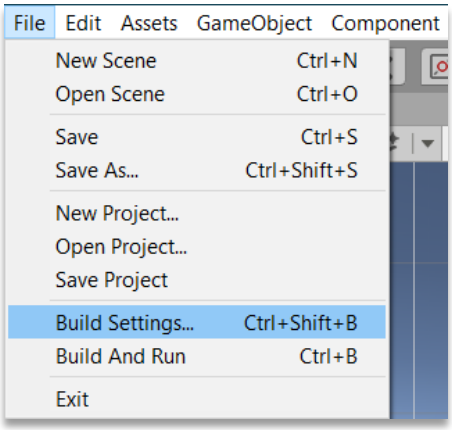
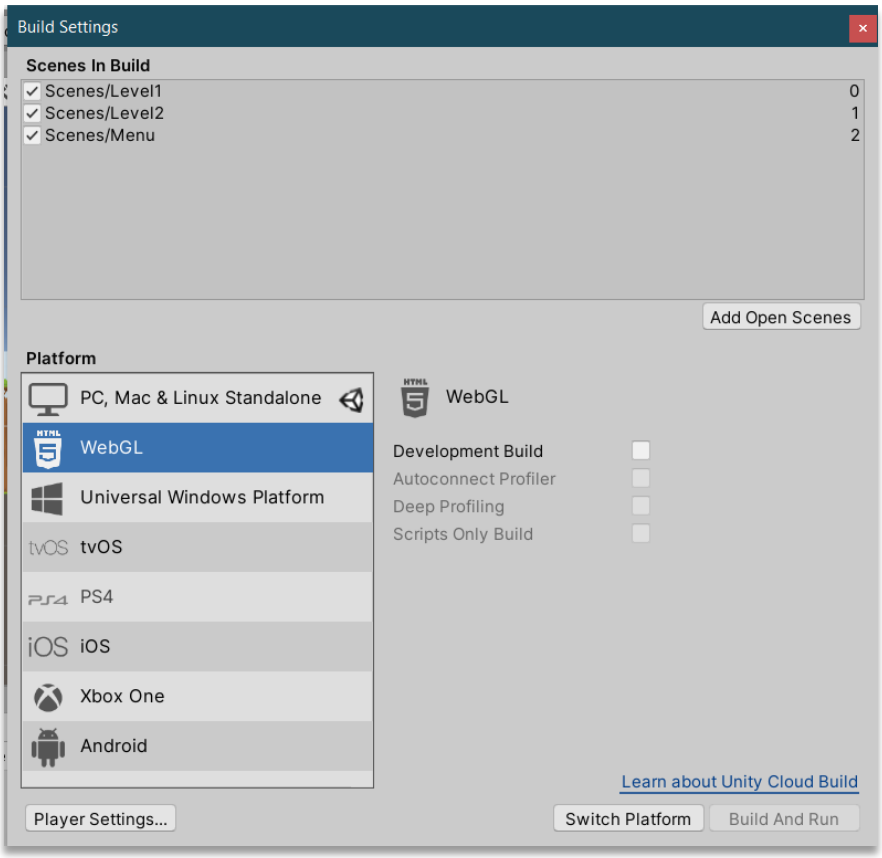
Creating a WebGL link

1 In Unity, click File, then Build Settings.



2 Make sure all scenes are checked. Under Platform, click WebGL.



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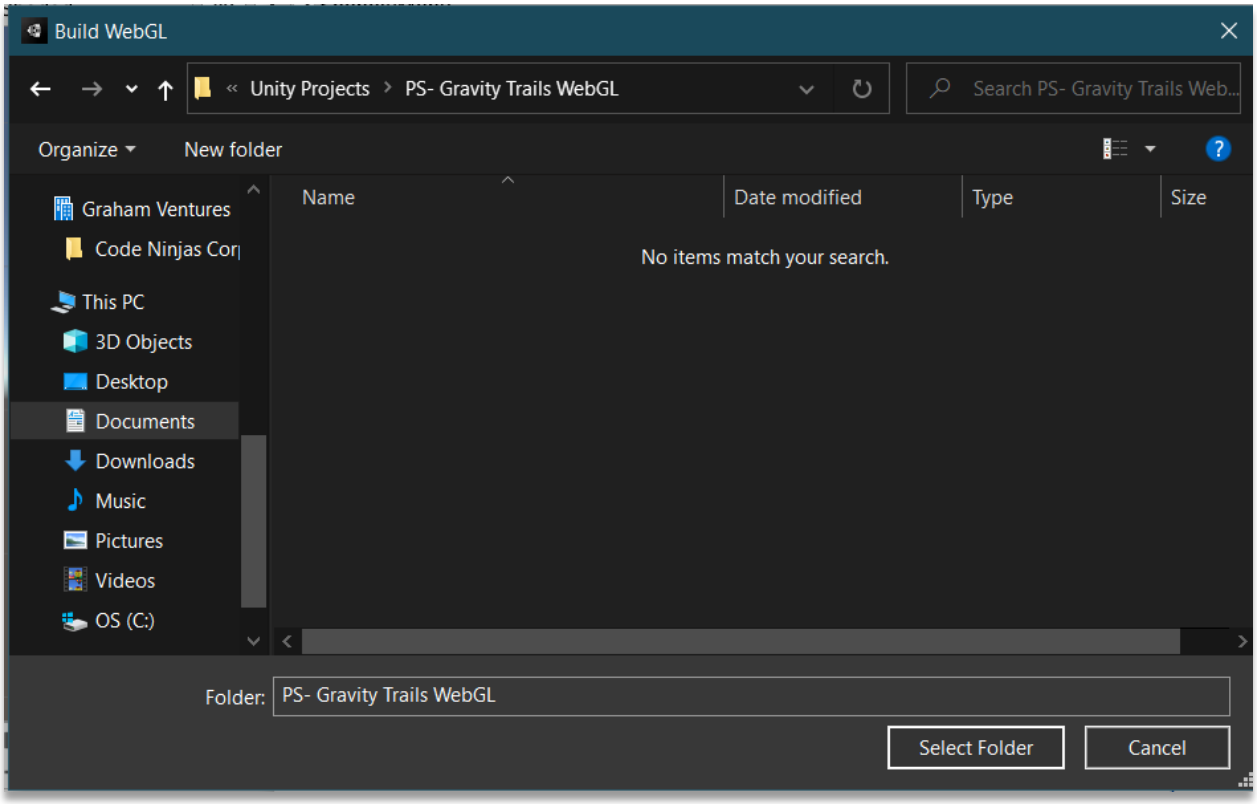
3 Click “Switch Platform.” This may take a few minutes.

