INTRO TO GAME DEVELOPMENT

WEEK 08 UI & Space

UI and Canvas

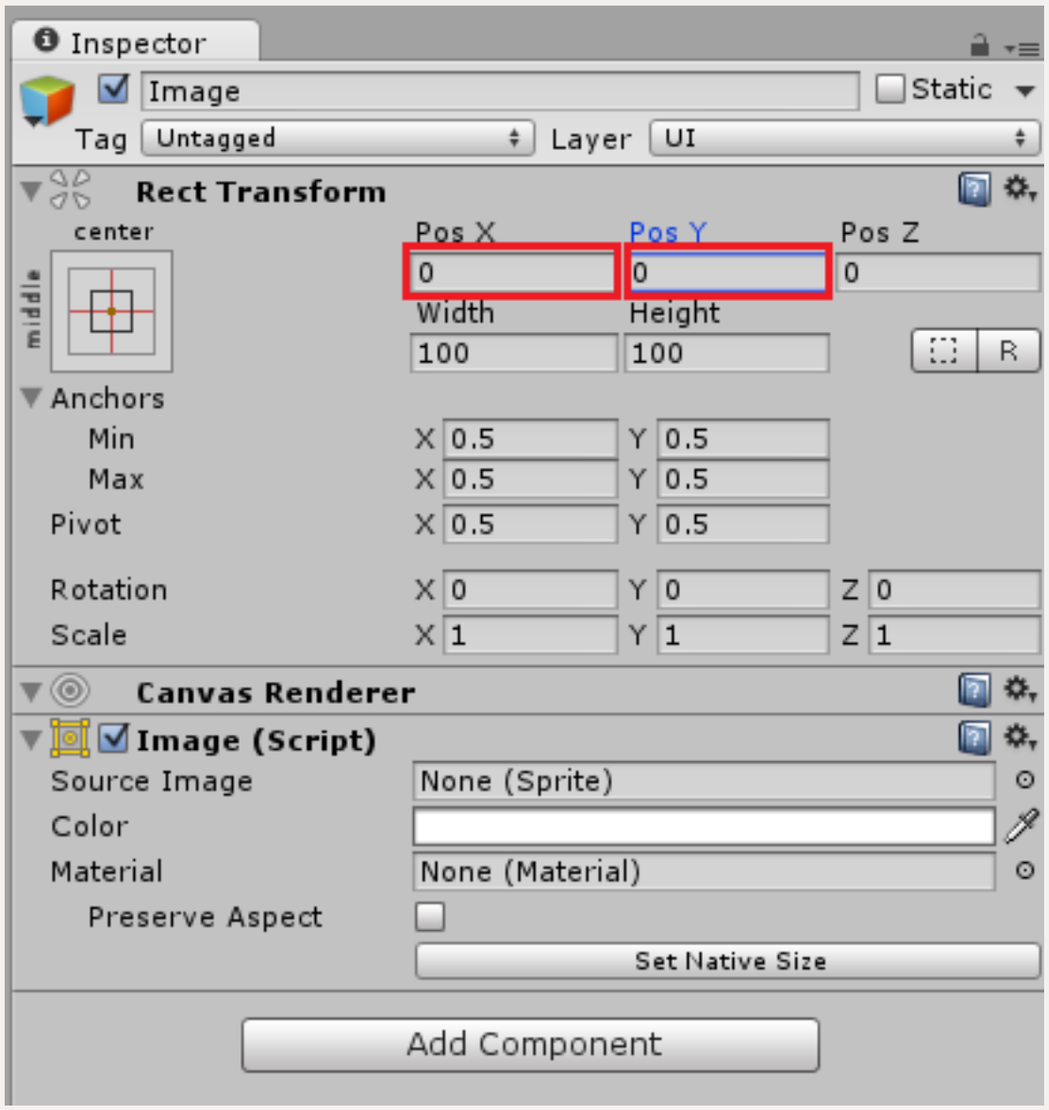
All of the UI in Unity is attached to a Canvas element. Add it from the Game Object>UI menu

Adding your first UI element will auto create one for you

Tutorials to follow along:
https://www.raywenderlich.com/114700/introduction-unity-ui-part-1

