

## 1. Introduction

**Do you need core UI Elements to start building your first Game or App? Are you a professional and want to speed up your workflow? We have EXACTLY what you need!**

**200+ Sliced Elements | 130+ Pixel Perfect Icons | 1 Font with 10 Styles | 70+ drag'n'drop component elements | 30+ Classic App Examples | 23+ Fundamental Game Examples | 3 iWatch Examples | 20+ Color Schemes | 9 HD Photography Images**

**UI Builder** is a **customizable revolutionary UI-kit** that contains **ready-made elements to mix, match & build your own User Interface** for an App or a Game. It is also a great tool for quick & easy creating and slicing high quality GUI skins & sprites for new Unity GUI.

**Creating your own awesome-looking custom interface has never been so easy before!**

**UI Builder is the most beautiful UI bundle on the Asset Store.** It has been created with developers and designers in mind, using our in-depth knowledge about fundamentals of the design process. We have created this asset using perfectly matched color schemes, well balanced composition and hand-crafted, easy-on-the-eye proportions of each element.

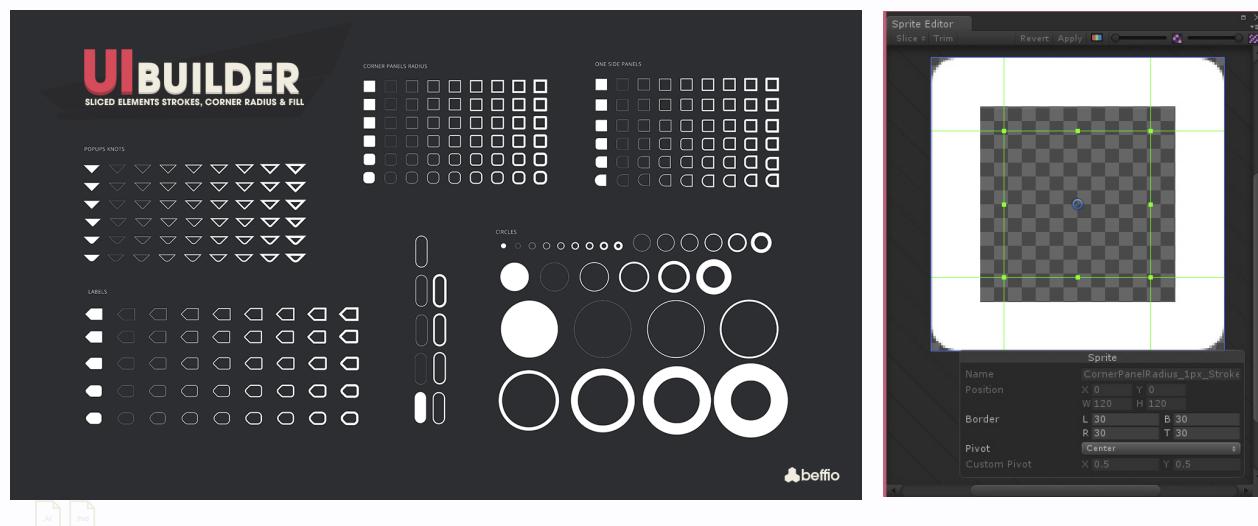
### Features :

- Quickly create good looking UI elements • Constant updates and new features • Active development & support • Clean modern styles • Easy to use for beginners and professionals

## 2. Fundamental UI elements

Set of basic sliced shapes like **rectangles, circles and triangles with tons of different sizes, stroke weights and corner radiiuses**. These basic elements give you an almost infinite number of possibilities for creating core base shapes. Fundamental elements also come with Color Schemes, Iconography and Typography (Fonts).

