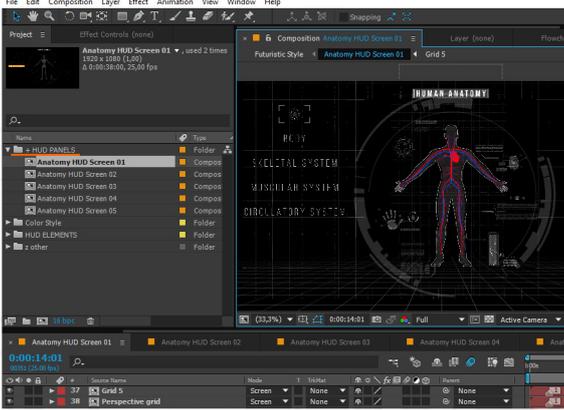


# HUMAN ANATOMY HUD PACK 200+

## Structure:

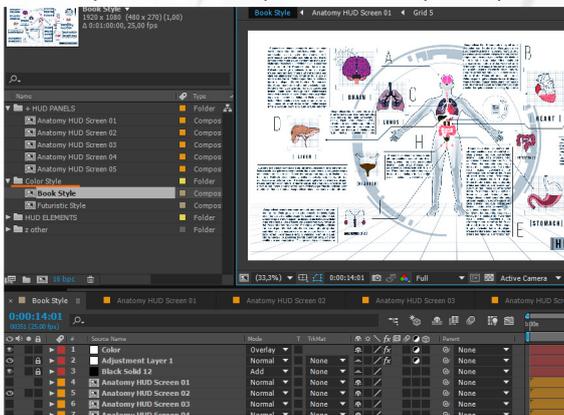
- HUD Panels - folder contains ready interface HUD compositions with different elements.



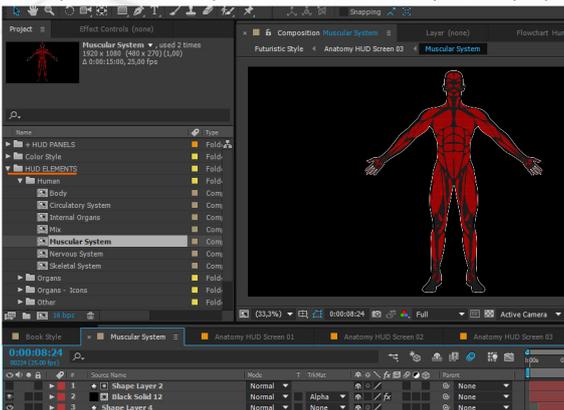
- Preview Video - includes final HUD preview composition.



- Color Style - includes two premade color style compositions for HUD.

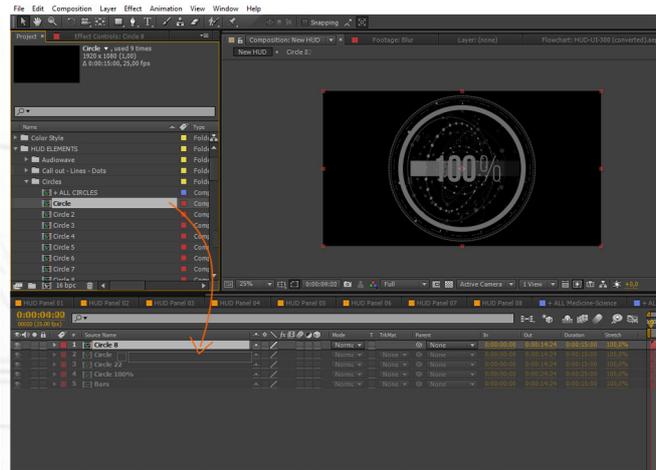
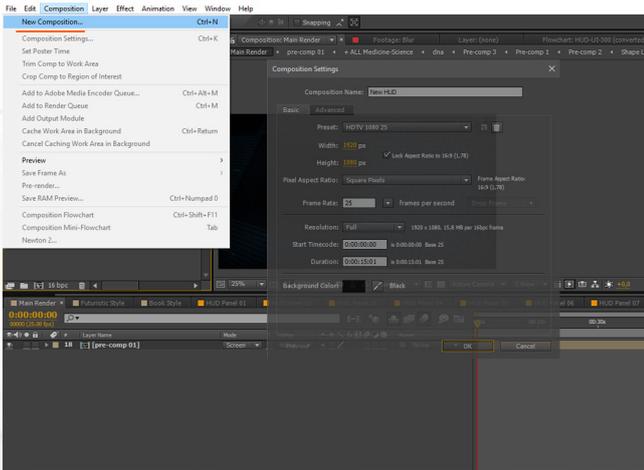


