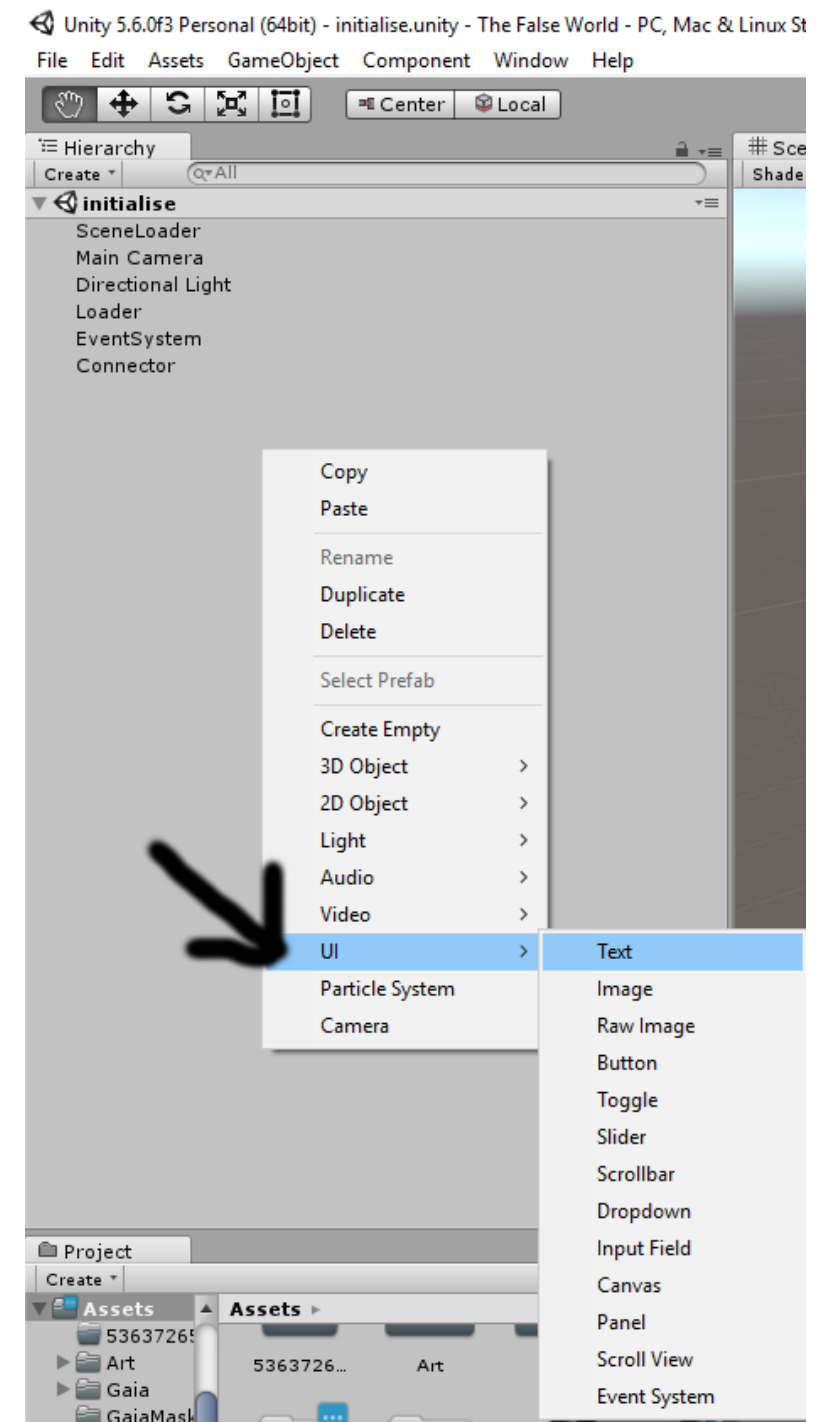# Introduction to Unity:
UI – Text GameObjects!