### a) Sliced Shapes (Panels, Circles, Knots, Labels, Tags)

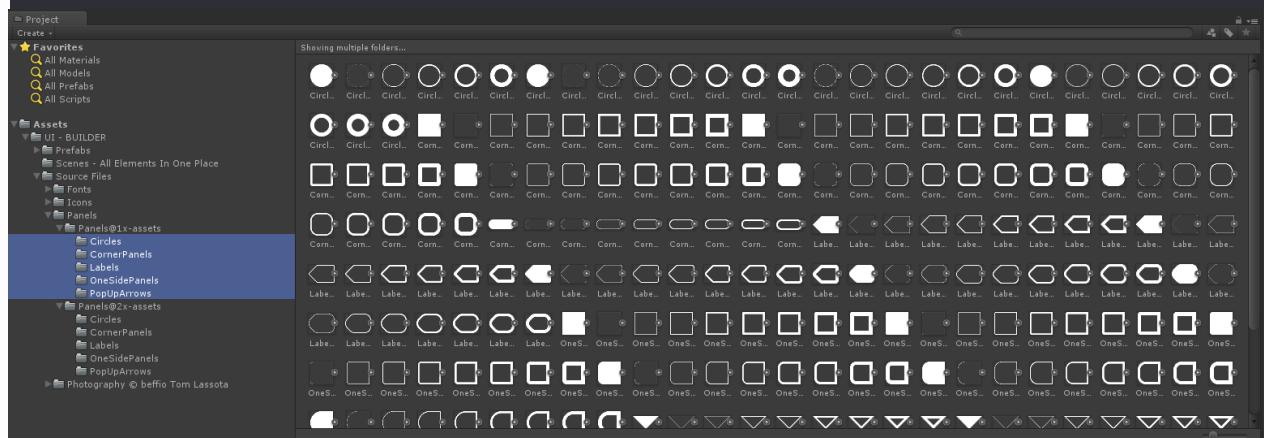


The sprite editor provides the option of 9-slicing the image, this splits the image into 9 areas so that if the sprite is resized the corners are not stretched or distorted.

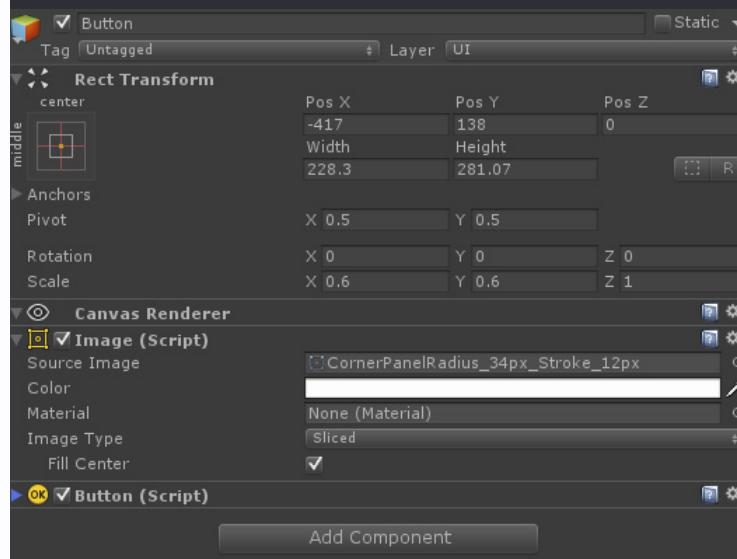
**We gave you almost 200+ of the most used Sliced Element with different stroke thickness and corner radiiuses to create your base User Interface Images. You don't even have to initiate slice regions and atlases - all that has already been done by us!**

## How to use it ?

1. Select base elements from folder location **Source Files -> Panels -> Panels@1x-assets -> Shapes\_you\_need.**



2. Create your UI panel or add Image component to your Game Object.
3. Then drag it into the Image Component -> Source Image Field.
4. Set color, image type (simple, sliced, tiled or filled)



