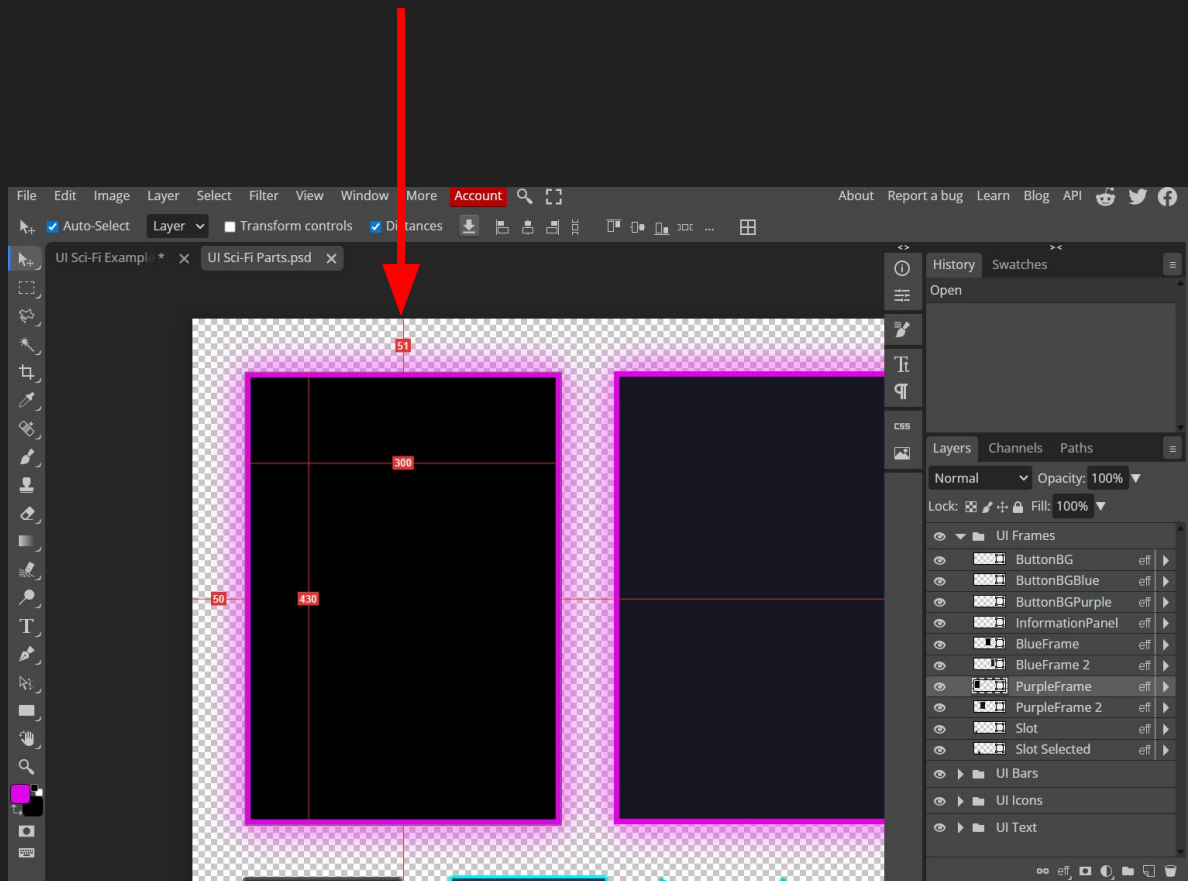


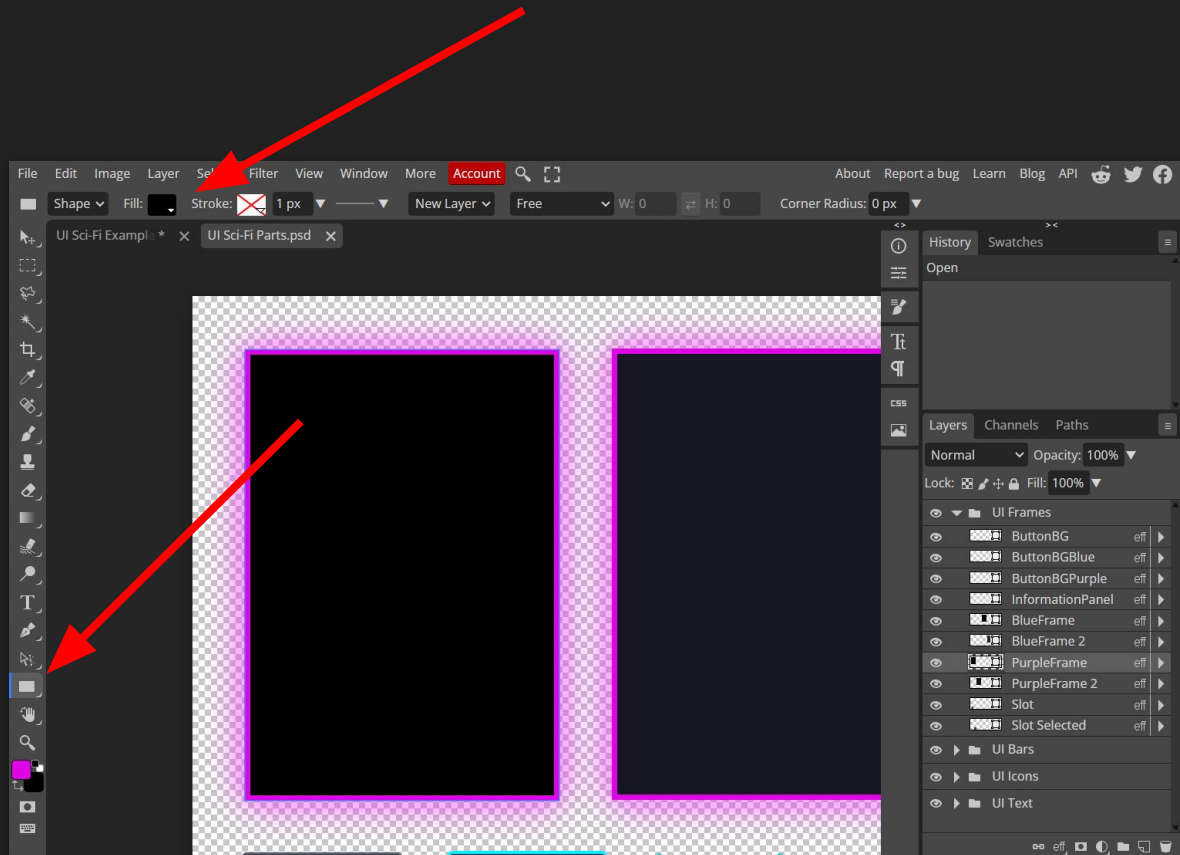
Sci-Fi UI Tutorial

Changing Colors



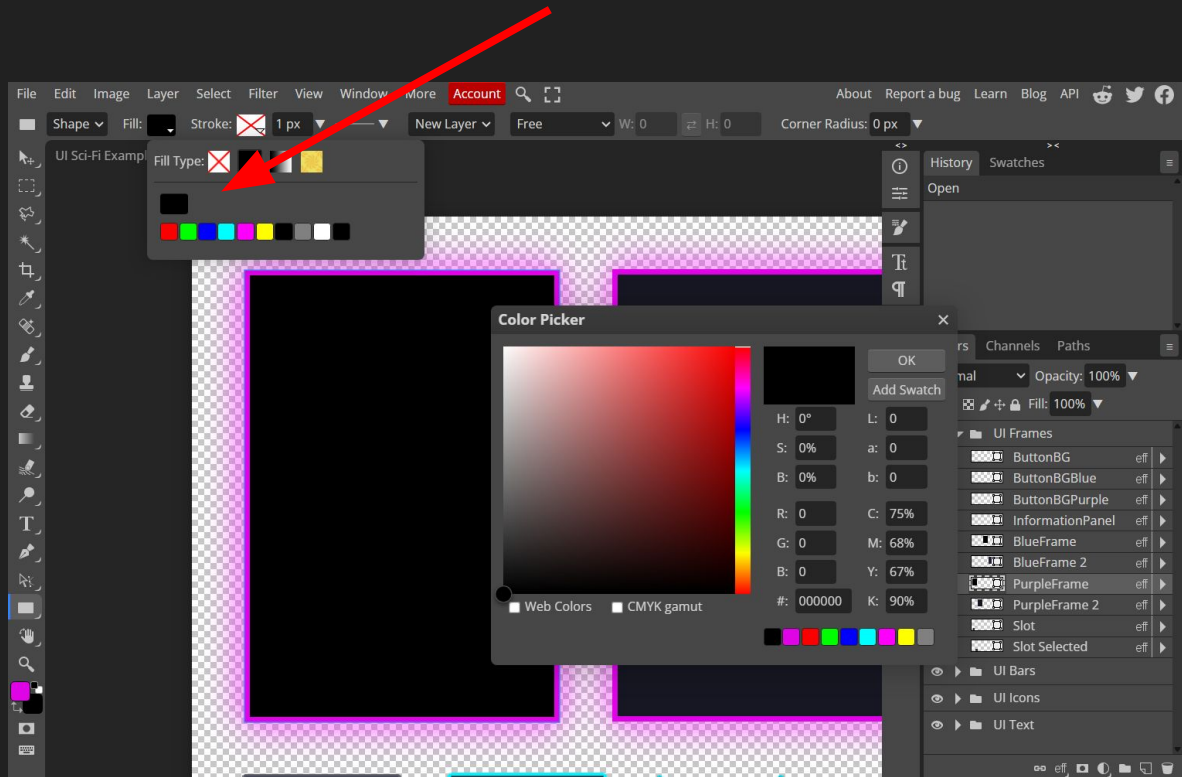
Start by selecting the asset you want to modify

