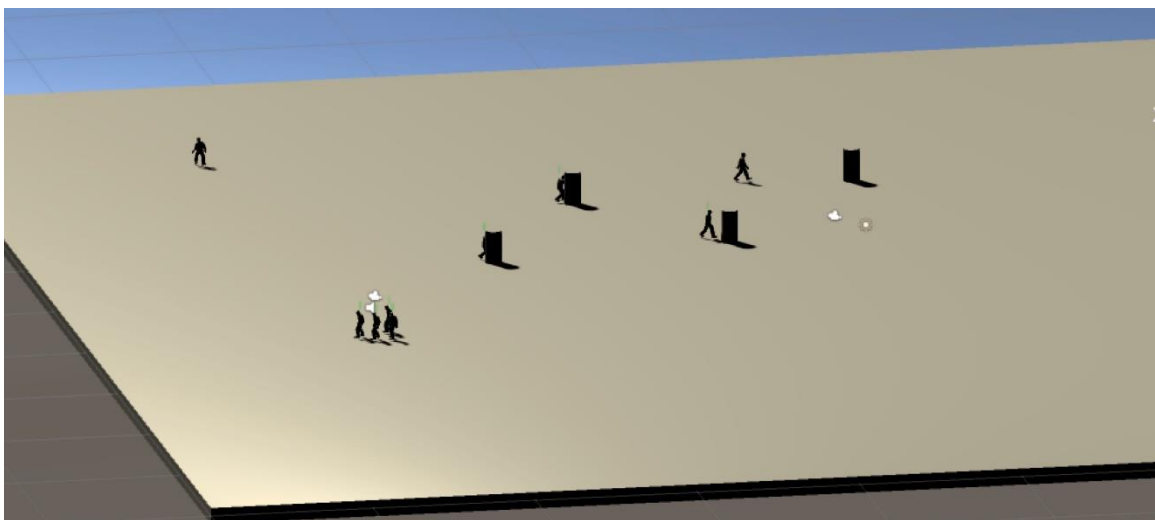
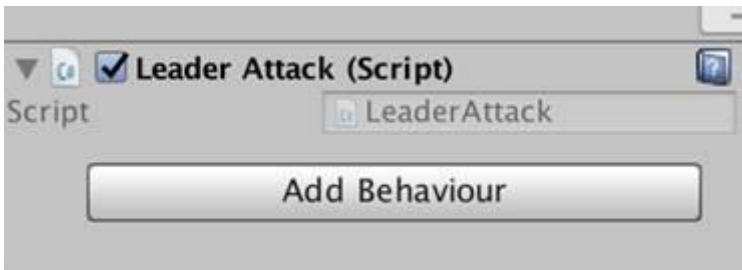
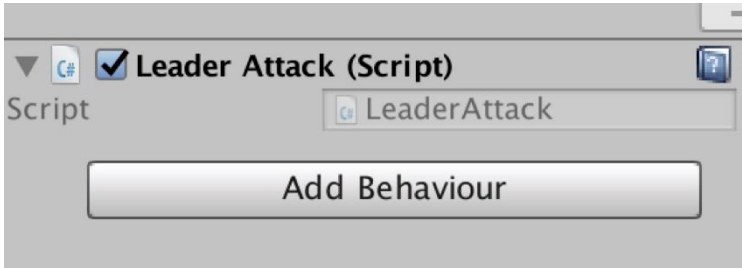
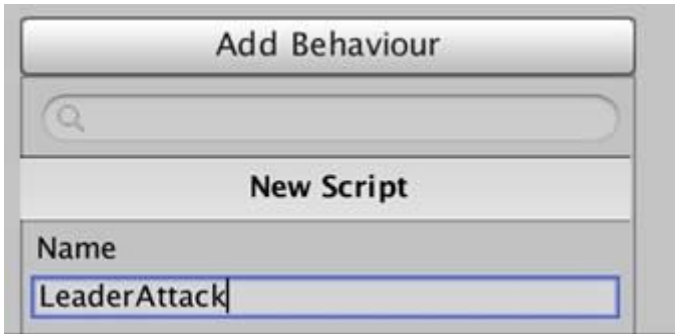
Add Behaviour

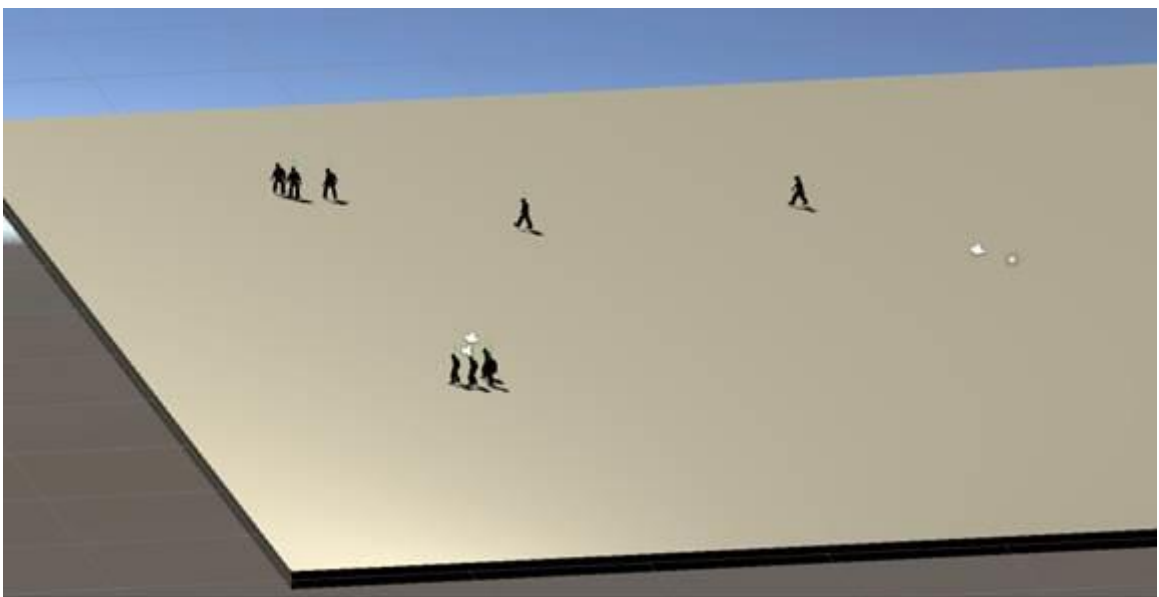
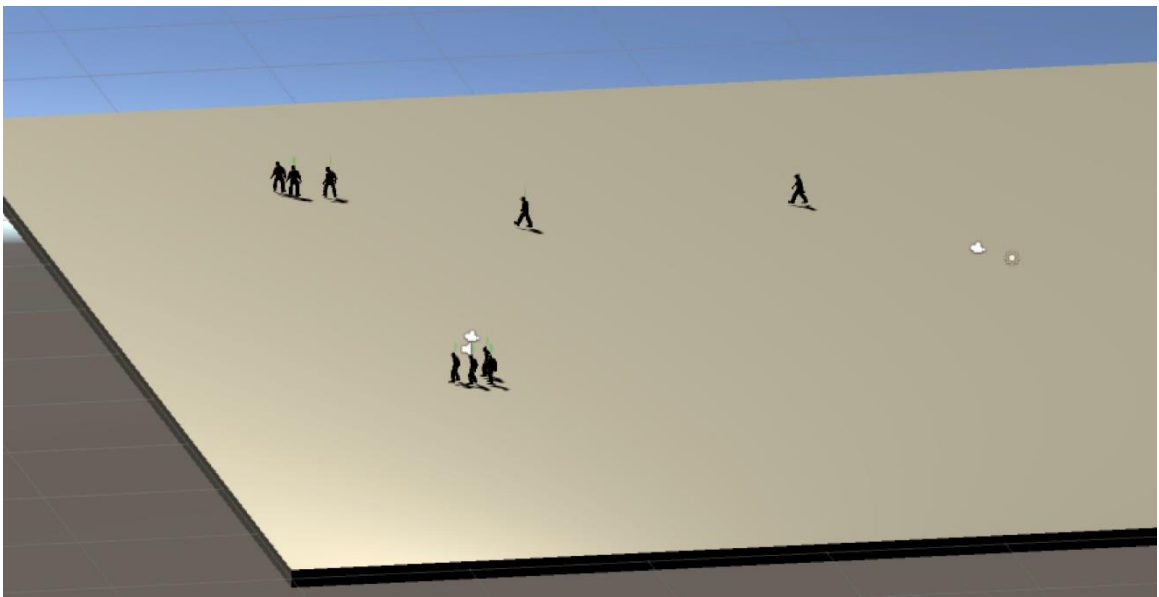
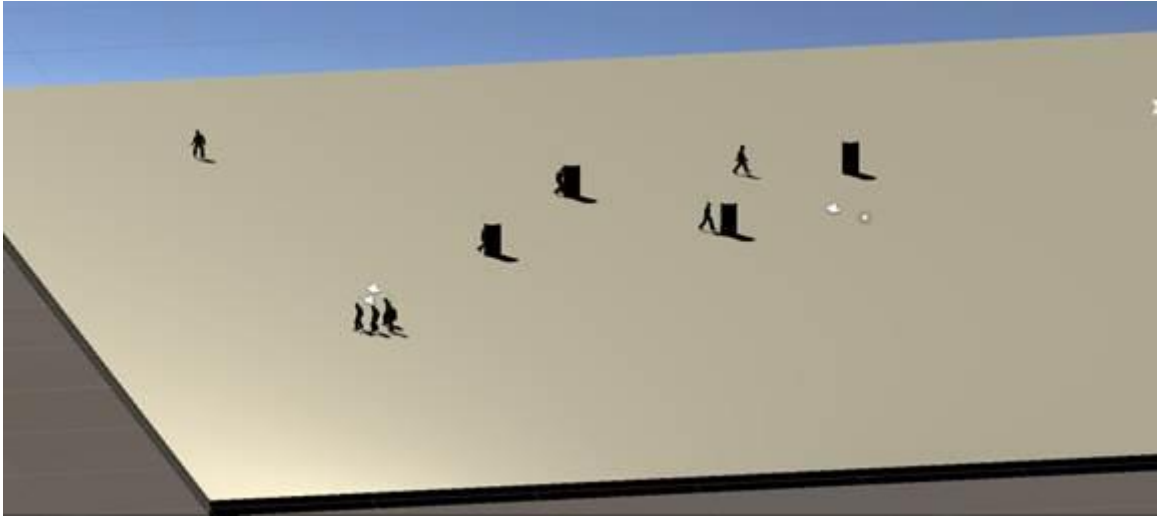
Add Behaviour

Add Behaviour

**New Script**

Name



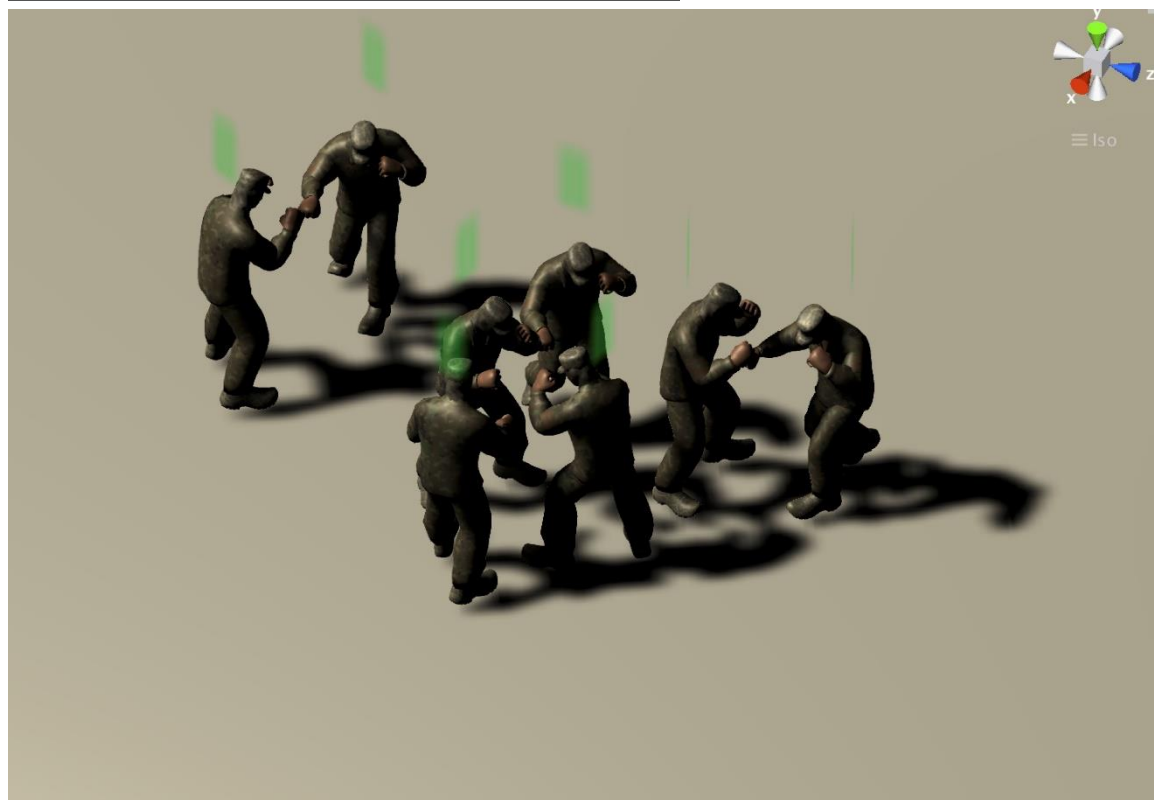


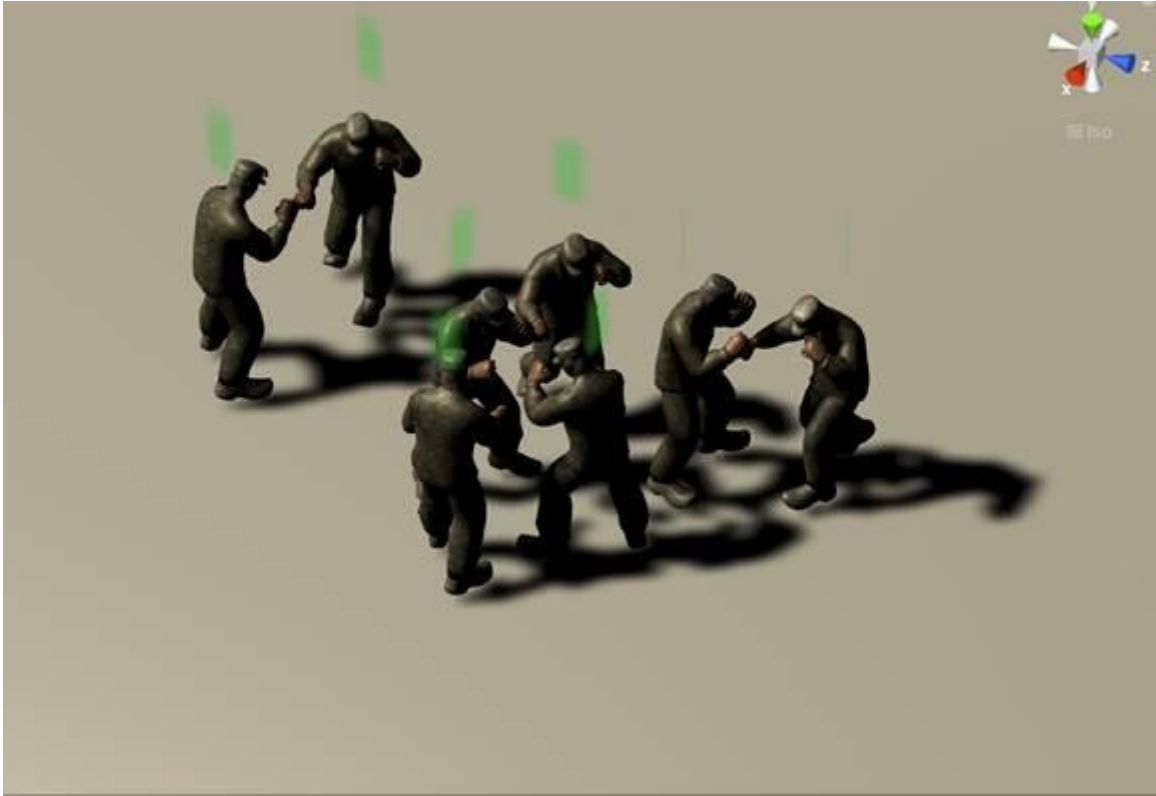
▼ Constraints

|                 |                                       |                            |                                       |
|-----------------|---------------------------------------|----------------------------|---------------------------------------|
| Freeze Position | <input type="checkbox"/> X            | <input type="checkbox"/> Y | <input type="checkbox"/> Z            |
| Freeze Rotation | <input checked="" type="checkbox"/> X | <input type="checkbox"/> Y | <input checked="" type="checkbox"/> Z |

▼ Constraints

|                 |                                       |                            |                                       |
|-----------------|---------------------------------------|----------------------------|---------------------------------------|
| Freeze Position | <input type="checkbox"/> X            | <input type="checkbox"/> Y | <input type="checkbox"/> Z            |
| Freeze Rotation | <input checked="" type="checkbox"/> X | <input type="checkbox"/> Y | <input checked="" type="checkbox"/> Z |





 NEW

 OPEN

SIGN IN



 NEW

 OPEN

SIGN IN



Project name\*

2d-shooter

Location\*

/Users/patrick/

3D  2D

Add Asset Package

Cancel

Create project

Project name\*

2d-shooter

Location\*

/Users/patrick/

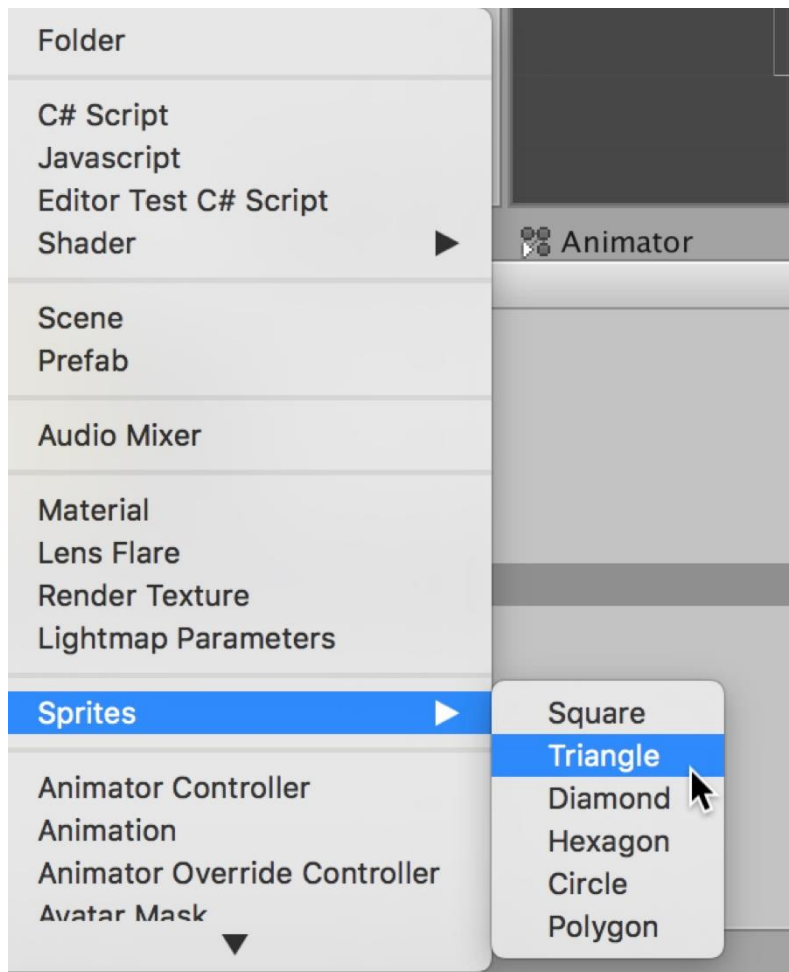
3D  2D

Add Asset Package

Cancel

Create project

|         |          |         |          |
|---------|----------|---------|----------|
| # Scene | ⌚ Animat | # Scene | ⌚ Animat |
| Shaded  | 2D       | Shaded  | 2D       |



Folder

C# Script

Javascript

Editor Test C# Script

Shader

Scene

Prefab

Audio Mixer

Material

Lens Flare

Render Texture

Lightmap Parameters

Sprites

Animator Controller

Animation

Animator Override Controller

Avatar Mask

Animator

Square

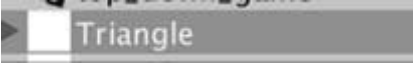
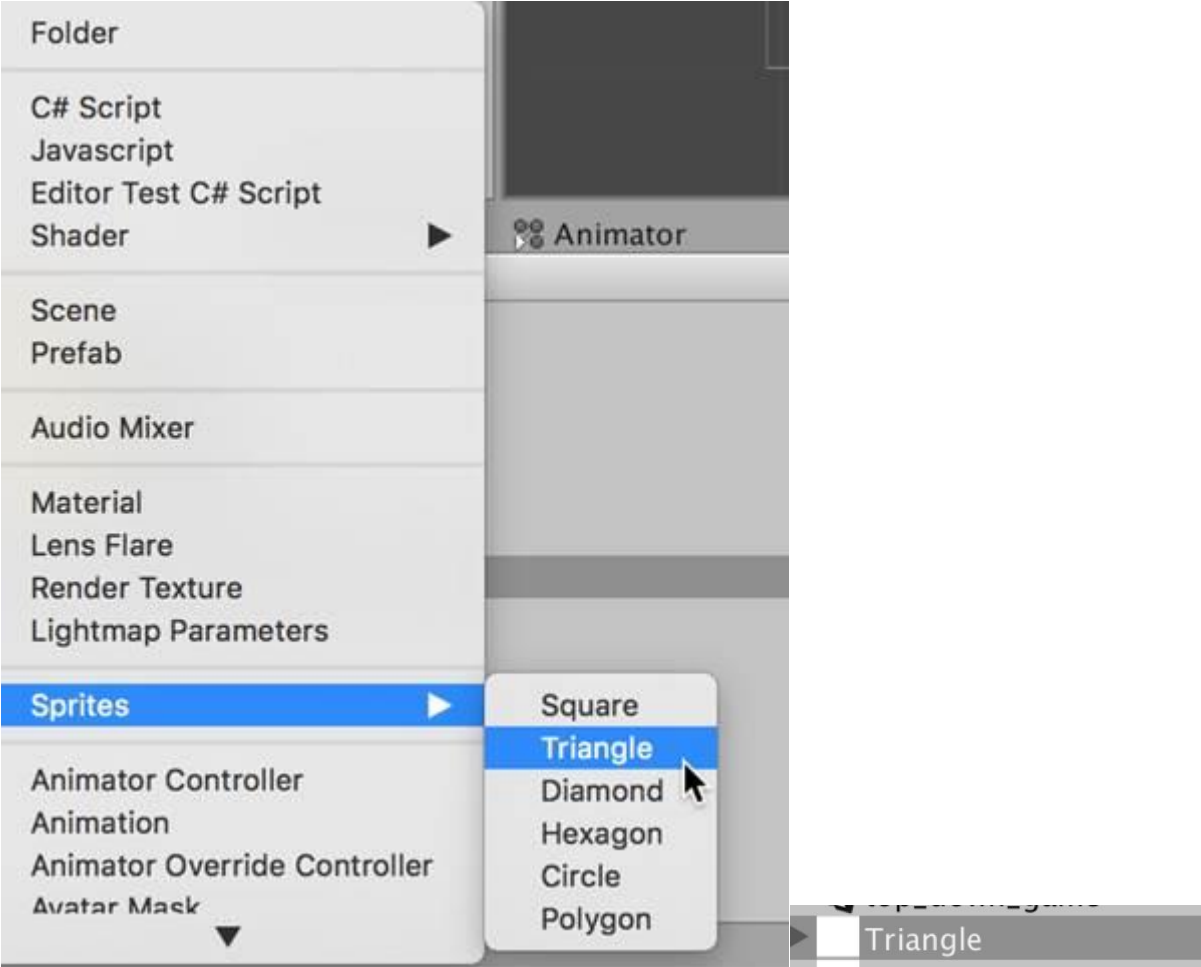
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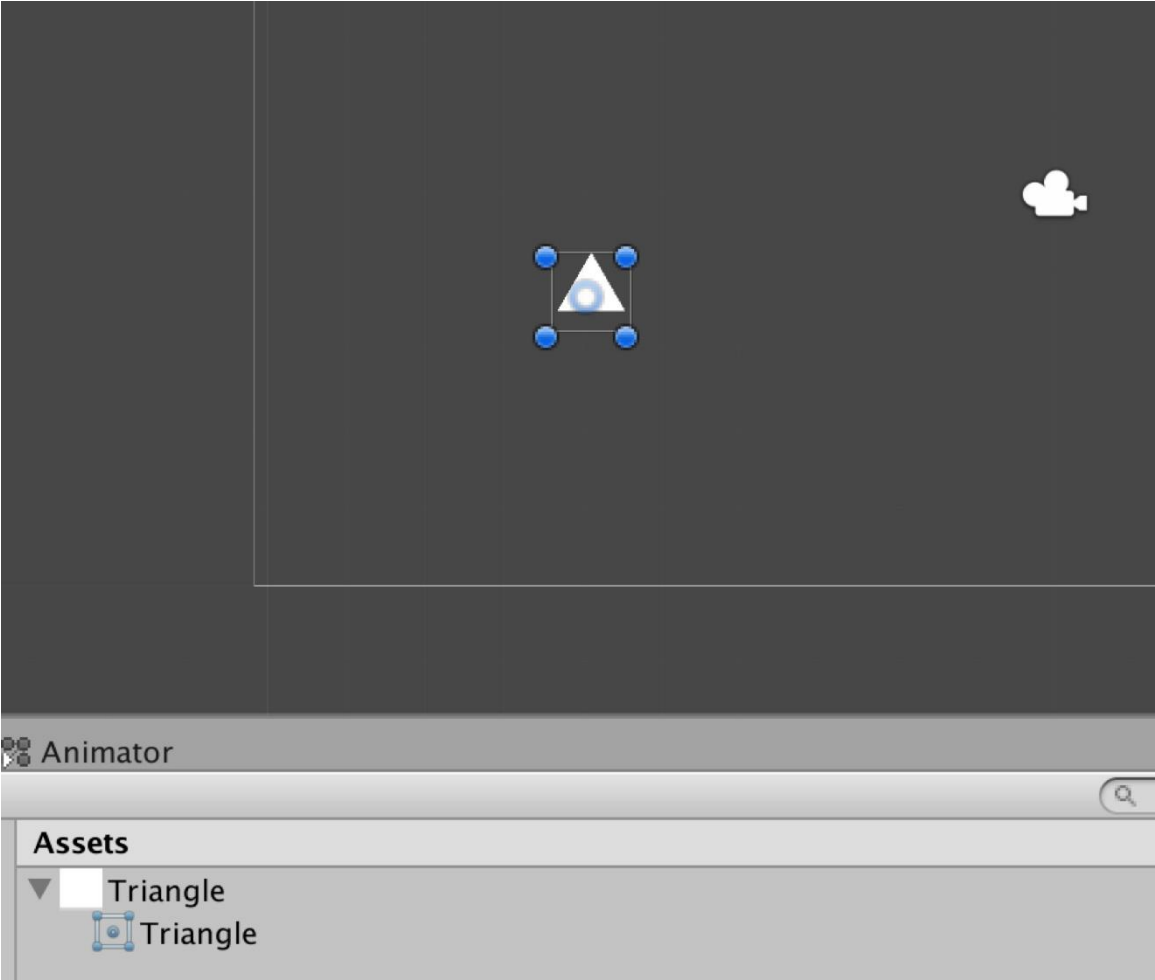
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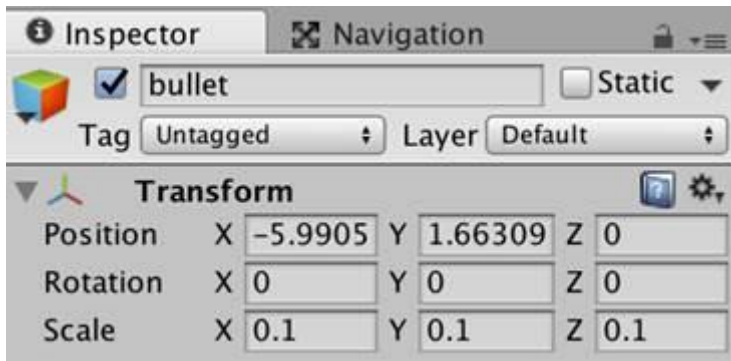
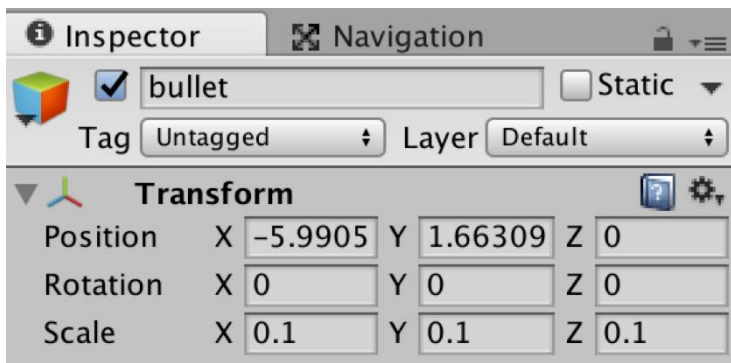
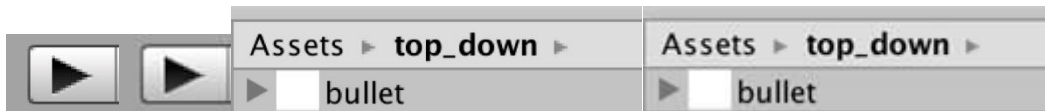
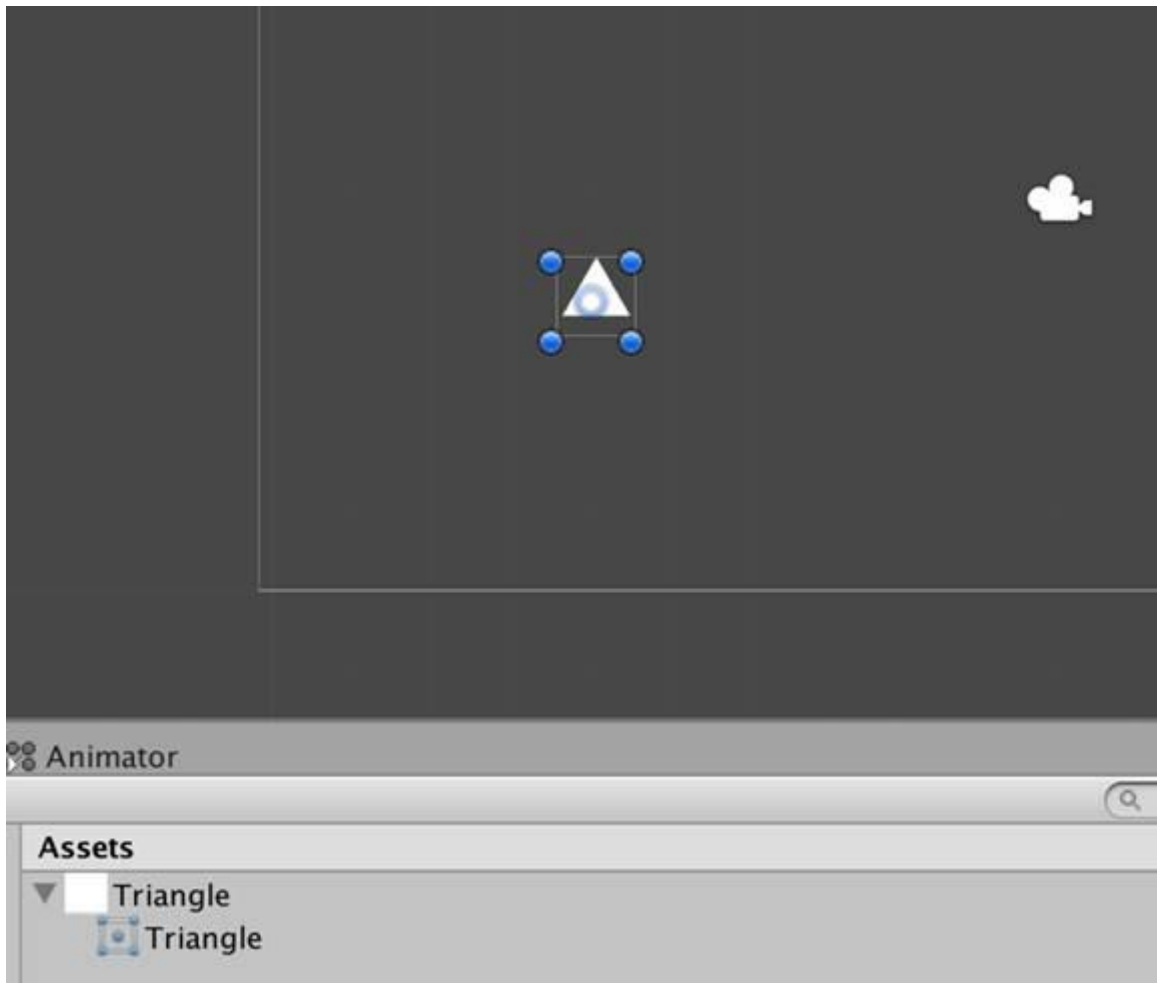
Hexagon




Circle

Polygon







▼  **Rigidbody 2D**  




Use Auto Mass

Mass

Linear Drag

Angular Drag

Gravity Scale

▼  **Rigidbody 2D**  


Use Auto Mass

Mass

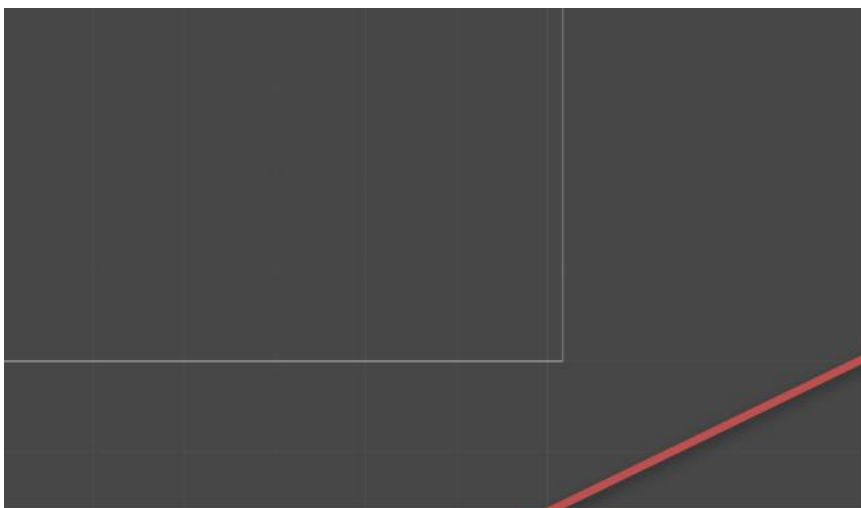
Linear Drag


Angular Drag

Gravity Scale

 bullet

 bullet



▼   **Move Player (Script)**

Script






Bullet

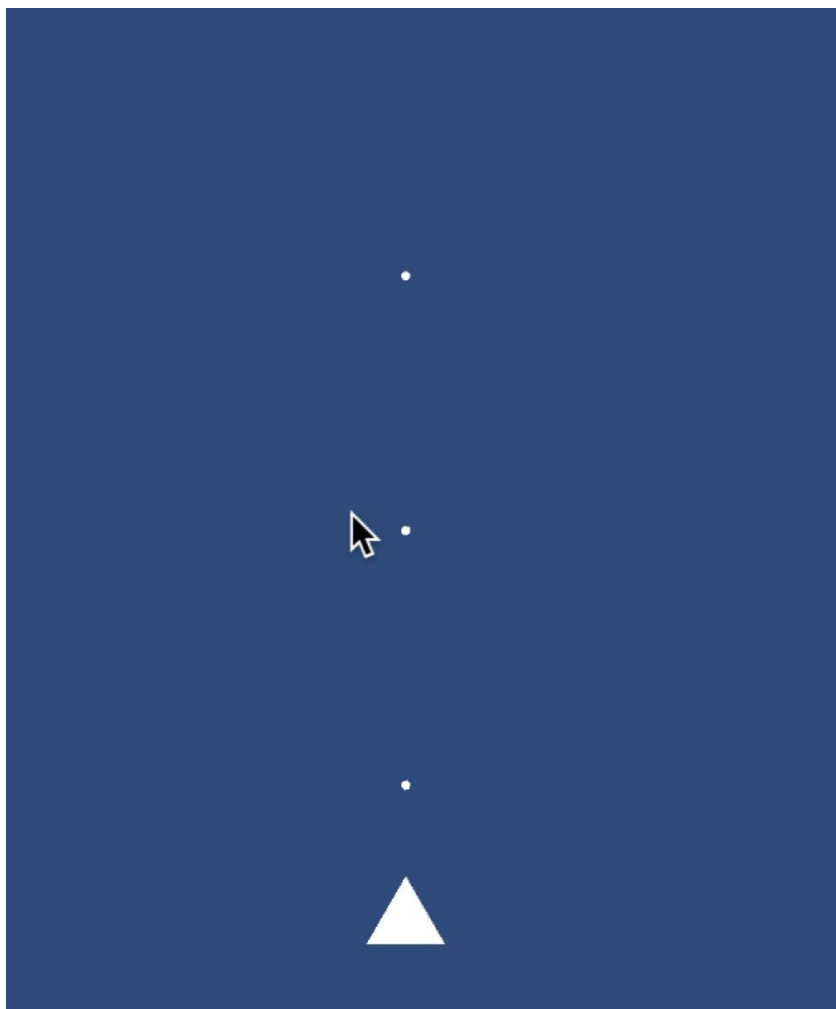
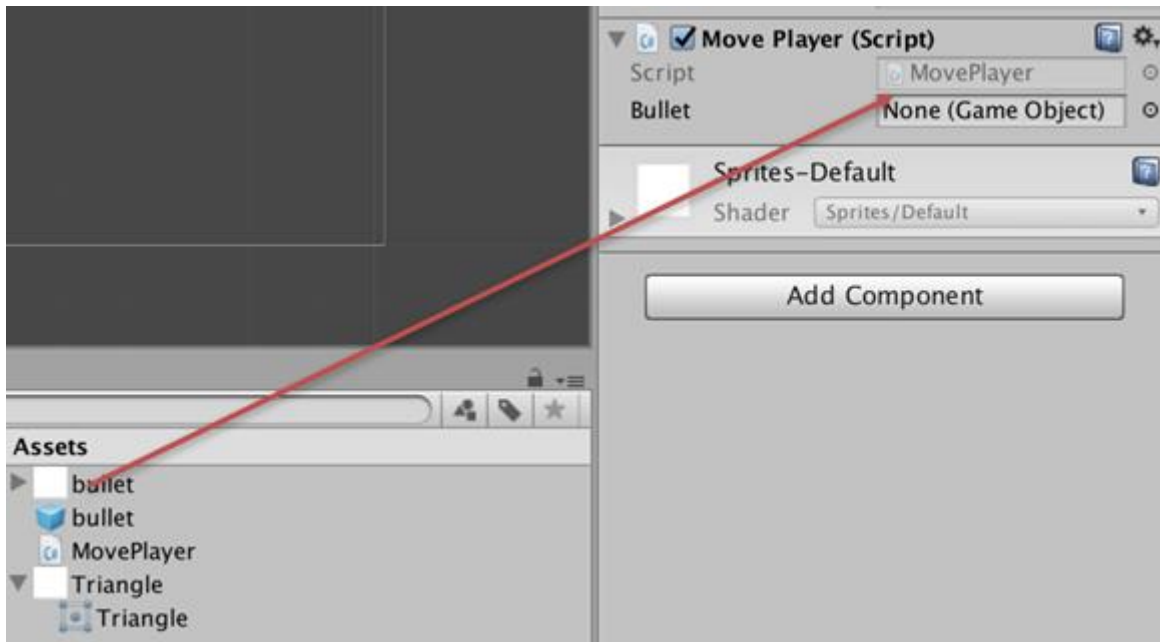
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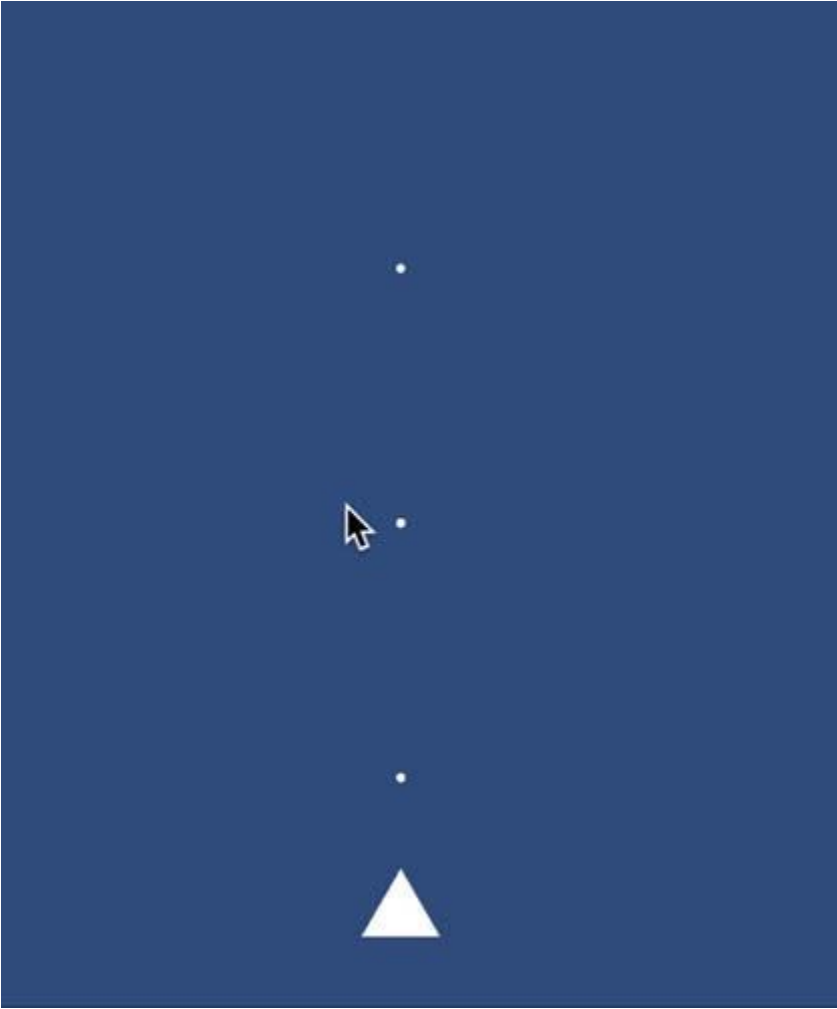
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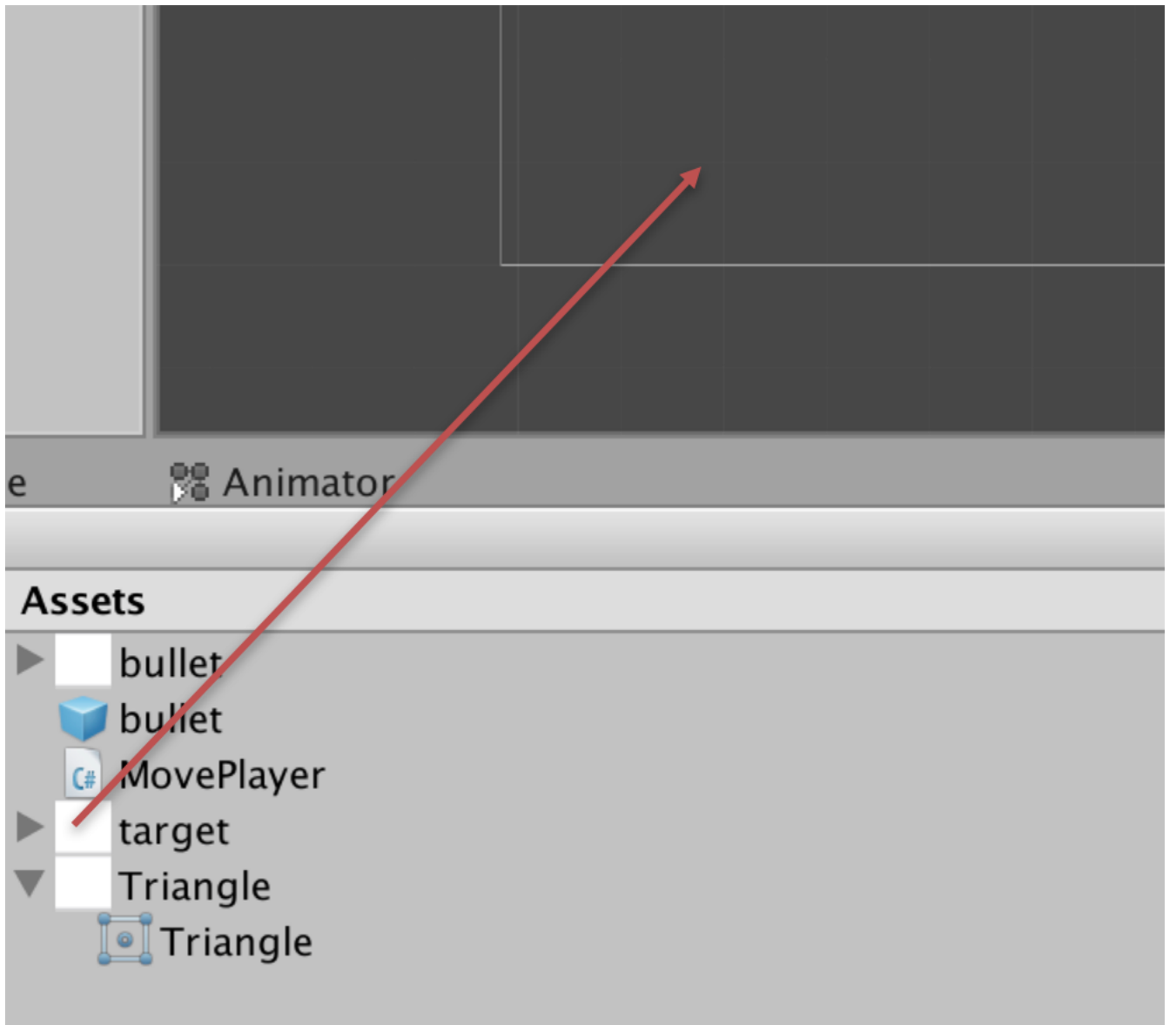
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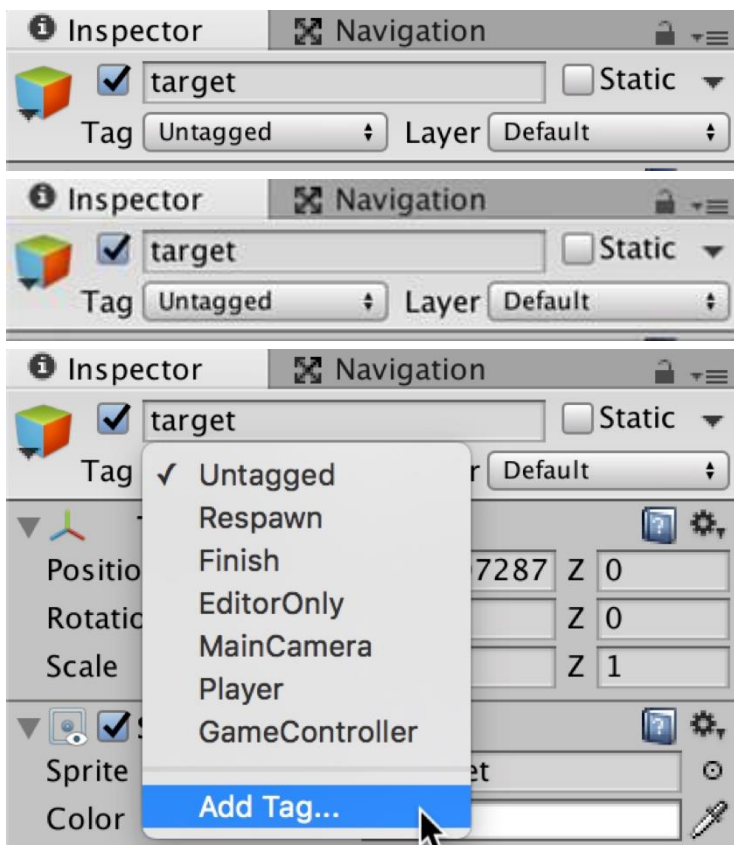
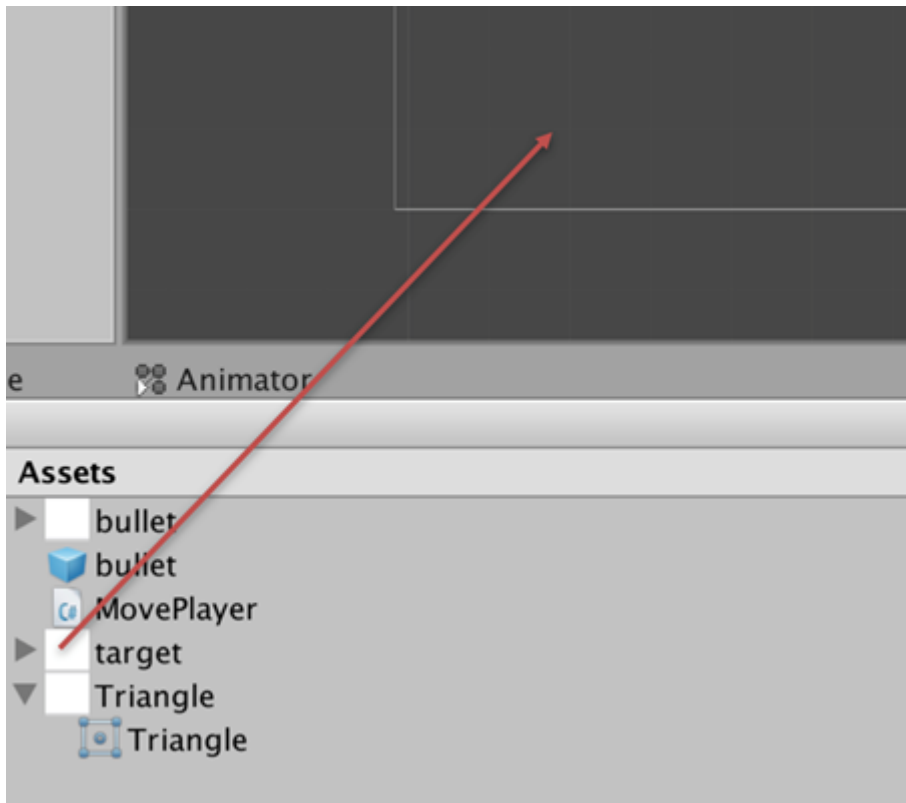
**Assets**