5. Last, create your own shapes and strokes using the chosen elements.
6. Or use ready-made elements created by us!

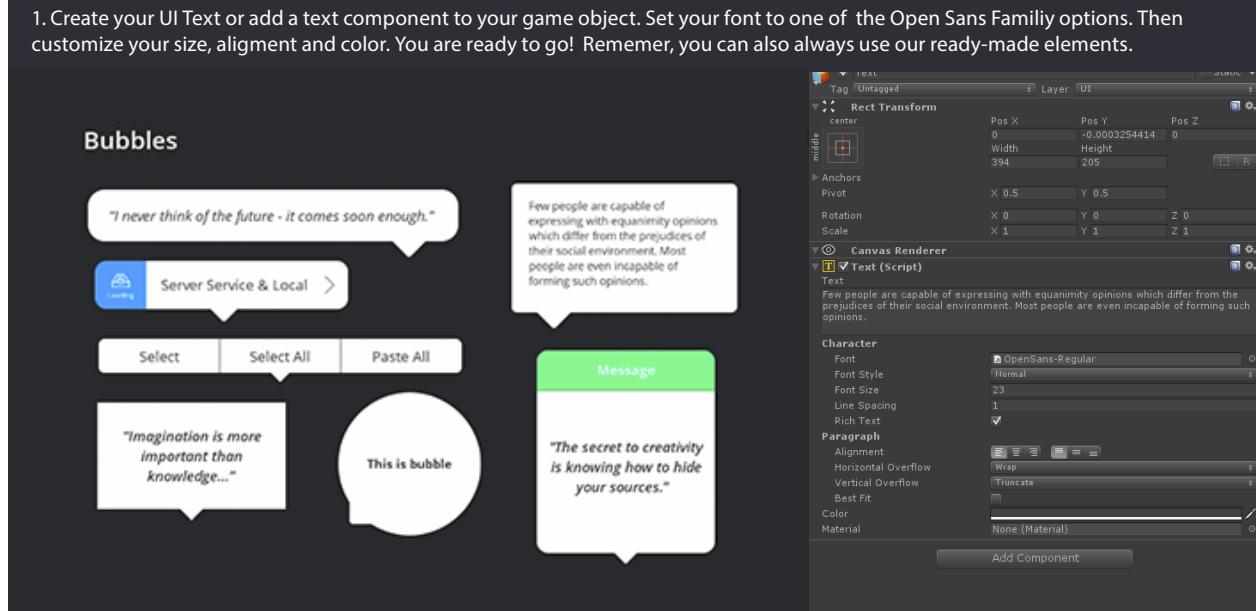


## b) Typography

Perfectly matched Minimal Modern Font **Open Sans** with 10 Styles. Mix & match your own text.



1. Create your UI Text or add a text component to your game object. Set your font to one of the Open Sans Family options. Then customize your size, alignment and color. You are ready to go! Remember, you can also always use our ready-made elements.

