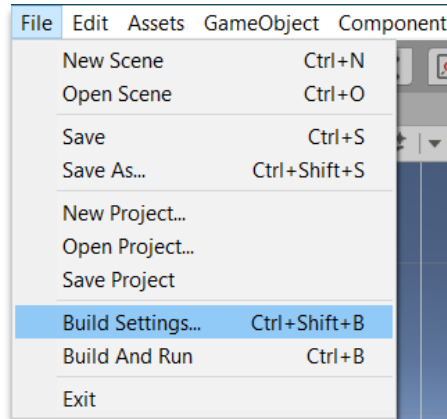


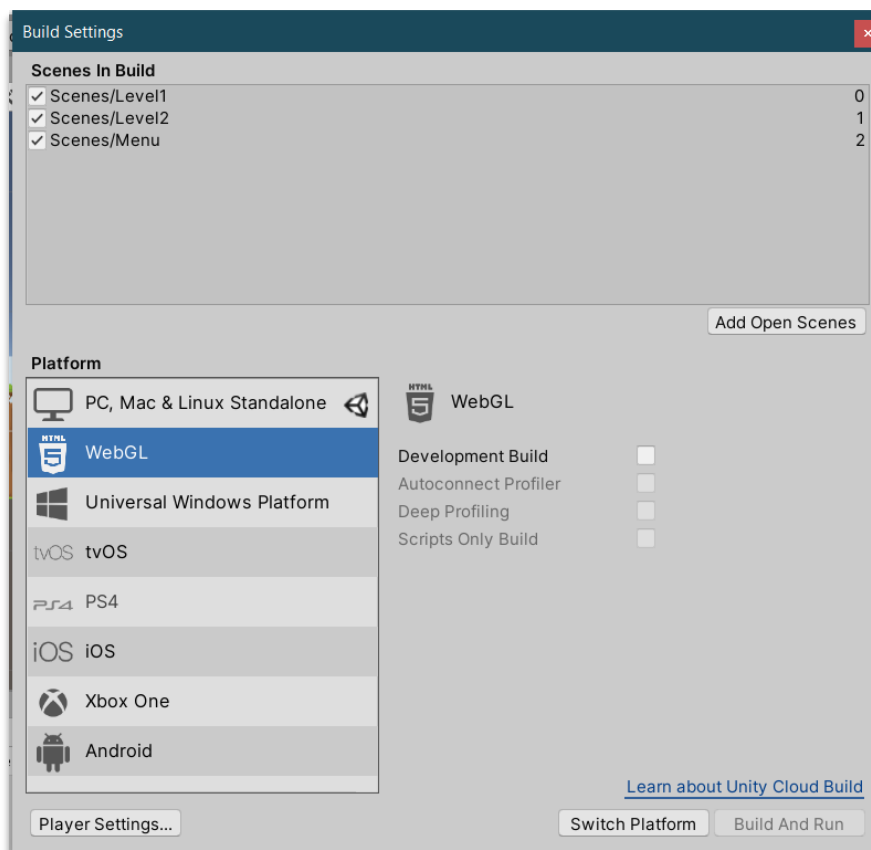


Creating a WebGL link

- 1 In Unity, click File, then Build Settings.



