



**synty®**

# INTERFACE APOCALYPSE HUD

## User Guide

Welcome to Synty's **Interface Apocalypse HUD** pack! We hope you use it to make rad apocalyptic games, or whimsical family-friendly games that just happen to have an apocalyptic HUD.

Exploring UI for the first time? Head to the official synty studios [YouTube channel](#) for **INTERFACE HUD** tutorials.

Any questions, please contact us via [support@syntystudios.com](mailto:support@syntystudios.com)

[www.syntystore.com](http://www.syntystore.com)

# 1. Package Info

- This package was created using **Unity Version 2022.3.43f1**
- All components, prefabs, and sprites were created with a target resolution of 4K (3840 x 2160) in mind.
- All sprites and textures are in .PNG format
- Source meshes are not included

# 2. Package Contents + Structure

- UI Component prefabs, sprites and example scenes
- HUD Example scenes
- Gameplay Icons
- Input Icons - Xbox, PlayStation, Switch, Keyboard & Mouse, Steam Deck

# 3. Requirements

This package utilises the following packages:

- TextMeshPro - included with Unity Editor
- Unity UI (UGUI)
- UI Extensions - included with our asset pack, for more details visit:  
<https://github.com/Unity-UI-Extensions/com.unity.uiextensions>

# 4. Quick Start

Check the Installation requirements before importing the package from the package manager. Once the package is imported:

- All prefabs can be found in **Assets/Synty/InterfaceApocalypseHUD/Prefabs**
- Sample scenes are available in  
**Assets/Synty/InterfaceApocalypseHUD/Samples/Scenes**

The scene titled **00\_Demo\_All** illustrates all assets in one scene. Loading this scene and pressing Play will allow you to browse all assets in the pack from one convenient place.

All scenes numbered **01-21** show each section in isolation. We recommend using these scenes to select prefabs you may wish to use in your own project.

## 5. Building your own HUD

Here we'll go through the fundamental steps for setting up a UI Canvas and add a health bar to it.

Or, you can check out our [Unity HUD Tutorial](#), which takes you through the basics of creating your first HUD.

