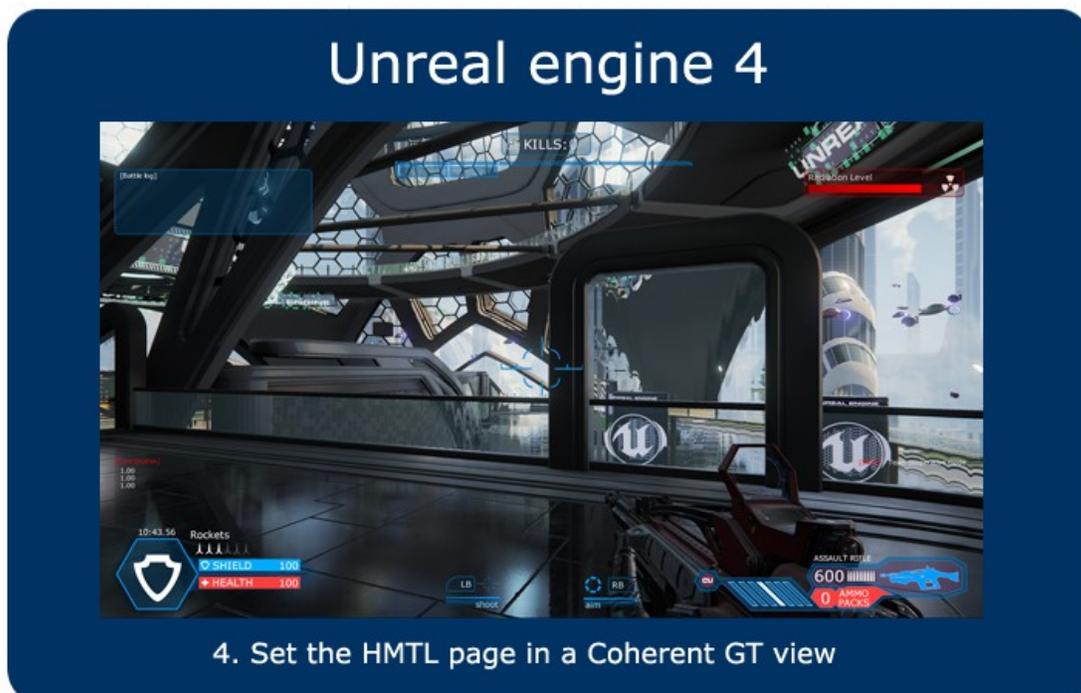
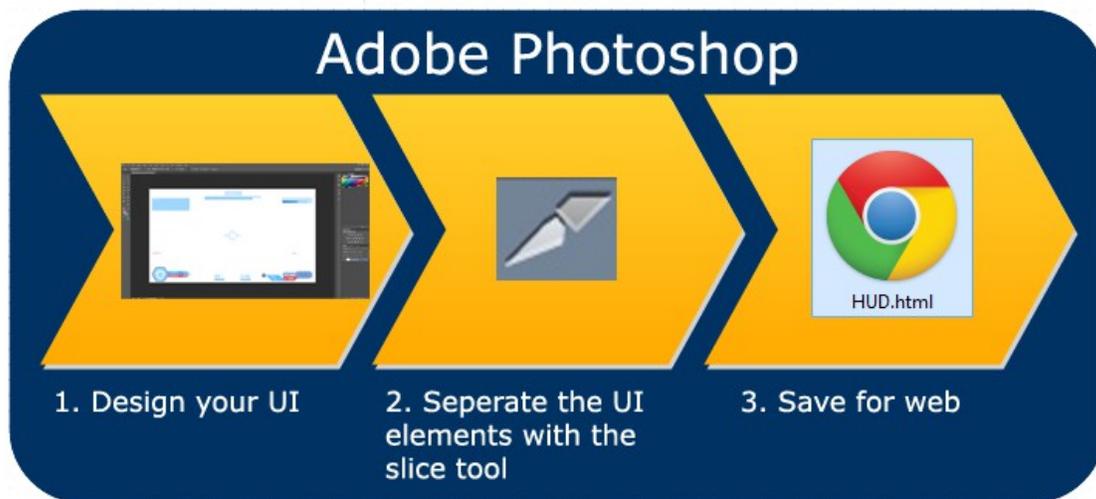


## Rapid UI prototyping in UE4 with Photoshop and Coherent GT

Coherent GT is powered by HTML and gives you the unique possibility to prototype your UI directly in Photoshop and transfer it to the game engine in a few simple steps.

