

GUI PRO FANTASY RPG



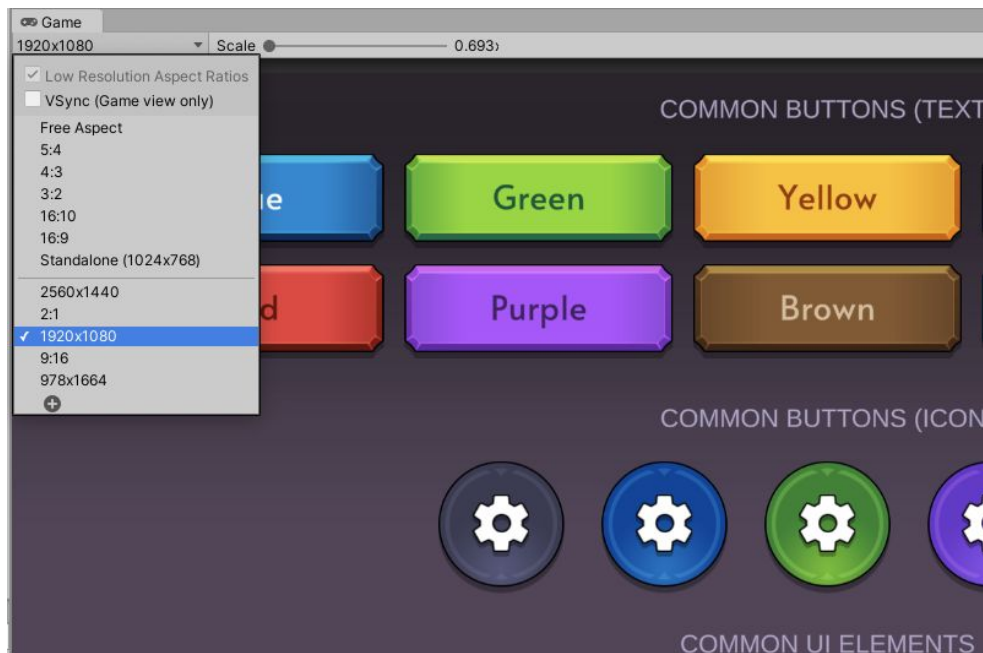
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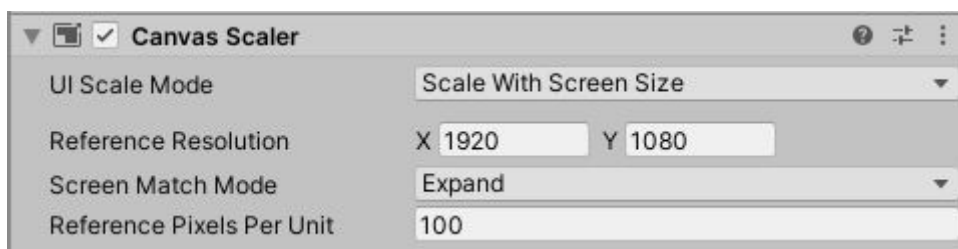
- The assets are **optimized for mobile** platforms.
- Preview images and demo scenes are designed at a resolution of **1920x1080**.
- Sprite UI images are provided 9-sliced at their original resolution.
- Item icons are provided in various sizes, with item icons offered at their original size and multiples of 2.
- Other Icons are provided at their original sizes as used in the demo scene.
- The fonts are created using **TextMeshProUGUI**.
- **Free fonts** were used in the demo scenes.
 - Please exercise **caution before use**.
It's essential to adhere to the font creator's copyright, so please make sure to confirm the original author's copyright before use.

