

Separate Local / World / Screen Space "model"

1. We need a world Camera
↳ Game Object "Main Camera" → Transforms
↳ Component "Main Camera Component"
↳ Details, e.g. Background Color

2. Use a screen space Camera
↳ Game Object "Screen Space Camera"
↳ Details in component
↳ children are drawn in screen space

3. Use child transforms for local space

Convention change

- ↳ We need to add a transform Component