AR/VR Development

Common Terms

GAMEOBJECT

Everything in your game is a **GameObject**, from characters, lights, transforms. However, it can't do everything on it's own; you need to give it components to become a character, light or other.

PREFAB

Prefabs are reusable assets. It's like a template that you can use for GameObject. It's a prefabricated GameObject that exist in the entire project, not just in the scene.

BUTTONS

Buttons are something that can be clicked by a mouse, finger, controller, or anything in order to trigger an event.

MATERIAL

A **Material** is what renders a gameobject. It has all the information of what color it is, and how light is supposed to reflect it (i.e., shiny or matte).

CANVAS

A **Canvas** is an area that all UI elements are going to be inside of. Even though it has a Z-scale, it's a 2D object (and we want to keep that value the same as it's X and Y scale).

EVENTSYSTEM

An **EventSystem** is automatically created when we create a Canvas. It registers anything that happens to our Canvas, like button clicks.