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

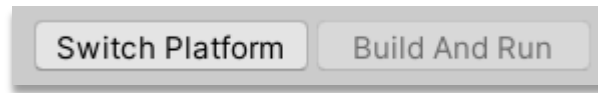


UNITY BELT RESOURCES



Creating a WebGL link

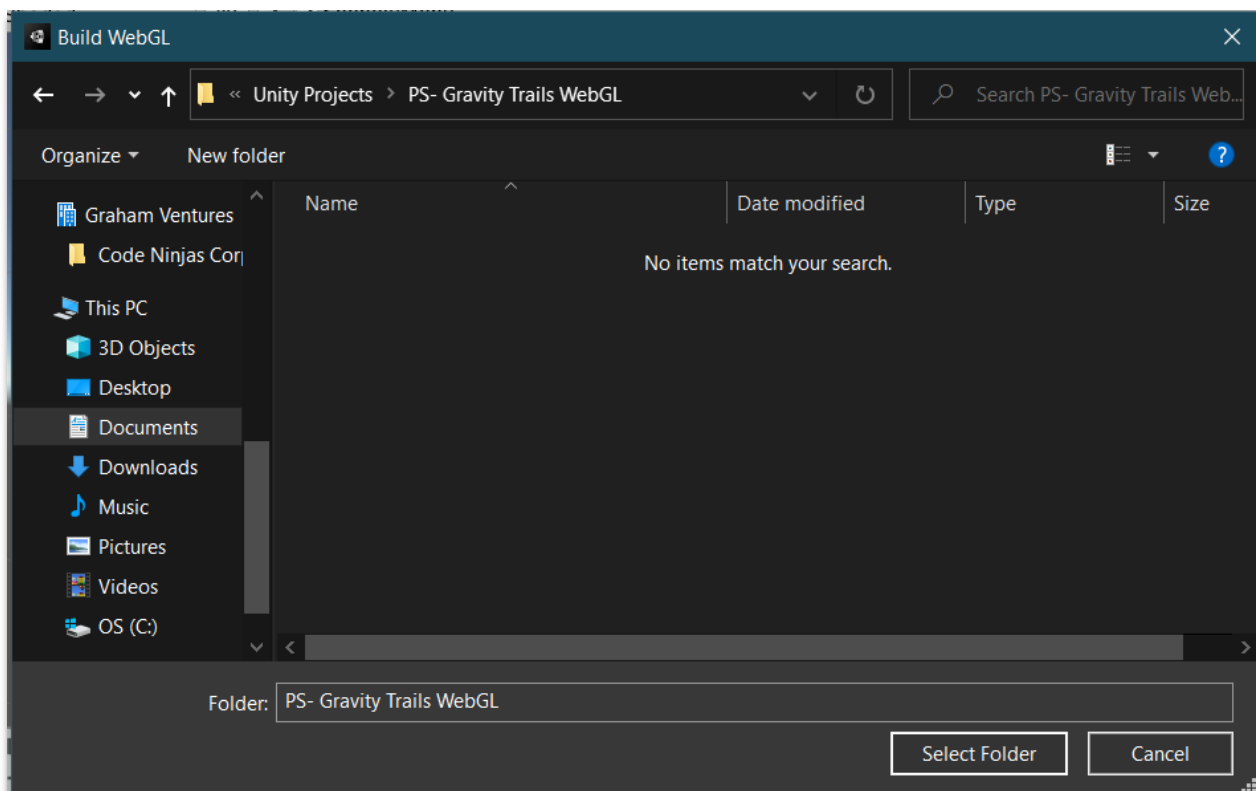
- 3 Click "Switch Platform." This may take a few minutes.



- 4 Click Build And Run.



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



UNITY BELT RESOURCES



Creating a WebGL link

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

A screenshot of the GitHub website's sign-up page. The page has a dark background with the text "Built for developers" and a description of GitHub. On the right, there is a white sign-up form with fields for Username, Email, and Password. Below the fields is a green button labeled "Sign up for GitHub". At the bottom of the form, there is a link to the Terms of Service and Privacy Statement.

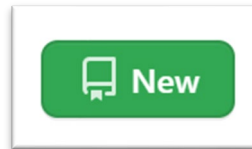
- 7 Sign into GitHub.

A screenshot of the GitHub website's sign-in page. The page has a light gray background with the GitHub logo at the top. Below the logo is the text "Sign in to GitHub". There is a white sign-in form with fields for "Username or email address" and "Password". To the right of the password field is a link labeled "Forgot password?". At the bottom of the form is a green button labeled "Sign in".



Creating a WebGL link

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




- 9 Create a new repository.

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner *


Repository name *

 pollysmith ▾


/

Great repository names are short and memorable. Need inspiration? How about **potential-system**?

Description (optional)

☒  **Public**

Anyone on the internet can see this repository. You choose who can commit.

☐  **Private**

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.

☒ **Add a README file**

This is where you can write a long description for your project. [Learn more.](#)

☒ **Add .gitignore**

Choose which files not to track from a list of templates. [Learn more.](#)

