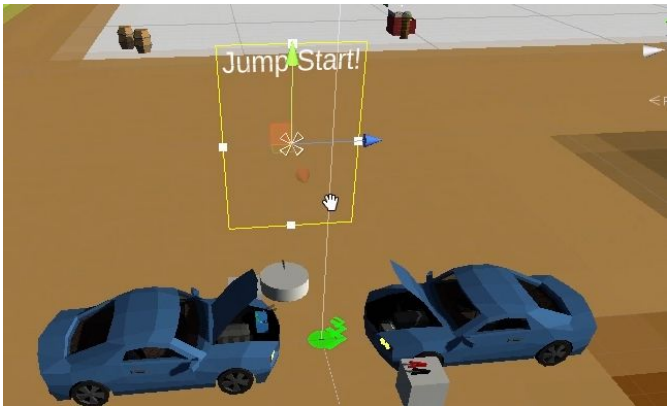
6.1 New Canvas in World Space

"World Space" lets us place text within the scene



Activities:

Step 1: Create the New Canvas

Step 2: Get TextMeshPro

Step 3: Add Text

Length:	20 minutes
Overview:	Place a new canvas in the scene that holds text. We will use this text to instruct the player what to do, acting as in-game instructions.
Project Outcome:	You will have a new "canvas" with some starter text on it. The canvas will be within the scene (as opposed to being stuck to the user's view)
Learning Objectives:	The students will be able to: - Describe the purpose of a Canvas - Differentiate a canvas/text that is Screen Space vs World Space
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

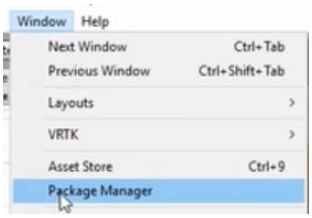
OR

Step 1: Create the New Canvas

1. GameOBject > UI > Canvas
2. In Inspector, see "Render Mode" to World Space
3. Set Width to 3, Height to 4. Set the X position to -4.23, and Y position to 2.06
4. Rotate the Canvas -90 on the Y axis

1. **Explain** "*Screen Space*" means that no matter where the user looks, the text would be on their screen. "*World Space*" makes the text positionable like objects in the scene.

Step 2: Get TextMeshPro

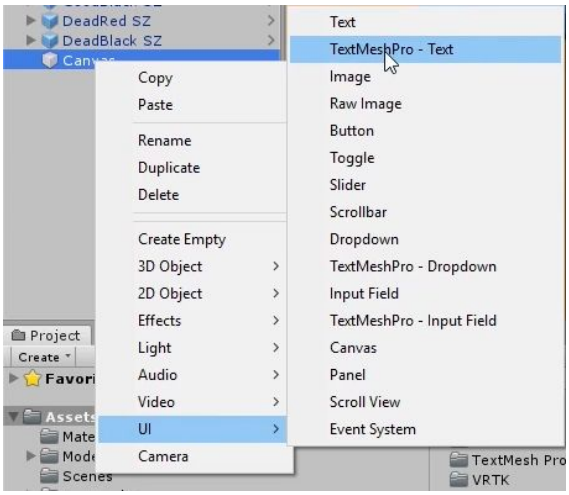
1. Make sure you have TMP: Window > Package Manager.
   a. 

2. Click TextMeshPro and Install.
   a. After installing it will look like this:

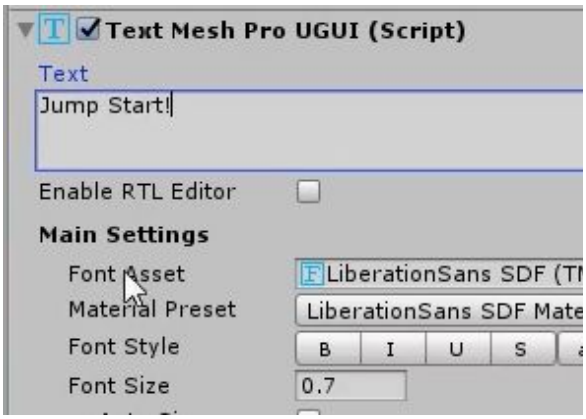
2. **Explain** Using Regular Text may result in blurry text. TextMeshPro was created by Unity to produce crisp clear text.

Step 3: Add Text

3. Right-click your Asset folder and choose UI > TextMesh Pro Text

a. 

4. In the Inspector, adjust the font size (I used 0.55) and add the text “Jump Start!”. I also centered the text.

a. 

End of Lesson

Recap

Key concepts:

- World Space UI vs Screen Space UI.
  - Screen Space would be like writing text on your glasses...wherever you look, it’s always there.
  - World Space is positionable within the scene, just like any other object would be.

Key skills:

- Installing TextMeshPro via the Package Manager

Key terms:

- Canvas : A designated area to hold user interface (UI) information