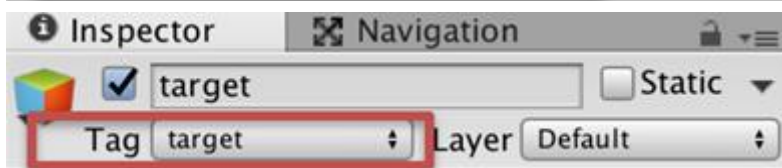
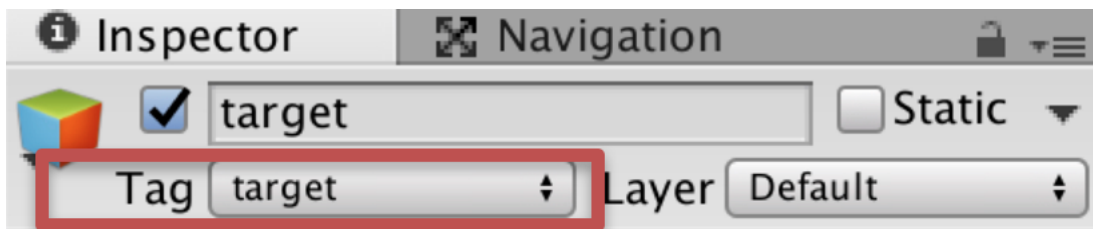
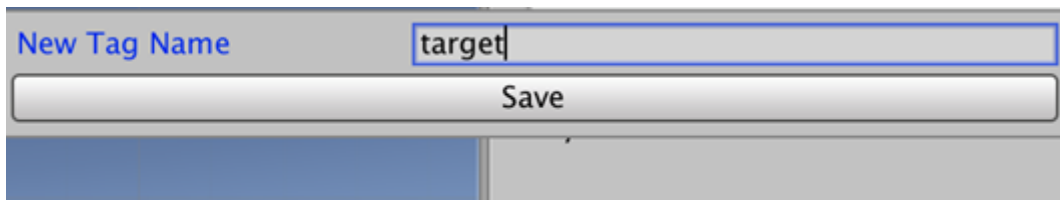
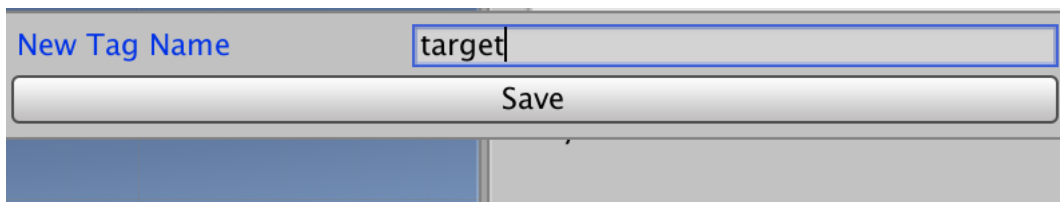
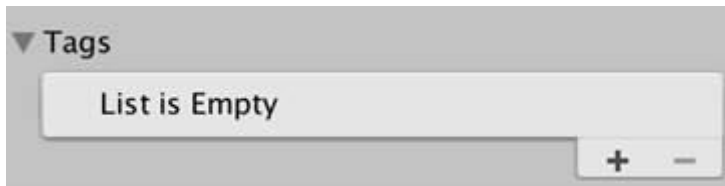
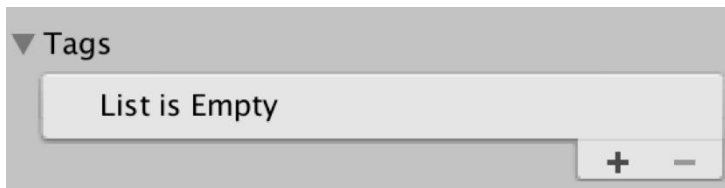
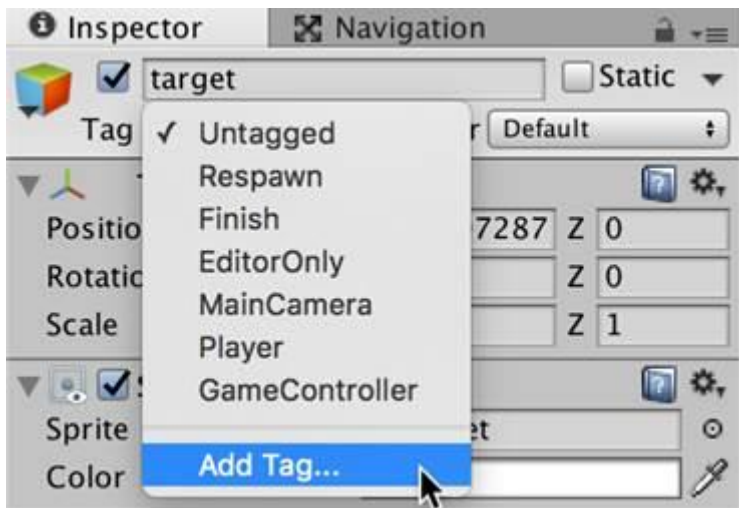
- ▶  bullet
- ▶  bullet
- ▶  MovePlayer
- ▼  Triangle
  -  Triangle

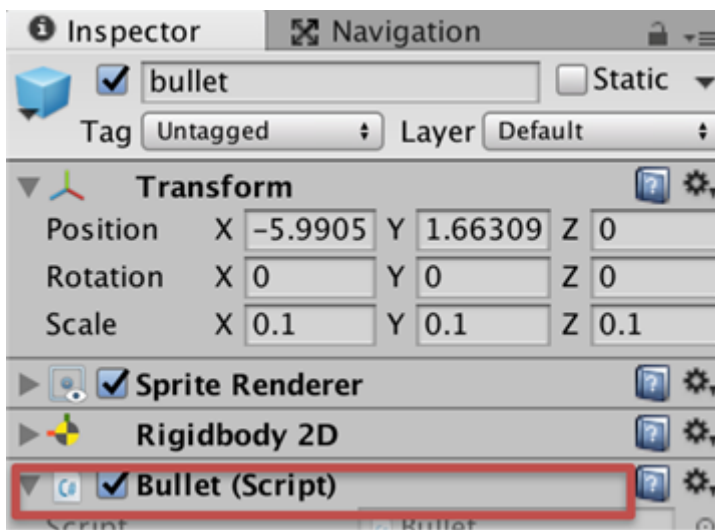
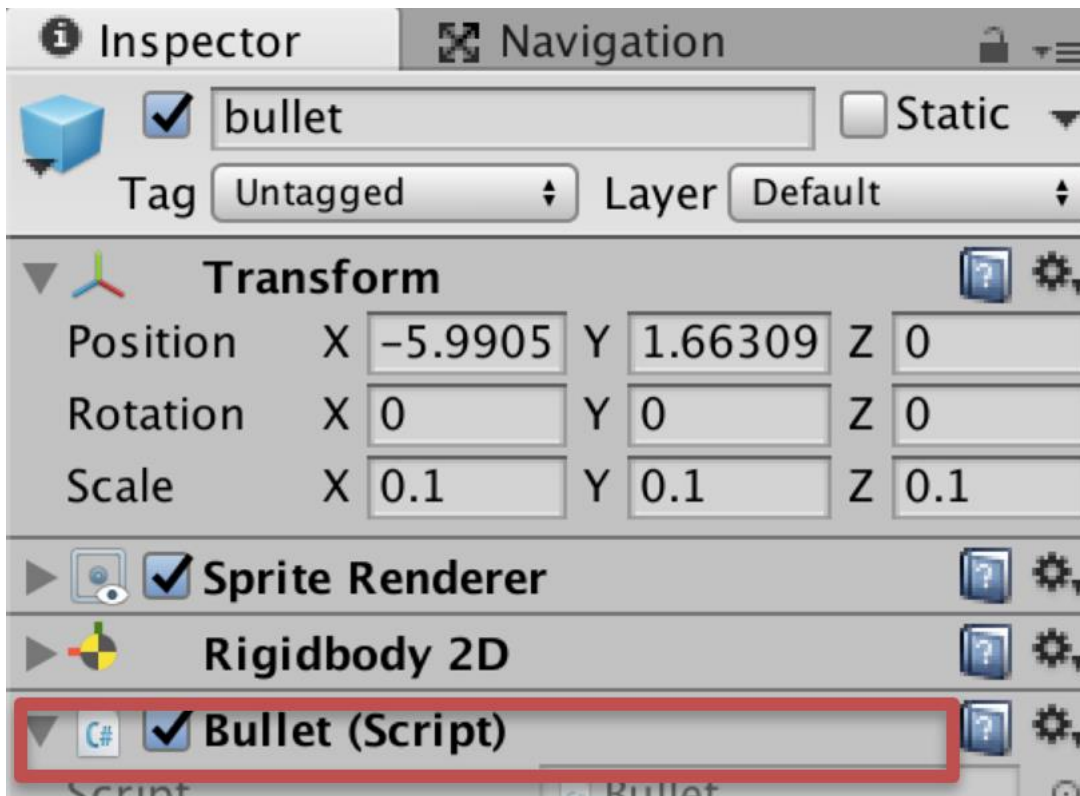















 **Rigidbody 2D**  




Use Auto Mass

Mass

Linear Drag

Angular Drag

Gravity Scale

 **Rigidbody 2D**  


Use Auto Mass



Mass


Linear Drag


Angular Drag



Gravity Scale


 MovePlayer

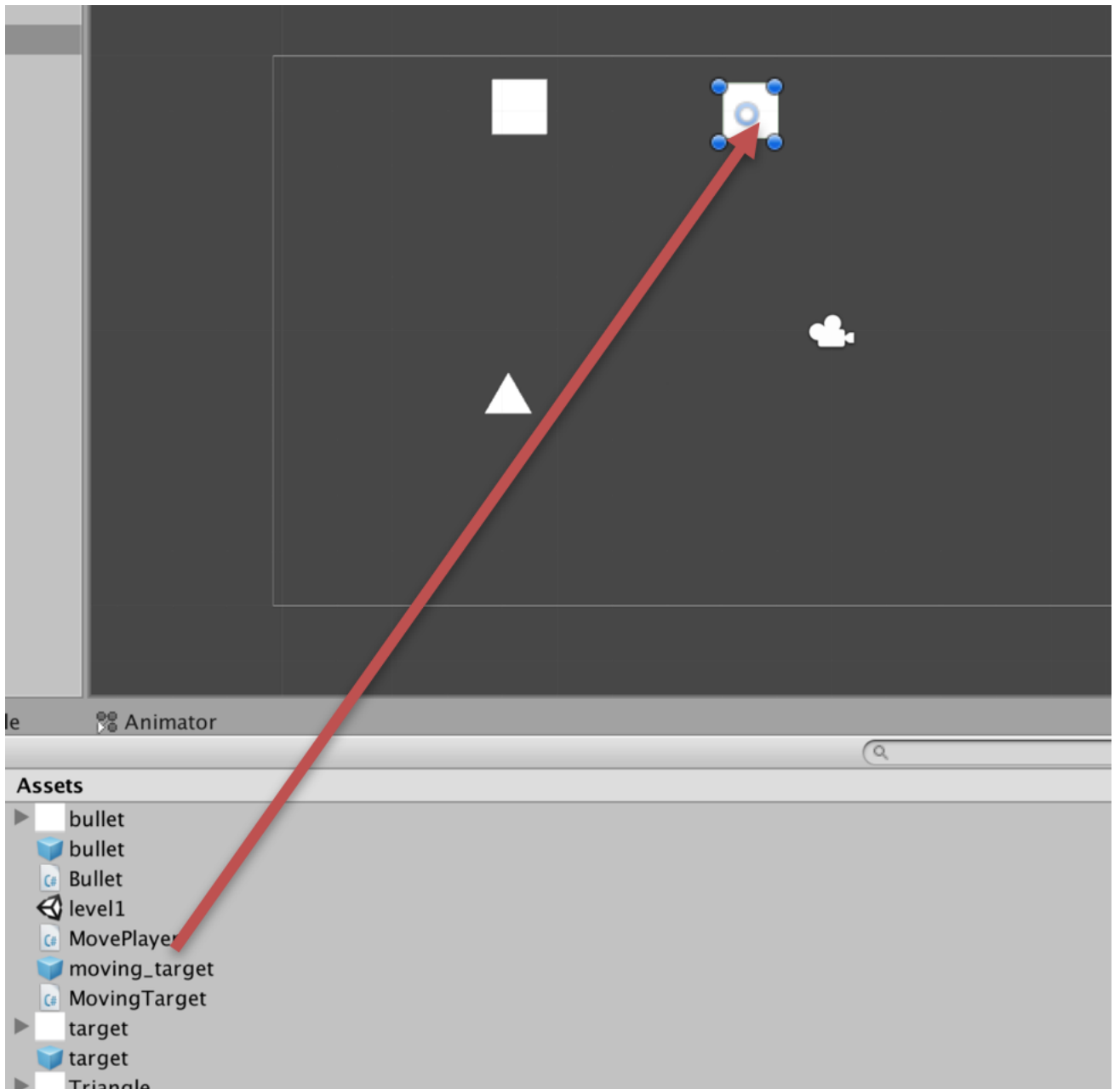
 moving\_target 

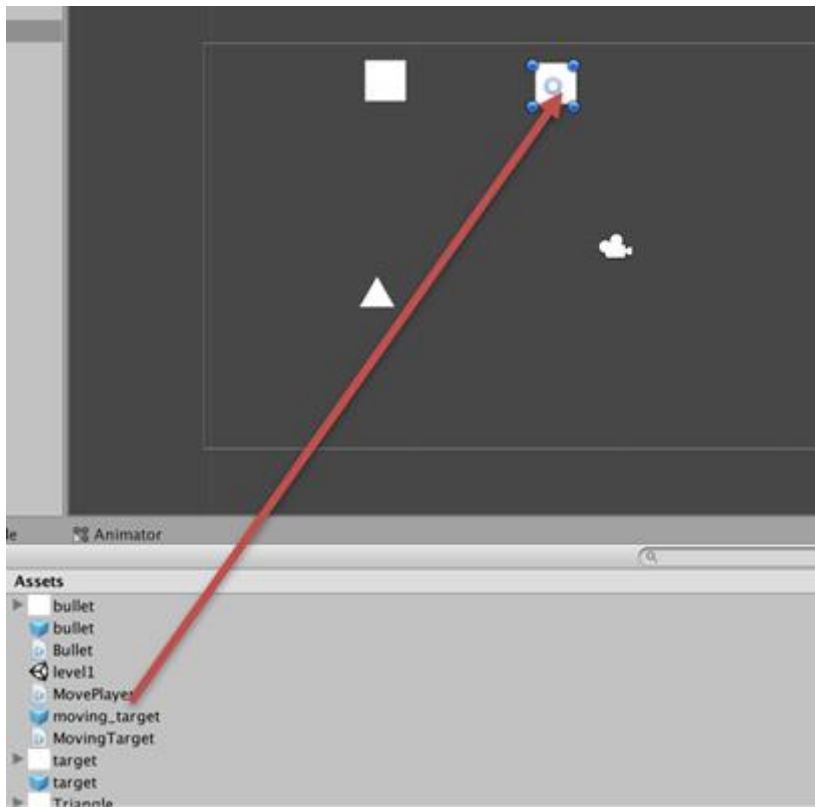
 MovingTarget

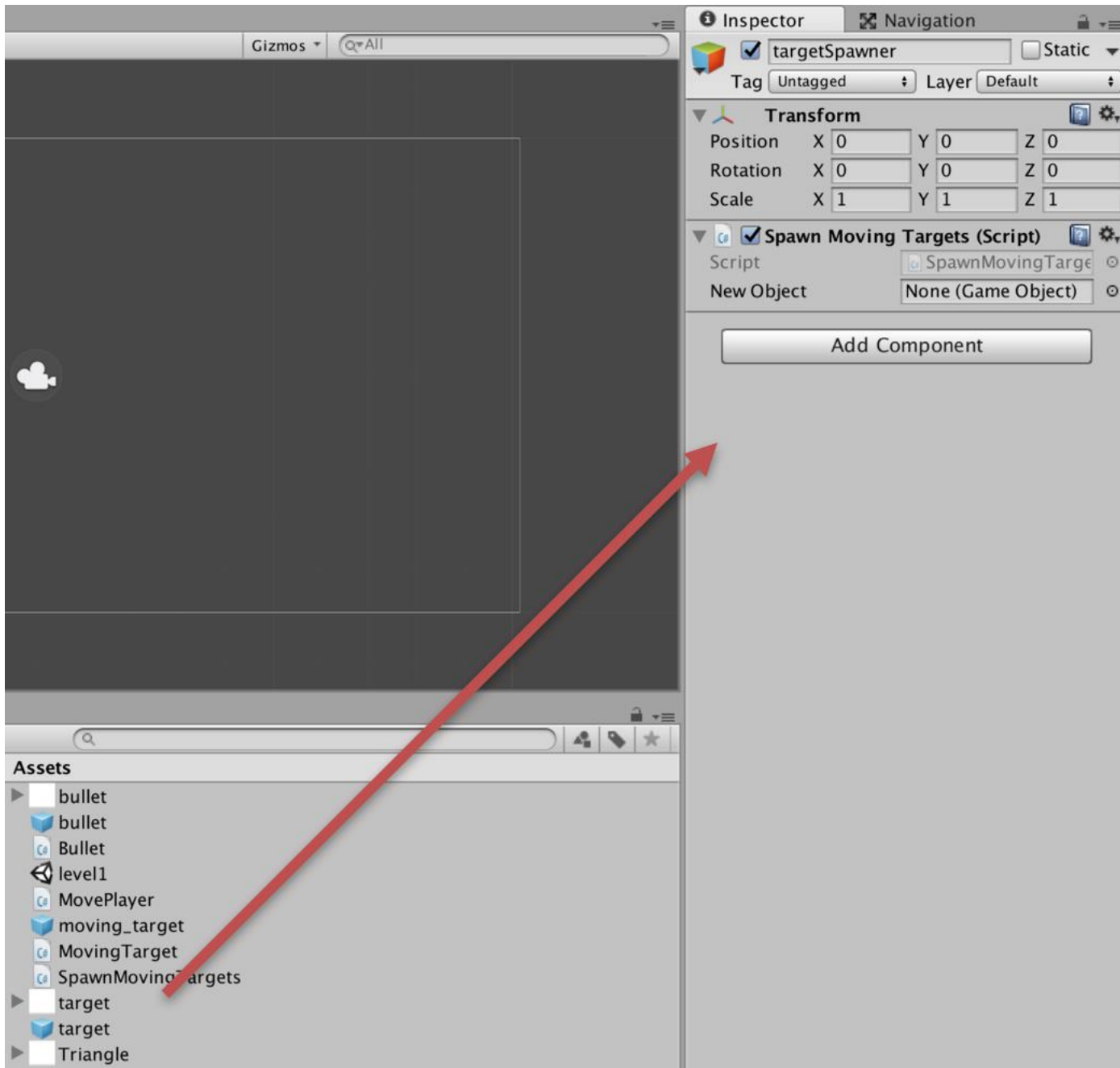
 MovePlayer

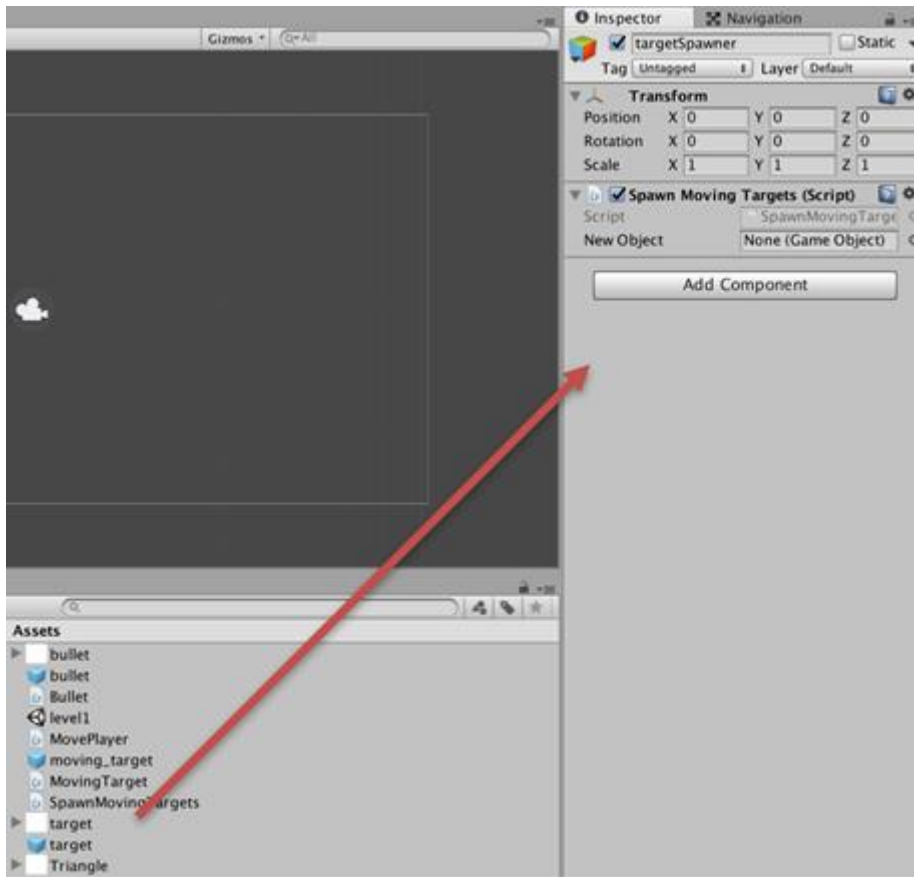
 moving\_target 

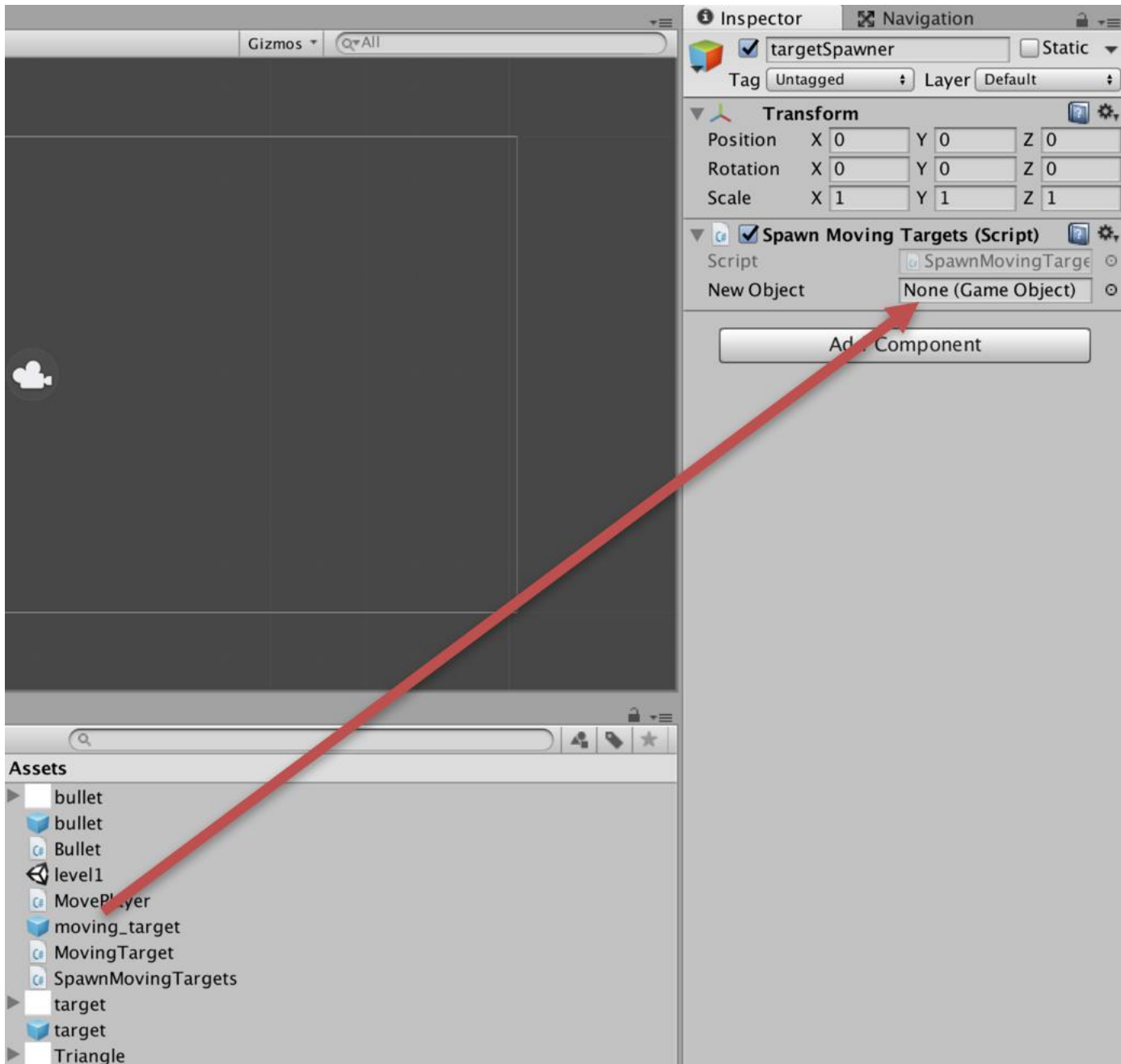
 MovingTarget

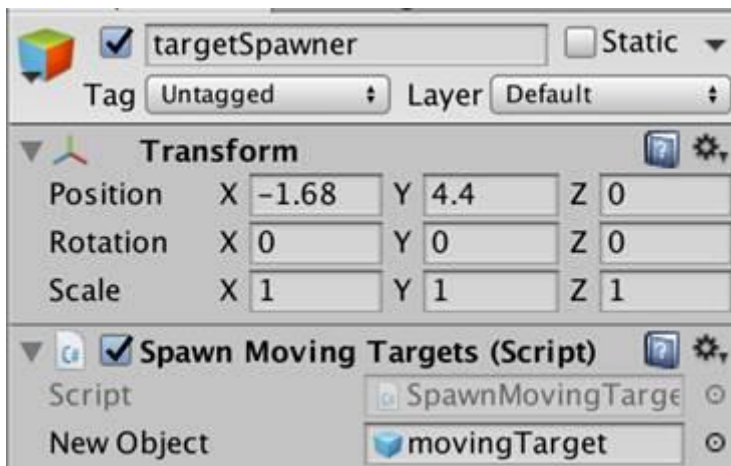
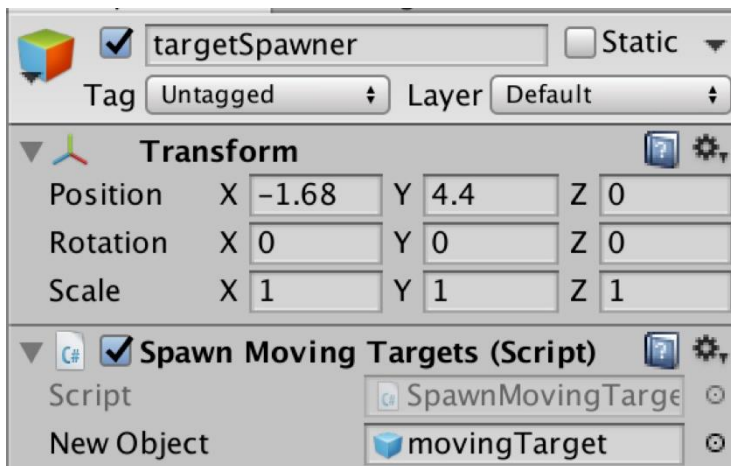
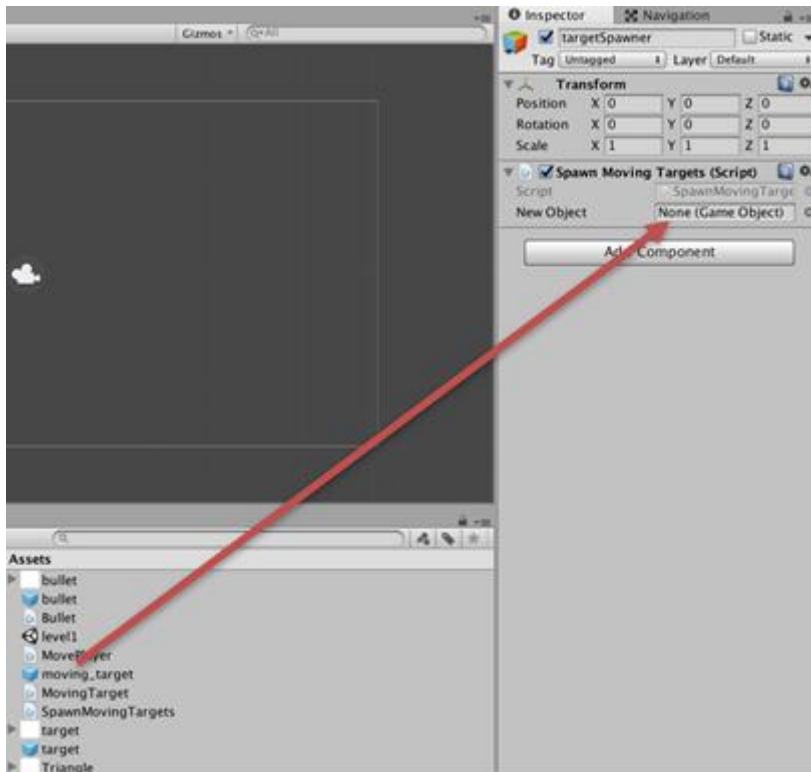


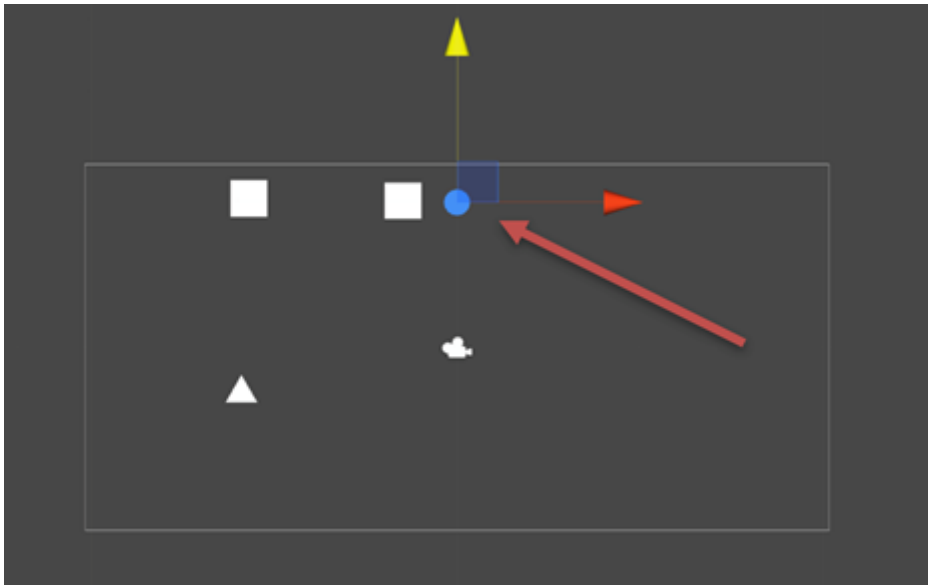
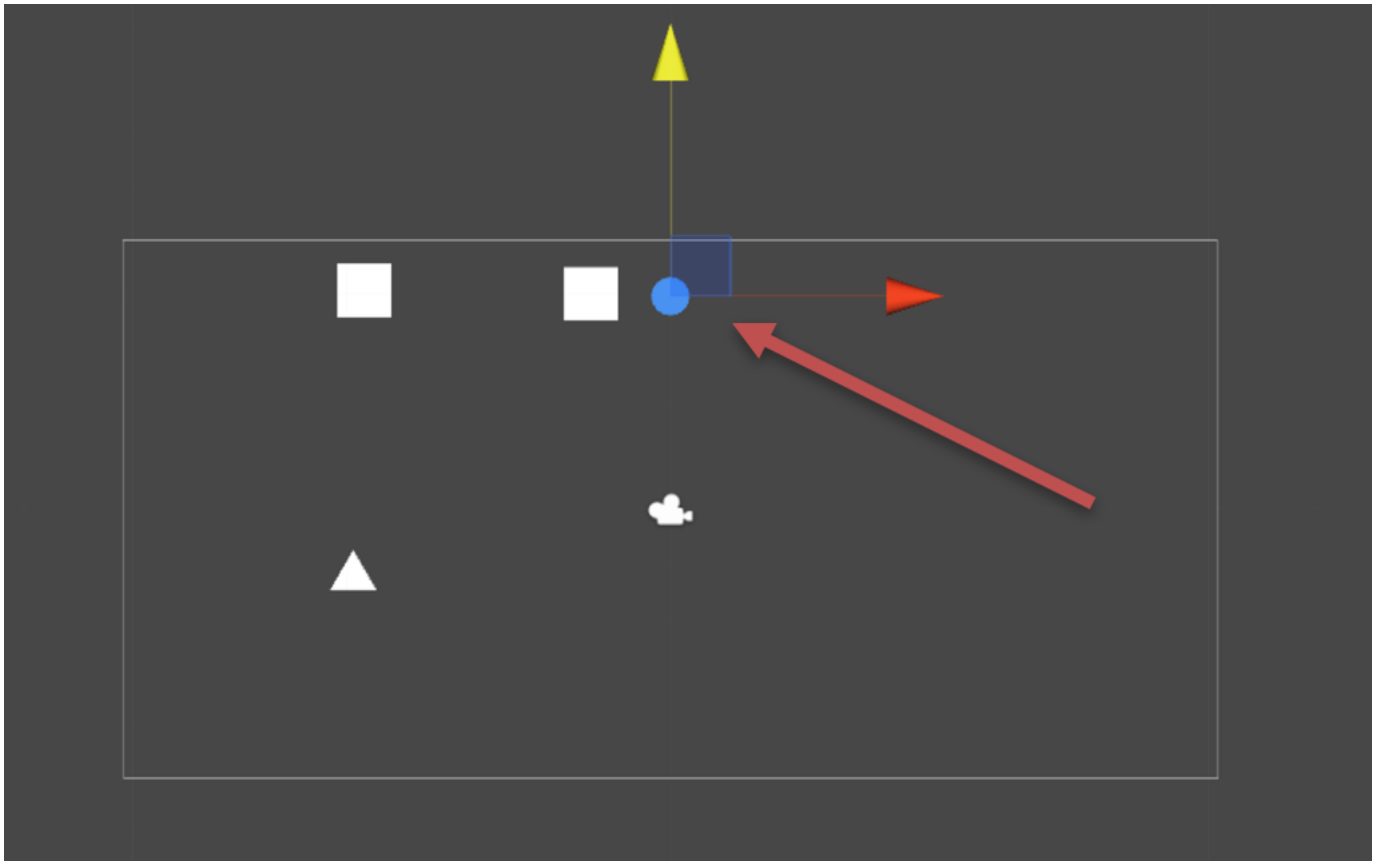











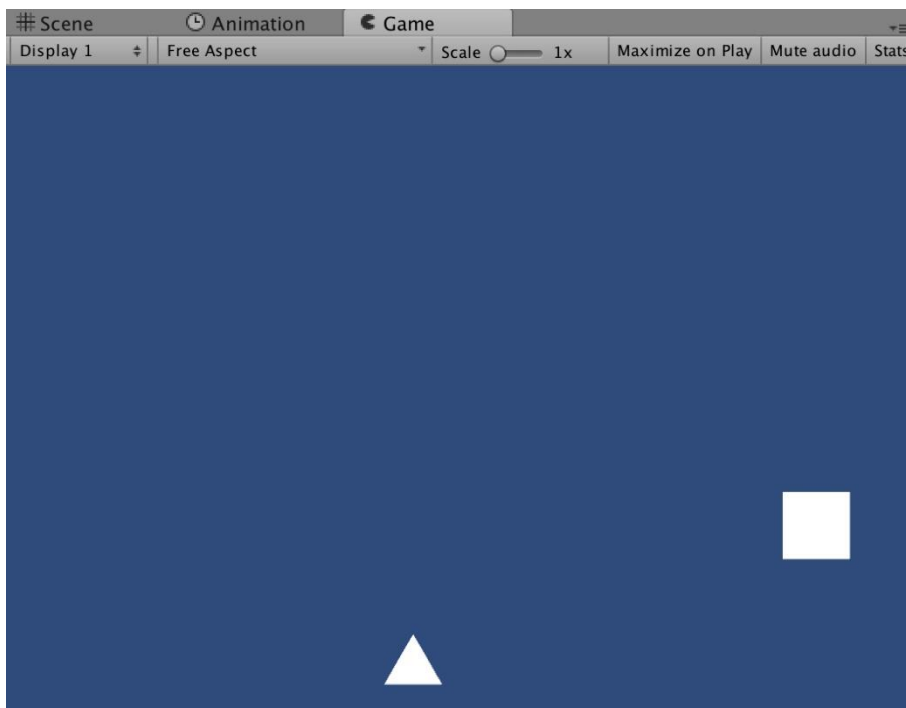
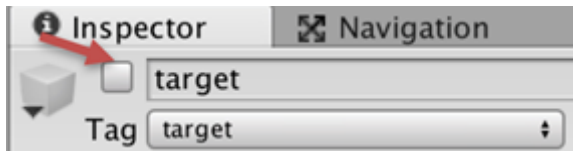
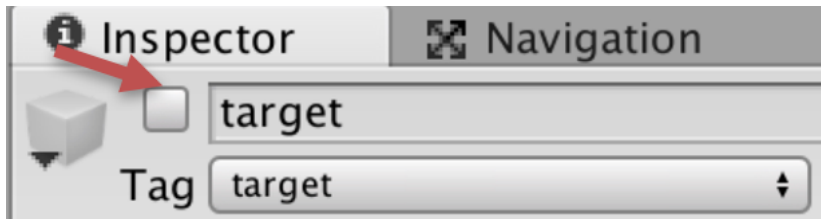
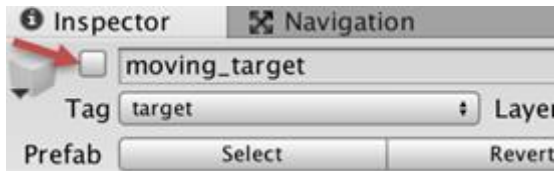


