Quick Start

Getting started with Rive in Unity.

Overview

The Rive Unity runtime uses the Rive Renderer and stays aligned with the latest Rive C++ runtime. For more runtime support details, see **Feature Support**.

Unity version support

The package supports Unity LTS versions from 2021 upwards (including Unity 6+).

Rendering support

Supported renderers / platforms include:

- WebGL

- Metal on Mac

- Metal on iOS

- D3D11 on Windows

- D3D12

- OpenGL on Windows

- OpenGL on Android

- Vulkan on Windows

- Vulkan on Android

- Vulkan on Ubuntu 24.04+ (x86_64)

Quick start demo (included in the Unity package)

The Unity package includes a working quick start demo you can open and run immediately.

- **Rive file**: `Packages/app.rive.rive-unity/Demo/RiveFiles/quick_start_health_bar.riv`
- **Built-in Render Pipeline scene**: `Packages/app.rive.rive-unity/Demo/BuiltInRP/BuiltInRPQuickStartDemo.unity`
- **URP scene**: `Packages/app.rive.rive-unity/Demo/URP/URPQuickStartDemo.unity`

Open and run the demo

1. In Unity, open the desired `.unity` scene from the `Packages/` folder (paths above).
2. Press Play to run the demo.
3. Select the **Rive Widget** component in the hierarchy.
4. Click the **Open Playground** button to launch the Rive Data Binding Playground and update the health bar values in real-time.

How to add a Rive file to Unity

1) Export a `.riv` file

From the Rive editor, export your graphic as a `.riv` file.

2) Import into Unity

- Drag the `.riv` into your Unity project (into `Assets/`).

3) Display the Rive file

Drag-and-drop (UI / uGUI)

- Drag the `.riv` asset into the Scene Hierarchy.
- This creates a screen-space panel setup within a uGUI Canvas.

Requirement: the `com.unity.ugui` package must be installed (usually included by default in new Unity projects).

Display on a mesh (3D / MeshRenderer)

- Drag the `.riv` asset onto an existing GameObject that has a `MeshRenderer`.
- Unity will create a **Rive Panel** and add a **Rive Texture Renderer** component to the mesh GameObject.

Quick creation menu

Right-click in the Scene Hierarchy and create:

- `Rive > Rive Panel` (standalone panel)
- `Rive > Rive Panel (Canvas)` (UI-ready panel)
- `Rive > Widgets > Rive Widget`

Bug reports / troubleshooting

If you encounter any errors or unexpected crashes while integrating the Rive Unity runtime, we recommend logging a detailed issue directly to the **rive-unity** repo with an **Editor.log** attached to the issue to help provide more details and context about what might have occurred.

You can find more details on where to find your Editor.log file in the **Unity docs**.

To provide additional environment details (render pipeline, graphics API, etc.), navigate to **Tools → Rive → Copy Support Info** in the Unity Editor to copy debug details about your project's environment.

> ⓘ Note that it is best to grab the Editor.log file immediately after a crash has occurred

Up-to-date documentation

For the latest Unity setup instructions (including any changes to requirements, steps, and screenshots), see:

- **Unity Getting Started**