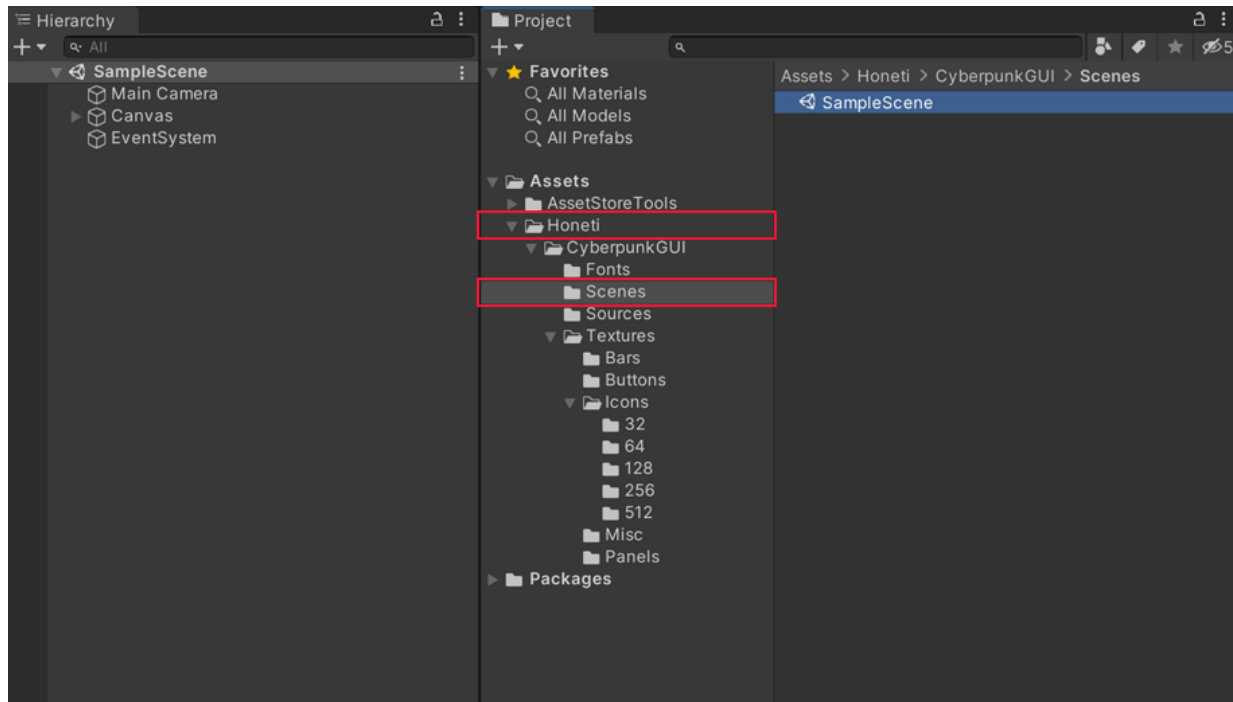


HONETi Unity GUI Manual

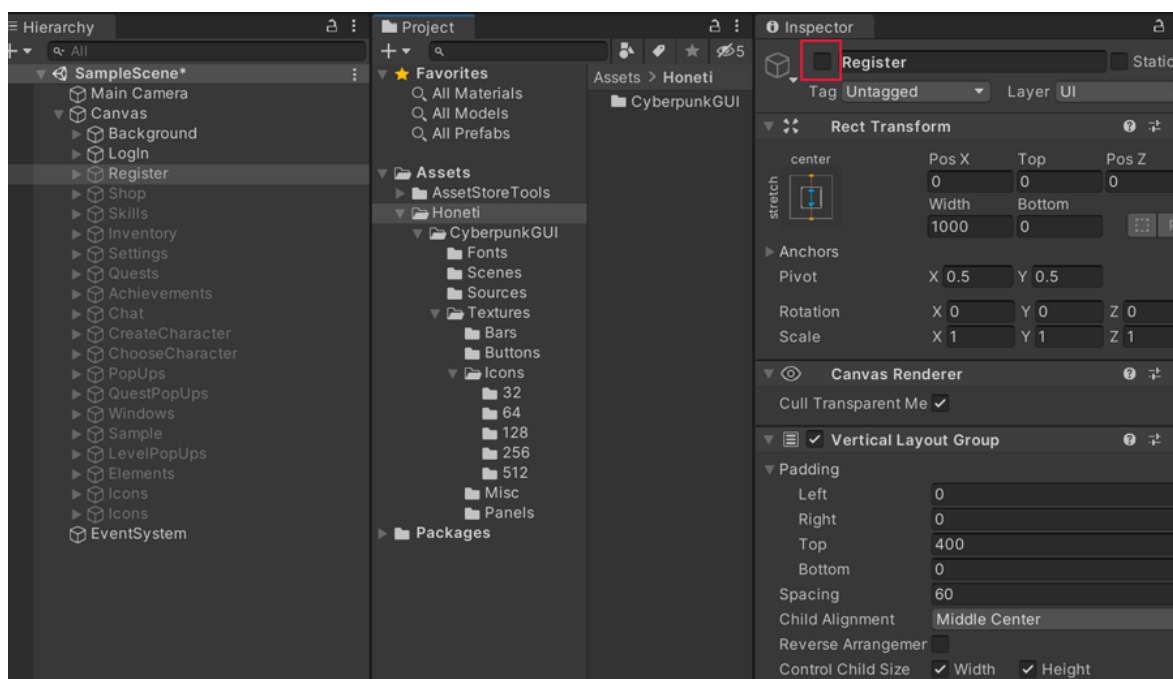
Our GUIs always include *SampleScene* showcasing assembled elements of the interface (windows, buttons, etc.). The scene is located in the *Honeti > Scenes* folder.



