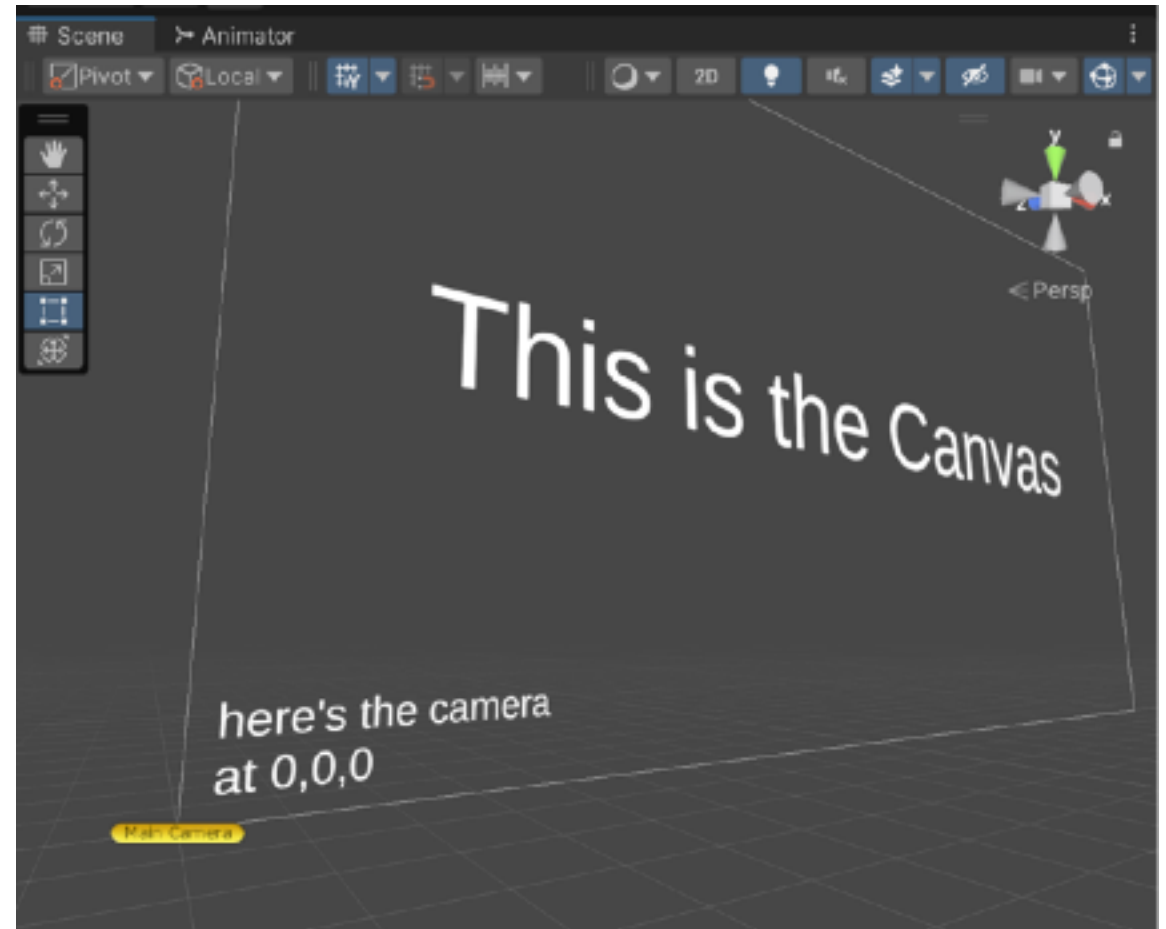
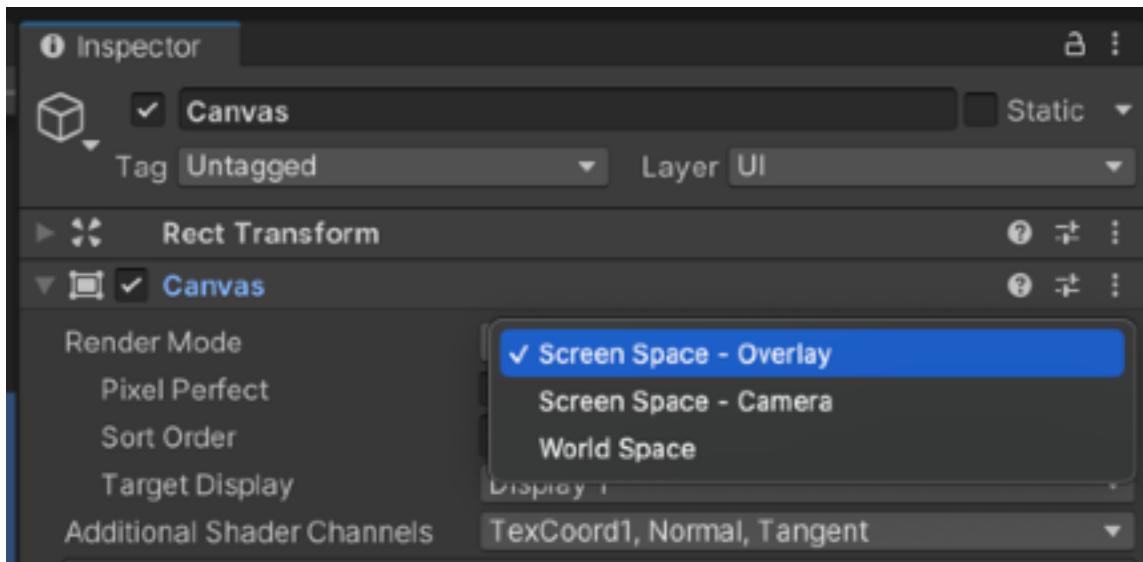


UI - Screen/World Space

Screen Space:

(for HUD, menus, screen overlays)



UI - Screen/World Space

World Space:

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