4 Click Build And Run.

5 Create a folder and save the WebGL files in a location you will remember.



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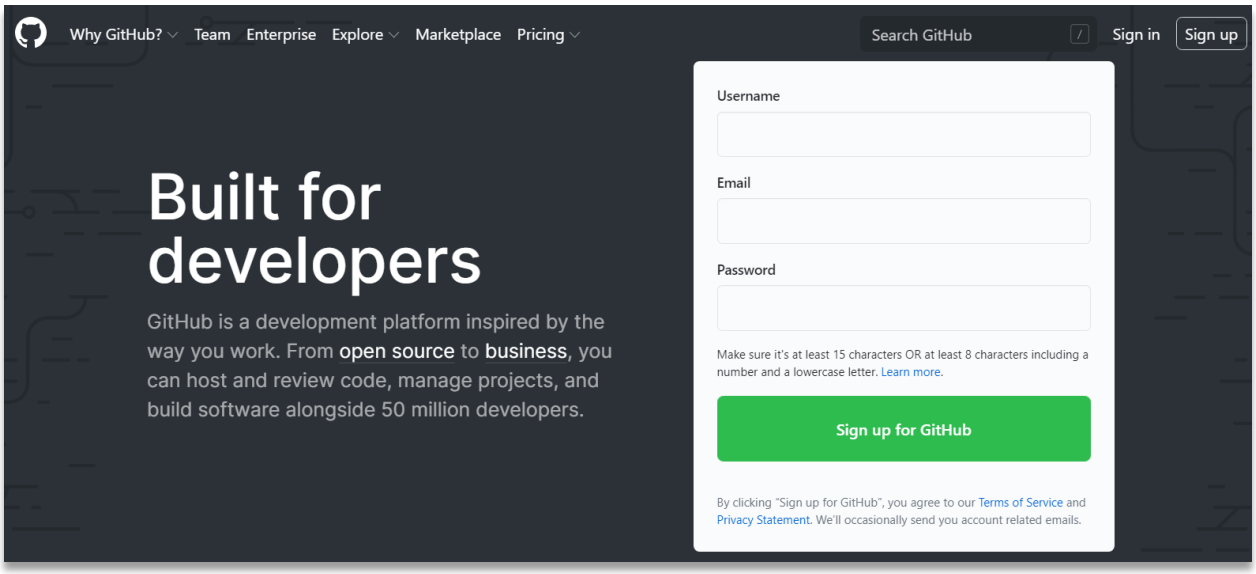
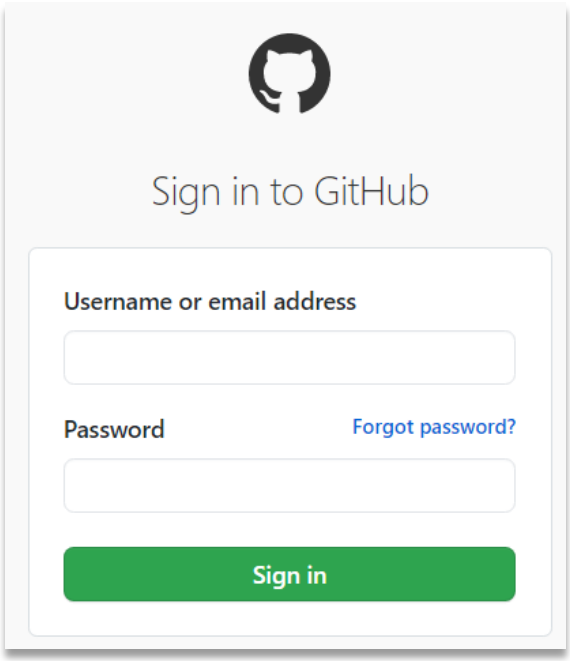
6 Go to GitHub.com and sign in. If you do not already have an account, create a free account.



