

## Adding a UI to Your Scene in Unity 6 (WebGL Export)

**Objective:** Students will add, customize, and ensure accessibility of a title in a Unity 6 project using TextMeshPro. By the end, they will export their project as a WebGL link.

### Expected Deliverable:

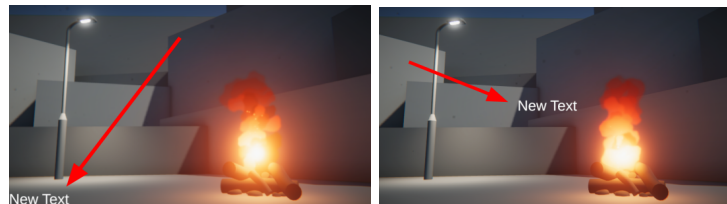
- A WebGL link containing a Unity 6 scene with a properly formatted and accessible title.
  - A screenshot of the scene showing the centered, customized title.
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### Step 1: Getting Started:

1. **Open Unity Hub** and ensure it's updated.
  2. **Download the UI project** (CreativeCore\_UI\_U6.zip) and unzip it(Extract all on your Unit 5 folder). [the project](#)
  3. Move the **project folder** to a location on your computer where you can easily find it.
  4. **Add the project to Unity Hub** by selecting "Open" and locating the project folder.
  5. Open the project in Unity.
  6. In the **Project window**, navigate to **Assets > CreativeCore\_UI > Scenes** and open **TutorialScene\_UI\_Outdoor**.
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### Step 2: Add and Center Your Title Text

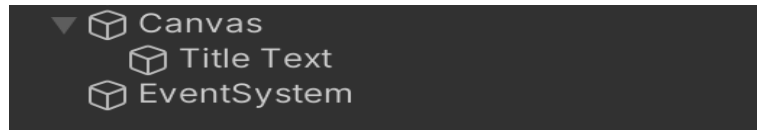
1. **Open the Hierarchy Panel.**
  - Right-click in the **Hierarchy** panel.
  - Navigate to **UI > Text - TextMeshPro**.
  - If prompted, click **Import TMP Essentials**.
2. **Position the Text.**
  - Select the text object in the **Hierarchy**.
  - In the **Rect Transform Component**, set:
    - **Pos X = 0**
    - **Pos Y = 0**



- Adjust if necessary to ensure visibility.

### 3. Rename the Text Object.

- Right-click the text object in the **Hierarchy**.
- Select **Rename** and enter "Title Text"



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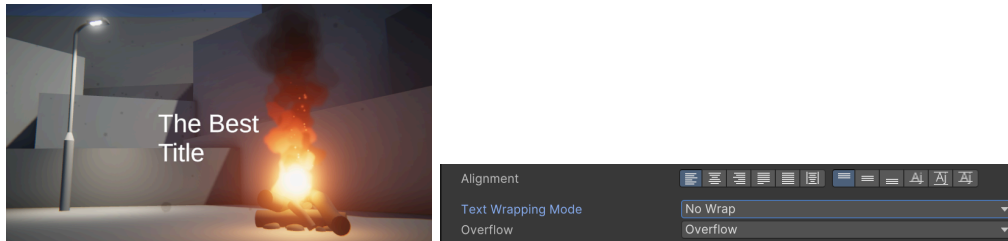
## Step 3: Customize Your Title Text

### 1. Modify the Text Content.

- Select "Title Text" in the **Hierarchy**.
- In the **Inspector Panel**, find **TextMeshPro - Text (UI) Component**.
- Change the text field to display your project title.

### 2. Adjust the Appearance.

- Modify:
  - **Font Asset**
  - **Font Style**
  - **Font Size**
  - **Vertex Color** (text color)
  - **Spacing**
- Disable **Wrapping** to keep the text on one line if necessary.



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## Step 4: Ensure Accessibility of Your Title

### 1. Check Readability.

- Ensure the font size is large enough.
- Use a clear, legible font (avoid overly decorative fonts).
- 2. **Check Contrast.**
  - The text color should stand out against the background.
  - Avoid placing text over busy or similar-colored backgrounds.
- 3. **Check Spelling and Clarity.**
  - Use correct spelling and avoid special characters.
  - Ensure the text can be read by a screen reader.



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## Step 5: Import and Use a Custom Font (Optional)

1. **Find and Download a Font.**
  - Visit [Google Fonts](https://fonts.google.com/) or another open-source font provider.
  - Download a **.otf** or **.ttf** file.
2. **Import the Font into Unity 6.**
  - Drag the font file into the **Assets** folder.
  - Go to **Window > TextMeshPro > Font Asset Creator**.
  - Set your font as the **Source Font File**.
  - Click **Generate Font Atlas**, then **Save**.
3. **Assign the New Font.**
  - Select "Title Text".
  - In the **Inspector Panel**, change **Font Asset** to your new font.



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## Step 6: Export as WebGL

1. **Change Build Settings.**
  - Go to **File > Build Settings**.
  - Select **WebGL** as the platform.
  - Click **Switch Platform**.
2. **Configure Player Settings.**
  - In **Player Settings**, enter a meaningful project title.
  - Adjust resolution if needed.
3. **Build and Upload.**
  - Click **Build & Run**.
  - Upload to **Unity Play** or another hosting service.
  - Copy and submit the **WebGL link**.

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#### **Final Deliverable:**

- A WebGL link to a Unity 6 scene with an accessible title.
- A screenshot showing the centered, customized title.

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With these steps, you can create an interactive title screen and deploy your project to the web!

