


 ☒ **Canvas**  

Render Mode

Pixel Perfect ☐




Render Camera 

Plane Distance

Sorting Layer

Order in Layer

Additional Shader Cl

 ☒ **Canvas Scaler (Script)**  

UI Scale Mode

Reference Resolution X Y

Screen Match Mode

Match
Width Height

Reference Pixels Per

 ☒ **Graphic Raycaster (Script)**  

Script 

Ignore Reversed Gra ☒

Blocking Objects

Blocking Mask

Add Component