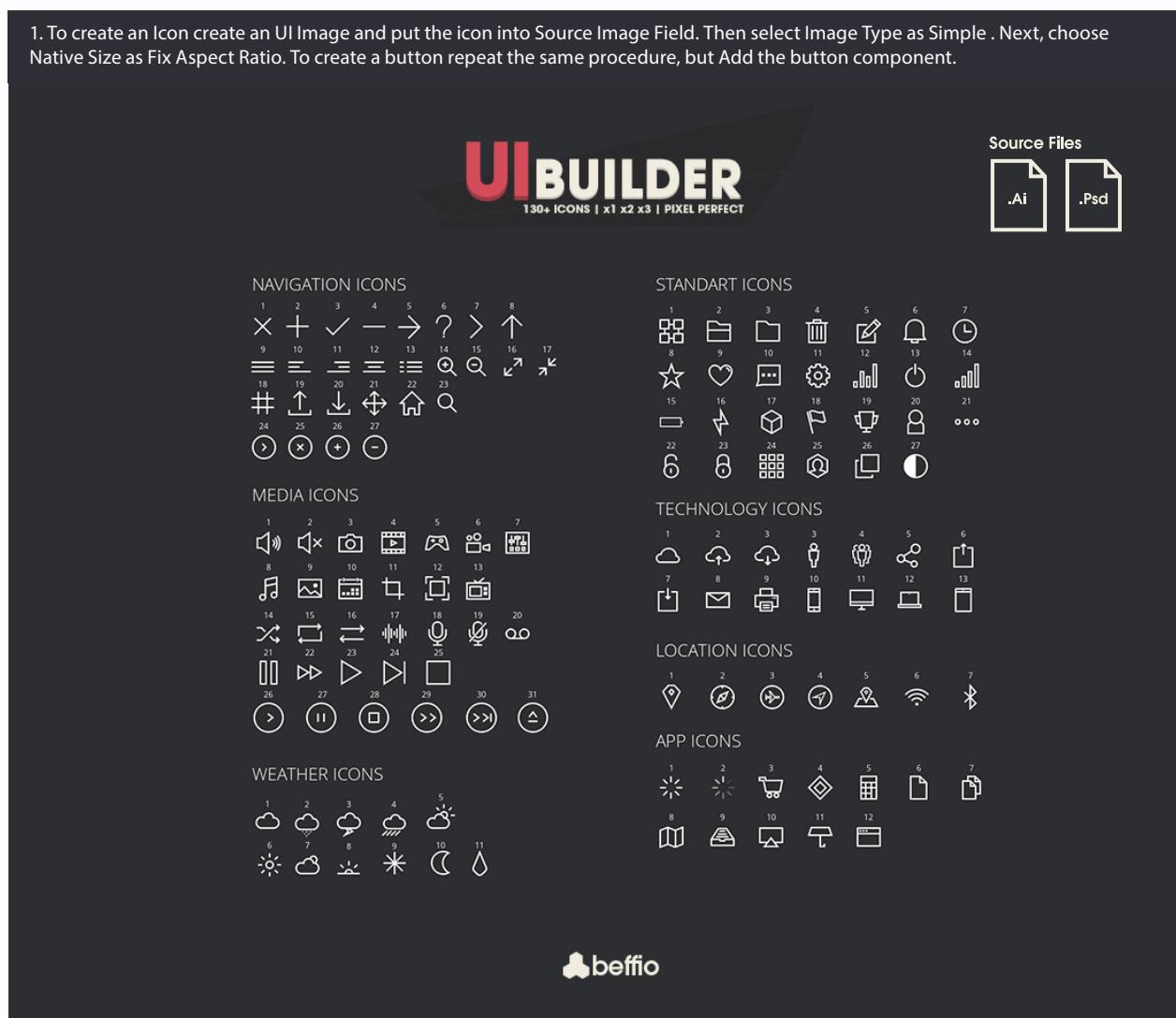


### c) Icons

We prepared over 130+ Pixel Perfect Icons for you. They are divided into 7 different categories, such as: **Navigation Icons**, **Media Icons**, **Weather Icons**, **Standard Icons**, **Technology Icons**, **Location Icons** and **App Icons**

### How to use them?

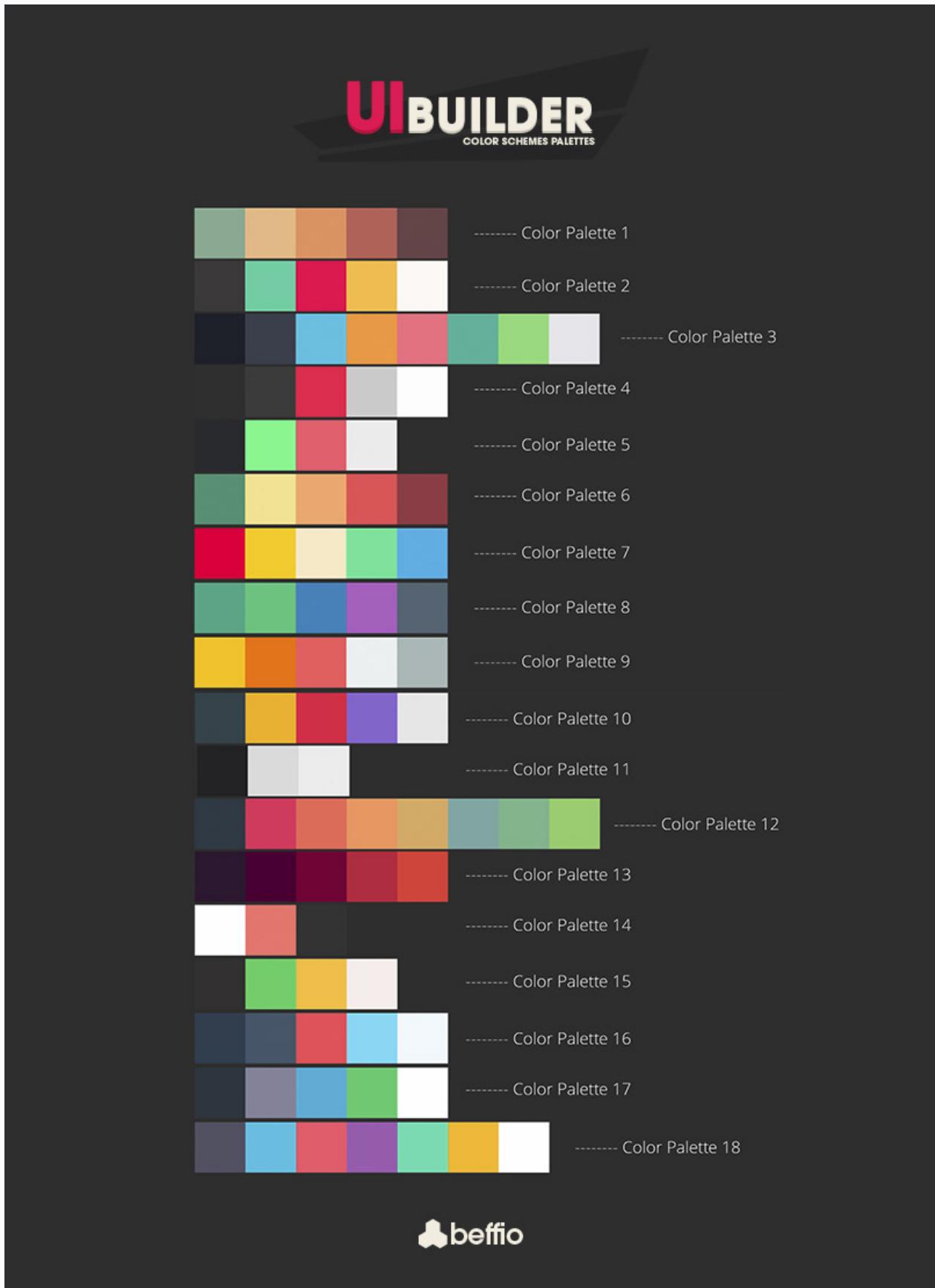
1. To create an Icon create an UI Image and put the icon into Source Image Field. Then select Image Type as Simple . Next, choose Native Size as Fix Aspect Ratio. To create a button repeat the same procedure, but Add the button component.