.gitignore template: **None** ▾

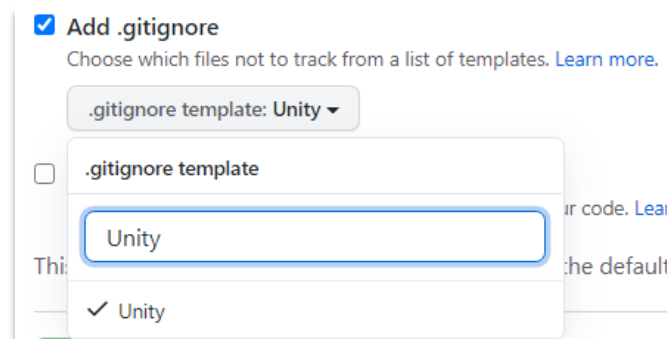
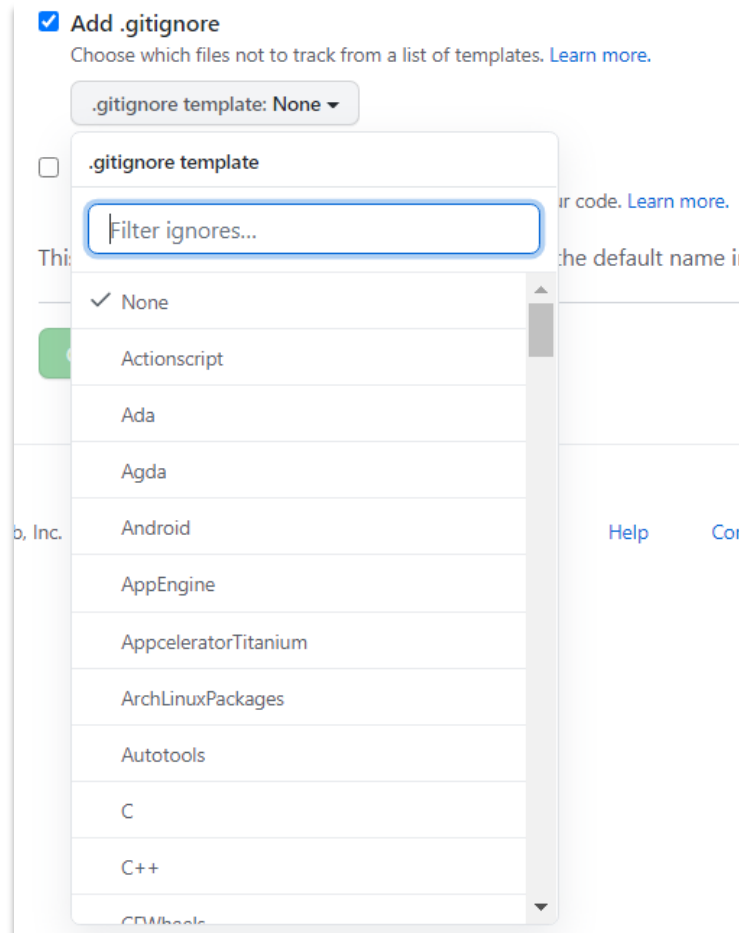
Check the box that says Add a README file.

Click the “Add .gitignore” box.



Creating a WebGL link

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





Creating a WebGL link

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

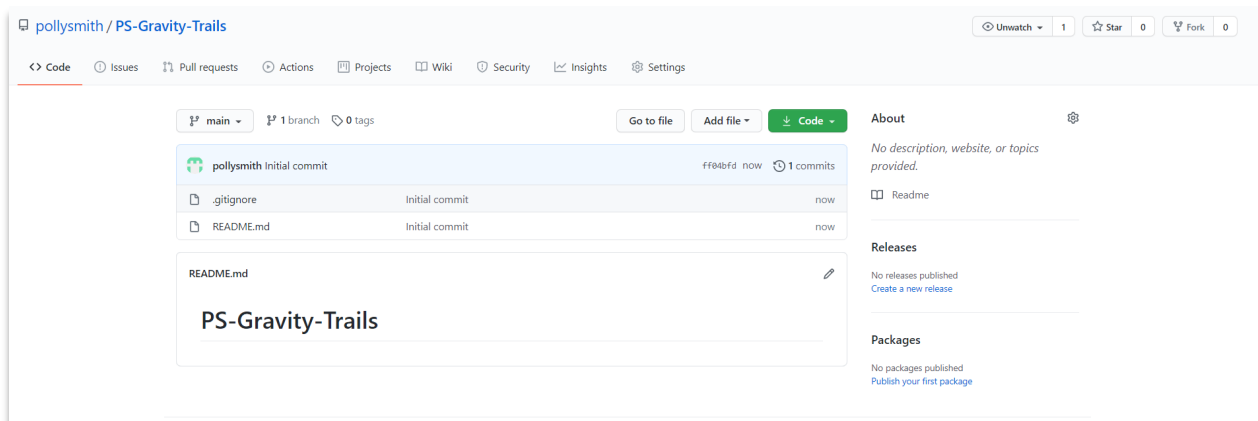
☐ **Choose a license**

A license tells others what they can and can't do with your code. [Learn more.](#)