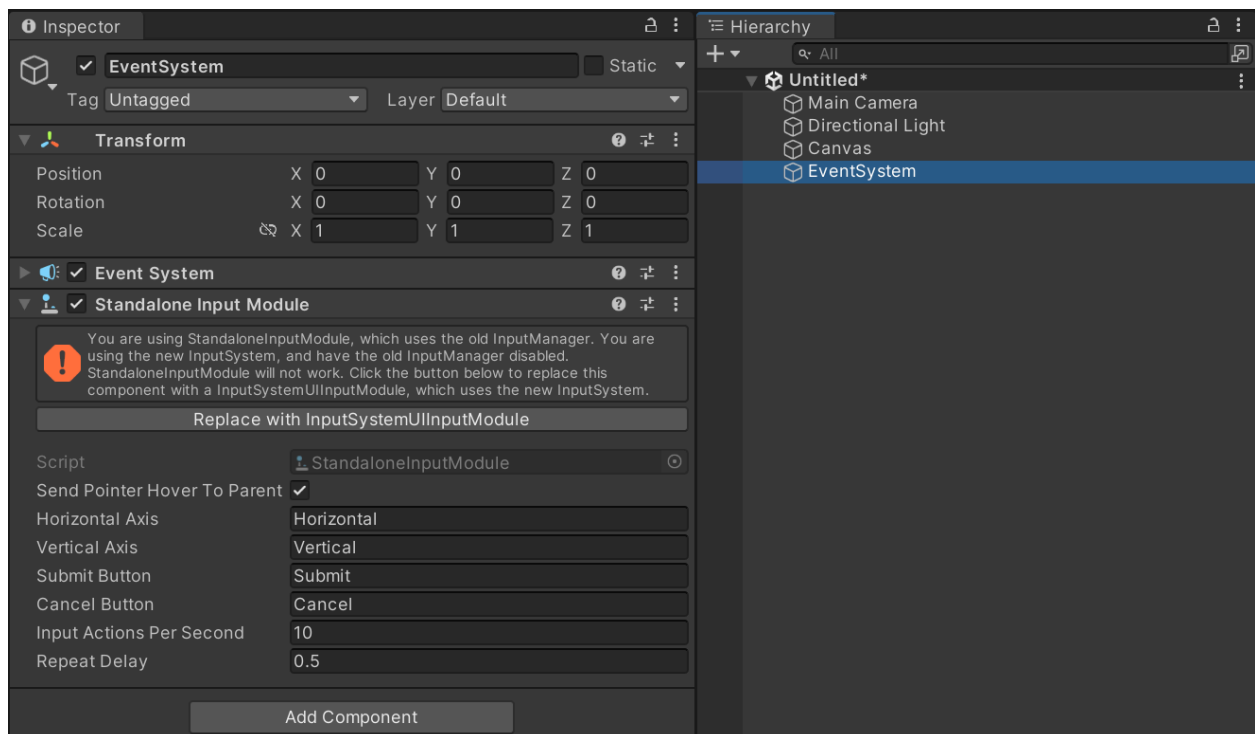
### Creating a Canvas

To set up your own HUD, you will need to create a UI Canvas. Follow these steps:

1. Create a new scene (**File > New Scene**) or open an existing scene.
2. In your scene, create a Canvas object (**GameObject > UI > Canvas**). This is where all UI objects will be placed.

This will also create an **EventSystem** object - allowing inputs to be sent to all interface objects.

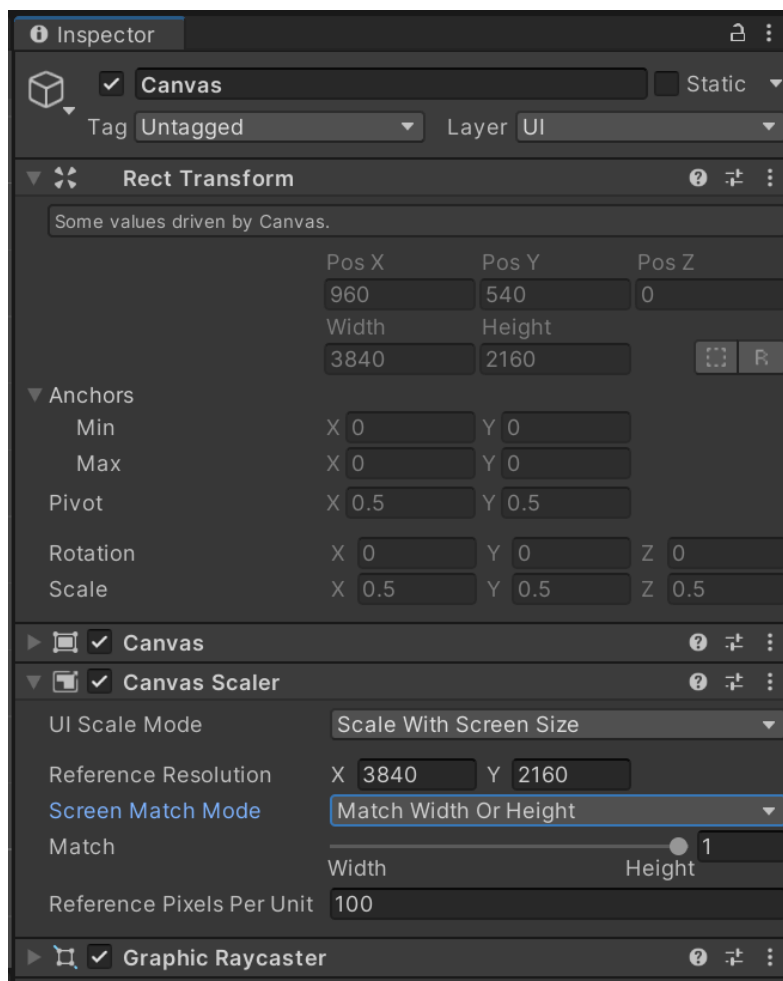
*Note:* If you are using Unity's Input System package, you will be prompted with the below message on your EventSystem object. Click the **Replace with InputSystemUIInputModule** button before continuing.



