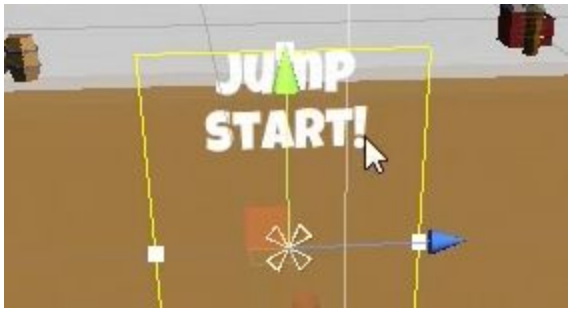
6.2 Custom Google Fonts

Activities:

Step 1: Download a Custom Google Font

Step 2: Create the TextMeshPro Font Asset from the new Font

The resulting custom font

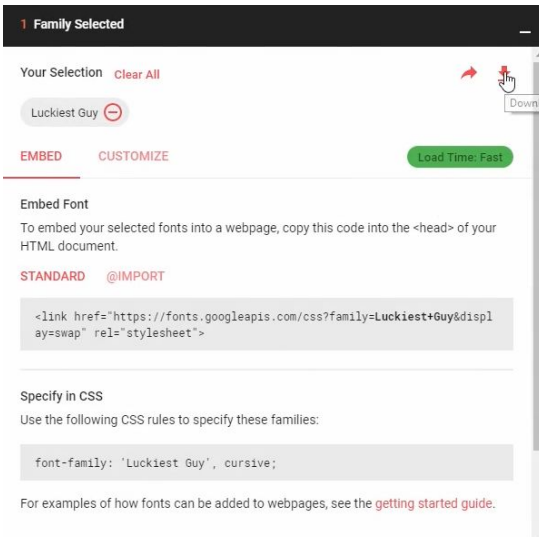


Length:	20 minutes
Overview:	TextMeshPro starts with only one font, so we utilize Google Fonts to give us many more options. TextMeshPro uses the downloaded font to create a new font asset it can use.
Project Outcome:	A custom new font in our UI
Learning Objectives:	The students will be able to: - Download a TrueType Font file from Google Fonts - Explain the difference between a TrueType Font file and a TextMeshPro Font Asset
Prerequisite:	none
ISTE Student Standards	6a "Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication." 6d Students publish or present content that customizes the message and medium for their intended audiences.
Video	https://vimeo.com/349072119

OR

Step 1: Download a Custom Google Font

1. Visit fonts.google.com, pick a font, click the "+" button.
2. Click the resulting box "1 Family Selected" and click the download button

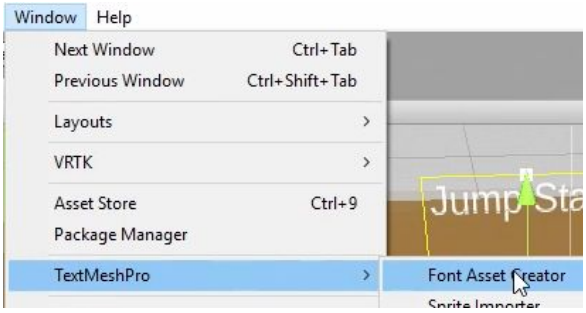


3. Extract the font, and drag the TTF (TrueType Font) into Unity to import it into your Assets folder.

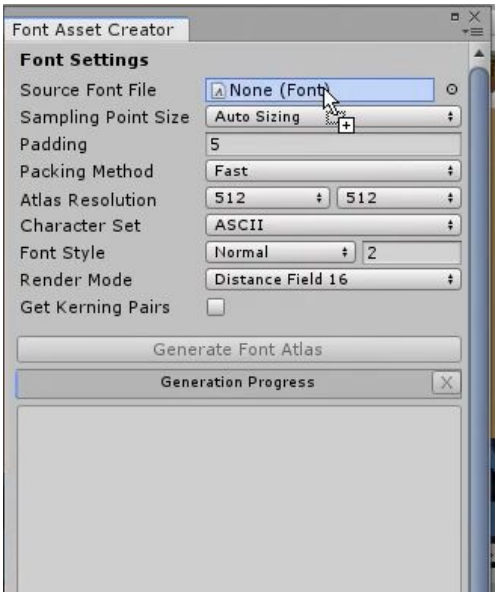
Step 2: Create the TextMeshPro Font Asset from the new Font

1. To make the font usable by TextMeshPro (TMP), go to Window > TextMeshPro > Font Asset Creator

1. **Explain** Font files (Usually a .ttf file for TrueType Font) can also be installed on your system and then be used in other programs such as Word, Photoshop, etc. by opening the ttf file and clicking “install”
2. **Explain** A TextMeshPro Font asset is based on a .ttf font file.



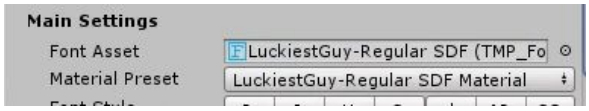
2. In the Font Asset Creator window, drag the font you imported into the "Source Font File" field.



3. Click "Generate Font Atlas" button.

4. Click "Save As". I saved it into the Assets > TextMeshPro > Resources > Fonts & Materials folder. Close the Font Asset Creator window.

5. With the TextMeshPro Text selected from the Hierarchy, Drag the newly created TMP Font Asset (F icon) into the Inspector window's "Font Asset" field



End of Lesson

Recap

Key concepts:

- TextMeshPro needs to create its own custom font asset using the downloaded .ttf font file from Google Fonts. TextMeshPro cannot use the .ttf file by itself.

Key skills:

- Creating a TextMeshPro Font Asset from a .ttf file downloaded from Google Fonts

Key terms:

- .ttf file: A TrueType Font file, usable by many programs on Windows and Mac, such as Microsoft Word, Adobe Photoshop, and others
- TextMeshPro Font Asset: A file generated by TMP from a .ttf file so it can be used in Unity projects