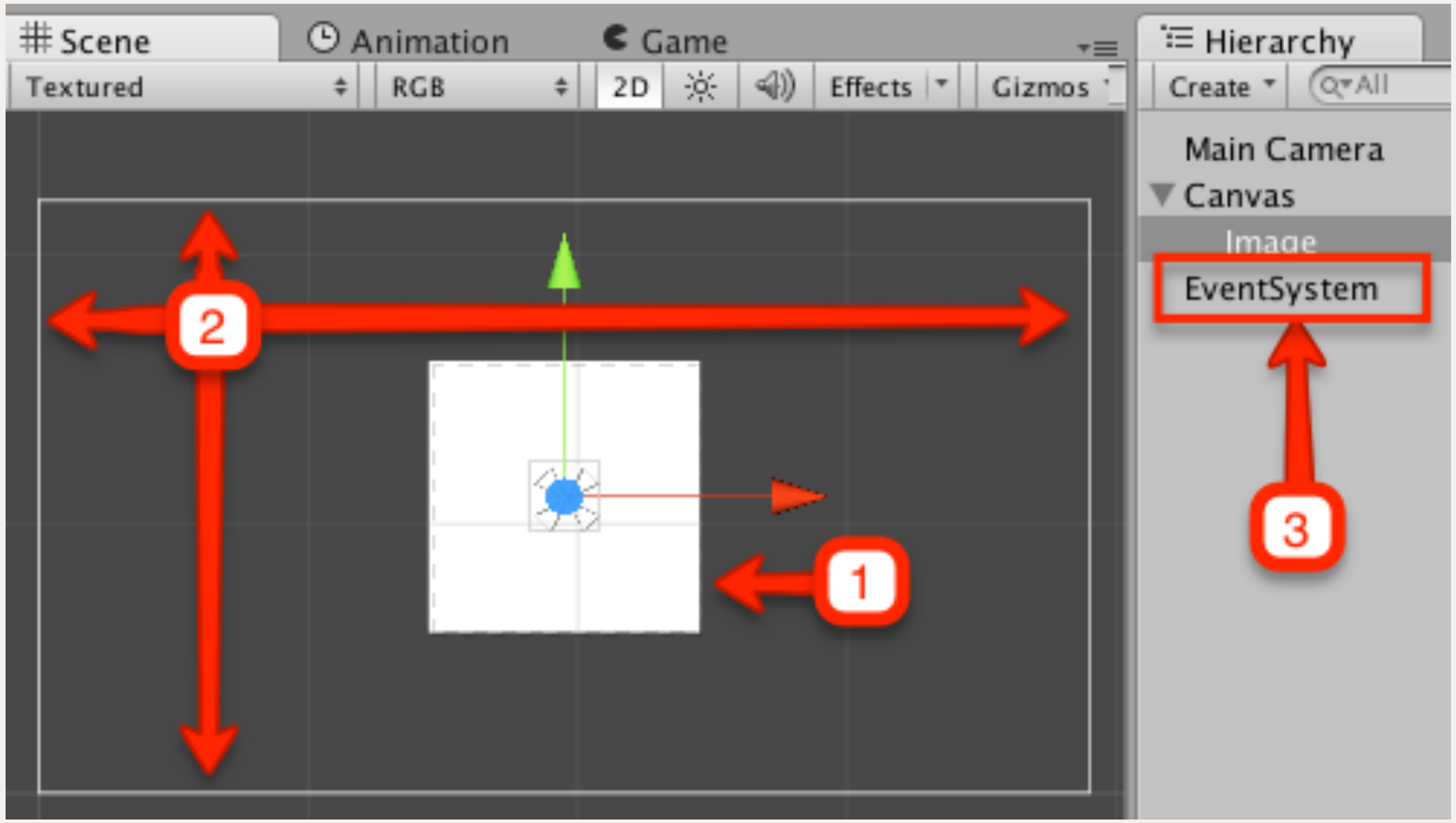
Rect Transform

Used to position elements within your canvas

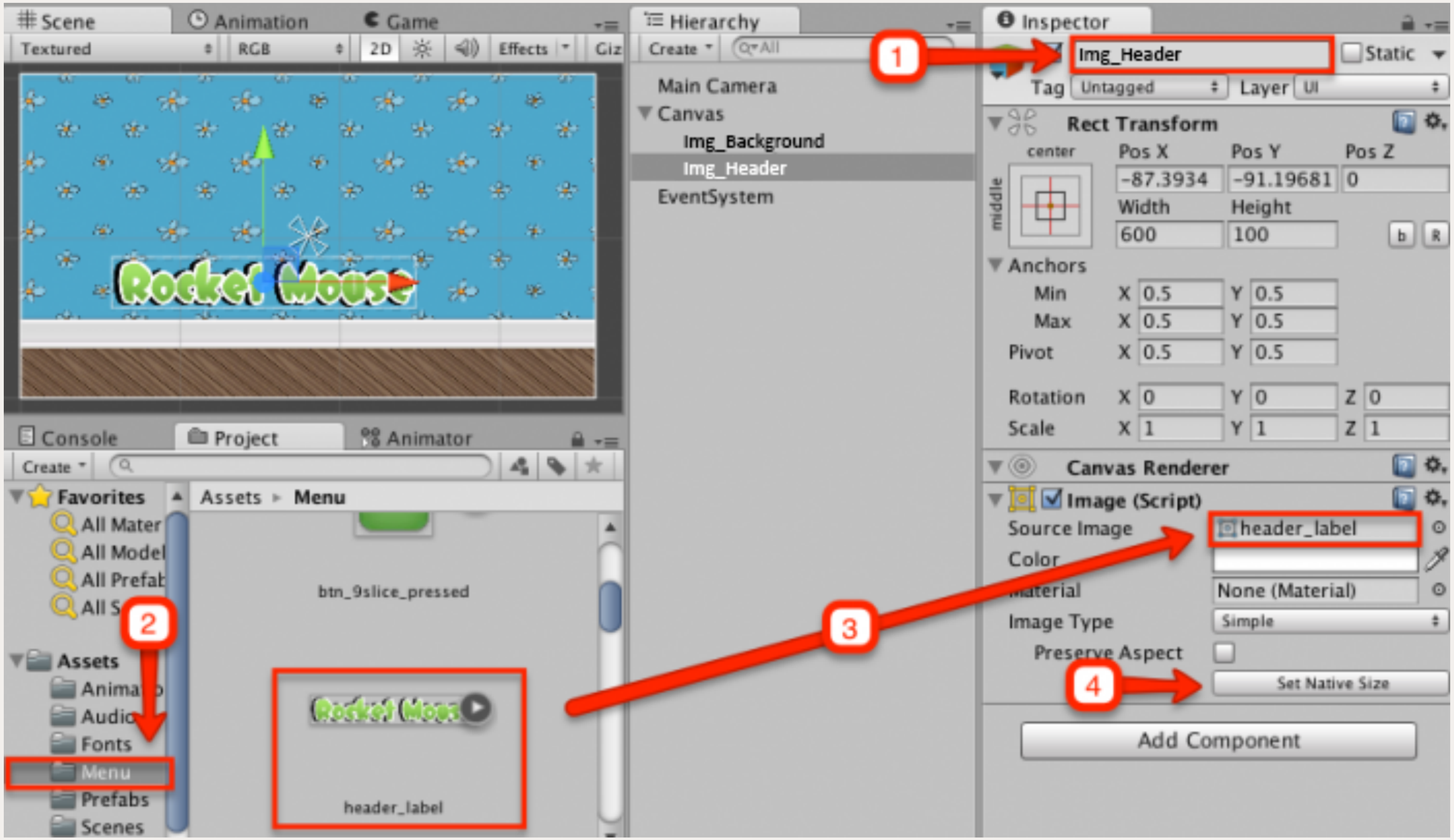


Elements in a system

Elements after adding an image to your canvas
1. Canvas 2. Image 3. Event System

