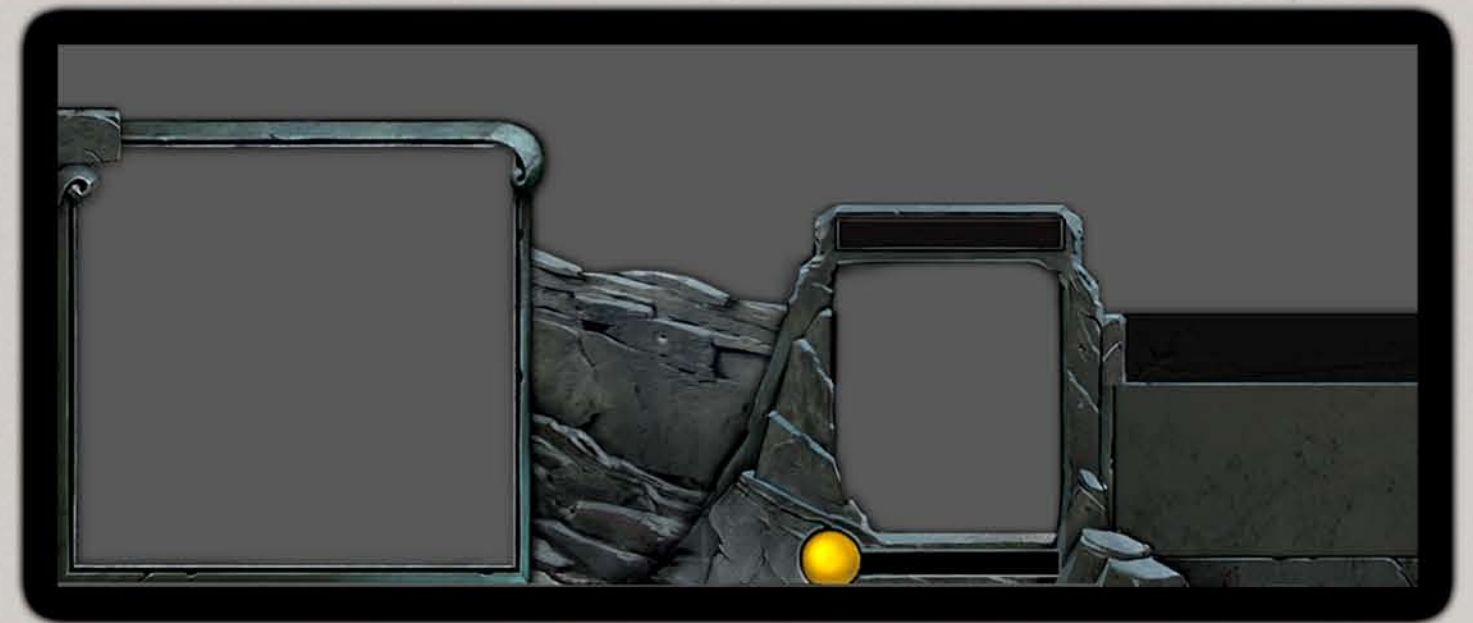
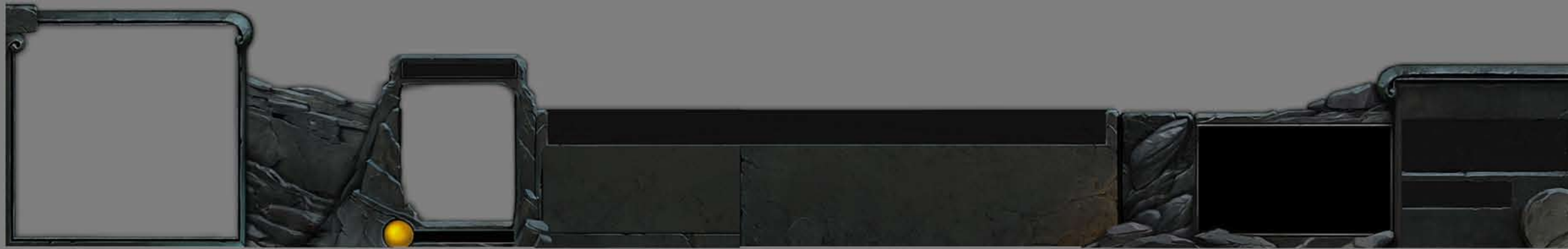


DOTA 2 - Custom HUD Skins



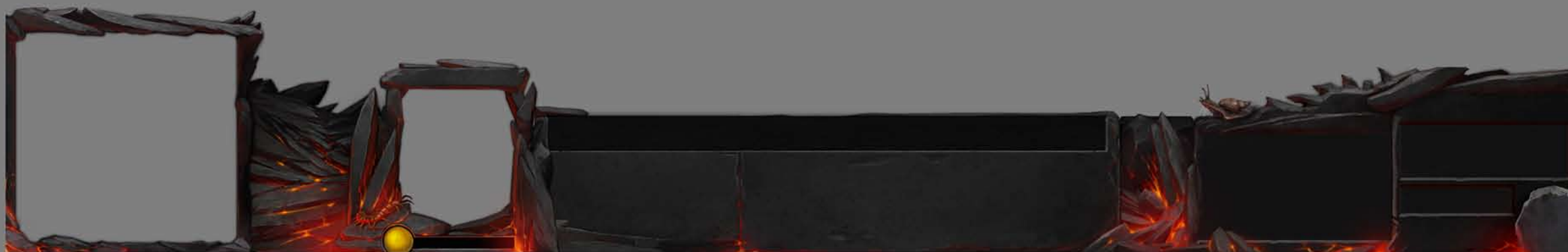
The Dota 2 in-game HUD (Heads-Up Display) can be re-skinned to create new looks and themes. Customizing the HUD skin is a great way to personalize your Dota 2 experience and share it with the community.