3. On the Canvas object, apply these settings on the **Canvas Scaler** component in the Inspector window:

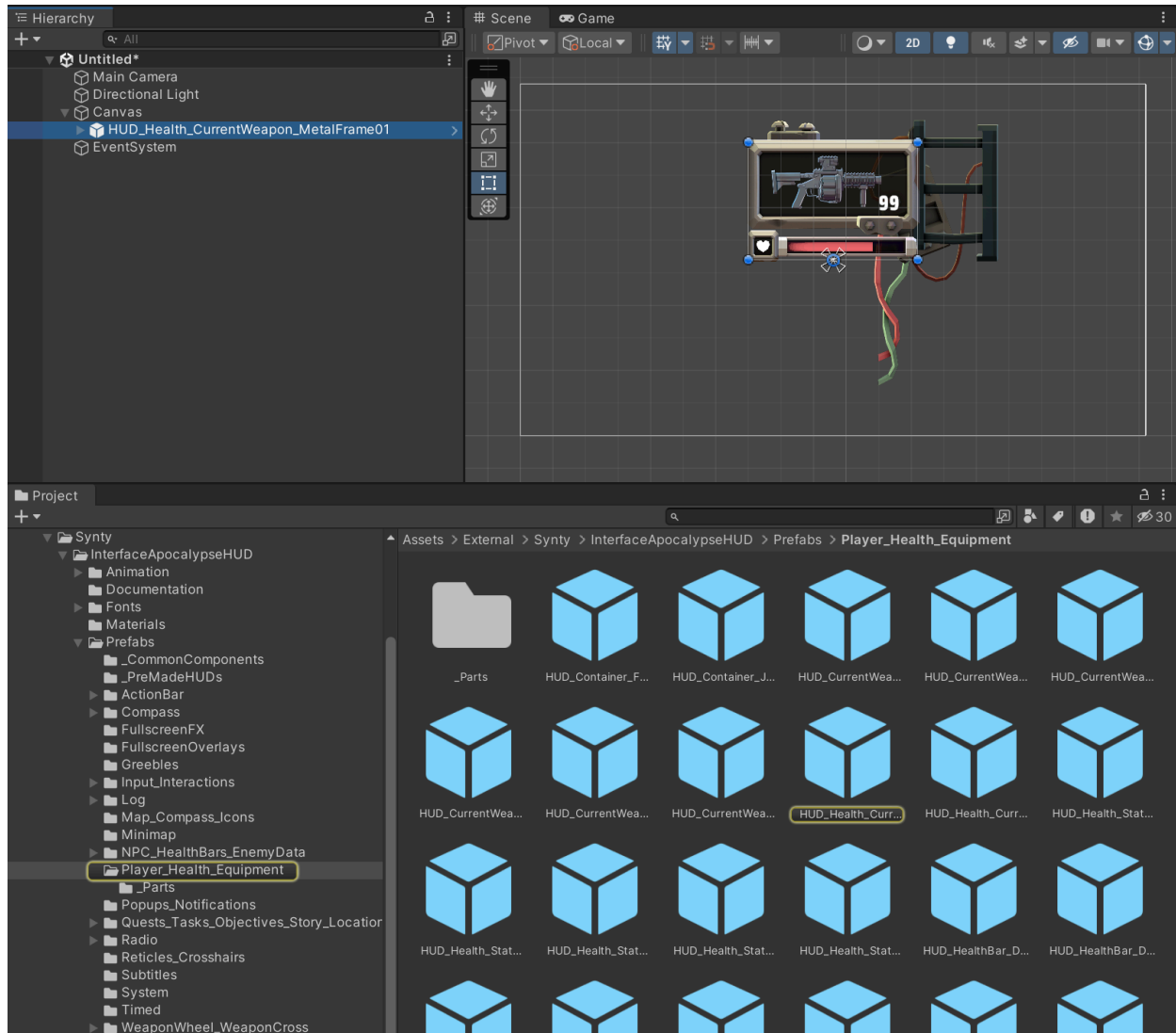
- Set **UI Scale Mode** to **Scale with Screen Size**
- Set **Screen Match Mode** to **Match Width Or Height**
- Set **Match** to **1** (Height)
- Set **Reference Resolution** to **X: 3840 Y: 2160**

