

Unity的使命



Democratize
Development
降低门槛

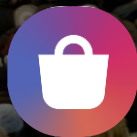
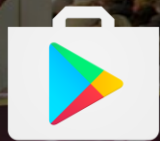


Solve Hard
Problems
解决难题



Enable
Success
助力成功

1, 游戏的下载转化现状



vivo

TapTap

oppo

新用户从渠道点击到注册激活的流失率

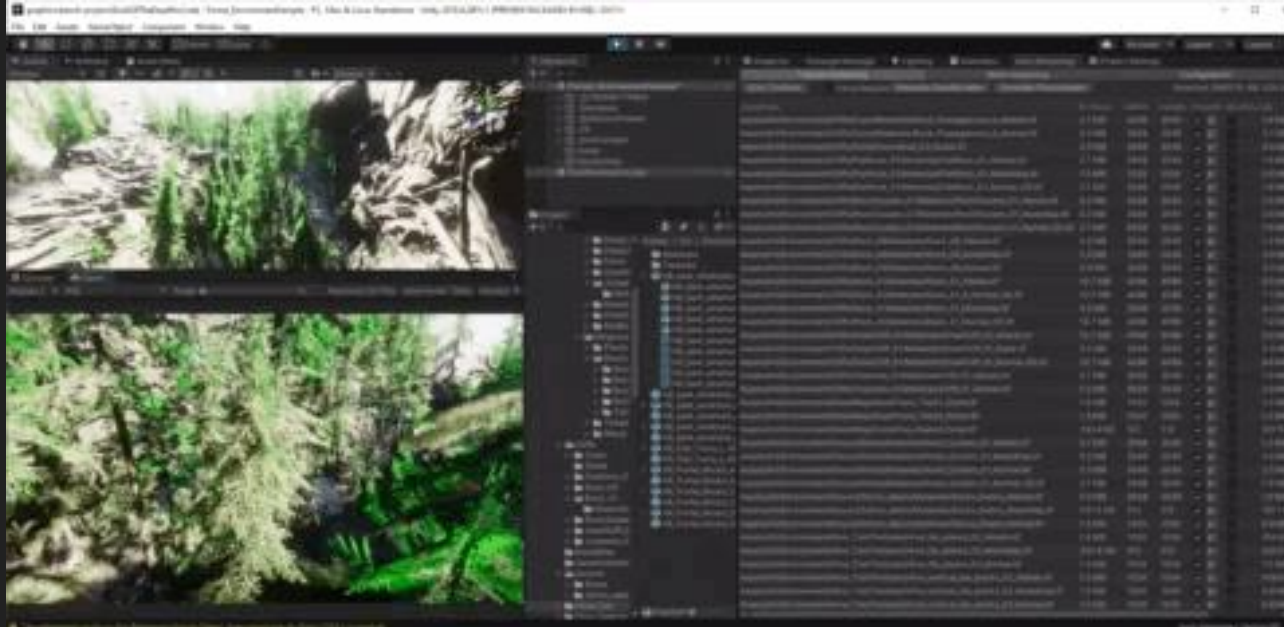
?%

Auto Streaming

显著减小项目包体大小，提升用户体验

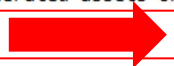
省时：“先上车 后补票”





Build Report
Uncompressed usage by category (Percentages based on user generated assets only):

Textures	758.2 mb	69.4%
Meshes	107.2 mb	9.8%
Animations	61.3 kb	0.0%
Sounds	168.3 mb	15.4%
Shaders	2.6 mb	0.2%
Other Assets	17.6 mb	1.6%
Levels	22.7 mb	2.1%
Scripts	2.4 mb	0.2%
Included DLLs	13.3 mb	1.2%
File headers	99.3 kb	0.0%
Total User Assets	1.1 gb	100.0%
Complete build size	1.1 gb	



Build Report
Uncompressed usage by category (Percentages based on user generated assets only):