1. GameView Resolution Setting

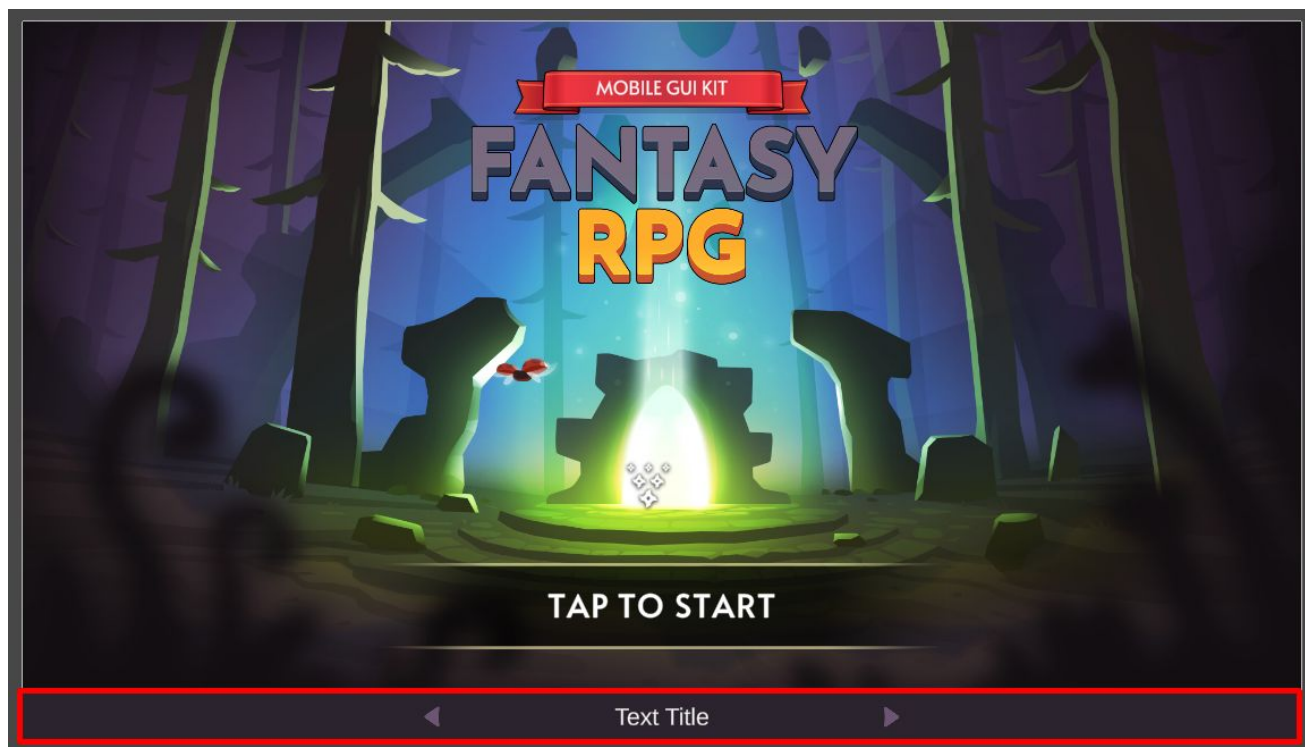
If you set it to the desired resolution in the game view, you can preview it.



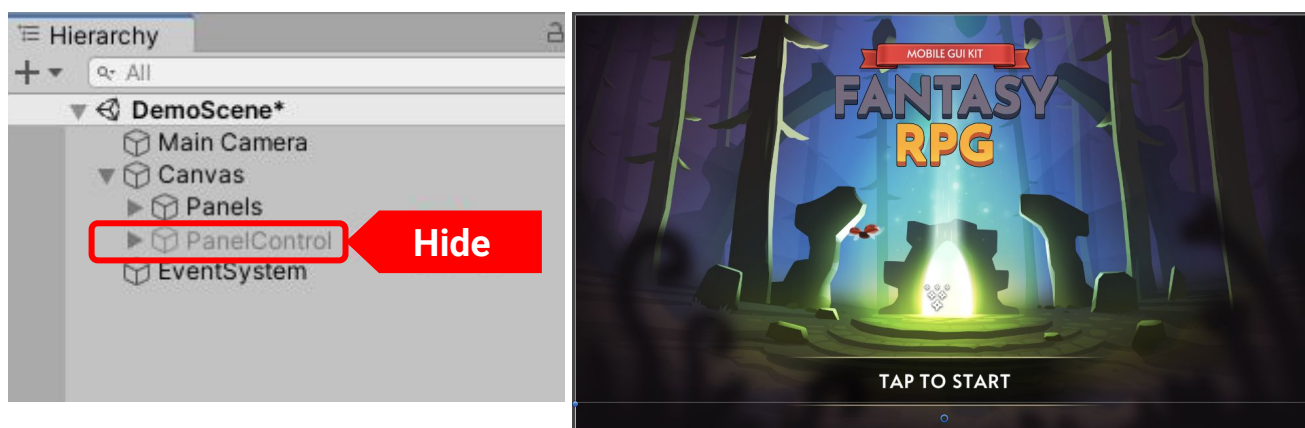
2. Canvas Scaler Settings



There is PanelControl in the demo scene.



You can hide it or make it visible, so adjust it according to your convenience.

