

# ANY.UI

Display & use UGUI  
on ANY 3D surface



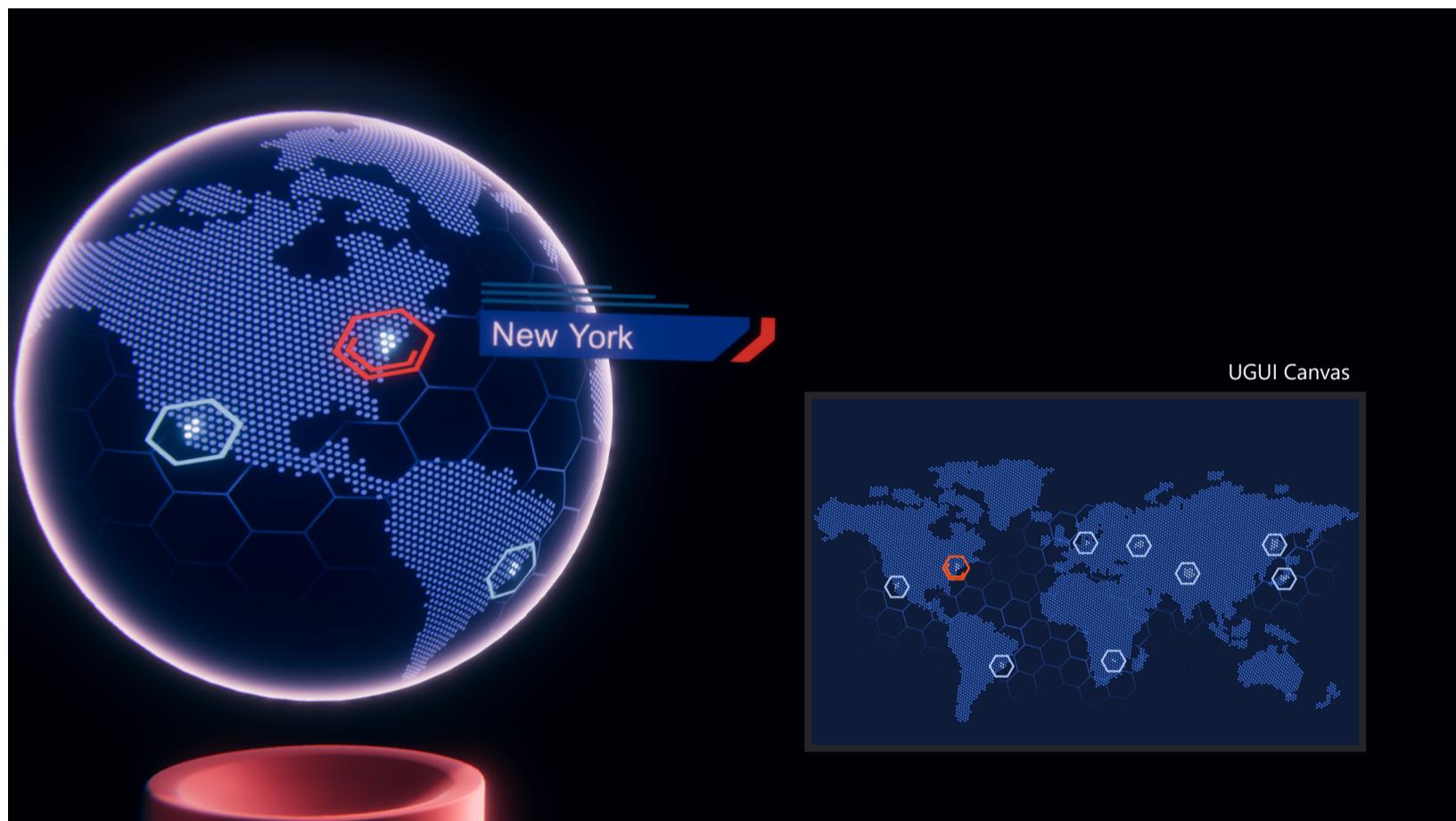
DOCUMENTATION

1

## What does ANY.UI do?

ANY.UI projects your canvas onto objects as a texture.

Input Events that hit the object are propagated back to the canvas.  
This enables you to interact with the canvas via the 3D Object.



**ANY.UI requires the 3D Object to be unwrapped.**

For optimal results, the unwrap should be distortion free, and the UV area that will be used to display the UI should match your canvas' aspect ratio.

**2**

## Where do I start?

This documentation contains the following:

**3 Automatic Setup**

Quick and easy wizard to setup a mesh for AnyUI.

**4 Manual Setup**

Step-by-step guide to set up your mesh and canvas

**5 Component Guide**

Step-by-step guide to set up your mesh and canvas

**6 Code Documentation**

Coming soon...but you can examine the example scenes  
for now

Start first by reading through the Automatic and Manual Setup sections, and then have a look at the library scenes.

After that, feel free to examine the examples and read the component documentation of this manual.

