Interactable World Space UI Canvas

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

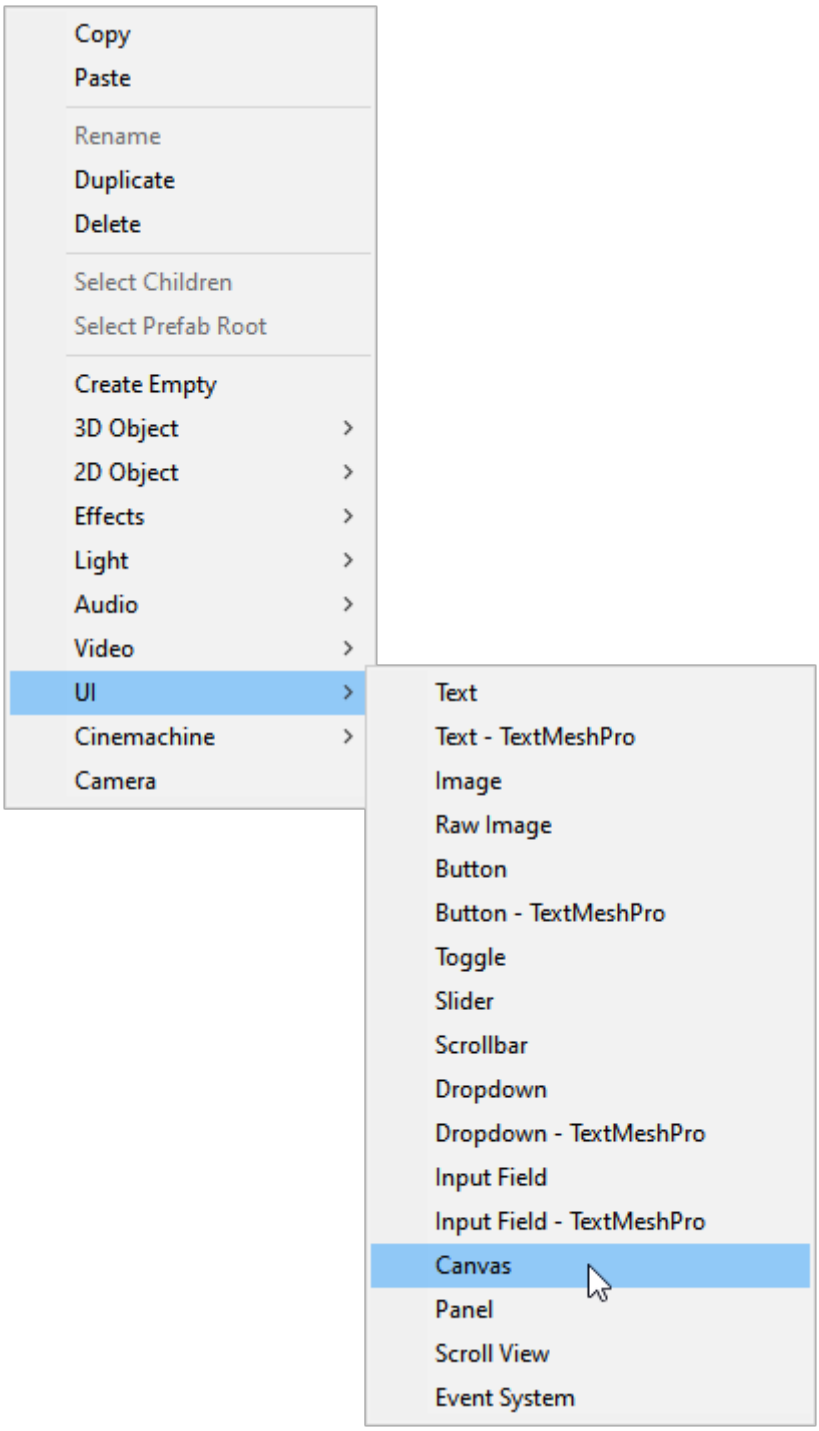
- Create a UI canvas
  - Right-click on your hierarchy, click on "UI > Canvas"
- Switch **Render Mode** on **Canvas** to **World Space**
- Reset the Canvas' **Rect Transform**
- Set the **Width** and **Height** of the **Rect Transform** to 1000
- Set the **Scale** of the **Rect Transform** to 0.001
- 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