In this example we will be changing the purple frame



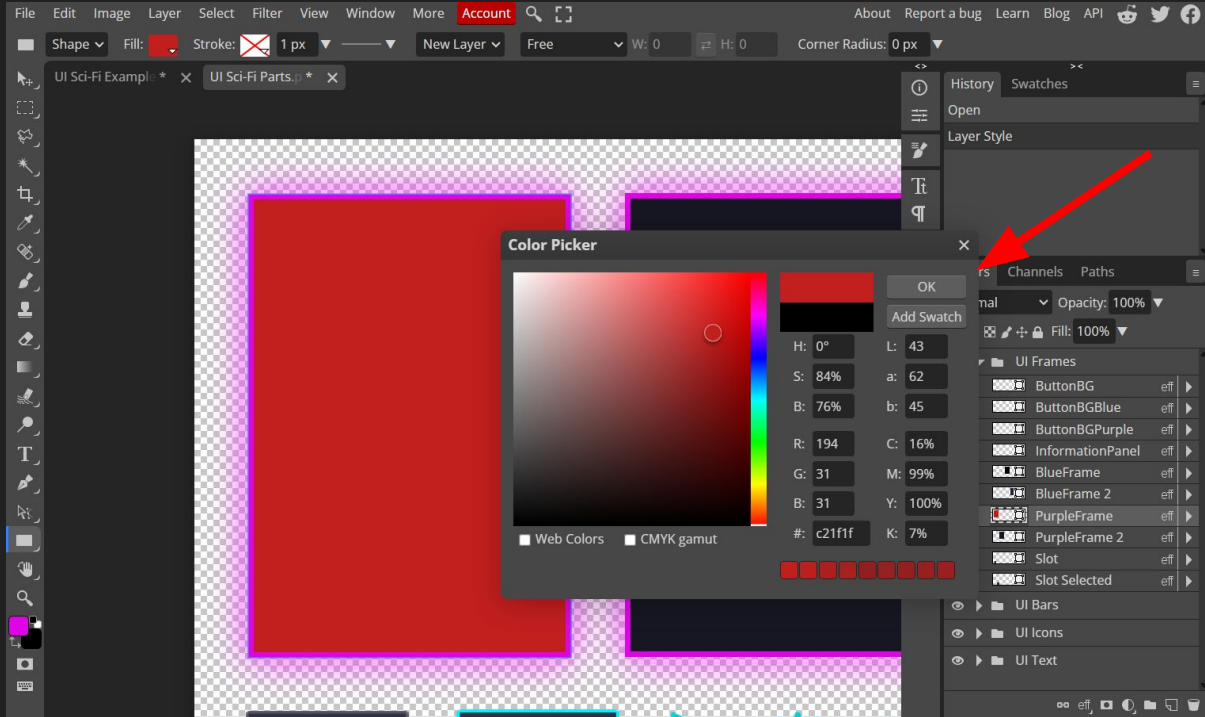
In order to change the Background of the Frame click on the Shape Button