Default HUD Skin



By re-skinning your HUD, you can create unique looks for casters, teams, your favorite heroes, and more.

Re-skinned HUD Skin, Dire Theme

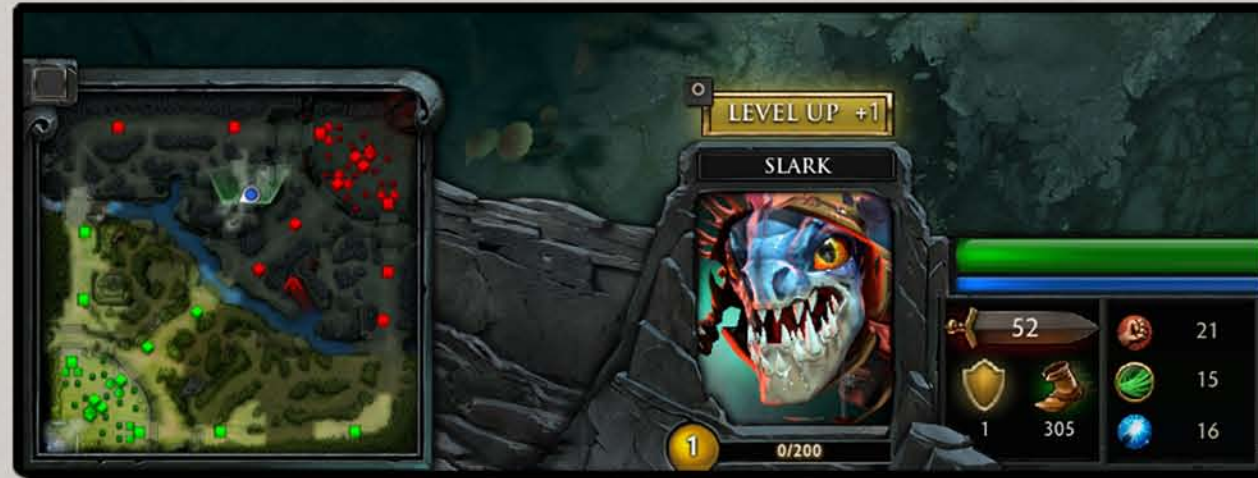


All this is accomplished by authoring a series of images that combine to create the HUD.

We will explore the process in the pages of this guide.

A Few General Rules

Original

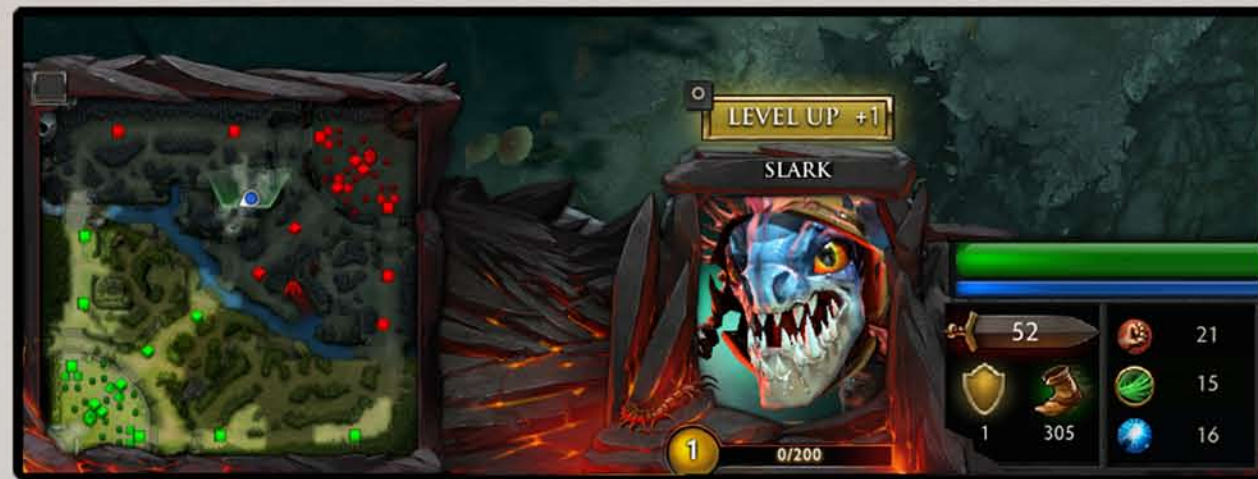


- The minimap and ability icons cannot be resized or moved to new locations.