Example: Cyberpunk GUI

Elements on the scene

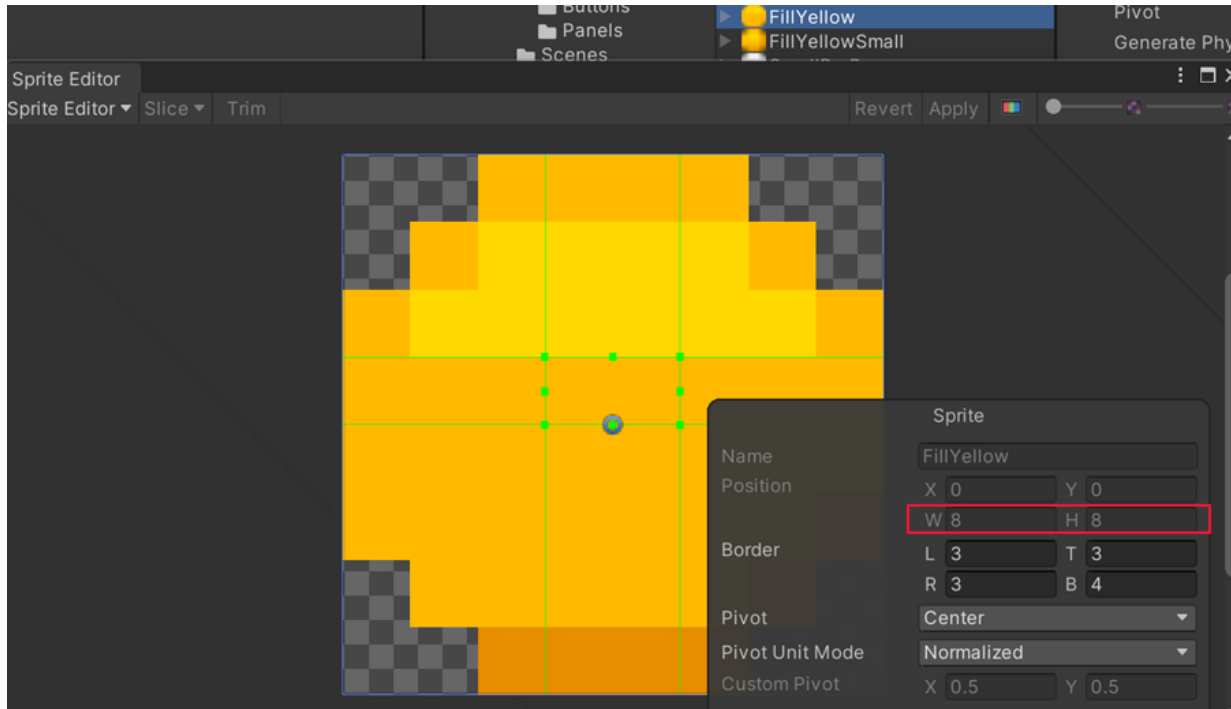
Because all elements of the interface are placed on one scene, some of them have visibility turned off. Visibility switch is located in *Inspector*.