### c) Color Schemes

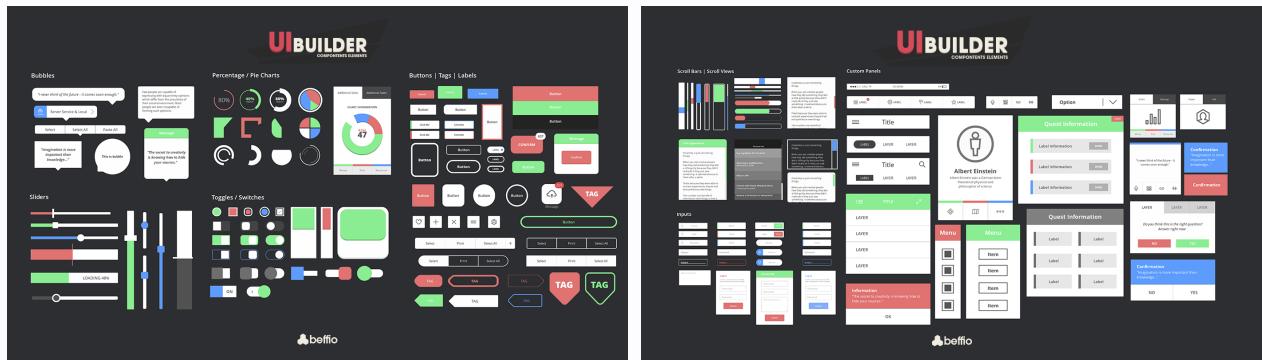
Our Color Schemes can be easily used to create your own elements, but were also used by us for all the game and app setups we designed in UI-Builder. They will help you to quickly introduce style and appeal to your designs. We prepared sets of colors that create an aesthetic feeling when used together & accompany each other perfectly.