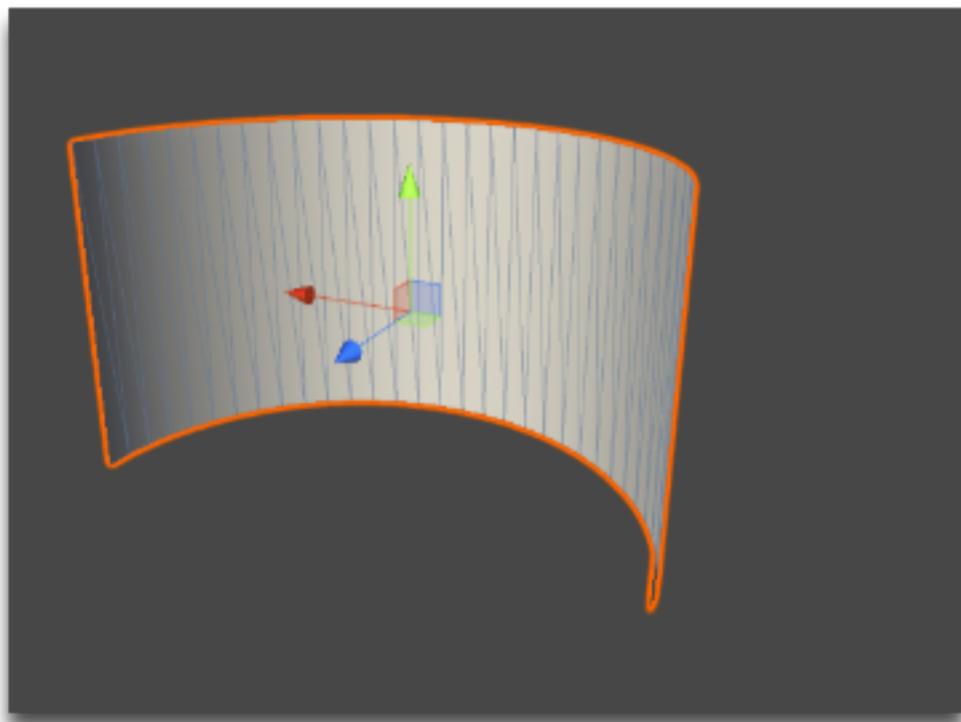
If you have any further questions, please contact us at  
**[anyuics@gmail.com](mailto:anyuics@gmail.com)**

## 3

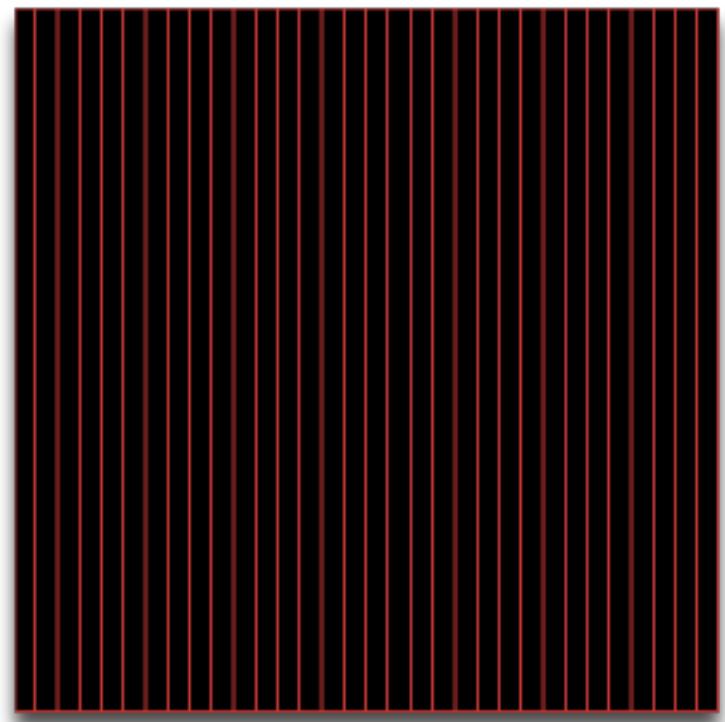
## Quickstart / Automatic Setup

### 1) Have a prepared model

Place an unwrapped model into your scene.