*Note:* We have created our prefabs with a 4K screen size as reference - this setting will scale our prefabs accordingly.



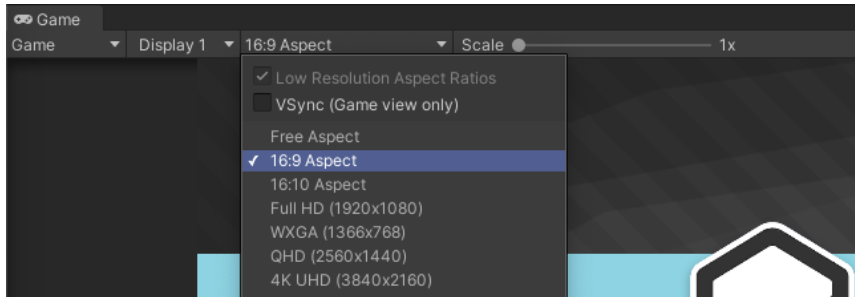
## Adding UI components

1. In the Project tab (**Window > General > Project**), navigate to our Prefabs folder: **Assets/Synty/InterfaceApocalypseHUD/Prefabs/Player\_Health\_Equipment/**
2. Locate the **HUD\_Health\_CurrentWeapon\_MetalFrame01** prefab.
3. Drag the object into the **Canvas** object in the Hierarchy tab.



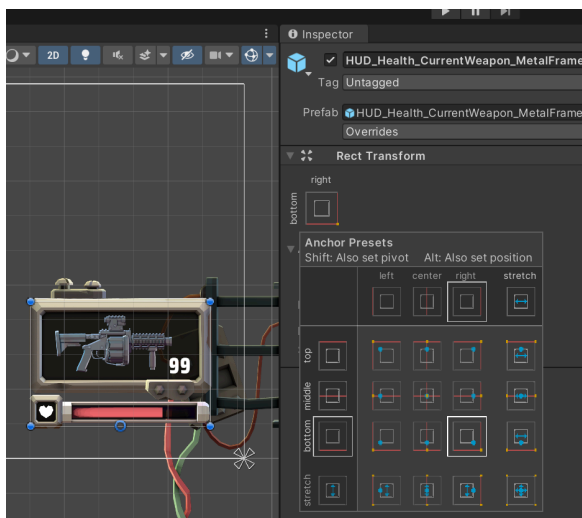
## Positioning / Anchoring UI components

**Note:** When working in the Scene tab, our UI Canvas will reflect the aspect ratio of the Game tab. Therefore, before continuing in this section, you may wish to set your Game view's aspect ratio to 16:9.



To anchor our newly placed health bar to the bottom-right:

1. In the Hierarchy, select our prefab instance.
2. Position it towards the bottom-right corner of the canvas.
3. In the Inspector, click on the anchor icon on the **RectTransform** component.
4. Select the bottom-right position:



As your game window resizes, the instance will always be positioned relative to the bottom-right corner of the screen.