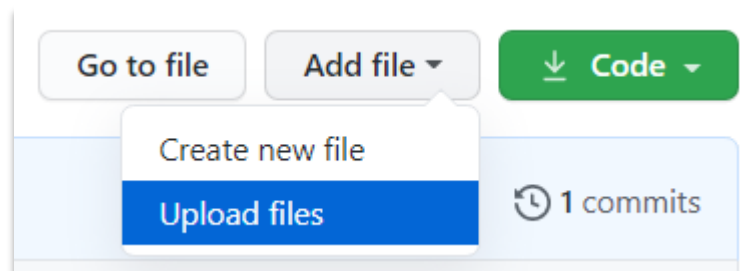
This will set **main** as the default branch. Change the default name in your [settings](#).

- 12** Click the Create repository button.

Create repository



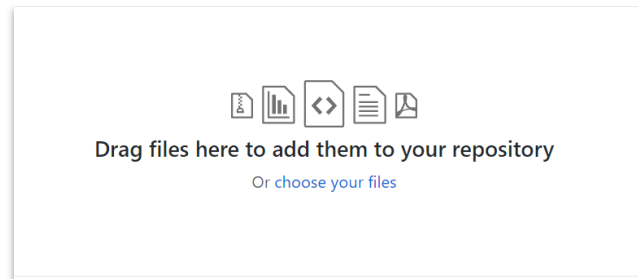
- 13** Click Add file, then Upload files.



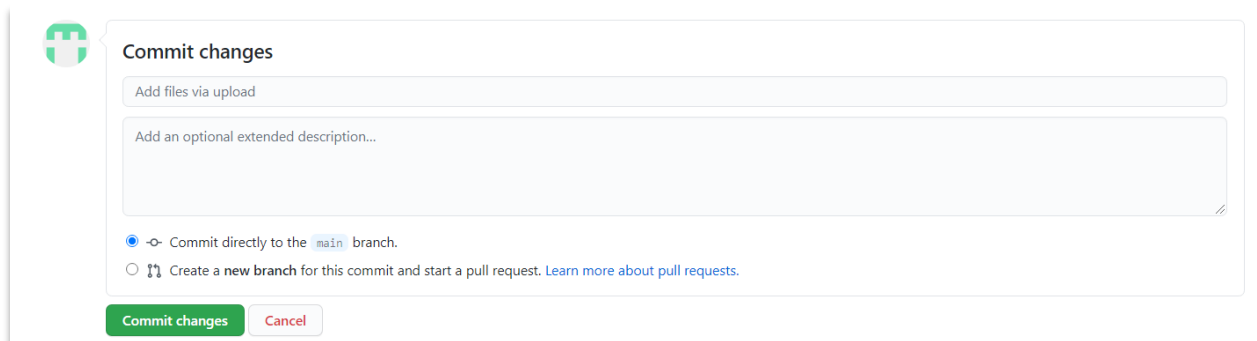


Creating a WebGL link

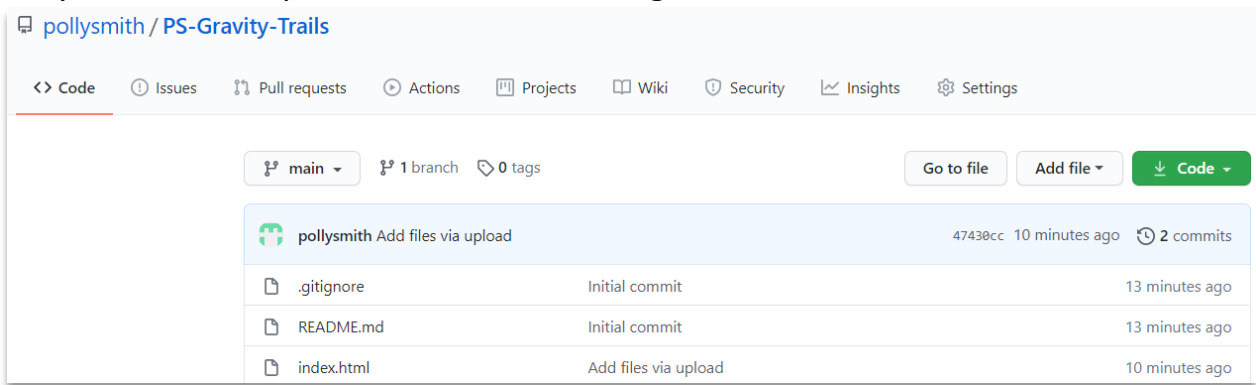
- 14** Click “choose your files,” then locate the folder where you saved your project’s WebGL files. Upload *index.html*, *Build/*, and *TemplateData/*



- 15** Click Commit changes.