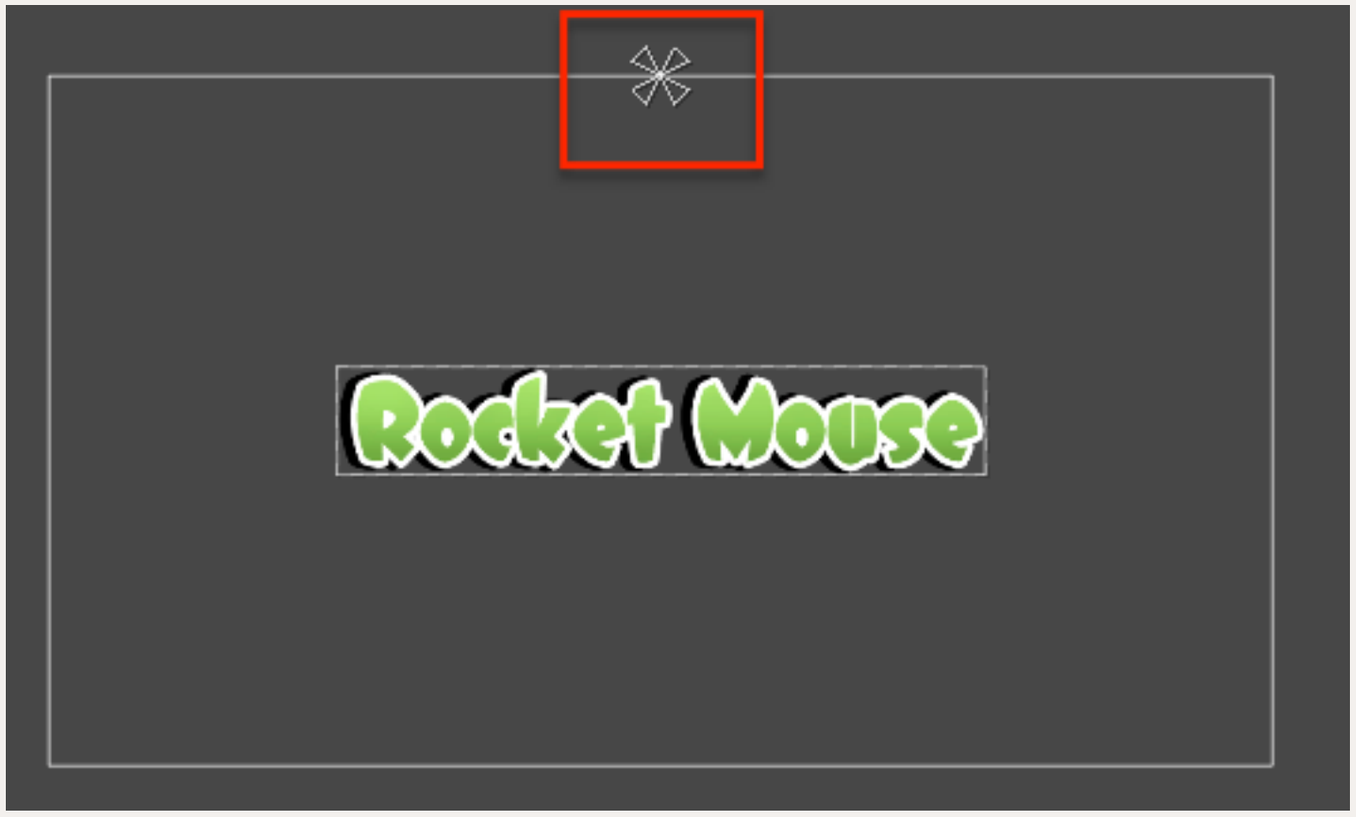


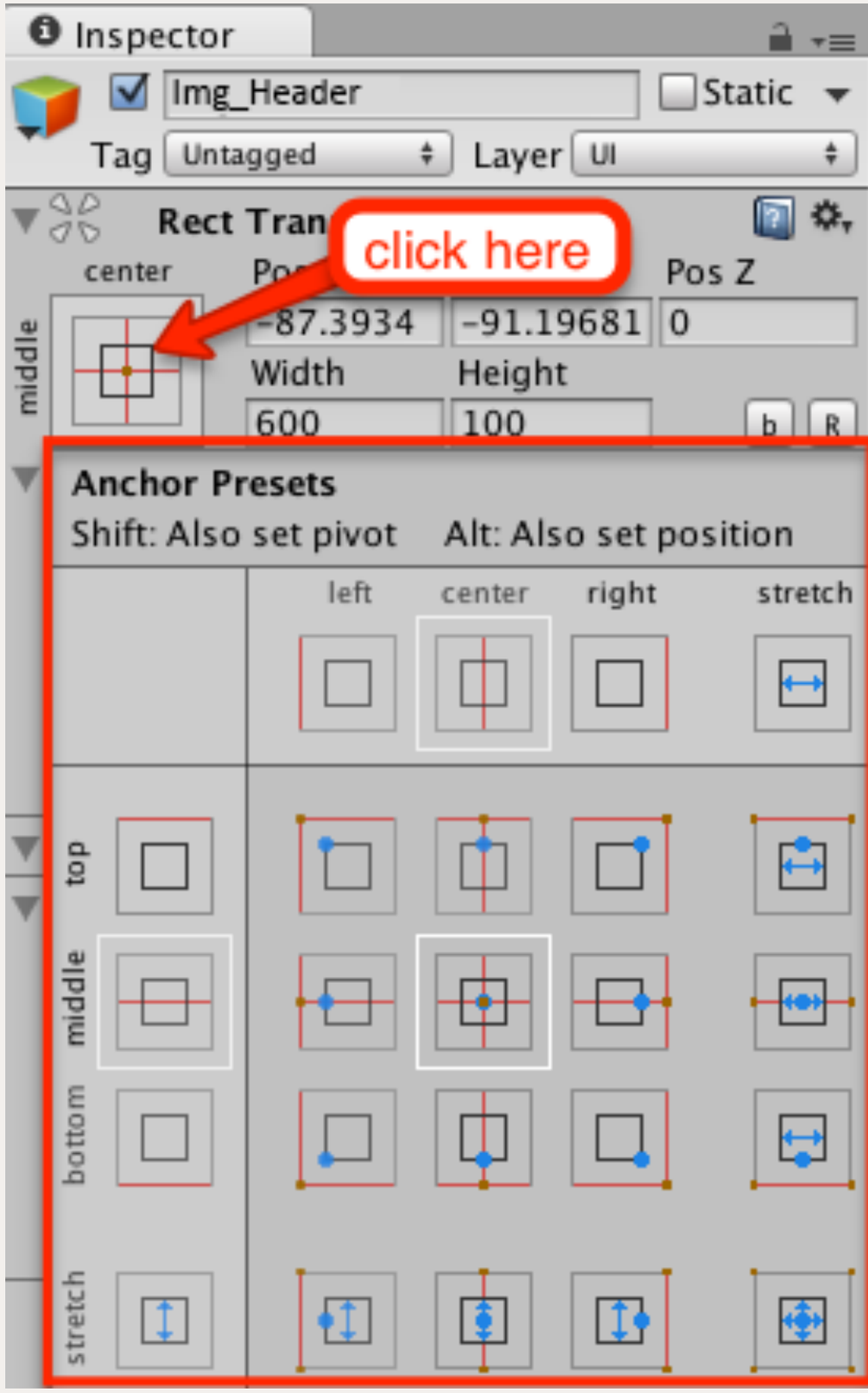
Setting up an image



Anchor points

Control the anchor points for this element
Can be set to presets or custom points
Can be split to indicate a specific area of the canvas
