**Splash Screen Tutorial**

In today's tutorial I will show you how to create your own splash screen for your game in unity.

To get started with making a splash screen you want to go to the “Edit” tab, come down to project settings and click on the player option here is where you can change the version number of your game and the icon.

Graphical user interface

Description automatically generated

Click on the splash screen option and all these settings up here for customizing your splash screen will appear.

Graphical user interface, application

Description automatically generated

If we click on the preview button for now, this is how it appears standard and we're going to play around with it to change it to our liking and I'll show you guys what everything does.

Chart, treemap chart

Description automatically generated

The splash tile here is currently on “light on dark”, you can change it to be “dark on light” so the background is light and the logo is dark if you have a different color palette that you would prefer. Leave it as light on dark.

The start of the animation you can change that to “Dolly”, which means that the animation moves a little bit while “Static” keeps it as static. You can turn off the unity logo.

Graphical user interface, application

Description automatically generated

The you can change the background color over here to whatever you want and then you have a different colored background. if you don't want a background color and you want an image, you can make sure when you import your image, you choose it to be “sprite 2d in UI” and then make sure you apply that and then you can just drag and drop or select.

A screenshot of a computer

Description automatically generated with medium confidence

If we click the preview button you have your background and you can also choose whether to blur this or not.

If you’re making a mobile device, you can choose an alternate portrait image which will show up when you're playing the game in a portrait mode.

Let's put your personal logo for yourself or your team, make sure you do the same thing as the background image, you change the texture type to “sprite 2D and UI”, then apply.

So let's put in the logo, under logos you can change the duration for how long you want the logo to play for, I'll leave it as the default three seconds. If you want to add another logo with a duration, press the plus button and then put your next logo in and then we can play up the other things before that.

Graphical user interface, application

Description automatically generated

The draw mode, the Unity logo below is default which means if we could preview the “Made with Unity” will stay underneath the two logos. Whereas, if you change it to all “sequential”, you can see that it will put the “Made with Unity” first followed by your own logos and that's basically everything.

So that's the basics really of making your own splash screen in unity. You can play around with more settings if you want to and make it to your liking and then have something nice for people to look at when they come in to play your game.