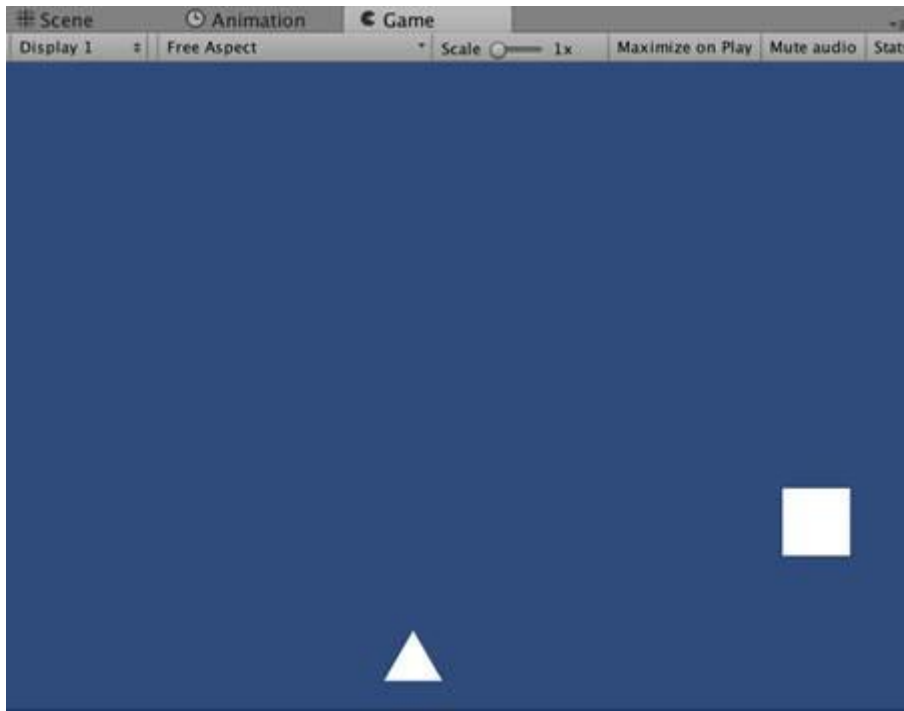
**i** Inspector    **Navigation**

  moving\_target

Tag target    Layer

Prefab    Select    Revert







explosion explosion

**i** Inspector **X** Navigation




explosion Import Settings


Texture Type Sprite (2D and UI)


Sprite Mode **→** Multiple


Packing Tag

Pixels Per Unit 100

**i** Inspector **X** Navigation   

explosion Import Settings 

Texture Type Sprite (2D and UI) 

Sprite Mode **→** Multiple 

Packing Tag

Pixels Per Unit 100

**Sprite Editor**

Default

Override for PC, Mac & Linux Standalone

Max Size 2048

Format Compressed

Revert

Default

Override for PC, Mac & Linux Standalone

Max Size 2048

Format Compressed

Revert Apply

Texture Type Sprite (2D and UI)

Sprite Mode Multiple

Packing Tag

Pixels Per Unit 100

Sprite Editor

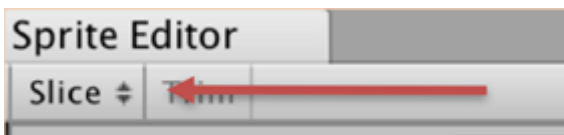
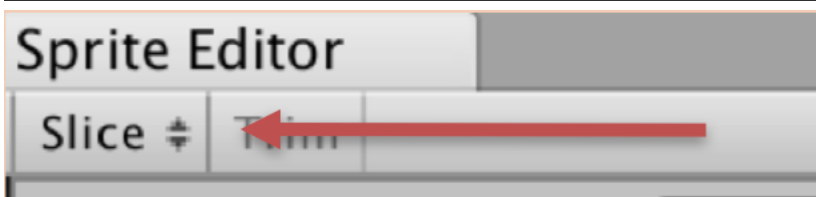
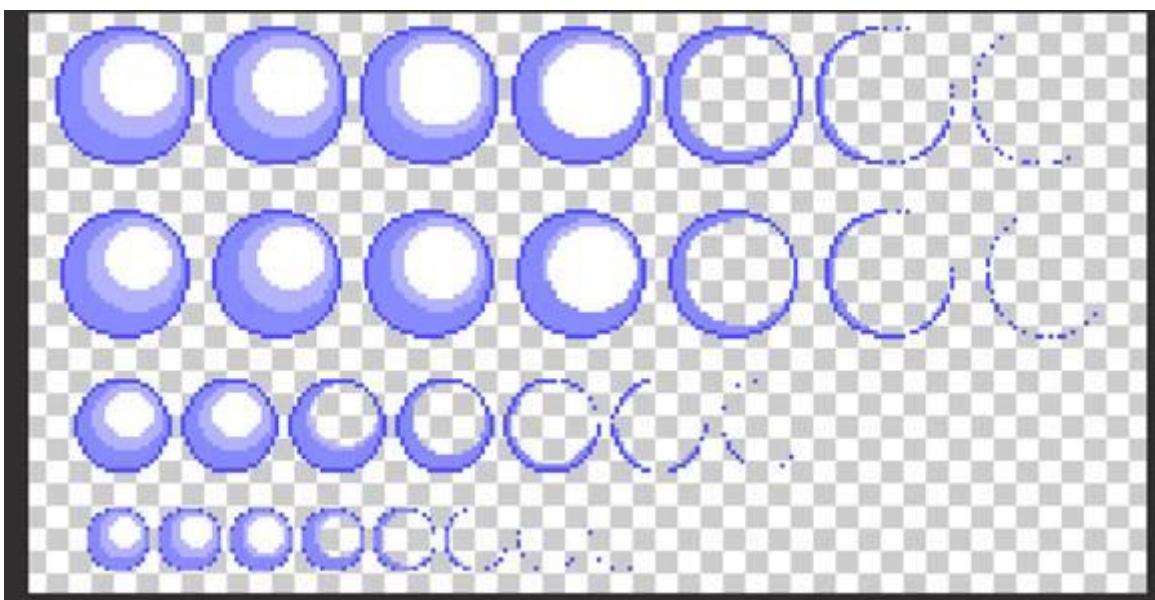
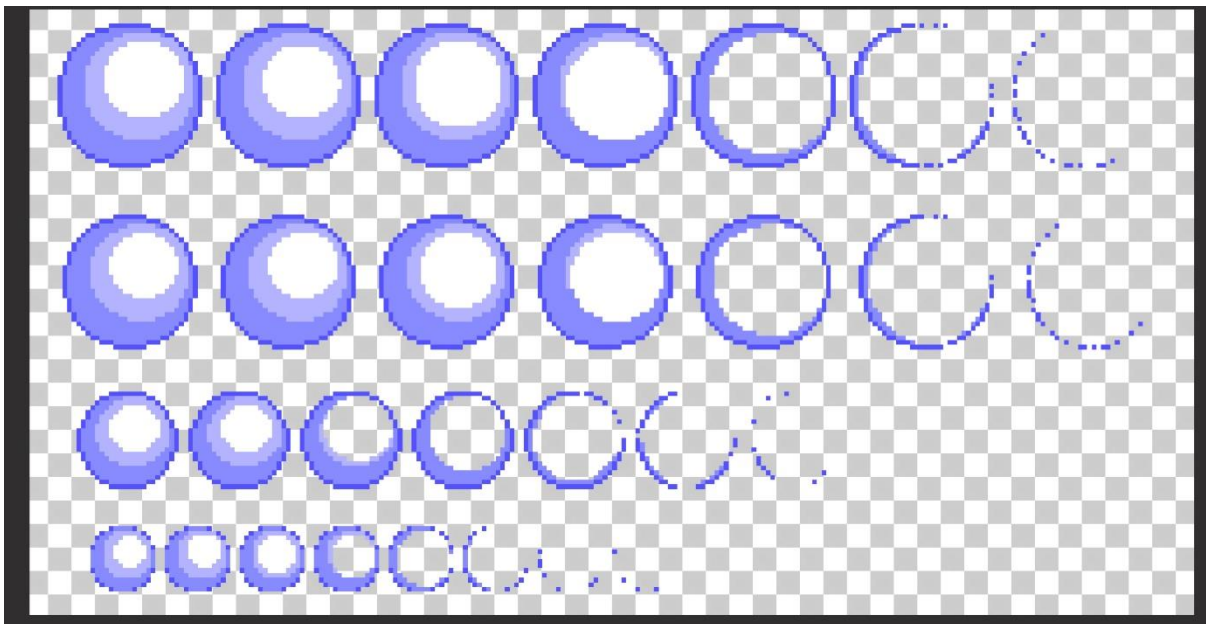
Texture Type Sprite (2D and UI)

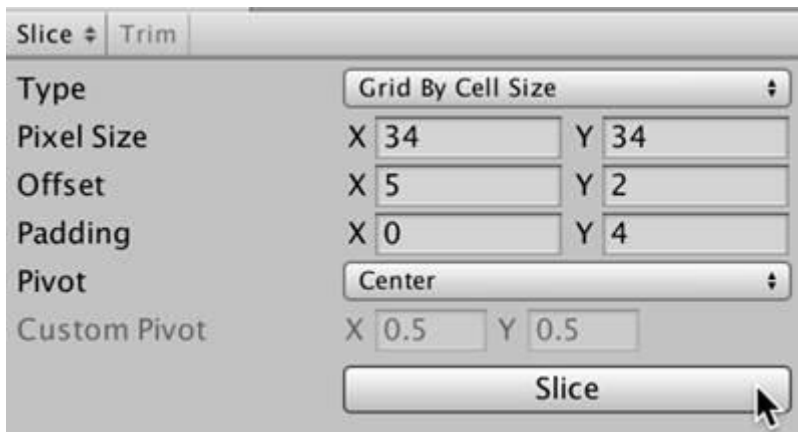
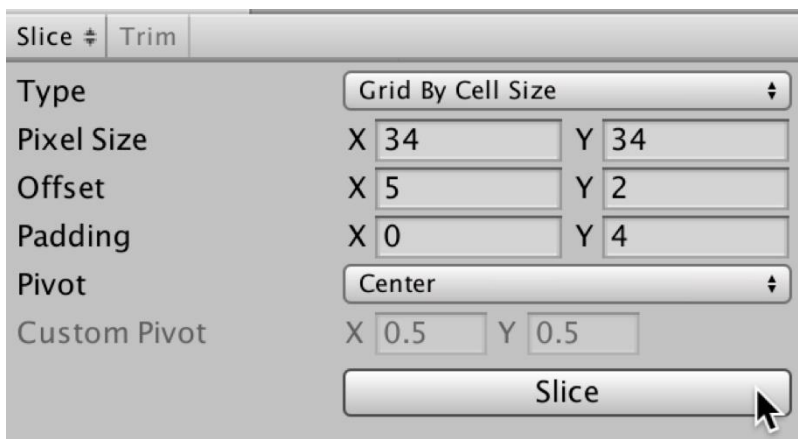
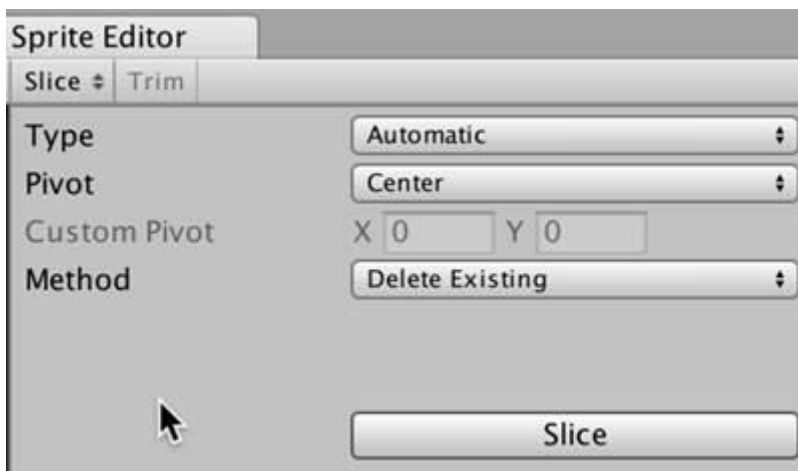
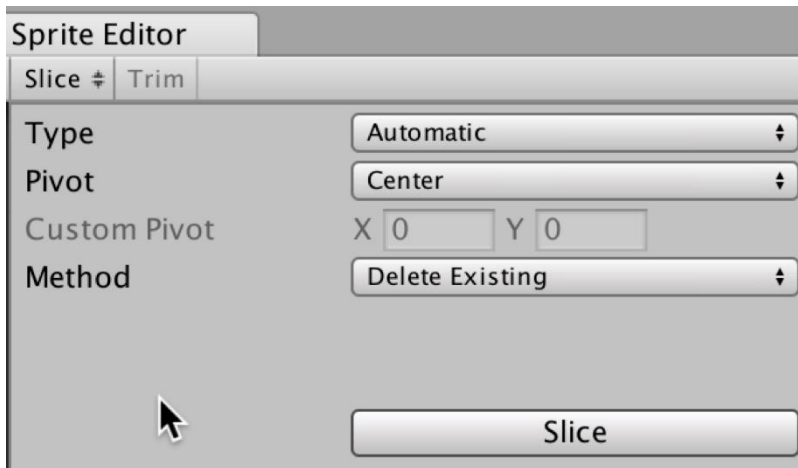
Sprite Mode Multiple

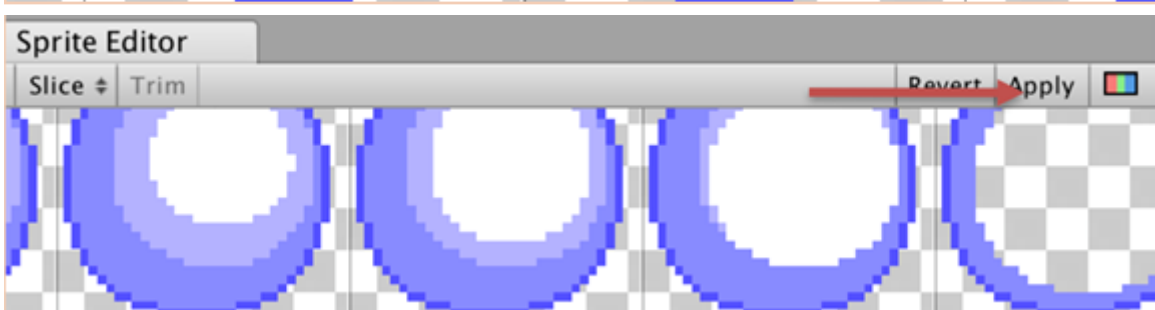
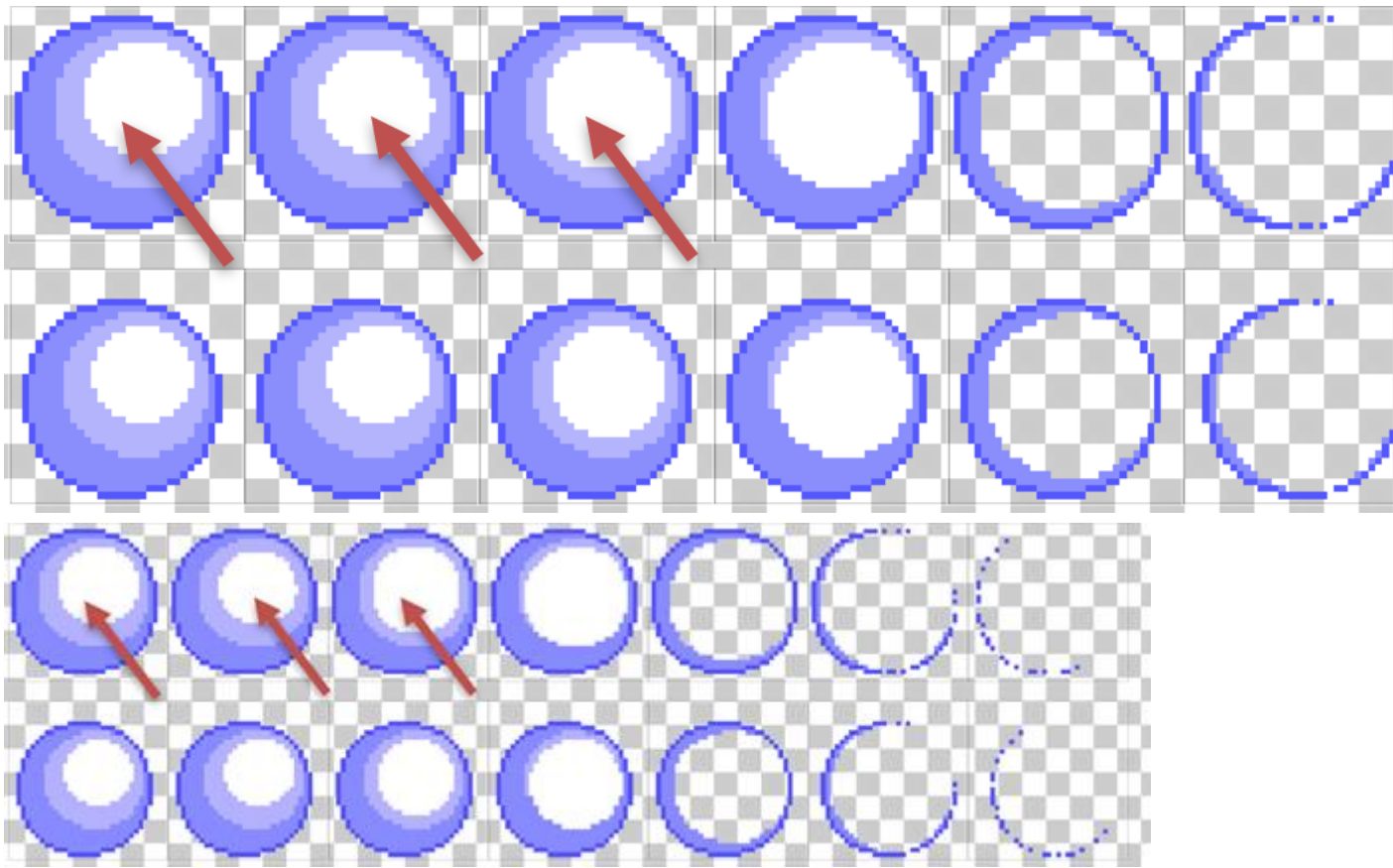
Packing Tag

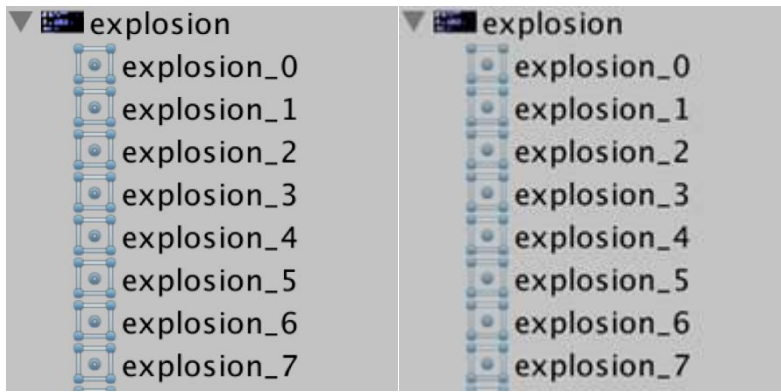
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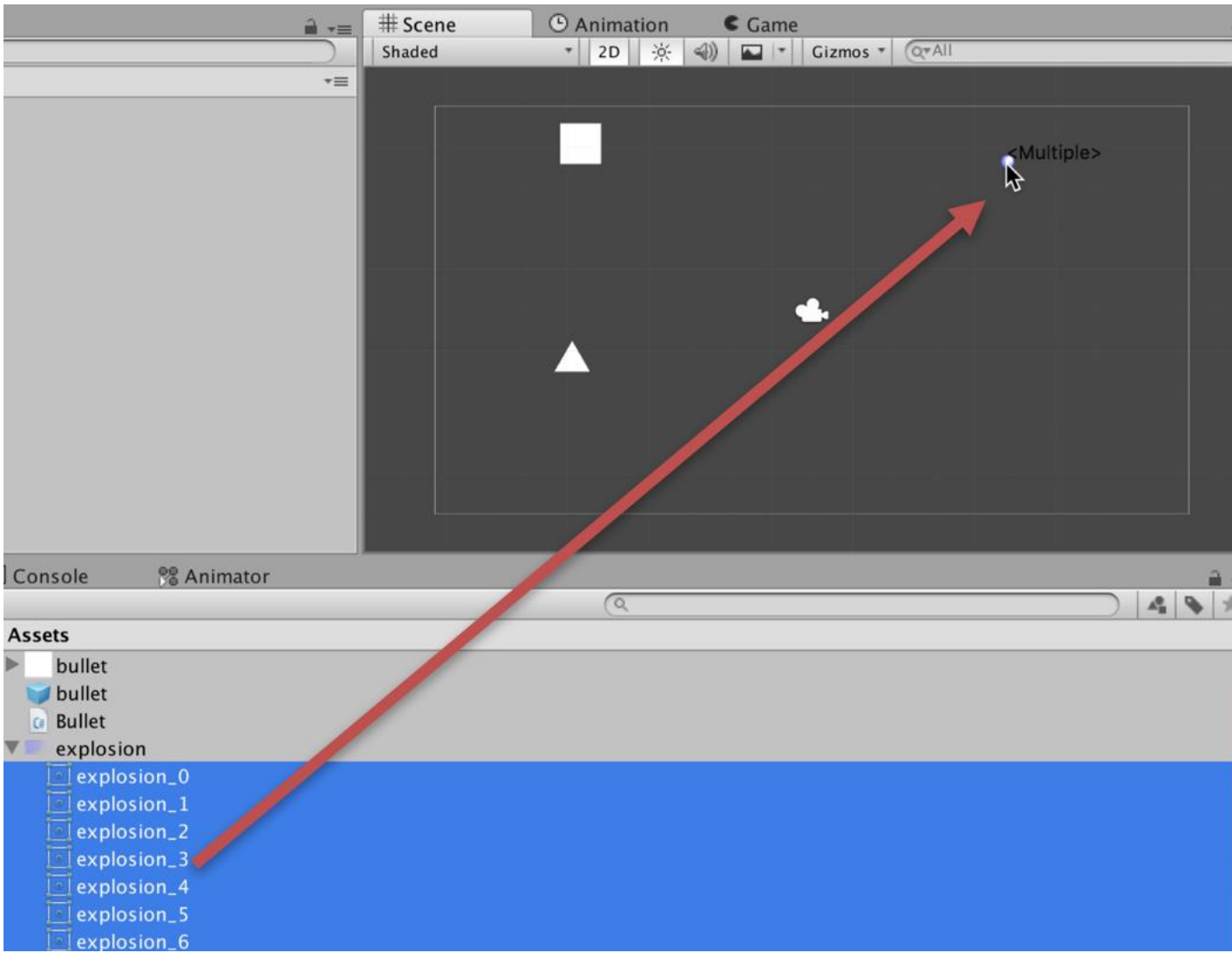
Sprite Editor

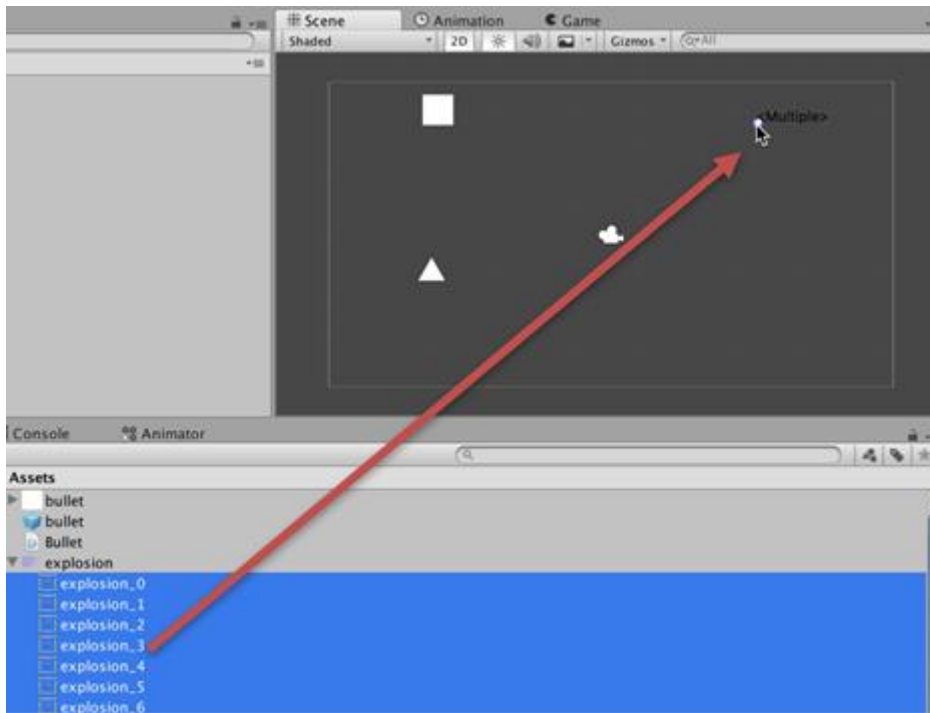












### Create New Animation

Create a new animation for the game object 'explosion\_0':

Save As:

Tags:

Where:

Cancel

Save

### Create New Animation

Create a new animation for the game object 'explosion\_0':

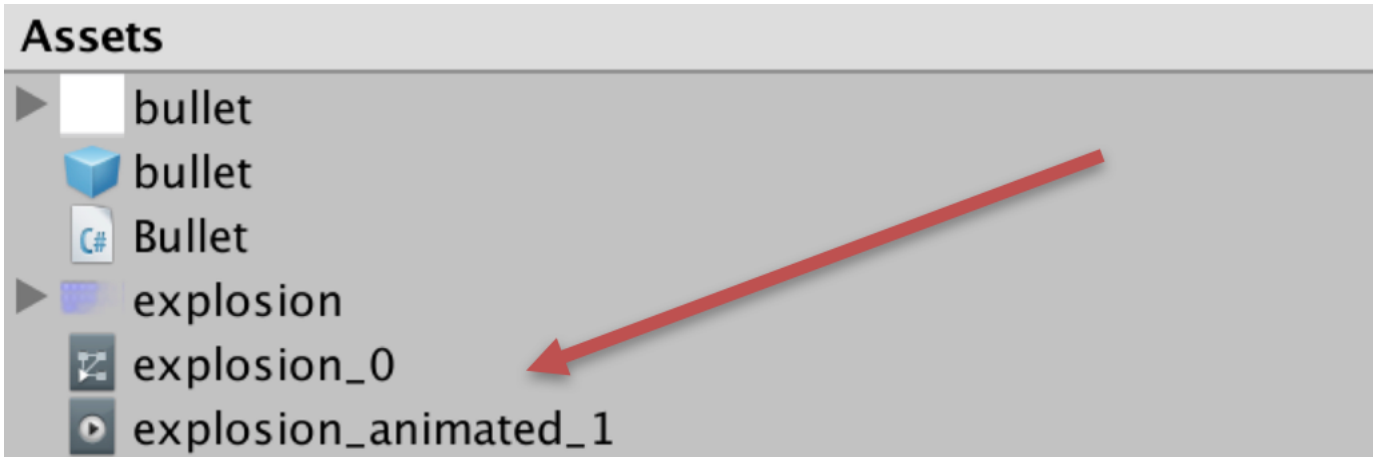
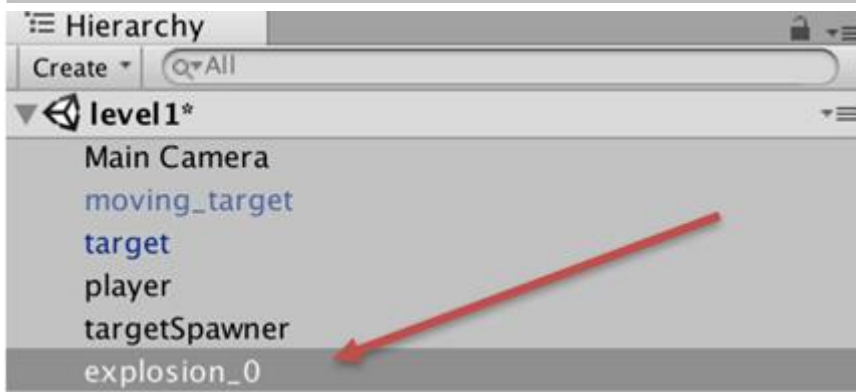
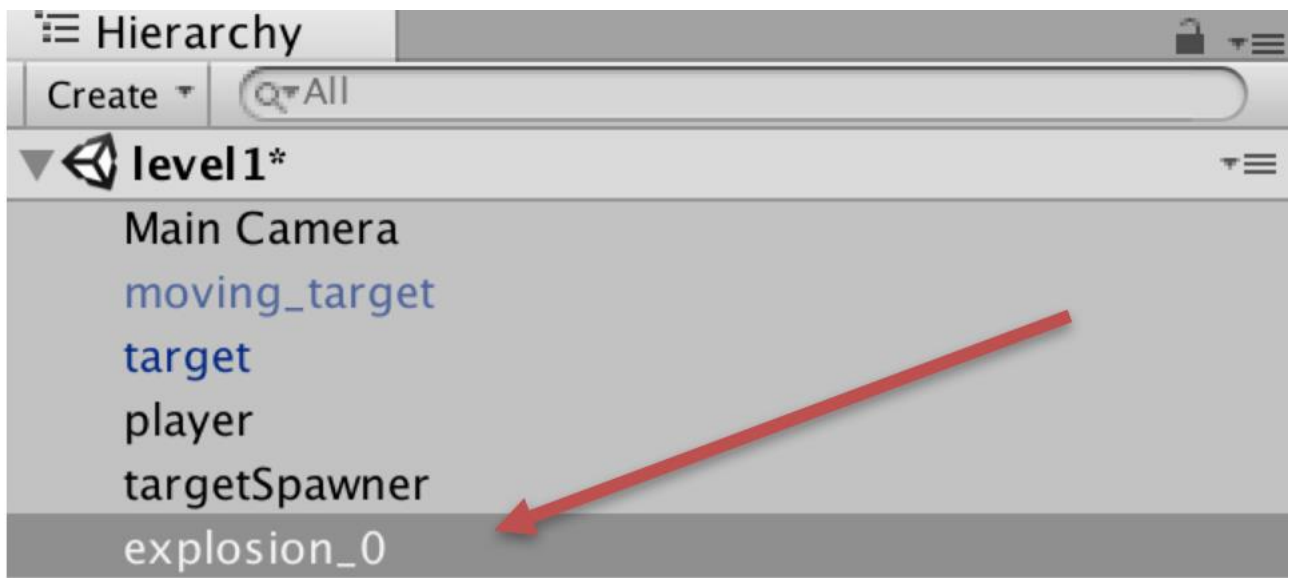
Save As:

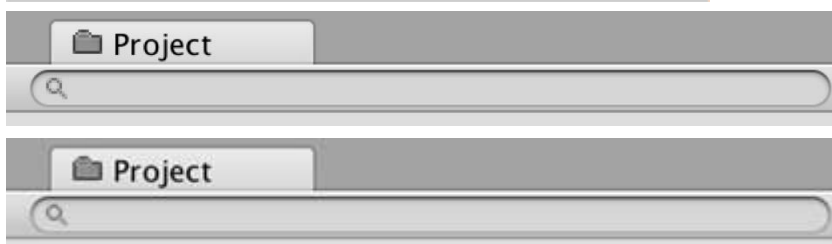
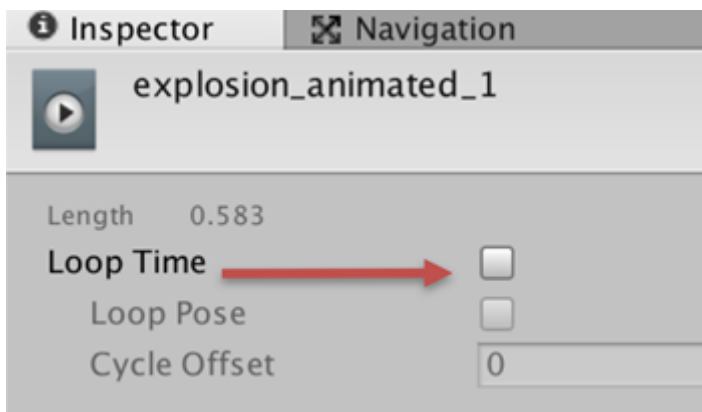
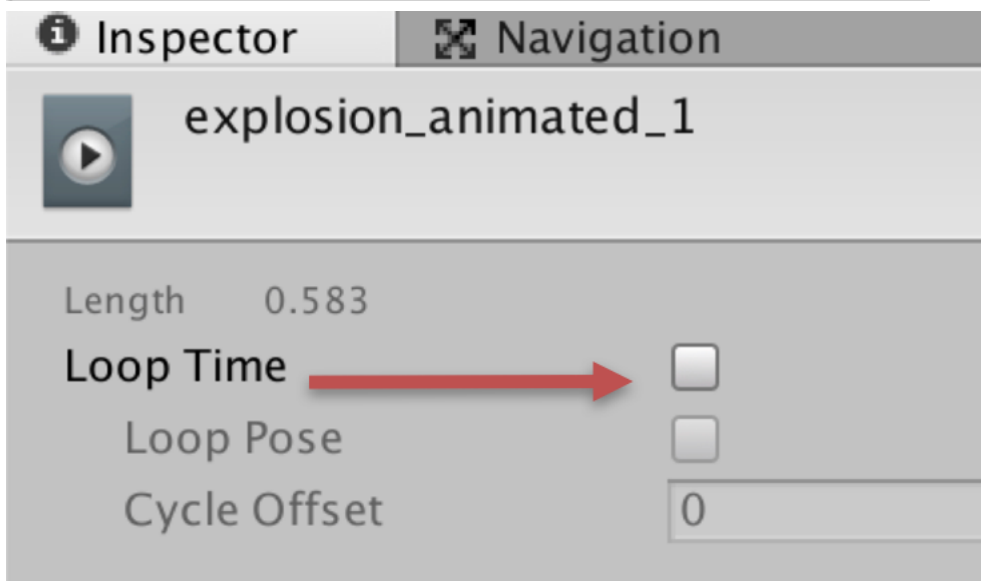
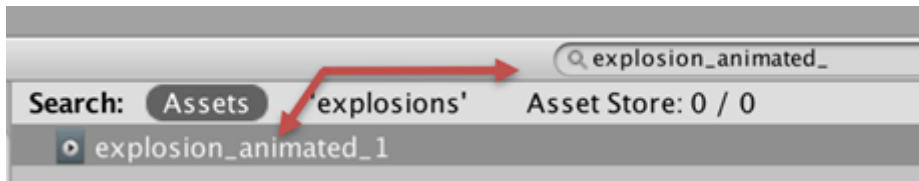
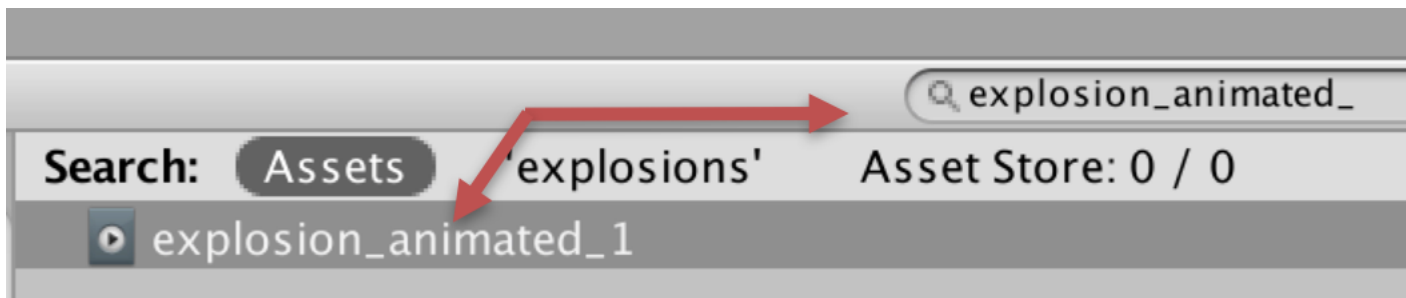
Tags:

Where:

Cancel

Save





**Assets**

- ▶ bullet
- ▶ bullet
- ▶ Bullet
- ▶ explosion
- ▶ explosion

**Assets**

- ▶ bullet
- ▶ bullet
- ▶ Bullet
- ▶ explosion
- ▶ explosion

▼  **Manage Target Health (Script)**

Script

Health

Type

Is Blinking

Timer

Previous Color

Explosion

▼  **Manage Target Health (Script)**

Script

Health

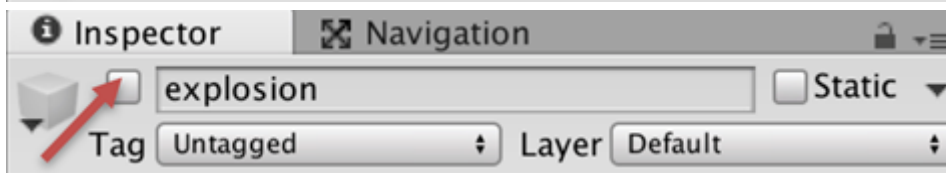
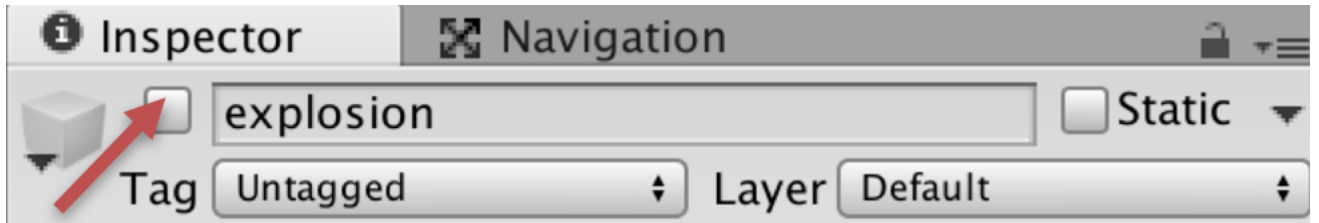
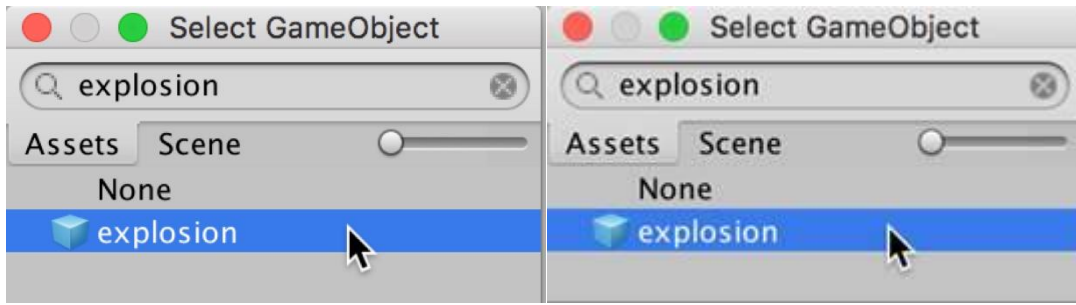
Type

Is Blinking



Timer

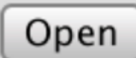
Previous Color

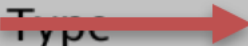
Explosion




Inspector Navigation

moving\_bg\_tile Import Settings  




Texture Type  Texture

Alpha from Grayscale

Wrap Mode  Repeat

Filter Mode Bilinear

Aniso Level  1

Default 



Override for PC, Mac & Linux Standalone


Max Size 2048

Format Compressed


Revert Apply

Inspector Navigation

moving\_bg\_tile Import Settings   Open


Texture Type  Texture

Alpha from Grayscale

Wrap Mode  Repeat

Filter Mode Bilinear

Aniso Level

Default 




Override for PC, Mac & Linux Standalone

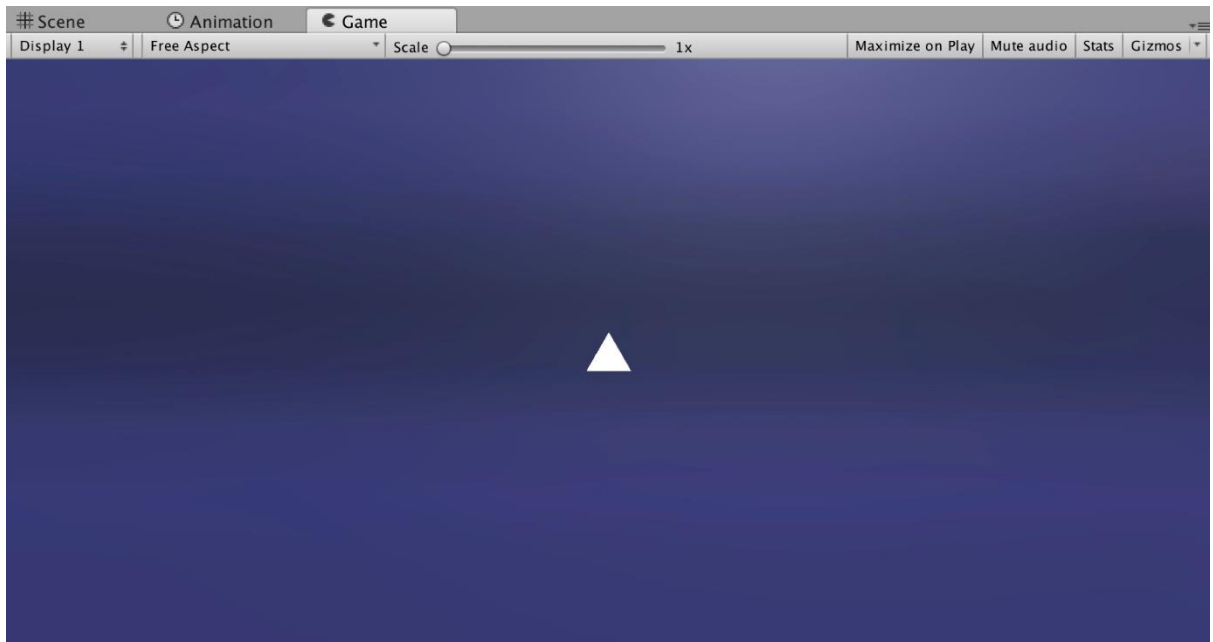
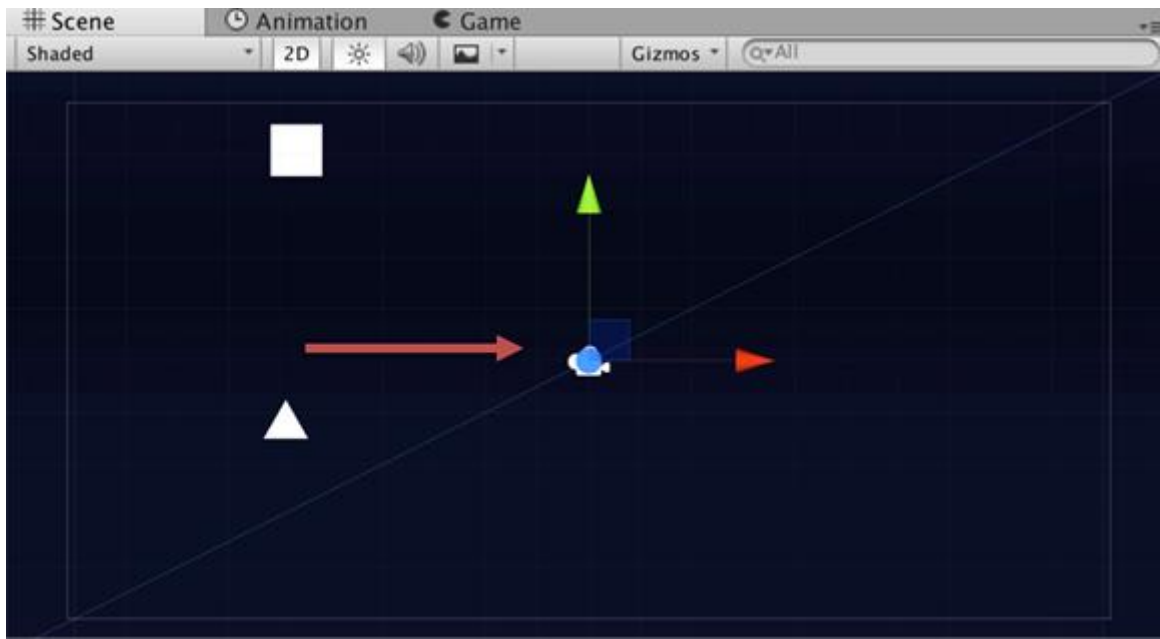
Max Size 2048