7 Sign into GitHub.



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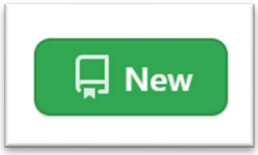
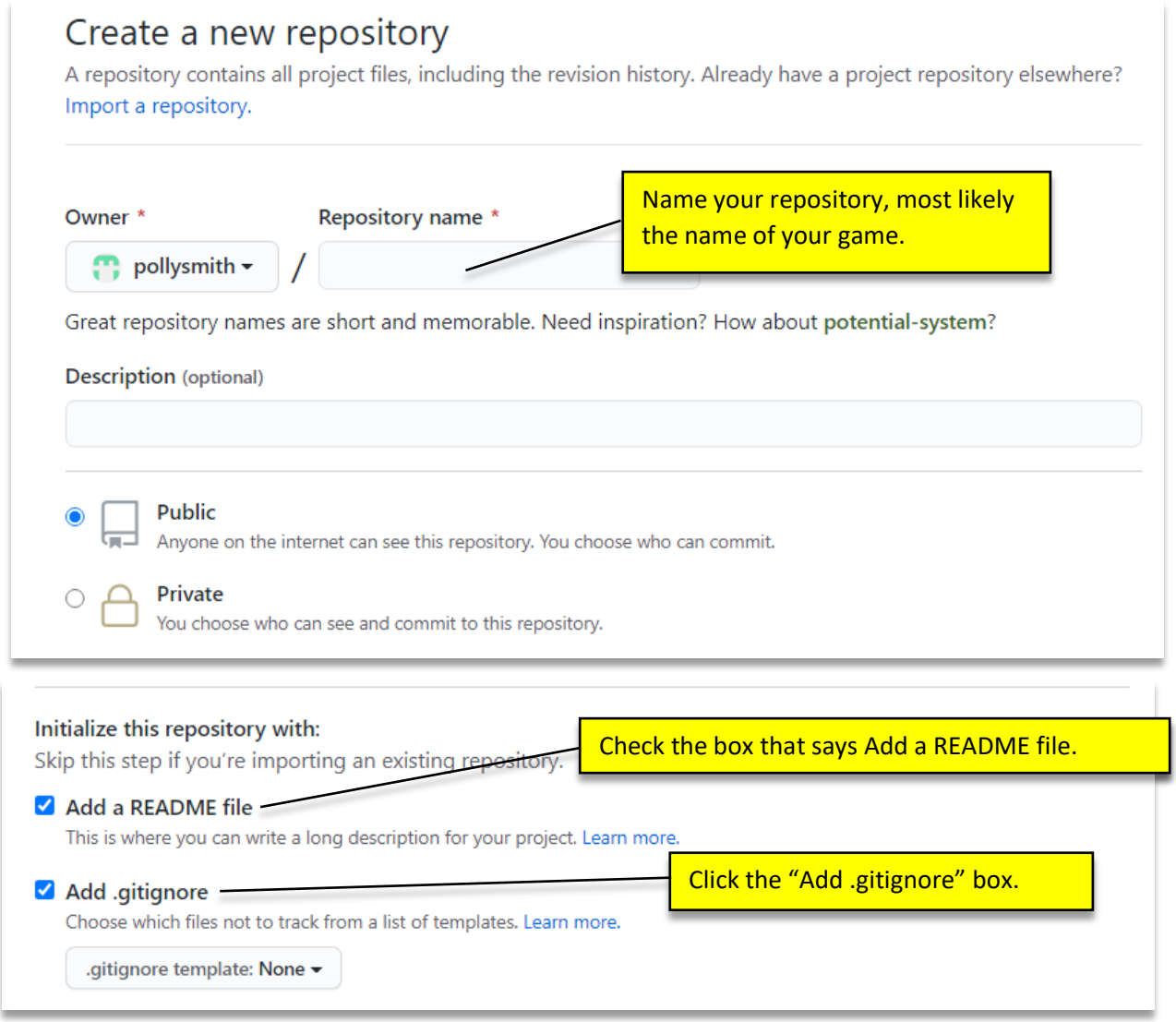
8 In your dashboard, click the “New” button next to Repositories.

