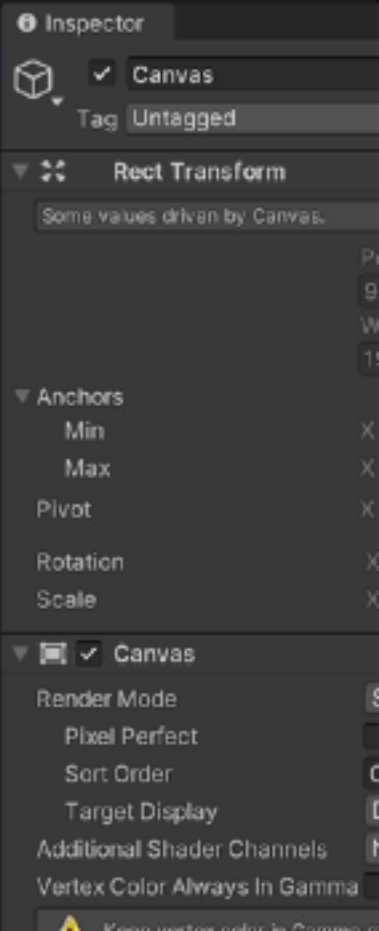
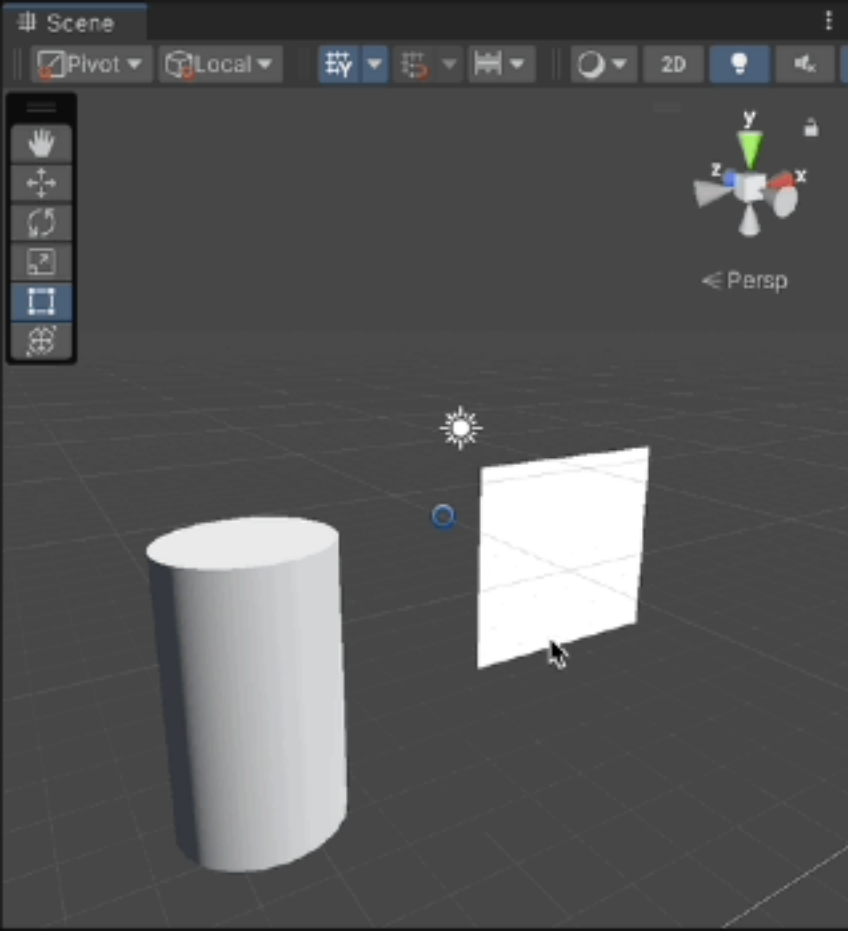