Then, click on Fill to change the color



Select the Color and it will open the Color Picker

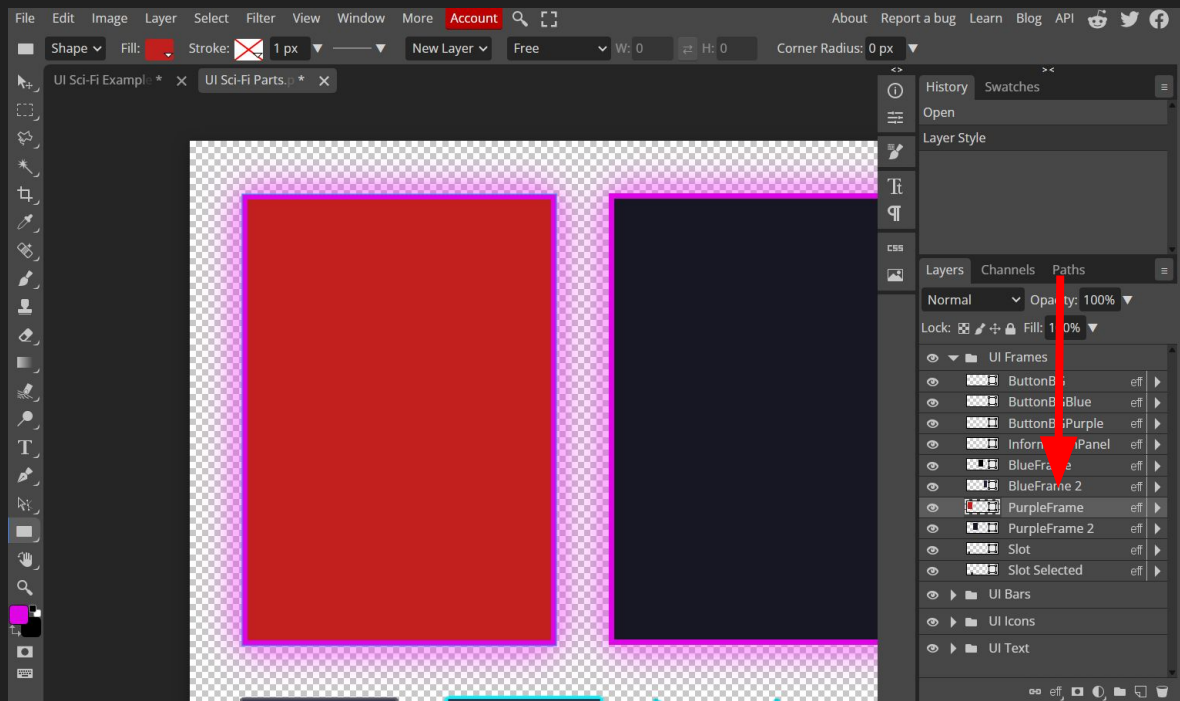
Then, pick the color that fits your taste.



While choosing the color, the Background of the Frame will change as well so you can check which color looks best!

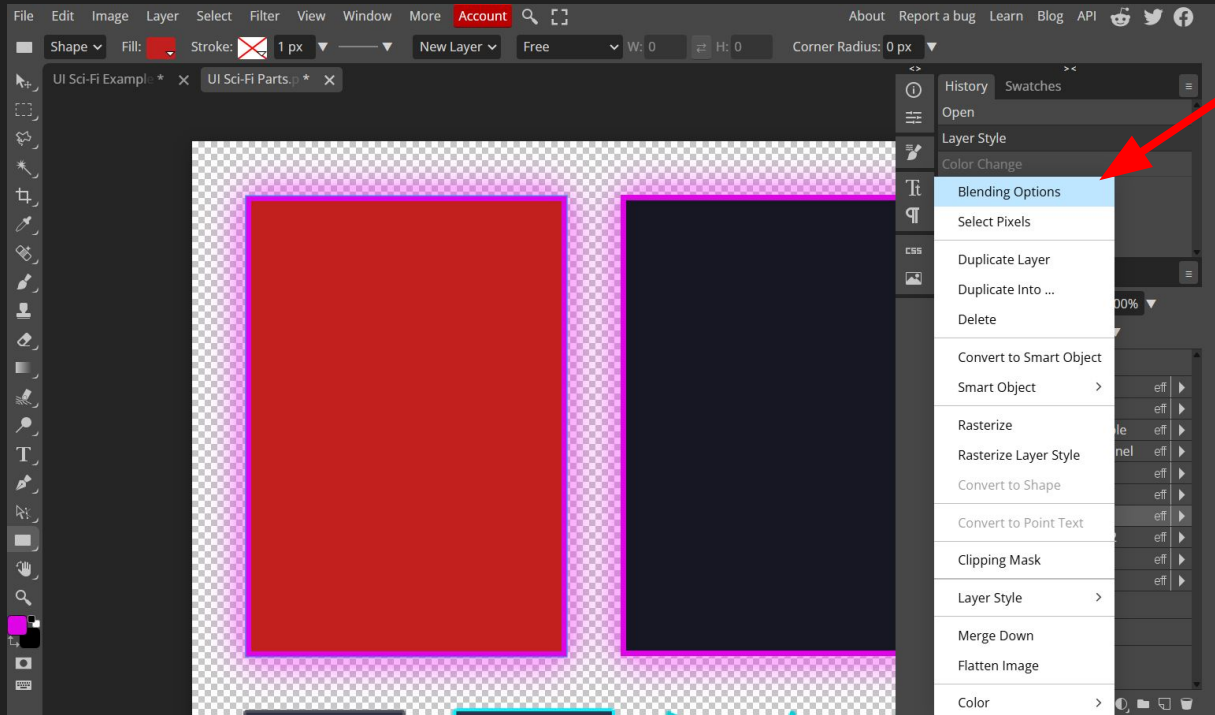
When finished, simply click on the OK button to apply the new color.

Changing **Stroke** and **Glow**

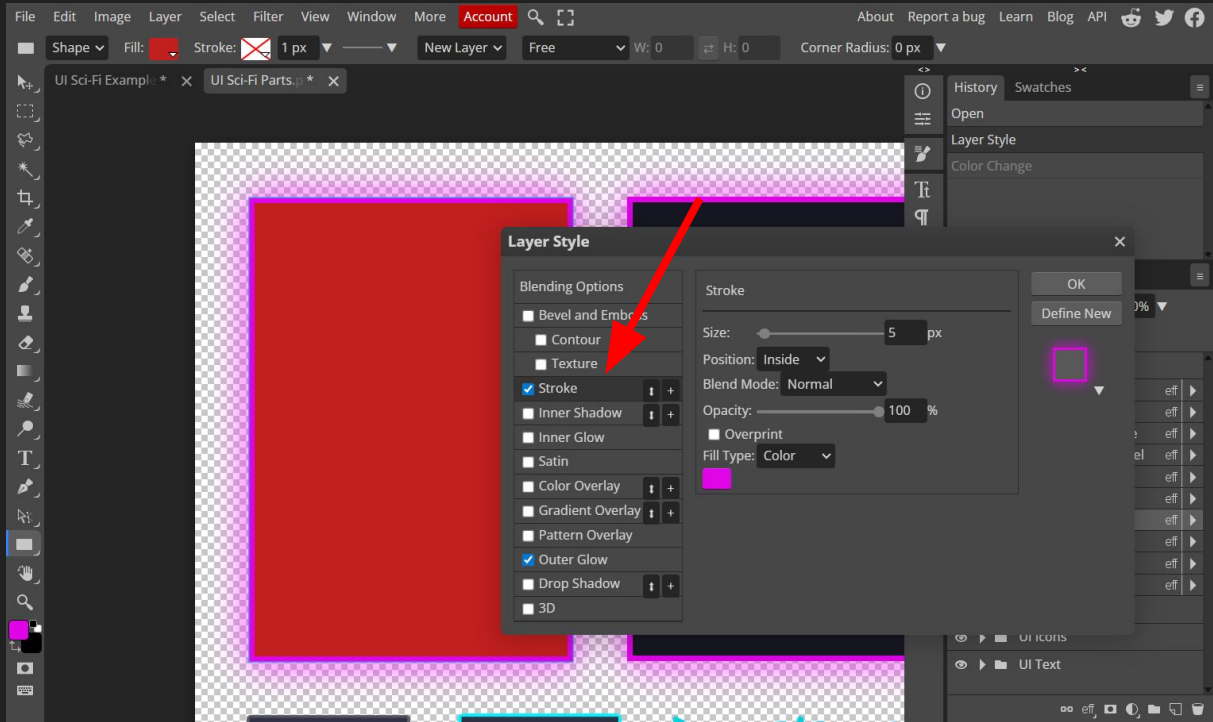


Select once again the purple frame

Then while hovering the mouse over it press the Right Mouse Button to open a new Menu