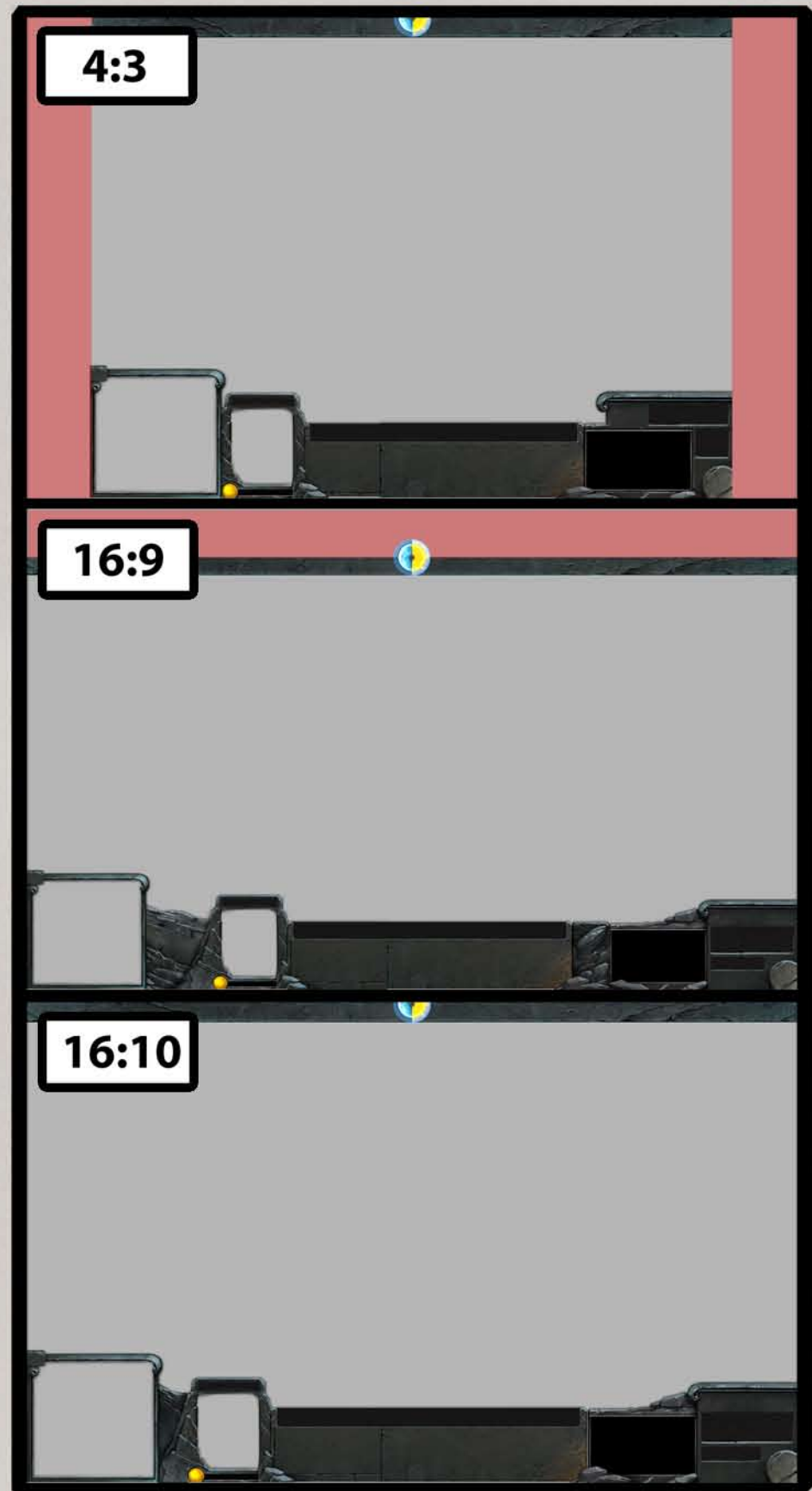
- The overall HUD cannot be made smaller.

- None of the dynamic HUD elements should be covered.

- Feel free to break the silhouette of the current default HUD. For example, you can add plants or rocks on top of the minimap box as long as you don't change the dimensions of the source image.