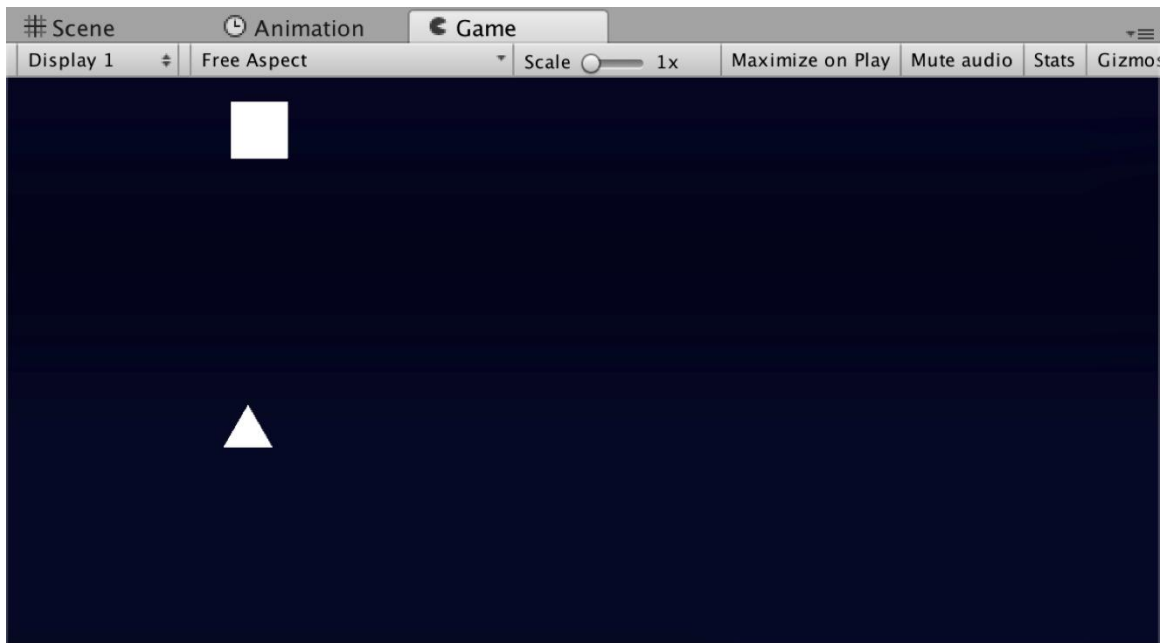
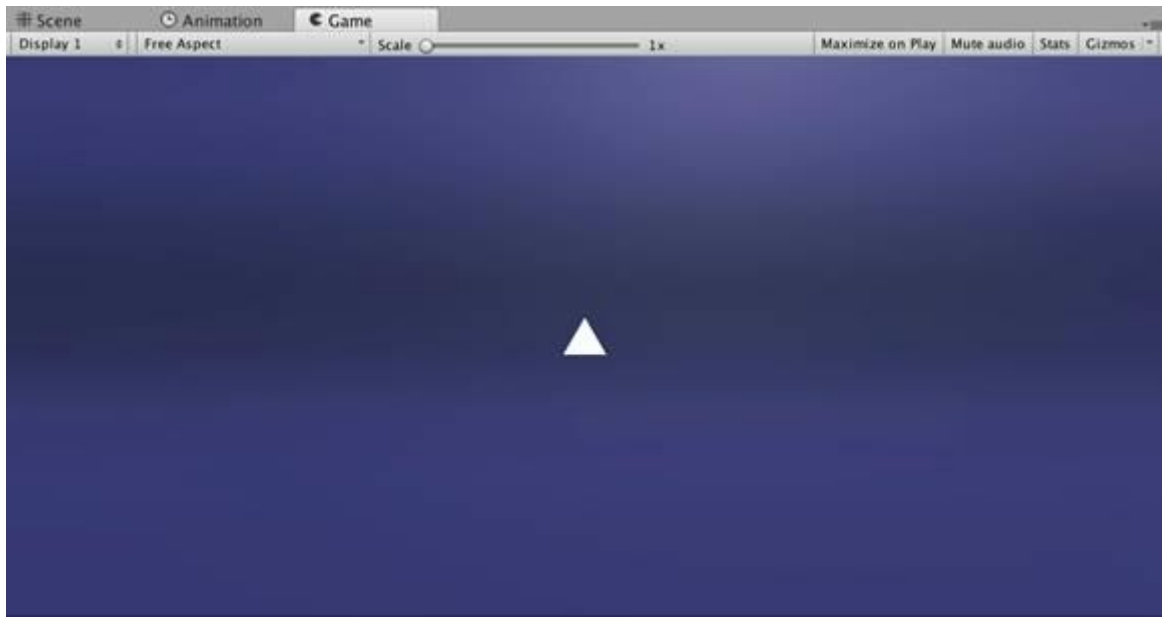
Format Compressed

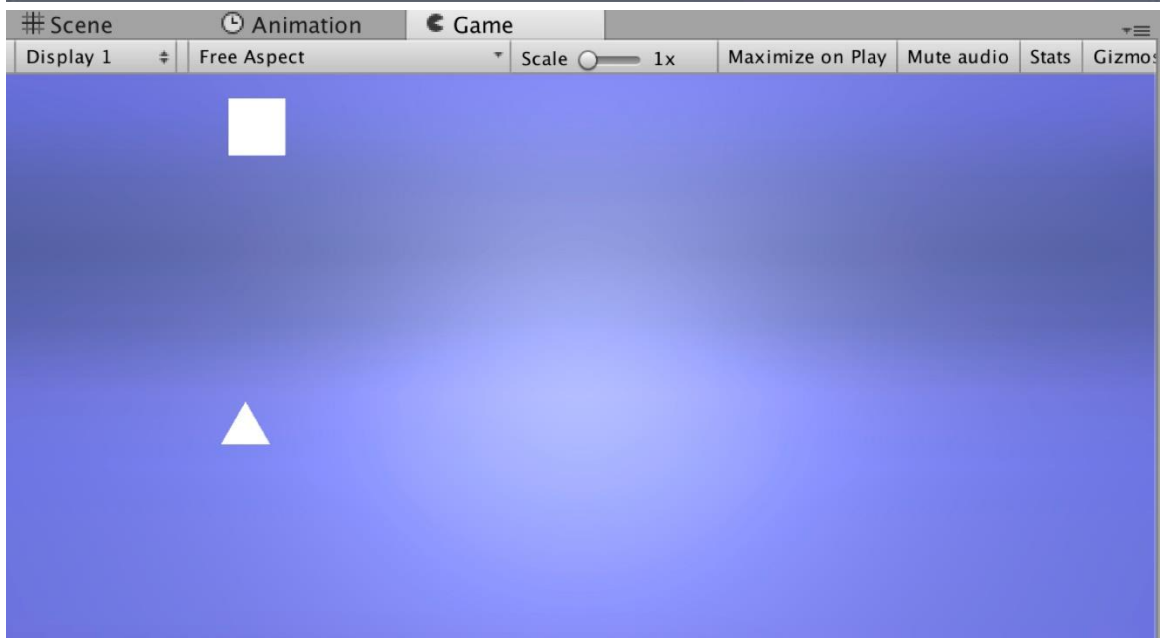
Revert Apply

# Scene Animation Game

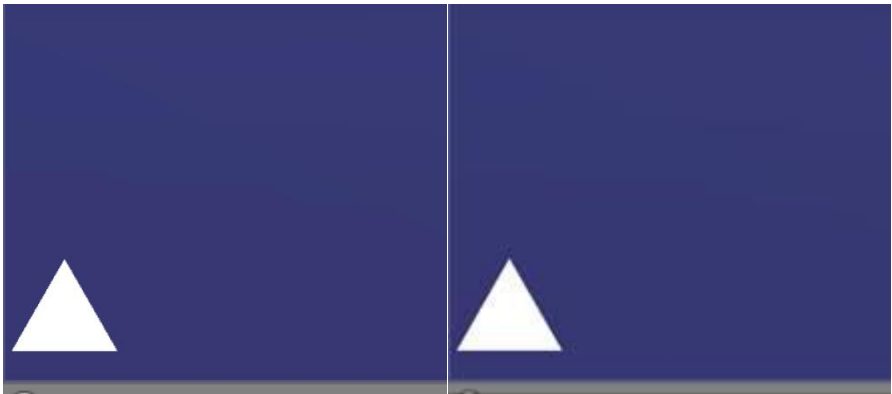
Shaded 2D    Gizmos
















▼   Polygon Collider 2D  

 Edit Collider

Material  




Is Trigger


Used By Effector


Offset

X  Y

► Points

▼   Polygon Collider 2D  

 Edit Collider

Material  

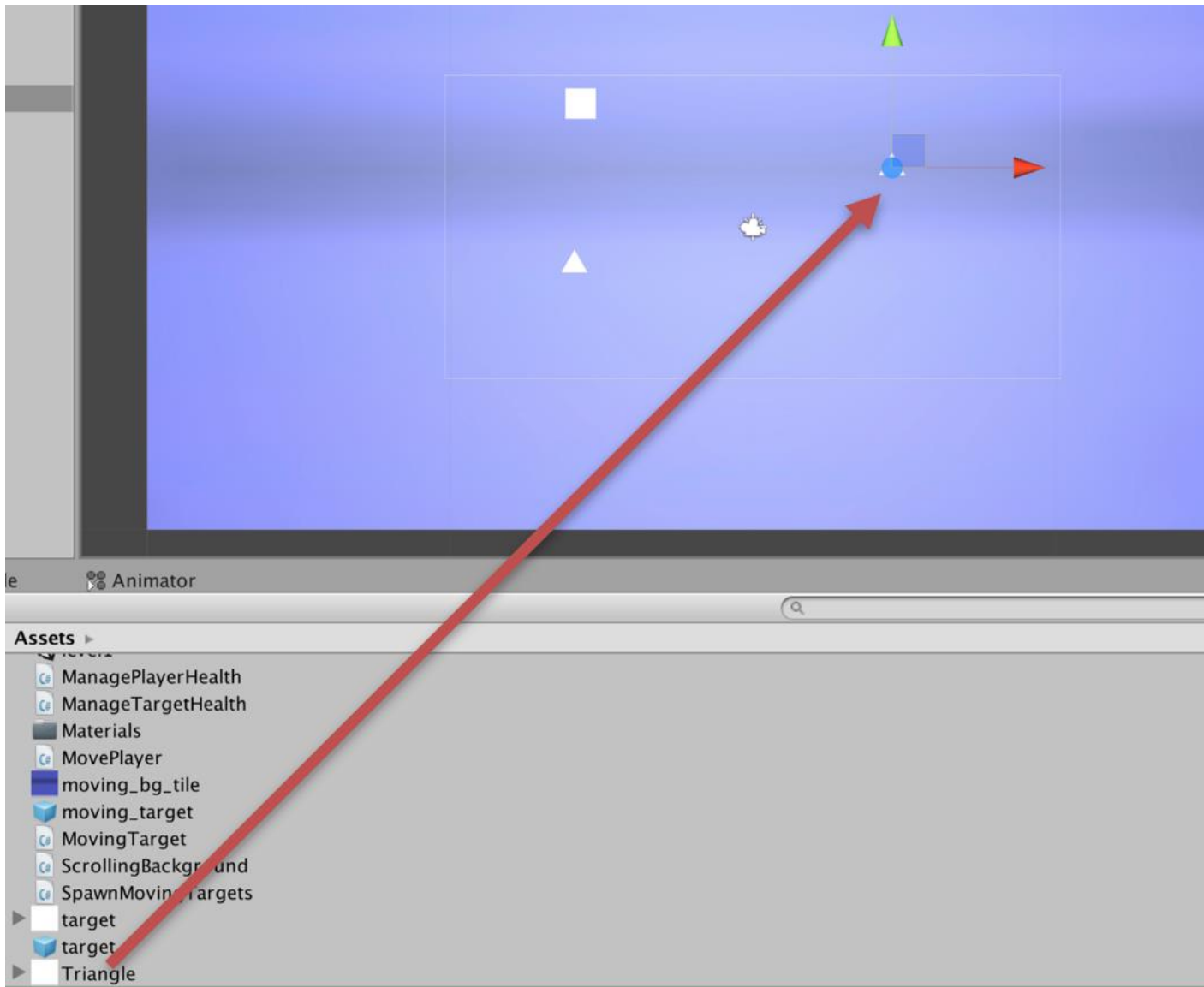
Is Trigger

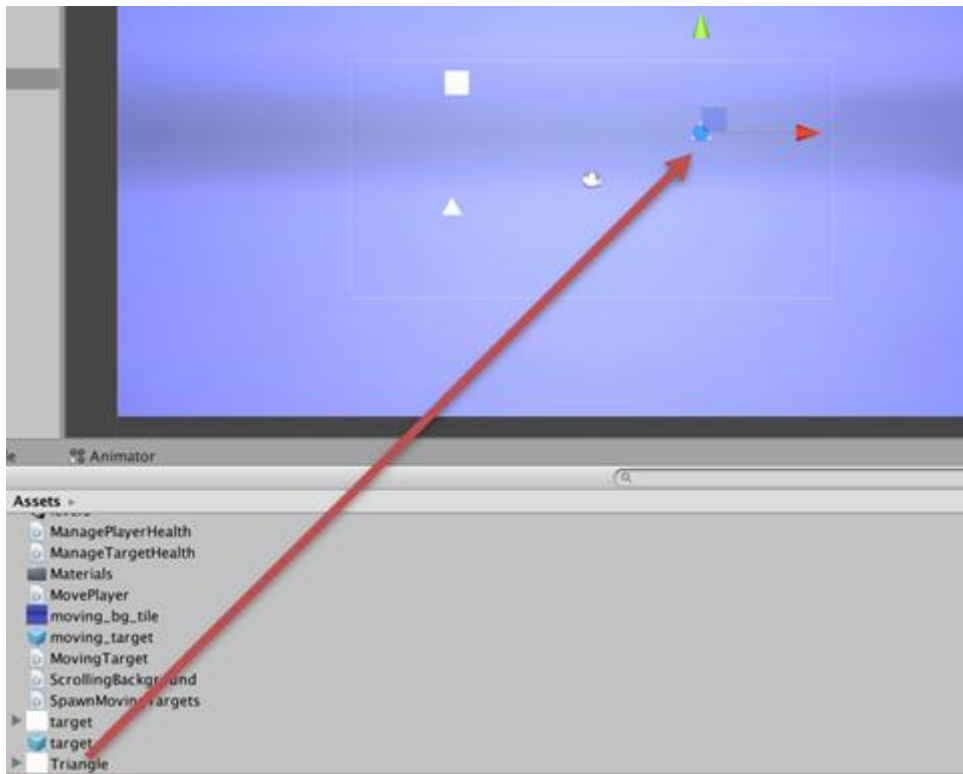
Used By Effector

Offset


X  Y

► Points





**Manage Target Health (Script)**

|                |   |
|----------------|---|
| Script         | ManageTargetHe  |
| Health         | 0   |
| Type           | 0   |
| Is Blinking    | <input type="checkbox"/>  |
| Timer          | 0   |
| Previous Color |  |
| Explosion      | None (Game Objec  |

A red arrow points to the 'Explosion' dropdown menu.

**Manage Target Health (Script)**


Script: ManageTargetHe


Health: 0

Type: 0

Is Blinking:

Timer: 0

Previous Color: 


Explosion: None (Game Objec) 

Select GameObject

explosion

Assets Scene

None

 explosion

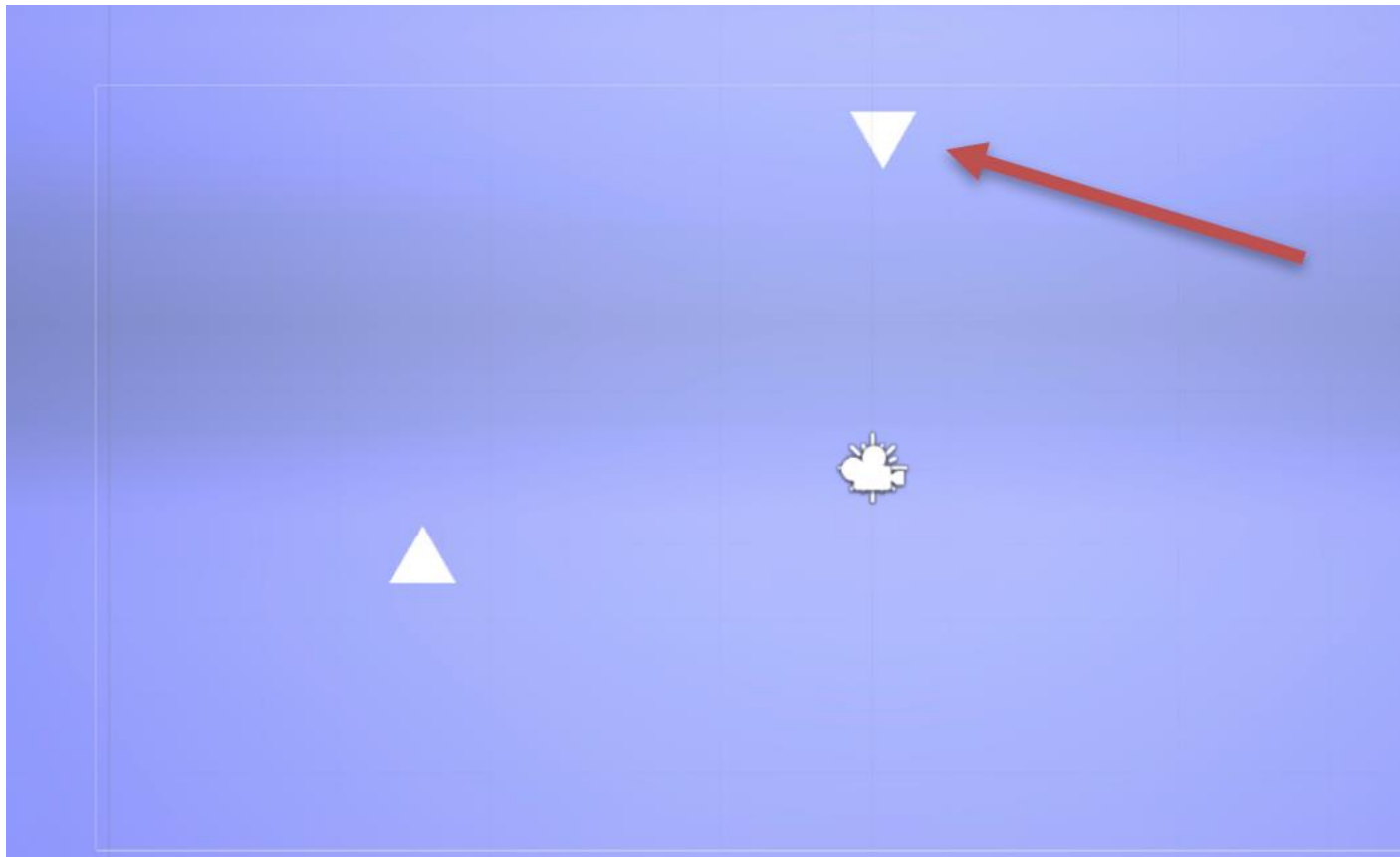
Select GameObject

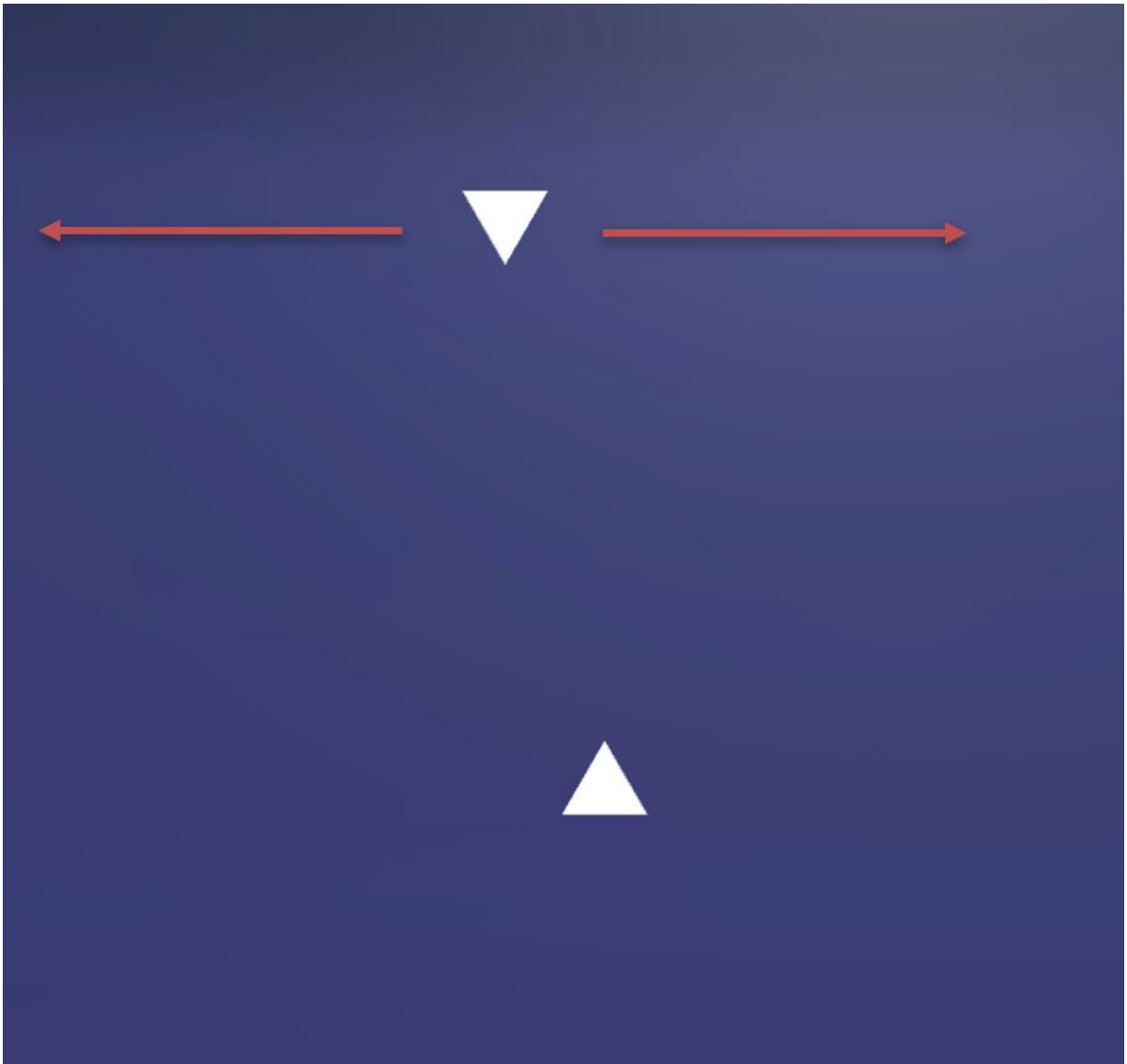
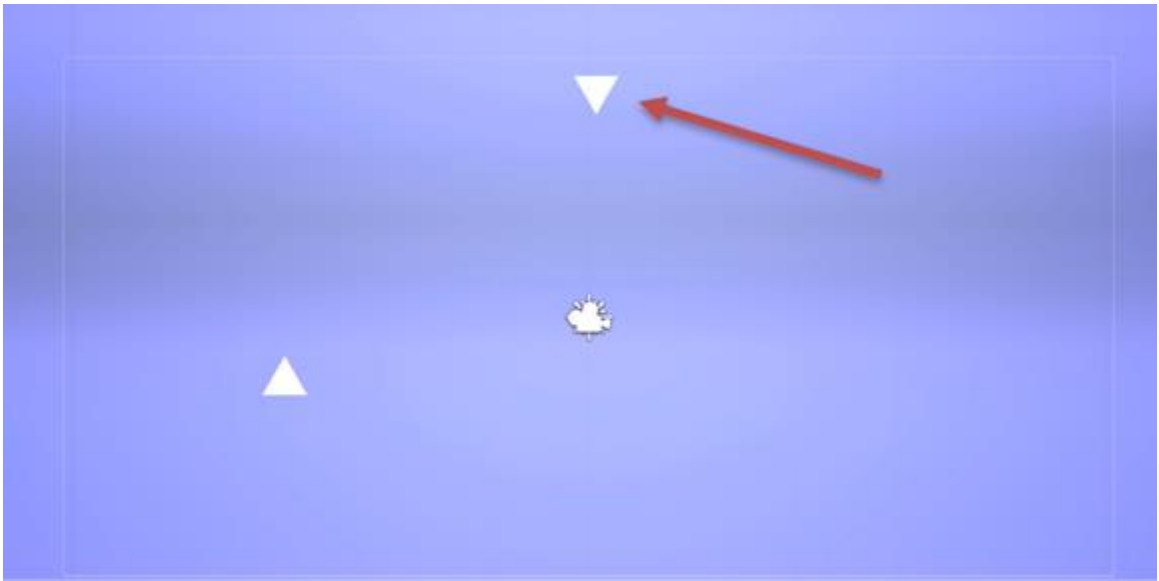
explosion

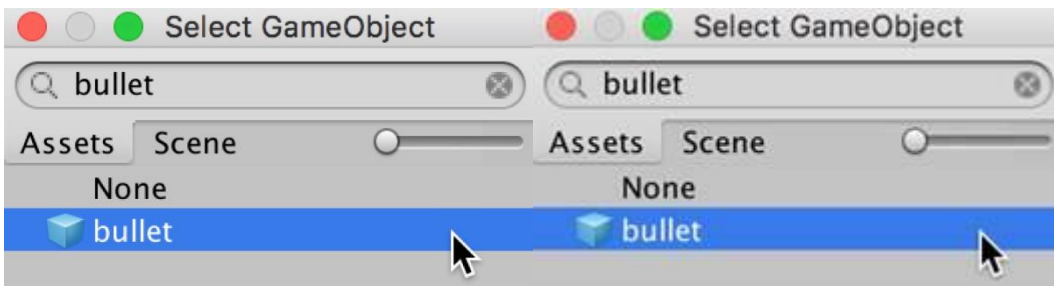
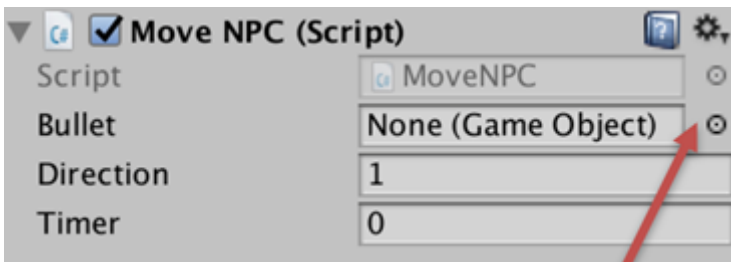
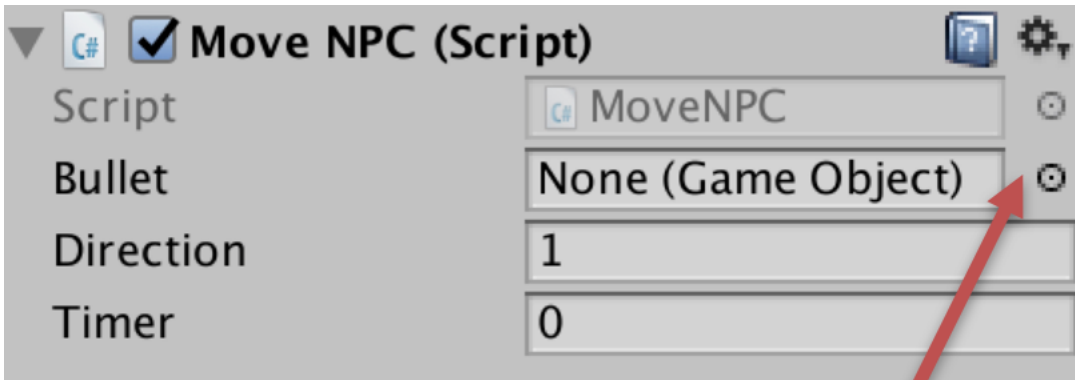
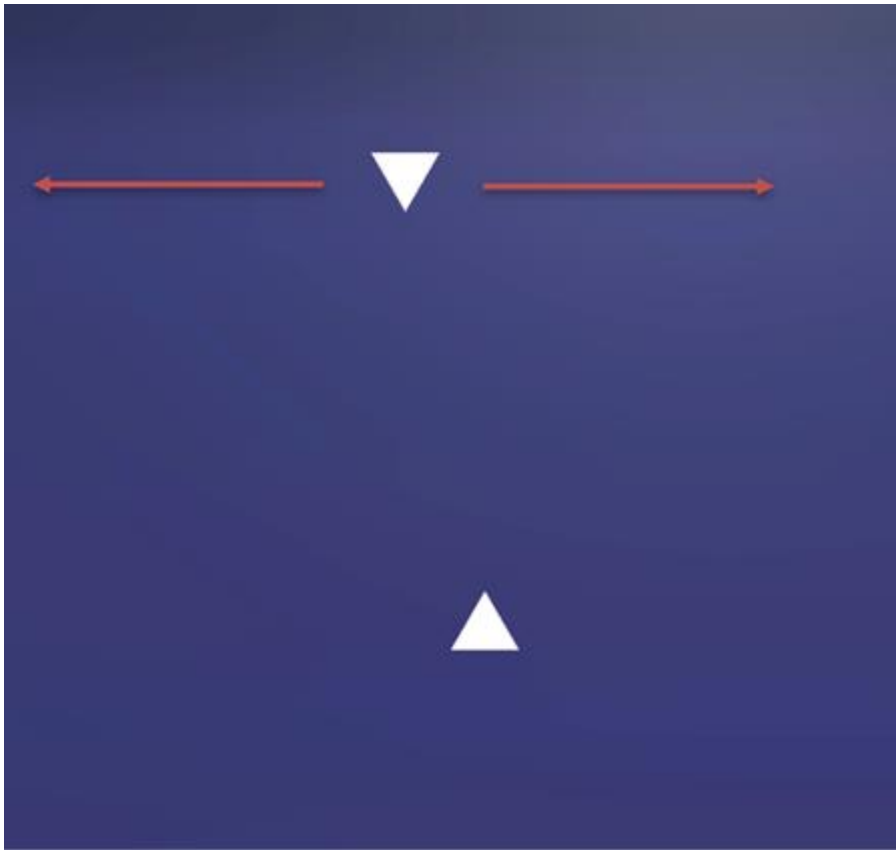
Assets Scene




None



 explosion










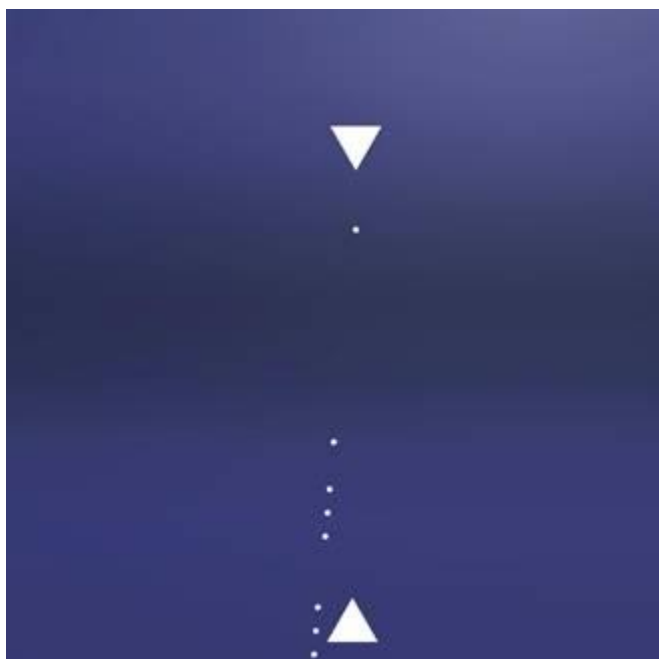
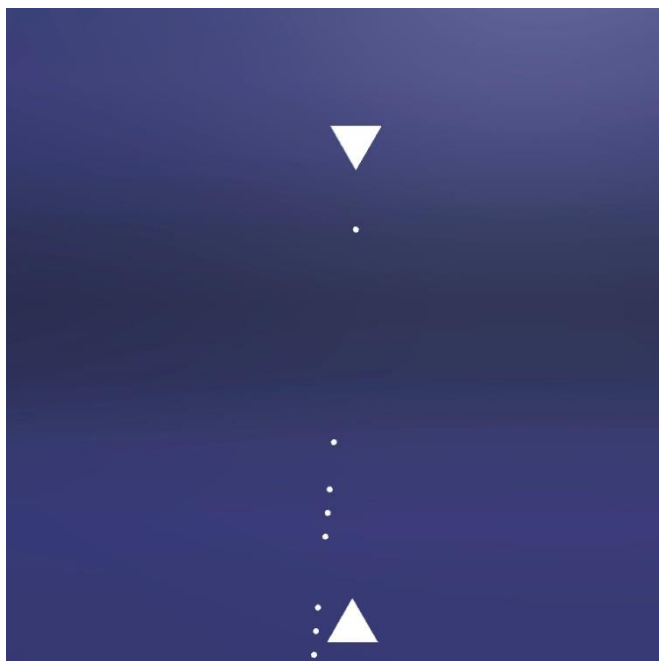


▼   **Move NPC (Script)**  

|           |                                      |   |
|-----------|--------------------------------------|---|
| Script    | <input type="text" value="MoveNPC"/> |  |
| Bullet    | <input type="text" value="bullet"/>  |  |
| Direction | <input type="text" value="1"/>       |   |
| Timer     | <input type="text" value="0"/>       |   |

▼   **Move NPC (Script)**  

|           |                                      |   |
|-----------|--------------------------------------|---|
| Script    | <input type="text" value="MoveNPC"/> |  |
| Bullet    | <input type="text" value="bullet"/>  |  |
| Direction | <input type="text" value="1"/>       |   |
| Timer     | <input type="text" value="0"/>       |   |



▼ Tags

|       |        |
|-------|--------|
| Tag 0 | target |
| Tag 1 | bullet |

+ -

▼ Tags

|       |        |
|-------|--------|
| Tag 0 | target |
| Tag 1 | bullet |

+ -

Inspector Navigation

bullet  Static

Tag bullet Layer Default

Inspector Navigation

bullet  Static

Tag bullet Layer Default

npc1 npc1

Inspector Navigation

NPCSpawner  Static

Tag Untagged Layer Default

▼ Transform

|          |   |         |   |         |   |   |
|----------|---|---------|---|---------|---|---|
| Position | X | 0.11921 | Y | 2.32464 | Z | 0 |
| Rotation | X | 0       | Y | 0       | Z | 0 |
| Scale    | X | 1       | Y | 1       | Z | 1 |

▼  NPC Spawner (Script)

|        |                    |
|--------|--------------------|
| Script | NPCSpawner         |
| Npc 1  | None (Game Object) |

Inspector Navigation

NPCSpawner  Static

Tag Untagged Layer Default

**Transform**

Position X 0.11921 Y 2.32464 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**NPC Spawner (Script)**

Script NPCSpawner

Npc 1 None (Game Object)



Assets

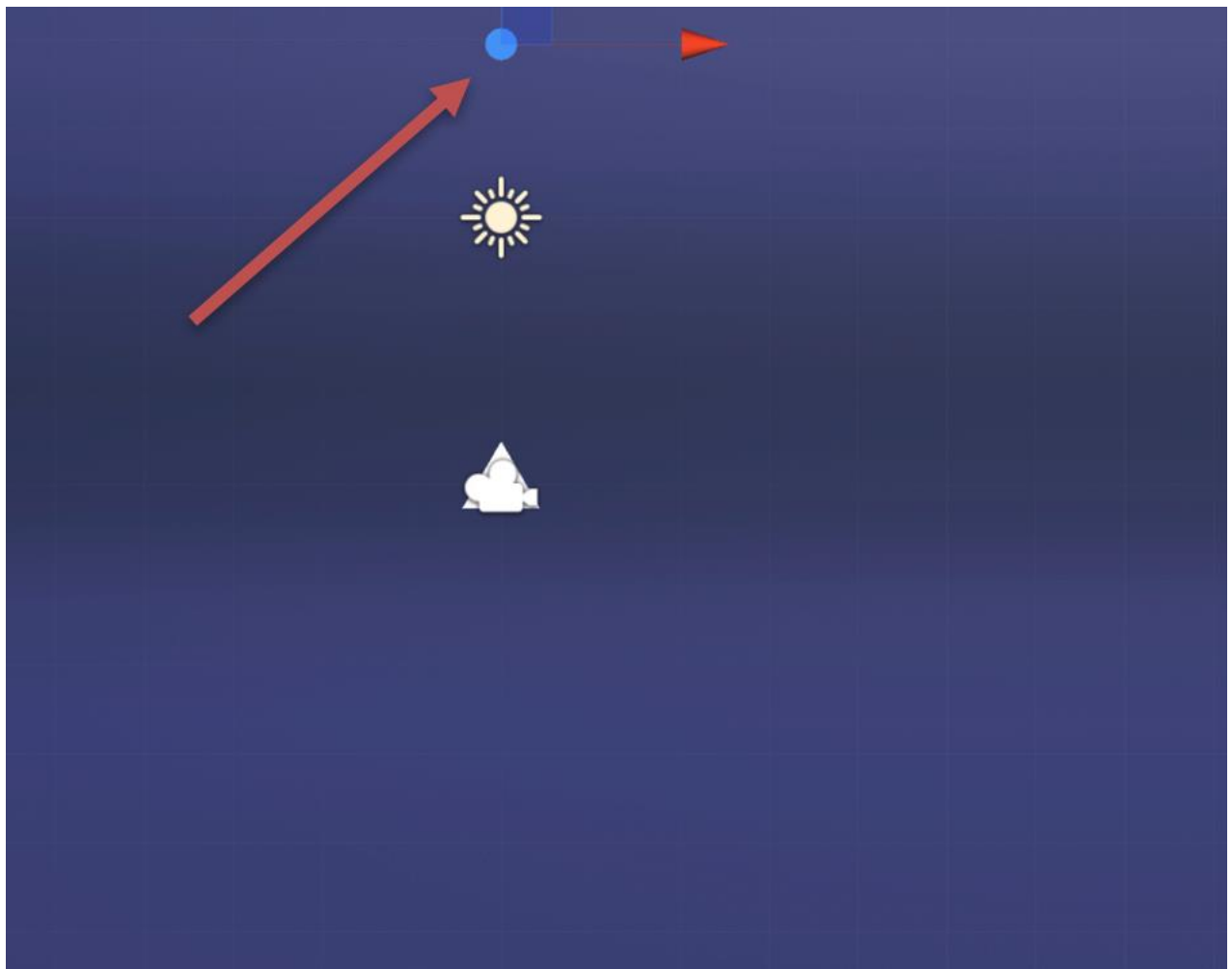
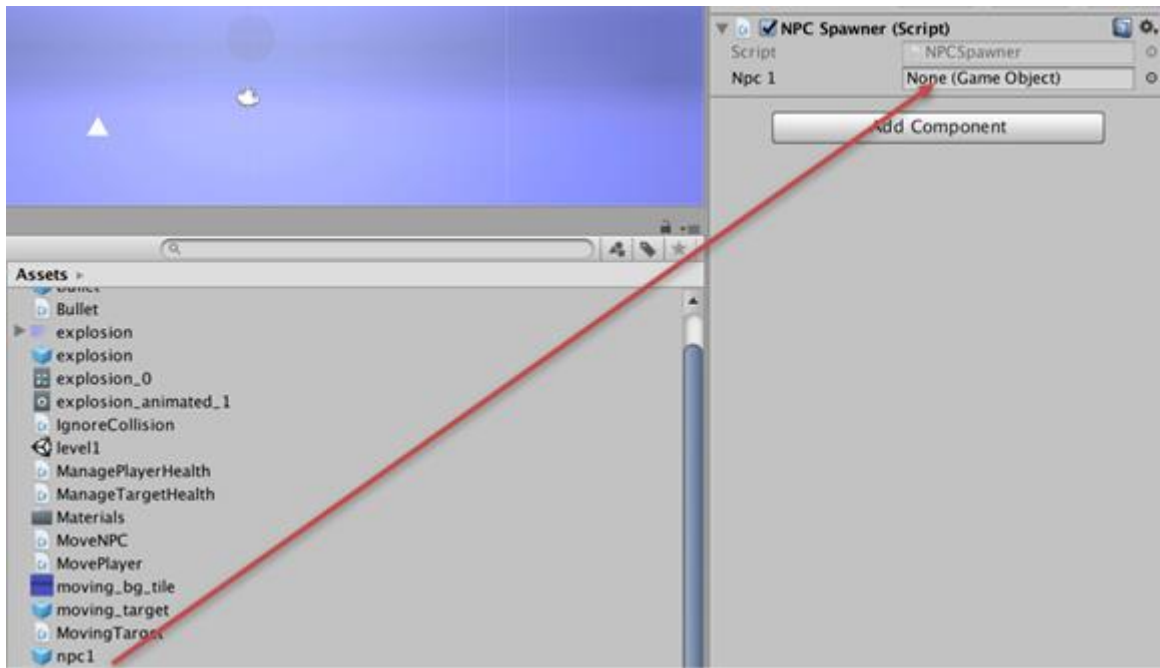
- Bullet
- explosion
- explosion
- explosion\_0
- explosion\_animated\_1
- IgnoreCollision
- level1
- ManagePlayerHealth
- ManageTargetHealth
- Materials
- MoveNPC
- MovePlayer
- moving\_bg\_tile
- moving\_target
- MovingTarget
- npc1

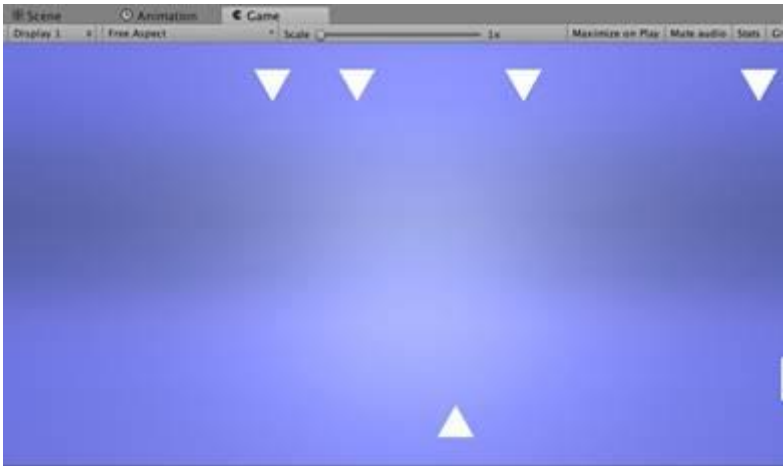
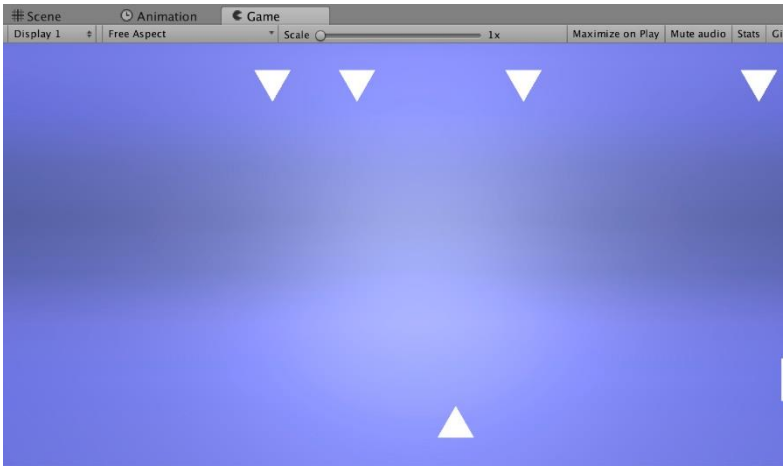
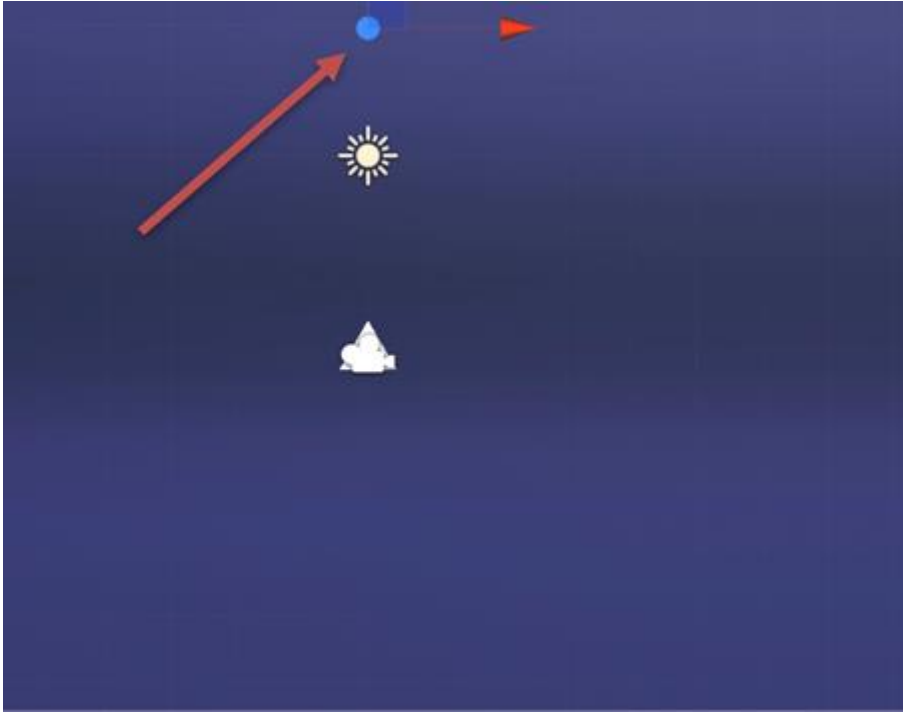
**NPC Spawner (Script)**

