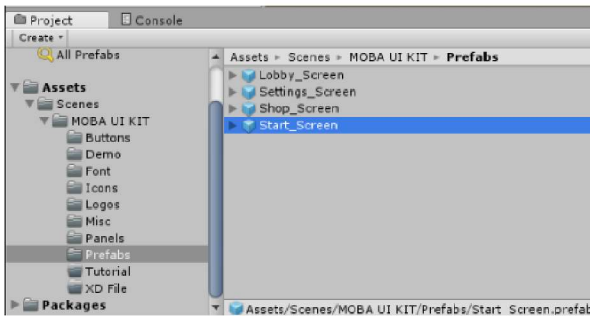
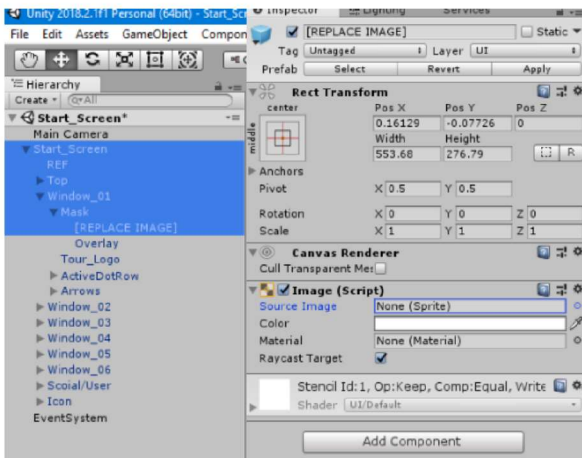


First, start a new project or use your existing one.

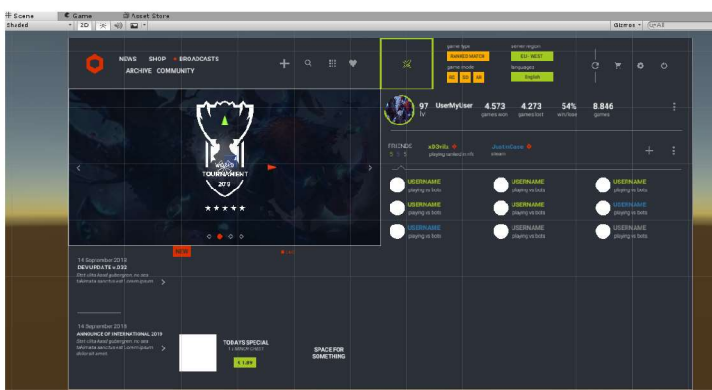


Then navigate into the folder called **PREFABS** and drag one of the prefabs into your scene.

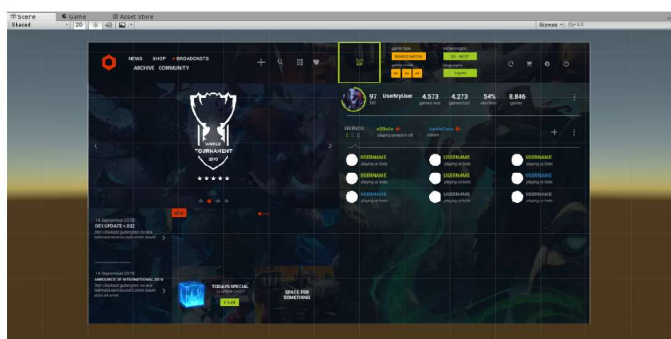


Navigate to the Hierarchy and find the **MASK** and **REPLACE IMAGE**.

Then replace the Image in the **Inspector** with your artwork.



After that it looks like this



If you replace all Panels it looks like this.