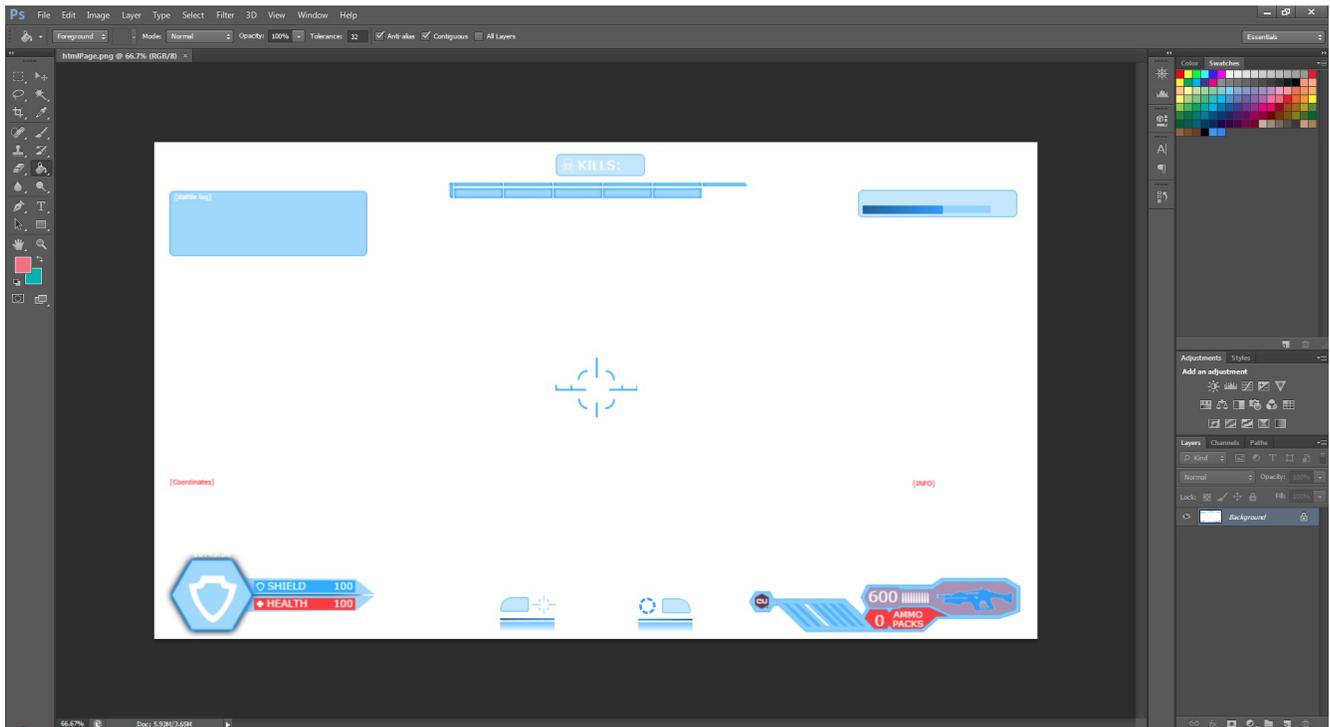
Once your UI is complete you just need to define the separate UI elements using the slice tool and save the document using the "save for web" option in the "file" menu in Photoshop. Then simply set the resulting html page to a Coherent GT view in UE4.