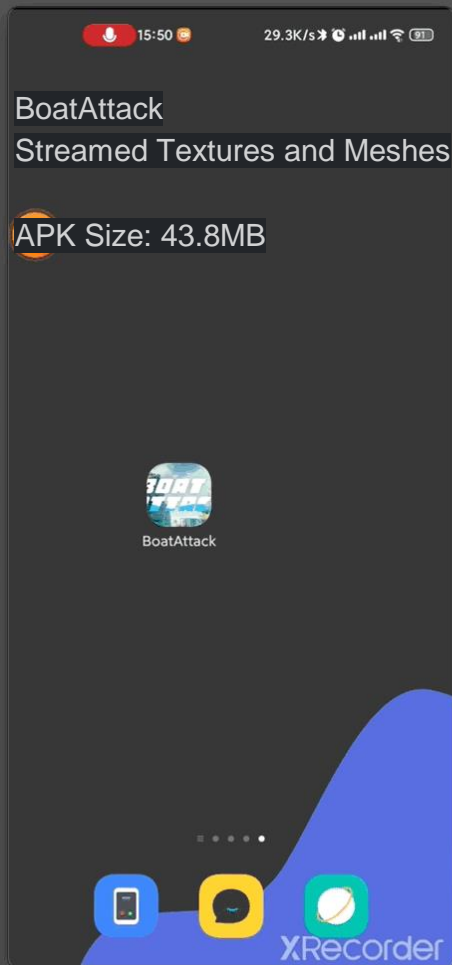
Textures	10.4 mb	4.2%
Meshes	12.7 mb	5.1%
Animations	61.3 kb	0.0%
Sounds	168.3 mb	67.3%
Shaders	2.6 mb	1.0%
Other Assets	17.6 mb	7.0%
Levels	22.7 mb	9.1%
Scripts	2.4 mb	1.0%
Included DLLs	13.3 mb	5.3%
File headers	99.1 kb	0.0%
Total User Assets	250.2 mb	100.0%
Complete build size	290.7 mb	

Streamed Texture Count: 63/71
Streamed Texture Size: 50.8MB
Streamed Mesh Count: 100/152
Streamed Mesh Size: 38.8MB



QR_BoatAttack_AS

扫码后选择浏览器打开



如何配置Auto Streaming?

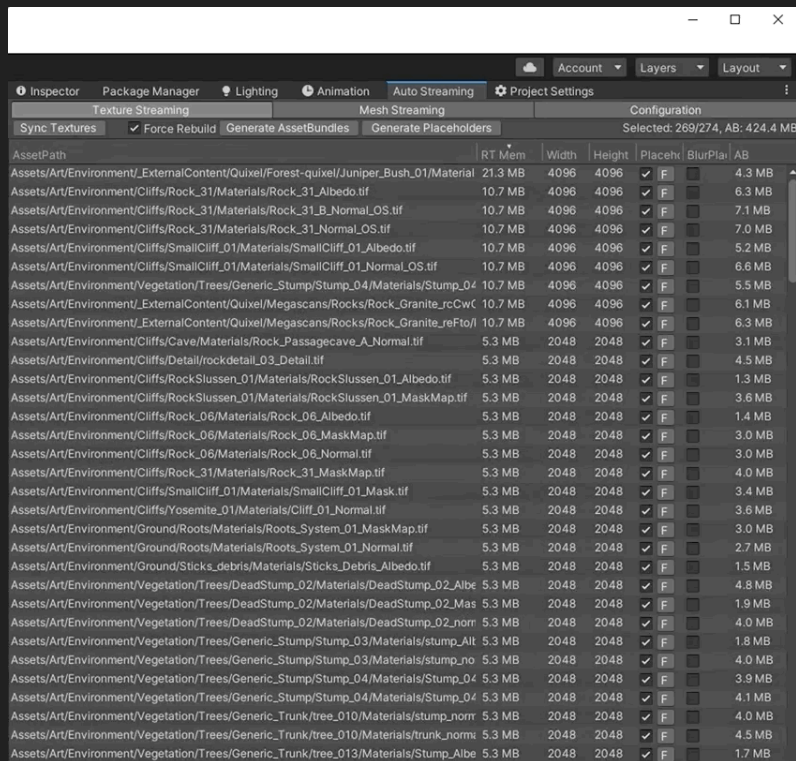
- Unity2019.4.28f1c1及以上
- Featured Package安装AS
- AS窗口勾选Use AutoStreaming

1, 选择Texture进行AutoStreaming

2, 选择Mesh进行AutoStreaming

3, 配置CCD 用以资源加载

- Build (Android/ iOS/ Web)



The screenshot shows the Unity Inspector's Auto Streaming window. The window is divided into three sections: Texture Streaming, Mesh Streaming, and Configuration. The Configuration section is currently selected, showing a table of assets with columns for Asset Path, RT Mem, Width, Height, Placeholder, and AB. The table lists various assets from the environment, including textures and materials, with their respective sizes and streaming settings.