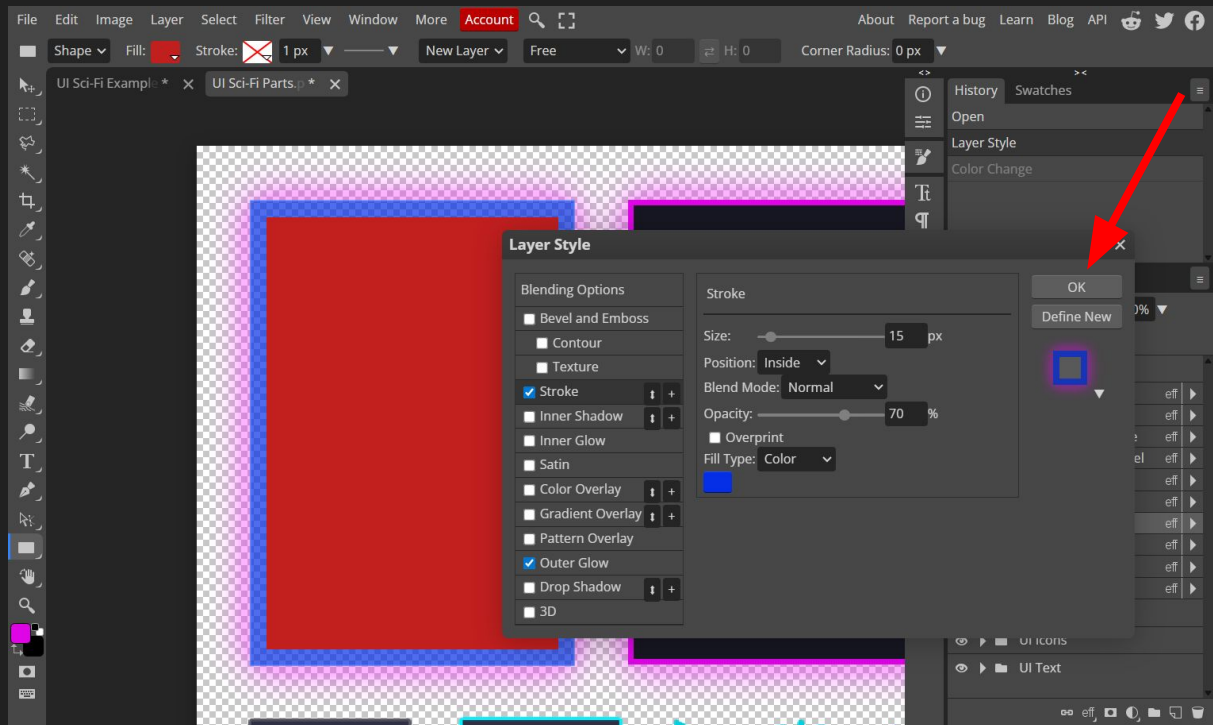
Open Blending Options



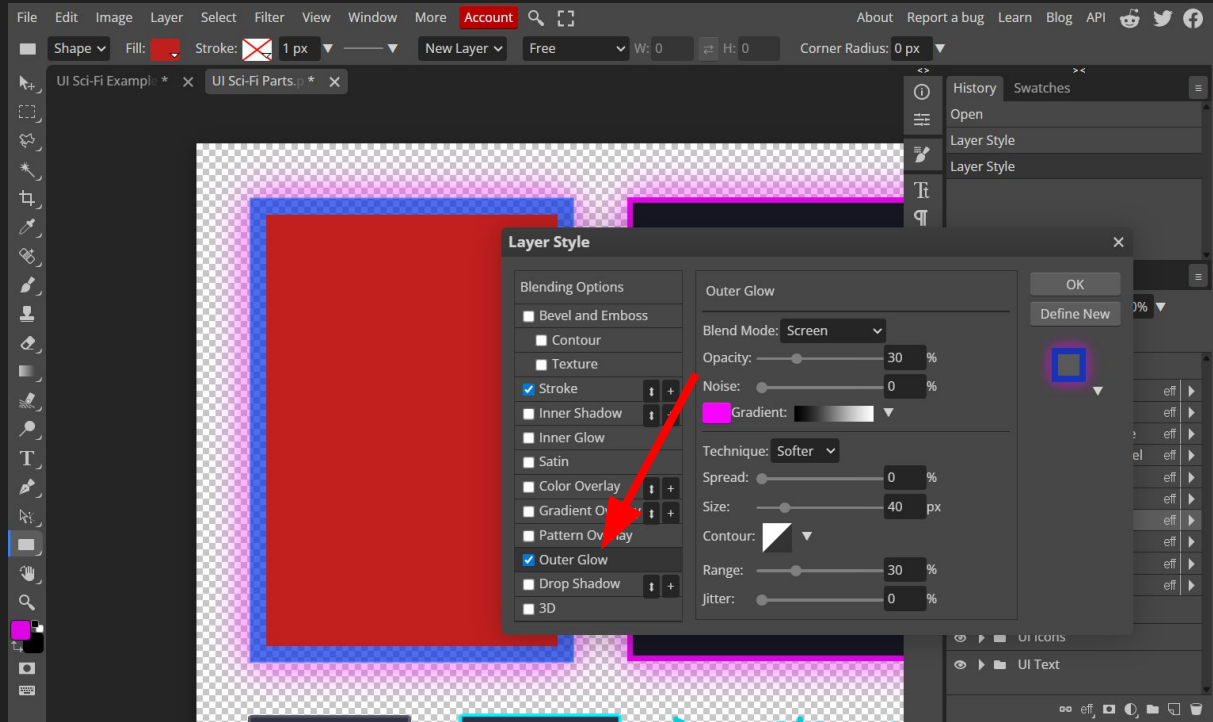
In here the stroke option is enabled and by pressing it, you can change the properties of the stroke creating the Outside of the Frame.

The process of color changing is the same as mentioned before, and in here you can also change the size and opacity of the stroke.

You can also change the other properties but a good effect should be obtained with just these 3.