## Detailed instructions

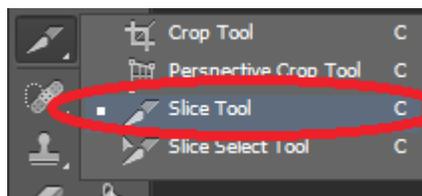
### 1. Design your UI

The first step is to design the UI itself. You can do this using the built it tools of Photoshop or import external UI assets from other image editors such as Adobe Illustrator, Corel Draw, Gimp, etc.



### 2. Define the separate UI elements using the slice tool

First select the slice tool from the tools



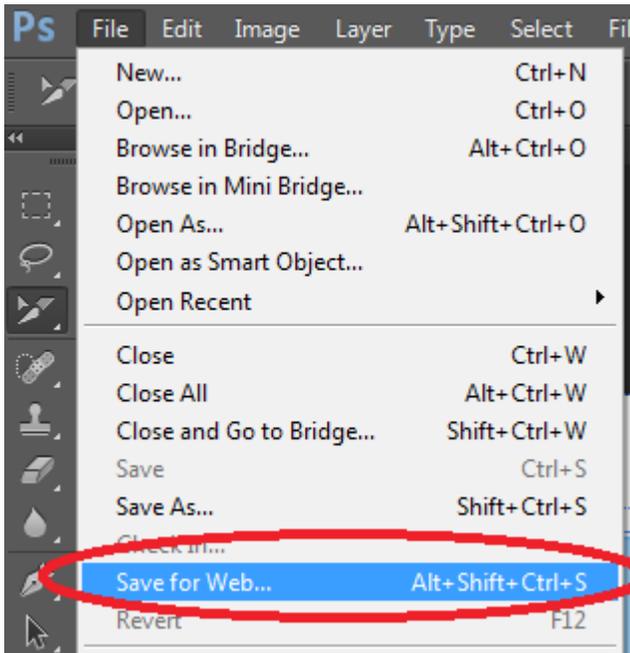
Then drag over the area where you want to create a slice.



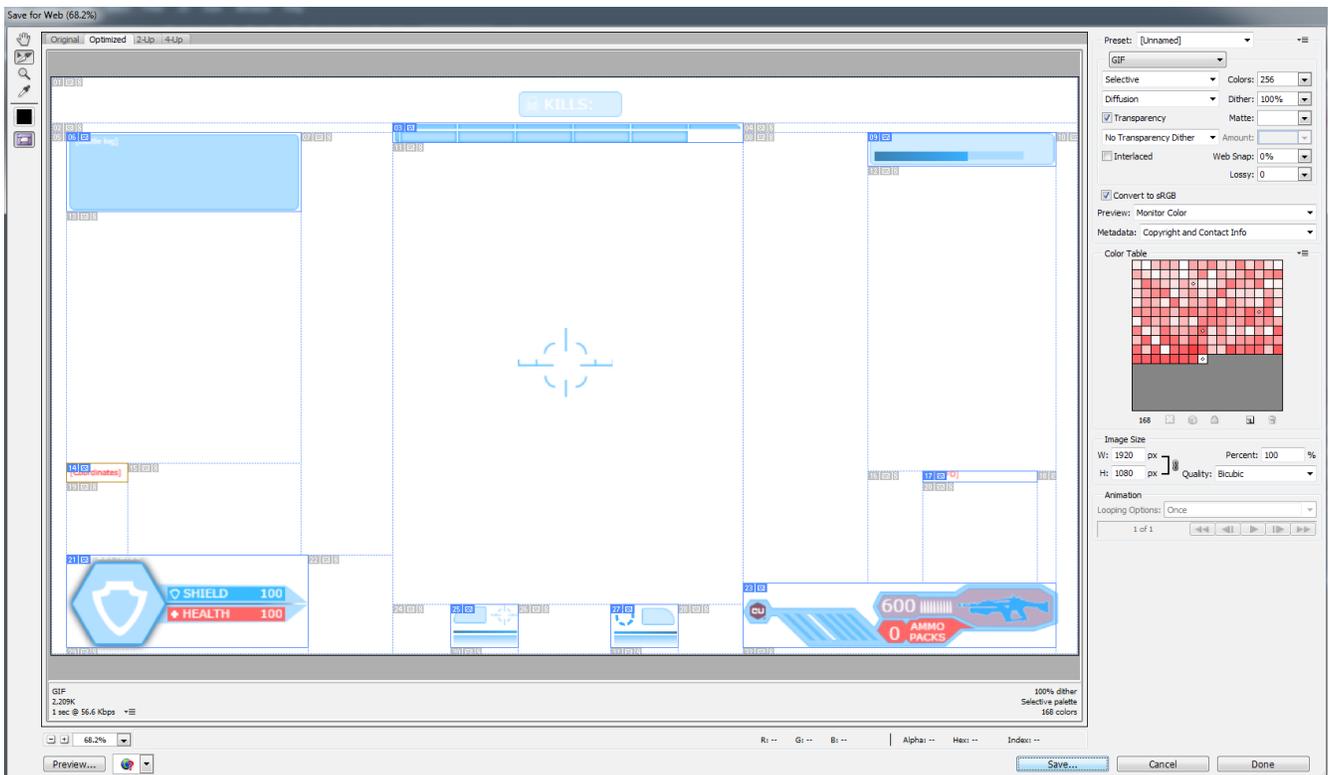
Repeat the procedure for each your elements that you wish to be separate (have

