Pro Gaming Console UI Design by Sajjad Siam

Main Frame Size – MacBook Pro 16" (1728*1117) Corning- 50 angle.

Secondary Frame Design - (1030*740) Corning- 45 angle.

Square Frame Design - 790*920b & Optimacy- 25%

Blur – 400

Image Shorter key tool – Press K

Effect used – Drop Shadow

Front Used – Nexa Black / Kanit

CONSOLE Writing Design – Layer Pass through – 20,30,55,80 Or you can say
 by changing the opacity Such as 20,30,50,80

For the Background - Used Ellipse and a Rectangle

opacity- 30% & **Effect- Background Blur-** 600