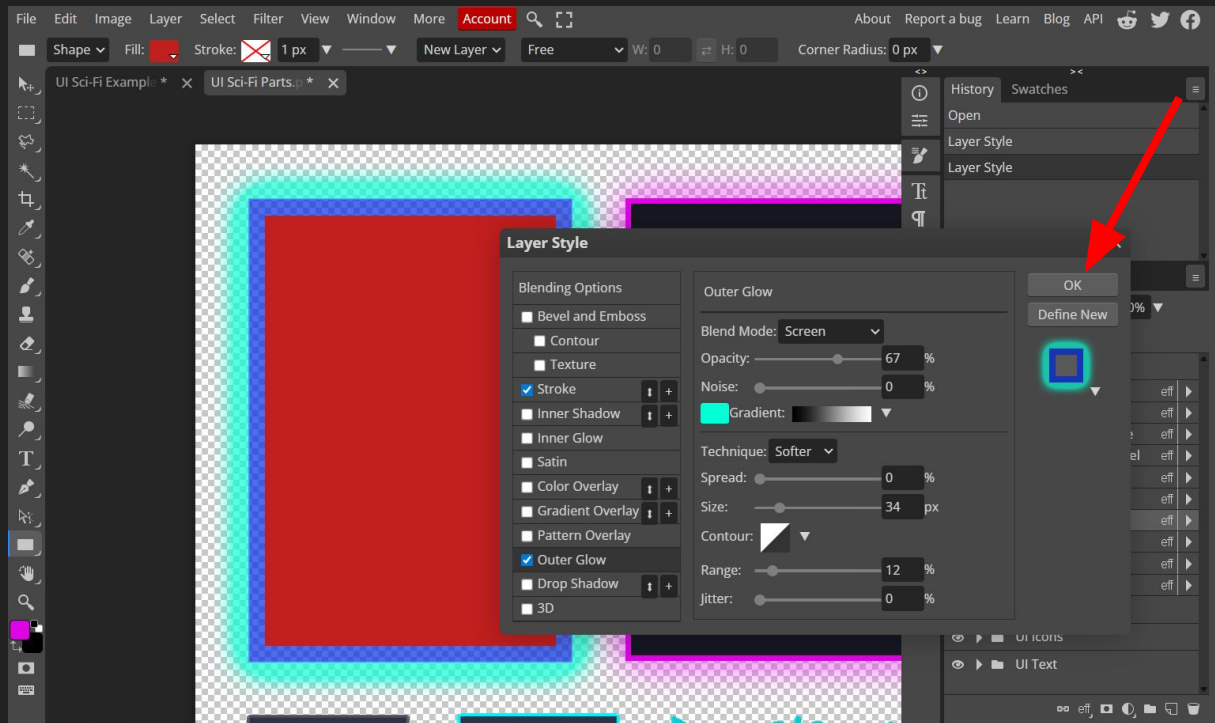
When satisfied with the customization, once again click on the OK button to apply these changes



The Outer Glow is also an important aspect of the frame, while this one is a little more complex it is also very great.

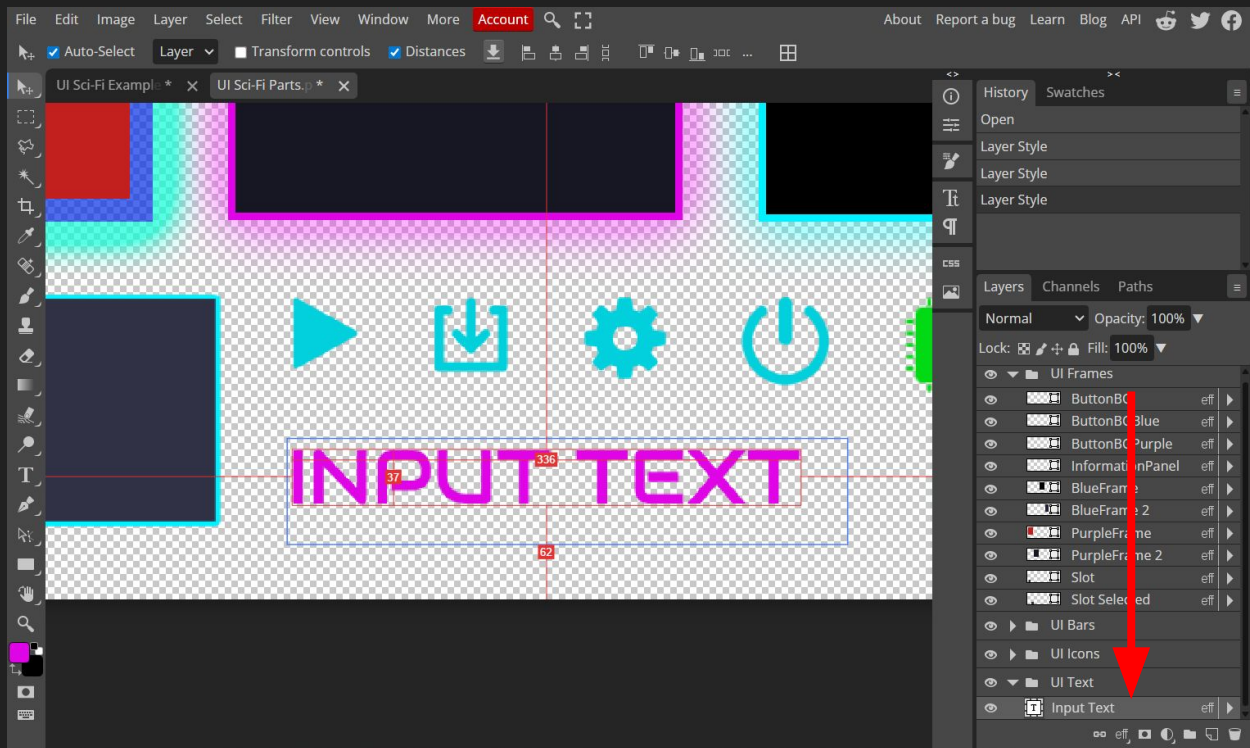
In here you should aim to change the color, opacity, size and range to create a good glowing effect for the frame.

Once again you can also explore the other properties but try to keep these ones in mind first.



