

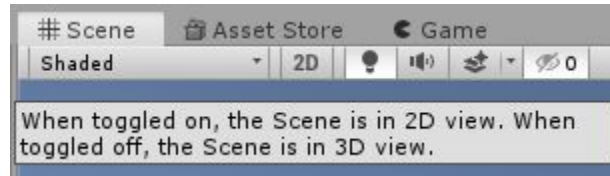


Unity Basics 3

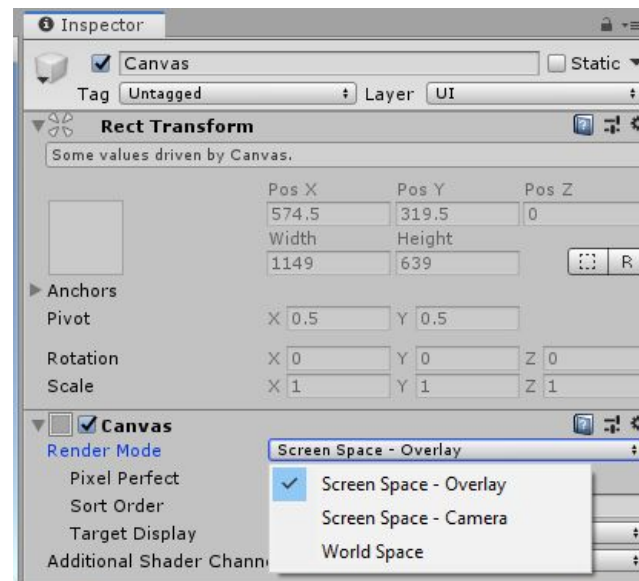
UI Elements

- UI
 - Canvas
 - Render Modes
 - Text
 - Image
 - Button

- When you add any UI element in Unity it will automatically add a Canvas component.
- The Canvas controls the layout of UI elements and how they will be displayed on screen.
- The easiest way to work with UI elements in the Canvas is to put the Scene into 2D mode.



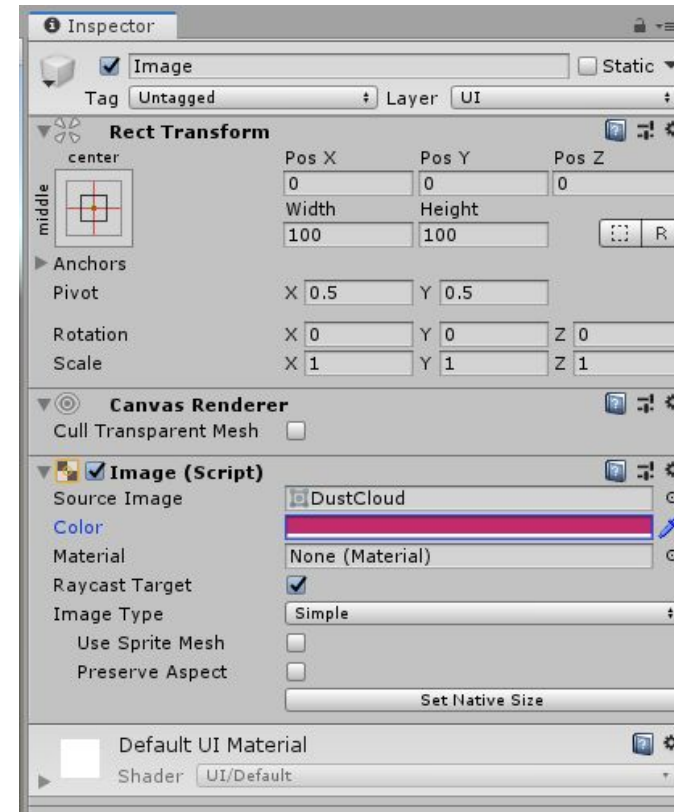
- There are 3 Render Modes which determine how the Canvas will be display objects:
 - Screen Space – Overlay
 - This is the default option displaying all Canvas content sitting flat on top of everything else in the scene.
 - Screen Space – Camera
 - This allows UI elements to be placed at angles and in the distance creating a sense of depth to the scene. This requires an additional camera to render the UI, similar to that done inside EON Studio.
 - World Space
 - This mode allows you to place UI elements inside the scene using the Position/Width/Height fields of the Canvas.



- Text sitting over the screen is the default mode when adding a Text component to the scene.
- 3DText can also be added allowing you position it in the 3D world, as can text which always rotates to face the camera. This can be achieved by the addition of some simple C# script.
- All the standard font, size, alignment and colour options are available for you to edit.



- An image needs to be added to the project folder and link using the Image component.
- There are limited options in the Inspector as the image is expected to be edited before importing it, this means sizing and colour overlay are the only choices.



- Buttons work in the same vein as other UI elements, sitting over the screen by default.
- Adjusting the Render Mode within the Canvas element places it within the scene like any other 3D element.
- The Button property has a prebuilt OnClick() method which can be visually programmed to do simple tasks such as disabling an object.



Thank you.



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