separate image file).

Then choose File/Save for Web

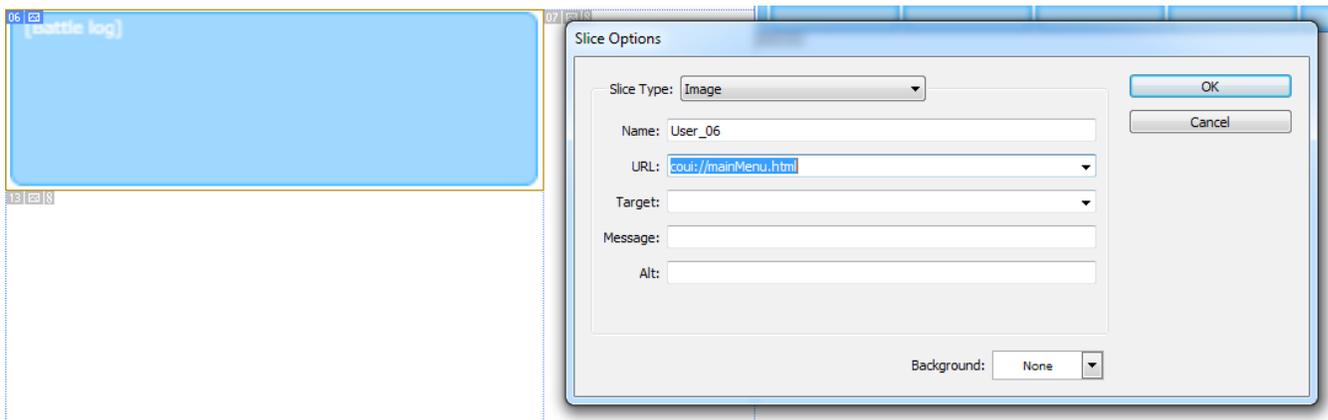


And the Save to web window appears



In it you can specify the image format for each of the ui elements (png,jpeg or

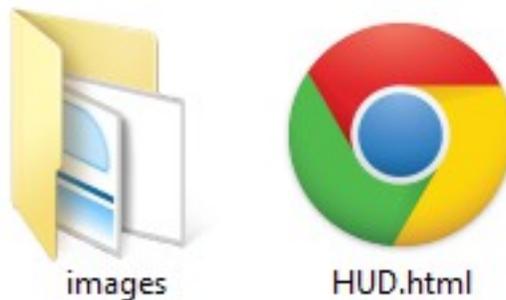
gif). Furthermore if you double click on a slice with the "slice selection tool" selected you can edit the options for the slice.