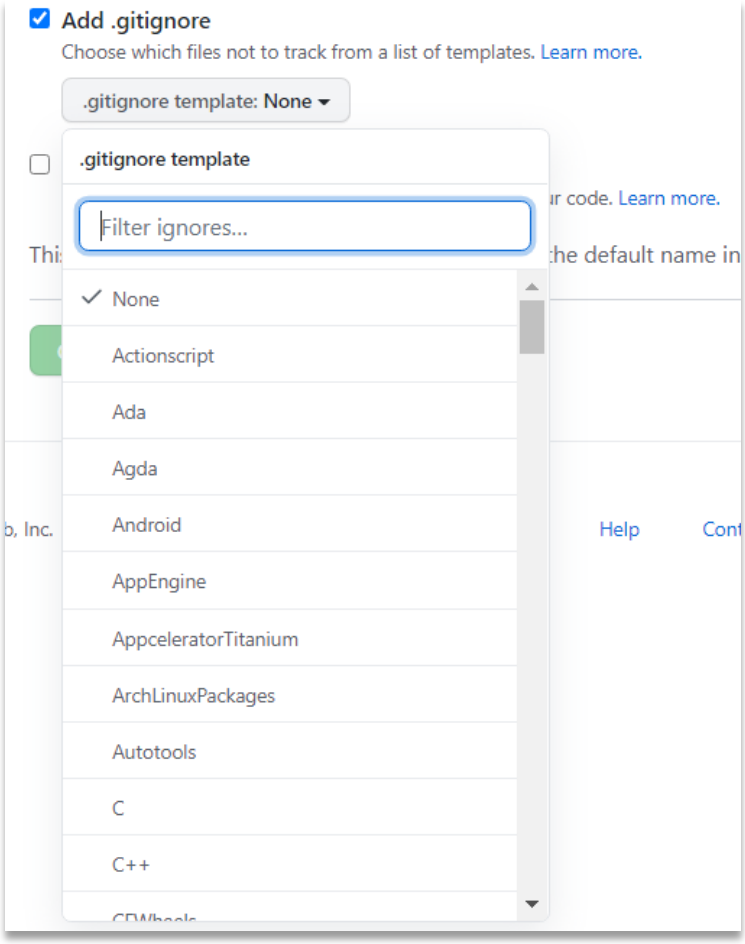


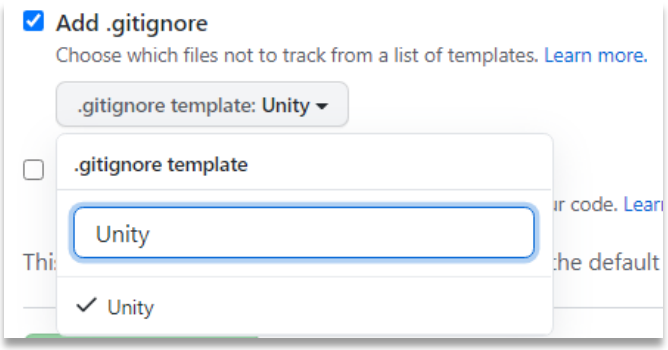
9 Create a new repository.



Creating a WebGL link

10 Click the ".gitignore template: None" dropdown menu, and type "Unity".





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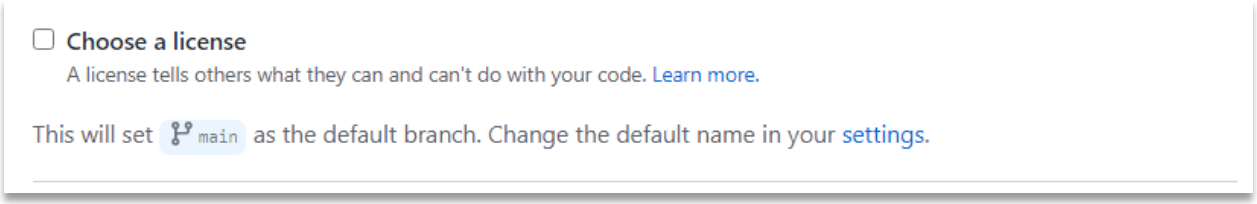
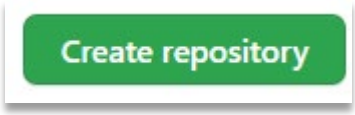
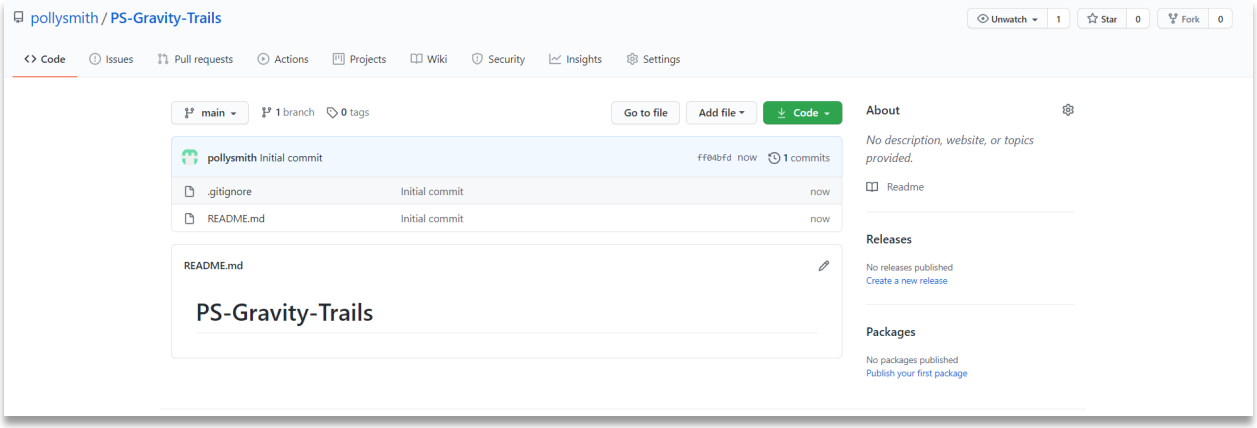
11 Leave the “Add a license” box alone unless you know what kind of license you want to use.