- HUD Elements - contains HUD elements structured in the separate folders. Compositions with a prefix "+ ALL..." are for preview purpose.

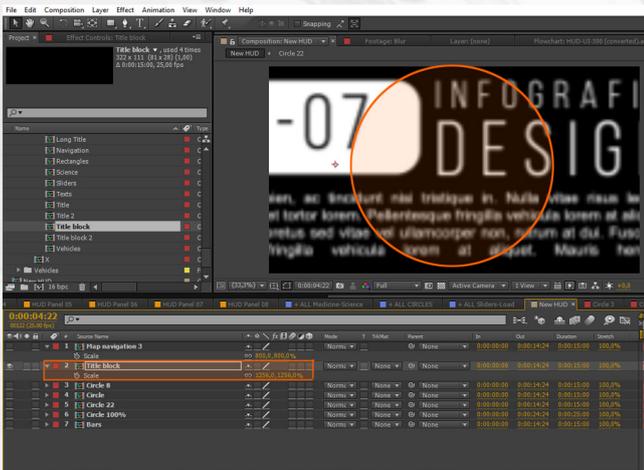
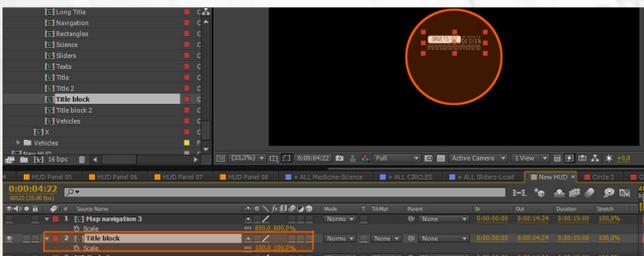


Here some points of modifying HUD project.

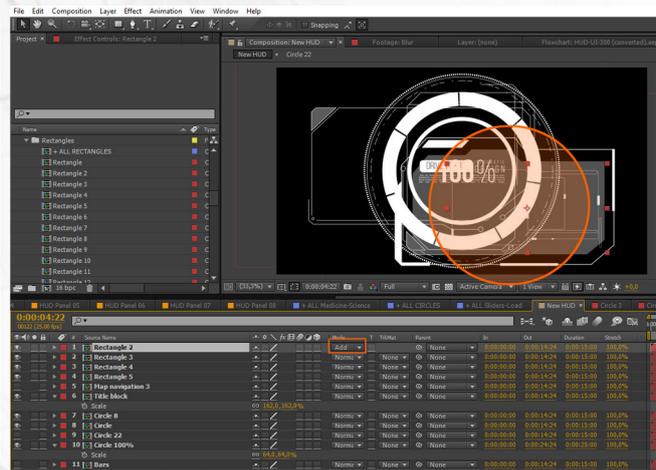
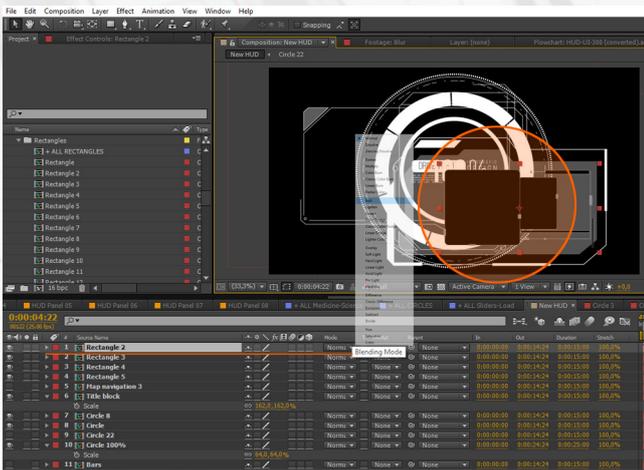
To create your HUD: make new composition and drag and drop HUD elements.