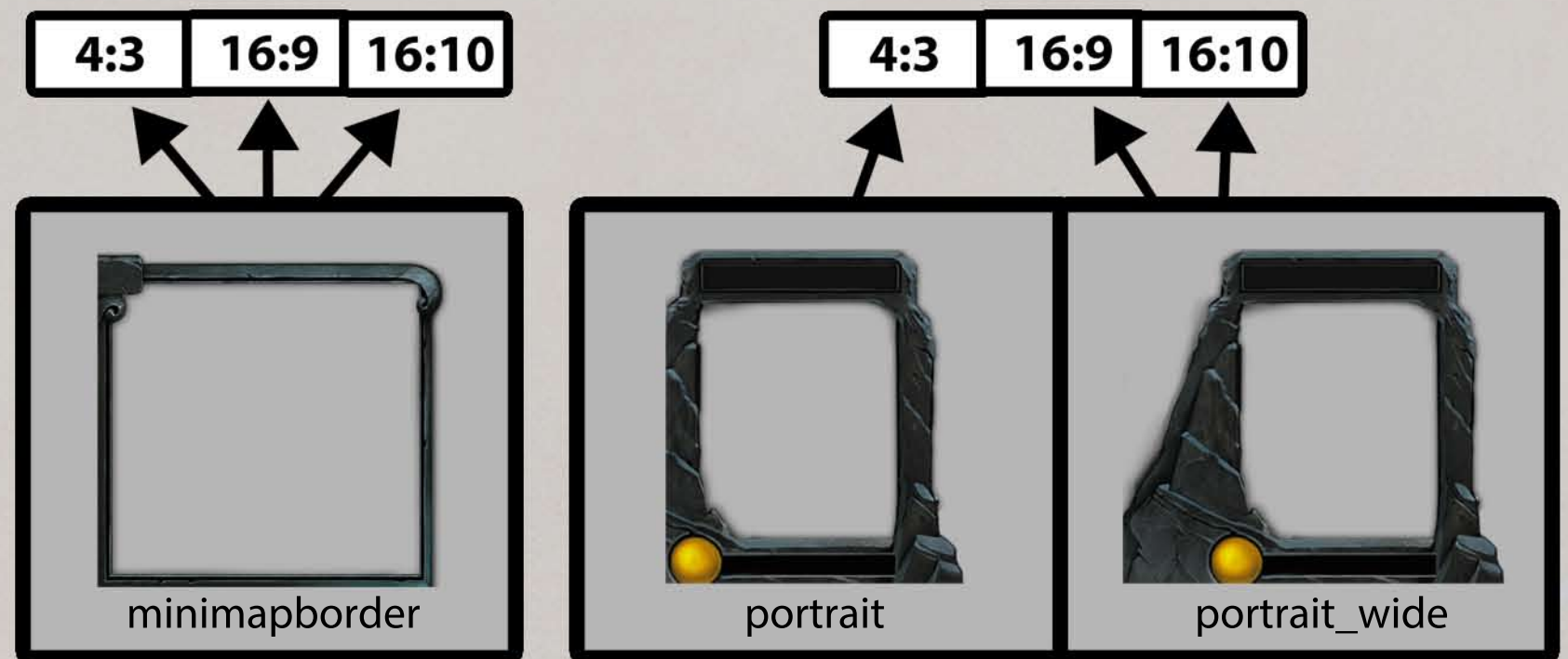
The "HUD_template.psd" File




















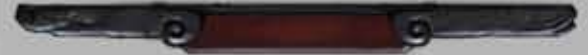







- Begin by opening the "HUD_Template.psd" file. You will need Adobe Photoshop version CS2 and above to work with this file as it utilizes the "Smart Objects" feature. Smart Objects allows us to preserve the images' source resolutions and enables us to reuse the same element in more than one place. All the HUD pieces in the template have been converted to Smart Objects.

- The HUD scales for three different aspect ratios: 4:3, 16:9, and 16:10. The images that make up the HUD skins are contained within three different layer groups titled 4:3, 16:9, and 16:10.

- Some images carry across all three aspect ratios, some carry across two of the three aspect ratios, and some are different in each case. For example, the "minimapborder" image is the same for all three aspect ratios and will only have to be edited once. In contrast, the image that frames the animated character portrait is different for 4:3, and 16:9/16:10, so two images must be authored: "portrait" (for 4:3) and "portrait_wide" (for 16:9 and 16:10).