*3D Model in Unity Scene*



*UV unwrapping*

### **...if you are wondering how to optimally unwrap for Any UI**

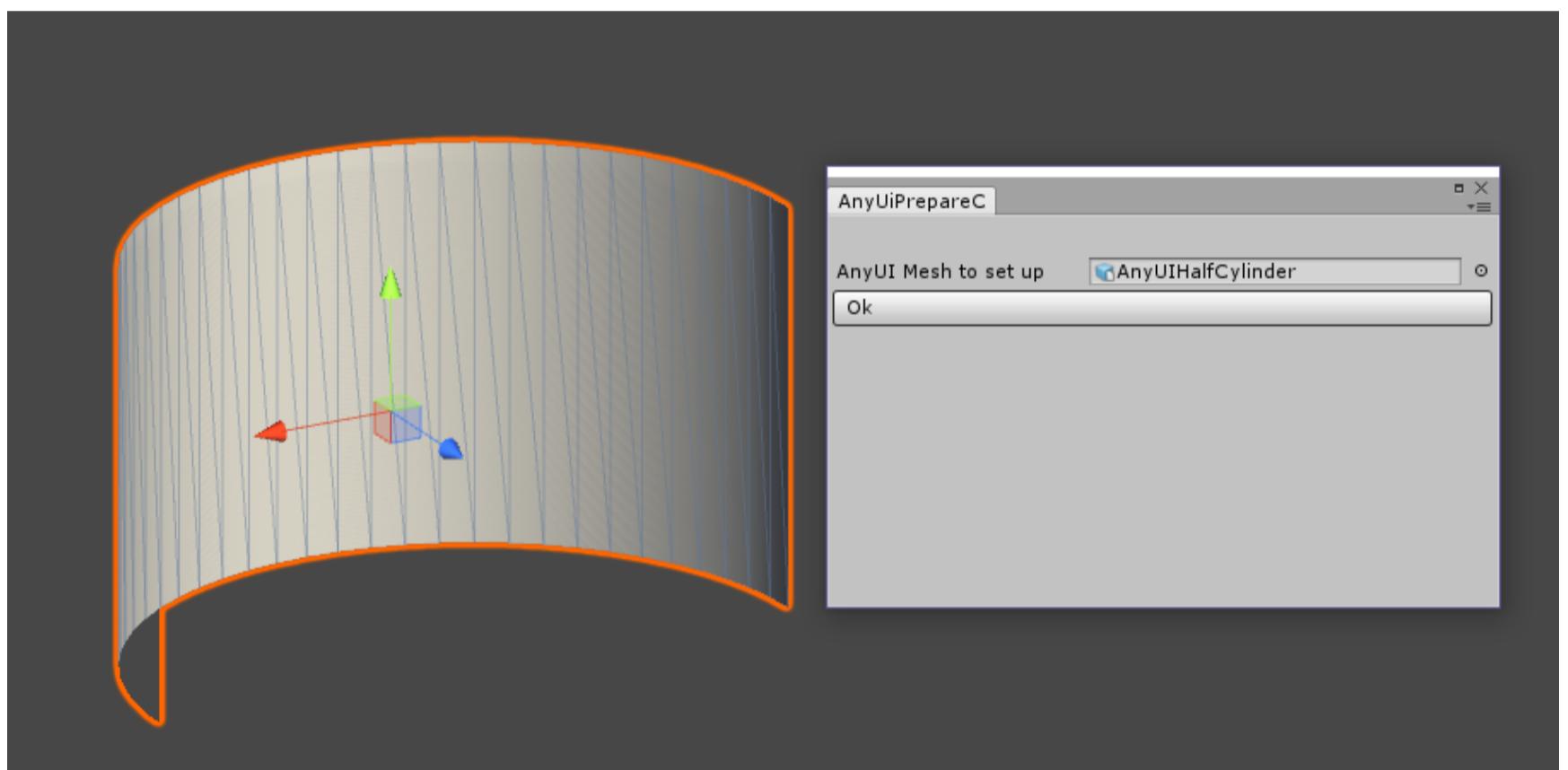
Have a look at the library objects, we have included their unwrap as a texture so you can see how different unwraps influence the results.

**3**

## Quickstart / Automatic Setup

### 2) Run the Automatic Setup

The Automatic Setup can be found in Windows->AnyUI



### 3) You are basically done!

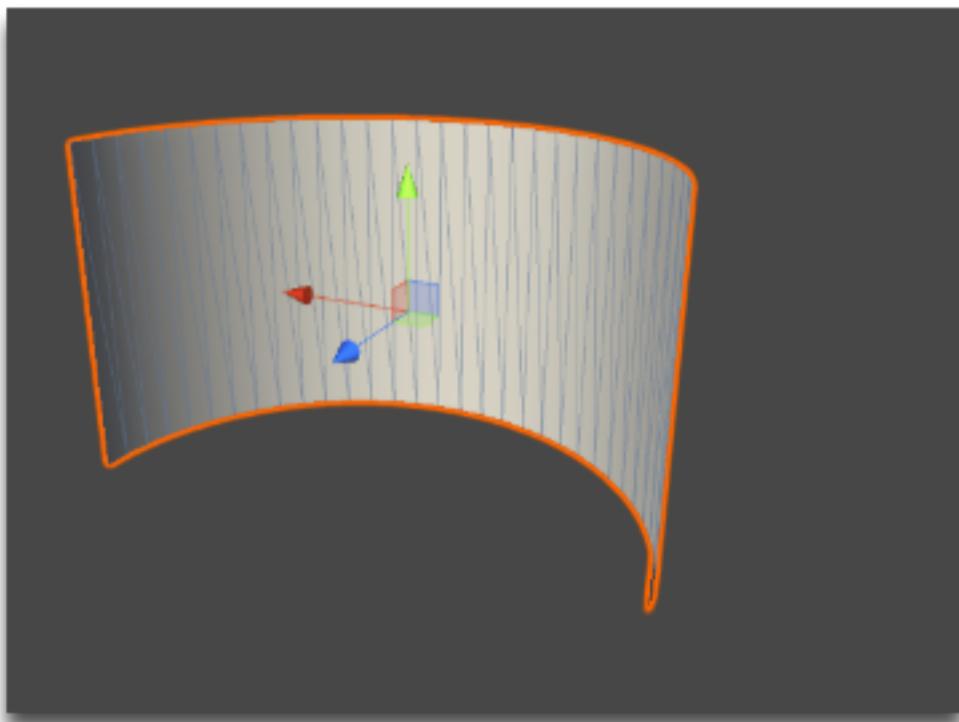
A canvas gets automatically added to your scene, and is set up along with your 3D model. Place any UI element into the canvas, and it should appear on the 3D mesh, and behave like a regular Unity UI element.