These change the rect transform in a way that's similar to absolutely vs relatively positioning w/HTML

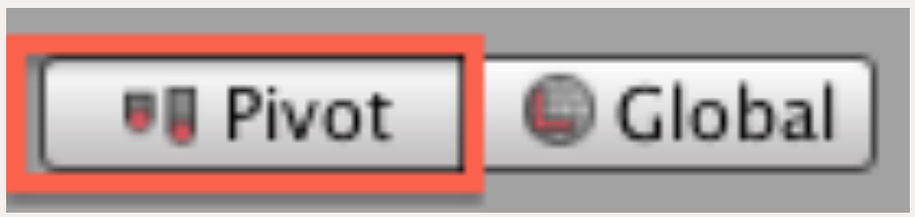




Pivot

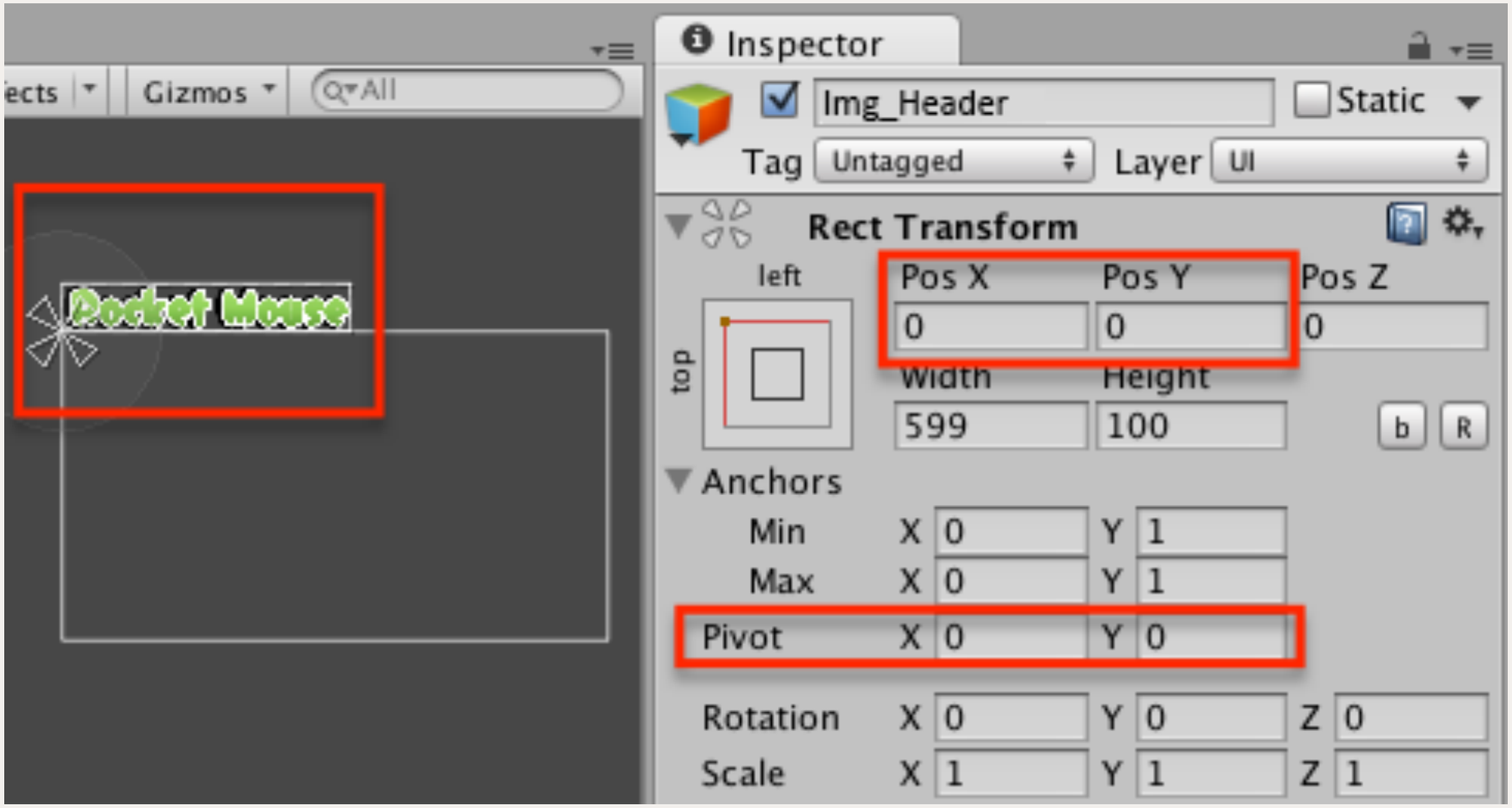
The Pivot is a point around which all transformations are made.

