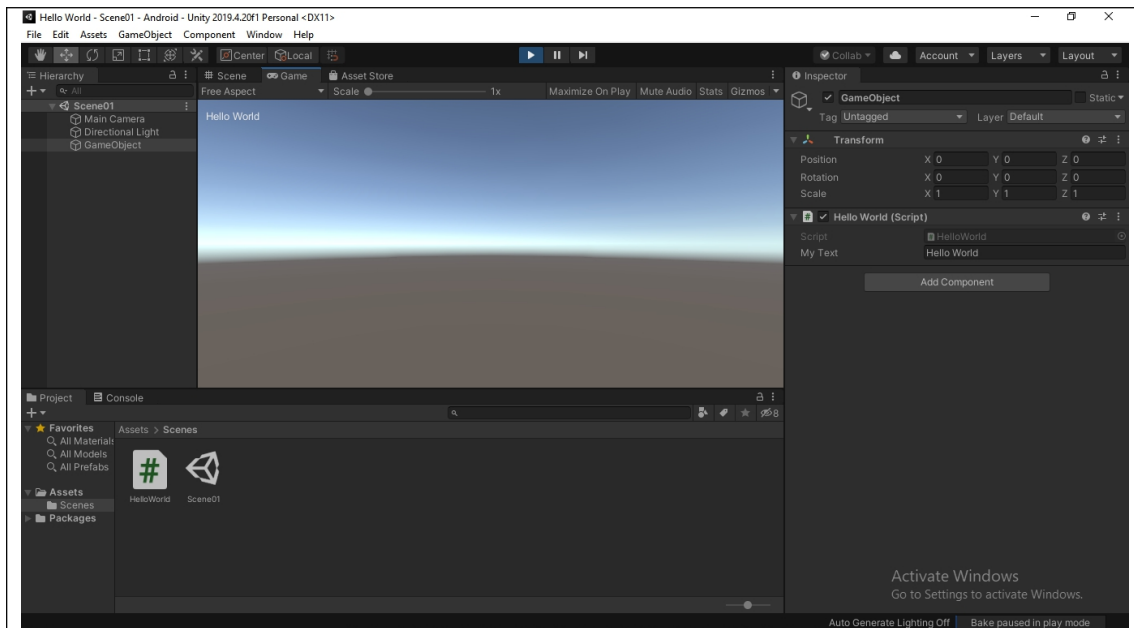


**MODUL 1**  
**Pengenalan Unity dan Hello World**  
**Komputasi Multimedia**

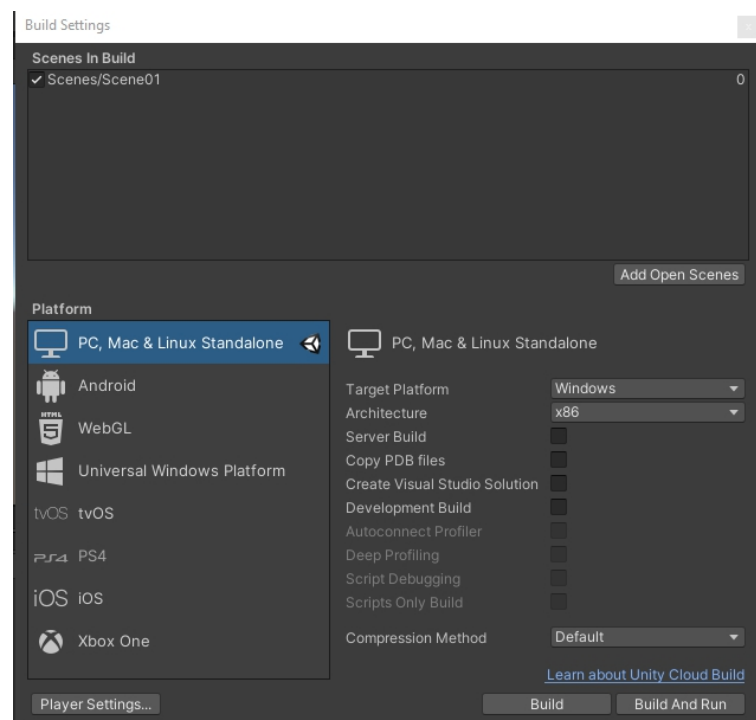
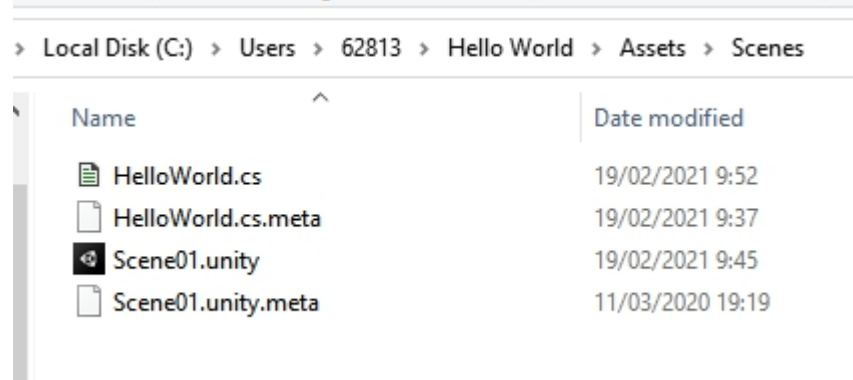


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**POLITEKNIK NEGERI MALANG**  
**2020**



## PENGATURAN BUILD PC



Local Disk (C:) > Users > 62813 > Hello World > Game >

Name	Date modified	Type	Size
Build	19/02/2021 10:38	File folder	
Hello World_Data	19/02/2021 9:57	File folder	
MonoBleedingEdge	19/02/2021 9:57	File folder	
TemplateData	19/02/2021 10:38	File folder	
Hello World.exe	05/02/2021 6:16	Application	625 KB
index.html	19/02/2021 10:38	Microsoft Edge H...	1 KB
UnityCrashHandler32.exe	05/02/2021 6:10	Application	902 KB
UnityPlayer.dll	05/02/2021 6:17	Application exten...	19.637 KB

## PENGATURAN BUILD WEB

Build Settings

Scenes In Build

Scenes/Scene01

Platform

PC, Mac & Linux Standalone

Android

**WebGL**

Universal Windows Platform

tvOS tvOS

PS4 PS4

iOS iOS

Xbox One

Player Settings...

Project Settings

Audio

Editor

Graphics

Input Manager

Package Manager

Physics

Physics 2D

**Player**

Preset Manager

Quality

Script Execution Order

Tags and Layers

TextMesh Pro

Time

VFX

XR Plugin Management

Player

version 1.0

Default Icon

None (Texture 2D)

Select

Default Cursor

None (Texture 2D)

Select

Cursor Hotspot

X 0 Y 0

Settings for WebGL

Icon

Resolution and Presentation

Resolution

Default Canvas Width\* 950

Default Canvas Height\* 800

Run In Background\* ☒

WebGL Template

**Default**

Minimal

\* Shared setting between multiple platforms.

Splash Image

