Unity UI

Canvas:

3 ways to render

* Screen Space Overlay – Renders the UI over top of the players view. Permanent way to keep your UI stats always showing on the screen
* Screen Space Camera – Renders the UI in relation to a camera reference . Gives UI Depth.
  + You need to reference a camera in the scene right away
  + It puts the UI in the camera’s view frustum (always lined up with camera)
  + Adjust the plane distance settings to bring canvas closer/further away from camera.
    - It will make the UI *appear* to interact with the world depending on how far or how close you are to the objects, and how far you set the plane distance
    - If you set the plane distance close, you can add effects like splashing water, blood splatter on screen, gas mask, ect…
* World Space – I want to take the canvas and put it anywhere you want in the world
  + Place a button a cube, child a canvas to a cube, change the render to world space