If you rotate your UI Element, it'll rotate around that point.



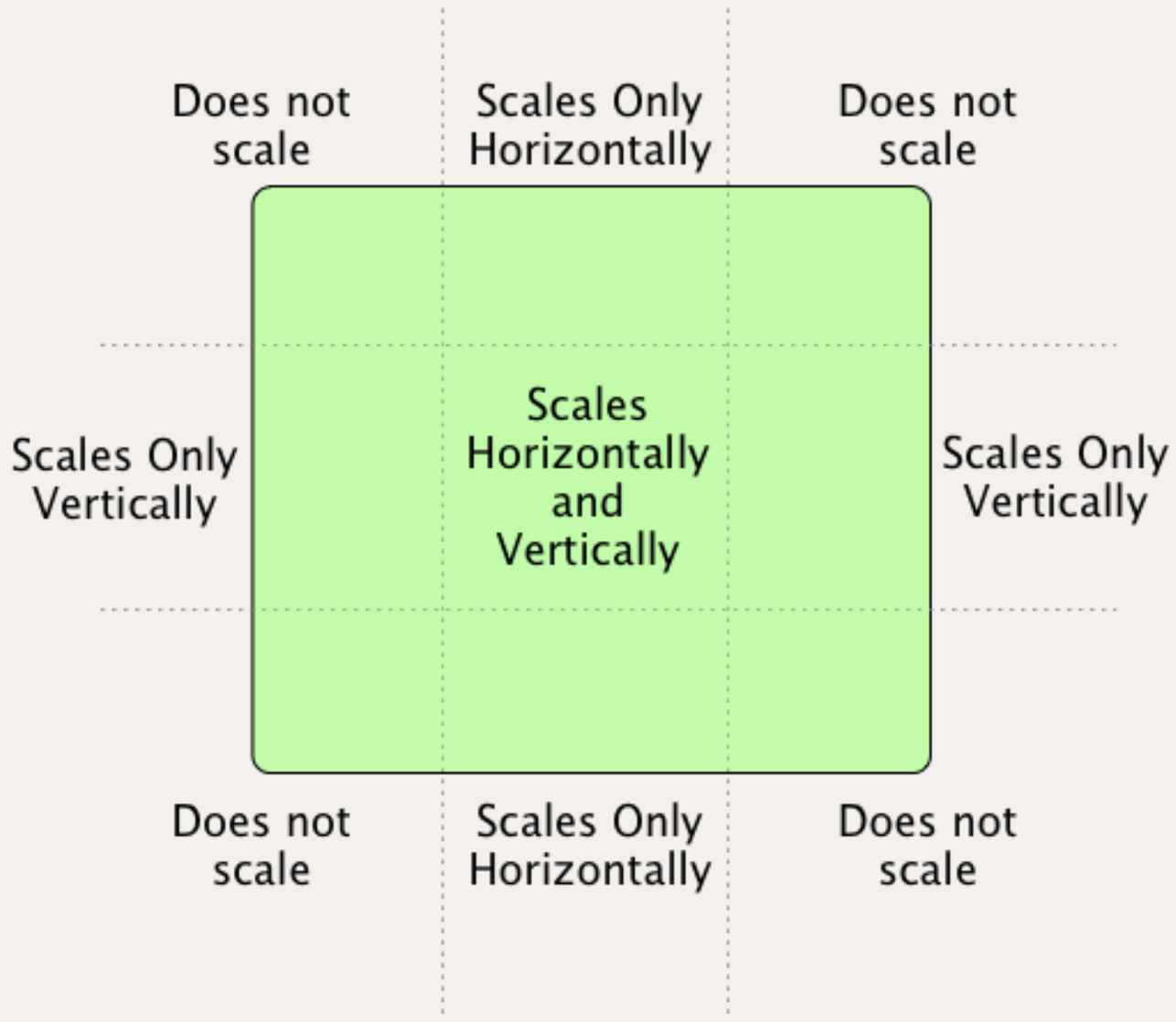
Pivot

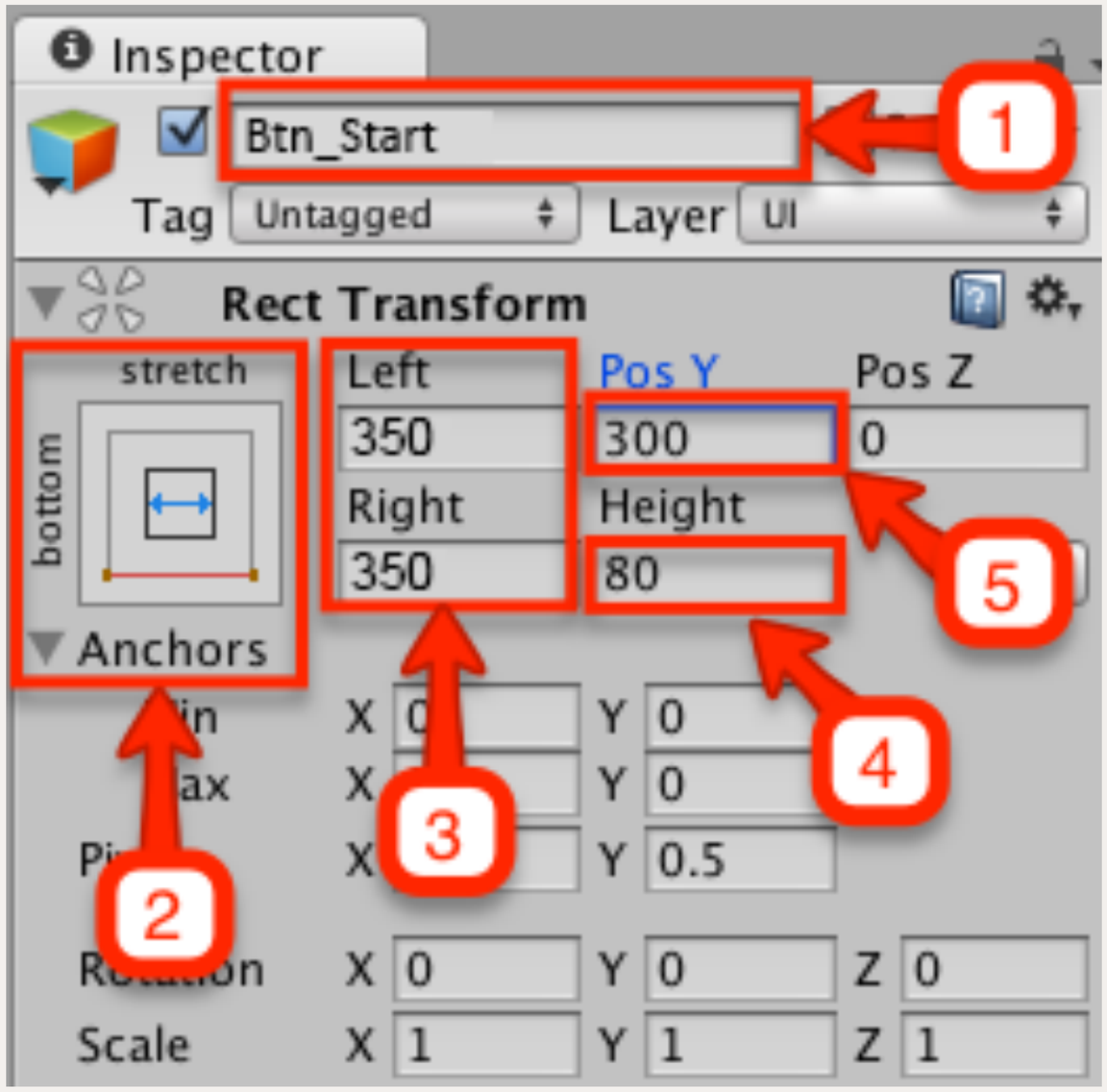
It's important to understand that the position of a UI Element is **set relative to the Anchors**. This is why (0,0) position means the distance from Anchors, which are set to top-left corner of the Canvas.