**How to use them ? Just pick colors from a specific Color Palette to set your UI colors.**



### 3. Ready-to-use UI Component elements.

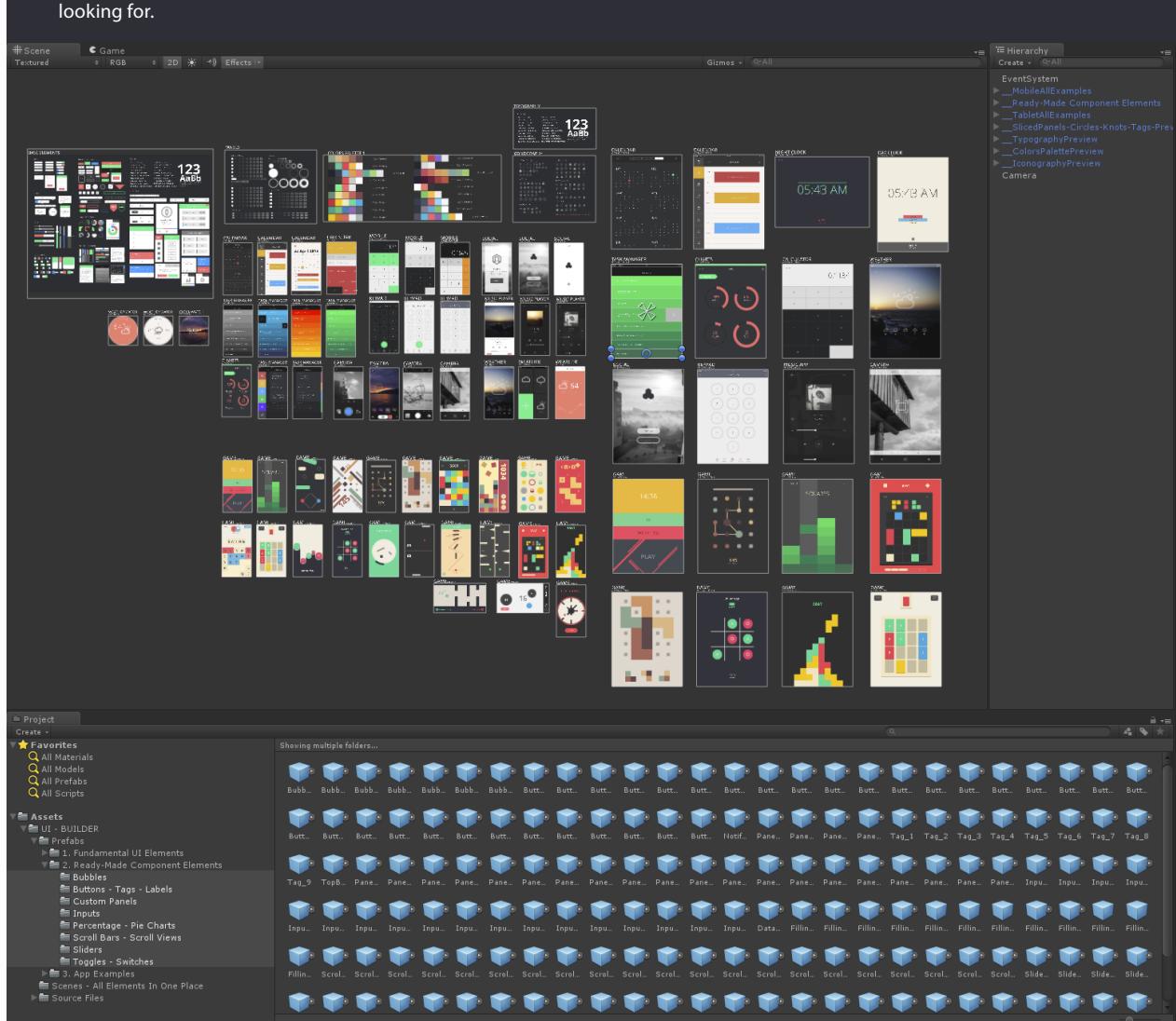
This section is devoted to ready-made basic UI component elements. We provided you with 70+ drag'n'drop elemenets, such as: **Panels, Scroll Views, Charts, Inputs, Scroll Bars, Toggle / Switches, Sliders, Labels, Tags, Buttons & Custom Panels**



### How to use it ?

1. If you want to use one of the ready-made elements you have a few options:

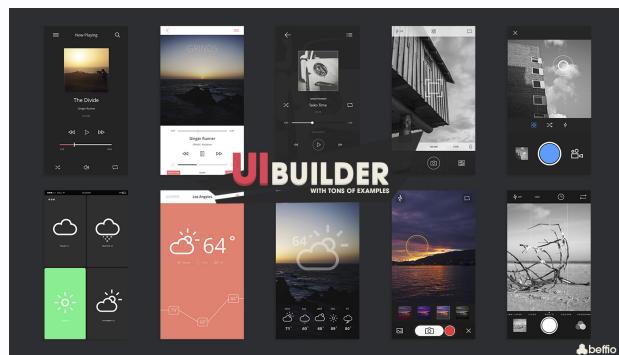
- You can drag ready-made prefabs straight from the prefabs' folder, which as you can see below is devided into several categories.
- You can also open an UI-BUILDER scene with all the examples we gave you with this asset. Just take whatever you need from it.
- The last option is to just drag one prefab that contains all component elements. Drag it into your scene and find what you are looking for.