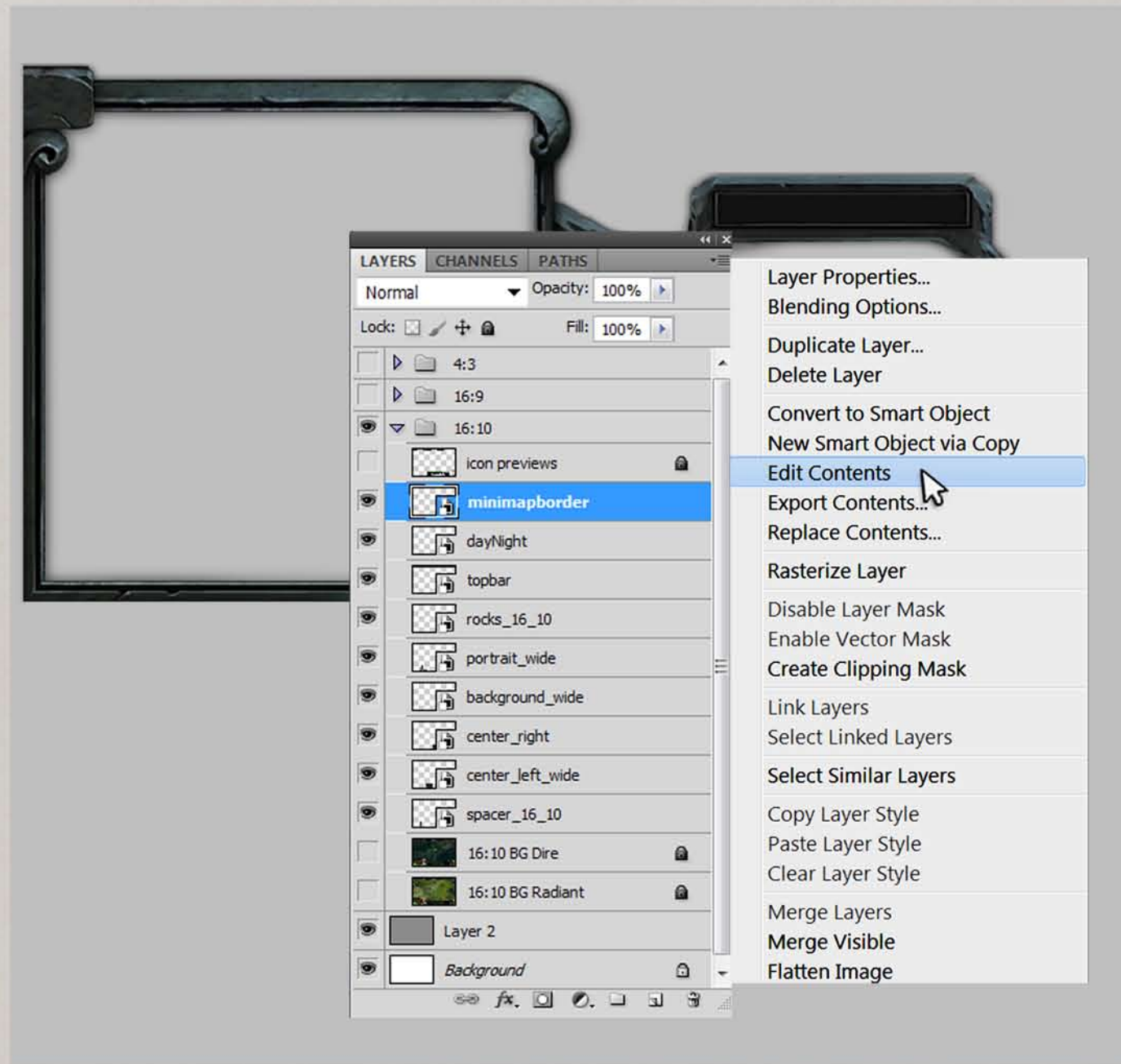
The HUD Assets

 <p>minimapborder</p>	 <p>spacer_16_9</p>	 <p>spacer_16_10</p>	 <p>portrait</p>	
 <p>portrait_wide</p>	 <p>center_left</p>	 <p>center_left_wide</p>	 <p>center_right</p>	
 <p>spacer</p>	 <p>background_4_3</p>	 <p>background_wide</p>	 <p>rocks_4_3</p>	
 <p>rocks_16_9</p>	 <p>rocks_16_10</p>	 <p>topbar</p>	 <p>dayNight</p>	
 <p>stash_upper</p>	 <p>stash_active_lower</p>	 <p>stash_lower</p>	 <p>light_right_4_3</p>	
 <p>light_4_3</p>	 <p>light_16_9</p>	 <p>light_right_16_9</p>	 <p>light_16_10</p>	 <p>light_right_16_10</p>

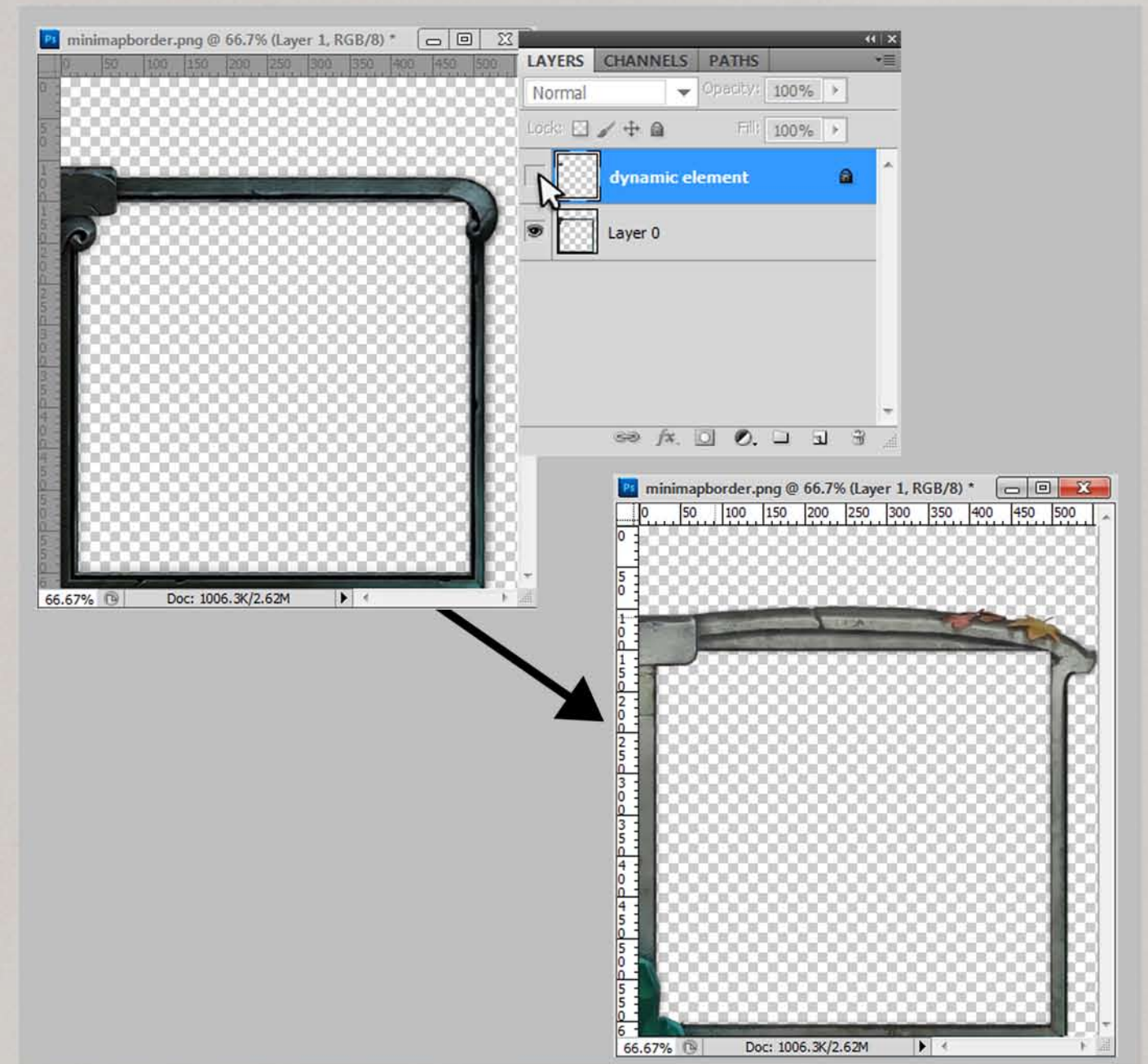
-The "HUD_Template.psd" file contains these 25 editable assets.