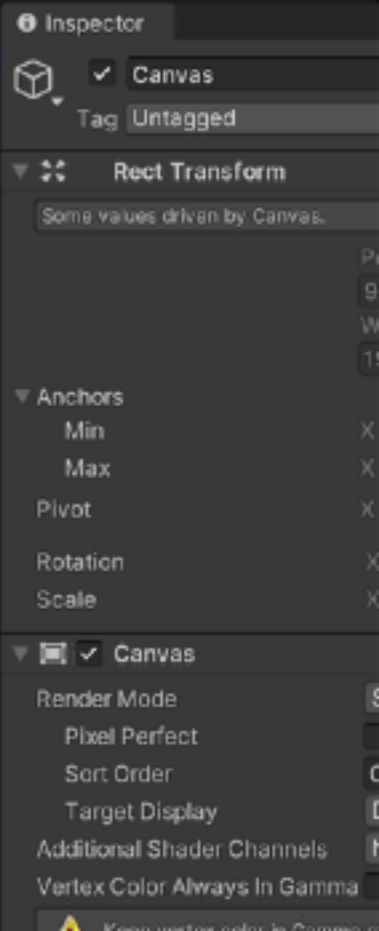
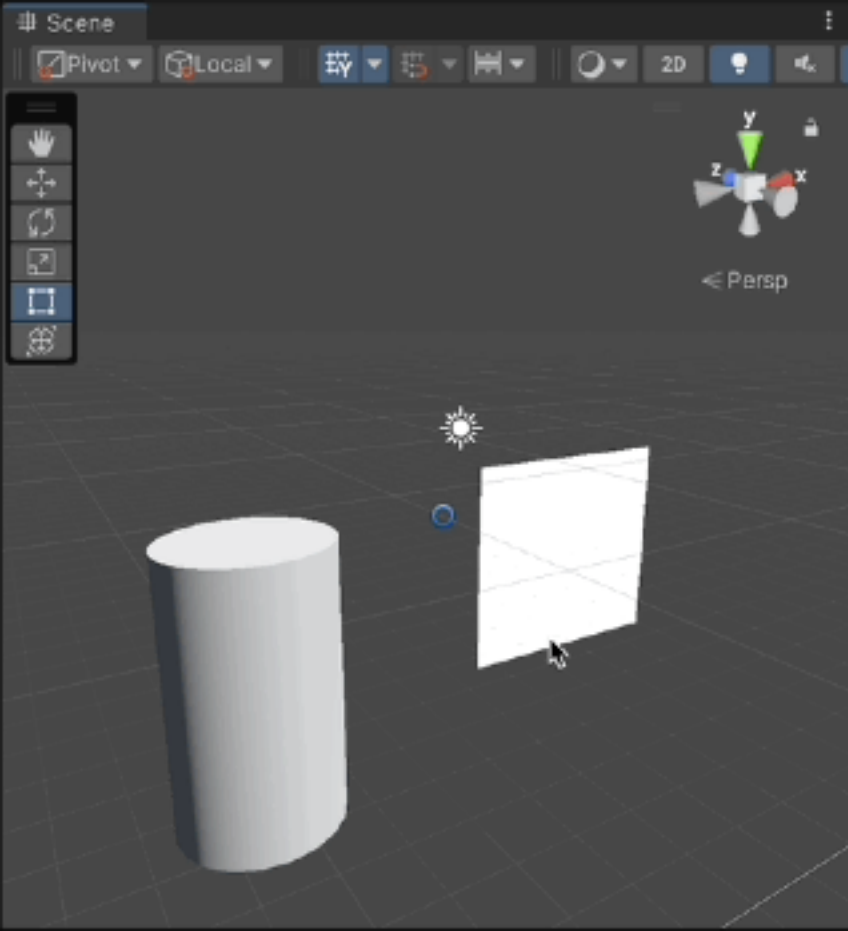