## 4. UI Templates of Applications and Games

Last sector of this asset is all about real examples of apps and games. We would like to show you what you can achieve with our asset - and results are in screens below.

**If you want to create a real game or an app, just use one of the ready templates, code it and upload it to the Store. Combine, customize and build your project into a beautiful, well-designed app!**



## 5. Animations

In latest update of UI - Builder we have added 10+ animations. Including Press Click & Hover Animations, Dynamic Animations like warning shakes, pulse info banner and bubble animations.

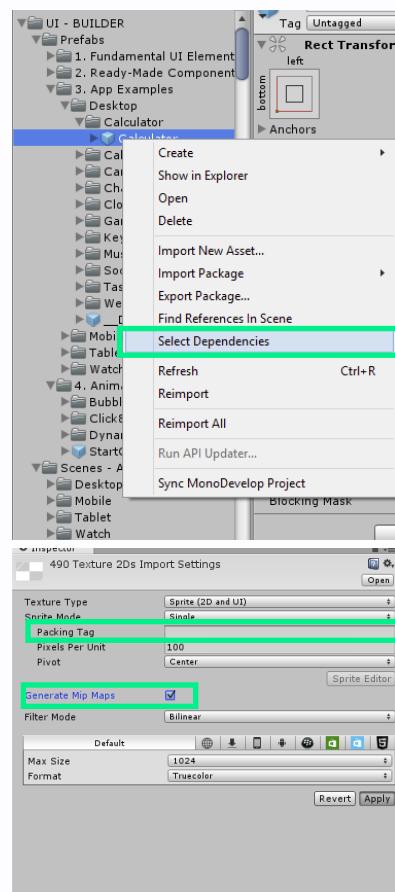
**Note: All animations will only work properly when parent object will have 1,1,1 scale size. If it'll not be that size create parent object with 1,1,1 scale and put child into that parent. Add button and/or animator component to that parent and remove all animatons components from child.**



## 6. Memory management & Sprites Quality

We were looking in last update a lot into the memory management. Finally we found good solution for anyone.

1. At the moment all Sprites don't have any Packing Tag so they will not be packed into any atlas.
2. If you will want to optimize your ready-made project there are two ways.
  - a) If you have few sprites and mostly you are using one slice sprite that is duplicated you can leave that with empty field.
  - b) If you will find memory & draw call problems Select your Main UI-Canvas and make a prefab from it. Then in project right click on it and Select all dependencies. We are looking here only for sprites in our project. Check all of them that you use in your scene and write some word for example: "My Sprites" and click Apply. Now your sprites will be packed into one atlas Unity will make it on the fly.
3. Regarding to Sprites Quality Always rembember to check in your Canvas Pixel Perfect Sprites. Check also your Project Settings->Quality->Textures Qualtiy Full Res & Anti Aliasing if more sampling then better quality of sprites. Also you can always uncheck in Sprites Settings Generate Mip Maps if you will make 2D game for better results.



## 7. Active Development & Support

**twitter:** @beffio\_

**facebook:** fb.com/beffio

**website:** www.beffio.com

**mail:** tom@beffio.com

## 8. Updates

### Update 1.2

» Unity5 Ready

» New Example Scene with Separated Apps & Game Examples. You will be able to easily learn how to set your final build from those scenes.

» Added 10+ Animations (Hover&Pressed, Bubbles, Dynamic Info Animations)

» Fixed too big sliced borders

» Fixed Input Carrots wrong positions

» Added App & Games Examples for Desktop (Full HD Resolution)

» New Solution for all sprites and fonts for better memory & draw call management

» Updated Documentation with tips how to manage your memory and sprites quality.



## 9. Our Other Unity3D Assets