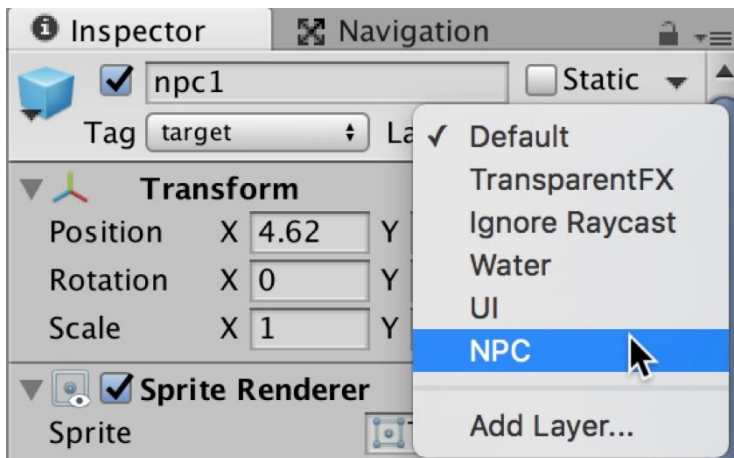
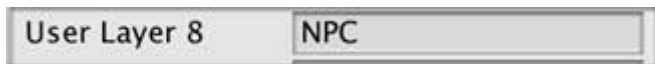
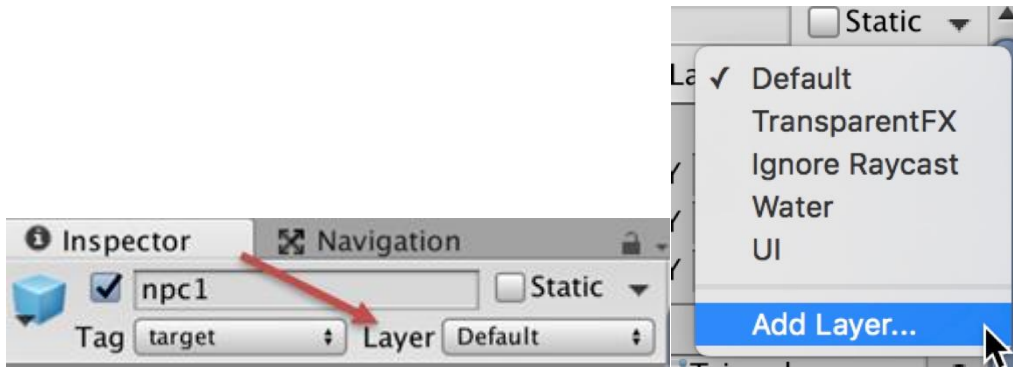
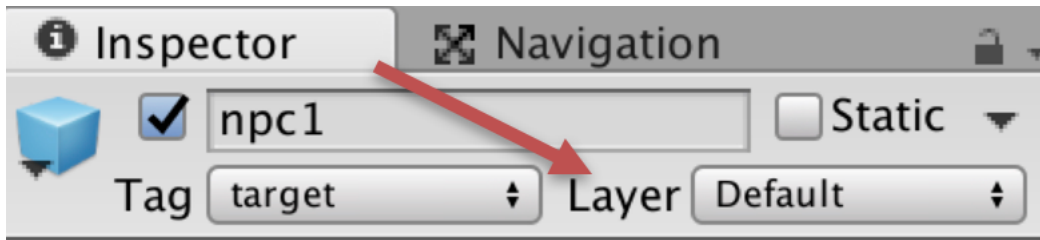
Script NPCSpawner

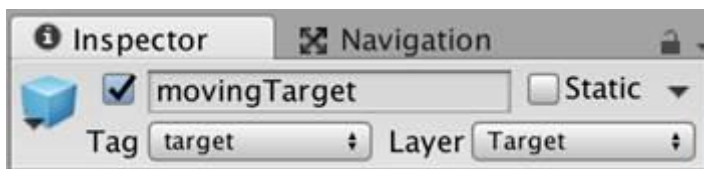
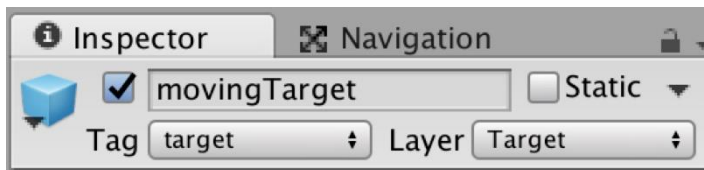
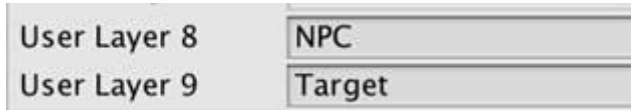
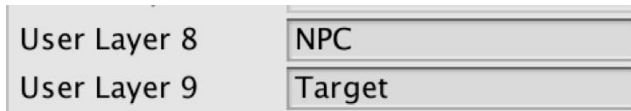
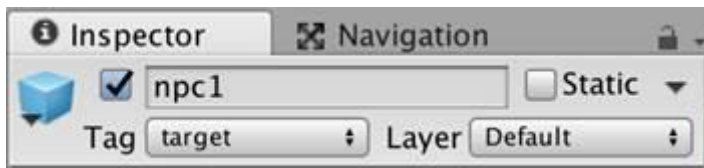
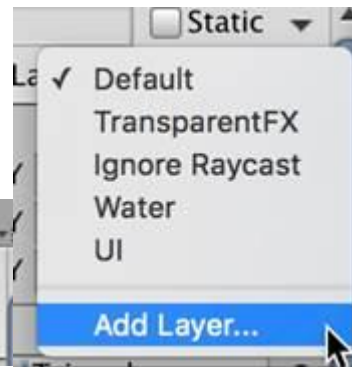
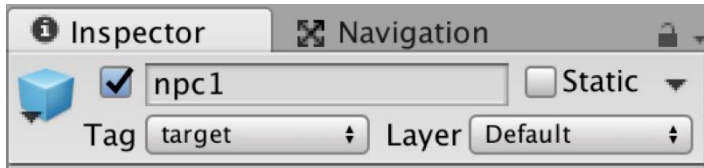
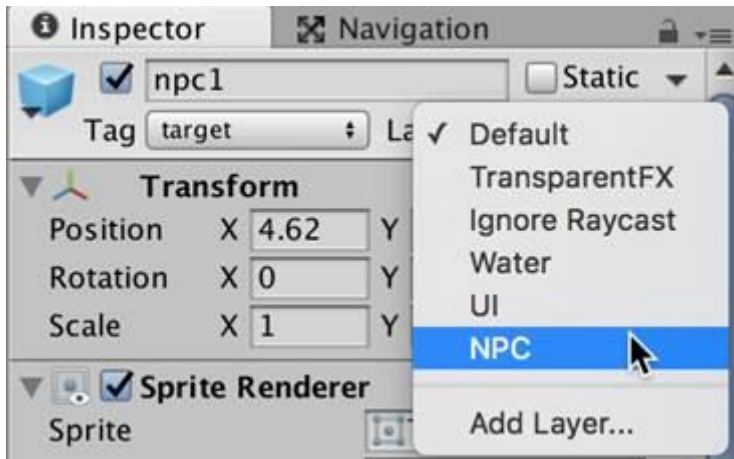
Npc 1 None

Add Com









▼ player shield

▼  **Sprite Renderer**

Sprite

Color

▼  **Sprite Renderer**

Sprite

Color

Brightness

Saturation

Hue

R

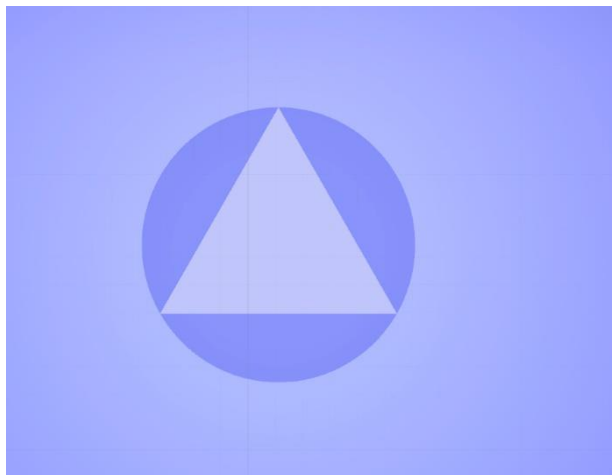
G

B

A

Hex Color

R 36  
G 37  
B 197  
A 70  
Hex Color # 2425C446



bonus

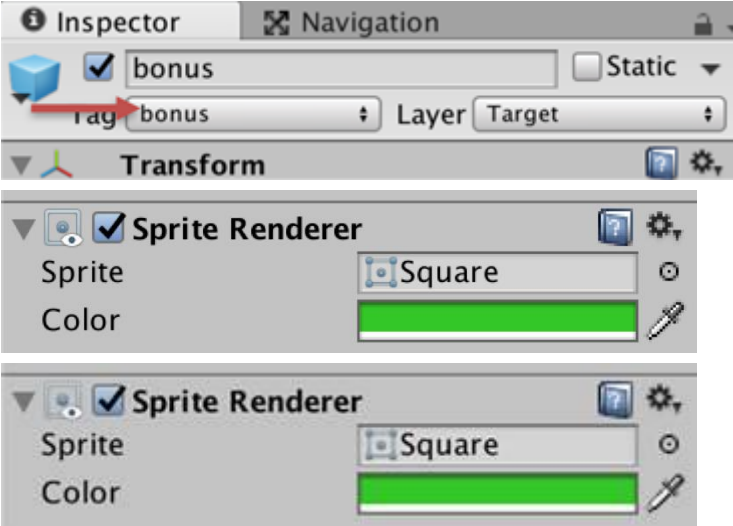
bonus

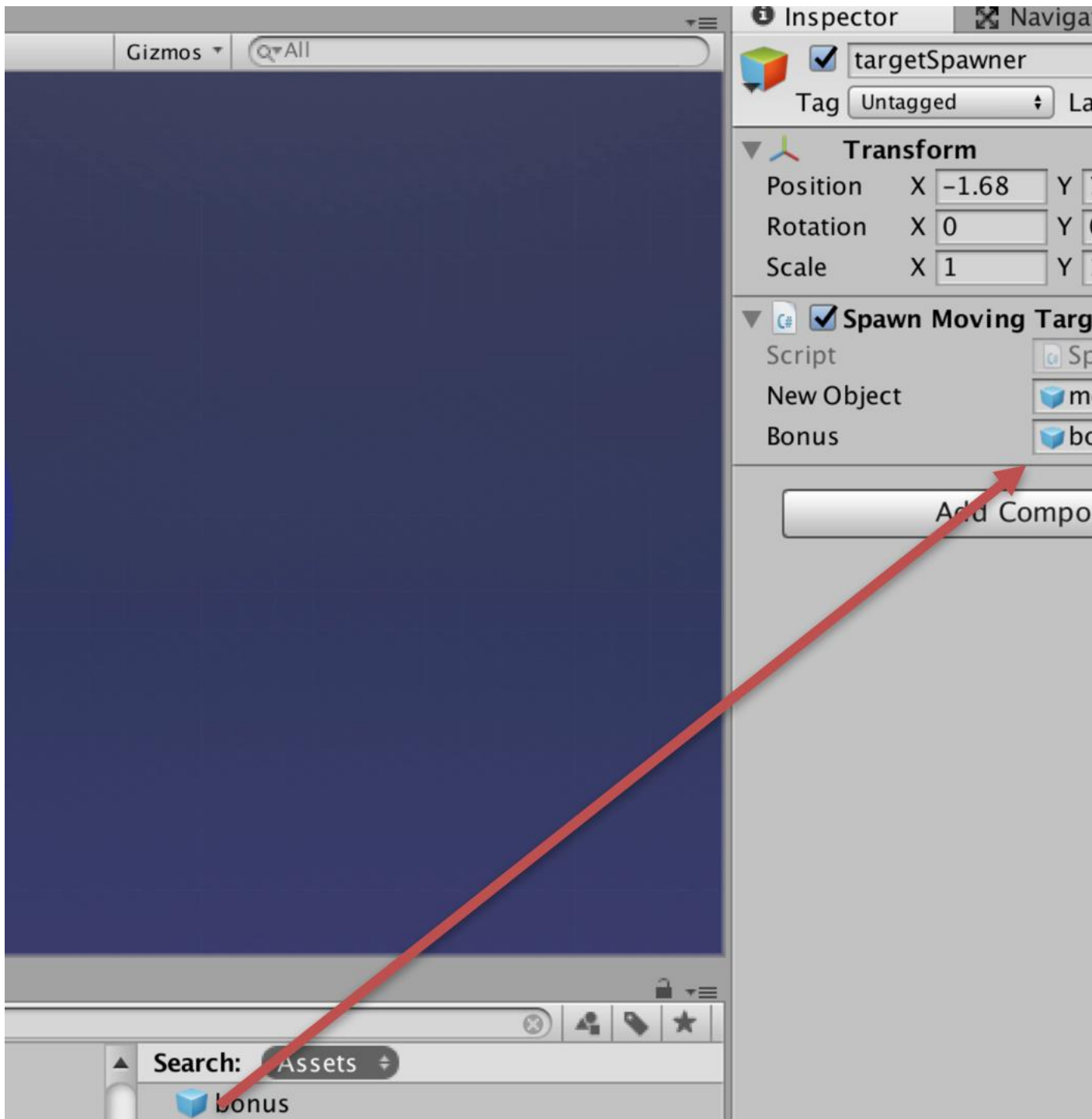
Inspector Navigation

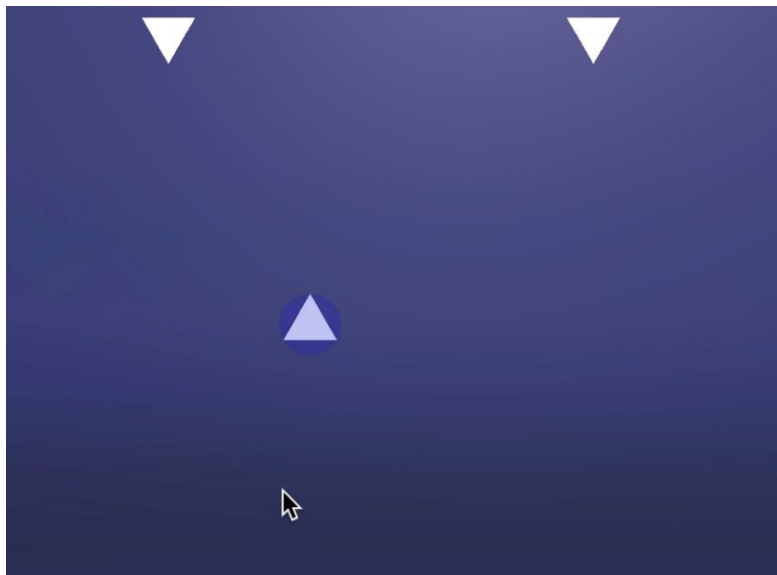
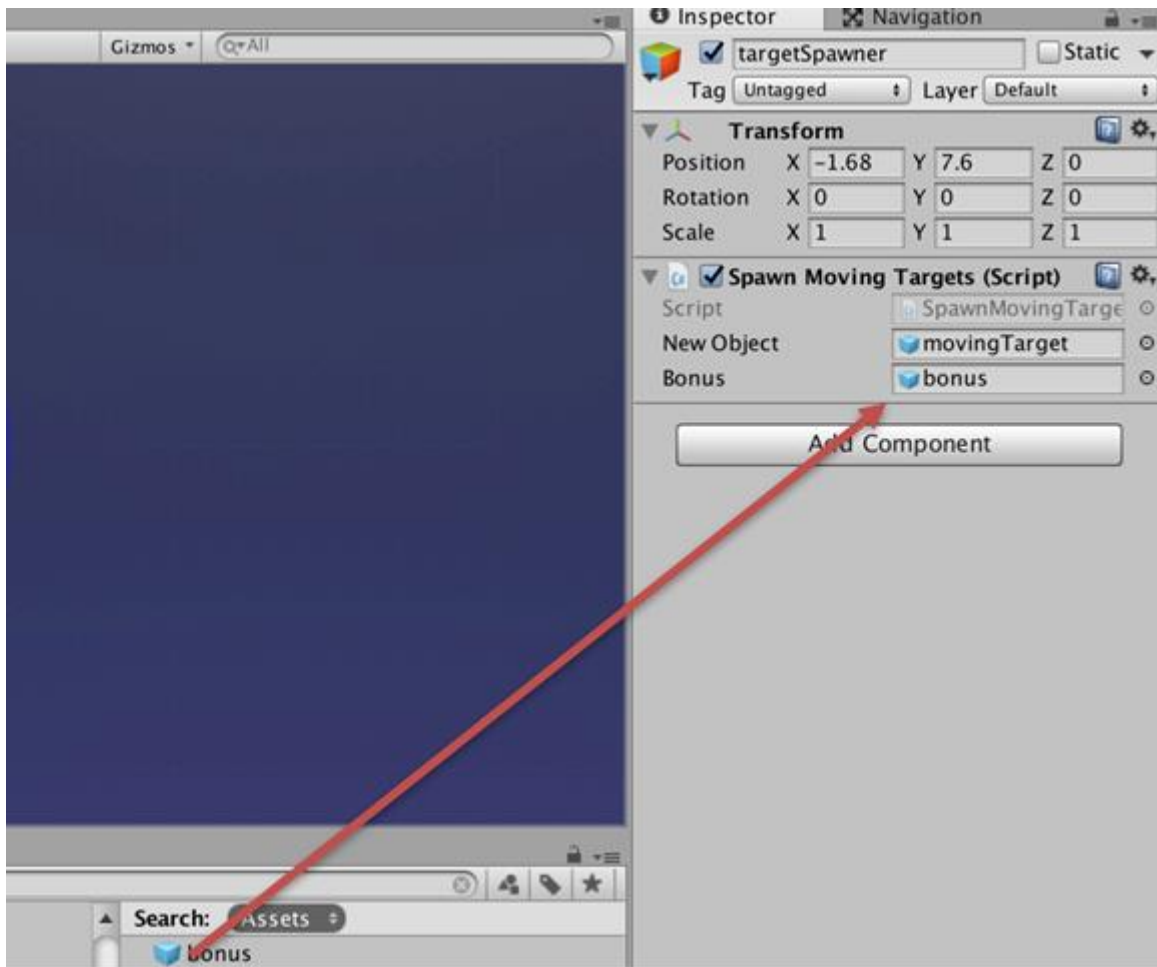
bonus  Static

Tag bonus Layer Target

Transform

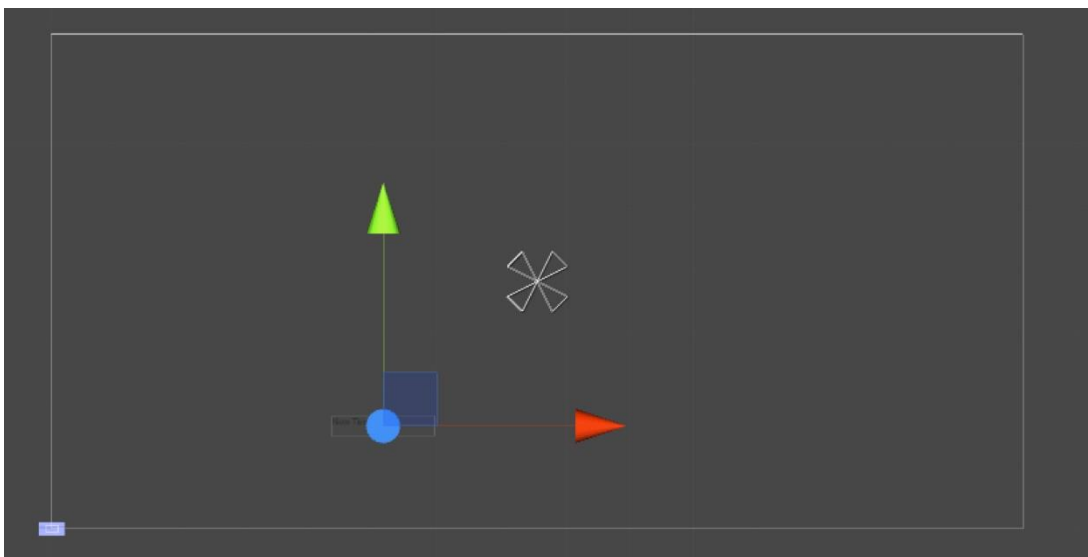


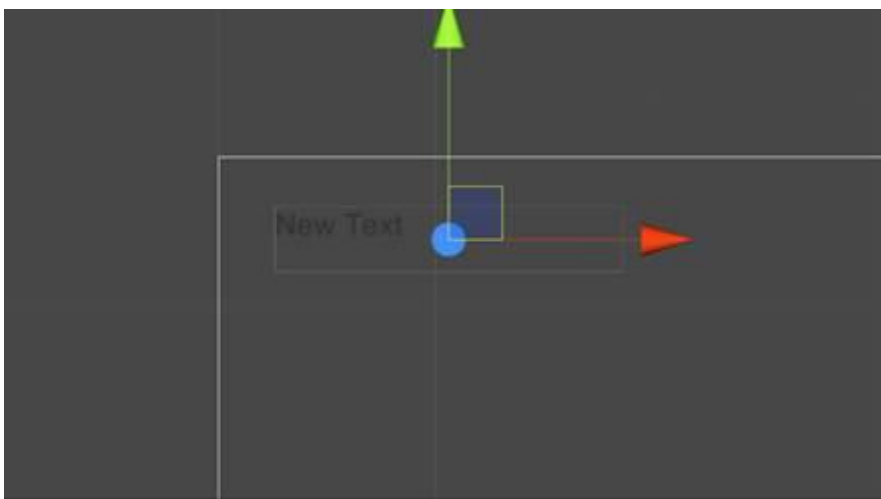
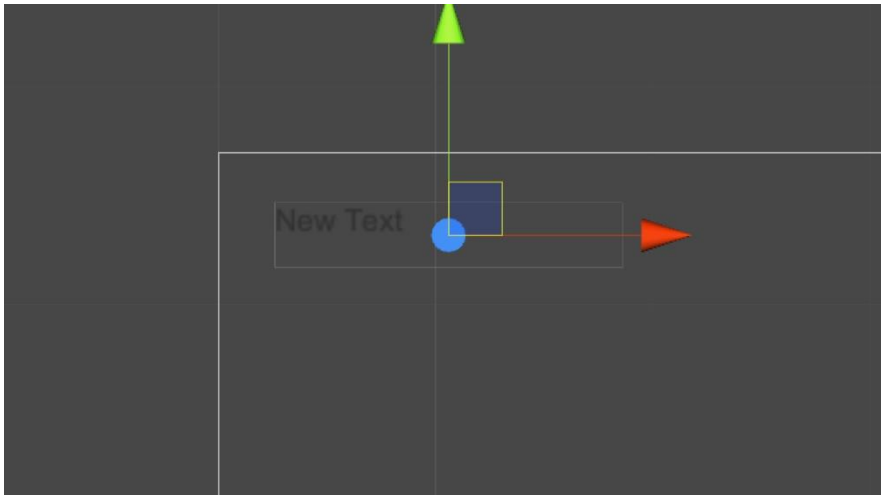


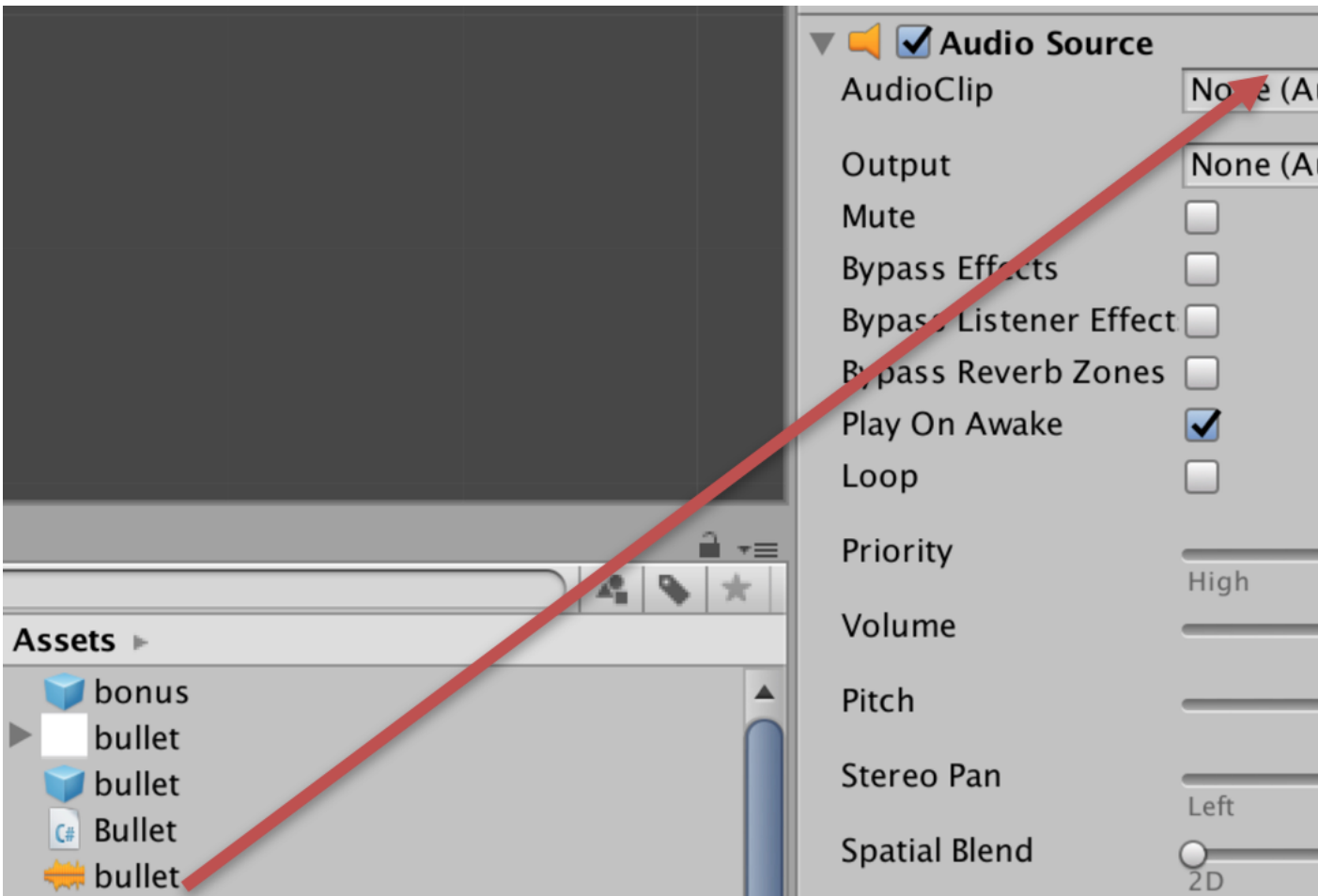
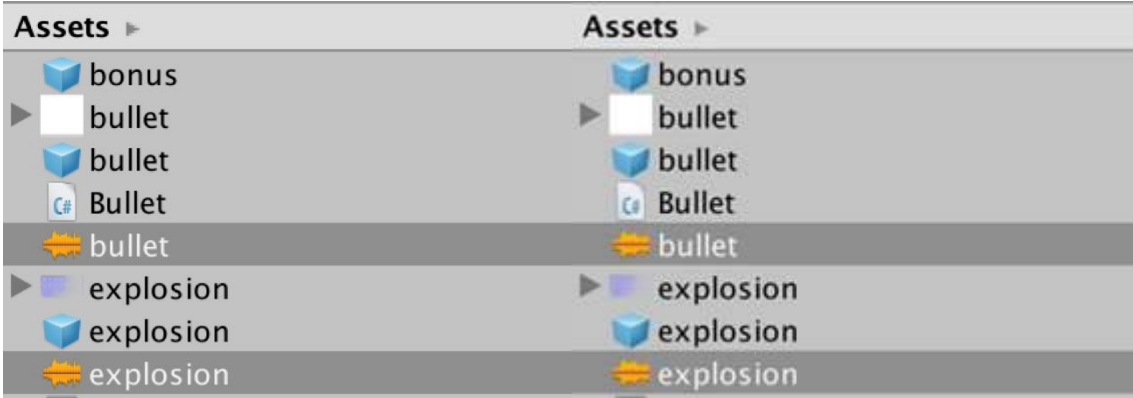


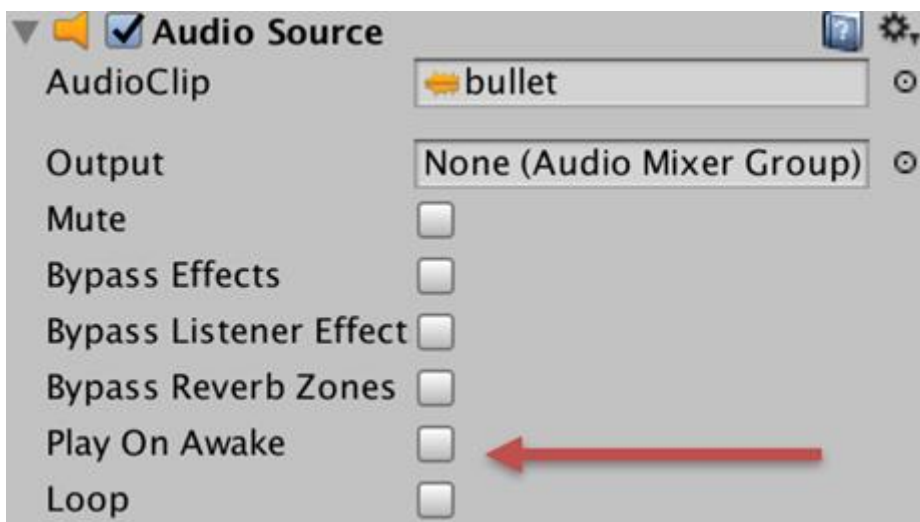
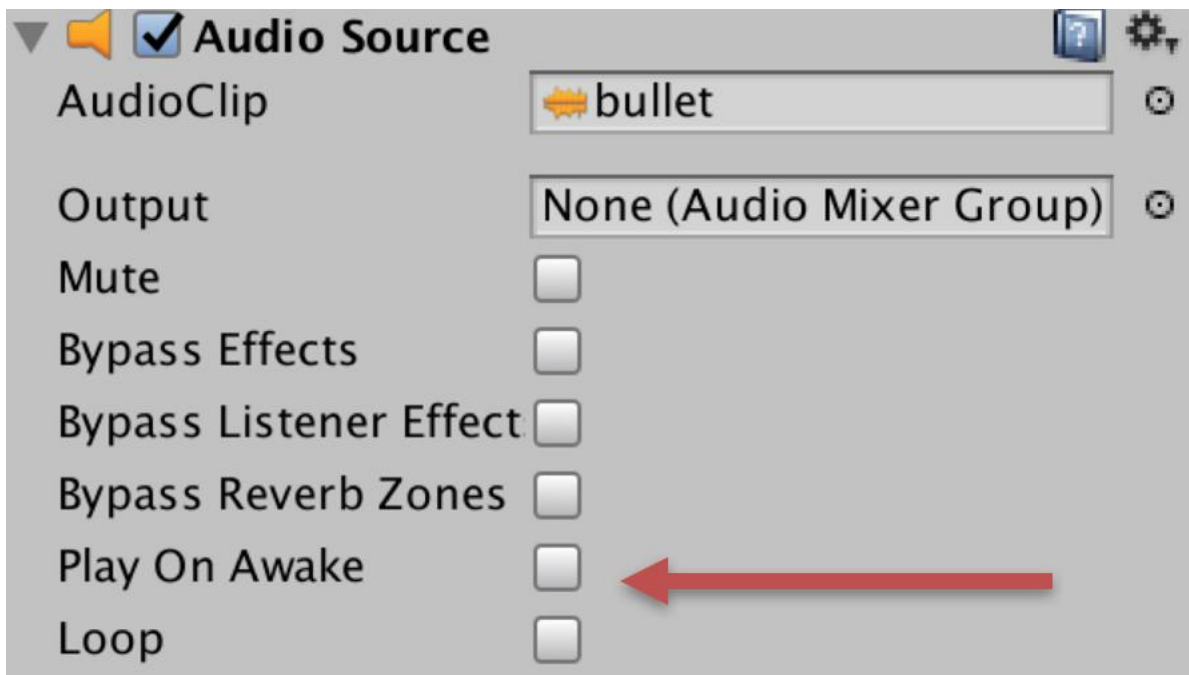
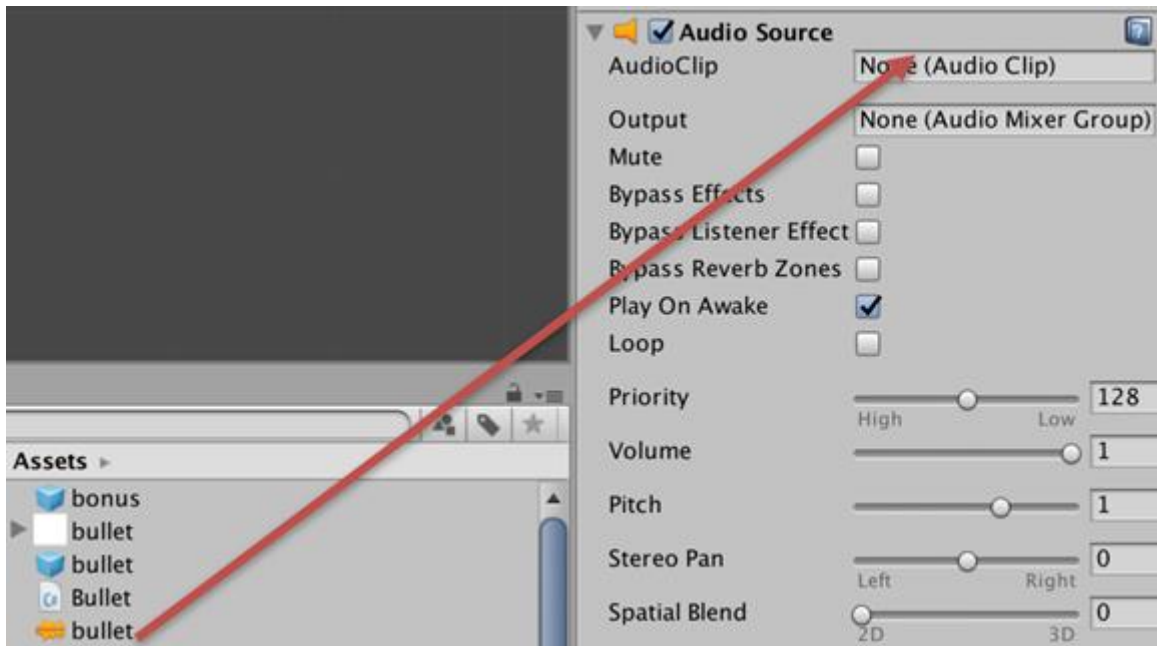


▼ Canvas Text      ▼ Canvas Text









▼ **Move Player (Script)**

|            |                   |
|------------|-------------------|
| Script     | MovePlayer        |
| Bullet     | bullet            |
| Fire Sound | None (Audio Clip) |

▼ **Move Player (Script)**

|            |                   |
|------------|-------------------|
| Script     | MovePlayer        |
| Bullet     | bullet            |
| Fire Sound | None (Audio Clip) |

The screenshot shows the Unity Inspector and Hierarchy panels. The Inspector panel displays the configuration for the **Move Player (Script)** component, which is assigned to the **bullet** asset. The **Fire Sound** property is set to **None (Audio Clip)**. Below this, the **Manage Player Health (Script)** component is visible, with properties like **Timer For Shield** (0), **Start Invincibility** (unchecked), and **Score** (0). The **Polygon Collider 2D** component is also visible, with **Material** set to **None (Physic)**. The Hierarchy panel shows the **Assets** folder containing **bonus**, **bullet**, **Bullet**, and another **bullet** asset. A red arrow points from the **bullet** asset in the Hierarchy to the **bullet** field in the Inspector.

