

# 1. WHAT IS JAPANESE CYBERPUNK GUI PACK?

Japanese Cyberpunk GUI is a customizable game user interface pack that combines traditional and modern, it contains essential user interface elements, icons, containers, assets and buttons, as well as editable files to allow maximum customization. With this interface you can easily spice up your game with both traditional Japanese and futuristic Cyberpunk style.

- Unique art and design

Professional art and design make the package ready to go.

- Editable .Ai file included

In addition to the .PNG atlases, all elements are provided in .AI format.

## 1.1 UNITY VERSION

While the sprites themselves do not depend on any specific Unity version, the accompanying demo project requires Unity 2020.3.25 or higher.

## 1.2 TextMesh Pro Version

The accompanying demo project requires TextMesh Pro 2.1.3 or higher.

## 2. What is included?

This game UI pack contains a complete demo project with Screens and prefabs with the UI Elements that you can use as a starting point for your own game UI.

Included are:

- Buttons
- Dropdown
- Scrollbar
- Input Fields
- Progress Bar
- Slider
- check box
- Demo scenes
- Icons
- Atlas
- UI components
- .Ai source mockups and Atlas

## 3. ASSET STRUCTURE

After importing the asset package into your Unity project, you will see all the

resources provided live in the “Cyberpunk Japanese GUI” folder.  
This folder is further subdivided into the following subfolders:

- Demo: Contains all the assets and prefabs of the example demo that makes use of all the sprites included in the pack via Unity's UI system.
  - Scenes
    - UIElements
    - Screens
- Fonts: Contains OPL fonts
  - Title 1 Gang of Three  
<https://www.dafont.com/es/gang-of-three.font>
  - Title 2 Unispace  
<https://www.dafont.com/unispace.font>
  - Texts Bahnschrift  
<https://www.dafontfree.io/download/bahnschrift/>
- Sprites: Contains an Atlas with all the shapes, icons and images used for the demo project.
  - UIElementsAtlas
  - IconsAtlas
  - Boxes\_atlas
  - ExtraAtlas
- Sources: Contains the original art source files and Mockups in .AI format.
  - Mockups
  - V05\_JCP\_UI.ai,
- Prefabs: Contains all UI element prefabs such as buttons, slider, etc.
- Documentation