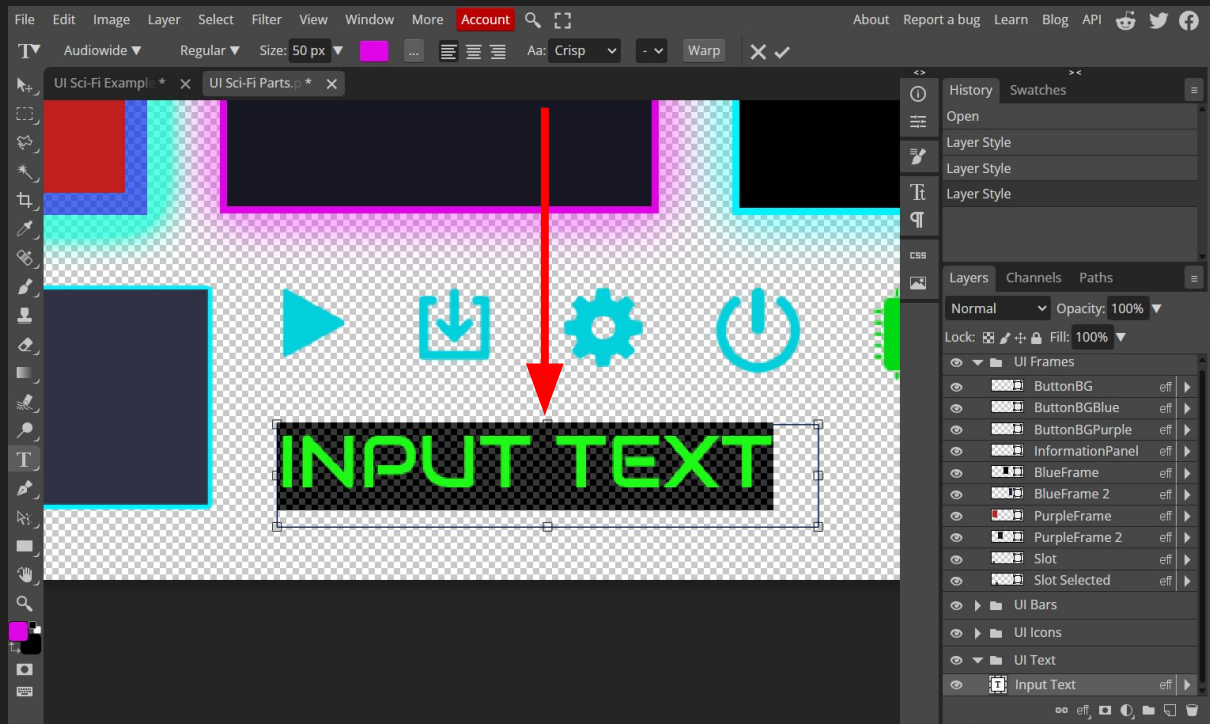
When satisfied with the customization, once again click on the OK button to apply these changes