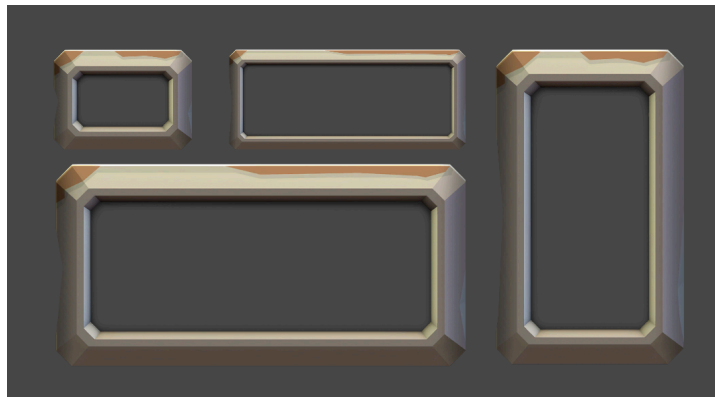
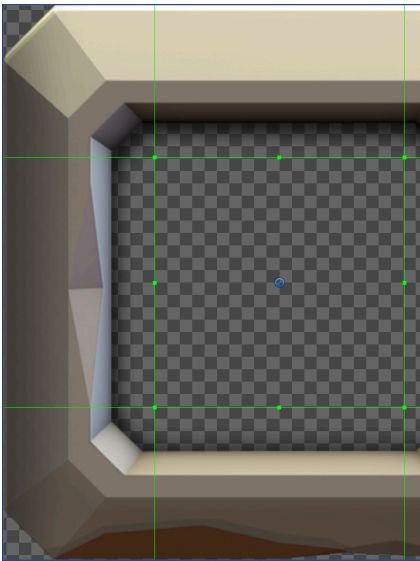
**Congratulations** - you are on your way to creating a fantastic HUD for your game!

If you would like to try a fully-featured HUD with more screen elements, check out the **Prefabs/\_PreMadeHUDs** folder, or take a look at our **Samples/Scenes** folder for some example arrangements!

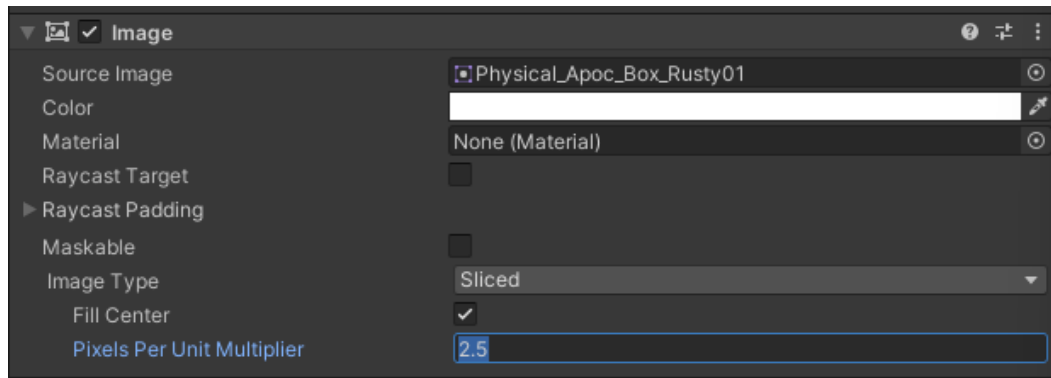
## 6. Naming conventions

<b>AC_</b>	Animator Controller
<b>ANIM_</b>	Animation
<b>FX</b>	Visual Effect
<b>Greeble</b>	A cosmetic detail sprite, used to add visual interest to a component
<b>HUD</b>	Heads-Up Display
<b>ICON_</b>	Icon
<b>MAT_</b>	Material
<b>SPR_</b>	Sprite
<b>UI</b>	User Interface

## 7. Sprites and 9-slicing



- Where possible, sprites have been **9-sliced** via Unity's **Sprite Editor**
- This allows for components to be resized
- The components make use of Unity's **Pixels Per Unit Multiplier** function to change the width of boxes:



## 8. Modular Sprites (Greebles)



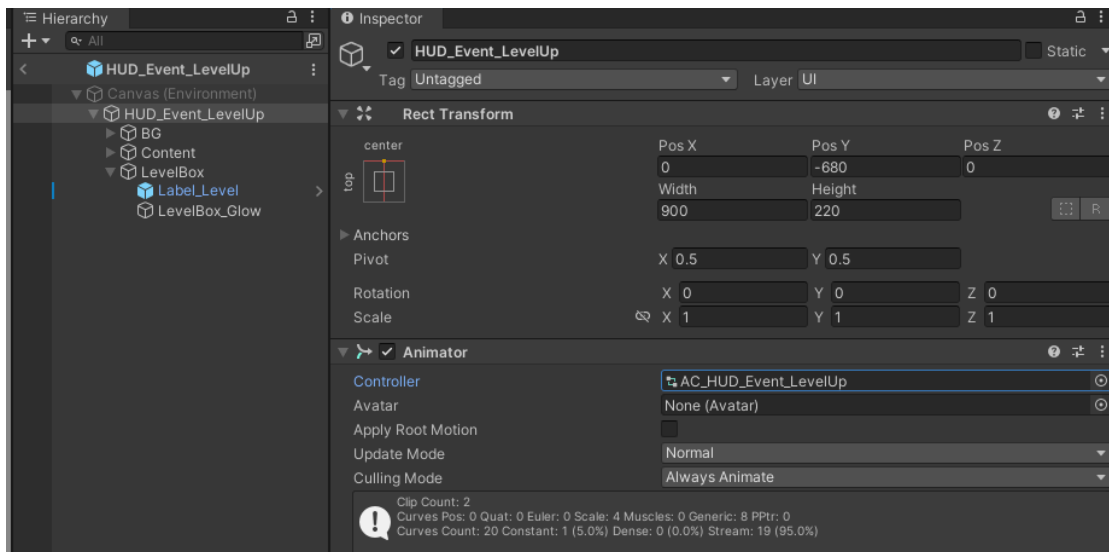
The HUD sprites have been created to allow for as much modularity as possible. Don't like wires hanging off the edge of the components? Just delete 'em.



Sprites intended as cosmetic have the word 'greeble' in their filename. There are a couple of greeble prefabs which are set up to animate when you drag them onto the stage (spinning cogs, glowing diodes).

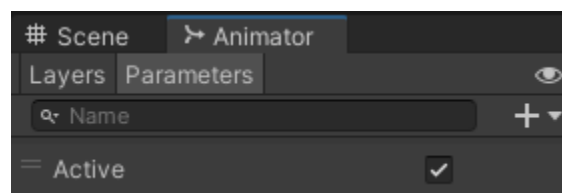
The HUD sprites are NOT created at power-of-two resolution. They are intended to be atlased once you select the sprites that suit the needs of your project.

