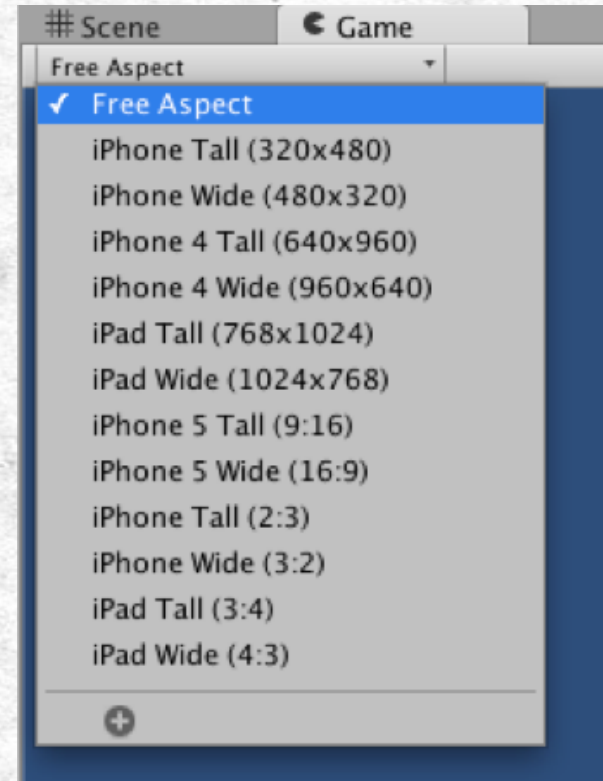# Aspect ratio

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The aspect ratio

- The aspect ratio is one of the most important features we have to consider when developing for a specific device or platform
- The aspect ratio is the quocient between the width and height of the screen (1:1, 2:1, 4:3, 3:2, 16:9, 16:10 etc.)
- Even in the same platform, the aspect ratio can be very different depending on the device (Android, for example)
- The programmer can check out this aspect ratio in execution consulting the variables **Screen.width**, **Screen.height** (aspect ratio is the quocient between both)

The aspect ratio

- We can simulate a particular aspect ratio in the game view inside **Unity** editor; allowing us to check out our app with different screen configurations
- If we have selected a final platform ('switch platform' in 'build settings') this list of aspect ratios will be the most important ones of the selected platform, although we can add any new aspect ratio to this list
- It is a good practice to check them all, and see how our app or game looks like in a specific aspect ratio

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Aspect ratio

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