Mr. Neat

What are first steps?

1.) Right click.
2.) Navigate to UI.
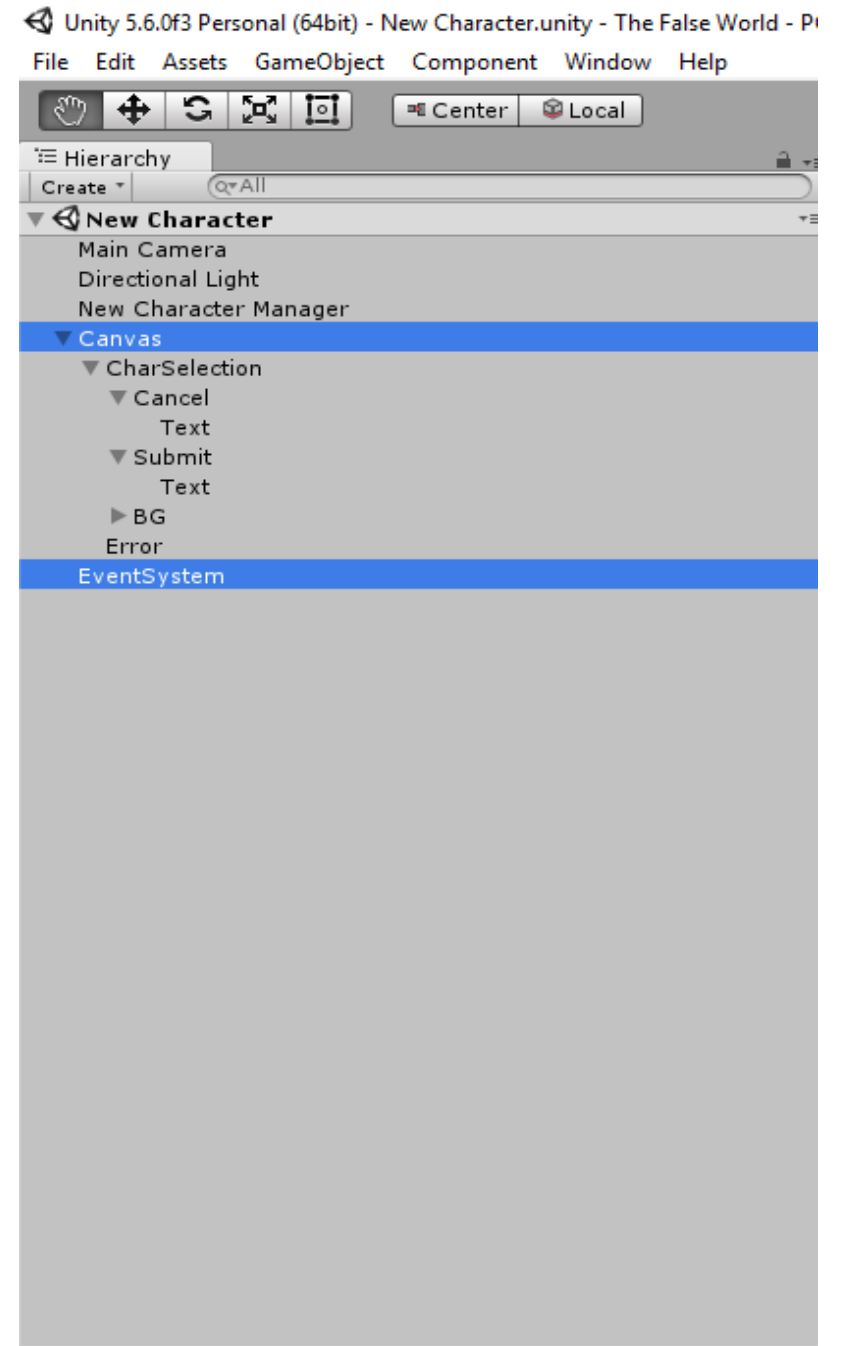3.) Navigate to the UI piece you want.