## 4

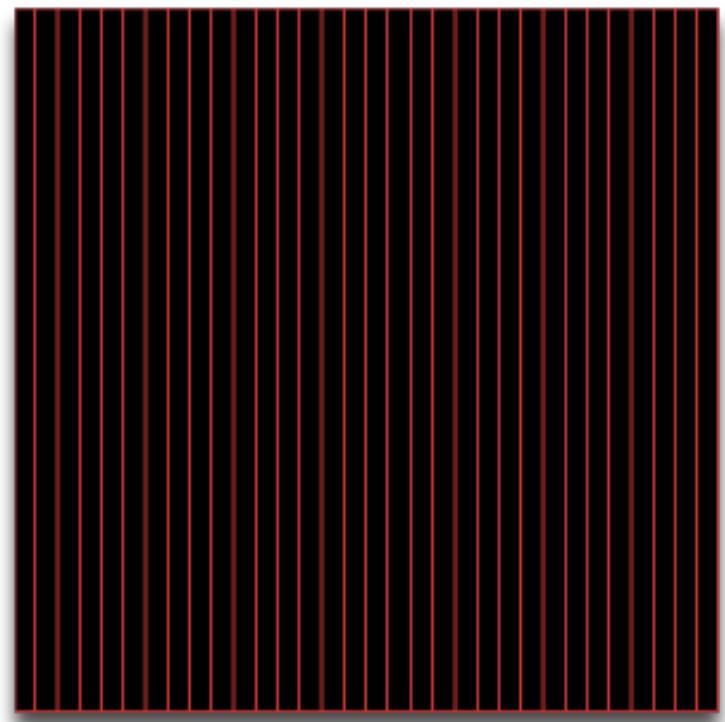
## Quickstart / Manual Setup

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*3D Model in Unity Scene*



*UV unwrapping*

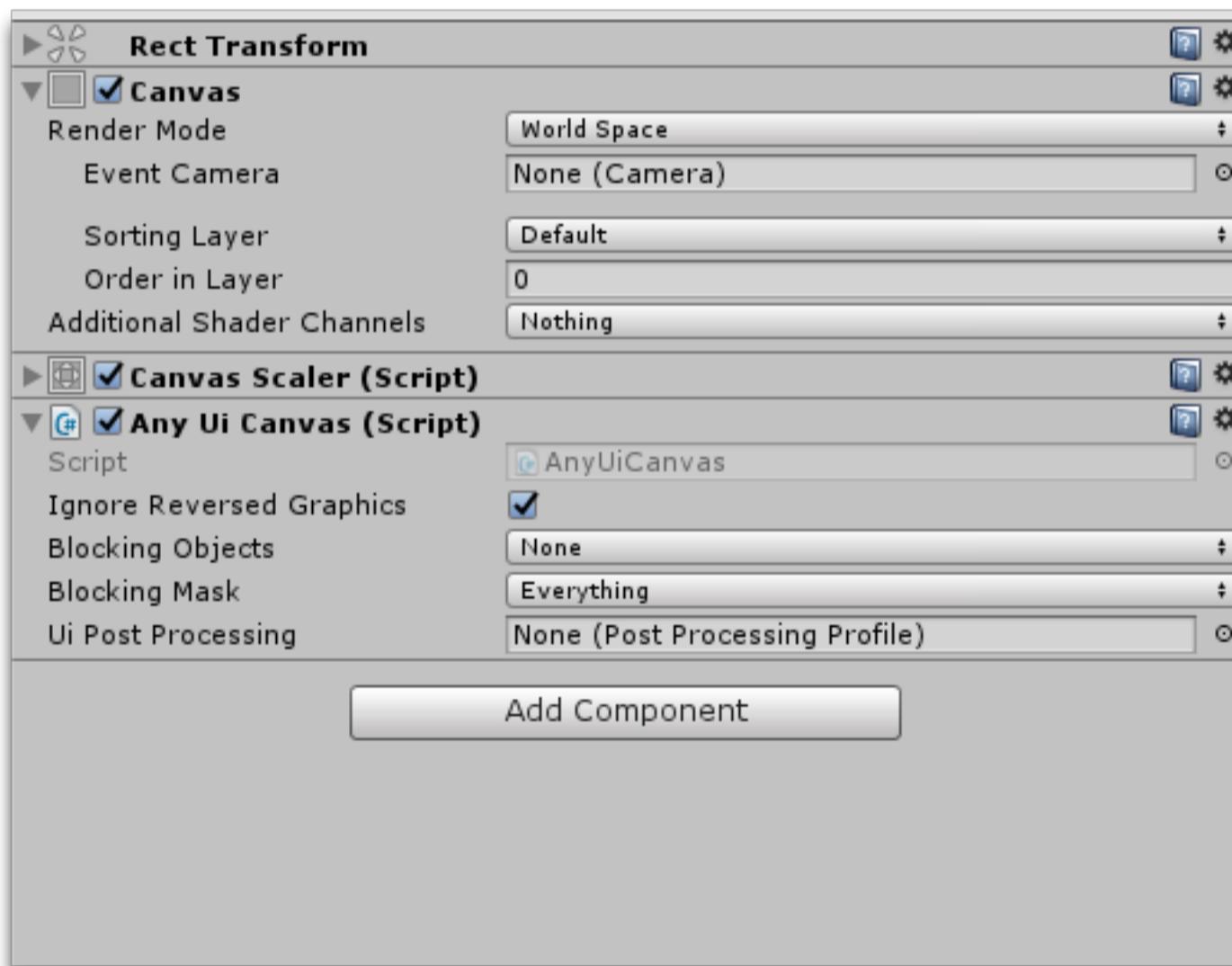
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**4**