▼ **Move Player (Script)**

|            |                   |
|------------|-------------------|
| Script     | MovePlayer        |
| Bullet     | bullet            |
| Fire Sound | None (Audio Clip) |

▼ **Manage Player Health (Script)**

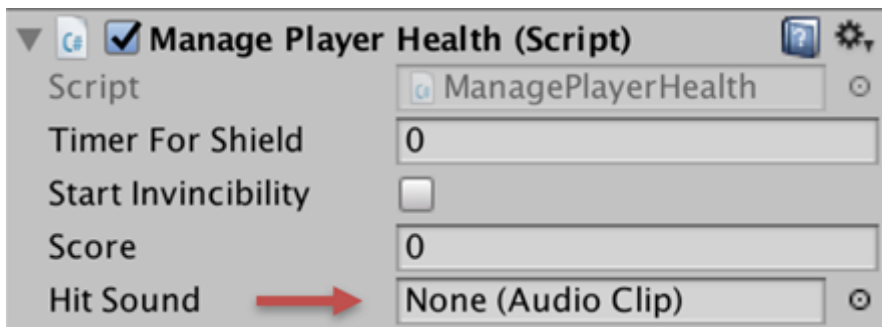
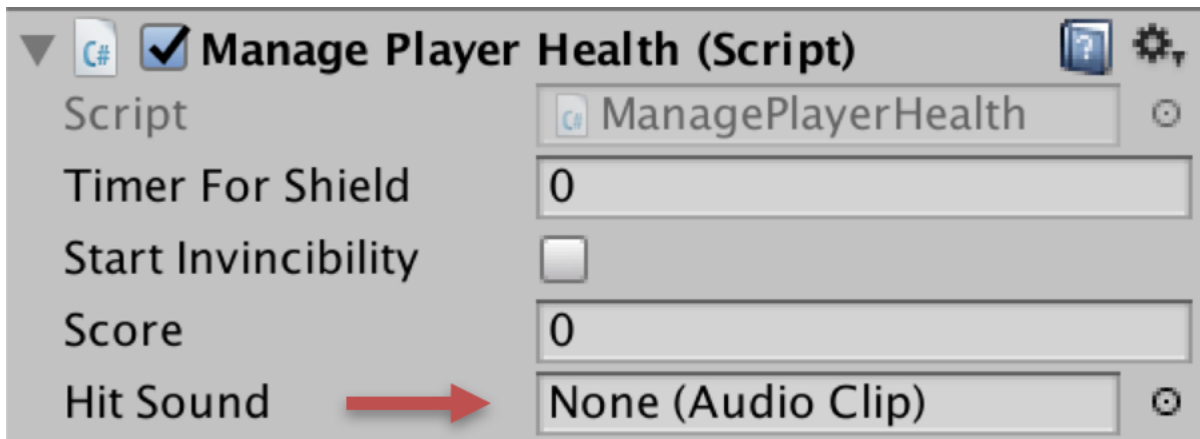
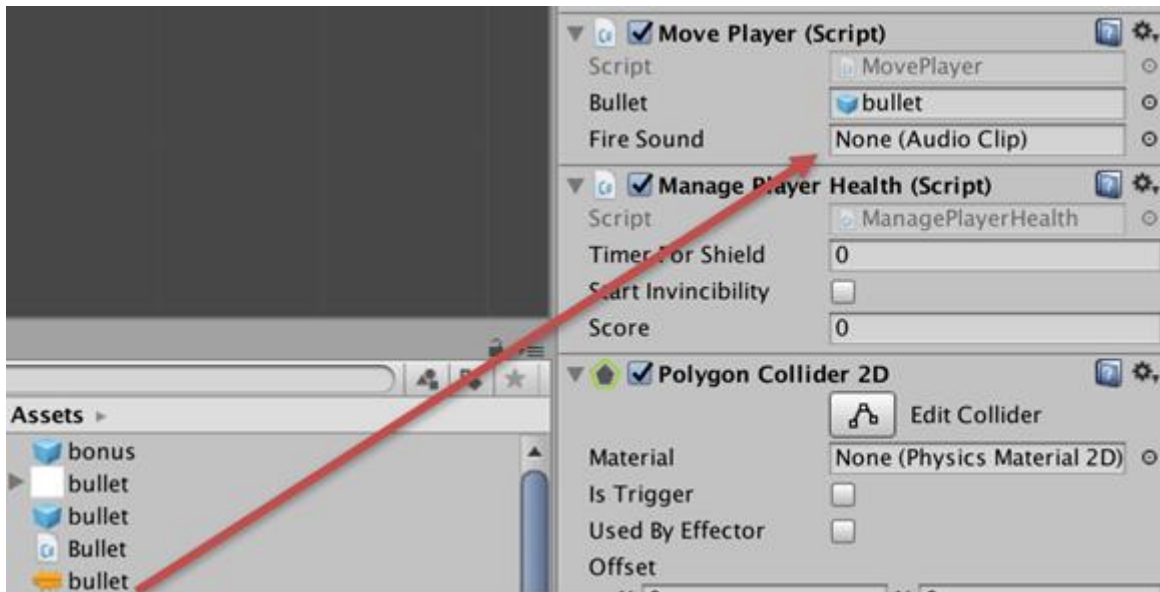
|                     |                          |
|---------------------|--------------------------|
| Script              | ManagePlayerHealth       |
| Timer For Shield    | 0                        |
| Start Invincibility | <input type="checkbox"/> |
| Score               | 0                        |

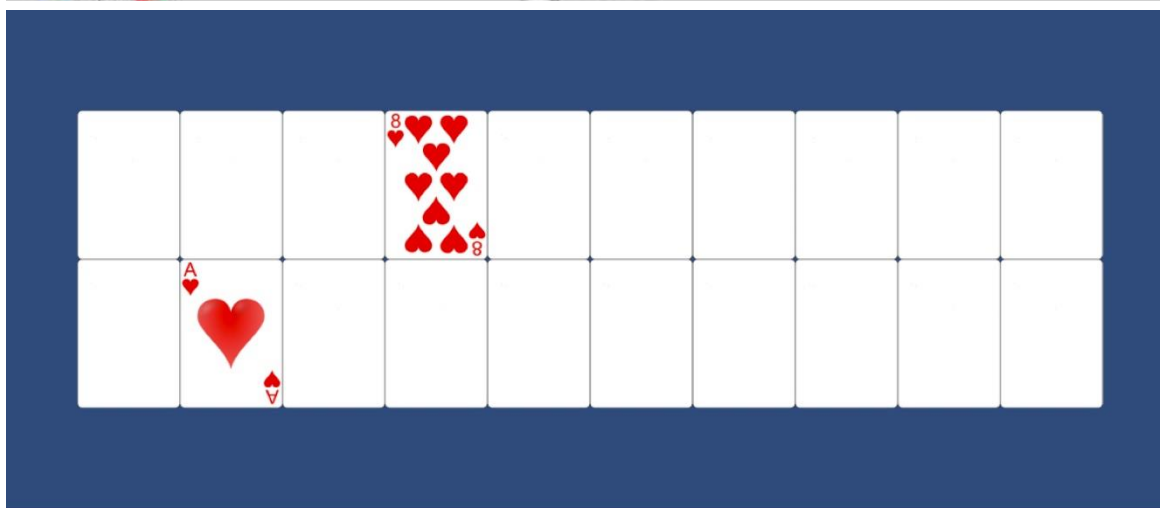
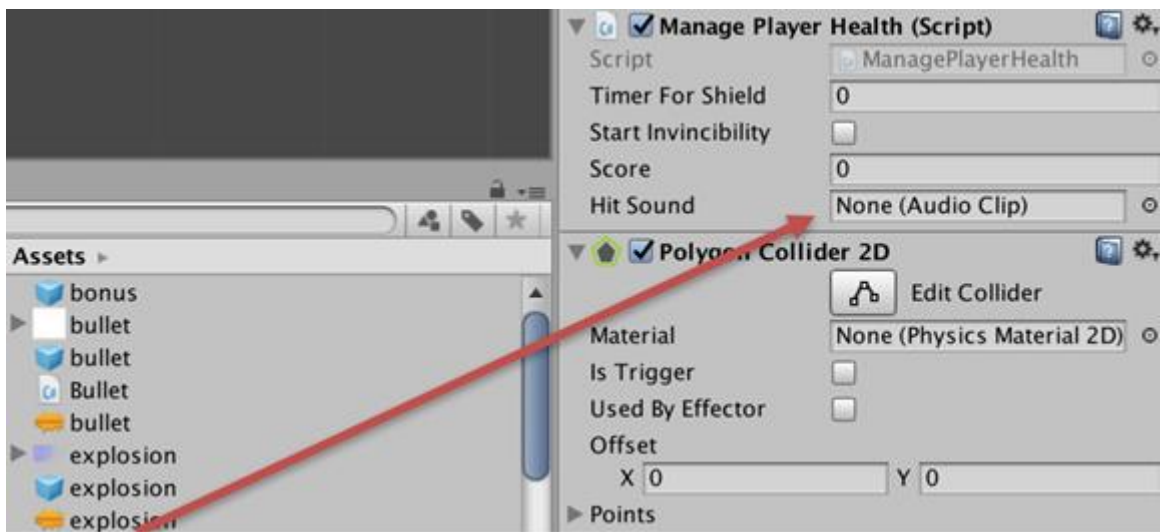
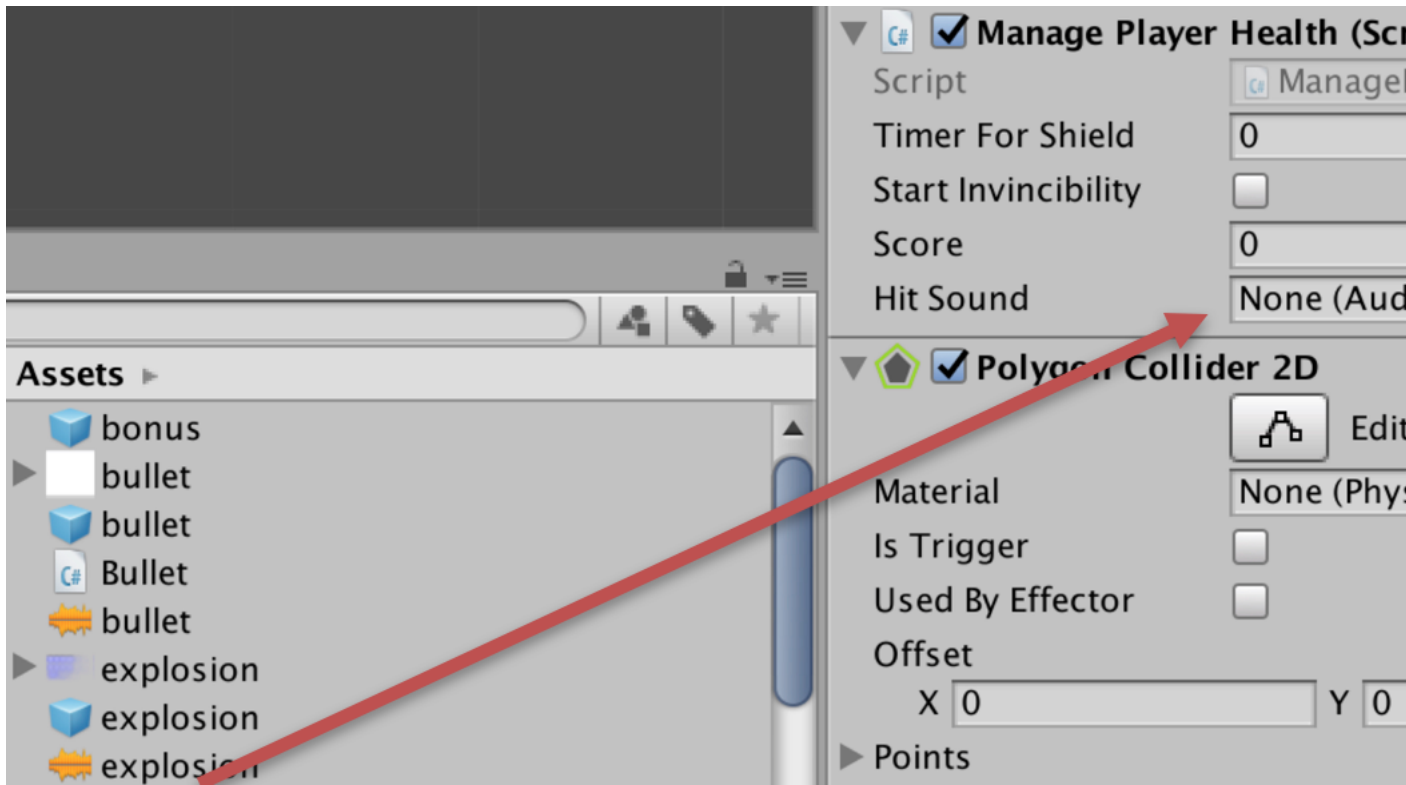
▼ **Polygon Collider 2D**

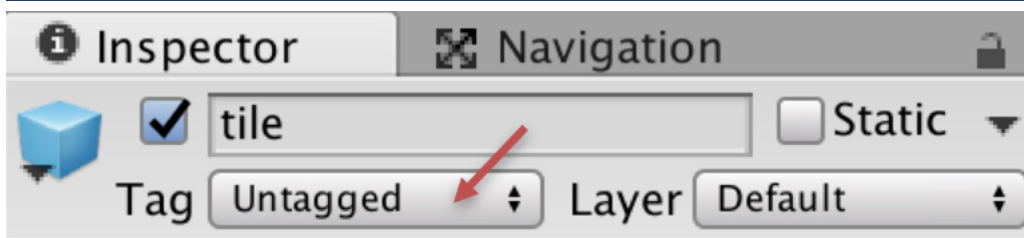
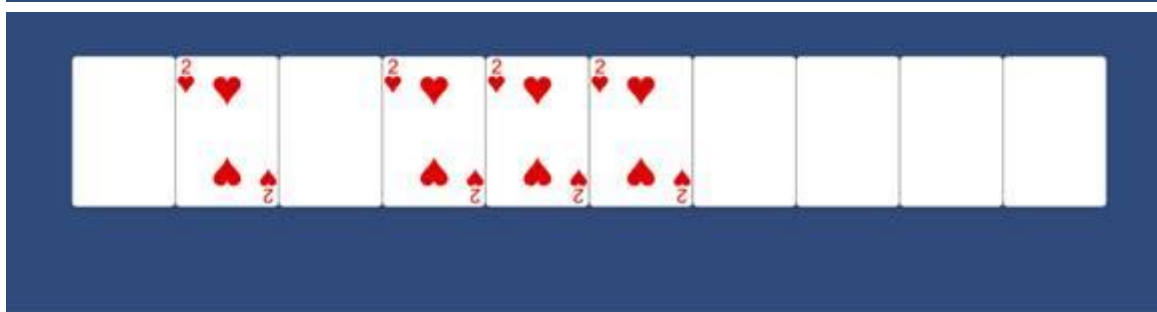
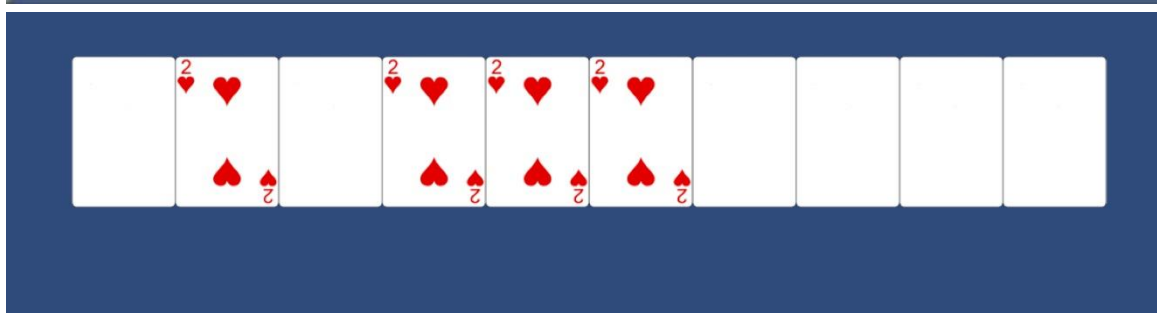
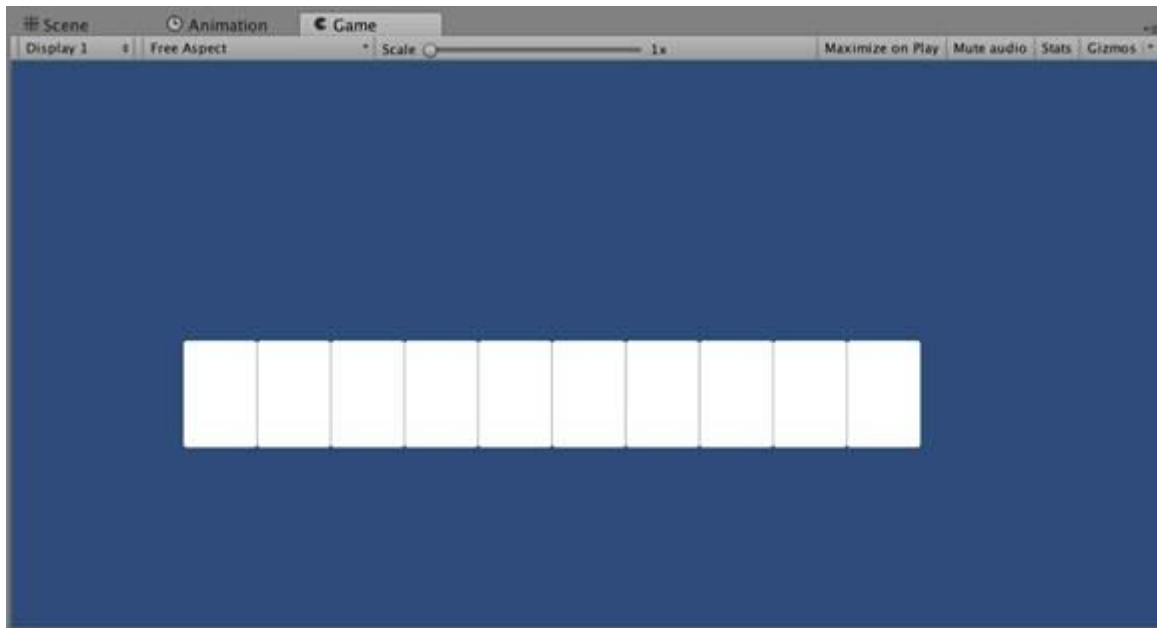
|                  |                          |
|------------------|--------------------------|
| Material         | None (Physic)            |
| Is Trigger       | <input type="checkbox"/> |
| Used By Effector | <input type="checkbox"/> |
| Offset           |                          |

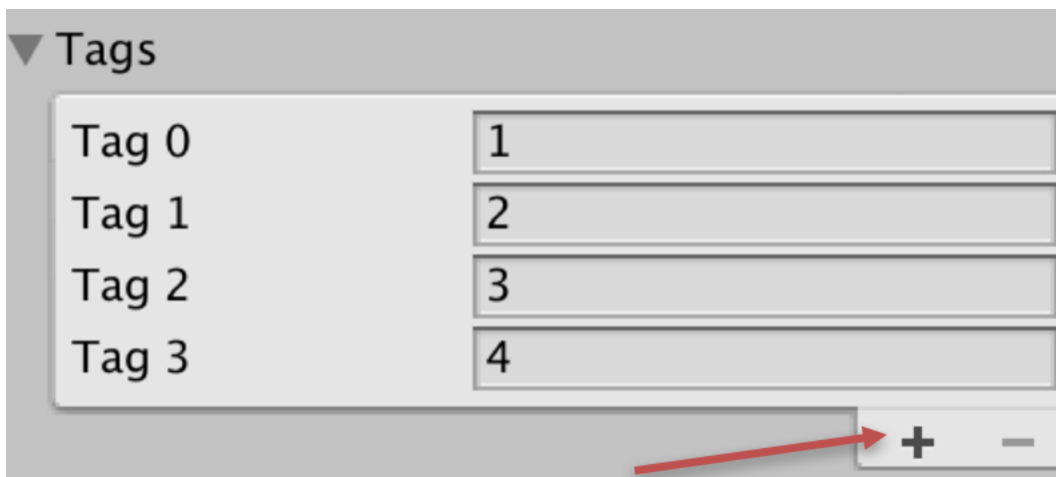
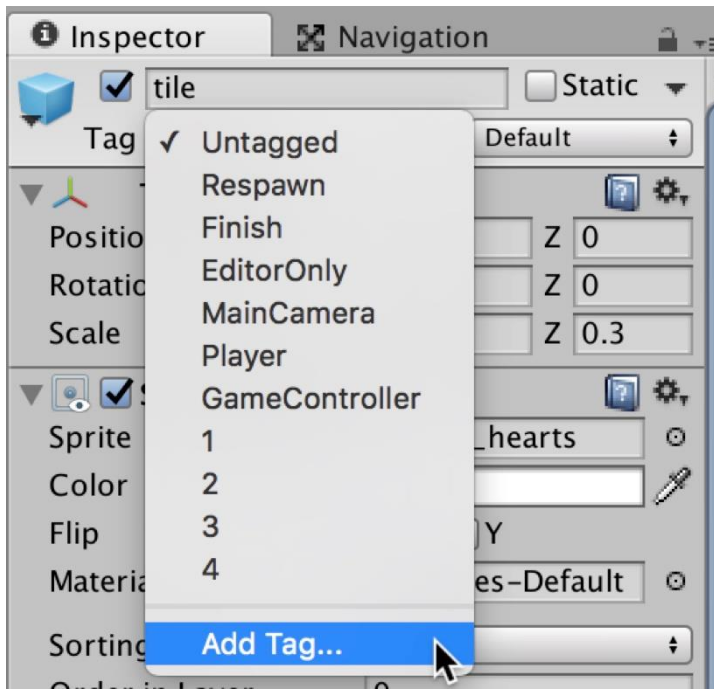
**Assets**

- bonus
- bullet
- bullet
- Bullet
- bullet










▼ Tags

|       |   |
|-------|---|
| Tag 0 | 1 |
| Tag 1 | 2 |
| Tag 2 | 3 |
| Tag 3 | 4 |

+ -



Inspector Navigation

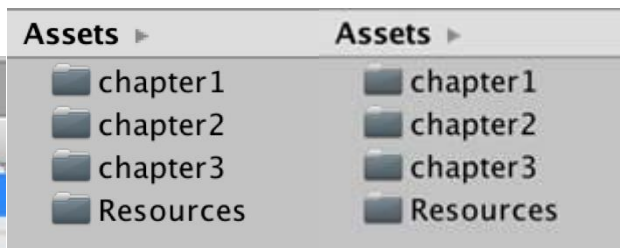
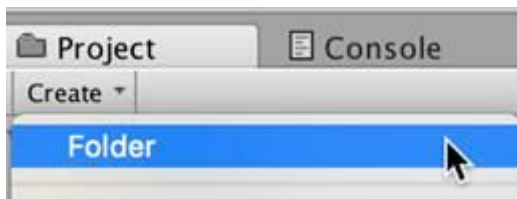
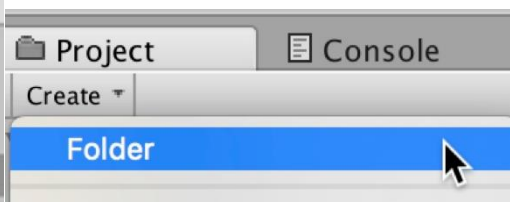
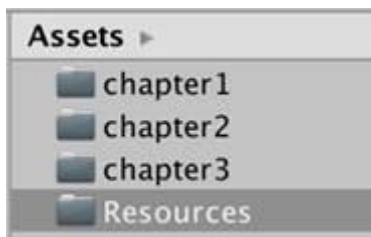
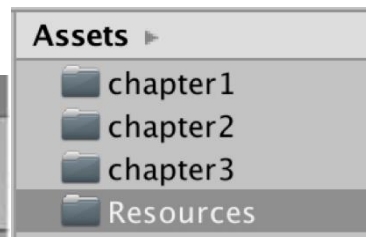
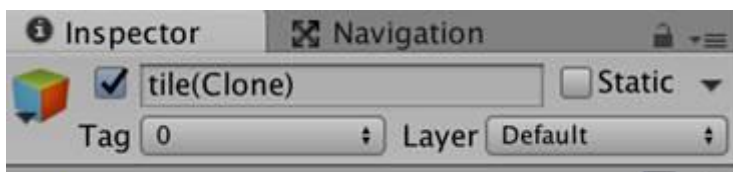
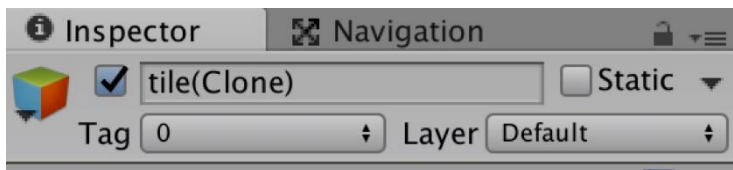
Tags & Layers

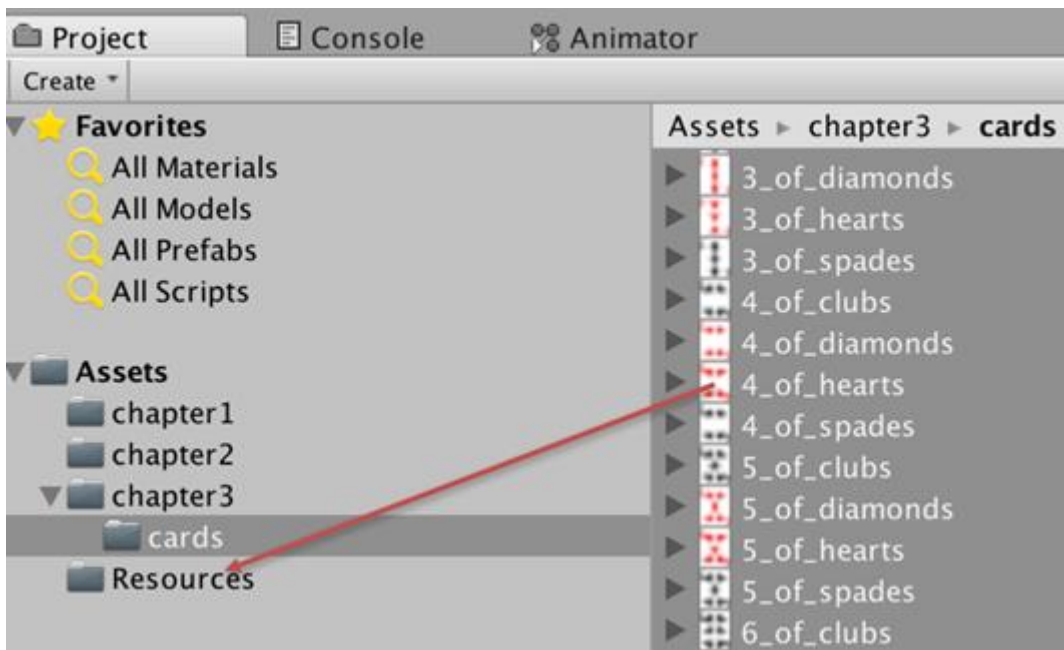
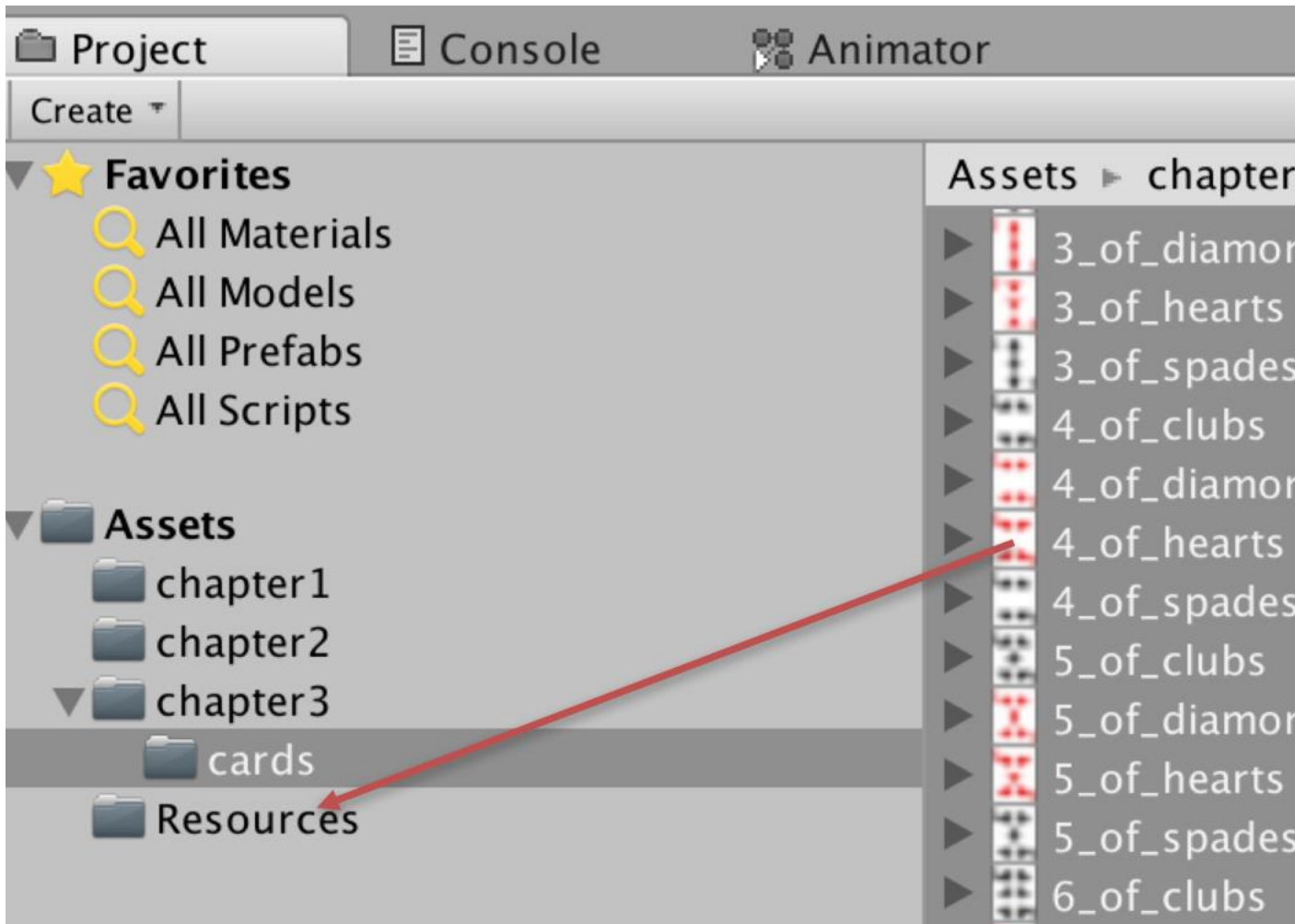
▼ Tags

|        |    |
|--------|----|
| Tag 0  | 1  |
| Tag 1  | 2  |
| Tag 2  | 3  |
| Tag 3  | 4  |
| Tag 4  | 5  |
| Tag 5  | 6  |
| Tag 6  | 7  |
| Tag 7  | 8  |
| Tag 8  | 9  |
| Tag 9  | 10 |
| Tag 10 | 0  |





+ -







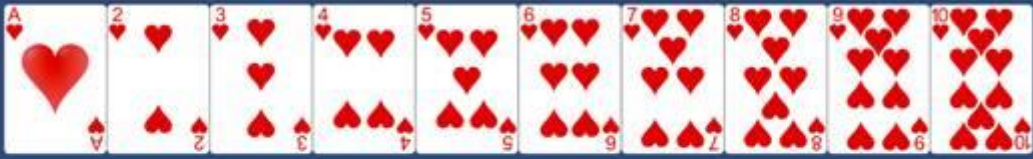
Assets ▶ Resources

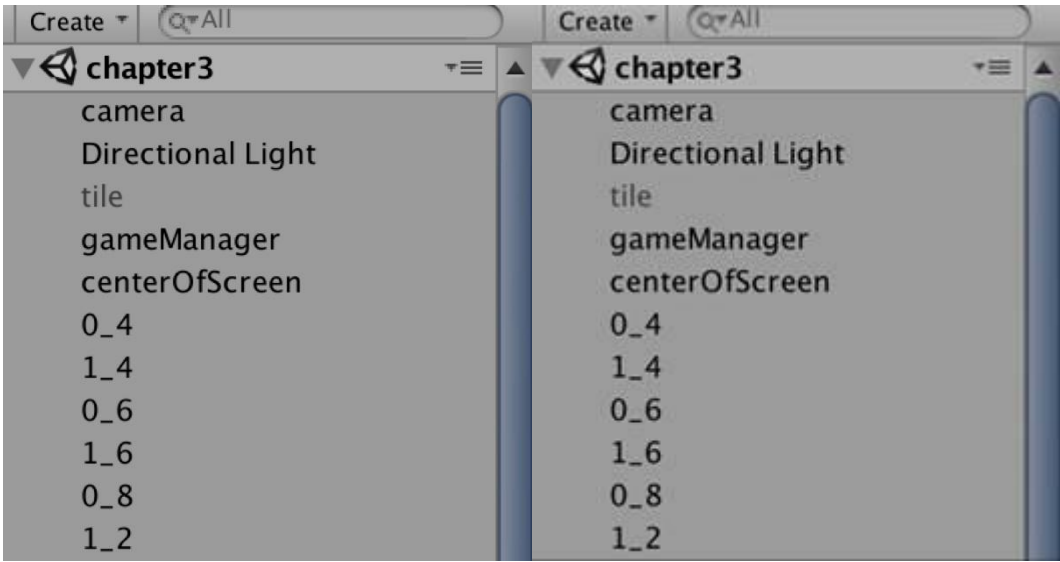
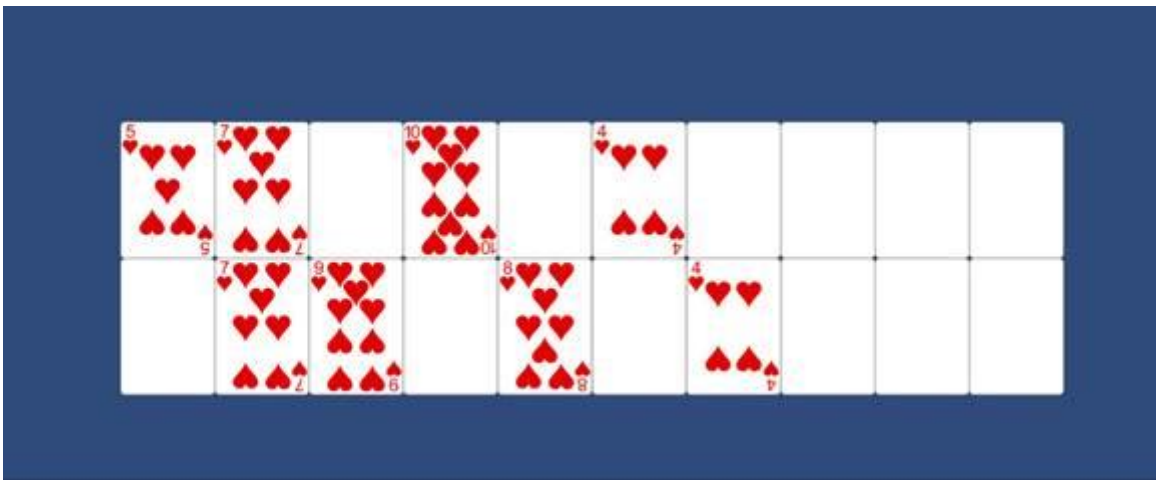
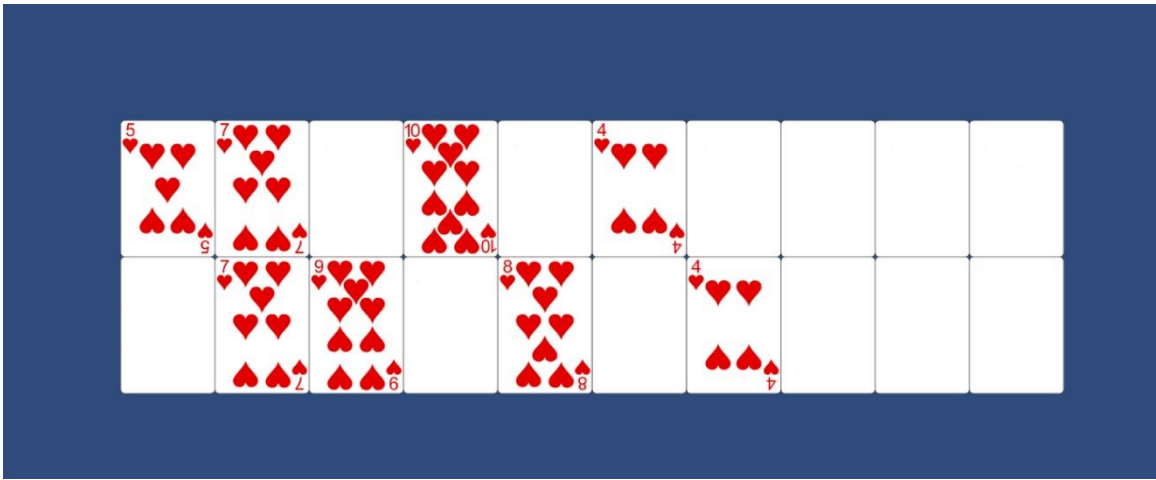
- ▶  2\_of\_clubs
- ▶  2\_of\_diamonds
- ▶  2\_of\_hearts
- ▶  2\_of\_spades
- ▶  3\_of\_clubs
- ▶  3\_of\_diamonds
- ▶  3\_of\_hearts
- ▶  3\_of\_spades
- ▶  4\_of\_clubs
- ▶  4\_of\_diamonds
- ▶  4\_of\_hearts

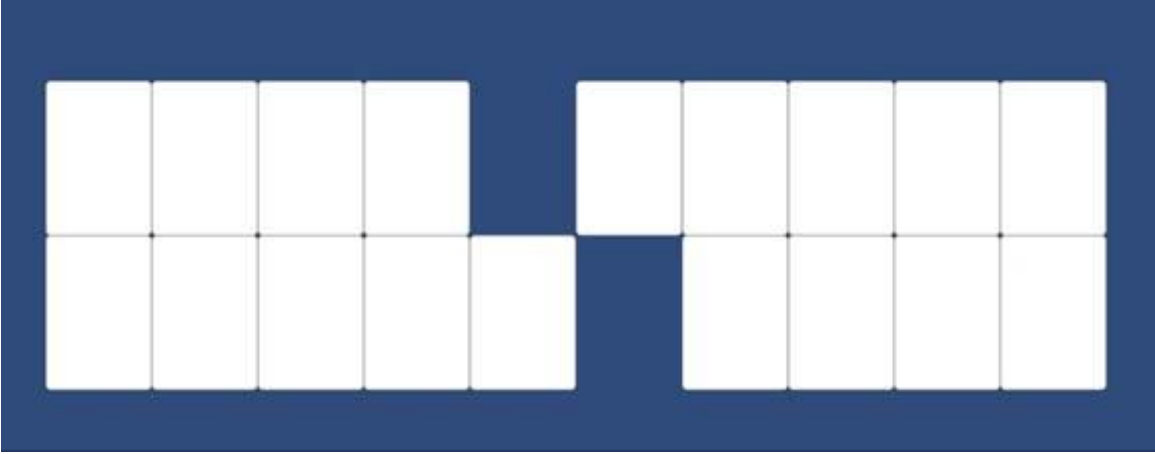
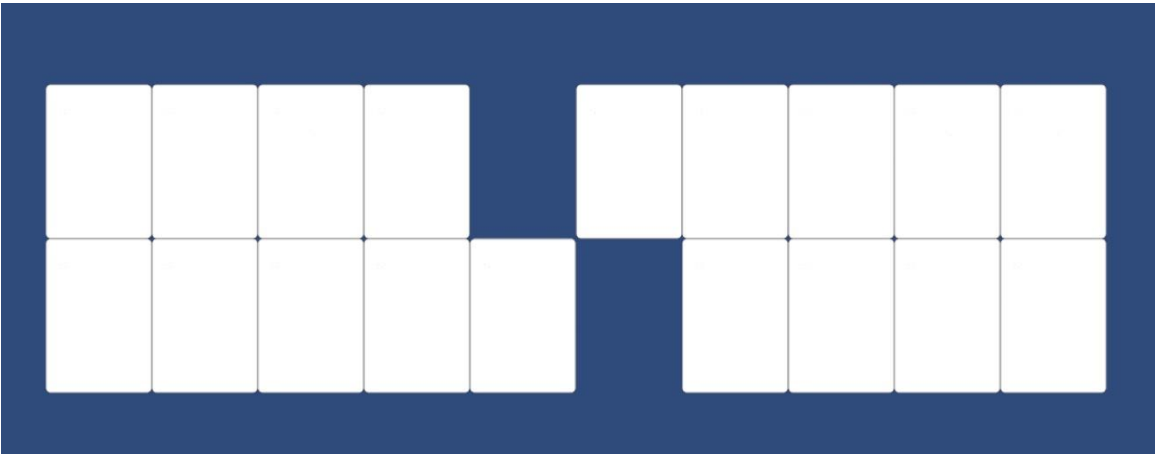
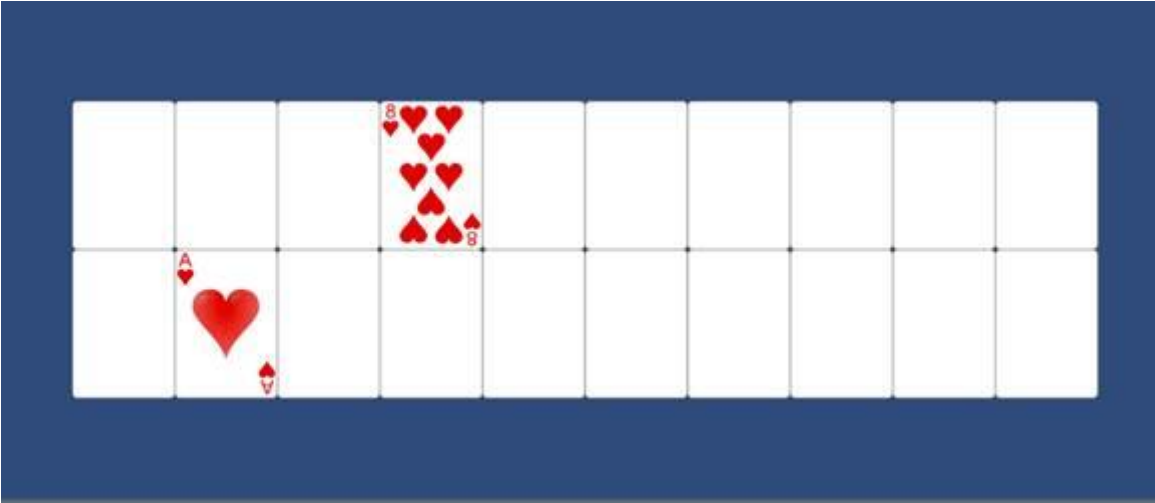
Assets ▶ Resources

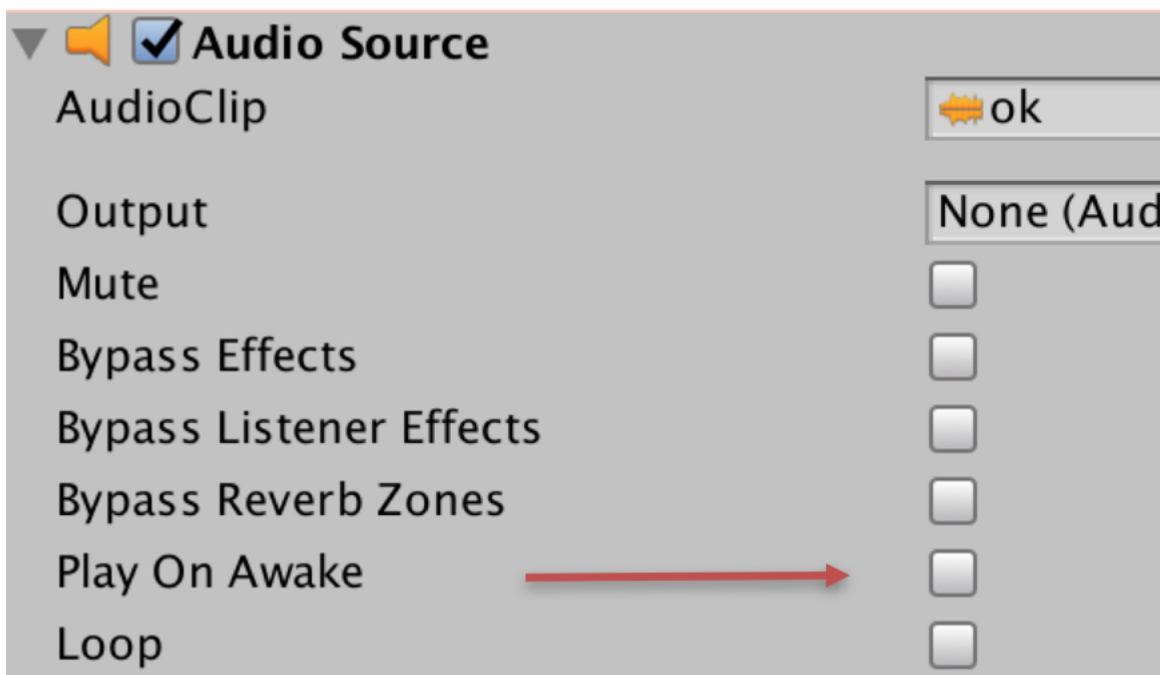
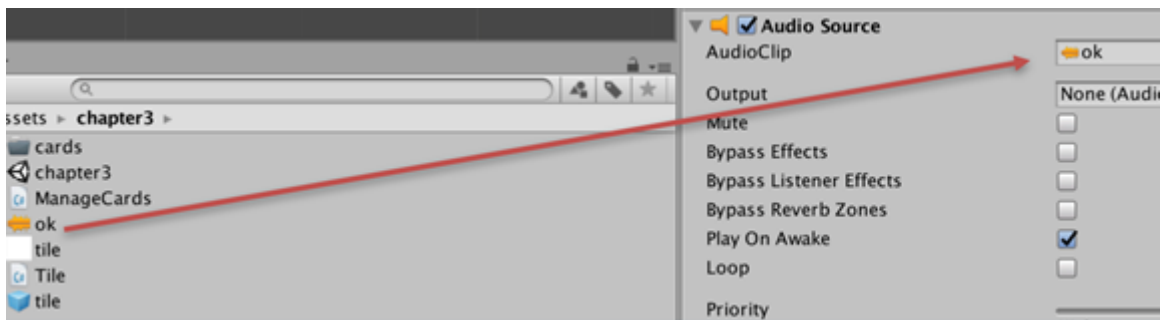
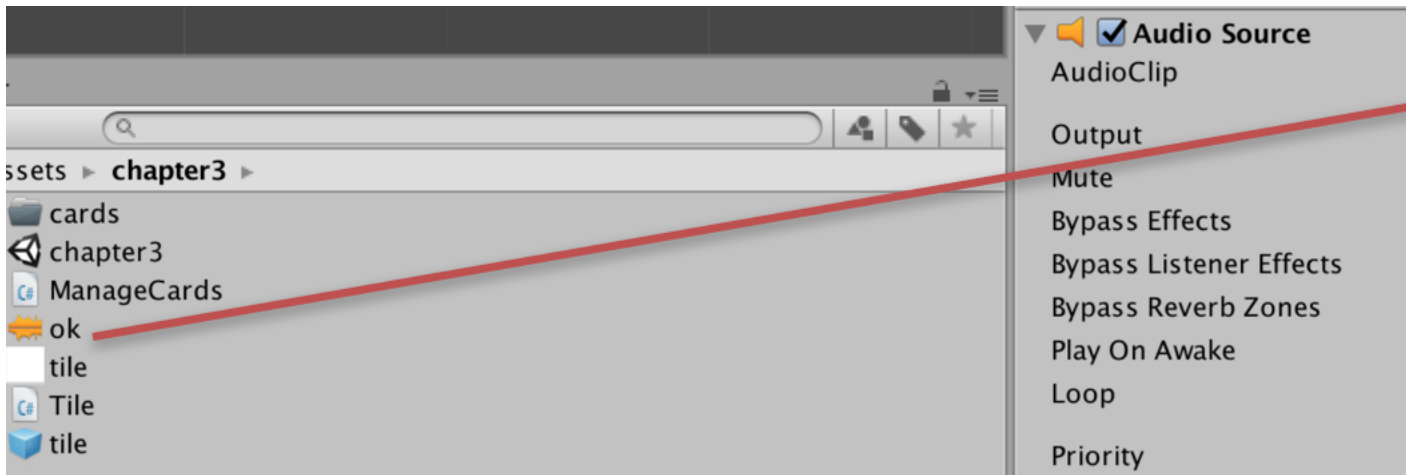
- ▶  2\_of\_clubs
- ▶  2\_of\_diamonds
- ▶  2\_of\_hearts
- ▶  2\_of\_spades
- ▶  3\_of\_clubs
- ▶  3\_of\_diamonds
- ▶  3\_of\_hearts
- ▶  3\_of\_spades
- ▶  4\_of\_clubs
- ▶  4\_of\_diamonds
- ▶  4\_of\_hearts