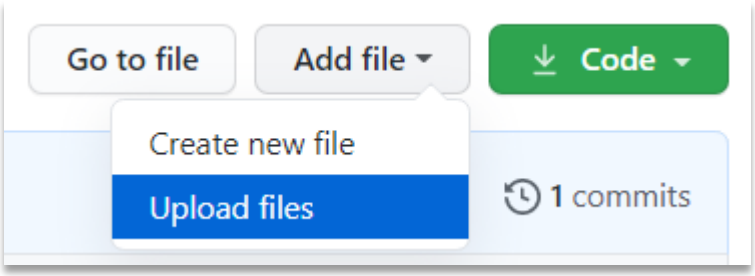


12 Click the Create repository button.



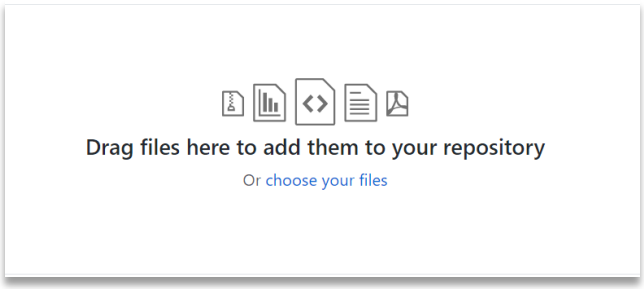


13 Click Add file, then Upload files.

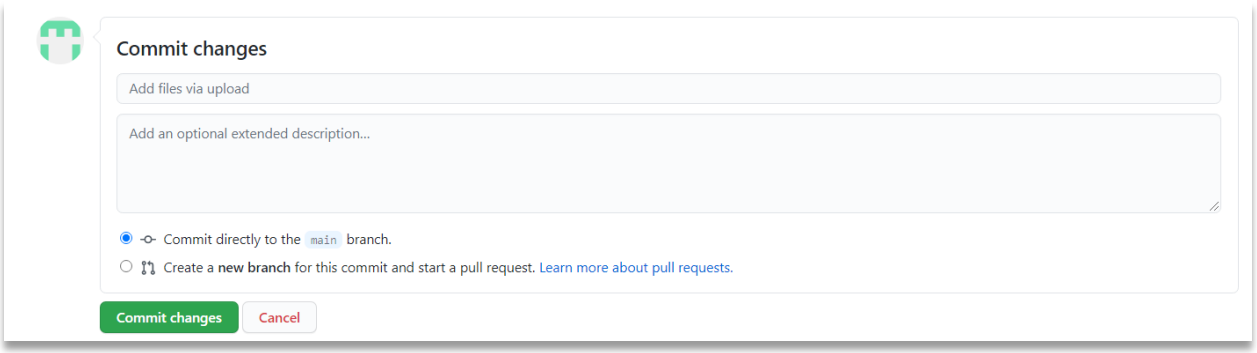


Creating a WebGL link

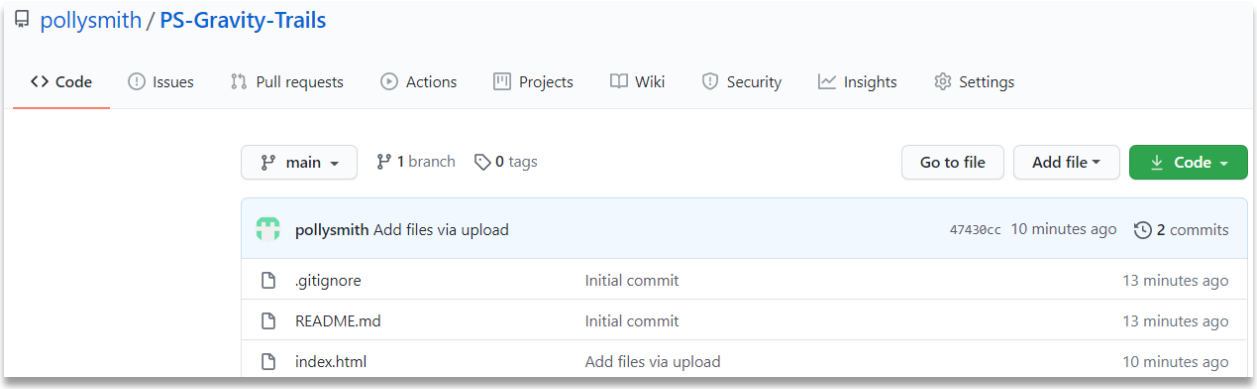
14 Click “choose your files,” then locate the folder where you saved your project’s WebGL files. Upload *index.html, Build/,* and *TemplateData/*