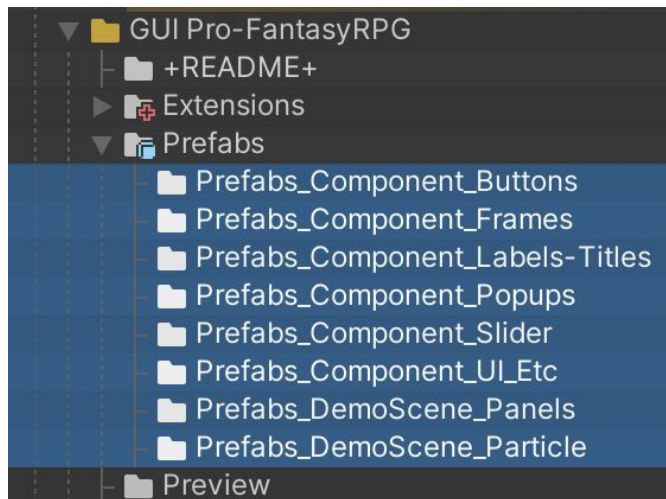


04 Prefabs



All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Each demo scene was saved as a prefab in DemoScene_Panels.



Double-click on the “_PrefabsPanel_xx” to view the screen of a collection of prefabs at a glance.

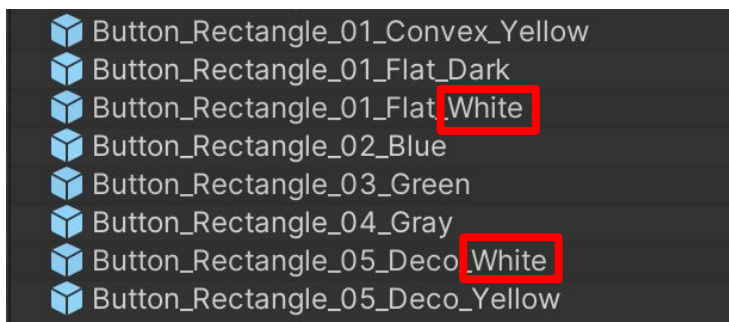


05 Prefabs White Elements

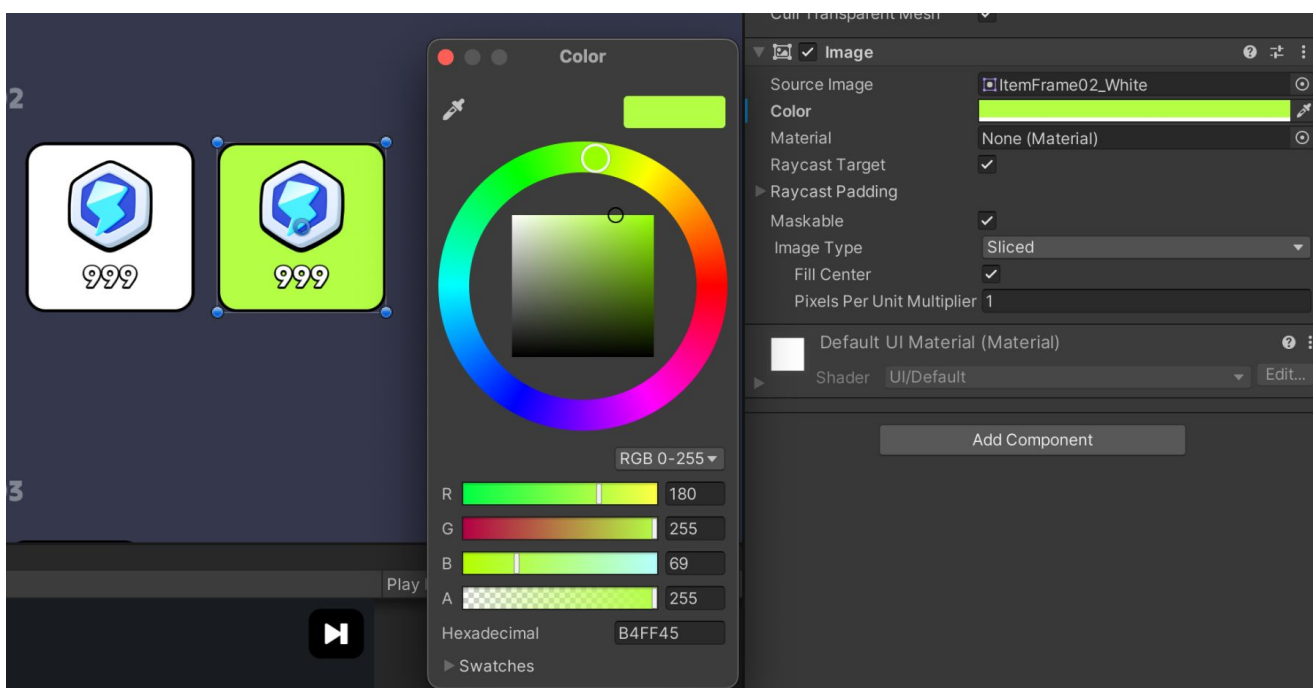


With the exception of some detail designed UIs, flat sprites that can be represented in white have been changed or added to white.

Component prefabs have **designated colors** and **customizable white versions** according to demo scenes.