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





Creating a WebGL link

17 Scroll down to “GitHub Pages”.

The screenshot shows the 'GitHub Pages' settings page. At the top, it says 'GitHub Pages' followed by a description: 'GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.' Below this, there are two sections. The first is 'Source', which states 'GitHub Pages is currently disabled. Select a source below to enable GitHub Pages for this repository. [Learn more.](#)' It has a 'None' dropdown menu and a 'Save' button. The second section is 'Theme Chooser', which says 'Select a theme to publish your site with a Jekyll theme using the gh-pages branch. [Learn more.](#)' It has a 'Choose a theme' button.

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

The screenshot shows a close-up of the 'Source' dropdown menu. The dropdown is open, showing a search bar with the text 'Select branch'. Below the search bar, there is a list of options: 'main' (which is selected and has a checkmark) and 'None'. The 'Save' button is visible to the right of the dropdown.

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.

GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

✓ Your site is published at <https://pollysmith.github.io/gravityfalls/>

Source

Your GitHub Pages site is currently being built from the main branch. [Learn more.](#)

Branch: main

/ (root)

Save

Theme Chooser

Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

Choose a theme

Use this link to share your project!



Click on the blue button to expand the game to full screen.

- 20** Use this GitHub URL to share your completed project!



Creating a WebGL link

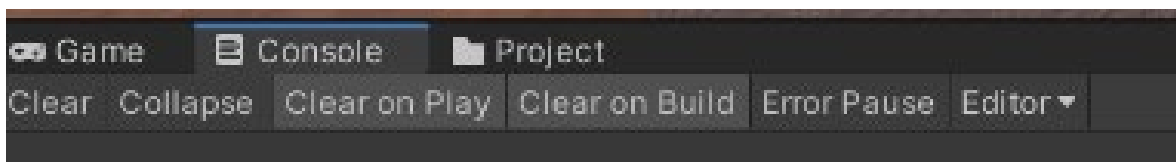
How to Reduce Game Size in Unity Tips and Tricks

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.

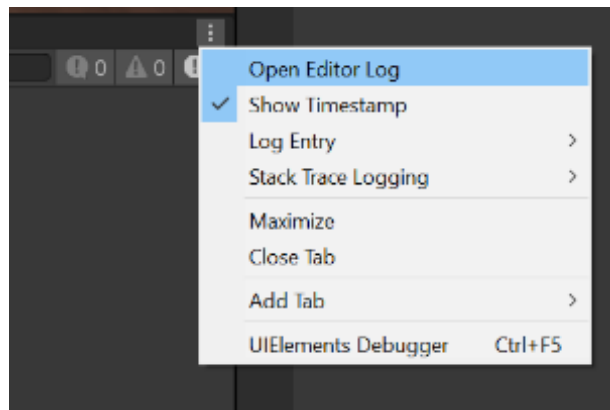
Note: GitHub allows file uploading up to 25MB only. If you try uploading files larger than 25 MB, you will see the error message, *'Yowza, that's a big file. Try again with a file smaller than 25MB'*.

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**.