You can enter URL (for example if it's a menu button it can point to a URL of another window that this button opens). You can also specify name, target, message and alt message.

When you choose a slice of type No Image, you can enter text to be displayed in the slice area of the resulting web page. This can be plain text or text formatted with standard HTML tags. You can also select vertical and horizontal alignment options.

When you are done with the options and image formats of the slices just click "save to web" and a HTML page and images files will be automatically generated.



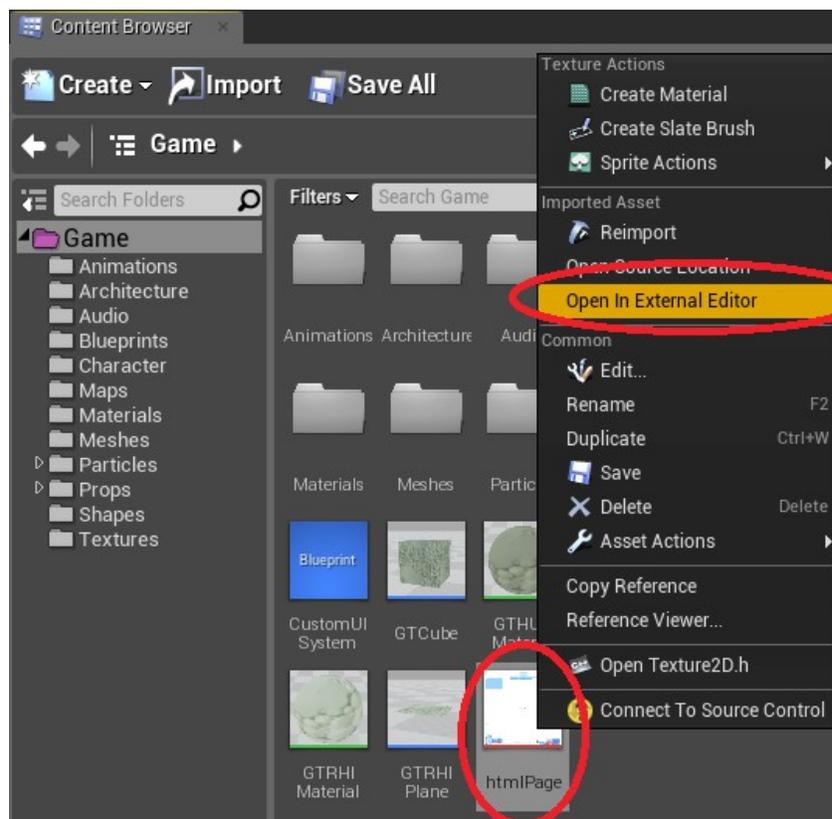
The last think that you need to do is just set the newly created HTML page to the URL of the Coherent GT component in UE4



and you can see the UI directly in your game.



You can even import the psd file in your UE4 project and whenever you need to edit it and save it for web, you can right click the file and choose open in external editor and Photoshop will be loaded.



Note however that the method described above is suitable for rapid prototyping of your UI. To add animations, responsive layouts and other complex functionality you'll still need either to use editor visual editor like Adobe Edge or code your UI using standard HTML/CSS/JavaScript methods.

Also note that even though this is an article regarding Coherent GT and UE4 the same methods can be applied to UI design for any game engine that uses Coherent GT. Just save your UI with the "Save for web" option and set the resulting page to the URL of the Coherent GT view.

For more information about the slice tool in Photoshop, you can have a look at the following articles:

<https://helpx.adobe.com/photoshop/using/slicing-web-pages.html>

[https://helpx.adobe.com/photoshop/using/html-options-slices.html?PID=7609893#html\\_options\\_for\\_slices](https://helpx.adobe.com/photoshop/using/html-options-slices.html?PID=7609893#html_options_for_slices)