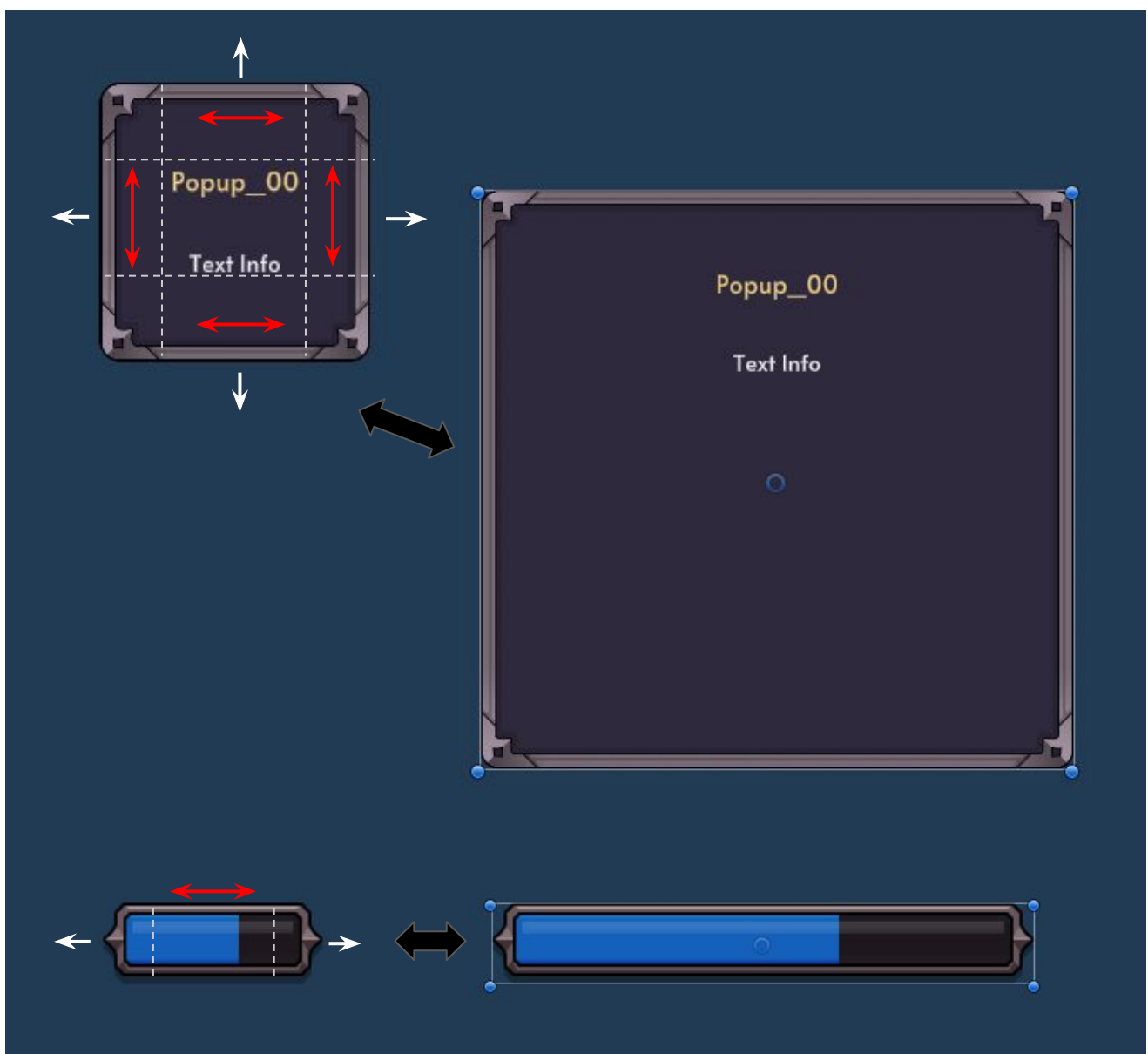


You can customize the color with **white sprites**.



The Sprite elements except for some have been sliced and can be resized.