15 Click Commit changes.

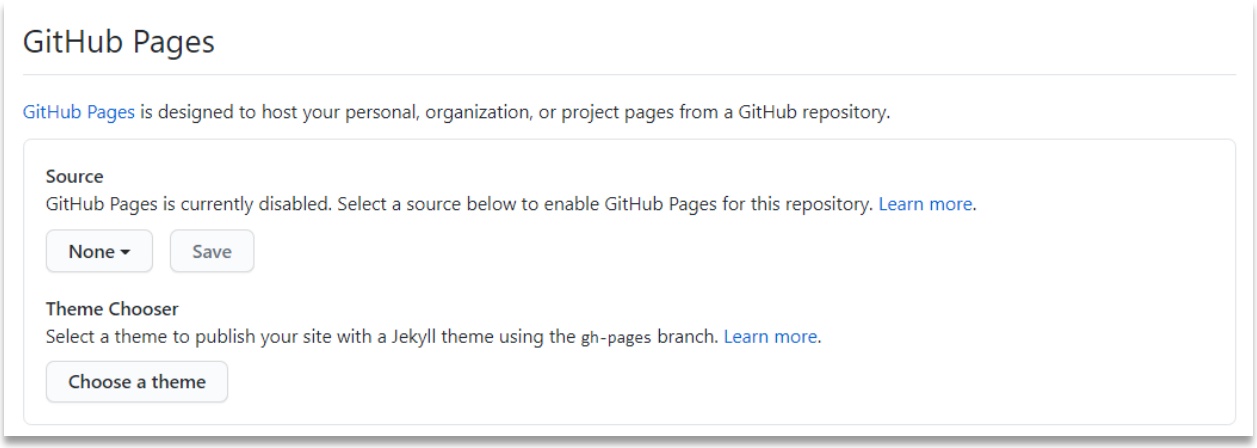


16 Once your files are uploaded, click on “Settings”.

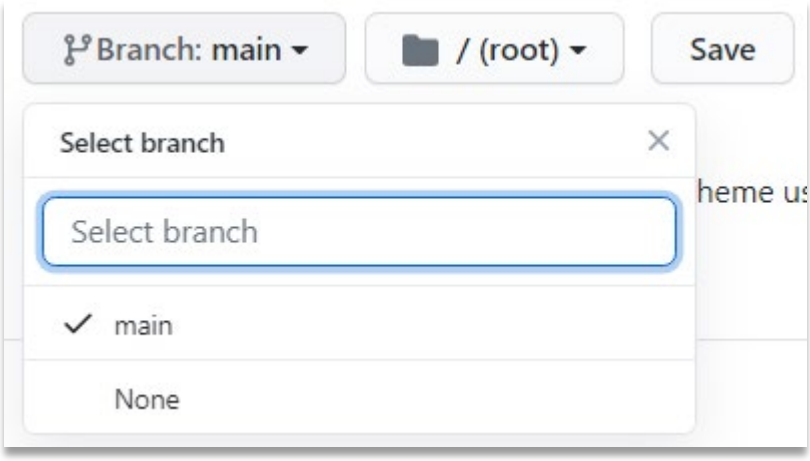


Creating a WebGL link

17 Scroll down to “GitHub Pages”.



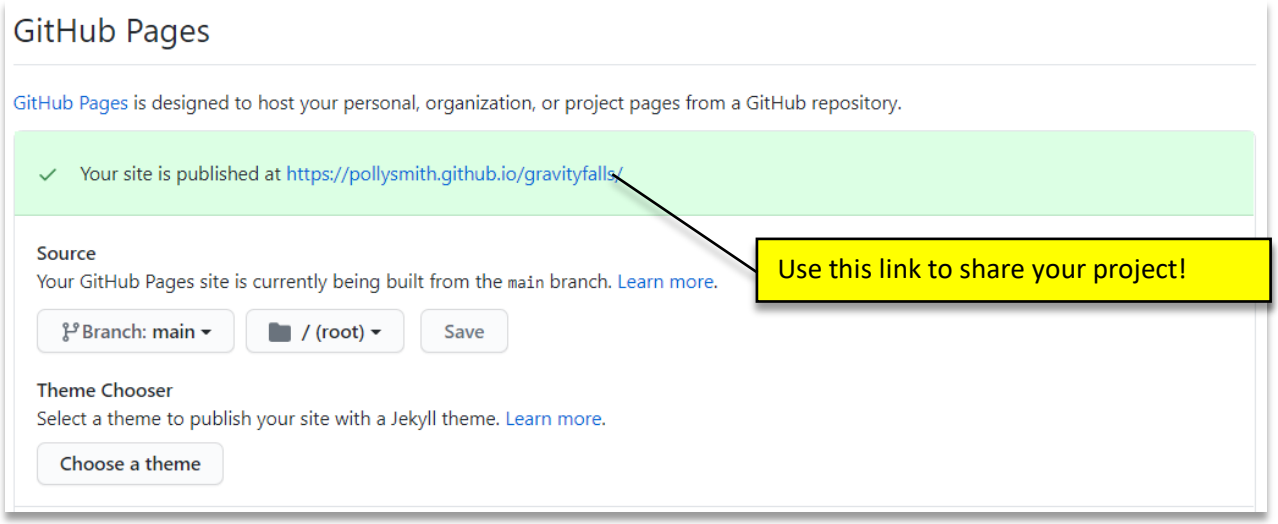
18 Click the dropdown menu under “Source” and select “Main,” then click “Save.”