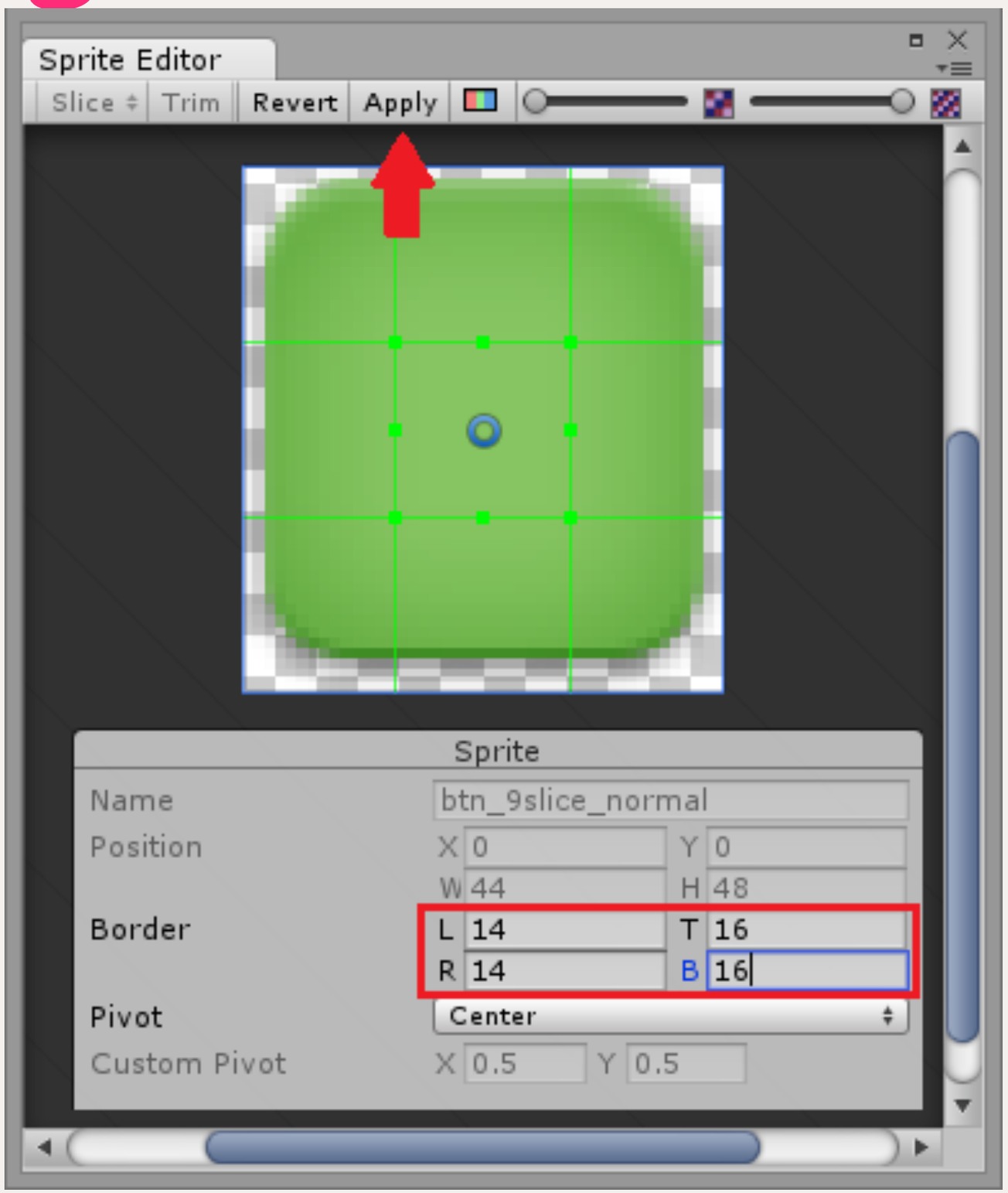
9slice

Buttons that have some sides that scale

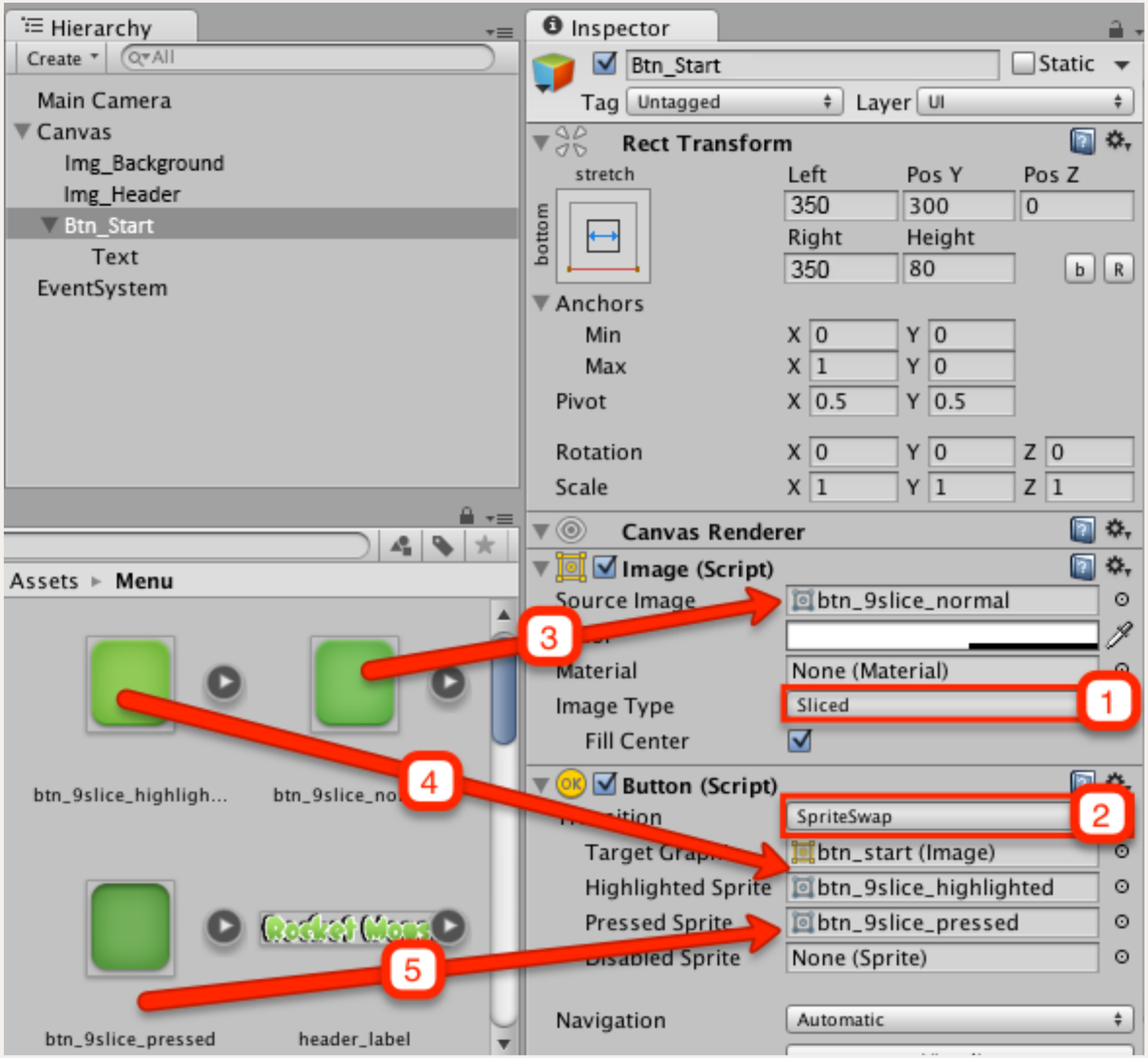