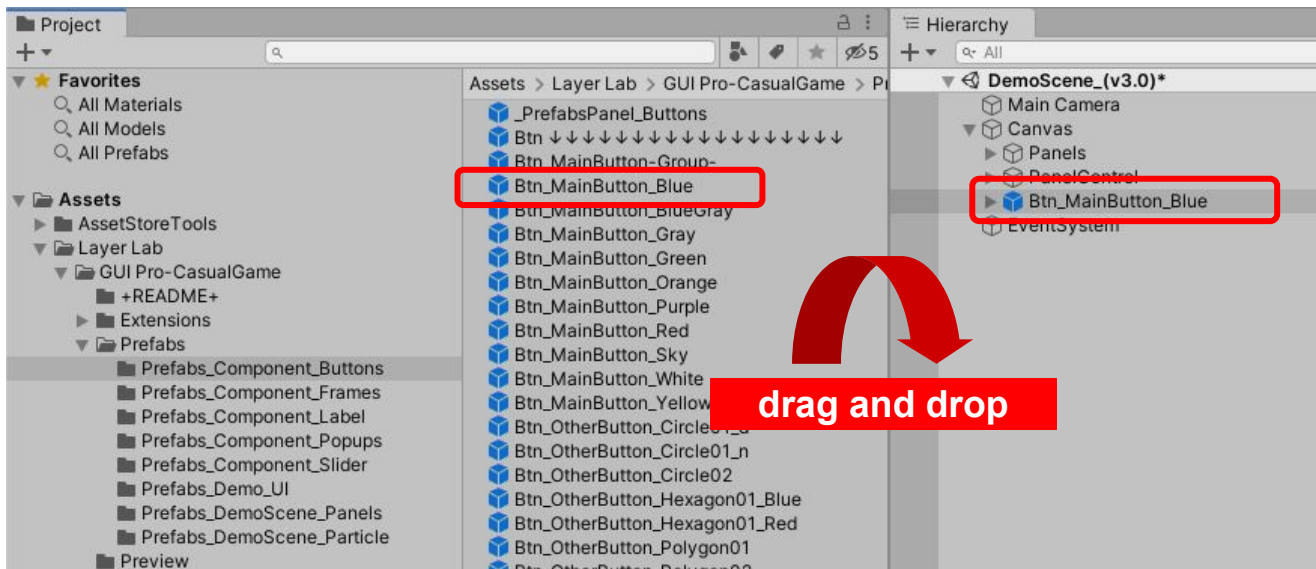
- Depending on the design, some UIs are sliced horizontally only.
- Nine-patch is not possible for complex gradient designs.
- Some UIs, such as panels and popup frames, have a minimum size determined by their design.



07 How to use Prefabs

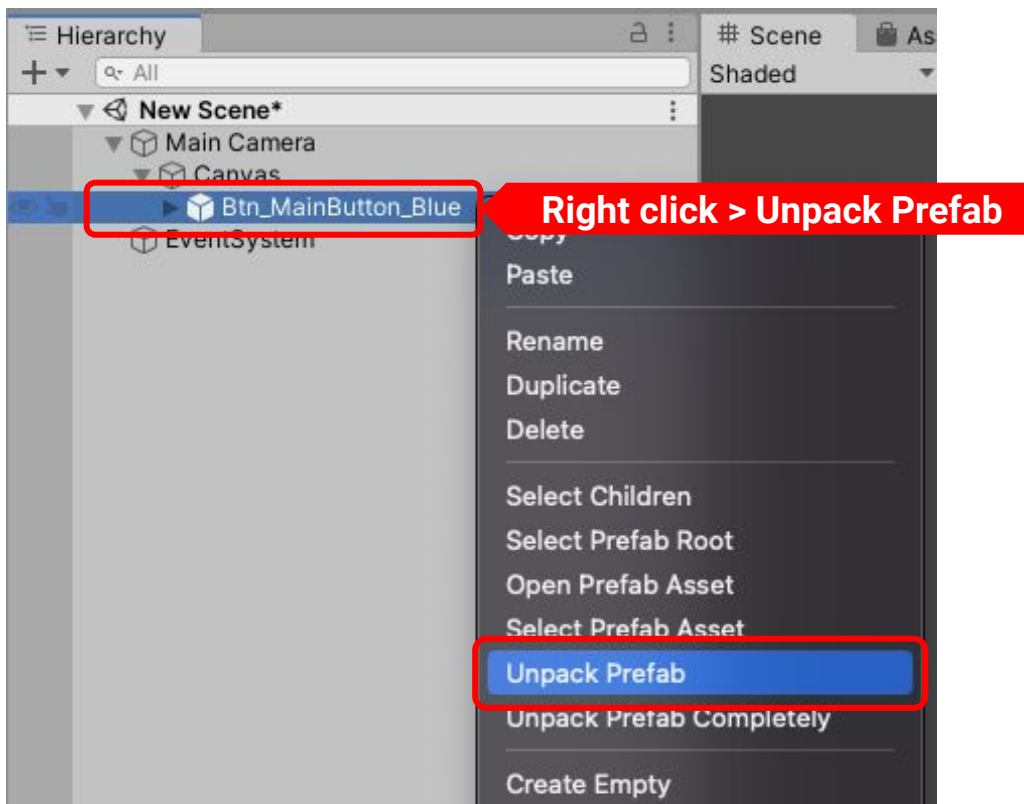


1. Drag and drop Prefab to import into canvas of hierarchy.



2. Bring it to canvas and use unpack prefab.

This will keep the original. And modify it as you want and use it.