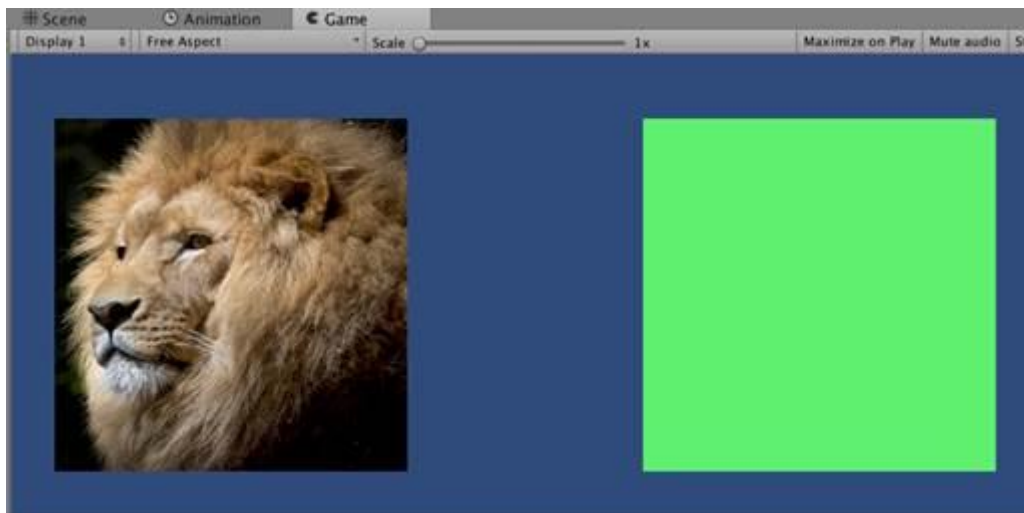
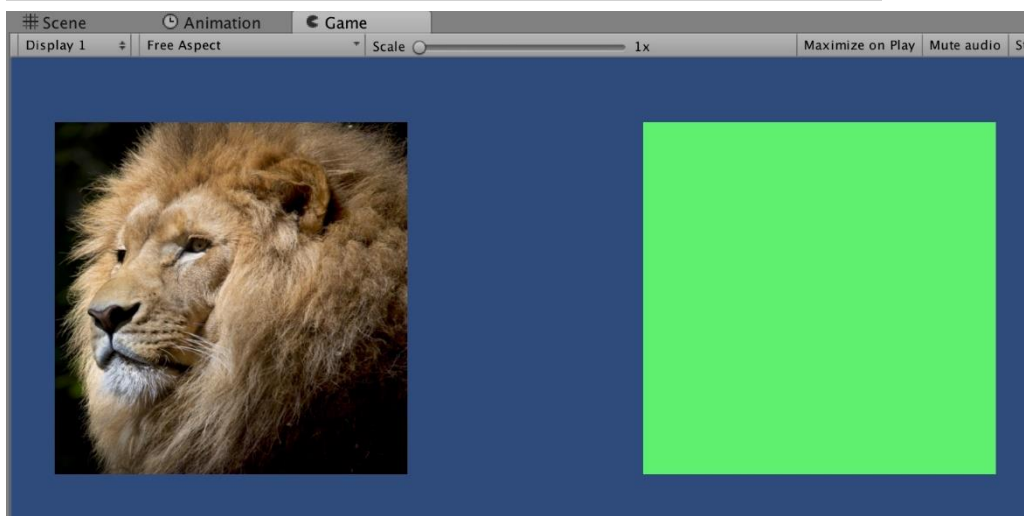
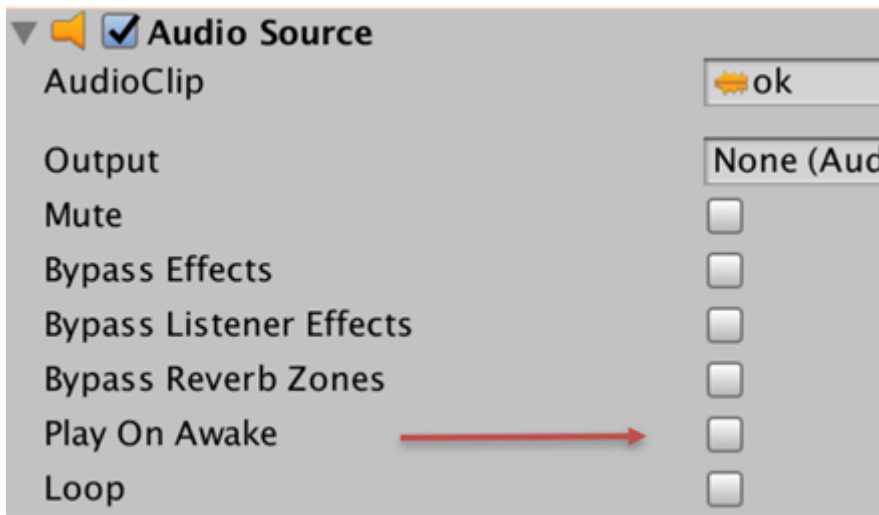


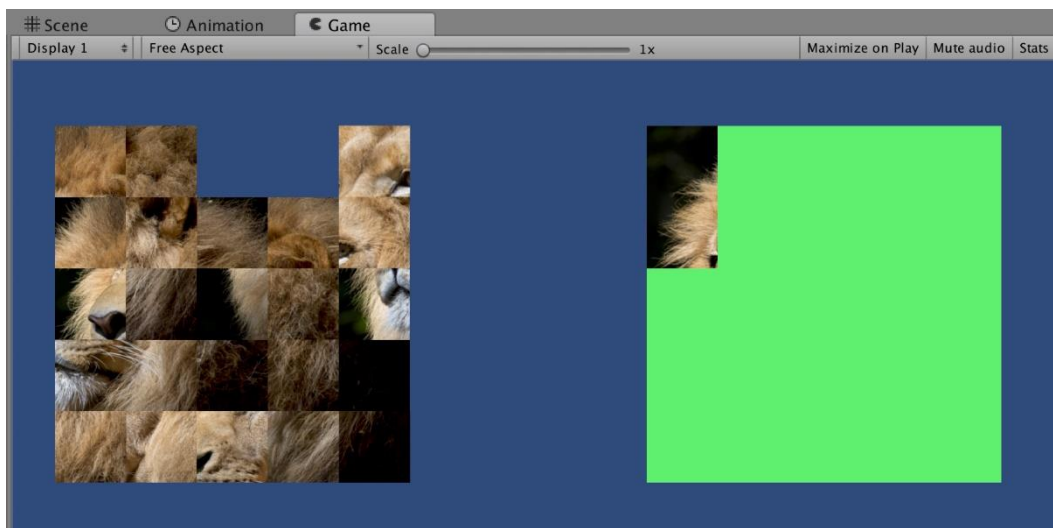
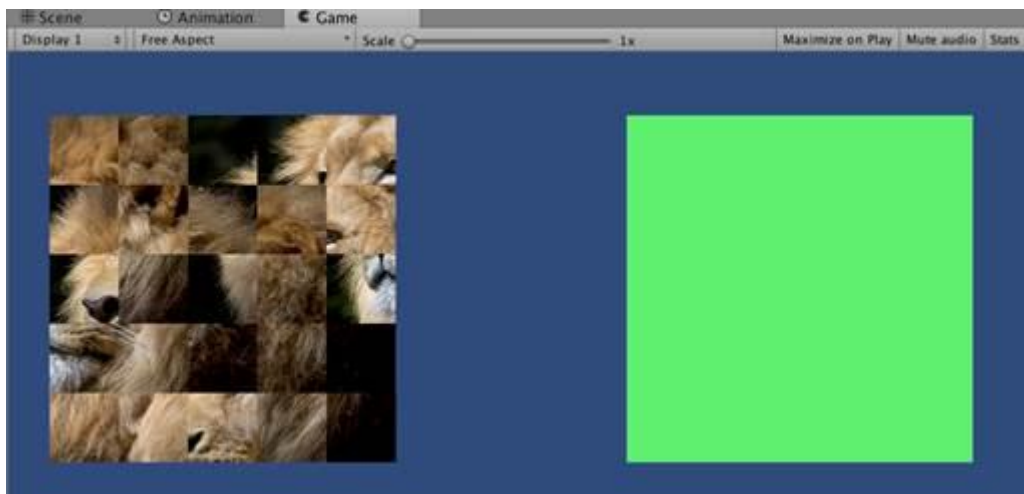
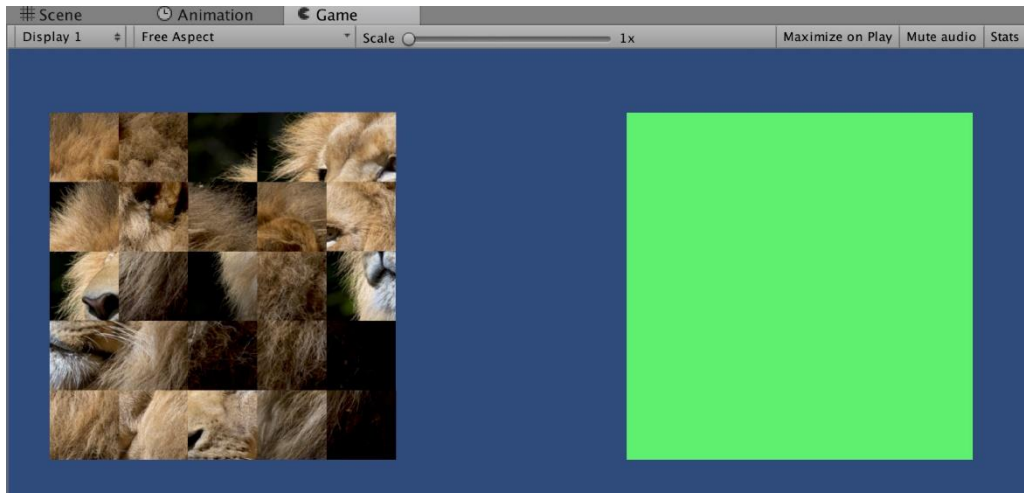


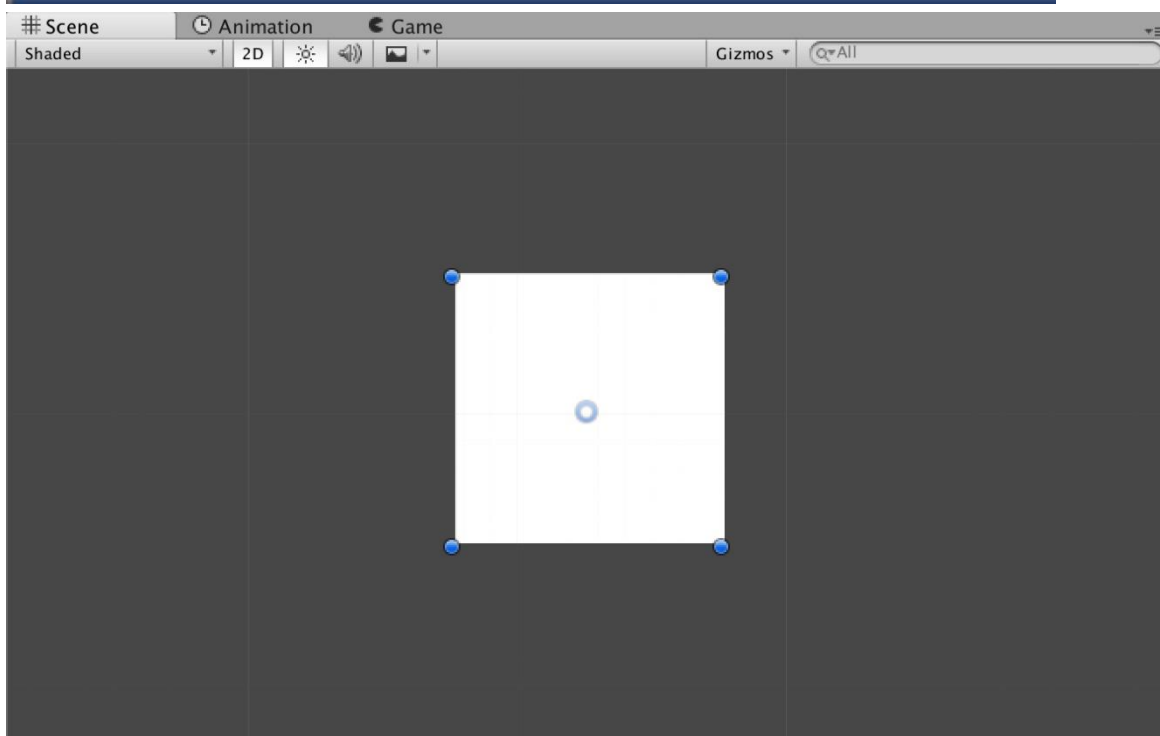
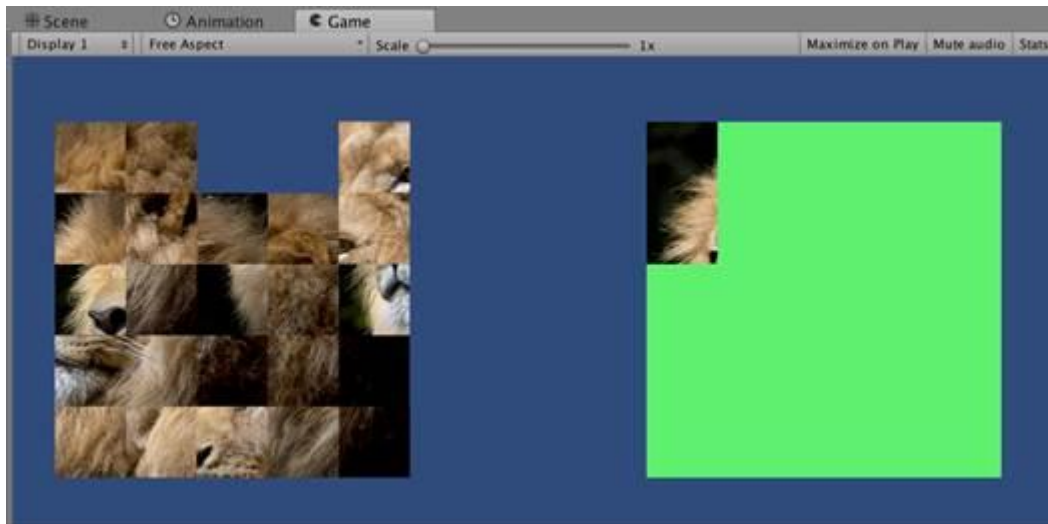


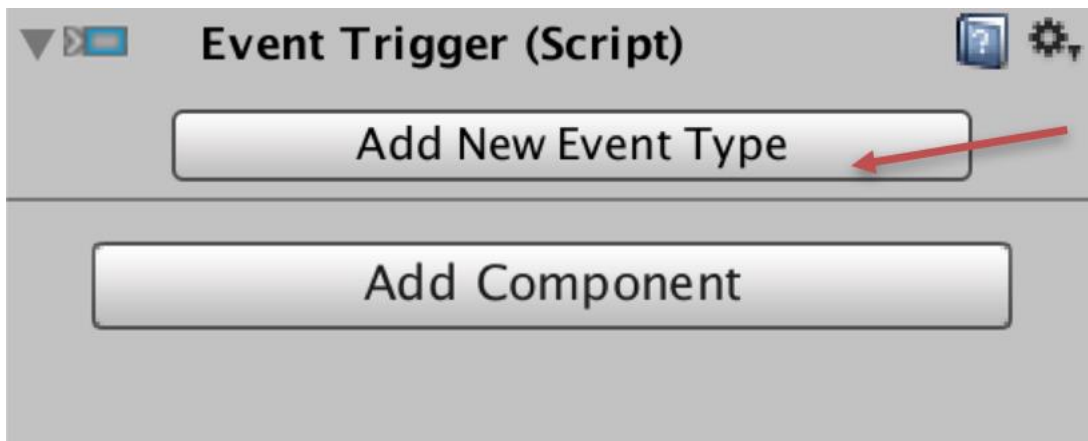
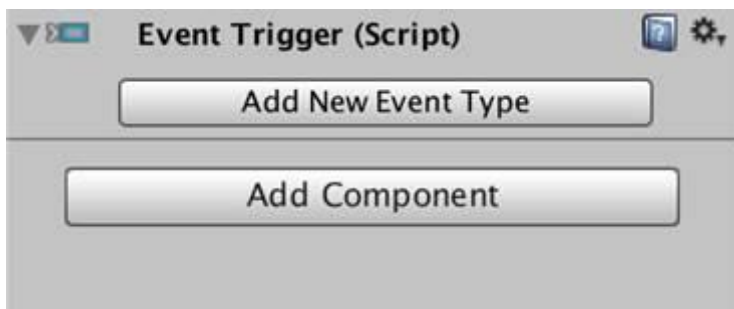
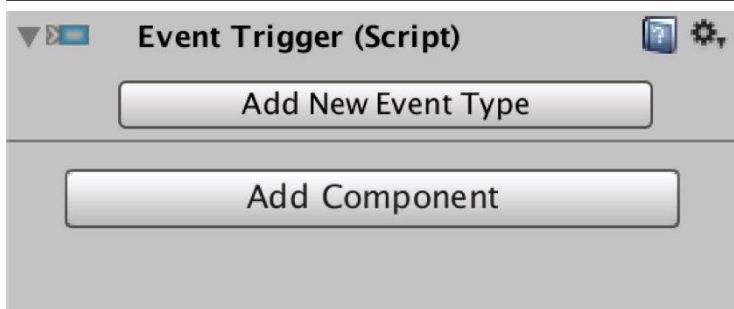
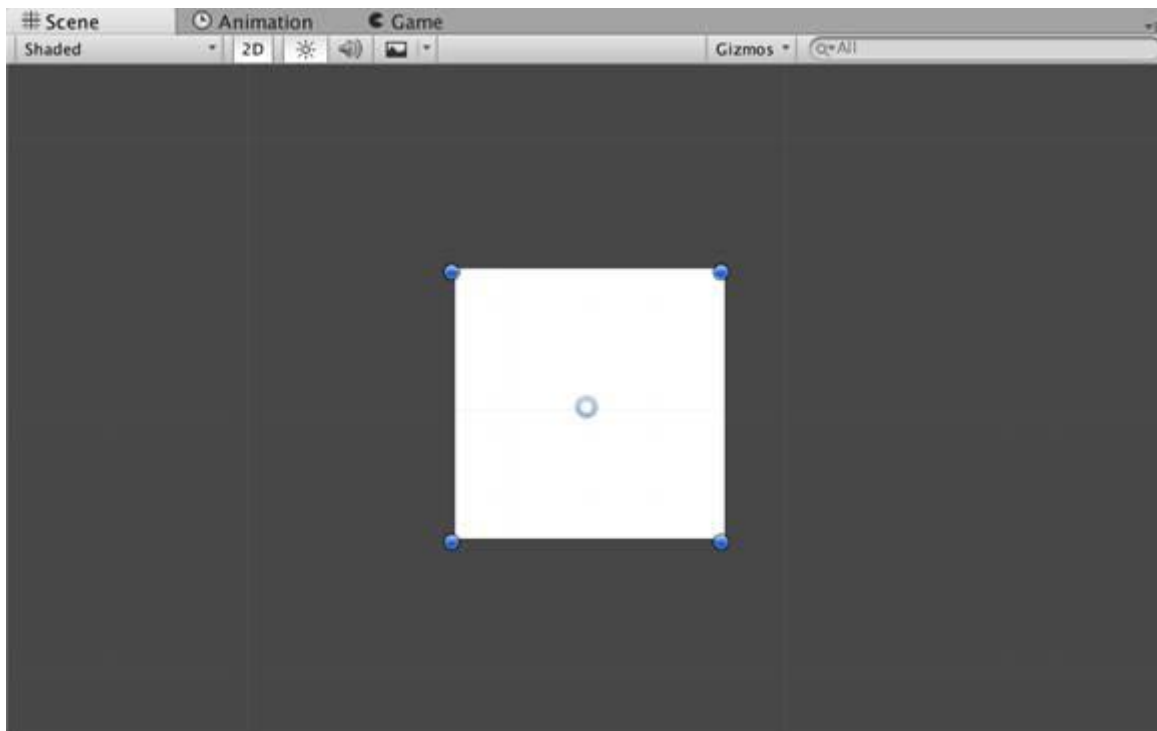


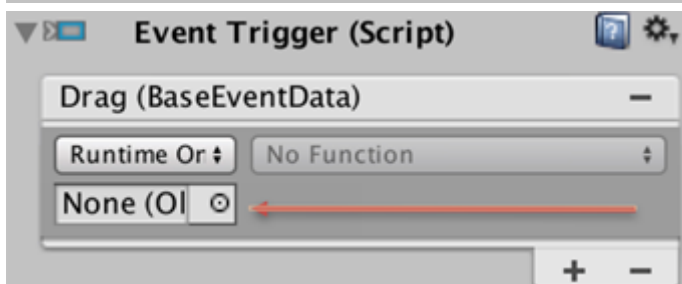
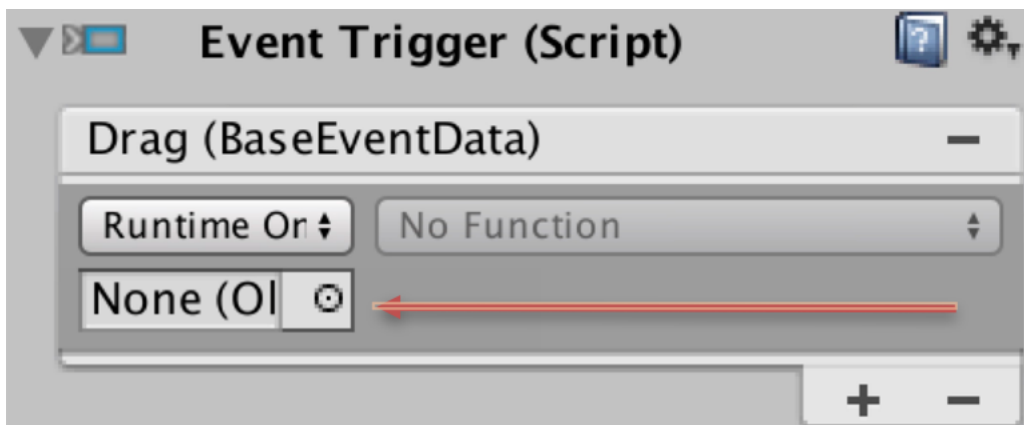
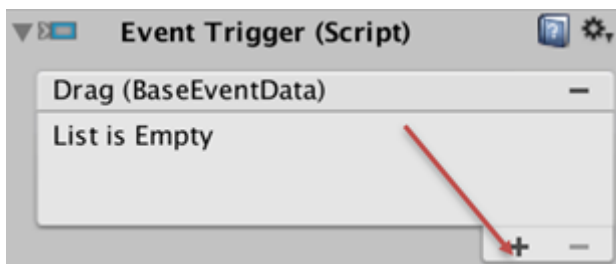
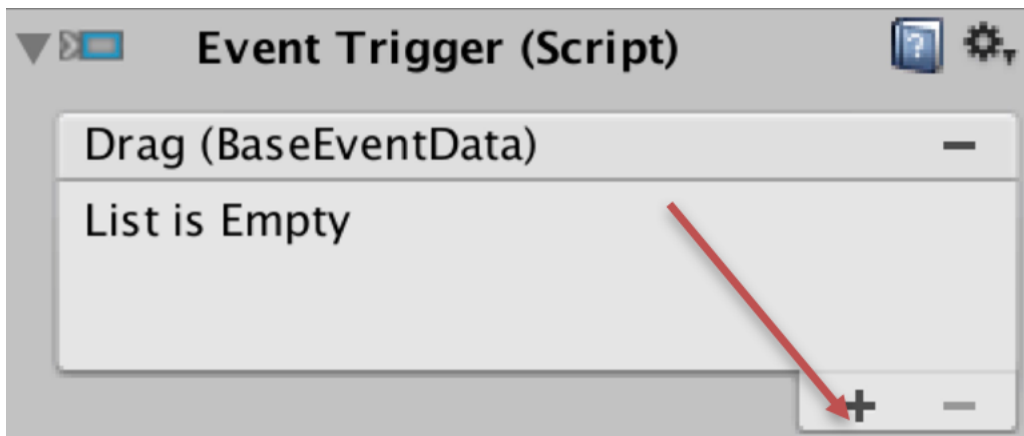
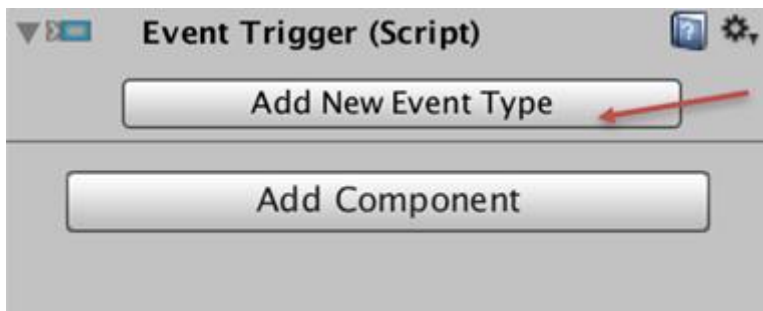


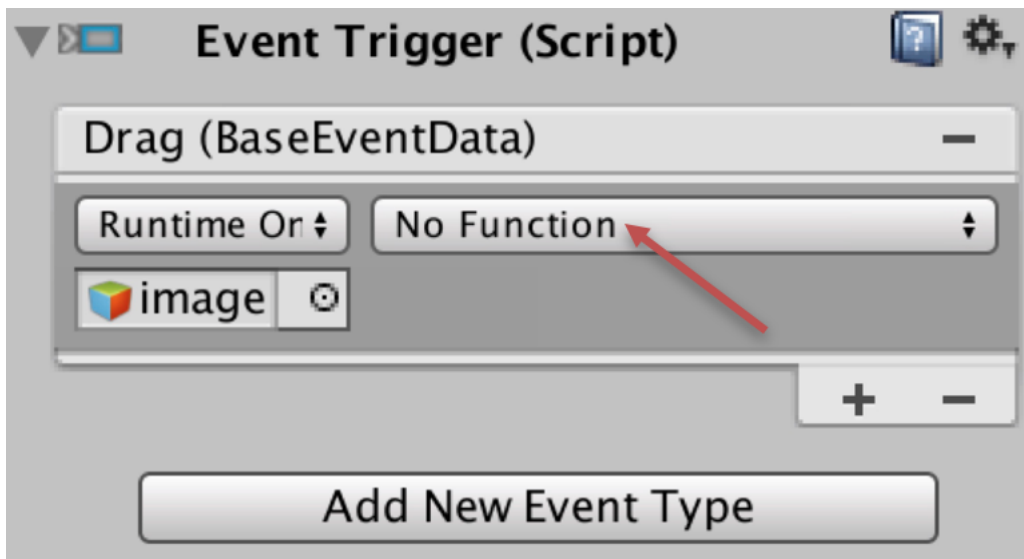
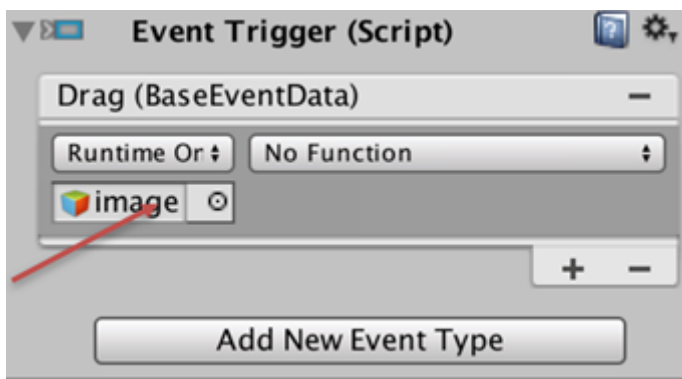
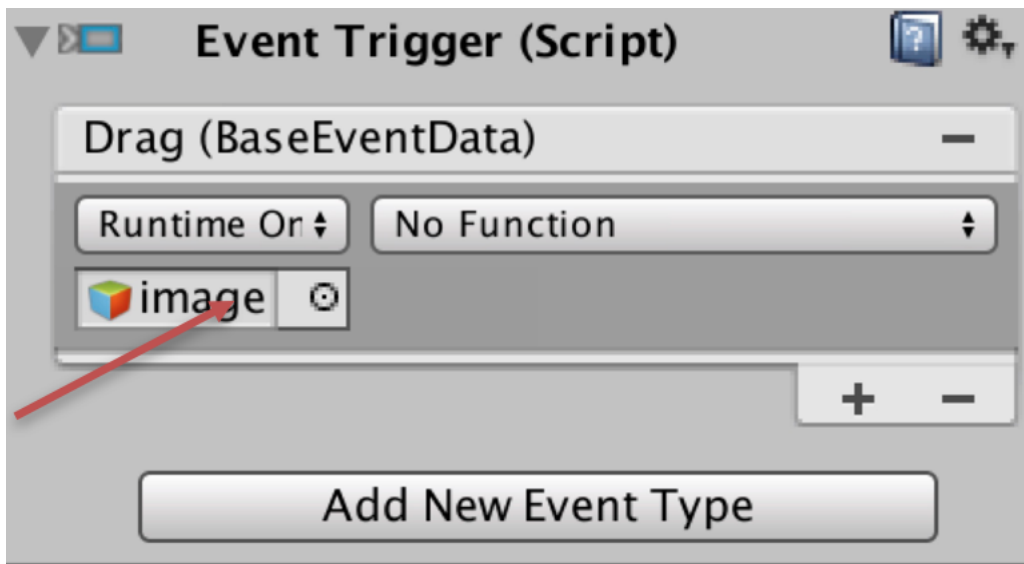


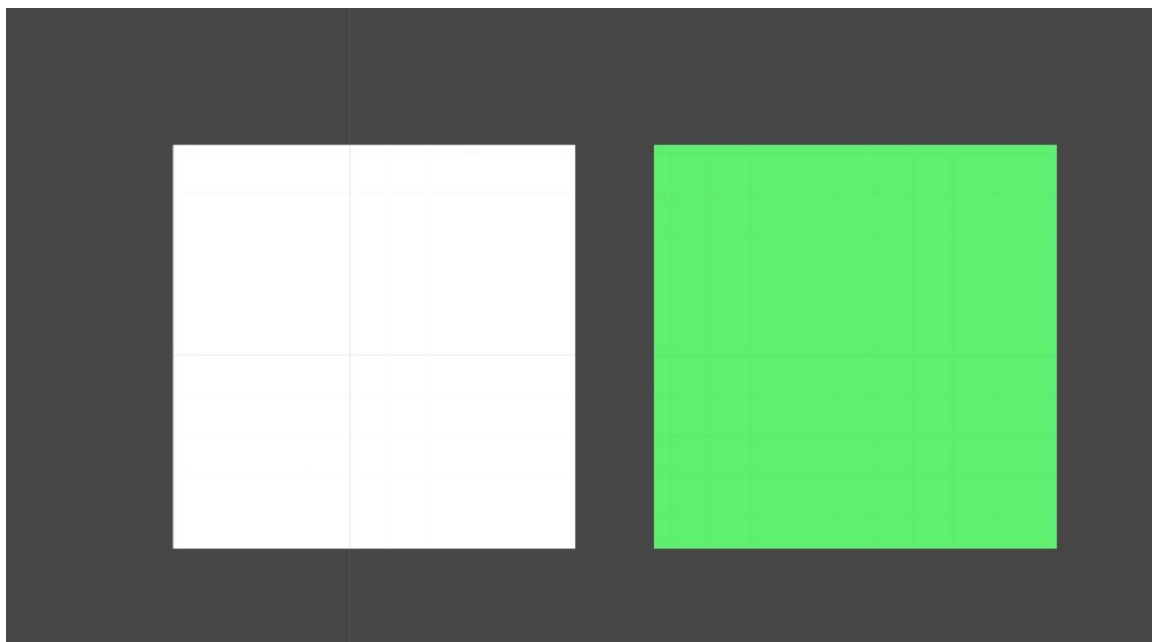
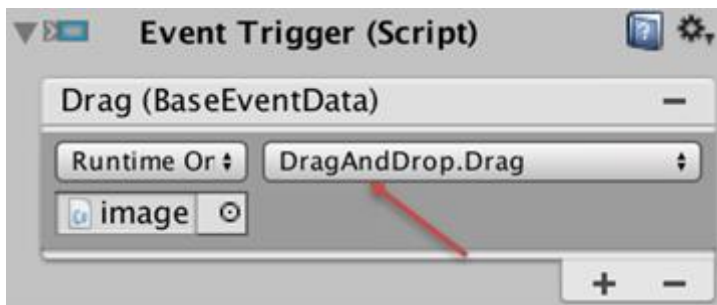
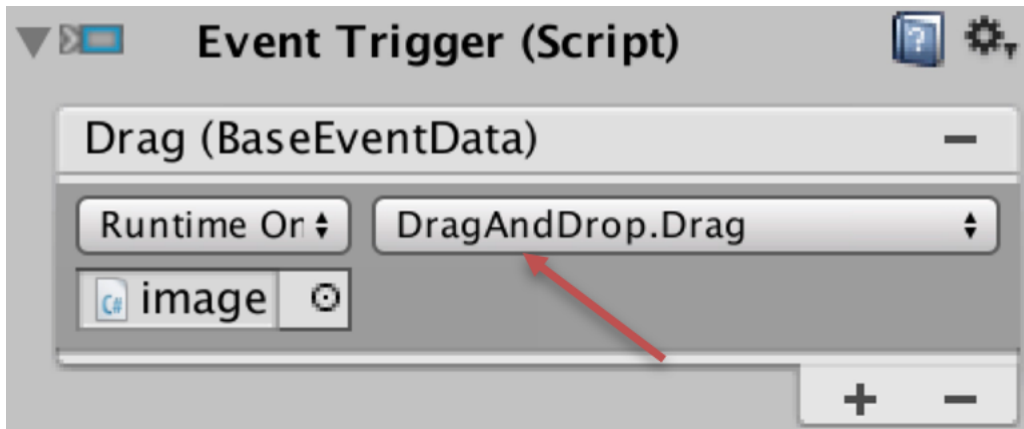
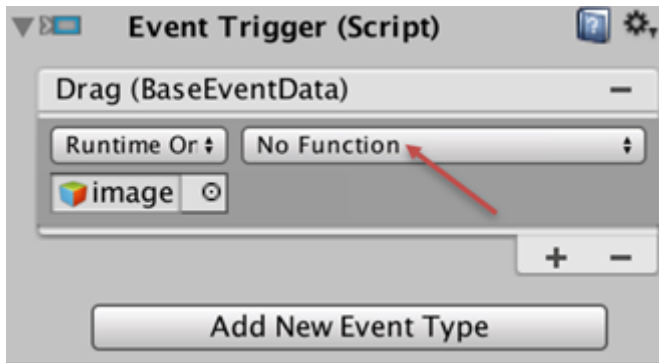


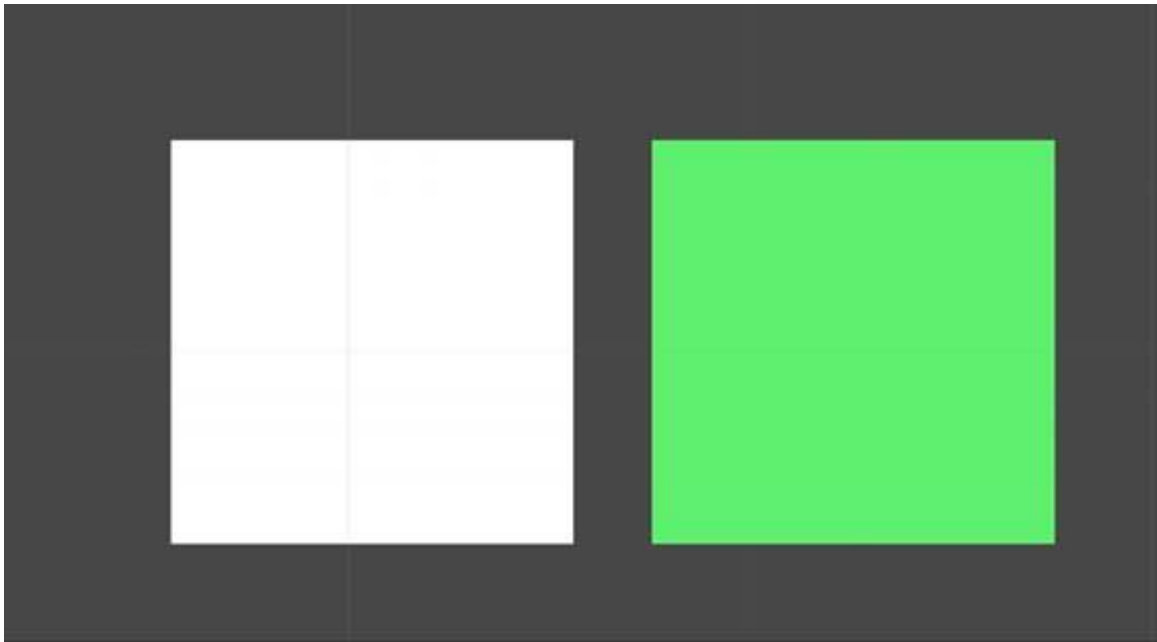












**Event Trigger (Script)**

Drag (BaseEventData)

Runtime Or  $\updownarrow$  DragAndDrop.Drag  $\updownarrow$

image  $\odot$

**Add New Event Type**

A red arrow points from the "Add New Event Type" button to the "image" field.

**Event Trigger (Script)**

Drag (BaseEventData)

Runtime Or  $\updownarrow$  DragAndDrop.Drag  $\updownarrow$

image  $\odot$

**Add New Event Type**

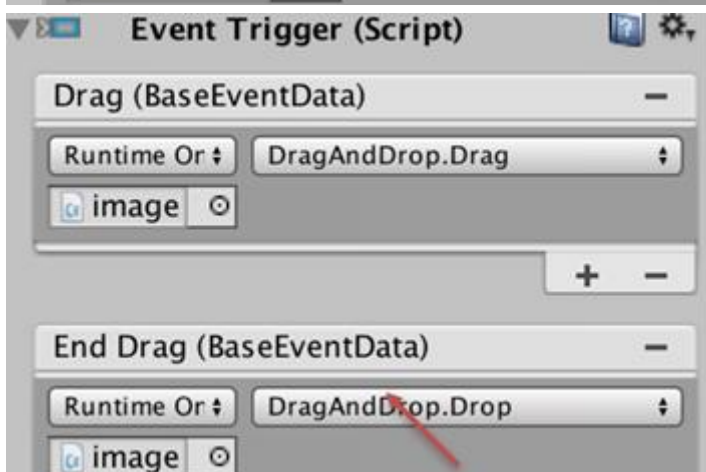
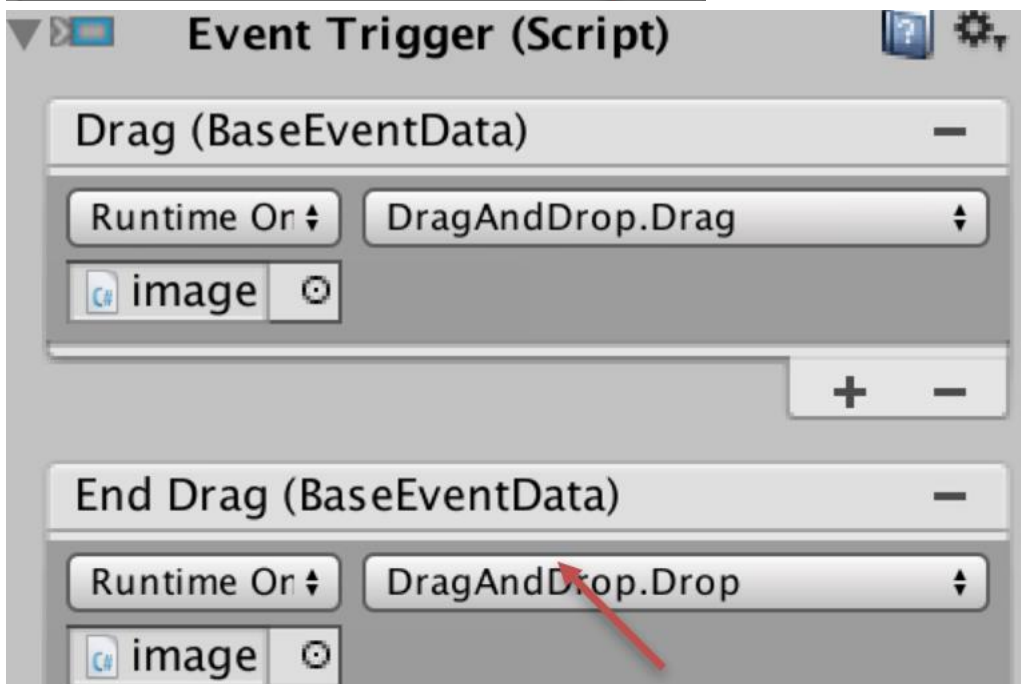
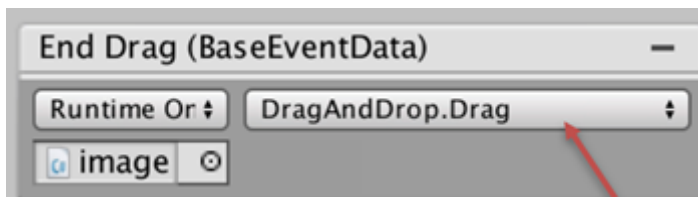
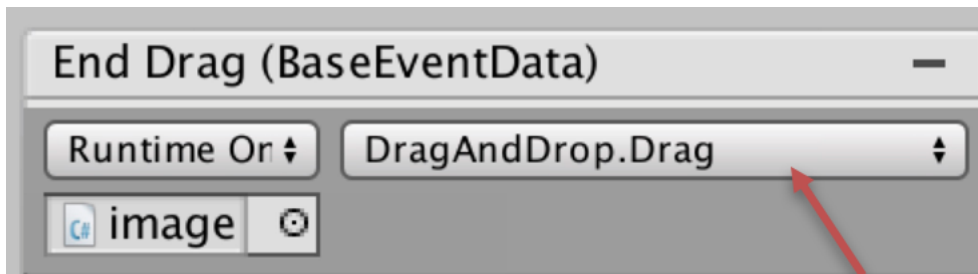
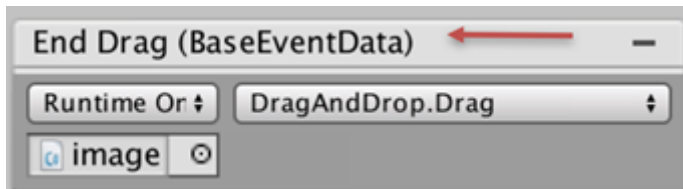
A red arrow points from the "Add New Event Type" button to the "image" field.

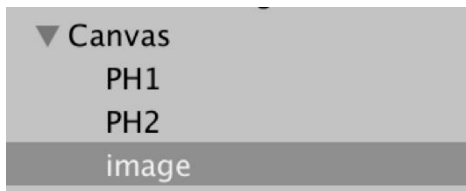
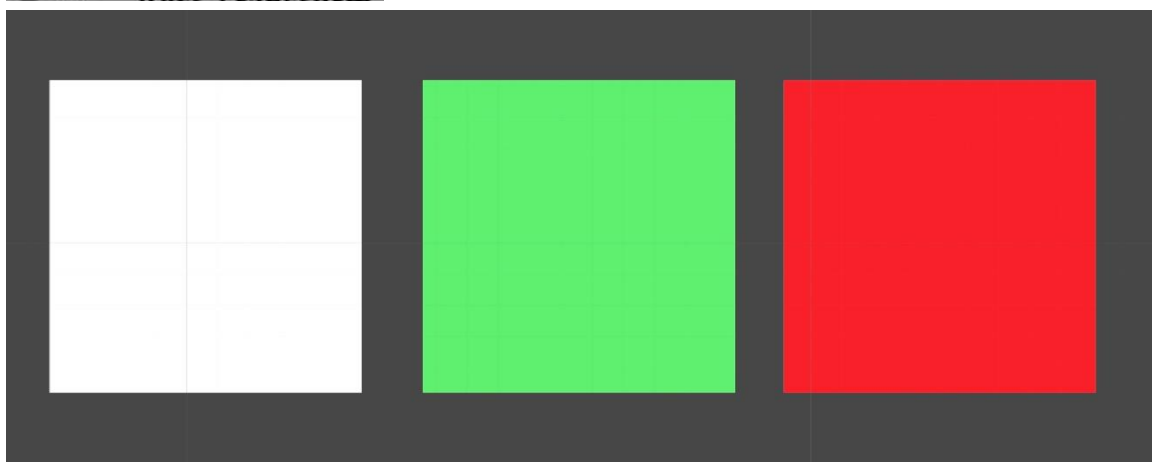
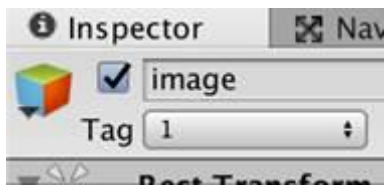
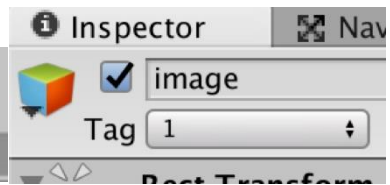
**End Drag (BaseEventData)**

Runtime Or  $\updownarrow$  DragAndDrop.Drag  $\updownarrow$

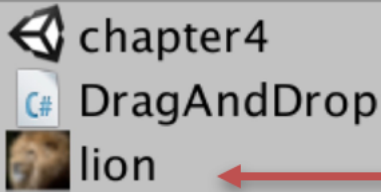
image  $\odot$

A red arrow points from the right side of the "End Drag (BaseEventData)" header to the "image" field.