- You can view the placement of these in each of the three HUD layouts by unhiding the layer group for each of the aspect ratios. Knowing where each element is placed with respect to the other pieces will help you create a more cohesive HUD skin.

Creating A Skin - 1

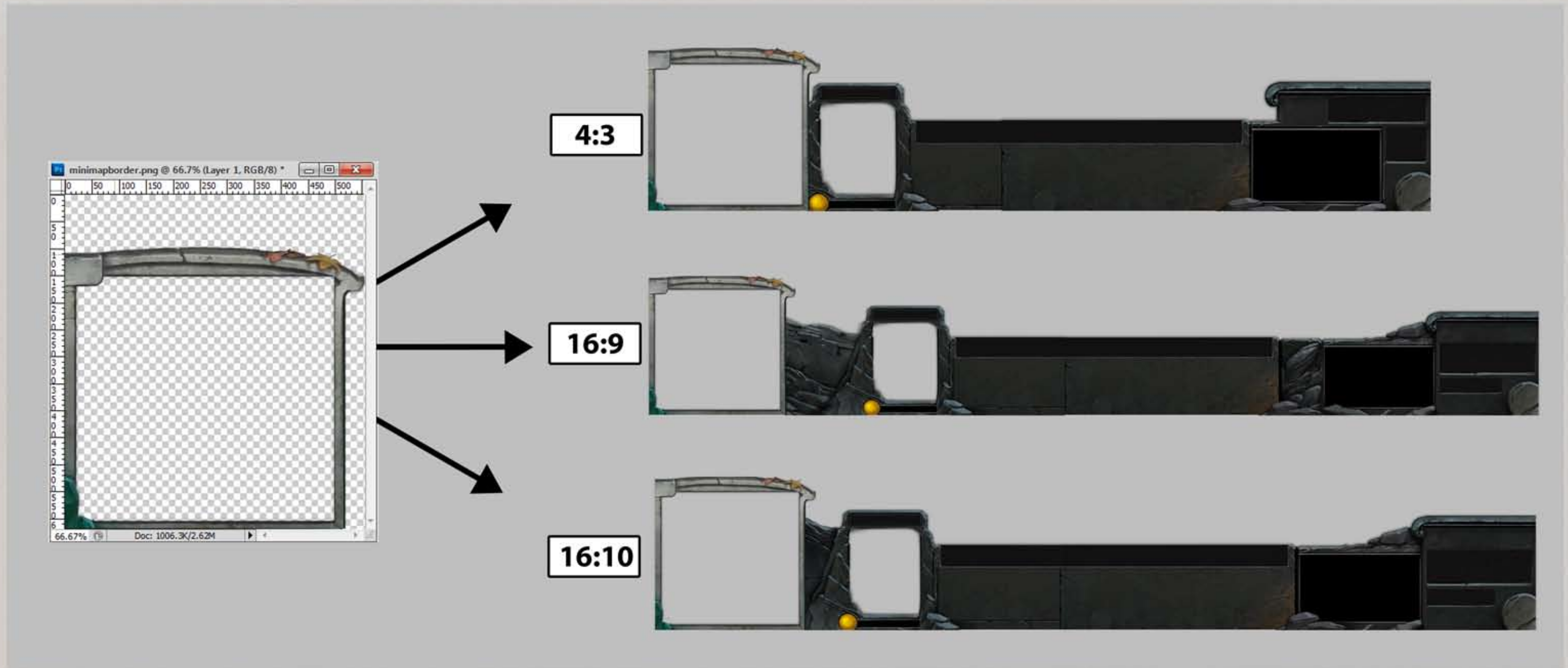


1) Double-click a layer with the name of the asset you want to edit. This will open a new window just for that element. You can also right-click the smart object layer and select "Edit Contents".