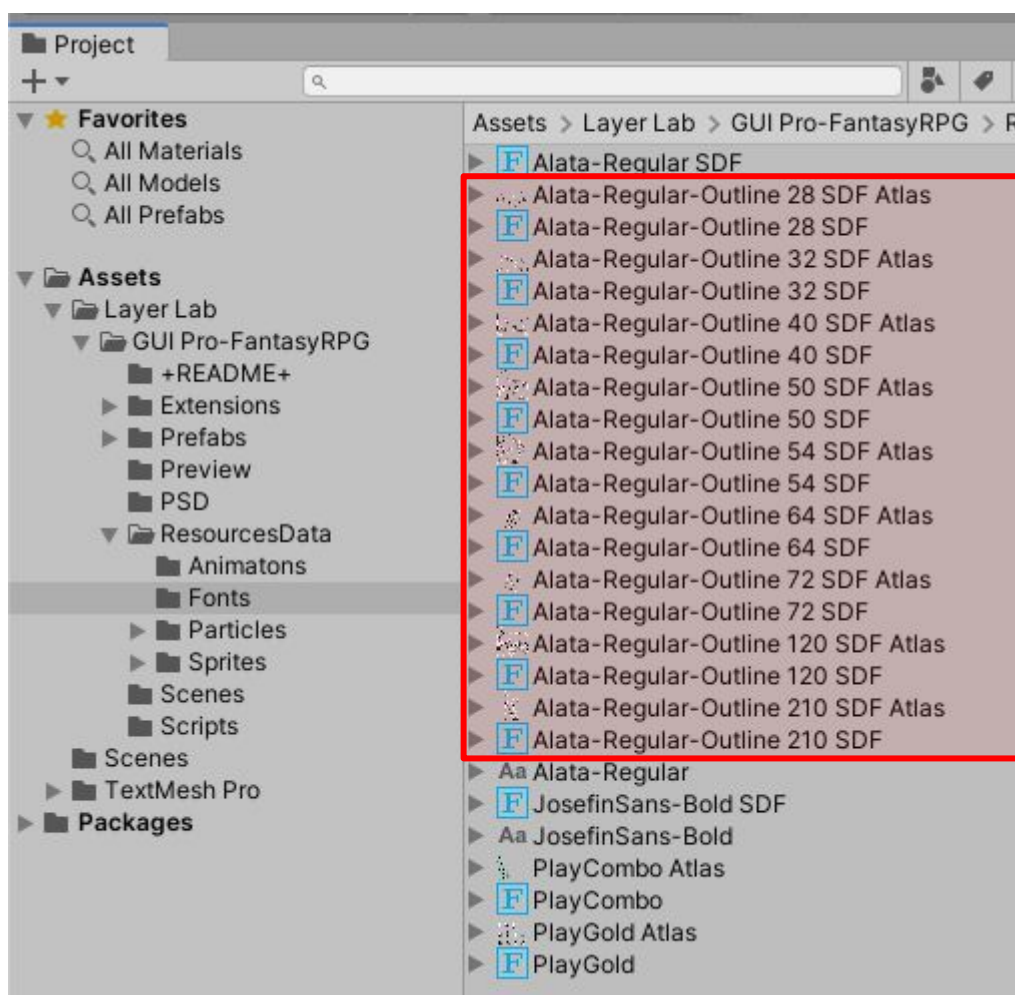
08 Sample Fonts Outline



Because outline fonts are made of bitmaps, Larger text sizes may result in poor quality. Therefore, we make it in various sizes and provide it.

