

P3

AR camera in hierarchy

↳ add license

Umfont engine → img target

~~add~~ watch 1 from assets, in inspector

⇒ import watch 1 & 2 from lab assets P2

⇒ Add them under img target

⇒ correct positions of watch

⇒ add dial for watch 1 & 2 (like P2)

⇒ hierarchy → right click → UI → image

⇒ Canvas
↳ Image

⇒ add assets of P3 in project.

⇒ watch 1 → inspector → texture type →
Sprite (2D & UI)

⇒ Sprite editor → apply

Same for watch 2

⇒ Canvas
↳ Image

In inspector → Source image → add watch 1

- In rect transform, press alt and left-middle
- ⇒ Click E symbol in scale and inc. size
- ⇒ Right click img → UI → text mesh pro.
↳ resize text & add color
- ⇒ increase pos y
- ⇒ Duplicate image
↳ press alt & align right
- ⇒ add water 2 in source img
- ⇒ in hierarchy → right click → button
↳ add button to top left
- ⇒ Duplicate button
↳ top right
- ⇒ hierarchy → right click → create empty →
change name to GameManager.
- ⇒ add script (SwapWater)
- ⇒ GameManager → inspector → water window →
(+) → add Image1 → (+) → add Image 2
- ⇒ water model → (+) → water 1 → (+)
→ water 2
- ⇒ Button (o) → inspector → on click → (+) →
GameManager → function → SwapWater → water 1
- ⇒ Same for another button.