PaintCode

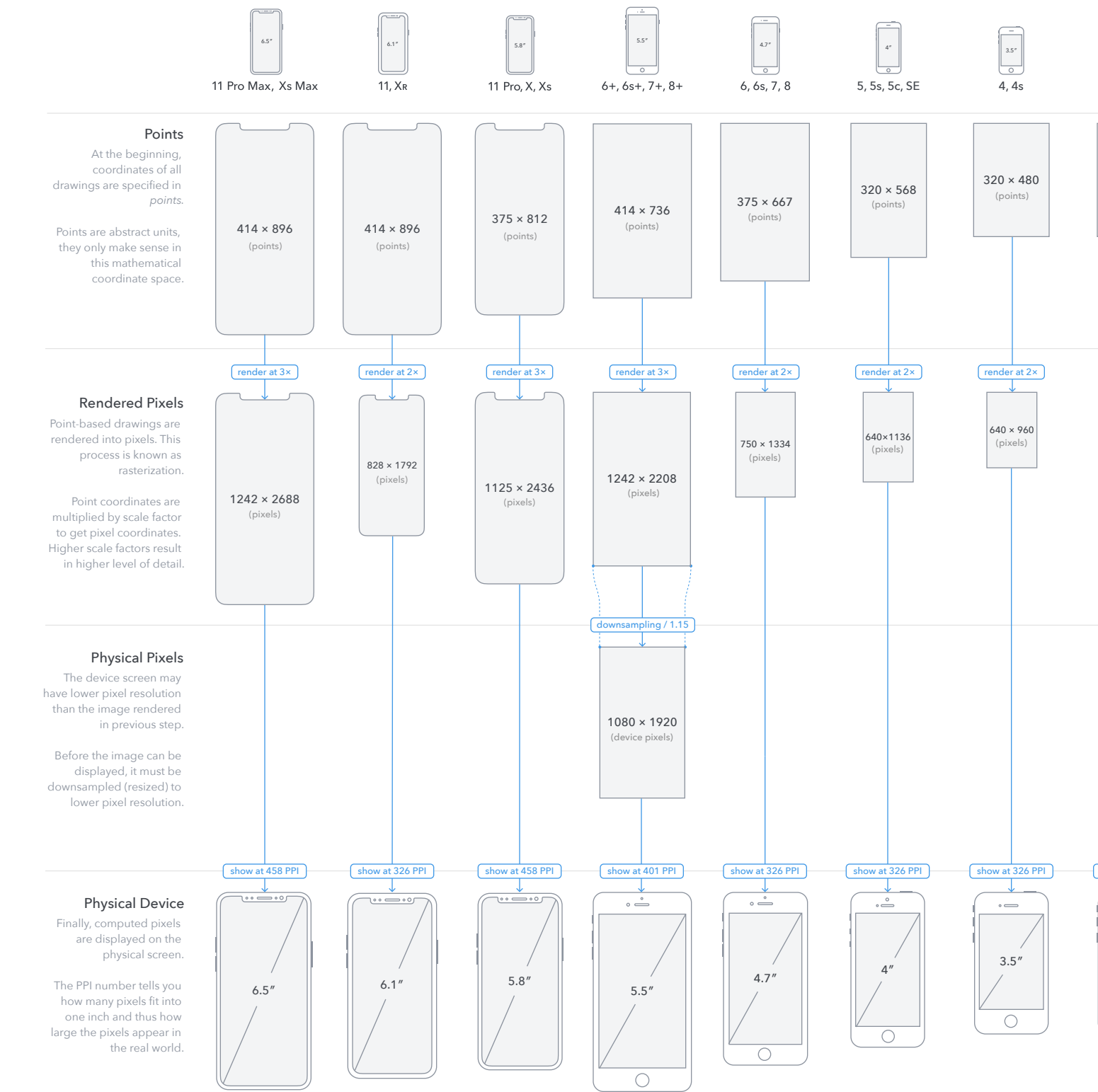Sketch   Tutorials   Documentation   FAQ   Support   **News**   Buy Now

The Ultimate Guide To iPhone Resolutions

UPDATE: We have added the new iPhone 11, iPhone 11 Pro and iPhone 11 Pro Max to the guide below.

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| 11 Pro Max, Xs Max | 11, Xʀ | 11 Pro, X, Xs | 6+, 6s+, 7+, 8+ | 6, 6s, 7, 8 | 5, 5s, 5c, SE | 4, 4s |

Points

At the beginning, coordinates of all drawings are specified in *points*.

Points are abstract units, they only make sense in this mathematical coordinate space.

| 414 × 896 (points) | 414 × 896 (points) | 375 × 812 (points) | 414 × 736 (points) | 375 × 667 (points) | 320 × 568 (points) | 320 × 480 (points) |

| render at 3× | render at 2× | render at 3× | render at 3× | render at 2× | render at 2× | render at 2× |

Rendered Pixels

Point-based drawings are rendered into pixels. This process is known as rasterization.

Point coordinates are multiplied by scale factor to get pixel coordinates. Higher scale factors result in higher level of detail.

| 1242 × 2688 (pixels) | 828 × 1792 (pixels) | 1125 × 2436 (pixels) | 1242 × 2208 (pixels) | 750 × 1334 (pixels) | 640×1136 (pixels) | 640 × 960 (pixels) |

downsampling / 1.15

Physical Pixels

The device screen may have lower pixel resolution than the image rendered in previous step.

Before the image can be displayed, it must be downsampled (resized) to lower pixel resolution.

1080 × 1920 (device pixels)

| show at 458 PPI | show at 326 PPI | show at 458 PPI | show at 401 PPI | show at 326 PPI | show at 326 PPI | show at 326 PPI |

Physical Device

Finally, computed pixels are displayed on the physical screen.

The PPI number tells you how many pixels fit into one inch and thus how large the pixels appear in the real world.

| 6.5″ | 6.1″ | 5.8″ | 5.5″ | 4.7″ | 4″ | 3.5″ |

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