DON'T FREAK OUT

You may notice that three objects were created, instead of one

WHY IS THIS?
- One object is the one you wanted to create.
- One object is called "Canvas", and is a parent for all UI.
- One object is called "EventSystem", and handles any
  UI interactions, such as buttons.

For the most part, ignore
Canvas and EventSystem

Text

- Right click and create text.

- Navigate to the object

- Under the inspector, you'll notice a
  new component, called "Text(Script)"

- The top variable, "Text", is what the client sees.
  You edit many variables of the text component.

- Set Horizontal Overflow and Vertical Overflow
  to "Overflow"
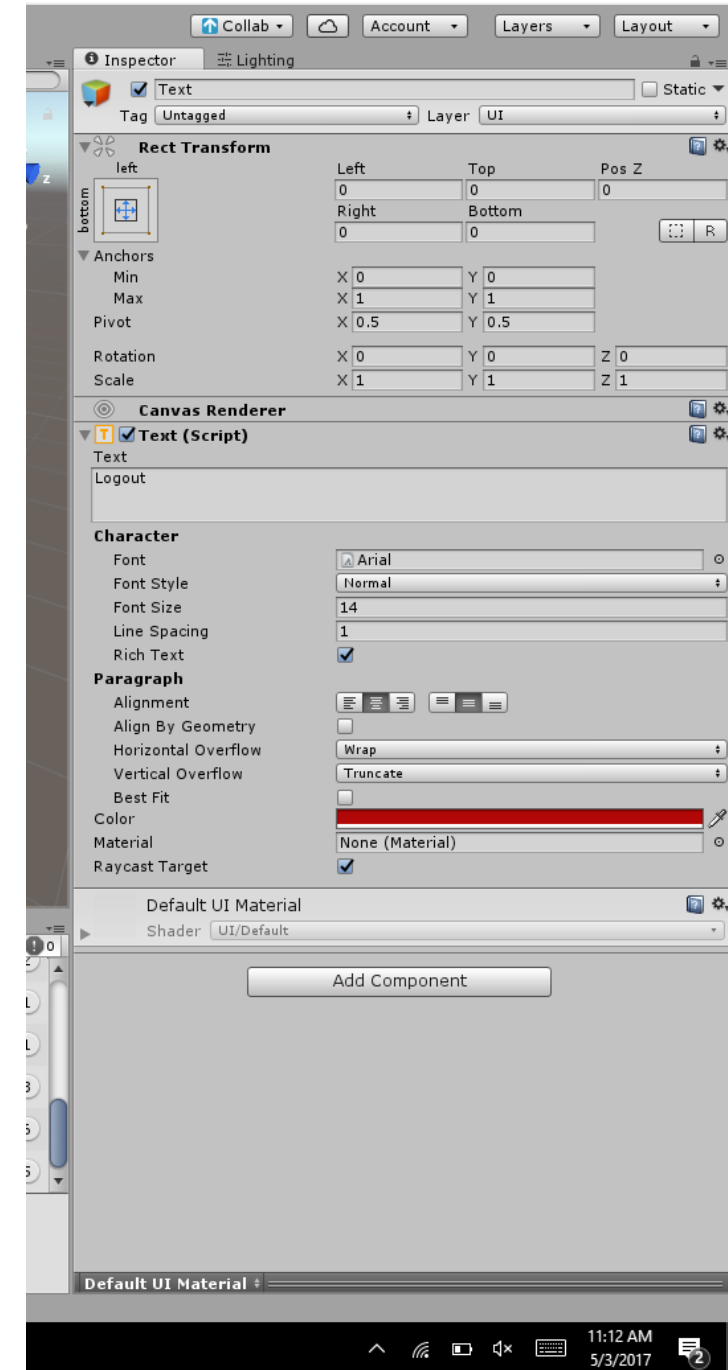
Refer to the video for the remainder of the directions on making a Text GameObject for your movie