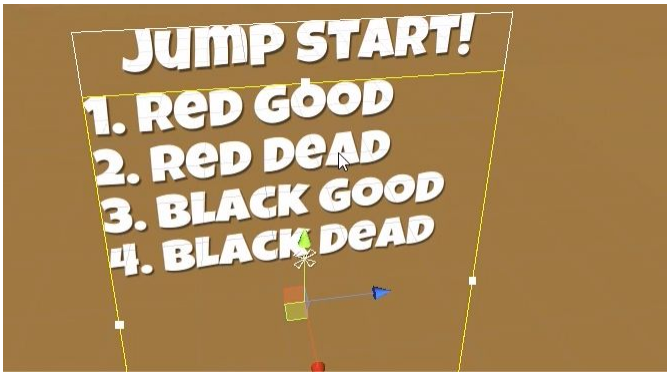
6.3 Formatting Text

The resulting formatted text with drop shadow



Activities:
Step 1: Modify the Text

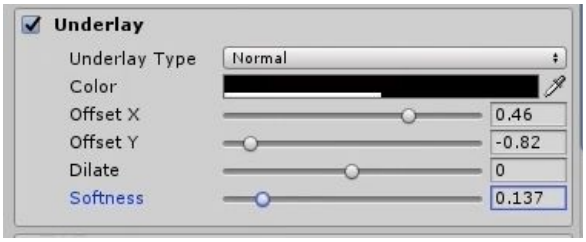
Length:	20 minutes
Overview:	We add instructions, and to make text more readable, we add a drop shadow.
Project Outcome:	New text and a new drop shadow
Learning Objectives:	The students will be able to: - Modify the properties of the TextMeshPro text
Prerequisite:	Previous tutorial on adding Custom Google Fonts and 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/349077457

OR

Step 1: Modify the Text

1. Adjust the font size so "Jump Start!" is on one line (I used .41)

1. **Explain** TextMeshPro text allows many formatting options to control paragraph spacing and drop

2. Add an "Underlay" (a drop shadow) in the Inspector window. I used settings: Offset X: .46, Offset Y: -.82, Softness: .137
   a. 

3. In the Hierarchy, duplicate the TMP text (Control + D), naming the title "JumpStartText", and the new copy, "Directions"
4. In the Inspector's Text field, add the directions (the order clamps should be connected). I used the text:
5. Red Good
6. Red Dead
7. Black Good
8. Black Dead
9. Left align the text (click the left alignment button)
10. Select the Canvas in the Hierarchy and move it down the Y position. I used .42 so it's not so high in the air.

shadows that normal Unity Text does not.

End of Lesson

Recap

Key concepts:

- TextMeshPro gives us control of font properties such as color, style, spacing and drop shadows in the Inspector panel

Key skills:

- Modifying properties in the Inspector panel

Key terms:

- “underlay” : A feature of TextMeshPro text that creates an effect beneath the text to increase legibility, such as a drop shadow