

Intro to Unity

The Unity GUI



Working with the Canvas

- ⚙ There are many different GUI elements: panels, text, images, sliders, and lots others.
- ⚙ All these elements must be placed on a canvas.
- ⚙ The canvas has three render modes:
 - ⚙ Screen Space - Overlay
 - ⚙ Screen Space - Camera
 - ⚙ World Space

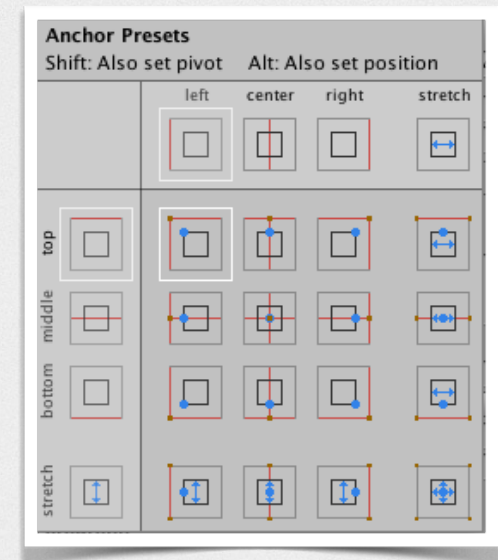
The Rect Tool

- ⚙️ A new tool used transform, rotate, and scale GUI elements.
- ⚙️ Allows you to change the pivot location of an element on the fly.
- ⚙️ Can also be used in conjunction with 3D objects as well.

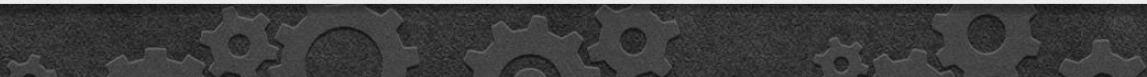


Anchors

- ⚙️ Indicate where you want to anchor a GUI element
- ⚙️ Element are moved relative to their anchors.
- ⚙️ There are many anchor presets available.
- ⚙️ Anchors can be moved anywhere on a canvas.



Demo



Challenge

