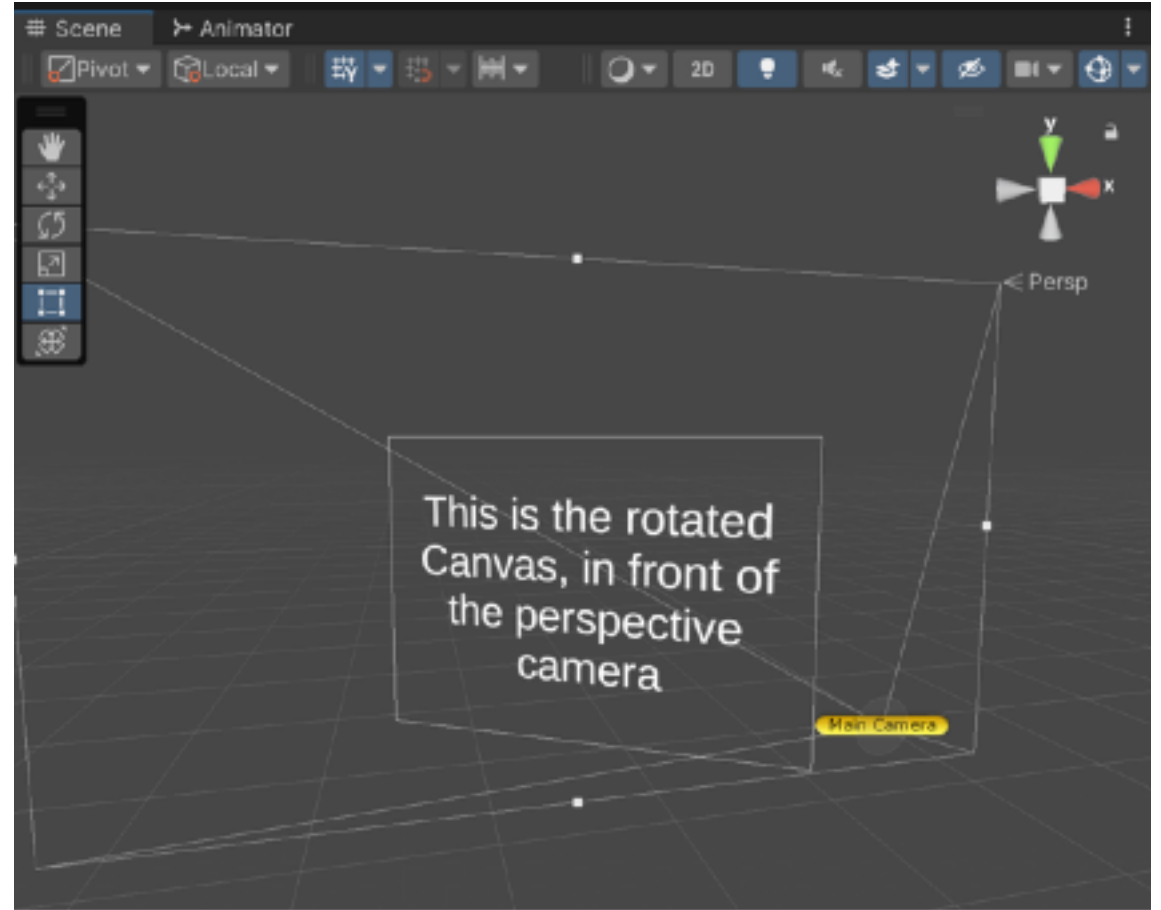
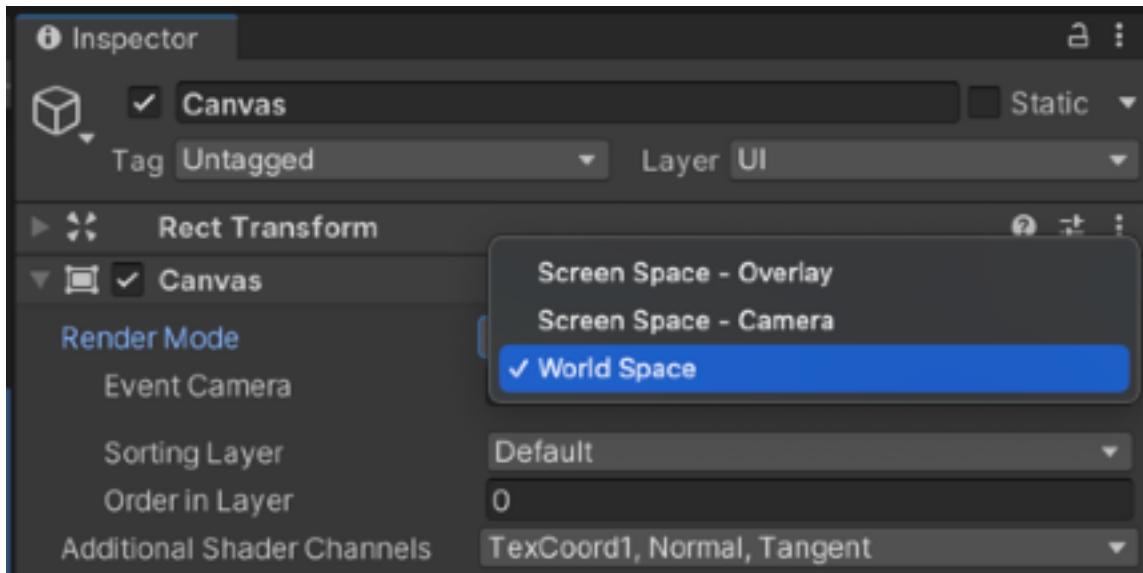


UI - Screen/World Space

World Space:

(for health bars, ground markers, in-game messages like "+10 HP")



UI – Resolutions

Set resolution in Game view:

