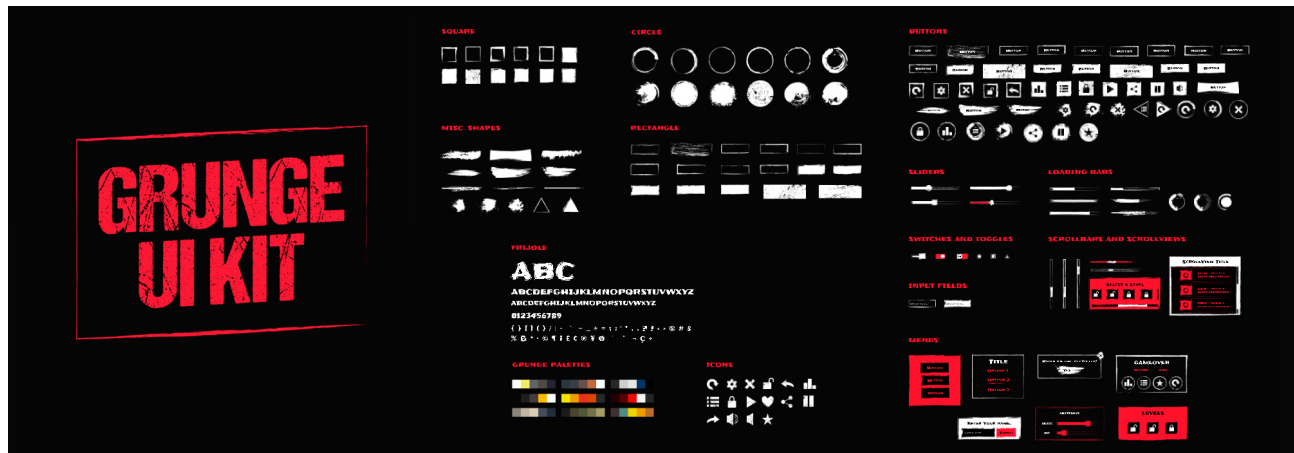# GRUNGE UI KIT

Grunge UI Kit is the ultimate kit for creating rough, gritty user interfaces. It contains pre-made components that you can combine to build your perfect UI. Each base shape comes from hand-made vectors and can easily be modified with the help of Photoshop & Illustrator. With over 80 drag & drop components, creating a grunge UI has never been easier.

FEATURES

- 170+ Prefabs
- 30+ Sliced Shapes
- 40+ Pixel Perfect Shapes
- 16 Hand-made Icons
- 2 Fonts
- 80+ Drag & Drop Components
- 9 Hand-picked Grunge Palettes
- Unlimited color possibilities
- Photoshop File with Vector Images
- Multiplatform Compatible
- Made for Unity's new UI System

Package Folders

- **Grunge UI Kit:** All files associated with the asset
  - **Prefabs:** All pre-made UI components
  - **Scenes:** Scene with all the asset elements laid out
  - **Source Files:** PNG files of all shapes, font files, PSD with raw images

Installation

Import the entire package into your project via the Asset Store.
Window->Asset Store-> Then find the asset ->Download->Import

If you have already purchased & downloaded the package onto your computer:
Assets->Import Package->CustomPackage->