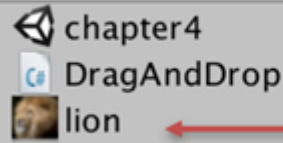




Assets ▶ chapter4



Assets ▶ chapter4



Inspector

Navigation



lion Import Settings



Open

|                 |                    |
|-----------------|--------------------|
| Texture Type    | Sprite (2D and UI) |
| Sprite Mode     | Multiple           |
| Packing Tag     |                    |
| Pixels Per Unit | 1000               |

Sprite Editor

Inspector

Navigation



lion Import Settings



Open

|                 |                    |
|-----------------|--------------------|
| Texture Type    | Sprite (2D and UI) |
| Sprite Mode     | Multiple           |
| Packing Tag     |                    |
| Pixels Per Unit | 1000               |

Sprite Editor

Revert Apply


Revert Apply

Texture Type

Sprite Mode

Packing Tag

Pixels Per Unit




Texture Type

Sprite Mode


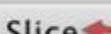
Packing Tag

Pixels Per Unit



Sprite Editor

Sprite Editor

Type


Column & Row C  R

Offset X  Y

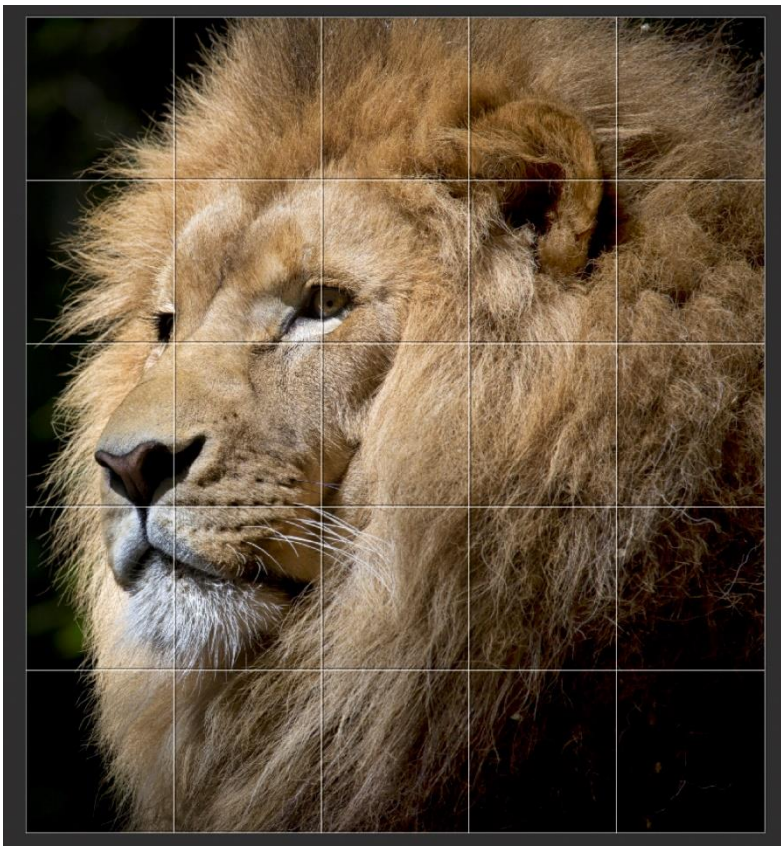
Padding X  Y

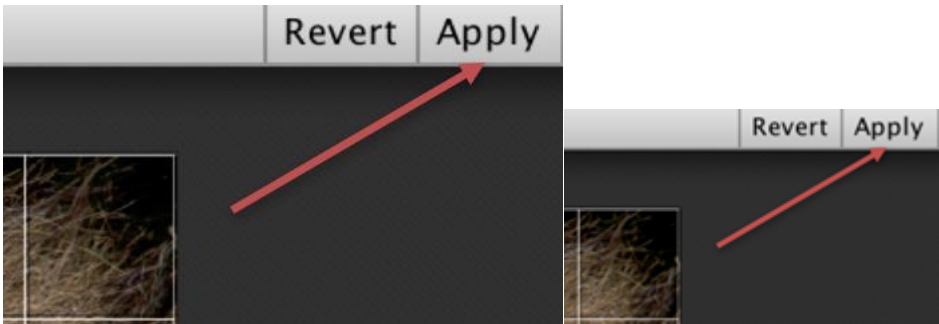
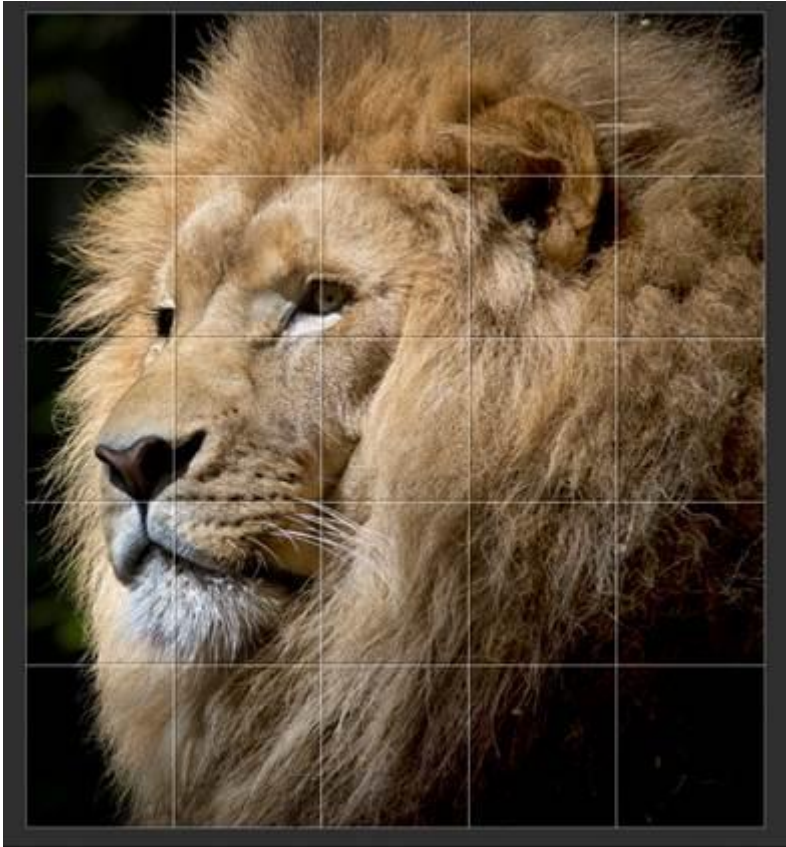
Pivot

Custom Pivot X  Y

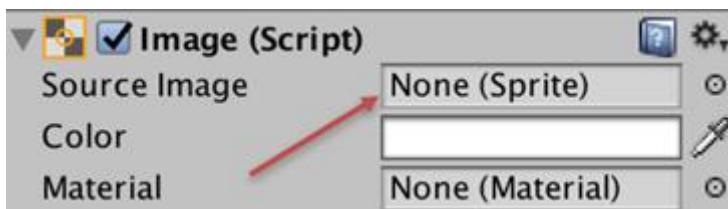
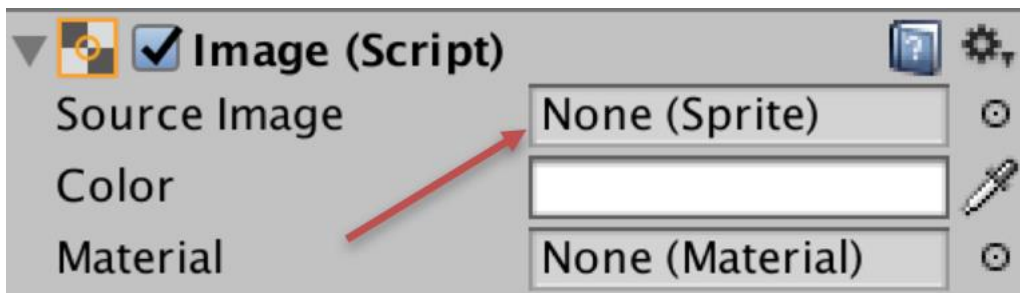
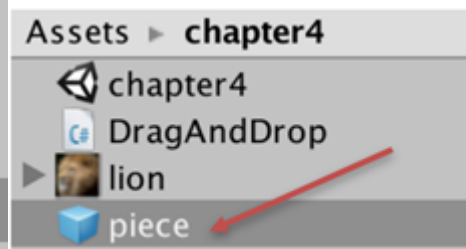
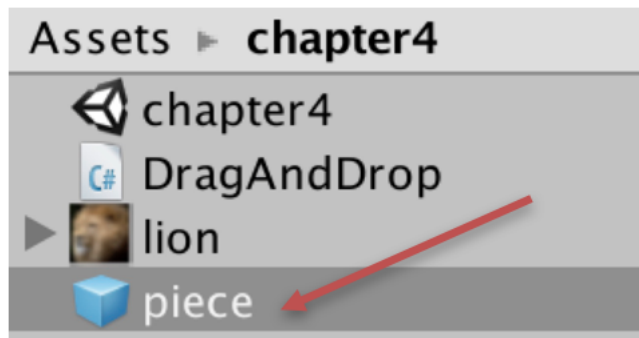
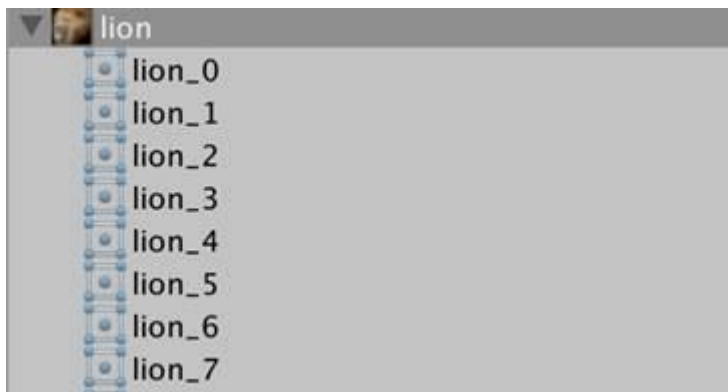


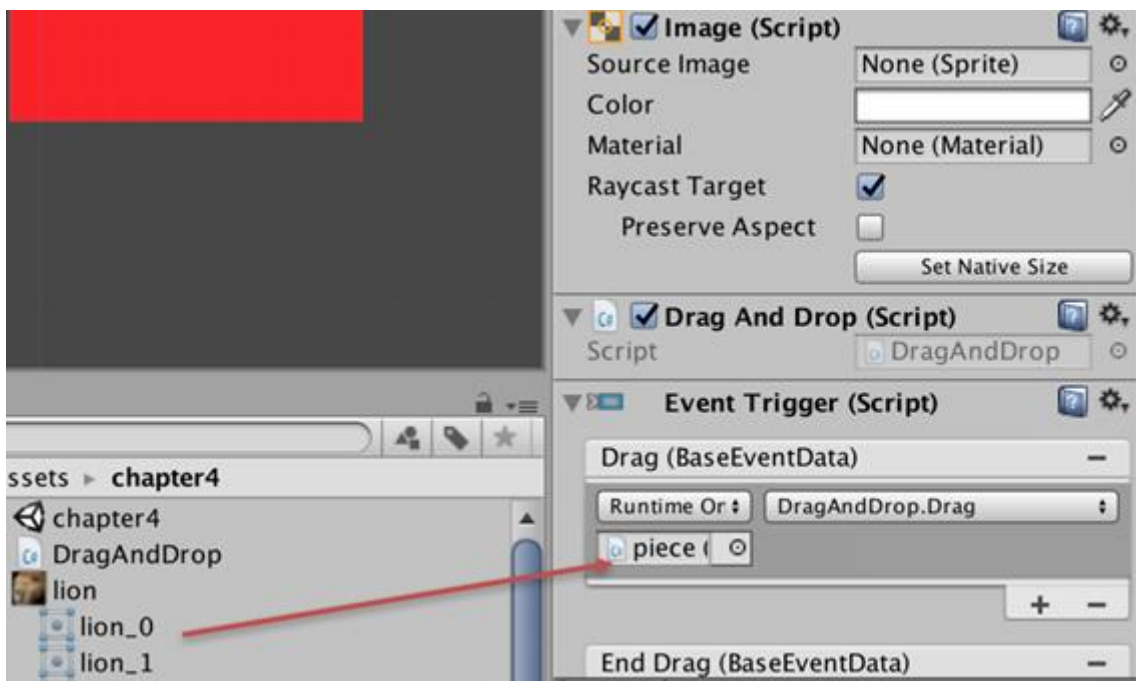
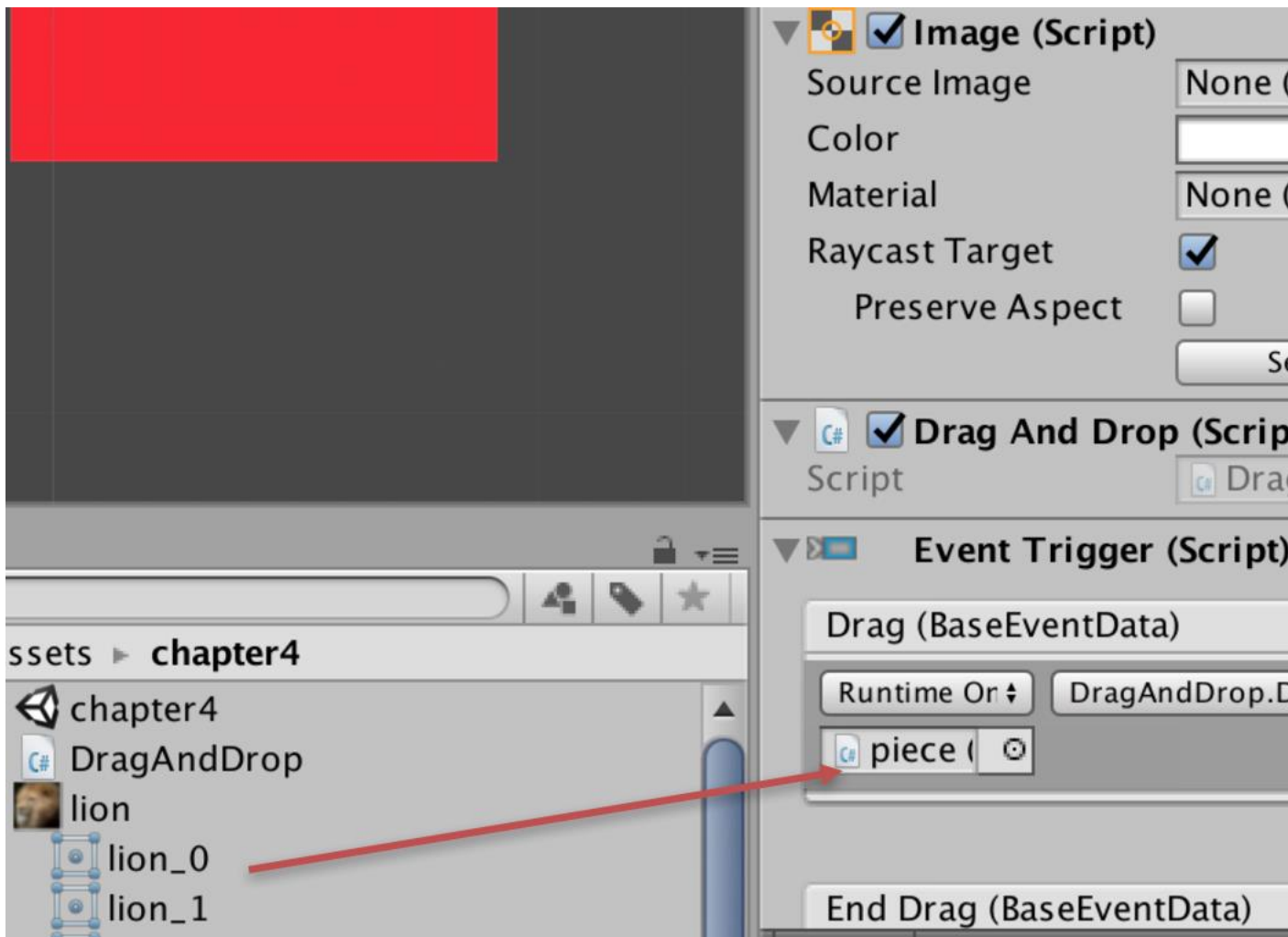
|                                      |                    |     |
|--------------------------------------|--------------------|-----|
| Type                                 | Grid By Cell Count |     |
| Column & Row                         | C 5                | R 5 |
| Offset                               | X 0                | Y 0 |
| Padding                              | X 0                | Y 0 |
| Pivot                                | Center             |     |
| Custom Pivot                         | X 0                | Y 0 |
| <input type="button" value="Slice"/> |                    |     |

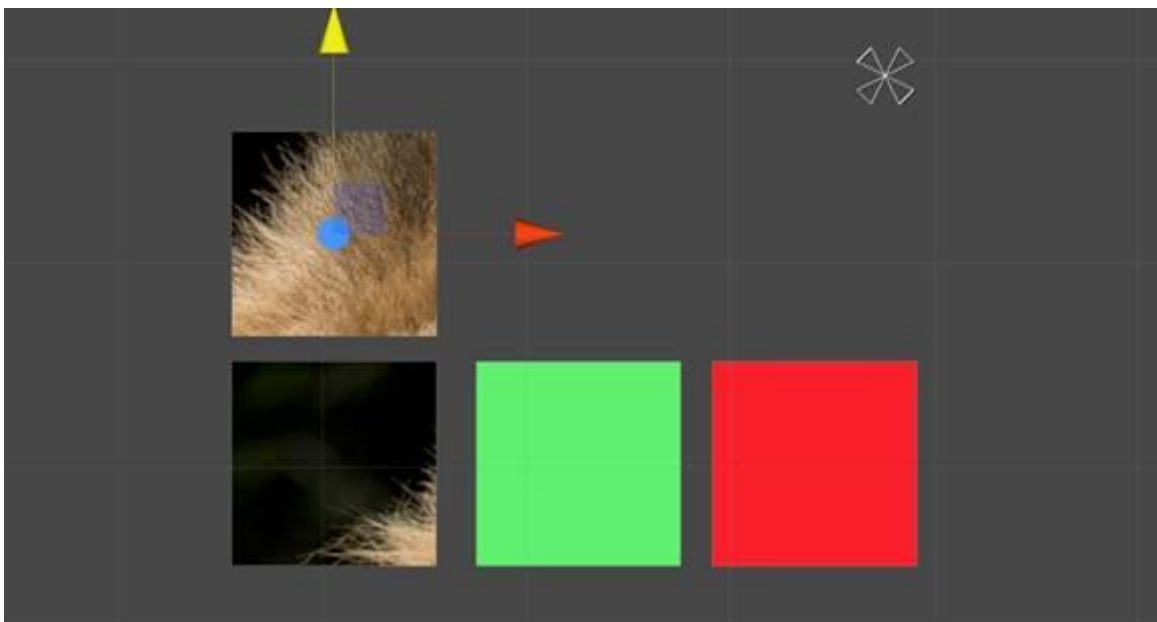
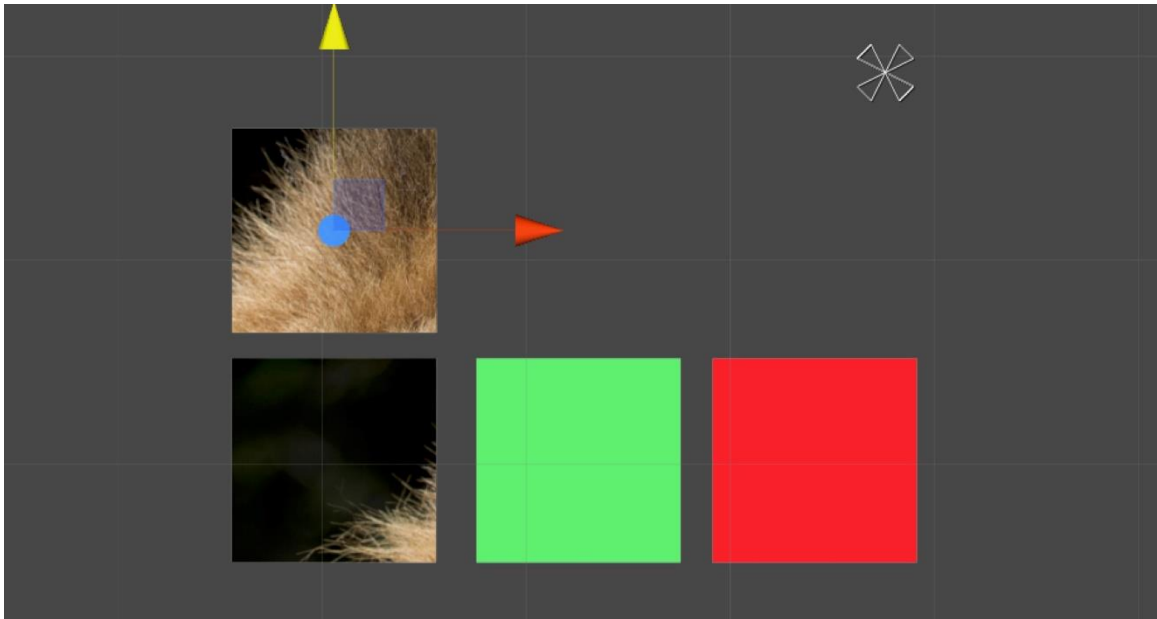




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- lion\_3
- lion\_4
- lion\_5
- lion\_6
- lion\_7







Inspector Navigation

centerOfTheScreen  Static

Tag Untagged Layer UI

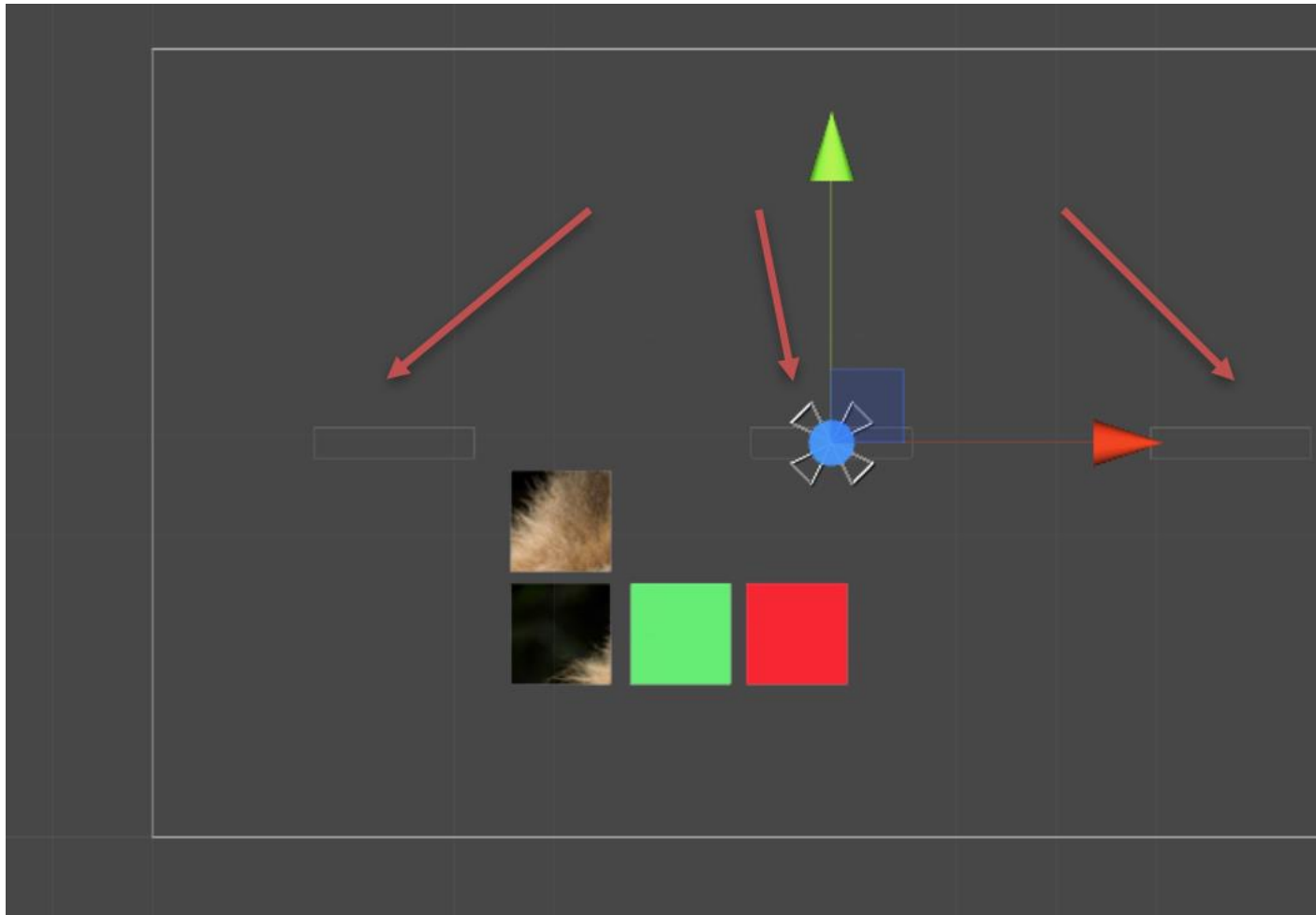
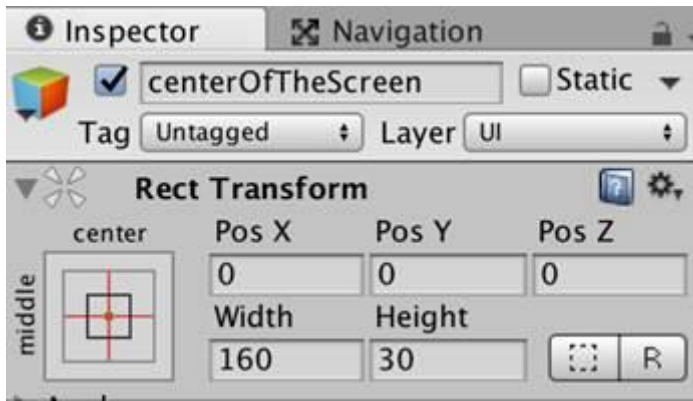
**Rect Transform**

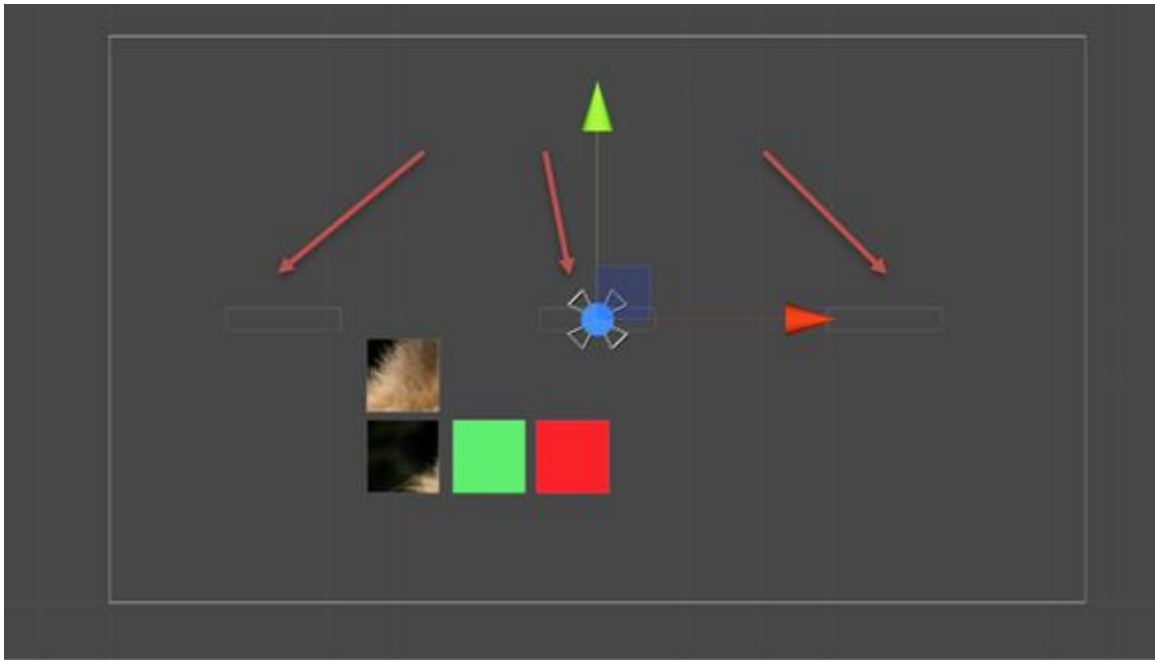
center

middle

|       |        |       |
|-------|--------|-------|
| Pos X | Pos Y  | Pos Z |
| 0     | 0      | 0     |
| Width | Height |       |
| 160   | 30     |       |

[ ] [ R ]



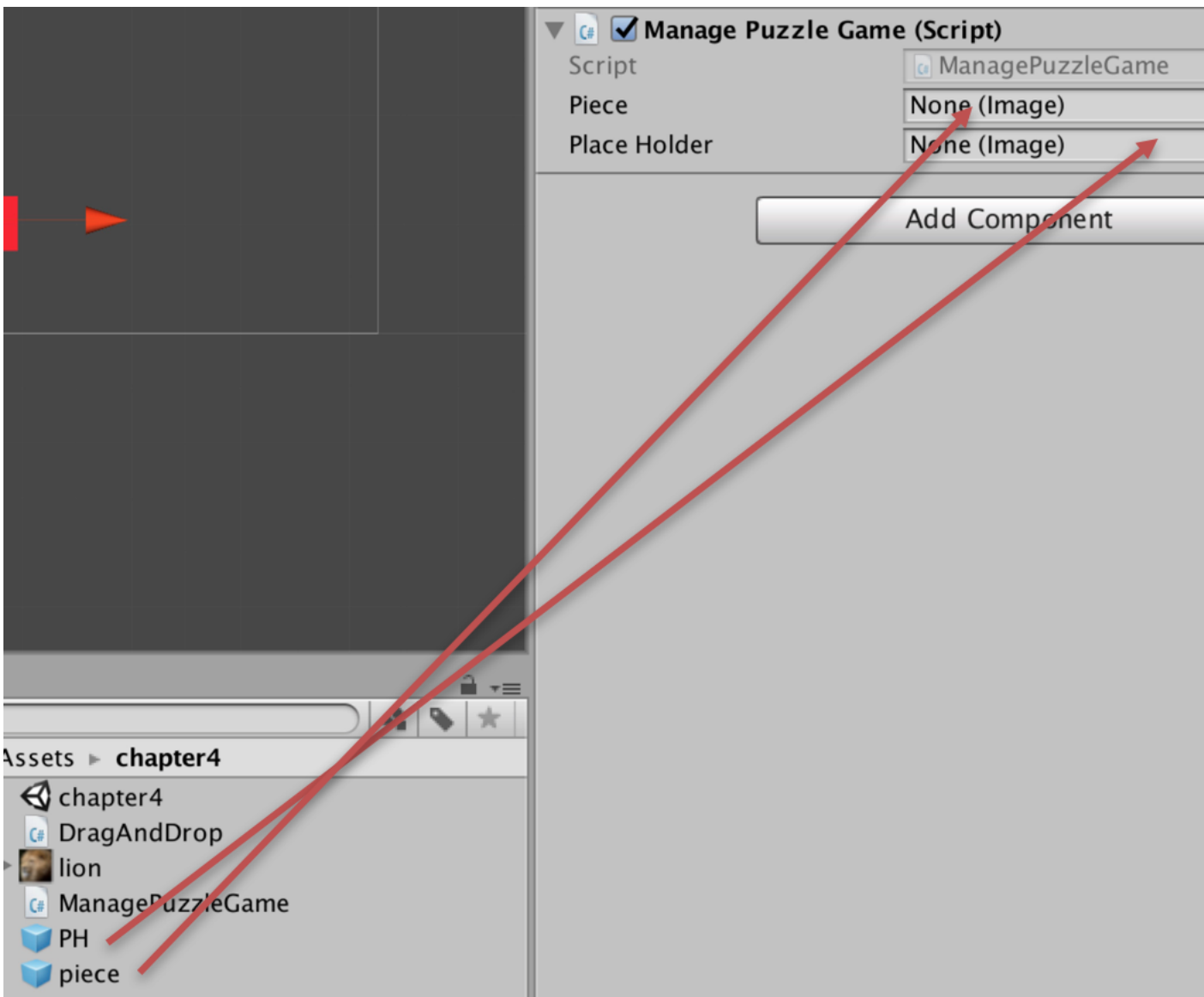
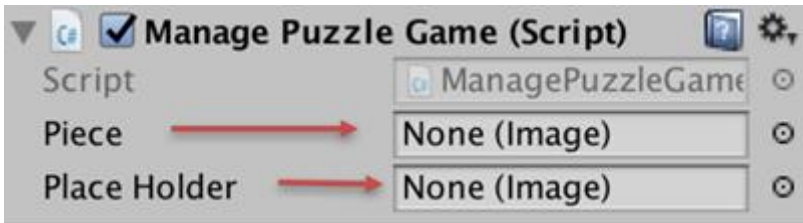
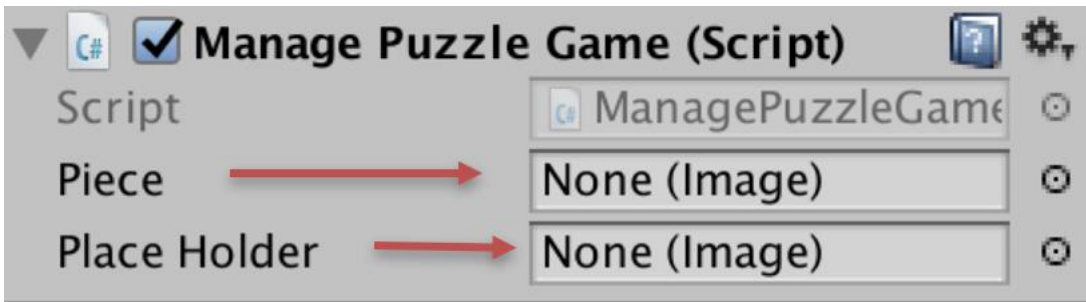


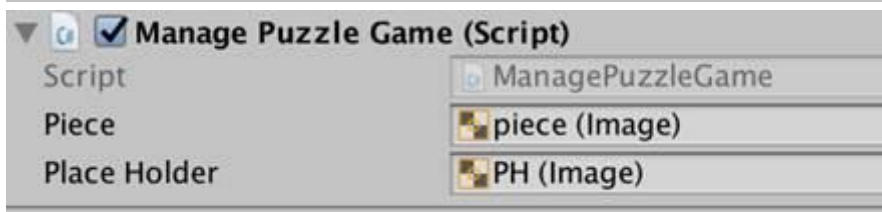
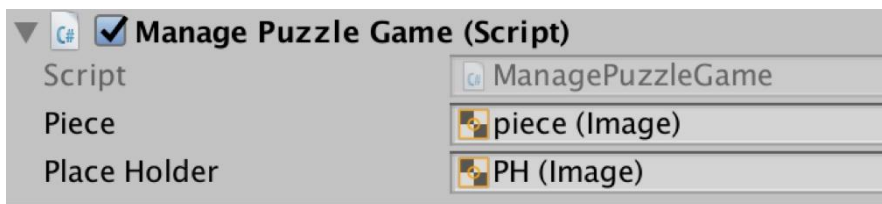
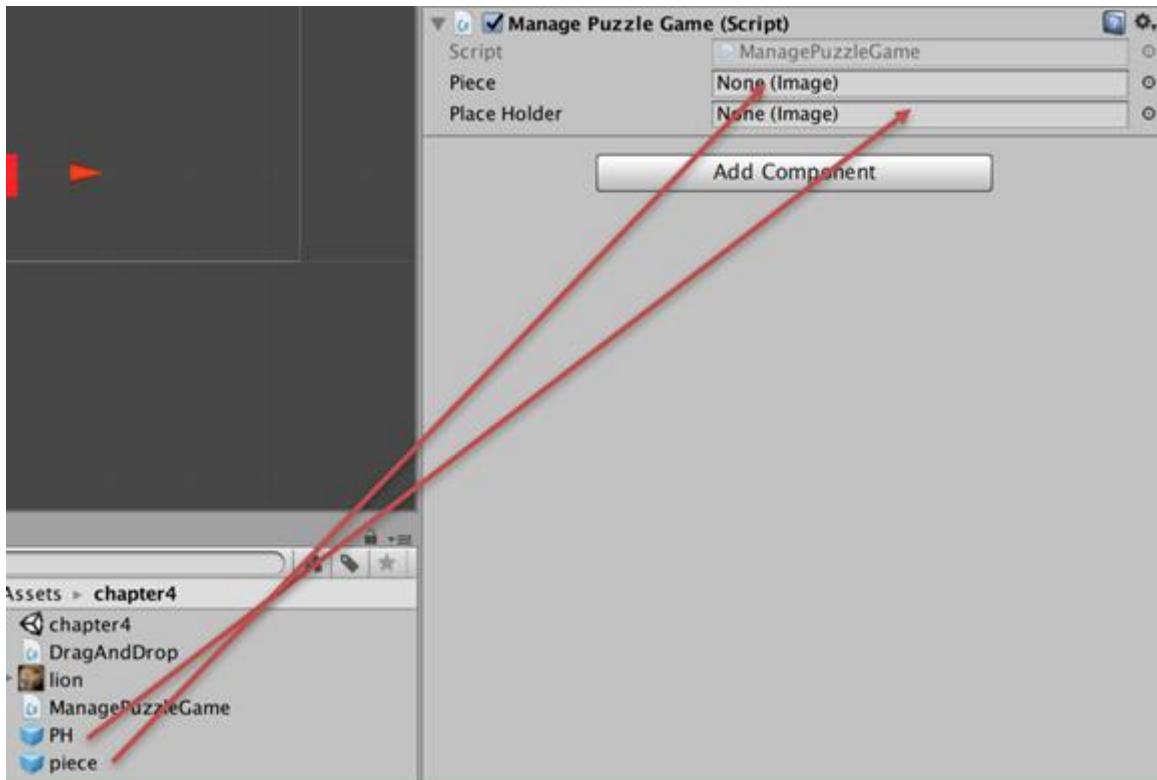
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| Tag 15 | 15 |
| Tag 16 | 16 |
| Tag 17 | 17 |
| Tag 18 | 18 |
| Tag 19 | 19 |
| Tag 20 | 20 |
| Tag 21 | 21 |
| Tag 22 | 22 |
| Tag 23 | 23 |
| Tag 24 | 24 |
| Tag 25 | 25 |

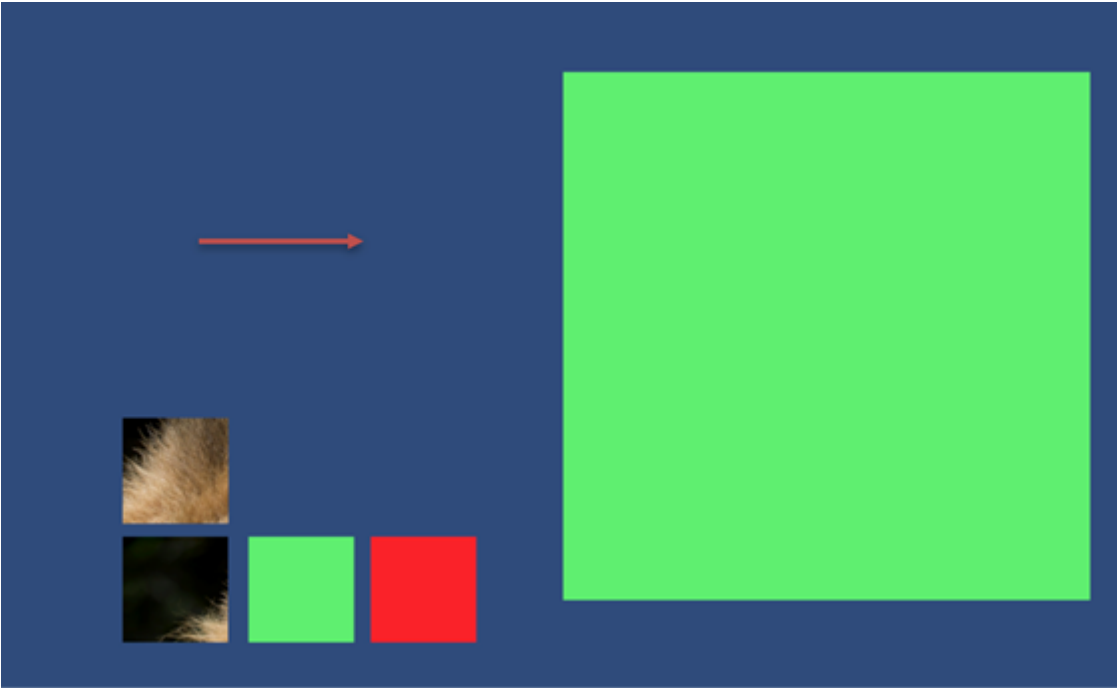
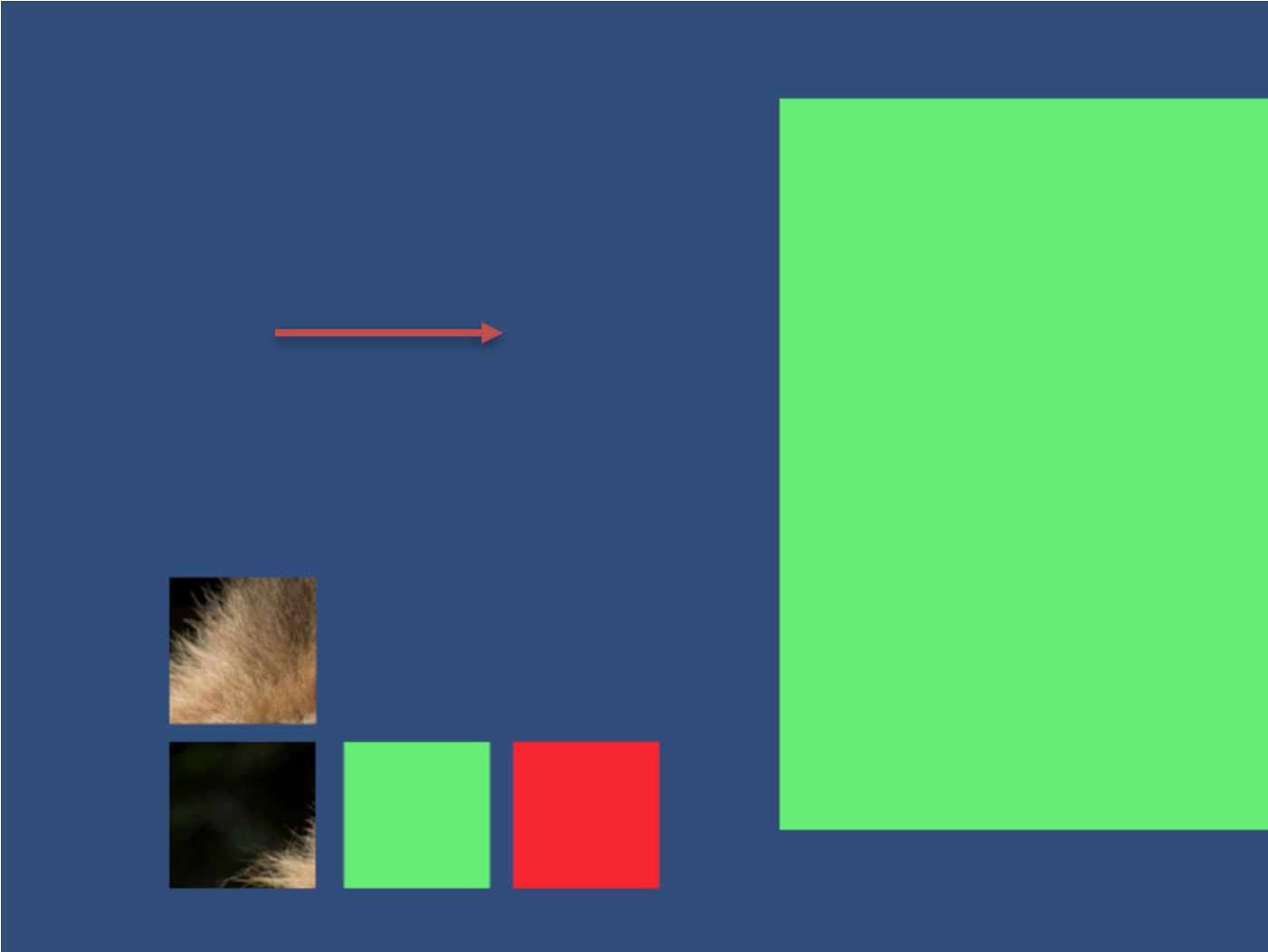
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| Tag 25 | 25 |

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