6.2 Billboard Background for Text

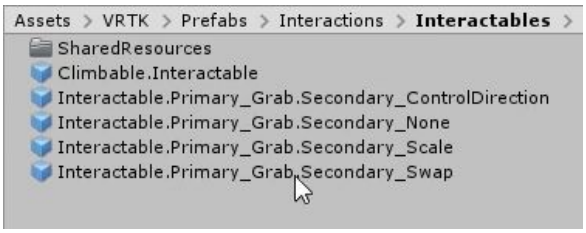
The resulting cube that serves as our "billboard"

Activities:
Step 1: New Interactable Cube prefab

Length:	10 minutes
Overview:	We add a cube to serve as a background for the text, so the text isn't just floating in mid air.
Project Outcome:	New cube positioned behind the text.
Learning Objectives:	The students will be able to: - Create a cube and position/scale it.
Prerequisite:	Previous tutorials TextMeshPro text.
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/349078327

OR

Step 1: New Interactable Cube prefab

1. Drop in an Interactable prefab cube (the same one we used earlier, so I can later shrink this down into a small "clipboard" sized instructions) from Assets > VRTK > Prefabs > Interactions > Interactables
   a. 

2. Set the cube scale to X:1, Y:2.59, Z:3.2 and the position to X:-4.85, Y:1.31, and Z:-0.8
3. In the Hierarchy, rename the Interactable prefab to "Billboard".
4. Drop the Canvas onto the Billboard, making it a child object (allowing you to move the billboard and canvas & text together)
   a.

End of Lesson

Recap

Key concepts:

- The cube makes our text more legible and not appear to be floating in mid air. We made it interactable so we can just duplicate and shrink it to provide a clipboard-sized instructions in the next tutorial.

Key skills:

- Modifying properties in the Inspector panel

Key terms:

- (none)