

Examples - Basic

Beginner level examples for getting started with UI in VRChat

- [Interactable World Space UI Canvas](#)

Interactable World Space UI Canvas

This is still just the raw structure of the steps involved! Images and more details will be added soon.

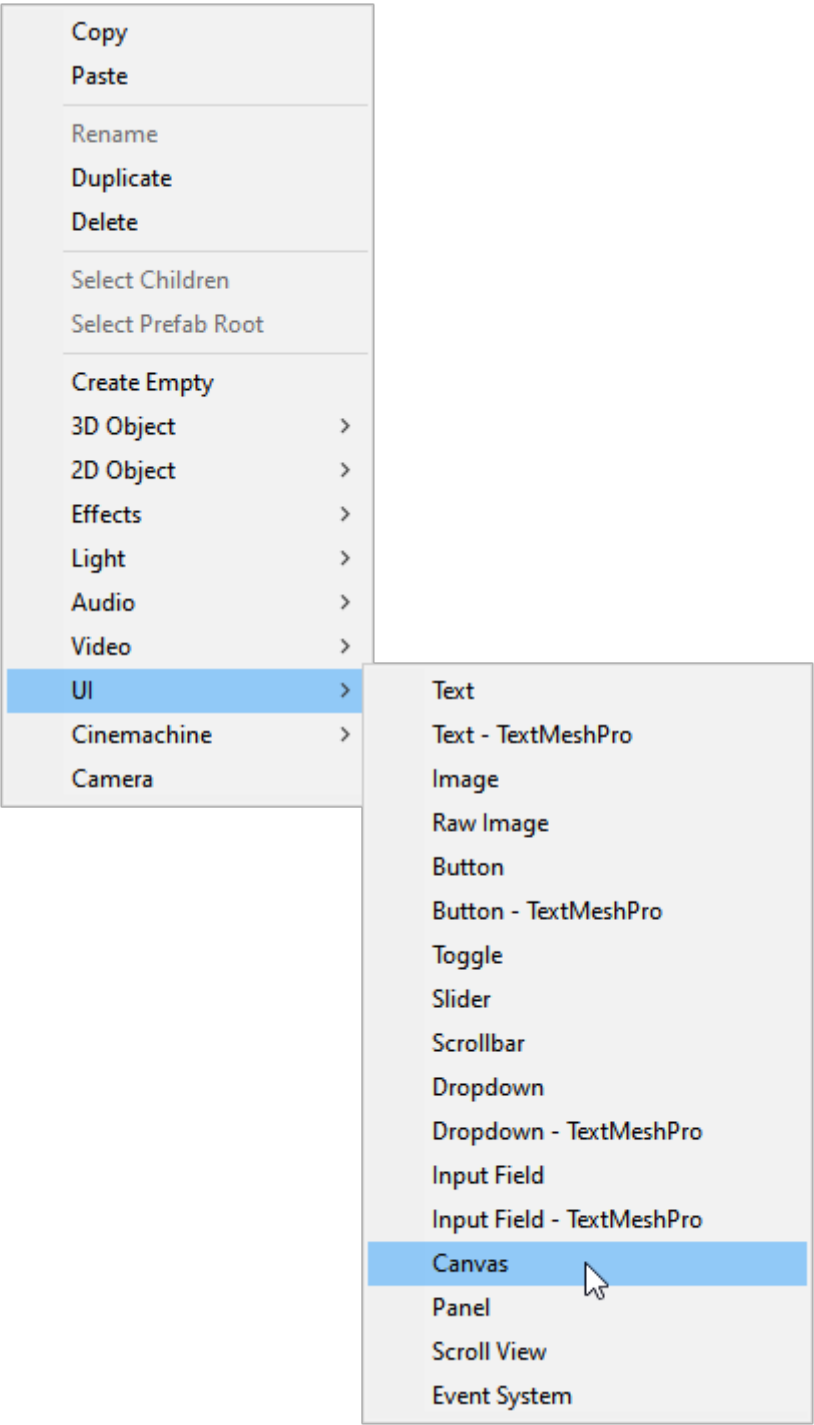
- Create a UI canvas
 - Right-click on your hierarchy, click on "UI > Canvas"
- Switch **Render Mode** on **Canvas** to **World Space**
- Reset the Canvas' **Rect Transform**
- Set the **Width** and **Height** of the **Rect Transform** to 1000
- Set the **Scale** of the **Rect Transform** to 0.001
- Add **VRCUiShape** to the same GameObject as **Canvas**
- Change the GameObject's layer to **Default**
- Add a Panel
 - Right-click on the Canvas in your hierarchy, click on "UI > Panel"
- Disable **Raycast Target** and **Maskable** toggles on the **Image** component