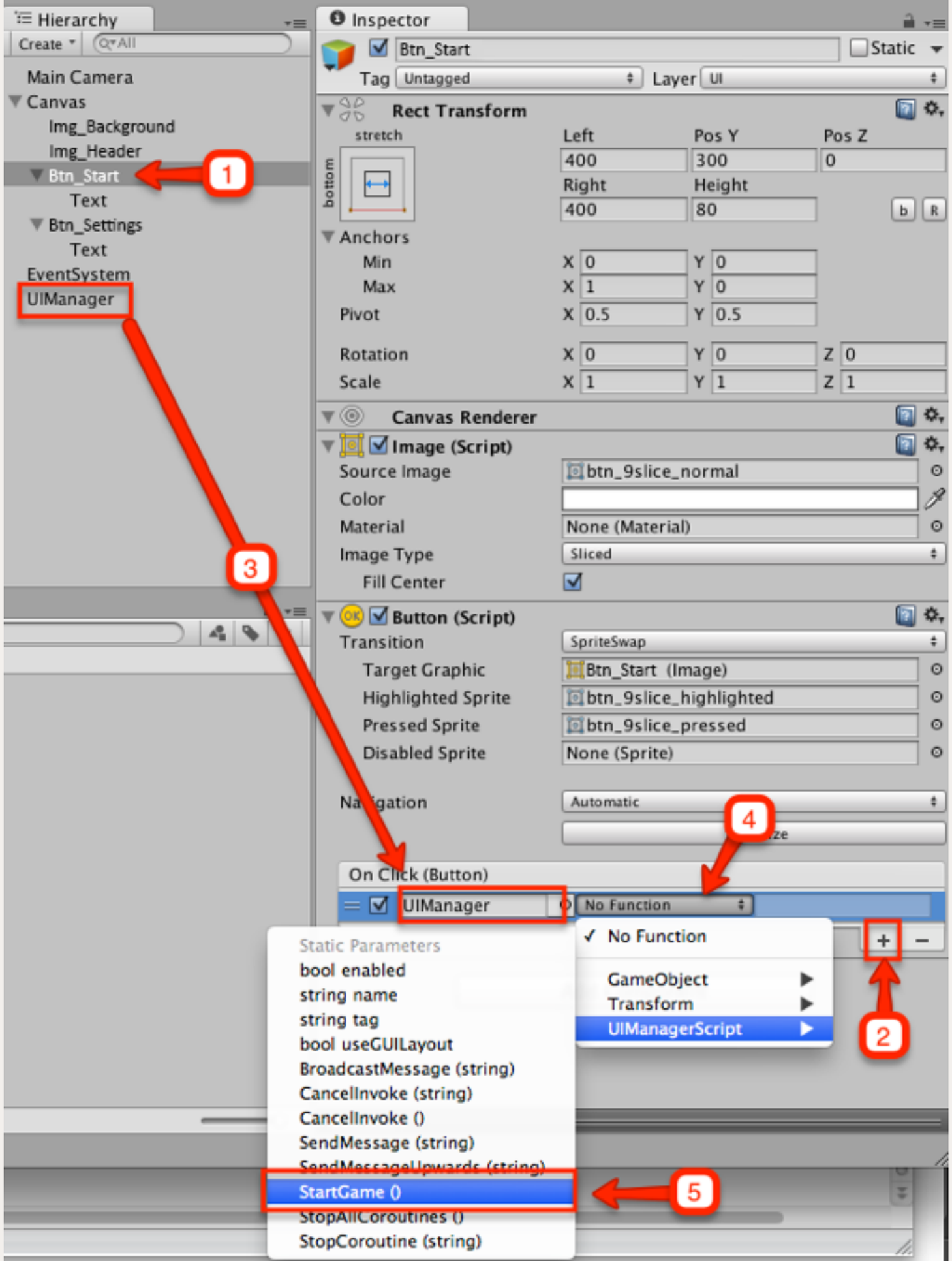
Settings for a 9 sliced btn



Setting rollover

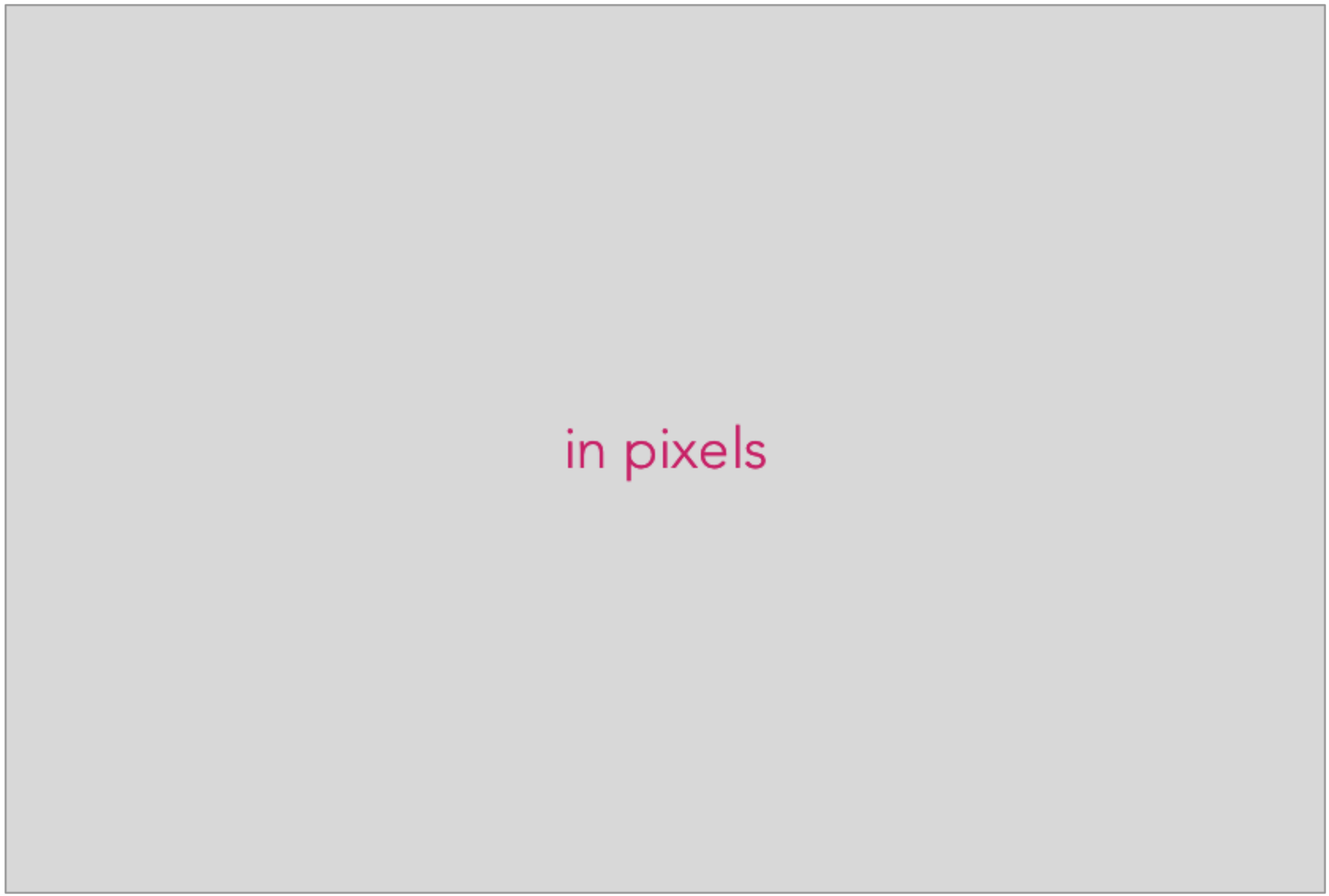


Getting get btw to work



World(0,0,0)
in units

Screen(0,0)



Screen.width, Screen.height

Viewport (1,1)

in relative coordinates

Viewport (0,0)