Changing Text

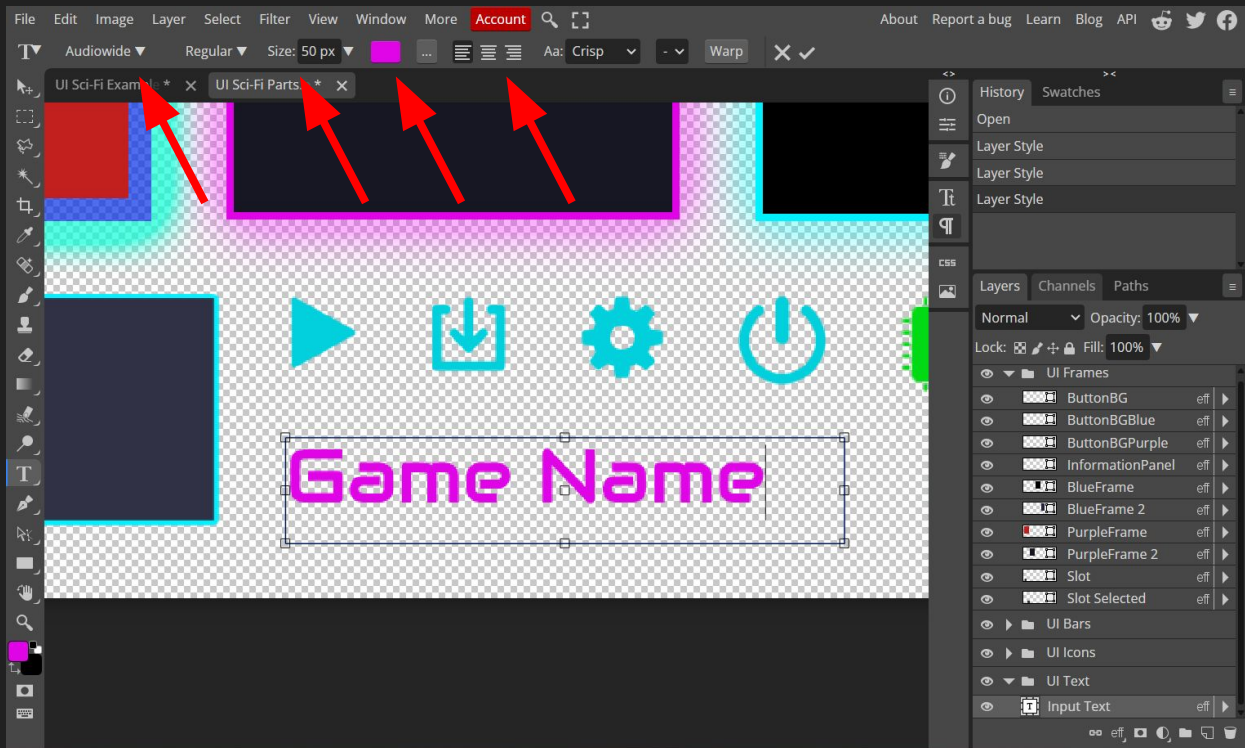


Start by selecting the asset you want to modify

In this example we will be changing the **Input Text**



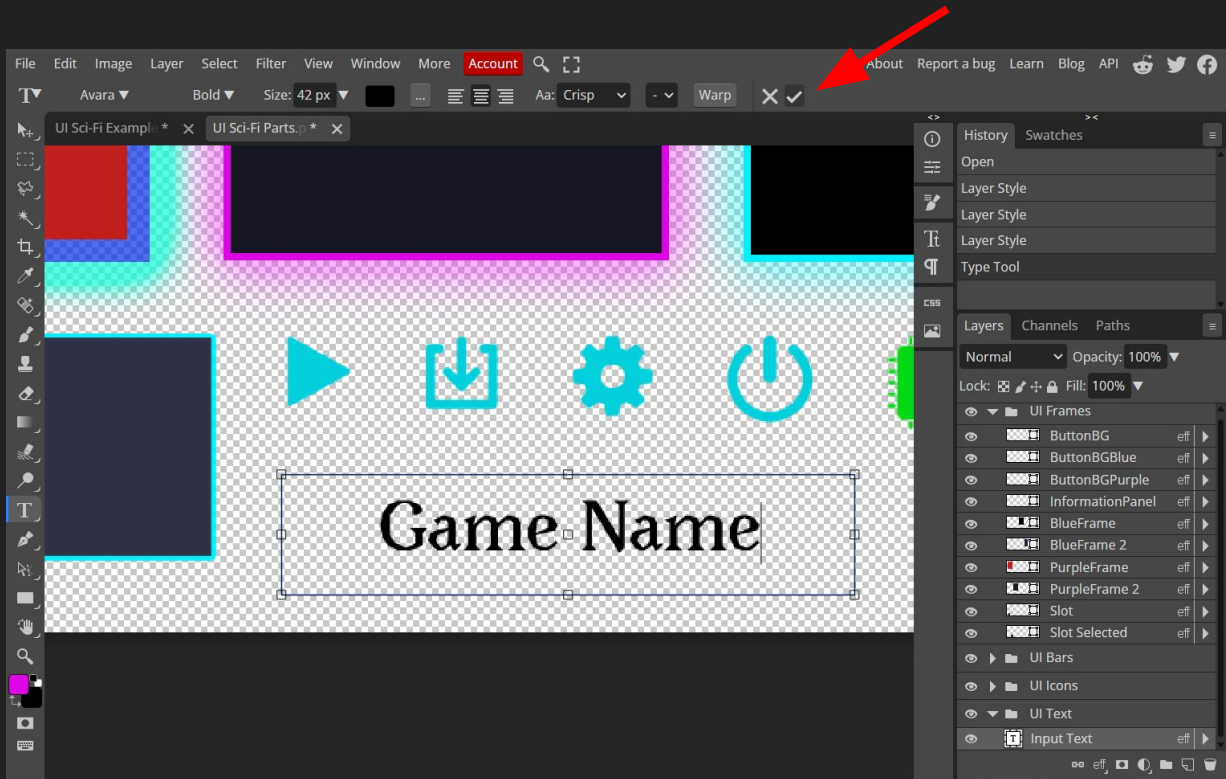
Now double click with the Left Mouse Button on Input Text to enter Edit Mode and select the whole text



Then simply type the Text you want to appear.

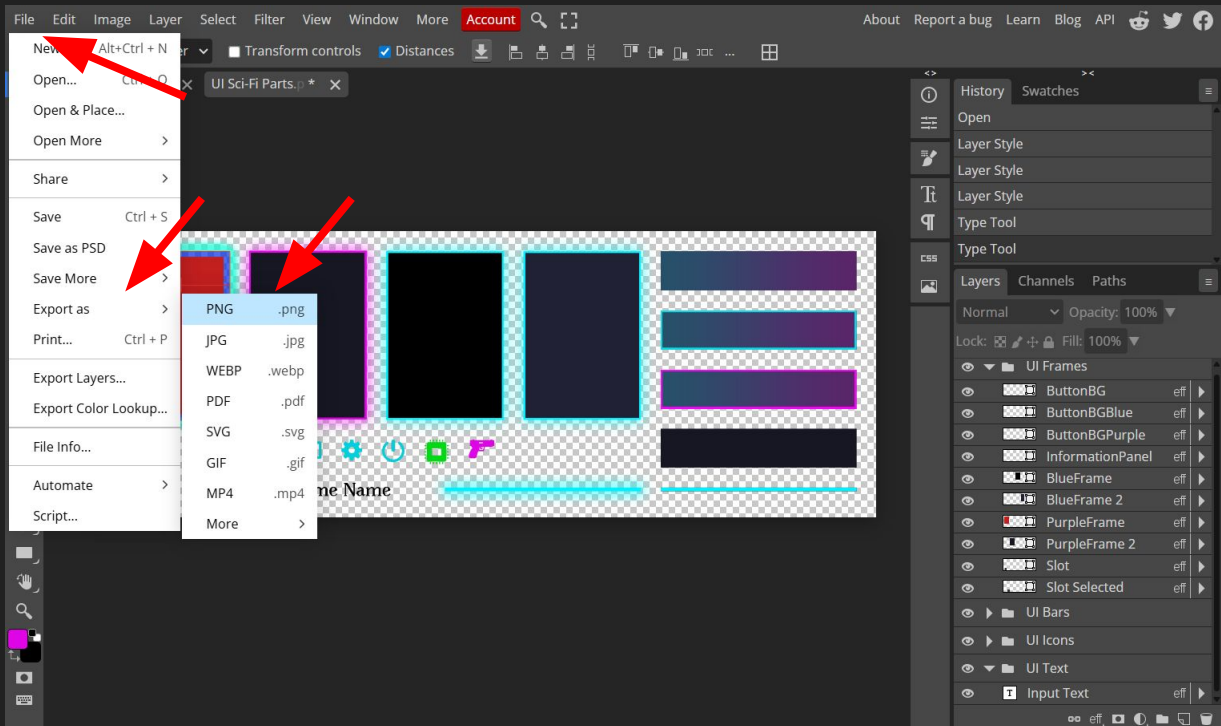
Here you can also change the Font, Size, Color and Orientation of the Text as you see fit.

Take in consideration that the full text has to be selected for these to change, unless you only want to change a single letter.

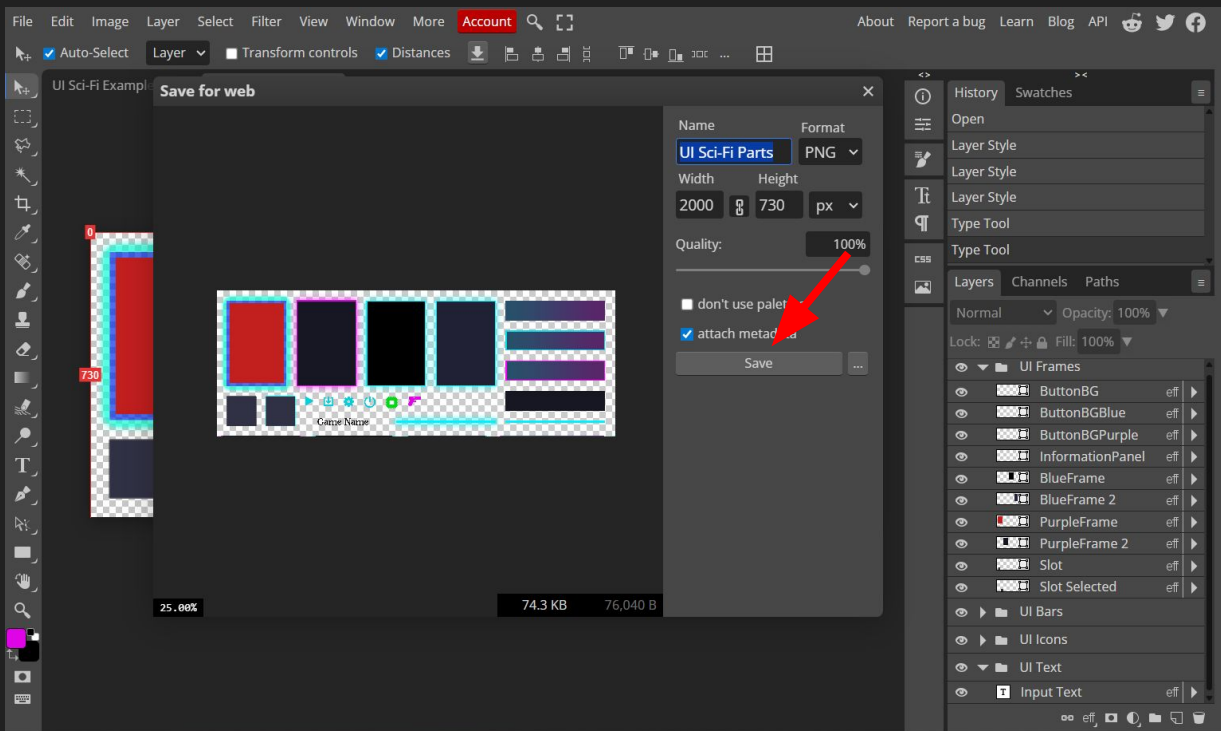


When satisfied with the customization, click on the Tick button to apply these changes