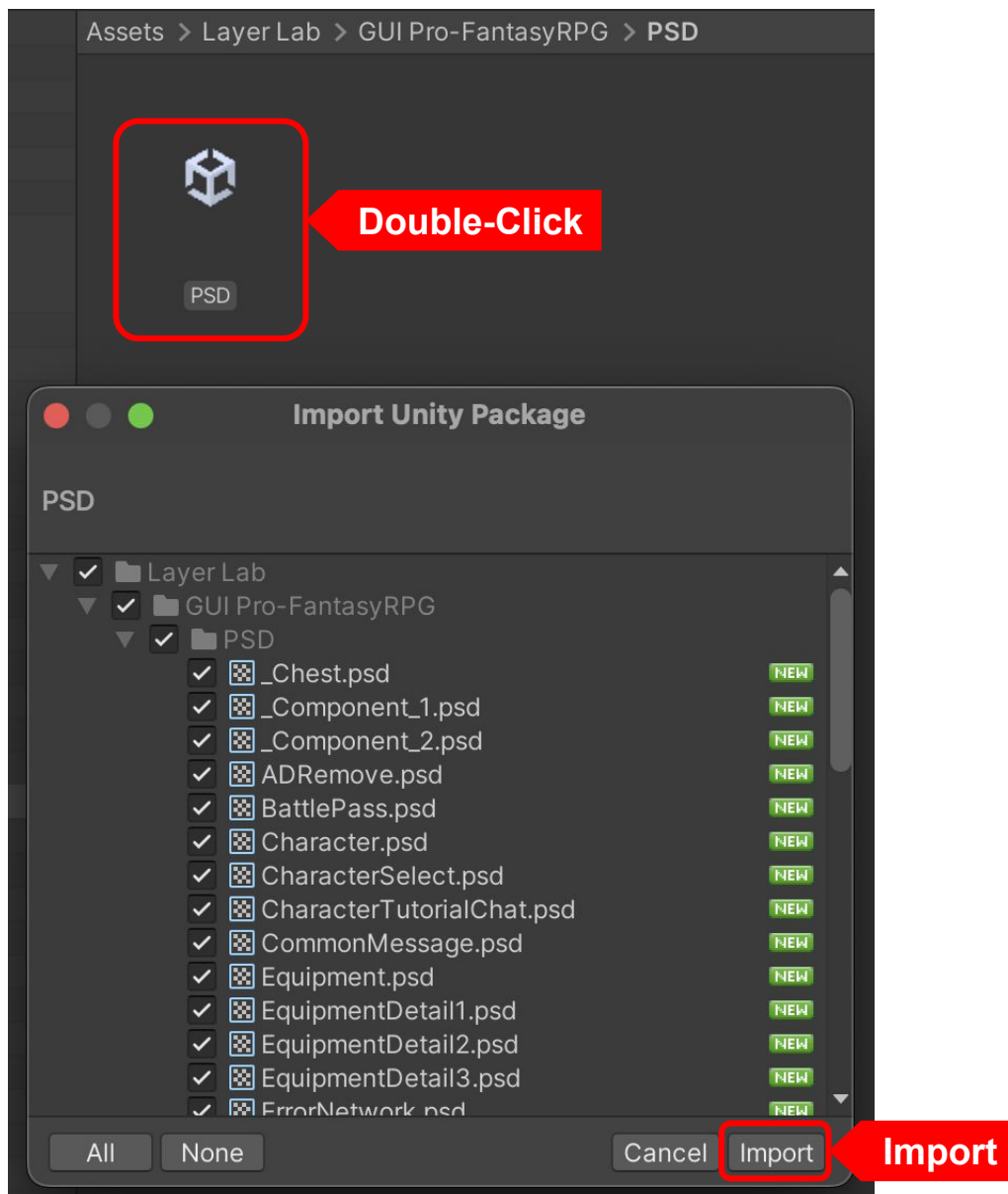
The number written after the font name is (32,40,50,54,64,72,120,210) font size. Font with the same name is only different in size, and the included alphabet and symbols are all the same.

Select and use a font similar to the size of the text you are working on.



PSD is packaged.

PSD files have been packaged to speed up import.
You can import a packaged file by Double-Clicking it.



Q&A

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Q&A

To change the specified color of an element



Q. I want to change the designated color of the element.



A. You can edit it in Photoshop. (Edit PSD)

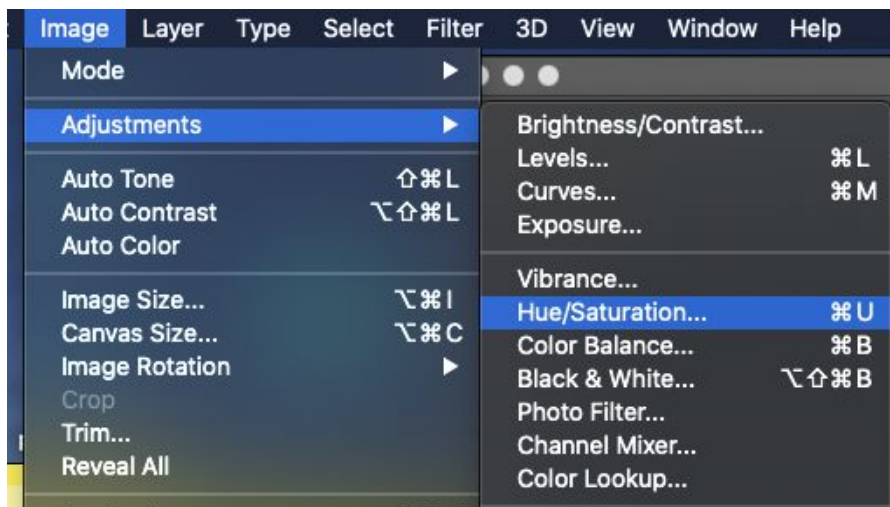
To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