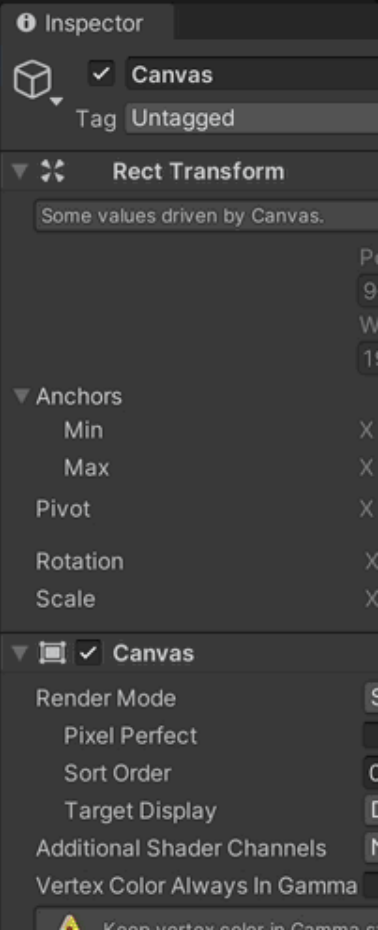
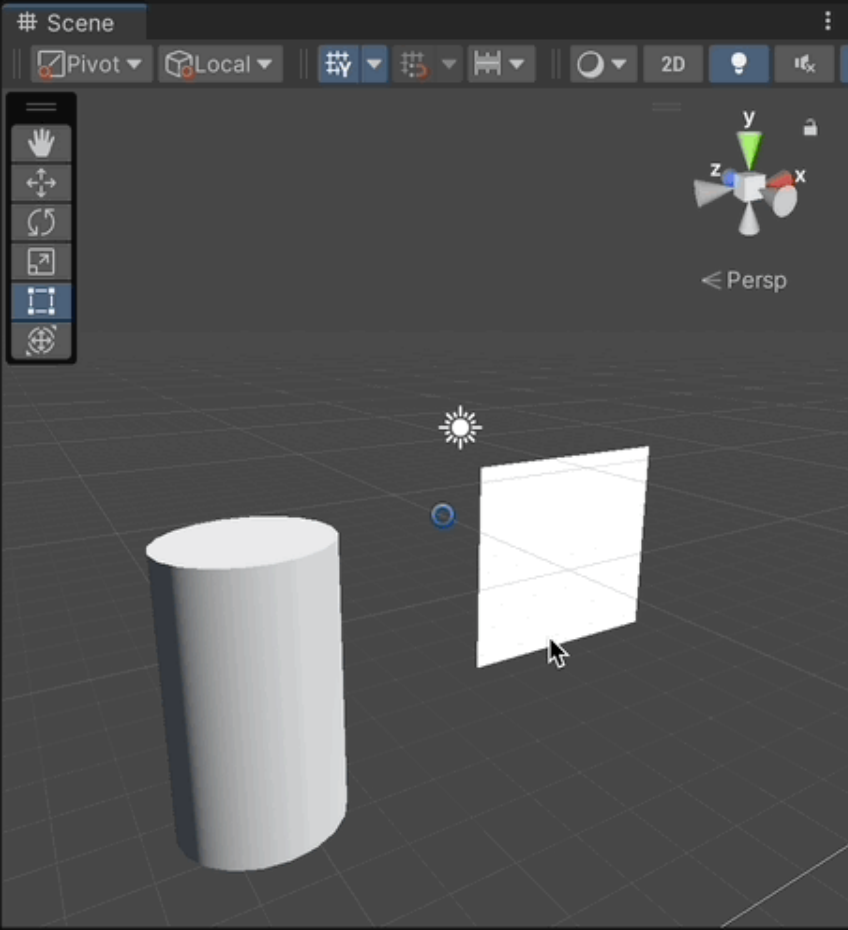


Rect Tool

(for 2D, 3D and UI)