Exporting as PNG

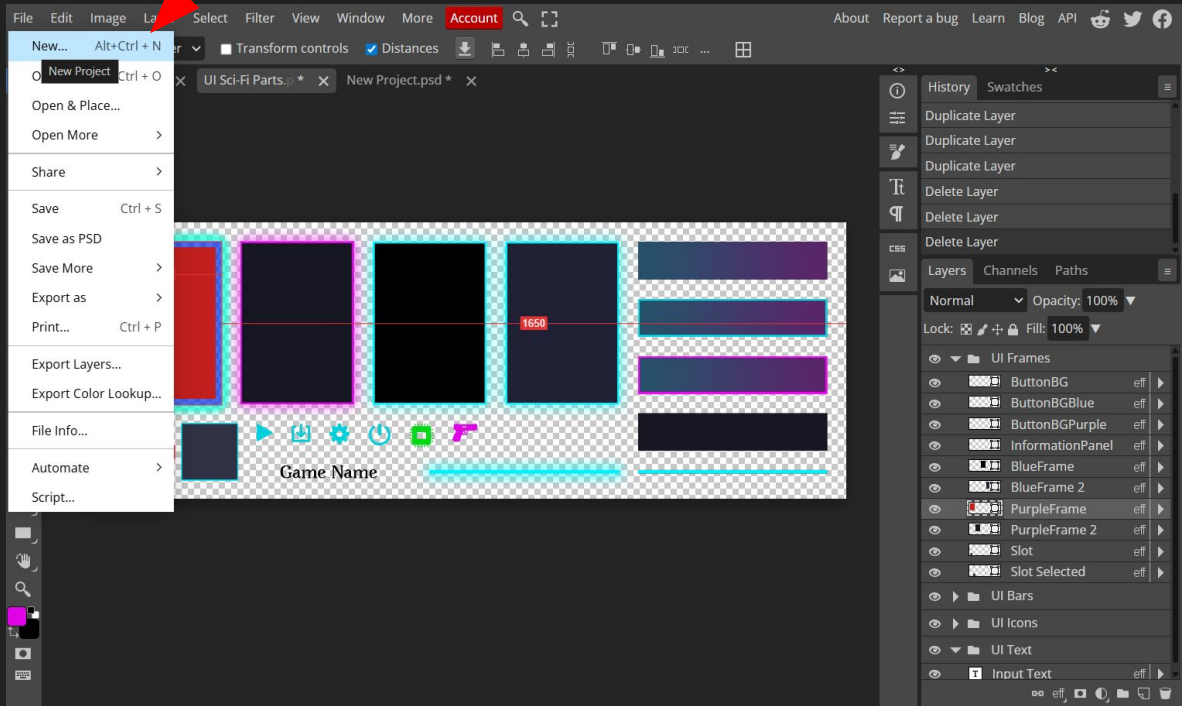


In order to export files as PNG, go to File, then Export as and finally select PNG



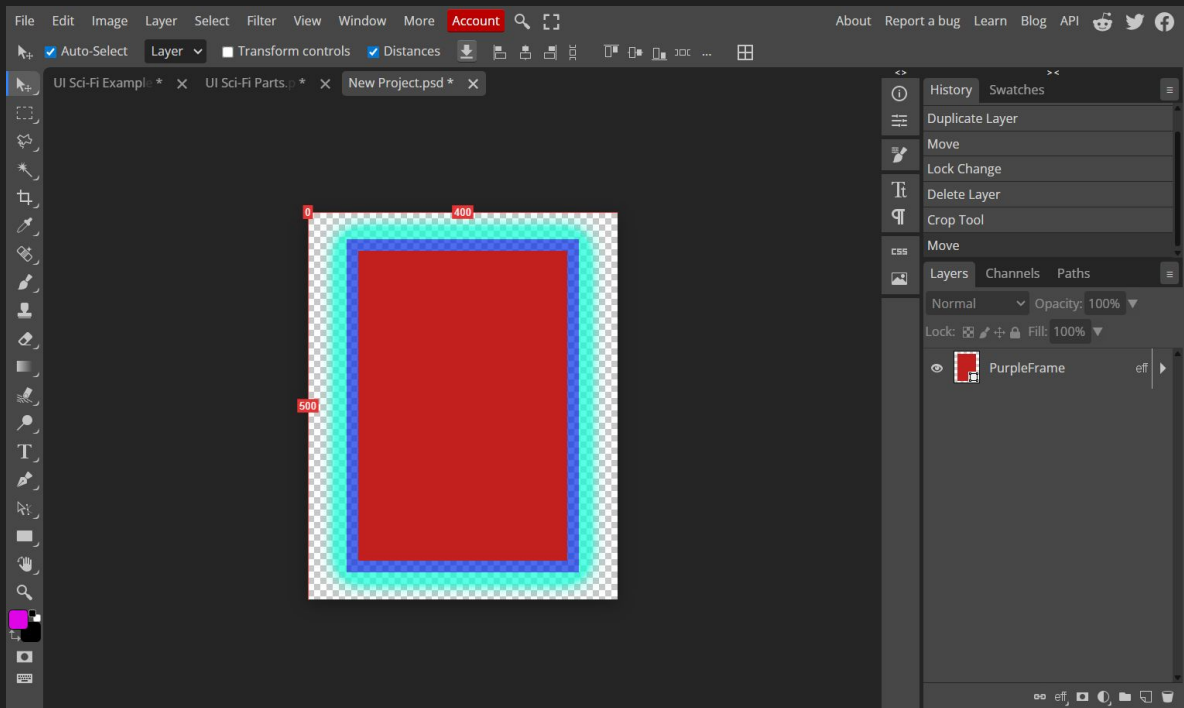
Then change the File name as you see fit and click on the Save button.

The file should then be downloaded to the Downloads Folder, on the File Explorer and you can then import it to a game engine of your choice!



In case you only want to export a single asset, select that asset, copy it using CTRL-C, create a new PSD file and paste it on the new PSD file.

Then go through the same process as before and export it as a PNG.



Then go through the same process as before and export the file as a PNG.

That's It for this **tutorial!**

If you have any questions, make sure to leave them on the comments section on the game page. **Thank you!**