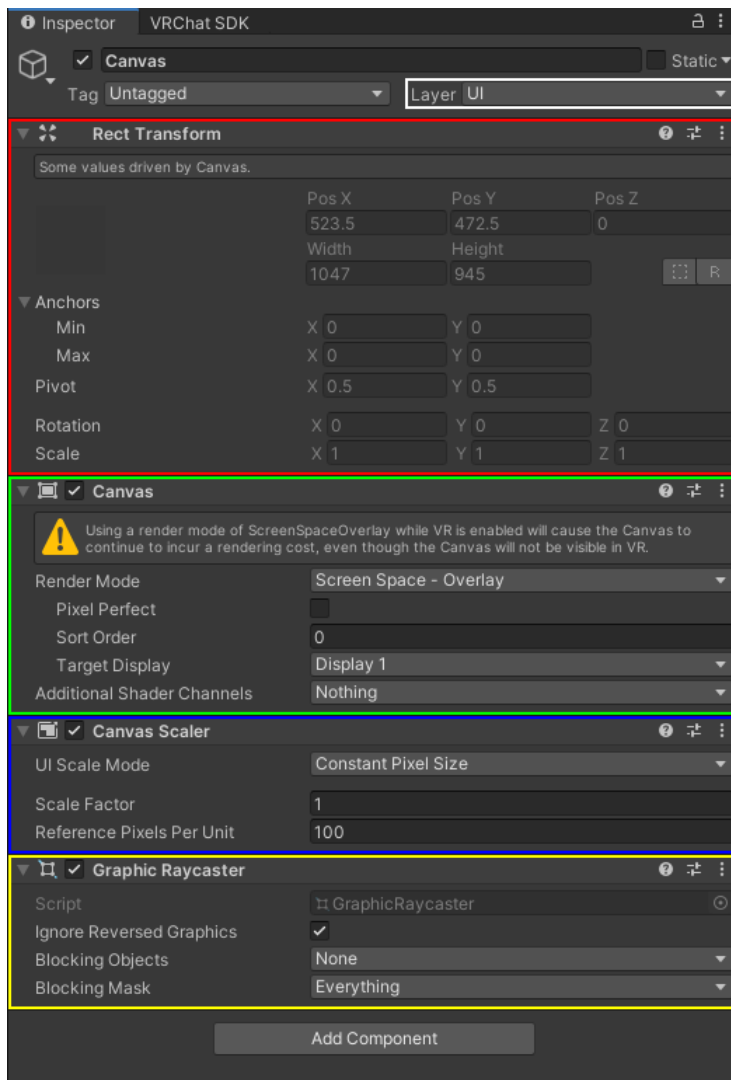
1) Create a UI Canvas

Canvas is the root component of every UI

Instructions

- Create a new Canvas in your scene by right-clicking your hierarchy and clicking on "UI > Canvas"





Layer will be set to UI by default

Rect Transform

2D layout counterpart of the Transform component

Canvas

Root component of all Unity UI elements

Canvas Scaler

Component for controlling overall scale and pixel density

Graphics Raycaster

The default raycaster for Canvases

2) Make Canvas World Space

Instructions

By default the render mode of the canvas will be set to "**Screen Space - Overlay**", meaning that the canvas will always overlay the game view. For a world space canvas we want to switch the mode to "**World Space**".

"**Screen Space - Overlay**" and "**Screen Space - Camera**" are not compatible with VR as a render mode for a HUD

- Change **Render Mode** of the **Canvas** to "**World Space**"