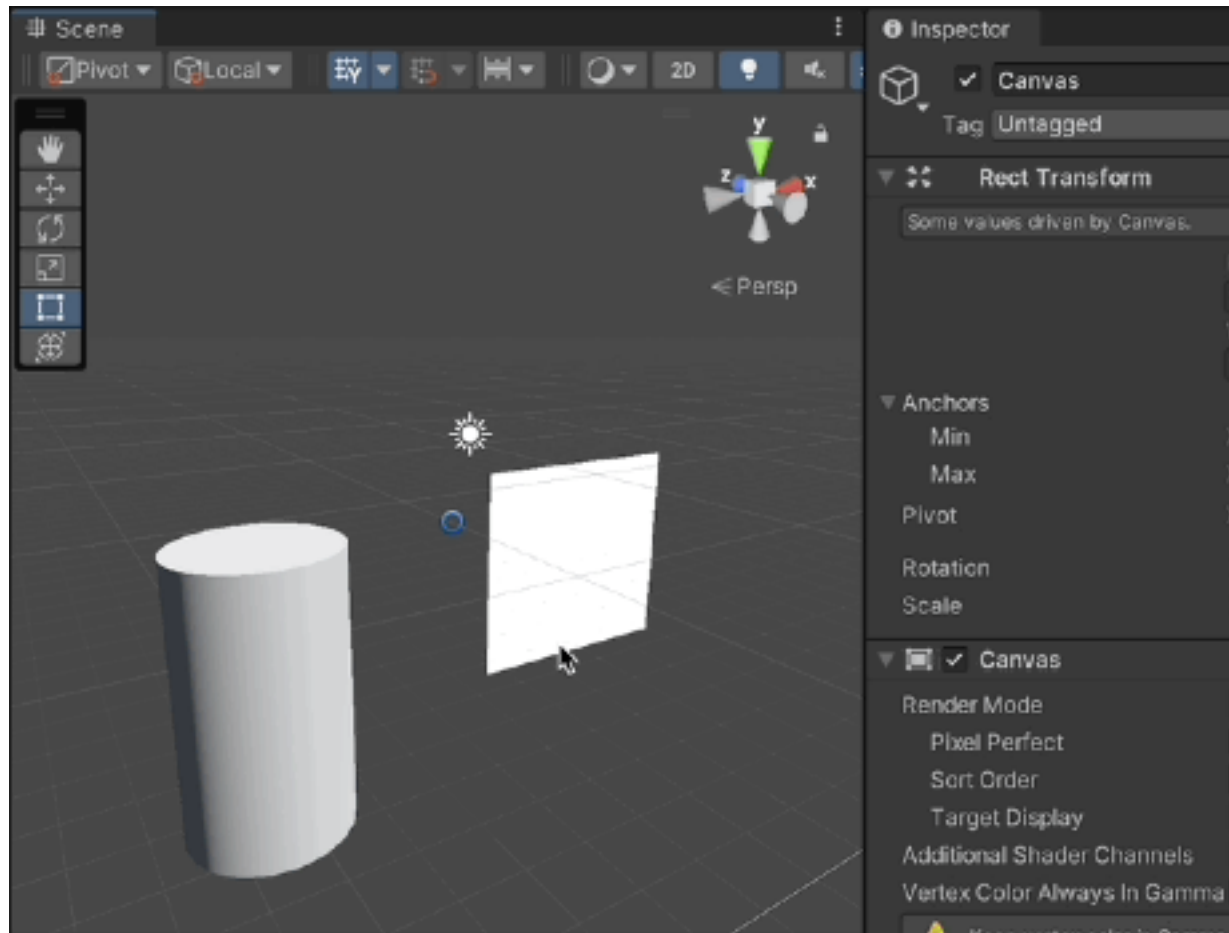






UI – Rect Tool

Rect Tool
(for 2D, 3D and UI)



UI - Screen/World Space

Screen Space:

(for HUD, menus, screen overlays)