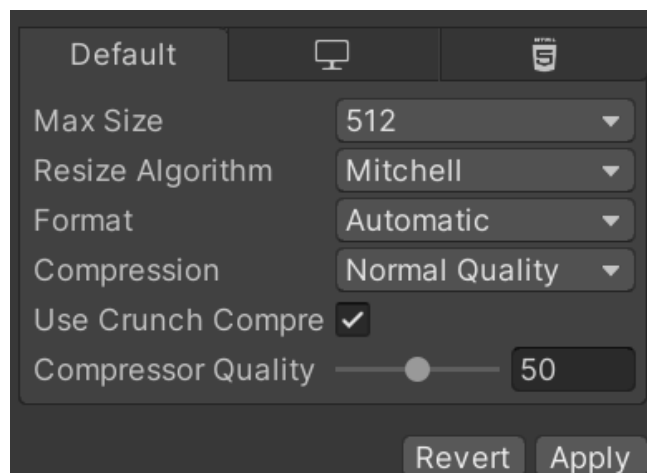
Creating a WebGL link

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
```

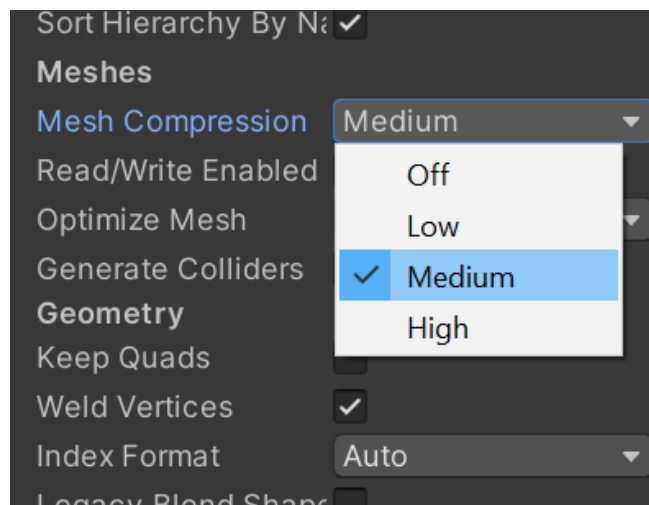
Textures usually take up the most space. Use **Compressed Texture formats** and **reduce the physical size** (in pixels) of Texture images. To do this, select the Texture, then in the Inspector window **decrease the Max Size** and choose to **Use Crunch Compre**. Then click **Apply** to see how it impacts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





Creating a WebGL link

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.

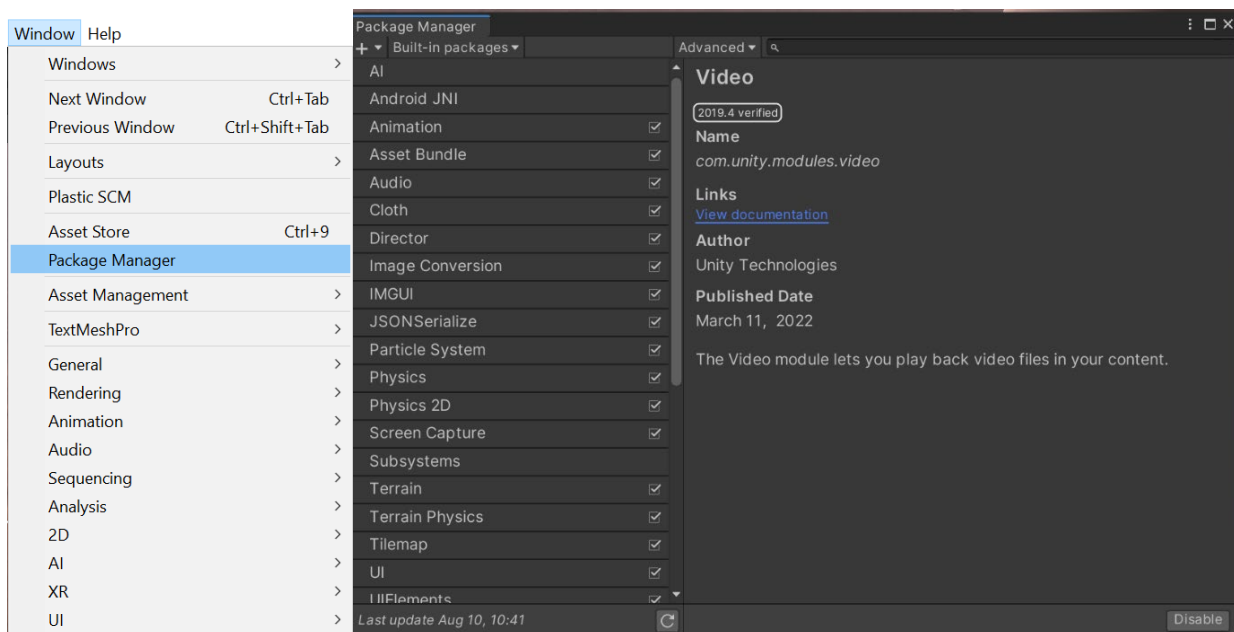


Creating a WebGL link

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.