## Quickstart / Manual Setup

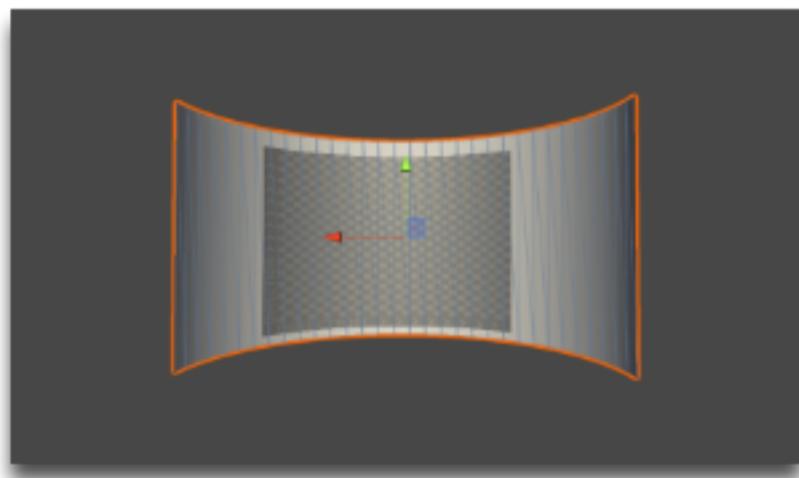
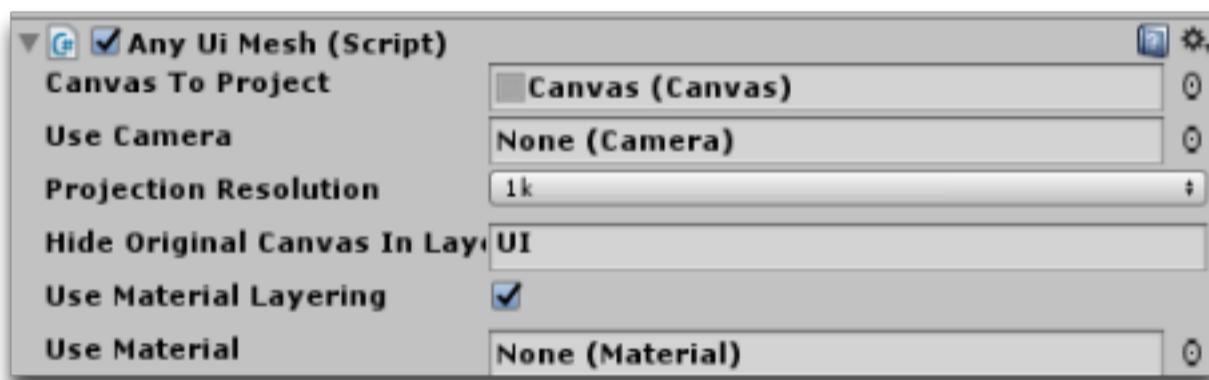
- 1) Place an unwrapped 3D model in your scene**
- 2) Create a canvas object**
- 3) Set the canvas to world space**
- 4) Remove the graphics raycaster from the canvas**
- 5) Add an Any UI Canvas component**



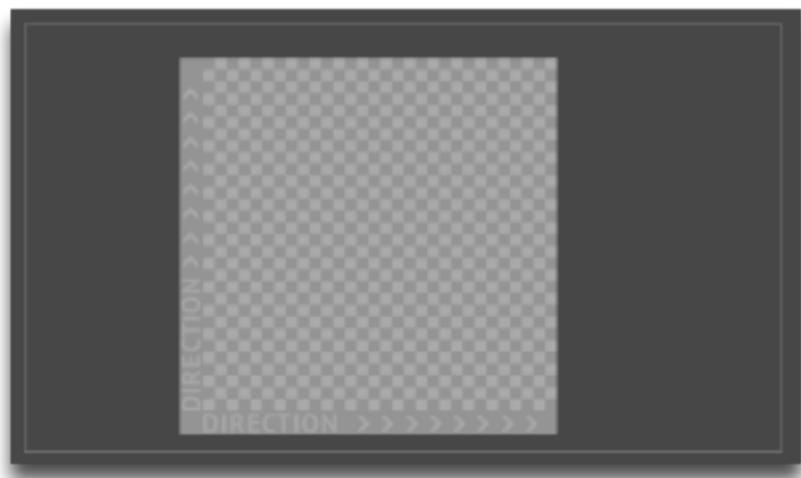
## 4

## Quickstart / Manual Setup

**6) Add an Any UI Mesh component to your 3D Mesh and drag the canvas you want to use into the Canvas To Project field.**



3D Mesh with AnyUI



Canvas with image inside

If you place an image into your canvas, you should see it being rendered on your 3D mesh right away.