Wait while the page is being published, you may have to click refresh until the page is published.

Creating a WebGL link

19 Click on the hyperlink to open your project page. Test out your project to make sure all parts work and look the way you want.



20 Use this GitHub URL to share your completed project!

Creating a WebGL link

How to Reduce Game Size in Unity

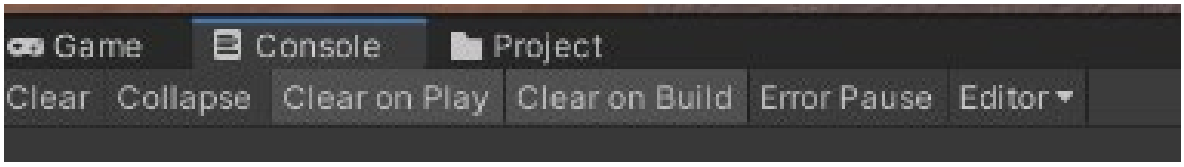
Tips and Tricks

Oh no! Your Unity project is too large to be loaded into GitHub. Try the tips below to reduce the size of your Unity project then rebuild the project and upload the new build files to GitHub.

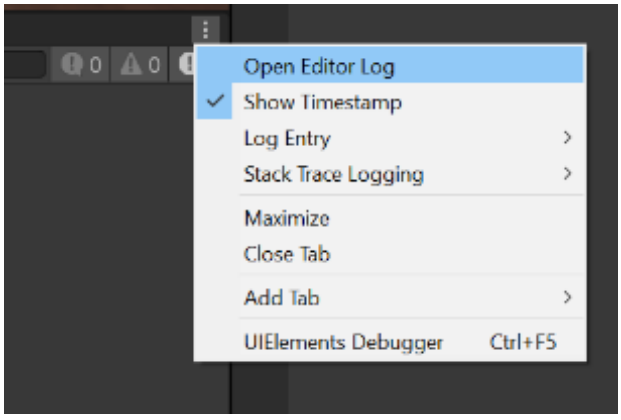
Note: GitHub allows file uploading up to 25MB only. If you try uploading files larger than 25 MB, you will see the error message, *'Yowza, that's a big file. Try again with a file smaller than 25MB'*.

First, you will want to determine which Assets in your project take up the most space in the build. This information can be found in the **Editor Log** after you have performed the build.

Go to the **Console window**:



Then click the small drop-down panel in the top right and select **Open Editor Log.**



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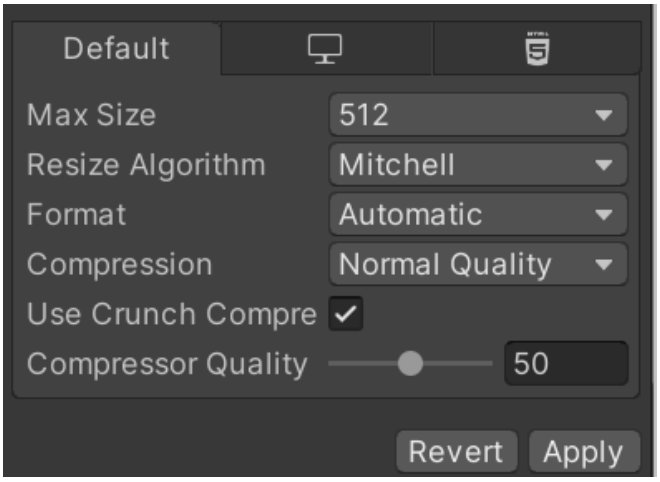
The **Editor Log** provides a summary of Assets broken down by type and lists them in order of size contribution.

```
--------------------------------------------------------------------------------
Build Report
Uncompressed usage by category (Percentages based on user generated assets only):
Textures                67.1 mb   53.9%
Meshes                  25.6 mb   20.6%
Animations              3.4 kb    0.0%
Sounds                  3.1 mb    2.5%
Shaders                 4.9 mb    4.0%
Other Assets            1.1 mb    0.9%
Levels                  8.2 mb    6.6%
Scripts                 1.0 mb    0.8%
Included DLLs           13.3 mb   10.7%
File headers            52.5 kb   0.0%
Total User Assets       124.3 mb  100.0%
Complete build size     189.2 mb
Used Assets and files from the Resources folder, sorted by uncompressed size:
 18.9 mb         10.0% Assets/Resources/Assets/MMSEV/MMSEV.obj
 8.0 mb  4.2% Assets/Resources/Samples/Terrain Tools/0.1.0-preview/Terrain Assets/BrushTextures/errosion02.tif
 8.0 mb  4.2% Assets/Resources/Samples/Terrain Tools/0.1.0-preview/Terrain Assets/BrushTextures/errosion01.tif
 5.0 mb  2.6% Resources/unity_builtin_extra
 2.7 mb  1.4% Assets/Resources/Fonts/Controls.png
 2.5 mb  1.3% Assets/Resources/Assets/viking_carbajal/viking_carbajal.obj
```

Textures usually take up the most space. Use **Compressed Texture formats** and **reduce the physical size** (in pixels) of Texture images. To do this, select the Texture, then in the Inspector window **decrease the Max Size** and choose to **Use Crunch Compre.** Then click **Apply** to see how it impacts the project. Return to the Inspector window to adjust the Max Size value as needed.