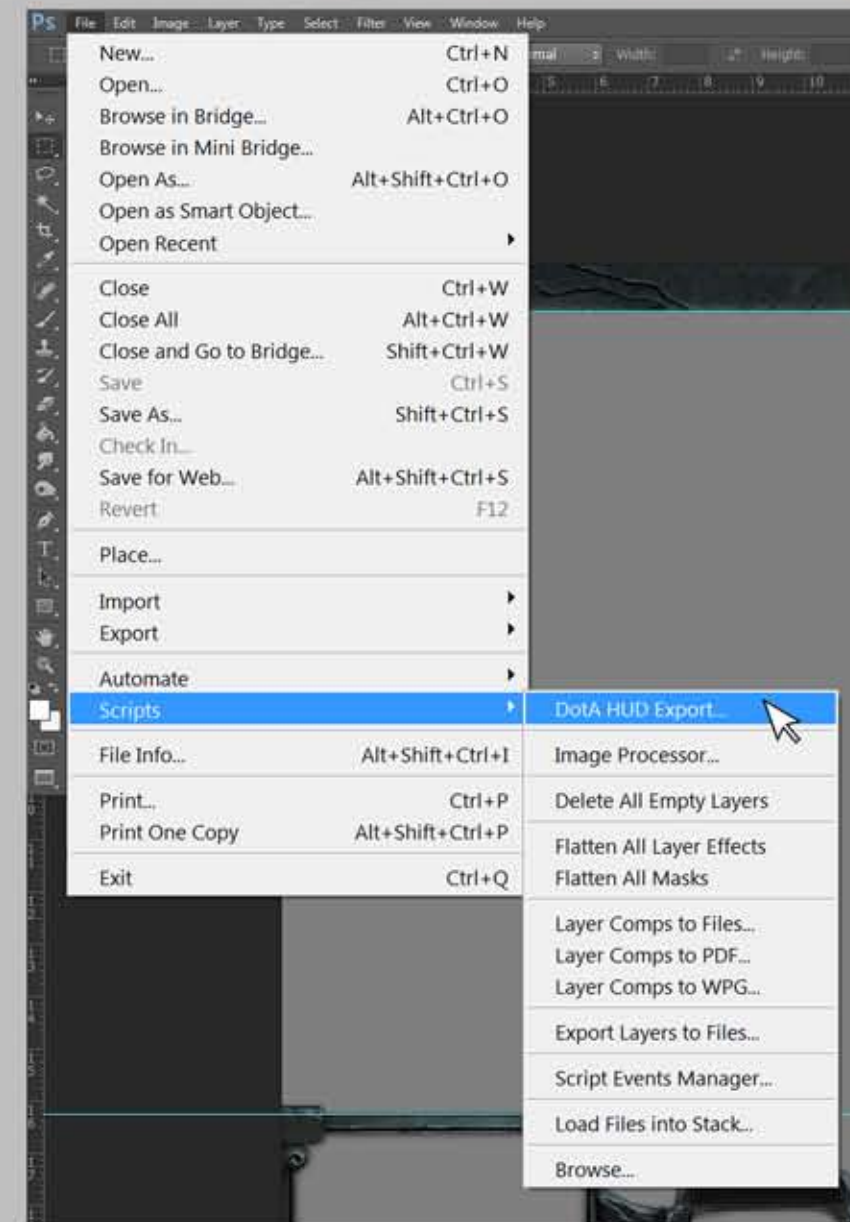
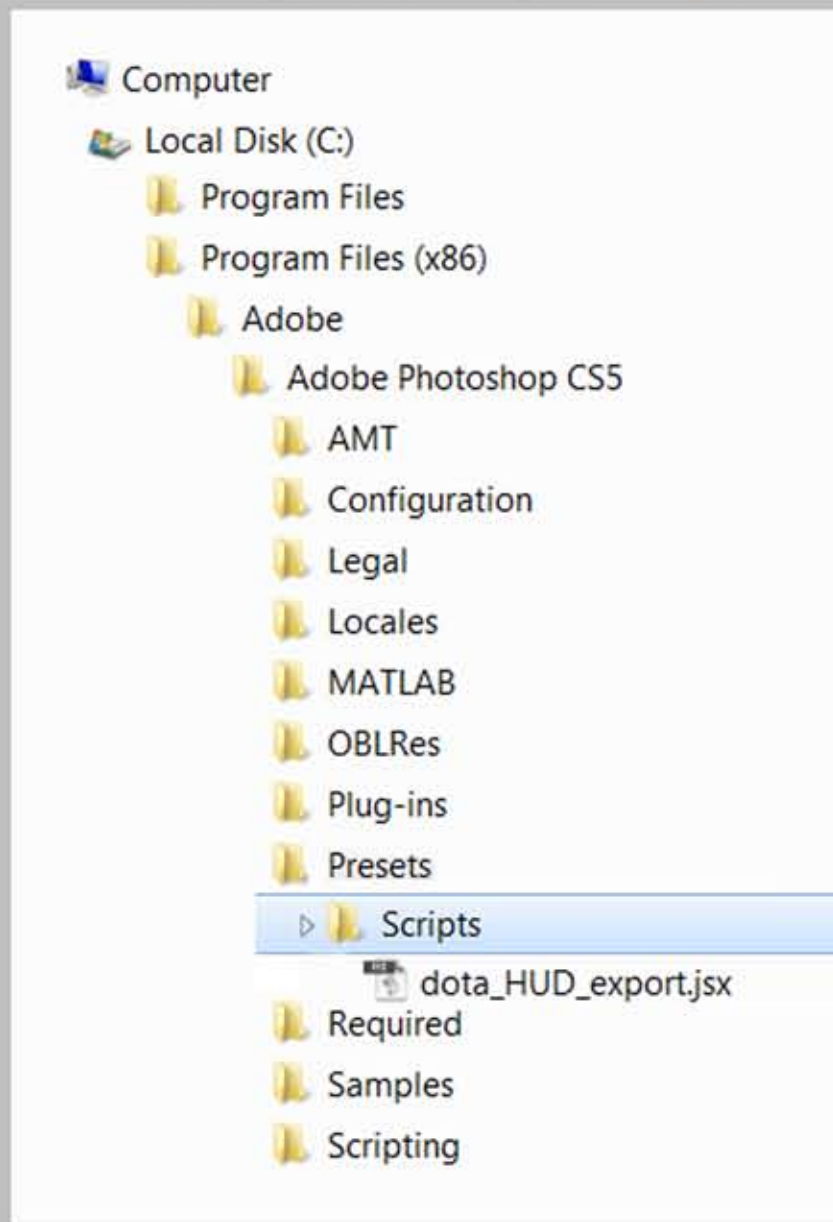
2) Edit the image to create your skin. The dimensions of the image must stay the same. Remember to take into account where game icons and text will go. You can preview this by turning on the "dynamic element" layer that is embedded in each smart object. Once you've finished, save your image.

