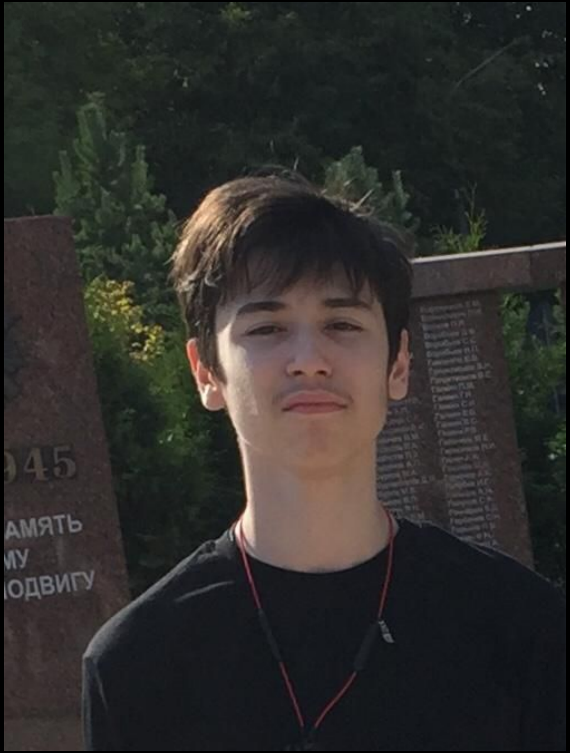
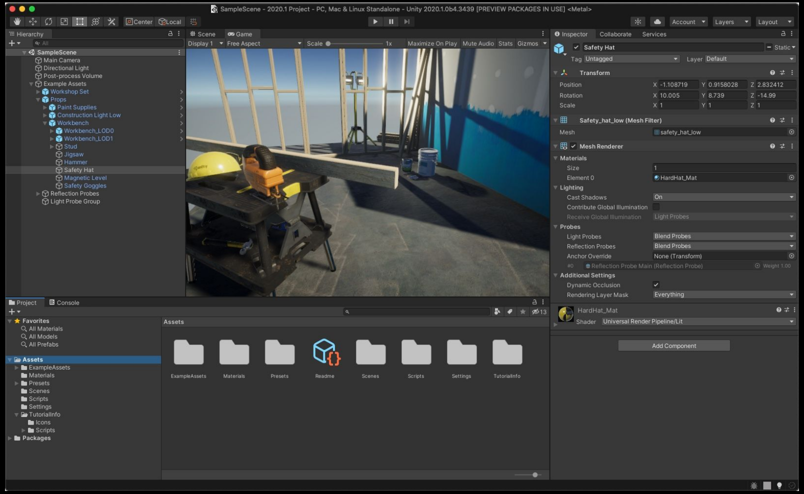

945
АМЯТЬ
МУ
ОДВИГУ

хайтек+


SampleScene - 2020.1 Project - PC, Mac & Linux Standalone - Unity 2020.1.0b4.3439 [PREVIEW PACKAGES IN USE] <Metal>
Center
Local
Account
Layers
Layout
Hierarchy
SampleScene
Main Camera
Directional Light
Post-process Volume
Example Assets
Workshop Set
Props
Paint Supplies
Construction Light Low
Workbench
Workbench_LOD0
Workbench_LOD1
Stud
Jigsaw
Hammer
Safety Hat
Magnetic Level
Safety Goggles
Reflection Probes
Light Probe Group
Scene
Game
Display 1
Free Aspect
Scale
1x
Maximize On Play
Mute Audio
Stats
Gizmos
Project
Console
Favorites
All Materials
All Models
All Prefabs
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ExampleAssets
Materials
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Icons
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Packages
Assets
ExampleAssets
Materials
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Readme
Scenes
Scripts
Settings
TutorialInfo
Inspector
Collaborate
Services
Add Component

☑ Safety Hat — Static

Tag Untagged — Layer Default

Transform

Position X -1.108719 Y 0.9158028 Z 2.832412

Rotation X 10.005 Y 8.739 Z -14.99

Scale X 1 Y 1 Z 1

Safety_hat_low (Mesh Filter)

Mesh safety_hat_low

☑ **Mesh Renderer**

Materials

Size 1

Element 0 HardHat_Mat

Lighting

Cast Shadows On

Contribute Global Illumination ☐

Receive Global Illumination Light Probes

Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

#0 Reflection Probe Main (Reflection Probe) Weight 1.00

Additional Settings

Dynamic Occlusion ☑

Rendering Layer Mask Everything

HardHat_Mat

Shader Universal Render Pipeline/Lit