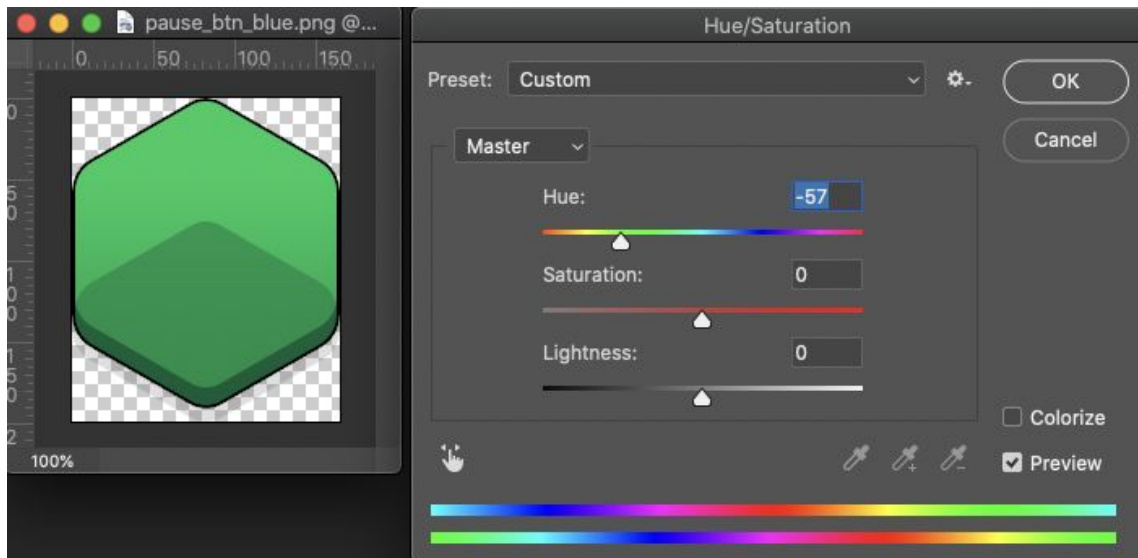
1) Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



Q&A

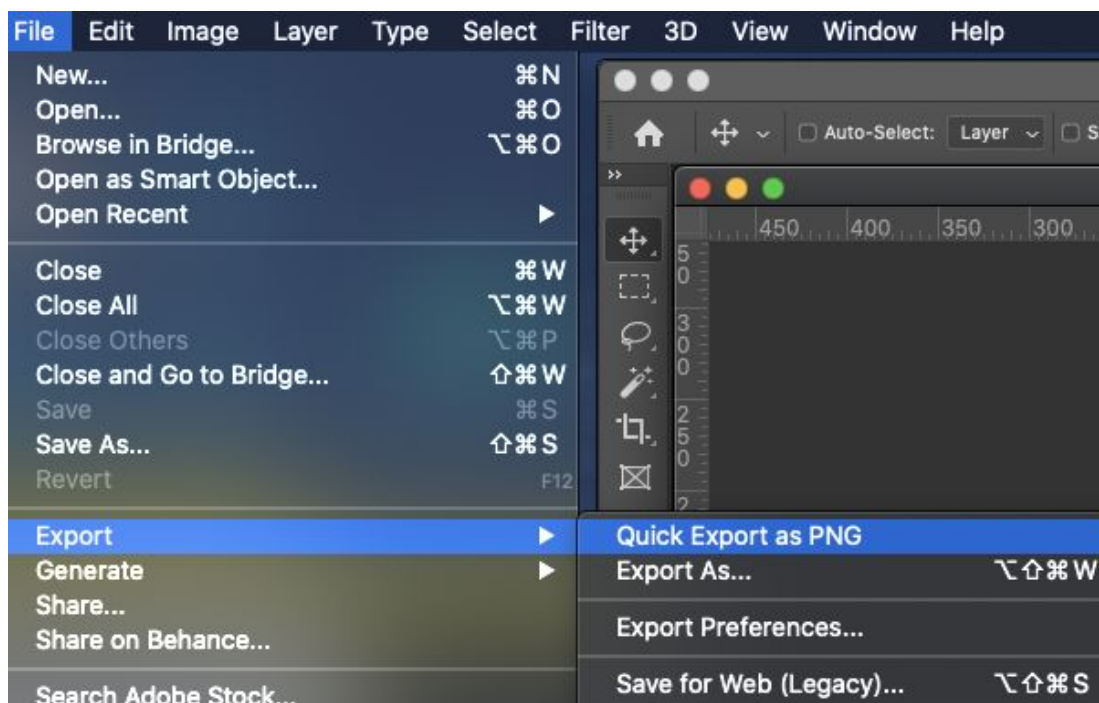
To change the specified color of an element



- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2) Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.





**THANK
YOU**

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