If you need enlarge some compositions: turn on continuously rasterize button for best quality.

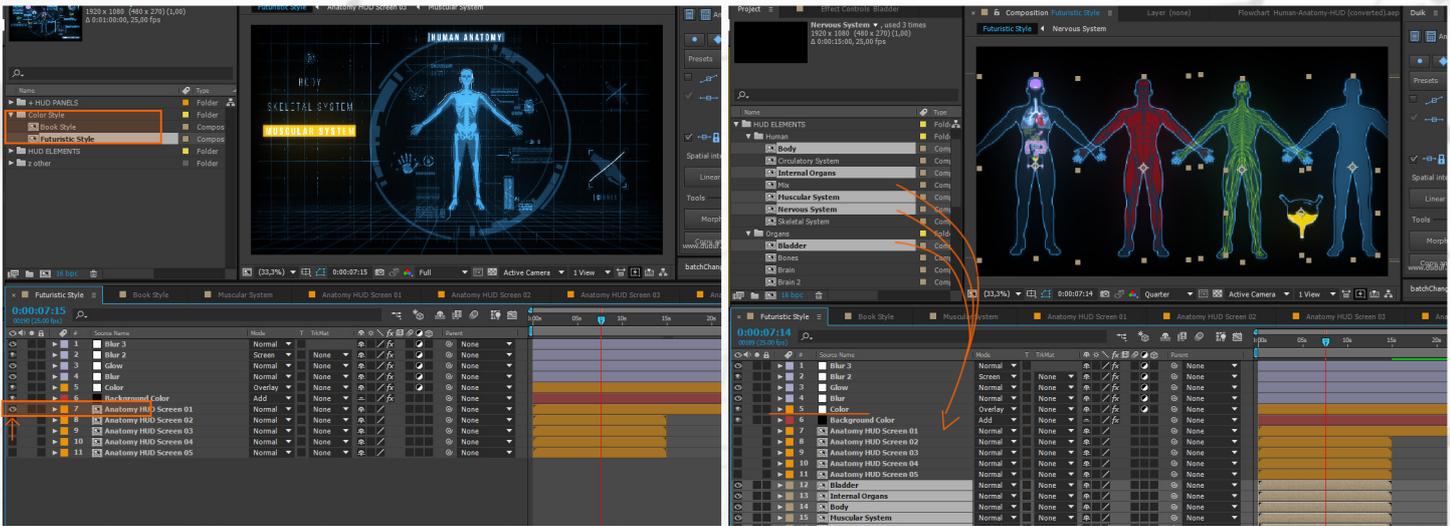


Mostly all elements are with alpha channel. Only few don't have it, in this case use "Add" or "Screen" mode.



