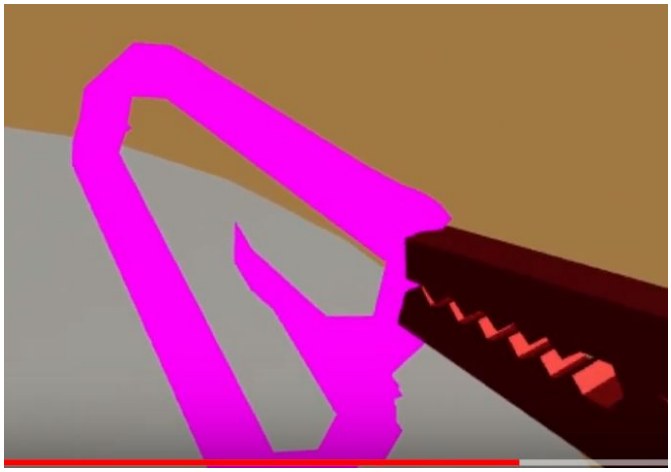
5.3 Changing the Snap Zone Highlight Mesh

The new highlight mesh shows the user where to place the clamp



Activities:
Step 1: Change the Highlight Mesh

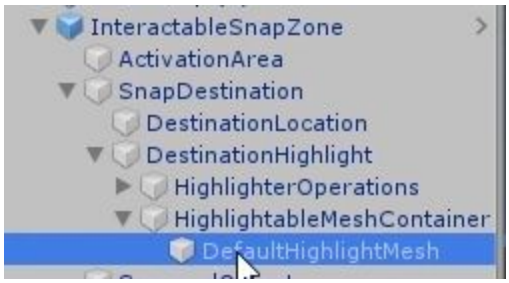
Length:	10 minutes
Overview:	To inform the user what the desired object to be placed into our SZ is, we change the highlight to resemble the desired object.
Project Outcome:	The Snap Zone highlight now looks like a clamp so the user knows what is supposed to go there.
Learning Objectives:	The students will be able to: - Navigate to a nested object - Change a mesh
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	6d “customize the medium for the intended audiences”
Video	https://vimeo.com/349090453

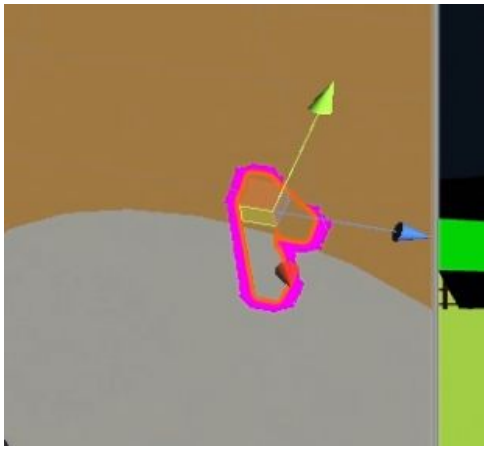
OR

Step 1: Change the Highlight Mesh

1. In the Hierarchy, Expand InteractableSnapZone > SnapDestination > DestinationHighlight > HighlightableMeshContainer and select DefaultHighlightMesh
2. In the Inspector, locate the Mesh component. Select the target circle and select the Clamp mesh.
3. Optional: Change scale to 0.5, 0.5, 0.5.

- **Explain** A “Highlight Mesh” is the shape that the snap zone will light up when the user places an object near it.





End of Lesson

Recap

Key concepts:

- The highlight mesh gives the user an indication of what object belongs in that snap zone.

Key skills:

- Locating and changing the highlight mesh

Key terms:

- **Highlight Mesh:** The shape of the area that is highlighted when an object is held within the activation area.