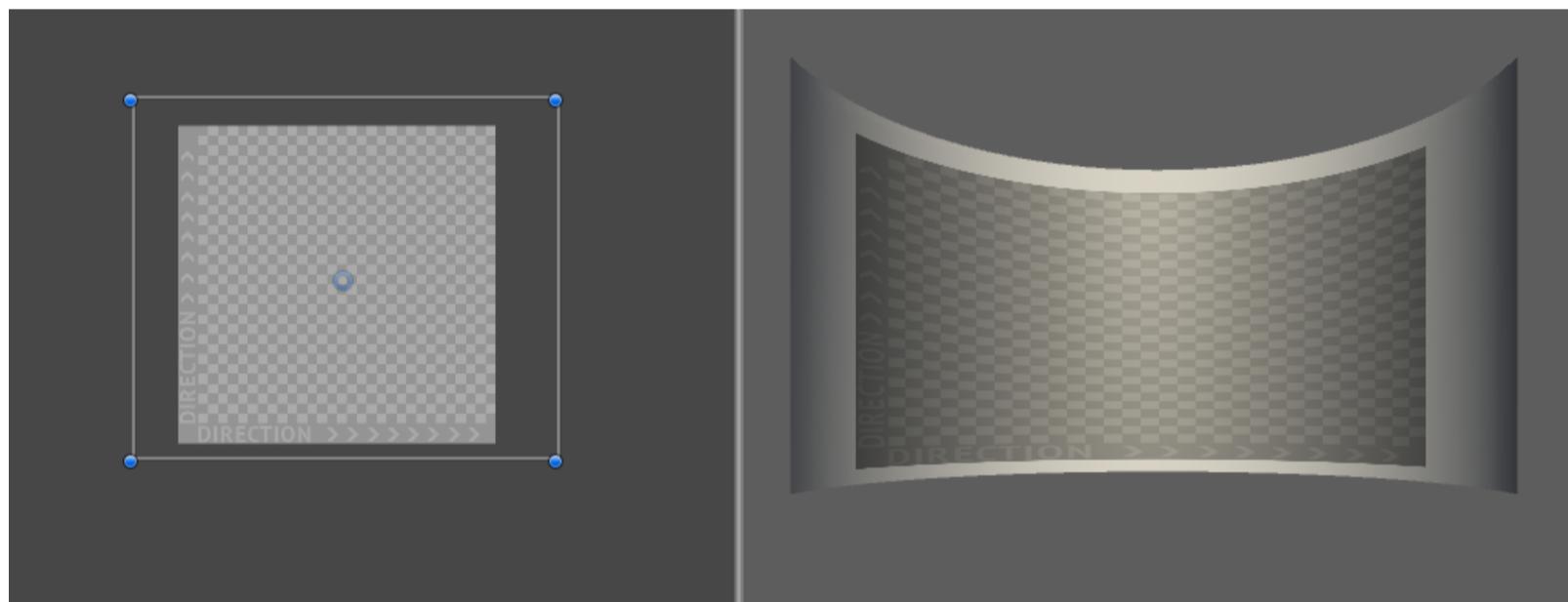
**Congratulations, you almost made it. Your 3d object should already receive input events and propagate them to the UI canvas!**

