

## QuickStart: Your First Panel

Here's a quick tutorial that will get you up and running with your first Panoply panel. The content? A cube. The action? Over the course of four steps, the panel will move on screen and then off again. Ready?

### 1. Create a new scene.

By default, Unity adds a camera to the scene. Go ahead and delete this camera.

### 2. Add the Panoply prefab to the scene.

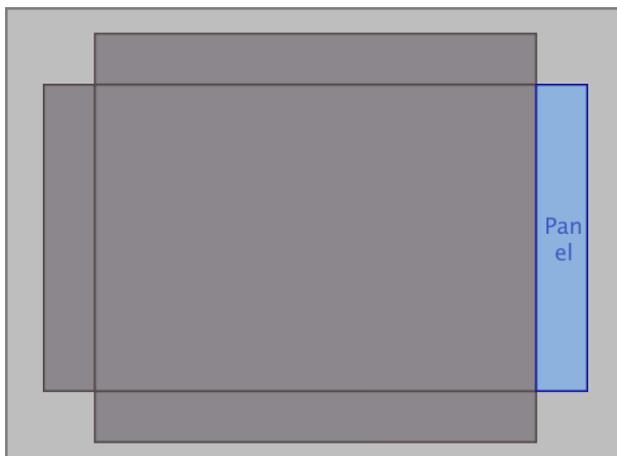
Panoply needs this prefab in your scene to work its magic. You'll find it in Panoply > Prefabs.

### 3. Add a cube.

Position the cube at 100, 0, 5 and set its rotation to 30, 150, 0. Now we have something to look at (but no panel to look at it with).

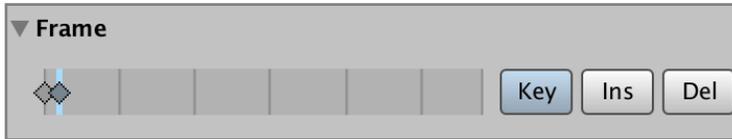
### 4. Add the Panel prefab to your scene and select it.

This creates a new panel. Notice the layout grid that appears in the Inspector when the panel is selected. Click and drag within the grid to set the panel's position to match the image below:

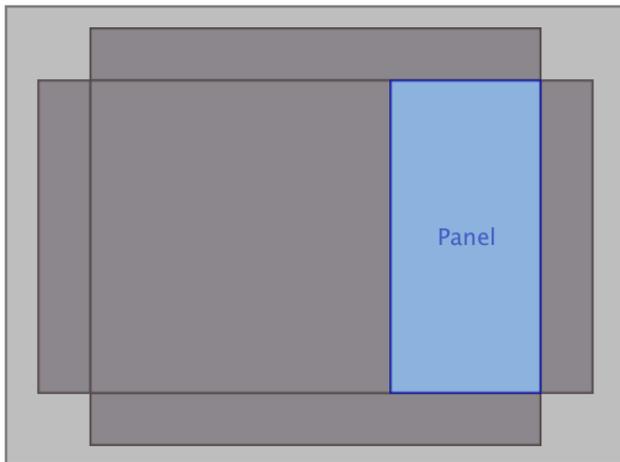


## 5. Drag the Global timeline slider to step 1.

Time to add a new keyframe at step one. Click the **Key** button next to the timeline above the grid to set a keyframe:

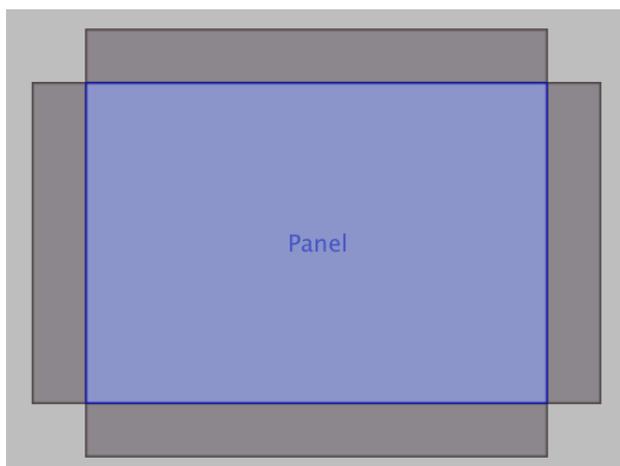


and then click and drag in the grid to set the panel's position as follows:



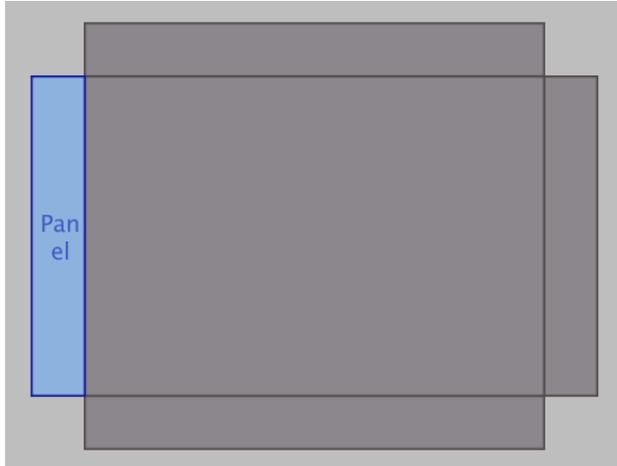
## 6. Drag the Global timeline slider to step 2.

Click the **Key** button again to set a keyframe at step 2, and then click and drag in the grid to set the panel's position as follows:



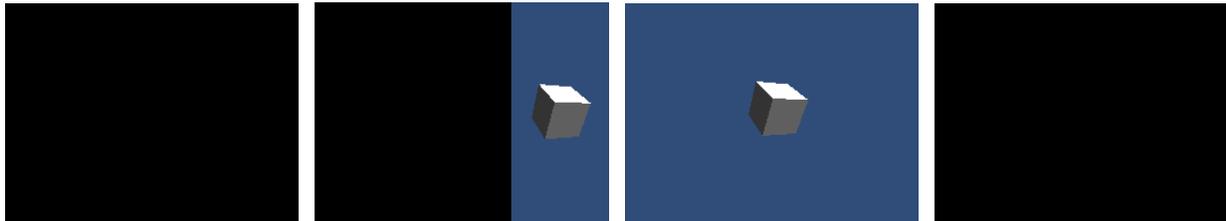
## 7. Drag the Global timeline slider to step 3.

Click the **Key** button again to set a keyframe at step 3, and then click and drag in the grid to set the panel's position as follows:



## 8. Play the scene.

You should see a black screen. Press the right arrow key, and then your panel with the cube should slide in from the right, occupying the right third of the screen. Repeat, and the panel should expand to cover the whole screen. Advance one more time, and the panel should move offscreen to the left. The whole sequence should unfold like this:



That's it—you've created your first panel and choreographed its motion over time. Congrats!