

# Immersive UI Kit

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With this package you can build Immersive UI elements and systems in no time without needing a Canvas object, although a sprite version for the items is included to use with a Canvas UI system if needed.

In order to start constructing prefabs, just select the items you desire to compose your UI element from the folder structure.

Folders are structured the following way, inside the prefabs main folder:

- Animated Sprites | \_black / \_white
- Letter Prefabs | \_black / \_white
- Mesh Elements | \_black / \_translucid / \_white
- Number Prefabs | \_black / \_white

Some elements have a sprite version variant under the textures folder:

- UI\_Sprites

For the examples provided, inside the prefabs main folder:

- Combined Mesh Elements -> Examples
- MenuUI -> DemoPrefab

Over 70 elements included with both black and white versions, depending your project's mood. You can modify the colors and make new variants with ease.

All the 3D items have UV spaces so they can work with shaders and the elements can be combined with scripting in order to gain more presence in the scene.

You can add trigger volumes to enable/disable UI elements, add animation curves to gain attention from the player, create behaviors for certain parts or add mouse interaction to make some cool UX.

In the demo scenes you can find some examples that contain some documented scripts. There are 6 demo scenes included so you can see how items are built. Feel free to modify them and make it part of your next project!

There are several quick tips videos about this package in this link <https://vimeo.com/showcase/5499572>