Example: Cyberpunk GUI

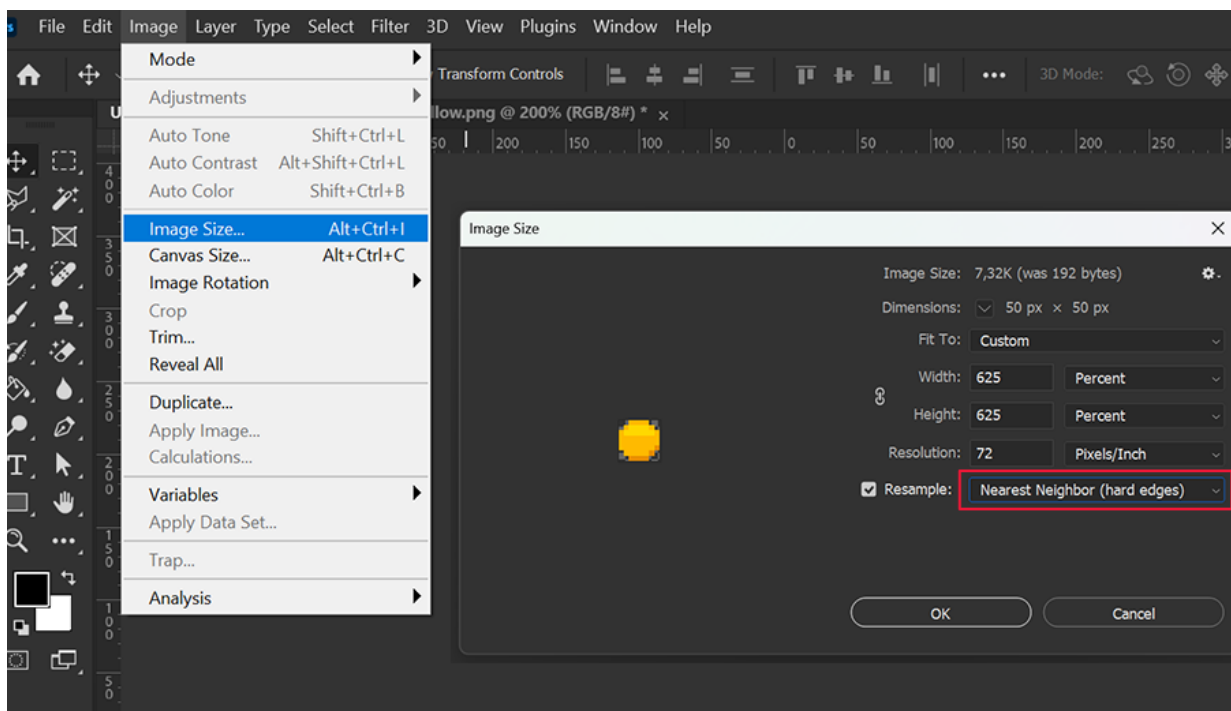
Using Pixel Art GUI graphics outside of Unity

Graphics in this asset have very small sizes and can not be used outside of Unity in their current state.



Example: Pixel Art GUI / UI Kit

Graphics can be enlarged to desired size in Photoshop using *Image > Image Size* option, to avoid blurriness choose *Nearest Neighbor (hard edges)* resampling method.



Example: Adobe Photoshop

Fonts

For our projects we choose fonts that won't require additional payments or permissions to use after asset purchase. All fonts are free to use in commercial projects.