



Psd 2 Unity uGUI Pro

A super easy to use plug-in that imports your PSD into Unity with positioned and arranged layers, in minutes.

Compatibility

- Adobe Photoshop CS5+ (including CC+)
- Unity 5.0+ uGUI (Personal or Professional)

Tutorial Video

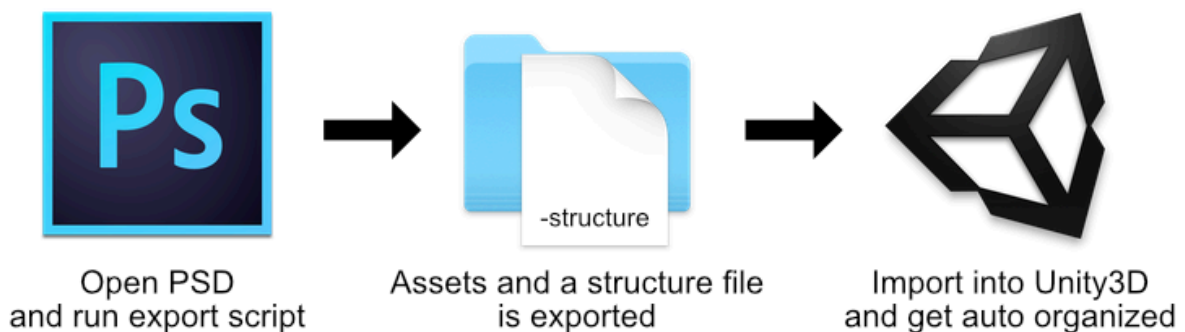
<http://youtu.be/IYft1lt4TwI>

Installation

1. Import **PSD 2 Unity uGUI Pro**.
2. Copy **Photoshop Scripts/Psd 2 Unity Pro - Digest.jsxbin** to
 - OSX: `/Applications/Adobe Photoshop XXX/Presets/Scripts/`
 - Windows: `[Adobe Photoshop Installation Path]\Presets\Scripts\`

Usage

Flow



Step-by-step

1. Open your PSD file in Adobe Photoshop (You can use [Sample/Scene Store.psd](#) as a test).
2. Rename layers you want to import into Unity following these rules:

Format	Description
name=PNG	Export as PNG file.
name=JPG	Export as JPEG file with max quality.
name=JPG:8	Export as JPEG file with quality of your choice. Quality should be an integer range from 0 to 12.
name=Text	Export as text. Remember to copy text's font file to project's assets.
name=Button └ Normal └ Highlighted └ Pressed └ Disabled	Export as button. Group button's states and name them exactly as left. Normal state is required, other states is optional.
name=PNG[Anchor:st,Pivot:lt]	Export layer with anchor and pivot settings. Anchor's horizontal setting can be: <ul style="list-style-type: none">• l: Left• c: Center• r: Right• s: Stretch and vertical setting can be: <ul style="list-style-type: none">• t: Top• m: Middle• b: Bottom• s: Stretch Pivot's horizontal setting can be: <ul style="list-style-type: none">• l: Left• c: Center• r: Right and vertical setting can be: <ul style="list-style-type: none">• t: Top• m: Middle• b: Bottom Both anchor and pivot is optional.

3. Run **File ▶ Scripts ▶ Psd 2 Unity Pro - Digest** and follow the instructions. A ***-assets** folder and a ***-structure.json** file will be exported besides your PSD file.
4. Open Unity, import the ***-assets** folder and ***-structure** file you got in step 3 into your project.
5. In the **Project** panel, find and right click the ***-structure** file you just imported. Select **Set as Psd 2 Unity Pro's Target**.

6. In the **Psd 2 Unity Pro** panel which just showed up, set a **Target Root** to compose to.
7. Optionally, set **Fonts Folder** contains fonts used in your PSD.
8. Click **Compose!** button.
9. Layers is positioned and arranged right on your scene. Feel the magic!

Optional steps

- You can adjust **Default Settings** in the **Psd 2 Unity Pro** panel, then click **Compose!** to get your desired outputs.
- You would like this plugin to help you rename PSD layers: [Renamy](#)

Got Questions?

Feel free to email me: auiworks@gmail.com

I'll reply within 1 working day.

Like me? Rate me!

Please rate and review this plug-in. That would be a great help!

<http://u3d.as/70q>