## 4

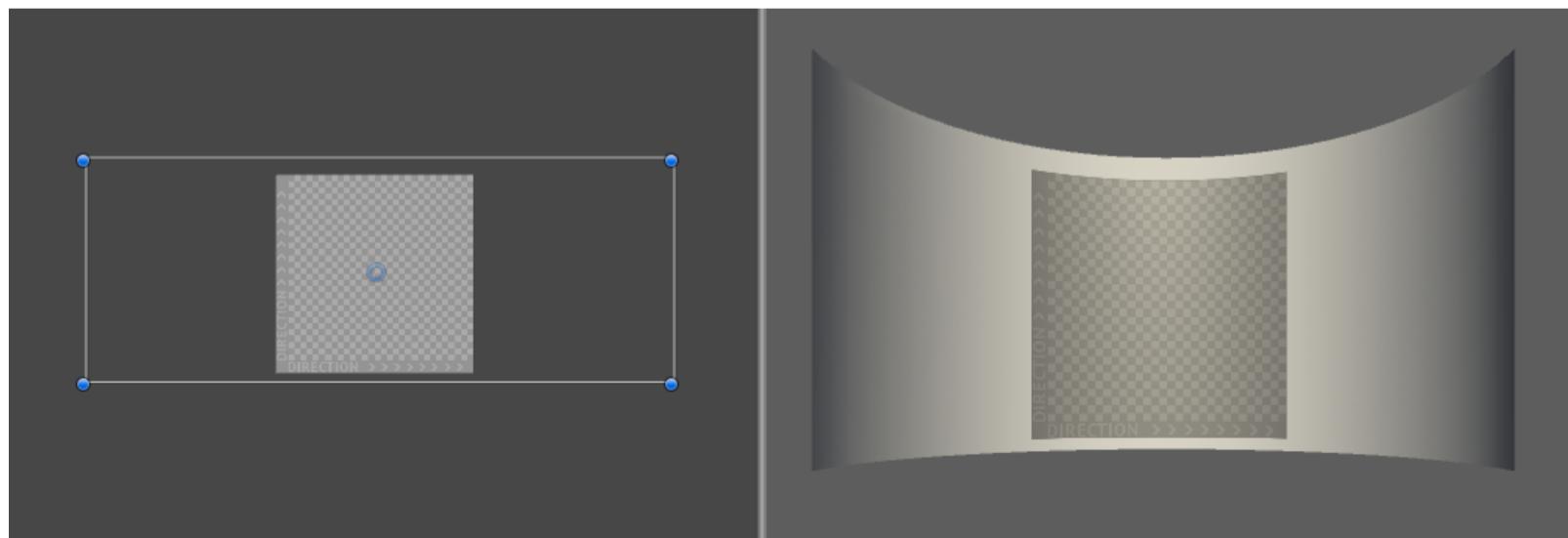
## Quickstart / Manual Setup

### 7) Adjust your canvas aspect ratio

If your UI elements appear squashed on the 3D object, it's most likely that the aspect ratio of your canvas doesn't match your uvs. You can fix this by scaling your canvas.



*Distortion due to aspect ratio mismatch*



*Projection with corrected aspect ratio*

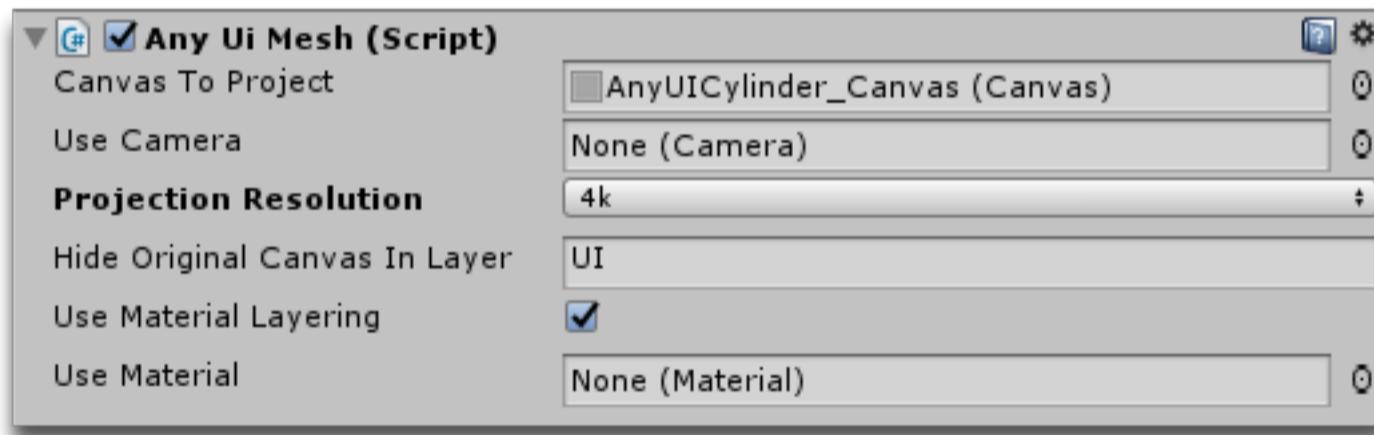
## 5

## Components / Any UI Mesh

There are 4 components, but only ANY UI Mesh and ANY UI Canvas are required.

### ANY UI MESH

The ANY UI MESH component should be added to the mesh you want your UI to display on. The mesh does need a mesh render and a mesh filter component.



#### Canvas To Project

Drag the canvas you want to use on your 3D mesh here.

#### Use Camera

If you want to cast the input from another camera than your main camera, drag the camera into this field.

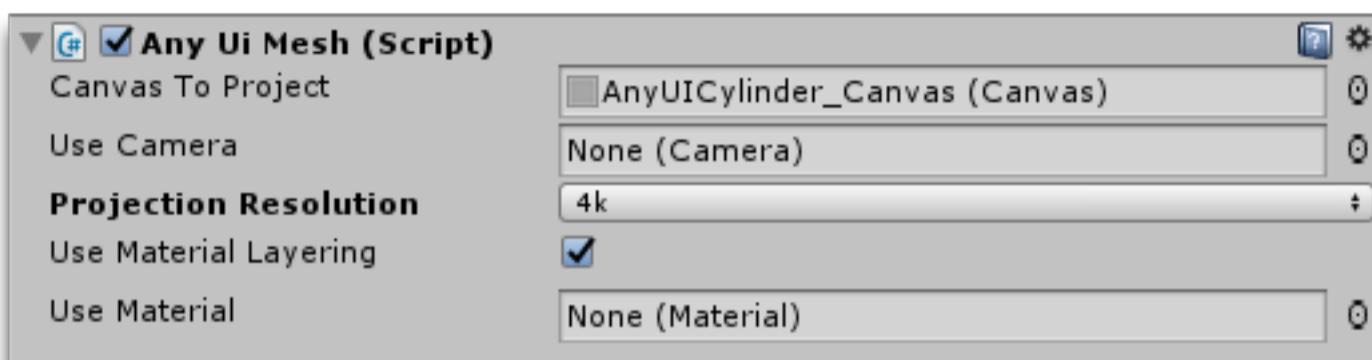
#### Projection Resolution

Determines the resolution of the UI texture used on your mesh.