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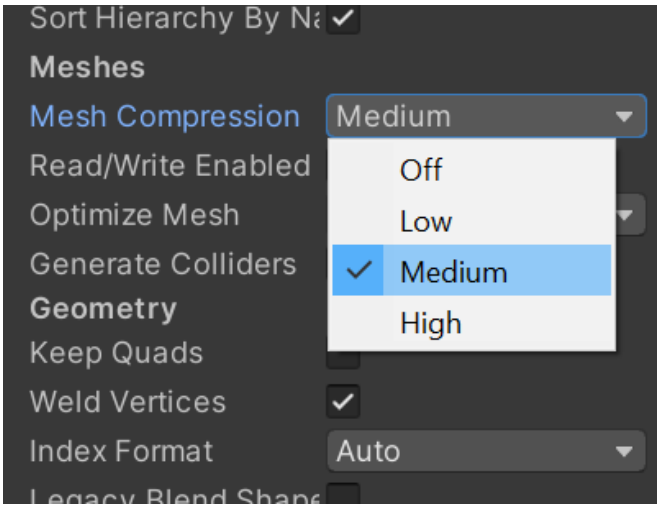
Meshes also take up a lot of file space. Enable **Mesh Compression** so that meshes and imported animation clips take up less space in your game file. To do this, select the mesh, then in the Inspector window set the **Mesh Compression** to **Low, Medium, or High**. See how it impacts the project, then return to the Inspector window to adjust the Mesh Compression value as needed.



For an in-depth walkthrough on how to do the steps listed above, follow along with this YouTube video: https://youtu.be/7O21c8BzEzM

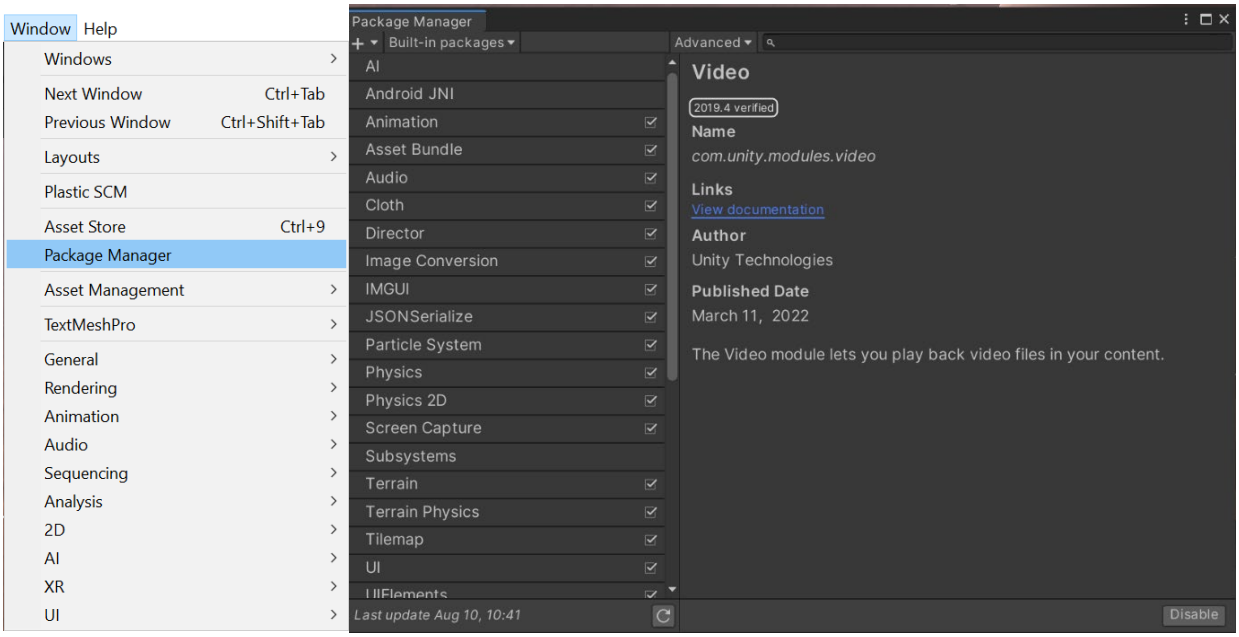
Note: Unity strips most unused Assets during the build, so you don't gain anything by manually removing Assets from the Project. The only Assets that are not removed are scripts (which are generally very small anyway) and Assets in the Resources folder (because Unity can't determine which of these are needed and which are not). You should make sure that the only Assets in the Resources folder are the ones you need for the game.

Creating a WebGL link

Other ways to reduce game size in Unity include:

Removing Unused Built-in Packages

When you create your project in Unity, the engine might import extra packages that might be of no use to you. Removing the packages might lessen your build size. To remove them, open the package manager from **Window > Package Manager > Built-In**



Remove Unused Scenes from Build Settings

Make sure you are building your project with only the necessary scenes.