Creating A Skin - 2



3) After you've saved your image, go back to the HUD_template.psd. The HUD_template.psd window will update automatically to reflect the changes you've made. Remember to check your layout by toggling the "icon preview" layer to view what it will look like with all icons turned on. You can also toggle the respective aspect ratio's "BG Dire" and "BG Radiant" layers to preview the HUD within context of the game world.

Exporting your HUD Skin - 1



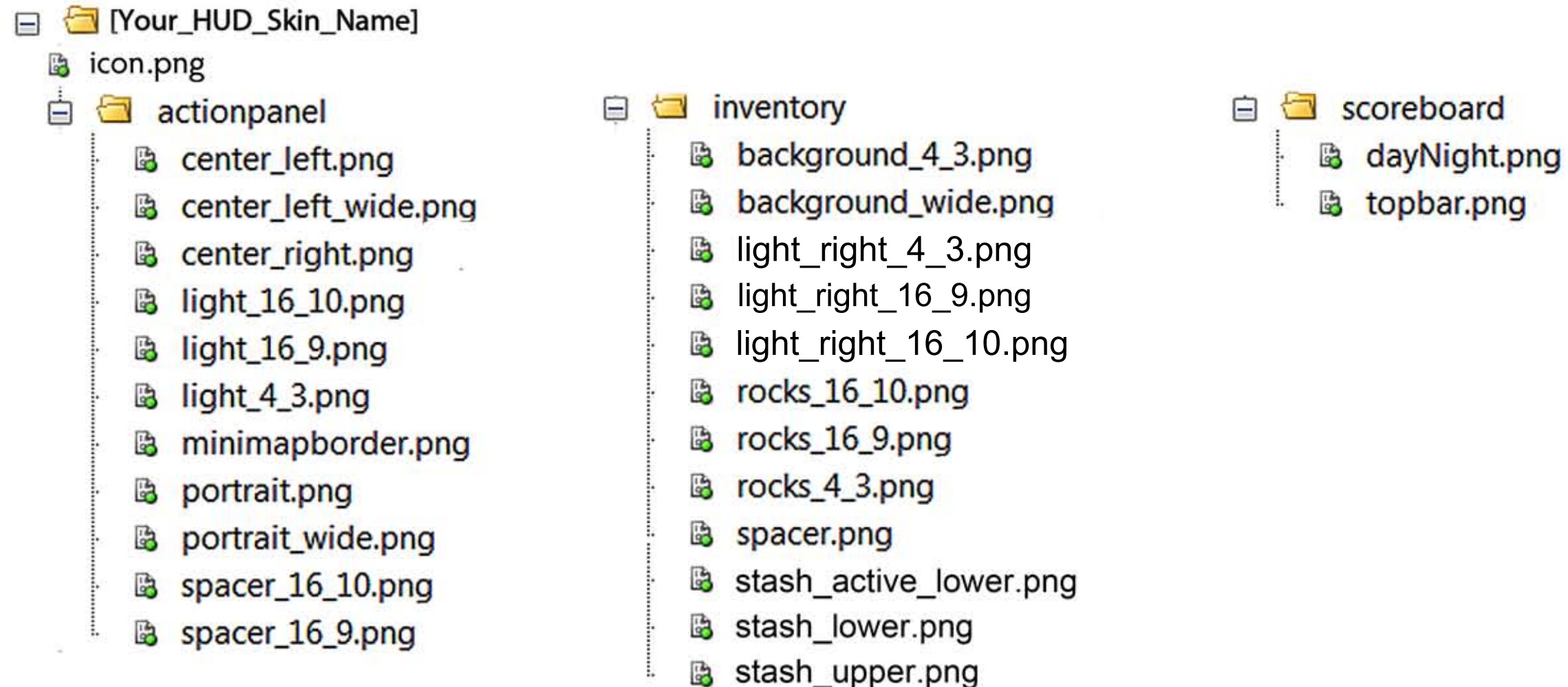
1) In order for your new HUD skin to work in game the smart objects must all be saved as individual .png files, and they must follow a predefined file structure.

You can use the "dota_HUD_export.jsx" to automate this process. This file is a script that works from within Photoshop. Place this file here:

[photoshop]\Presets\Scripts\...

2) Once you've placed the dota_HUD_export.jsx in the scripts folder, within photoshop go to File>Scripts and select the "Dota HUD Export" script. The script will go through all your smart object layers and export each one as a .png.

Exporting your HUD Skin - 2



3) A folder will be placed in the same location as your saved psd file, and it will be given the same name as your psd. Within that folder, verify the folders and files look the file structure above.

You can now test and submit your HUD. To do this, go to the Dota Workshop from within Dota and click "Publish New Submission". When submitting your HUD, select the parent folder that contains the "actionpanel", "inventory", and "scoreboard" folders and all their contents. The parent folder should be named something like this:

HUD_[your_skin_name]

From here you can view your HUD skin in a test map. Make sure all the pieces fit well together and be sure to test it in all 3 resolutions!

Creating an Item Icon for the Workshop



icon



Diretide



Frostivus



Radiant



Dire

You can use the "icon" layer/smart object to create your Item Icon for the workshop. Double click this layer or right-click the layer and select "Edit Contents" to open it up in a new window for editing.

Running the dota_HUD_export script will export your icon.

When you have finished with the entire HUD skin, save your file with a new name and prefix it with "HUD_":

HUD_(yourSkinName).psd

A Completed HUD Skin, "Radiant" Themed

