



ENTERPRISE

# HMI Toolkit



3.1km

17 min

## The building blocks to create an end-to-end HMI toolchain

The Human-Machine Interface (HMI) Toolkit is a preconfigured, highly customizable toolkit for creating an interactive 3D HMI system (e.g., infotainment system, digital instrument cluster) that covers all phases of HMI development, including design, prototyping, development, and deployment into mass production.

Unity's customer success services can assist in deployment of Unity-based HMIs into mass production. The toolkit reduces the time needed to set up a baseline HMI configuration, giving teams more time to spend on innovation and creativity. This toolkit is available exclusively to Unity Enterprise for Product Lifecycle customers.



### An end-to-end HMI toolchain

#### Break down silos

Cut time from the development process by collapsing the prototyping and production phases of HMI design, so you don't have to recreate the HMI multiple times.



### Interactive 3D HMIs

#### Shorten development iterations

Design highly interactive user experiences quickly and publish Unity runtimes to approved runtimes in a WYSIWYG (what you see is what you get) fashion, so you can reach the level of interactivity consumers expect today.



### Nested Prefabs

#### Accelerate UI prototyping

Build your UI faster with common UI elements provided in the toolkit, including dials, buttons, text, glyphs; scrollable lists and progress bars; images and video feeds; and UI masking – all of which can be customized based on design preferences.

## Byton's smart intuitive vehicle: K-Byte concept car



Byton is devoted to developing and producing electric-powered vehicles that they call "the next-generation smart device." This concept car has a 49-inch (125 cm) curved shared-experience display – a heads-up display HMI that was built in Unity. A Unity toolchain is at the core of its in-car HMI development, covering all phases from design to production. This approach greatly shortened the development process, improved efficiency and lowered engineering complexity.