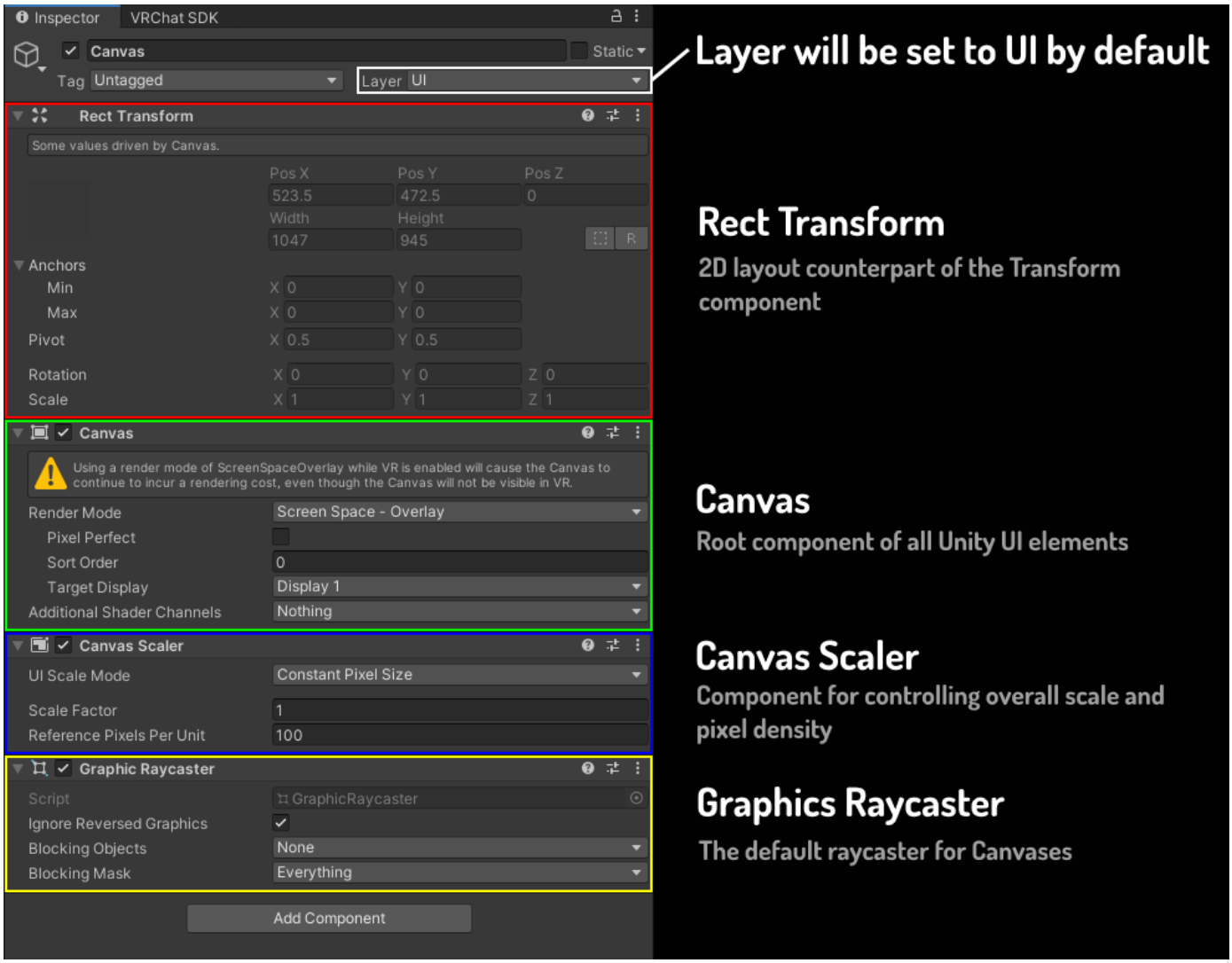
1) Create a UI Canvas

> 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"


Copy
Paste
Rename
Duplicate
Delete
Select Children
Select Prefab Root
Create Empty
3D Object
2D Object
Effects
Light
Audio
Video
UI
Cinemachine
Camera
Text
Text - TextMeshPro
Image
Raw Image
Button
Button - TextMeshPro
Toggle
Slider
Scrollbar
Dropdown
Dropdown - TextMeshPro
Input Field
Input Field - TextMeshPro
Canvas
Panel
Scroll View
Event System



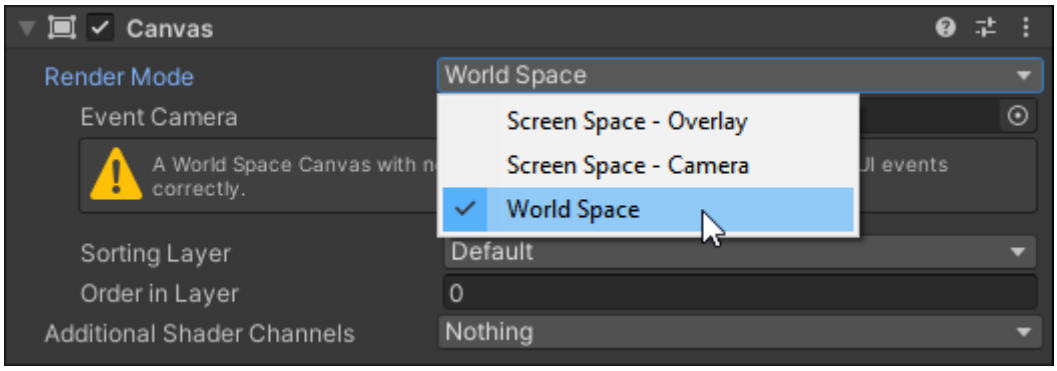
2) Make Canvas World Space

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***"



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