Note: This package contains sliced and non-sliced images (Images are sliced with the Sprite Editor within Unity). You can change the slices on images if you desire. Also, included in this package is a Photoshop file that can be used to change the size/shape of the base images. You can export from Photoshop & re-import the desired individual images back into Unity once edited.
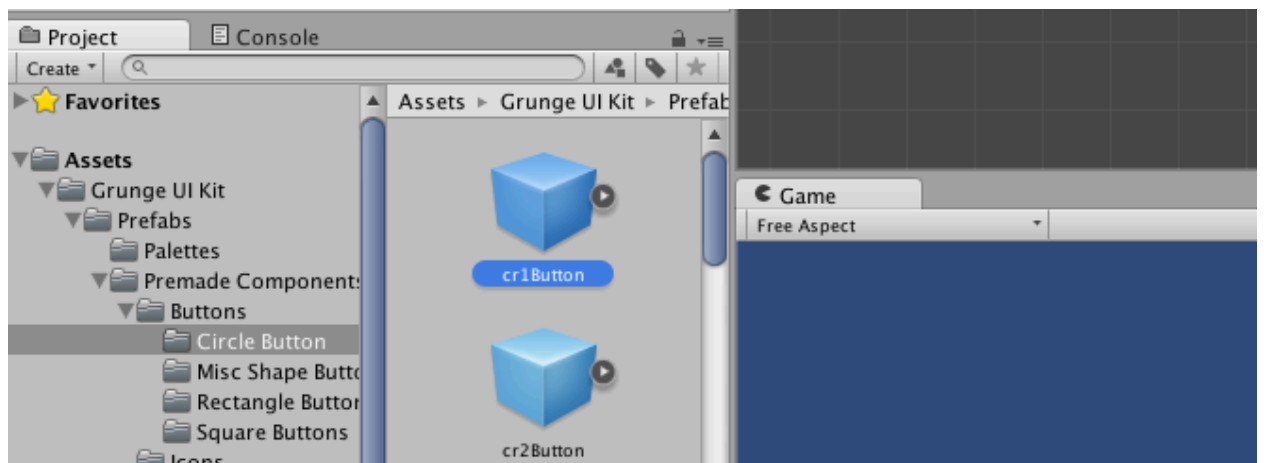
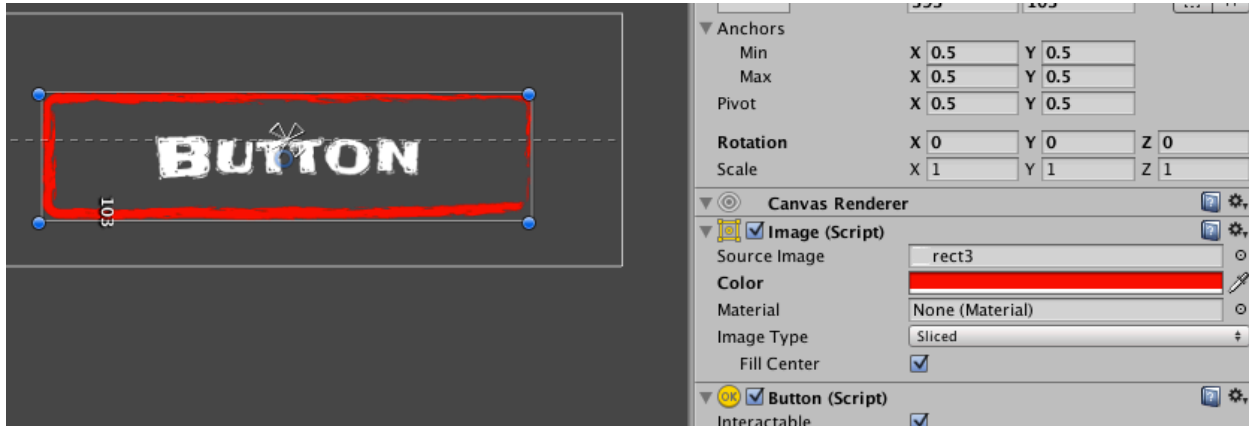# HOW TO USE

Pre-made Components

Set up a Canvas and Event System for your UI by selecting Canvas from the menu GameObject->UI->Canvas.
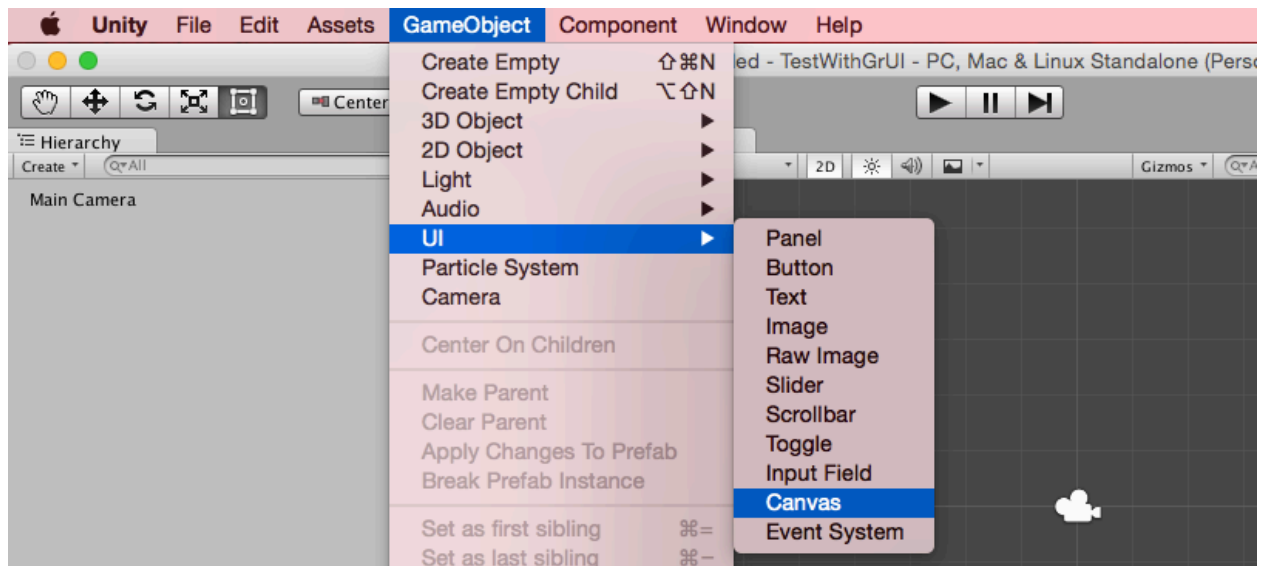
Find & select the pre-made component you would like to use from the Premade Components Folder. Then drag it onto the Canvas in your scene.
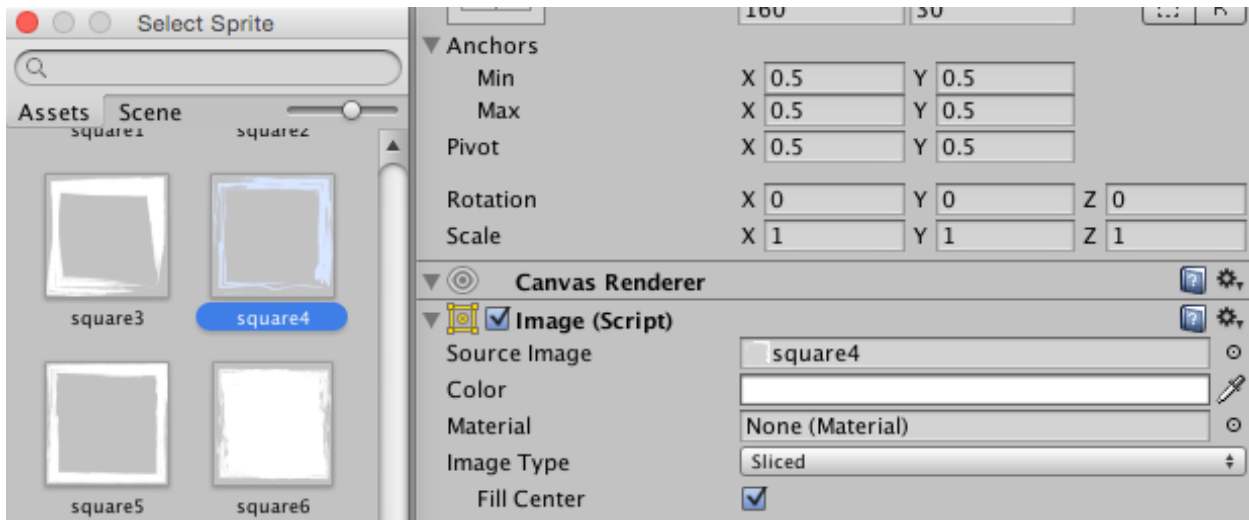
Then you can select a color, change text, and also resize the component to fit your needs.


Make & Customize Components

If you already have UI elements setup but would like to replace it with our Grunge elements, then find the Image Component -> Source Image field in the Inspector and select the grunge image you would like to use.


You can also combine & customize components!

Find the components you want from the Premade Components folder and drag them into your scene. You can drag components onto other components to form new elements. For instance, you can drag an icon prefab into one of the button prefabs.
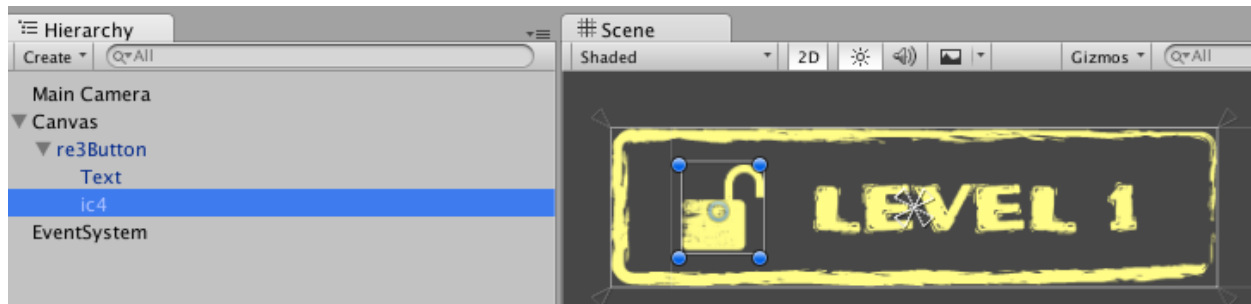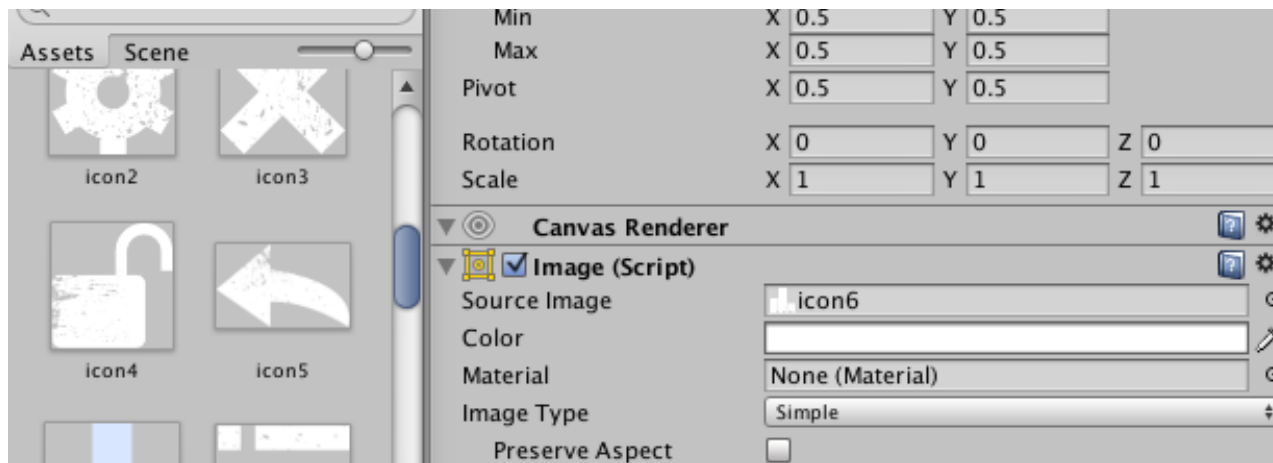
Another way to combine elements is to take what you want from the scene (AllElements) that has all the elements already laid out for you to preview.
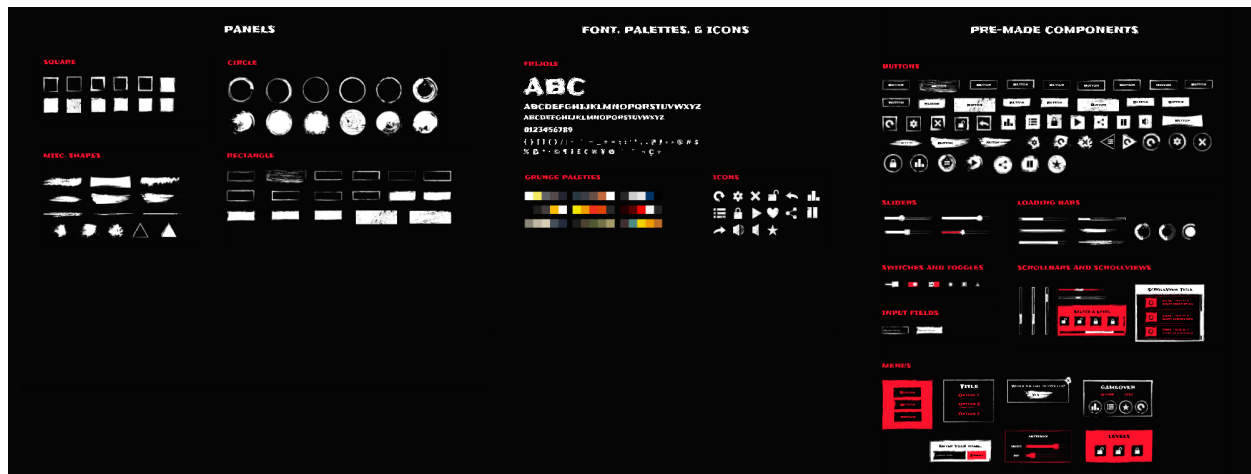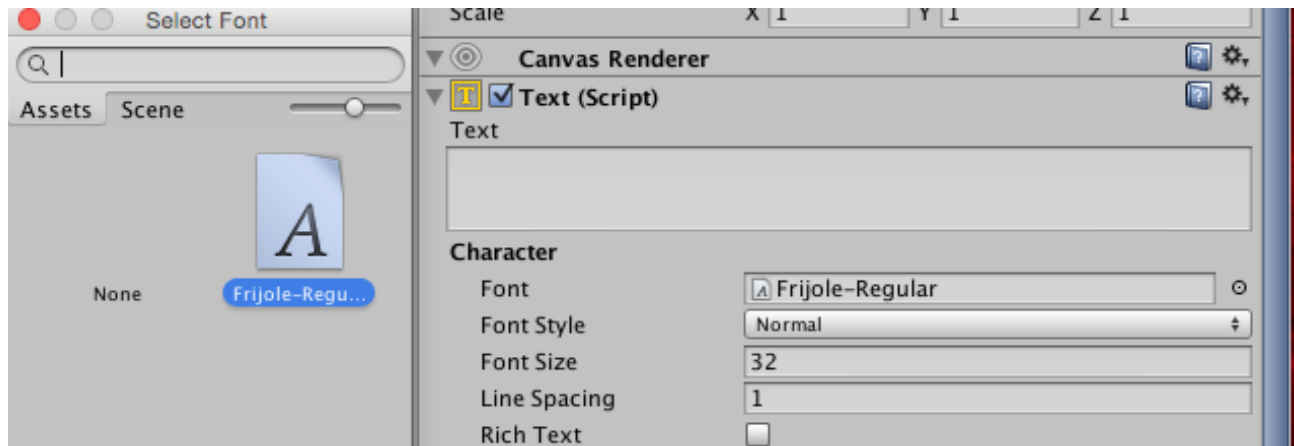

Icons

To use one of our custom icons:

- Drag one of the icon prefabs onto a Canvas in your scene from the Premade Components -> Icons folder.

- Or you can change out the Source Image field on the image component you want to use.
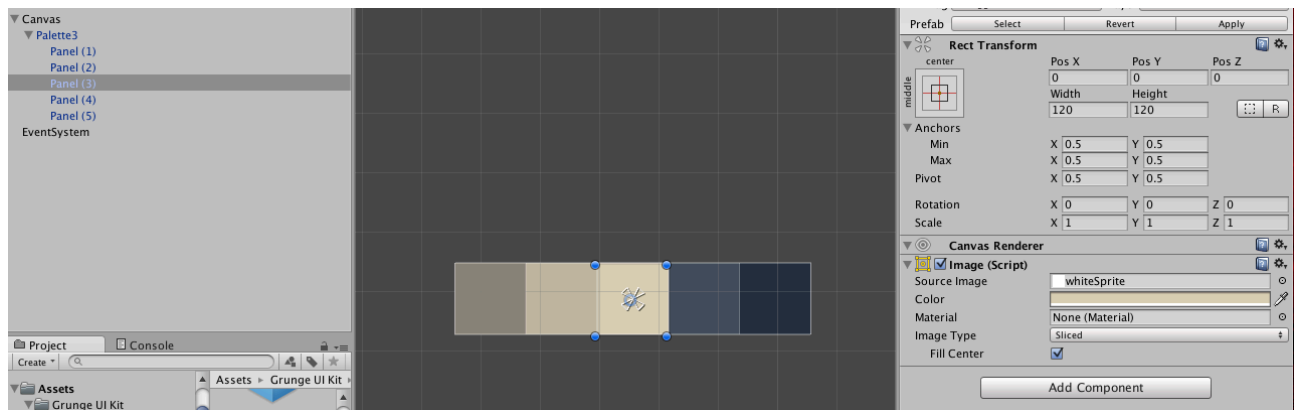
Fonts

To use Frijole or Montserrat (the fonts included in this package), select the font in the inspector of the element you wish to use it on.

Grunge Color Palettes

To use one of the color palettes, drag the palette prefab of your choice into your scene. Then when choosing a color on one of your UI elements use the eyedropper and roll-over the color on the palette.

Photoshop File

If you would like to edit the base images you can open the PSD file in Adobe Photoshop. From there you can change the size and shape of the smart objects (image in vector format) within Photoshop or you can double click on the smart object and it will open Illustrator where the shape can be edited further.

Once you are done editing a shape you can save the desired shape as a PNG and re-import it back into Unity.

Updated Documentation

Please visit http://vitalzigns.com/grungeuikit/ for the latest documentation on Grunge UI Kit.

Support

Website: vitalzigns.com

Email: info@vitalzigns.com

Version History

v 1.0 – initial release 1/10/16

v 1.1 – 15 new shapes and 1 new font have been added