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Unity and the different platforms

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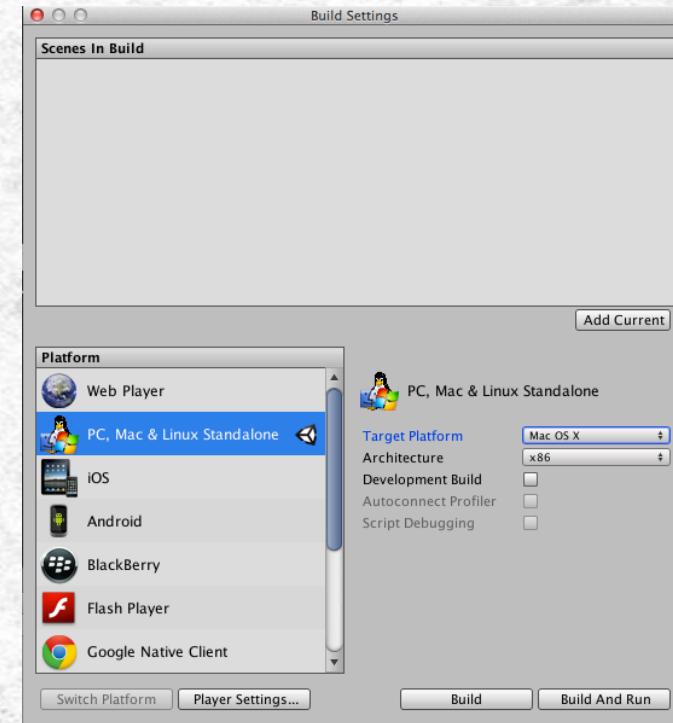


Unity and the different platforms

- One of the most important features of **Unity** is the high number of platforms we can deploy to:
 - **Desktop:** Windows, Mac and Linux
 - **Consoles:** Xbox One, PS4, Nintendo Switch, etc.
 - **Mobile devices:** iOS, Android
 - **Web (WebGL)**
 - **VR/AR devices**
 - **and more..**
- **Unity** keeps most of their characteristic independent of the platform.
- Elements related with game controls (input) are generally the most important to take into account and maybe very different depending on the platform.
- Other elements that can be different among platforms:
 - Rendering features and performance
 - Aspect ratio and final resolution

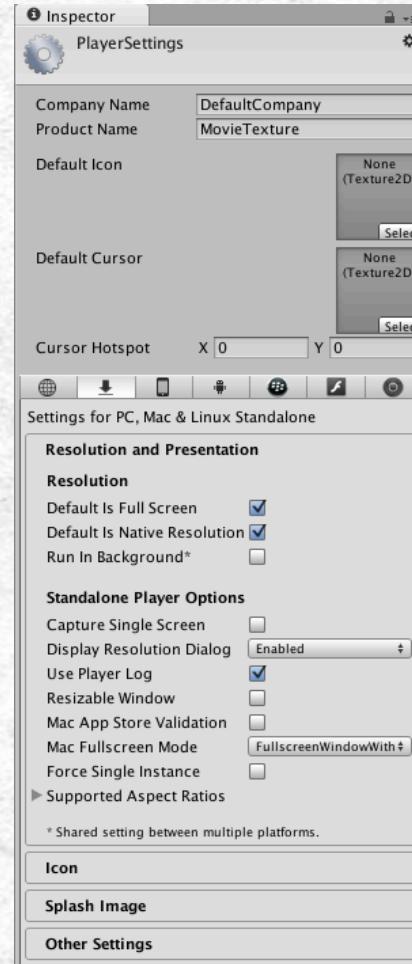
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- In '**Build Settings**' we can specify the final platform in which we want to deploy our app or game
- The '**Switch Platform**' option will carry out the asset conversion to the final platform in the required and specific formats
- The '**Player Settings**' option will show us in the inspector the general and specific options of the platform we have selected in order to better control how we want to export our app



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- Depending on the selected platform, we will have a specific set of options:
 - Resolution
 - Icon
 - Splash screen (only Pro)
 - Texture compression method
 - Bundles
 - API levels
 - Etc.





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