

Fantasy RPG GUI

GUI pack

1. Package description

- The maximum supported resolution is **3840 x 2160**
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- The sample project is still unfinished and will **continue to be updated in the future.**

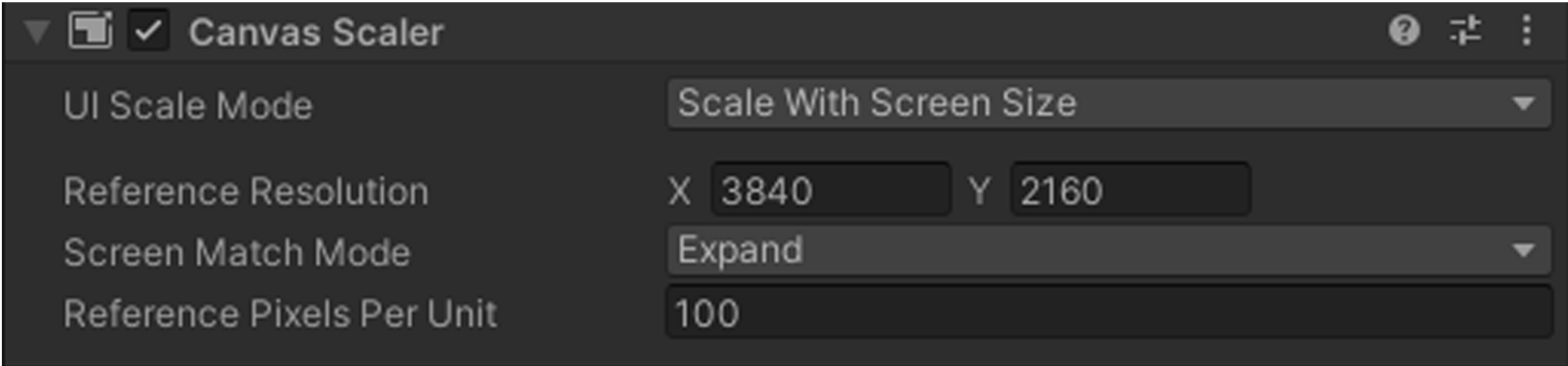
2.Asset structure

After importing the asset package into your Unity project, you will see all the resources provided live in the Fantasy RPG GUI Pack folder.

This folder is further subdivided into the following subfolders:

- **Demo:** Contains all the assets of an example project that makes use of all the sprites included the pack via Unity's UI system.
- **Documentation:** Contains the documentation of this pack.
- **Sprites:** Contains the .png files and .psd files of all the sprites included in this pack.
- **UI-Artwork-PSD:** Contains the original art source files (in Photoshop format).

3.Canvas Scaler Settings



Help

If you need help or have an idea for additional content you would like to be included in this pack, please write me to artsystack.in@gmail.com (please make sure to include your invoice number)

Fantasy RPG GUI Pack

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Credit

MedievalSharp – Designed by Wojciech Kalinowski
<https://fonts.google.com/specimen/MedievalSharp>

Poppins– Designed by Indian Type Foundry, Jonny Pinhorn, Ninad Kale
<https://fonts.google.com/specimen/Poppins>