## 5

# Components / Any UI Mesh

(continued)



## Use Camera

If you want to cast the input from another camera than your main camera, drag the camera into this field.

## Use Material Layering

BLayering enables you to layer for UI canvas onto the material of the 3D mesh. ( e.g. self illuminated UI on top of a standart material)

## Use Material

The material used for rendering your UI on the mesh. If you want e.g. a UI not influenced by light, use an unlit material.

If this field is left blank. a standart material will be used.

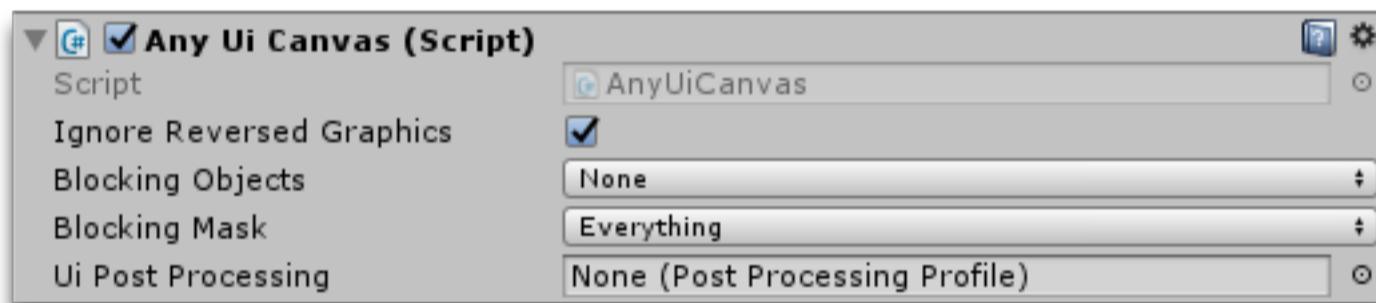
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## Components / Any UI Canvas

### Any UI Canvas

The Any Ui Canvas component should be played on the canvas you want to project to the mesh. It works as a replacement of the graphics raycaster.

**You have to remove the graphics raycaster from the canvas element in order to work!**



### Ignore Reversed Graphics, Blocked Objects & Blocking Mask

Those settings are similliar to the unity graphics raycaster component. Please have a look at the Unity documentation.

### UI Post Processing

Renders the canvas with a Post Processing stack. This is usefull for example to apply bloom to onyl your UI elements.

**This feature only works with Version 1 of the post stack, version 2 from the Github Repo is not implemented yet.**

## 5

## Components / Mime Transforms

### Any UI Mime Transform & Mime Transform Updater

This component allows you to stick / glue a 3D mesh to a UI element position on your mesh. This is useful for playing particle effects in 3D at the same location as an UI element on your mesh, or to place moving labels in 3D.

**Requires a Mime Transform on the 3D object your want to place, and an Mime Transform Updater on the main UI Mesh. The Mime Transform has to be a child of the main UI Mesh.**



*The button position drives the position of the label*

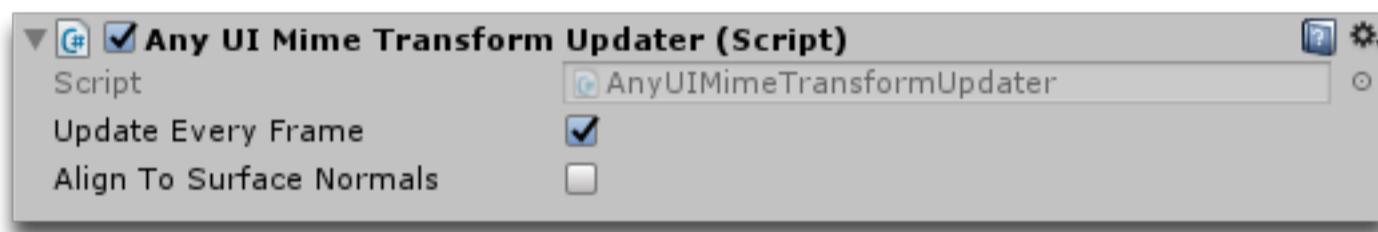
## 5

# Components / Mime Transforms

(continued)

## ANY UI Mime Transform Updater

Has to be placed on your main UI mesh. Updates the Mime Transforms of it's child objects.



### Update Every Frame

Updates the positions every frame. Only needed if you the UI elements change position every frame.

### Align to Surface Normals

Aligns to axis to the surface normal of the point on the 3D UI mesh.

## ANY UI Mime Transform

Has to be placed on the object your want to put on your UI's position.



### UI Object To Mime

The UI element from your canvas that you want your 3D element to get it's position from.