

Mobile

Operating system	Android	iOS
Version	7 (API 26)+	11+
CPU	Vulkan capable ARM64	A10 Fusion and above
Graphics API	OpenGL ES 3.0+, Vulkan	Metal
Additional requirements	<ul style="list-style-type: none">- 1GB+ RAM- Supported hardware devices must meet or exceed Google's Android Compatibility Definition (Version 9.0) limited to the following Device Types:<ol style="list-style-type: none">1. Handheld (Section 2.2)2. Television (Section 2.3)3. Tablets (Section 2.6)- Hardware must be running Android OS natively. Android within a container or emulator isn't supported.- For development: Android SDK (10/API 29), Android NDK (r21d) and OpenJDK, which are installed by default with Unity Hub.	<p>For development and debugging: Mac computer running minimum macOS 10.12.6 and Xcode 9.4 or higher.</p> <p>For App Store submission: see Apple's submission guidelines for the required Xcode version.</p>

Desktop

Operating system	Windows	macOS	Linux
Operating system version	Windows 10 and Windows 11	High Sierra 10.13+	Distro(s) with Linux Kernel 5+(Mesa 20)
CPU	x64 architecture with SSE2 instruction set support.	Apple Silicon, Intel x64 architecture with SSE2.	x64 architecture with SSE2 instruction set support.
Graphics API	DX11, DX12, Vulkan capable.	Metal capable Intel and AMD GPUs /Apple Silicon	OpenGL 3+, Vulkan capable.
Additional requirements	<p>Hardware vendor officially supported drivers.</p> <p>For development: IL2CPP scripting back-end requires Visual Studio 2015 with C++ Tools component or later and Windows 10 SDK.</p>	<p>Apple officially supported drivers.</p> <p>For development: IL2CPP scripting back-end requires Xcode. Targeting Apple Silicon with IL2CPP scripting back-end requires macOS Catalina 10.15.4 and Xcode 12.2 or newer.</p>	<p>Gnome desktop environment running on top of X11 windowing system</p> <p>Other configuration and user environment as provided stock with the supported distribution (such as Kernel or Compositor)</p> <p>Nvidia and AMD GPUs using Nvidia official proprietary graphics driver or AMD Mesa graphics driver.</p>
	For all operating systems, the Unity Player is supported on workstations, laptop or tablet form factors, running without emulation, container or compatibility layer.		

WebGL

Operating system running browsers	Windows, macOS, and Linux
Hardware	Workstation and laptop form factors.
Additional requirements	<p>Versions of Chrome, Firefox or Safari that are:</p> <ul style="list-style-type: none">- WebGL 2.0 capable- HTML 5 standards compliant- 64-bit- WASM capable