## 9. Animated Prefabs

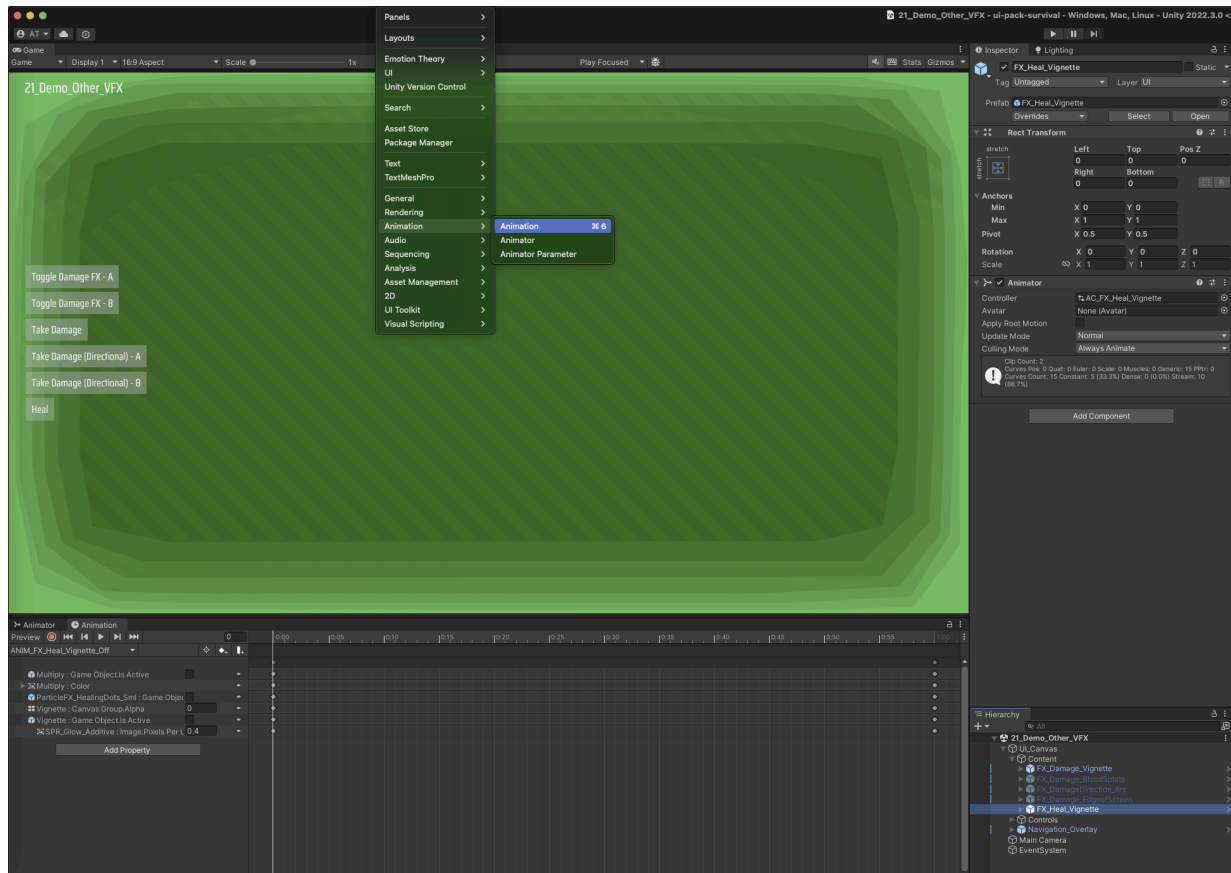


- Many of the HUD prefabs feature animations
- **Animator Controllers** generally sit on the top layer of prefabs.
- Where possible, **Booleans** have been used, with the Parameter **Active**

You can preview these animations while playing the build in the Game window, by navigating to the Animator Controller in the Hierarchy window, then toggling parameters in the Animator window:



**Note:** With our Animator selected, you can browse the animations and their keyframes in the Animation tab (**Window > Animation > Animation**).



## 10. 2D POLYGON Asset Icons



This pack contains rendered 2D icons of existing Synty POLYGON assets.

Please use [syntysearch.com](https://syntysearch.com) and search for the icon filenames for more information about the 3D assets and POLYGON packs.

# 11. Input Icons



The package contains various input icons for:

- Xbox
- PlayStation
- Switch
- Keyboard & Mouse

Xbox / PlayStation / Switch button glyphs are baked into the icons.

Keyboard glyphs are NOT baked - these are set up as prefabs which resize based on their content text. We feel this is the optimal way to present them, as it allows for localised keyboard inputs.

## 12. Fonts

This pack contains and uses four variations of the **Saira Condensed** font:

- SairaCondensed-ExtraBold
- SairaCondensed-Medium
- SairaCondensed-Regular
- SairaCondensed-SemiBold

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## 13. Unity UI Extensions

A couple of the pack assets make use of the UIParticleSystem script from the Unity UI Extensions project, to allow particles to display in the UI. As such, we've included the **Unity UI Extensions** package within our pack:

Repository link: <https://github.com/Unity-UI-Extensions/com.unity.uiextensions>

Unity UI Extensions License (BSD3)

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