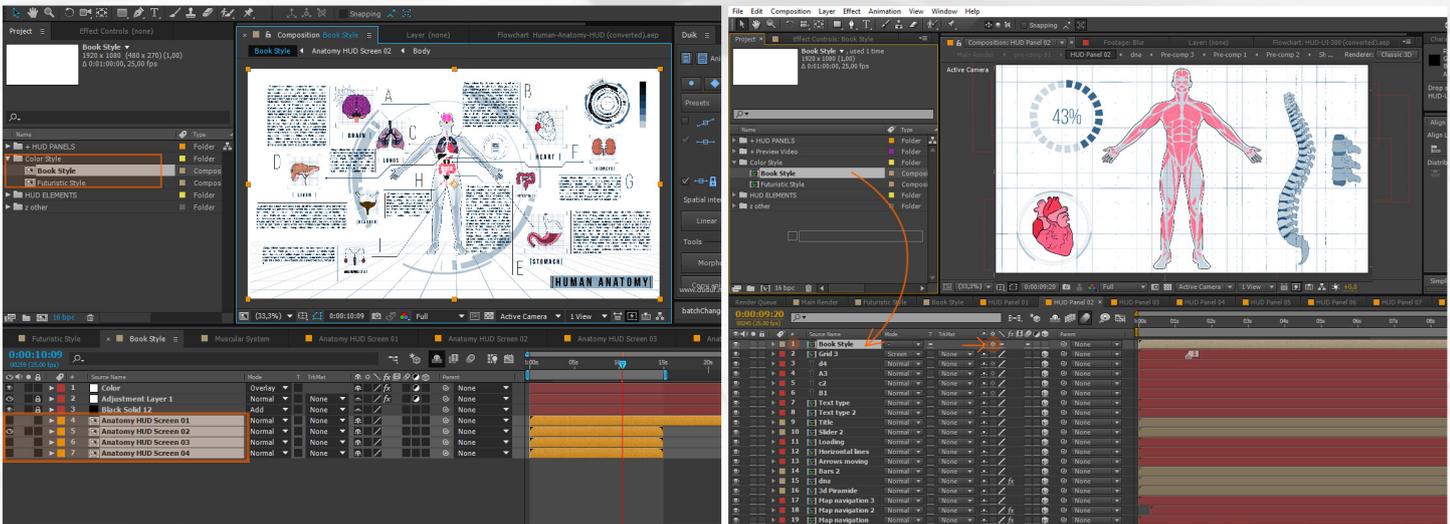
Coloring may be done in a different ways. For example: use effects Fill, Tint, Toner to composition or change shape layers color inside composition. Also you can use premade color styles (like the preview video done). To do it:

- open "Futuristic Style" or "Book Style" composition
- turn off sample HUD panel composition (for preview purpose)
- drag and drop your elements or composition below "Color" layer.



Another way to use styles:

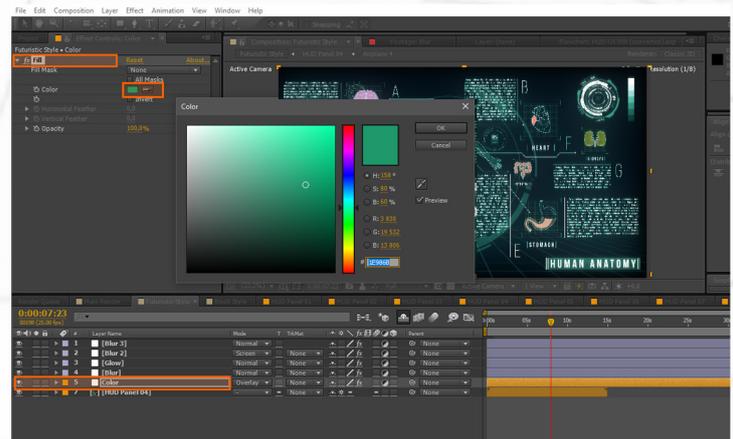
- open "Futuristic Style" or "Book Style" composition
- delete all compositions (for preview purpose)
- open your HUD composition
- drag a drop "...Style" composition above HUD elements
- turn on continuous rasterize button



To edit color in the "...Style" composition:

- open "...Style" composition
- select "Color" layer
- edit Fill effect.

Tip: white objects in the "Book style" may look too dark, to avoid it - make objects darker and they will look lighter in the "Book style" (by effect levels or another one).



Soundtrack you can find here: <https://audiojungle.net/item/secret-documentary/19587224>  
Font: <http://www.fontfabric.com/bebas-neue/>

If you have questions, want more elements or need help with project - please, contact me via my personal page or use e-mail.  
Neoapatch (neoapatch@gmail.com)

If you like it, please rate it! ★★★★★  
It will greatly motivate for future updates (free for you)!

Thanks!!!  
Kind regards