Asset Path	RT Mem	Width	Height	Placeholder	AB
Assets/Art/Environment/ExternalContent/Quixel/Forest-quixel/Juniper_Bush_01/Material	21.3 MB	4096	4096	<input checked="" type="checkbox"/>	4.3 MB
Assets/Art/Environment/Cliffs/Rock_31/Materials/Rock_31_Albedo.tif	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	6.3 MB
Assets/Art/Environment/Cliffs/Rock_31/Materials/Rock_31_B_Normal_OS.tif	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	7.1 MB
Assets/Art/Environment/Cliffs/Rock_31/Materials/Rock_31_Normal_OS.tif	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	7.0 MB
Assets/Art/Environment/Cliffs/SmallCliff_01/Materials/SmallCliff_01_Albedo.tif	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	5.2 MB
Assets/Art/Environment/Cliffs/SmallCliff_01/Materials/SmallCliff_01_Normal_OS.tif	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	6.6 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Stump/Stump_04/Materials/Stump_04	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	5.5 MB
Assets/Art/Environment/ExternalContent/Quixel/Megascans/Rocks/Rock_Granite_rcCwC	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	6.1 MB
Assets/Art/Environment/ExternalContent/Quixel/Megascans/Rocks/Rock_Granite_reFlo	10.7 MB	4096	4096	<input checked="" type="checkbox"/>	6.3 MB
Assets/Art/Environment/Cliffs/Cave/Materials/Rock_Passagecave_A_Normal.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.1 MB
Assets/Art/Environment/Cliffs/Detail/rockdetail_03_Detail.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.5 MB
Assets/Art/Environment/Cliffs/RockSlussen_01/Materials/RockSlussen_01_Albedo.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.3 MB
Assets/Art/Environment/Cliffs/RockSlussen_01/Materials/RockSlussen_01_MaskMap.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.6 MB
Assets/Art/Environment/Cliffs/Rock_06/Materials/Rock_06_Albedo.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.4 MB
Assets/Art/Environment/Cliffs/Rock_06/Materials/Rock_06_MaskMap.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.0 MB
Assets/Art/Environment/Cliffs/Rock_06/Materials/Rock_06_Normal.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.0 MB
Assets/Art/Environment/Cliffs/Rock_31/Materials/Rock_31_MaskMap.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.0 MB
Assets/Art/Environment/Cliffs/SmallCliff_01/Materials/SmallCliff_01_Mask.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.4 MB
Assets/Art/Environment/Cliffs/Yosemite_01/Materials/Cliff_01_Normal.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.6 MB
Assets/Art/Environment/Ground/Roots/Materials/Roots_System_01_MaskMap.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.0 MB
Assets/Art/Environment/Ground/Roots/Materials/Roots_System_01_Normal.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	2.7 MB
Assets/Art/Environment/Ground/Sticks_debris/Materials/Sticks_Debris_Albedo.tif	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.5 MB
Assets/Art/Environment/Vegetation/Trees/DeadStump_02/Materials/DeadStump_02_Albe	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.8 MB
Assets/Art/Environment/Vegetation/Trees/DeadStump_02/Materials/DeadStump_02_Mas	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.9 MB
Assets/Art/Environment/Vegetation/Trees/DeadStump_02/Materials/DeadStump_02_nor	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.0 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Stump/Stump_03/Materials/stump_All	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.8 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Stump/Stump_03/Materials/stump_no	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.0 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Stump/Stump_04/Materials/Stump_04	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	3.9 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Stump/Stump_04/Materials/Stump_04	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.1 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Trunk/tree_010/Materials/stump_norm	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.0 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Trunk/tree_010/Materials/trunk_norm	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	4.5 MB
Assets/Art/Environment/Vegetation/Trees/Generic_Trunk/tree_013/Materials/Stump_Albe	5.3 MB	2048	2048	<input checked="" type="checkbox"/>	1.7 MB



BoatAttack-AutoStreaming工程

<https://plastichub.unity.cn/unity-tech-cn/BoatAttack-AutoStreaming>



Auto Streaming技术交流群

(QQ: 628540768)

2, 大文件提交, 大仓库同步



git



PERFORMANCE





Plastic Solution

一站式项目开发&管理-解决方案

省力：“塑料般轻便，集装箱般强大的托管能力”

Unity Cloud

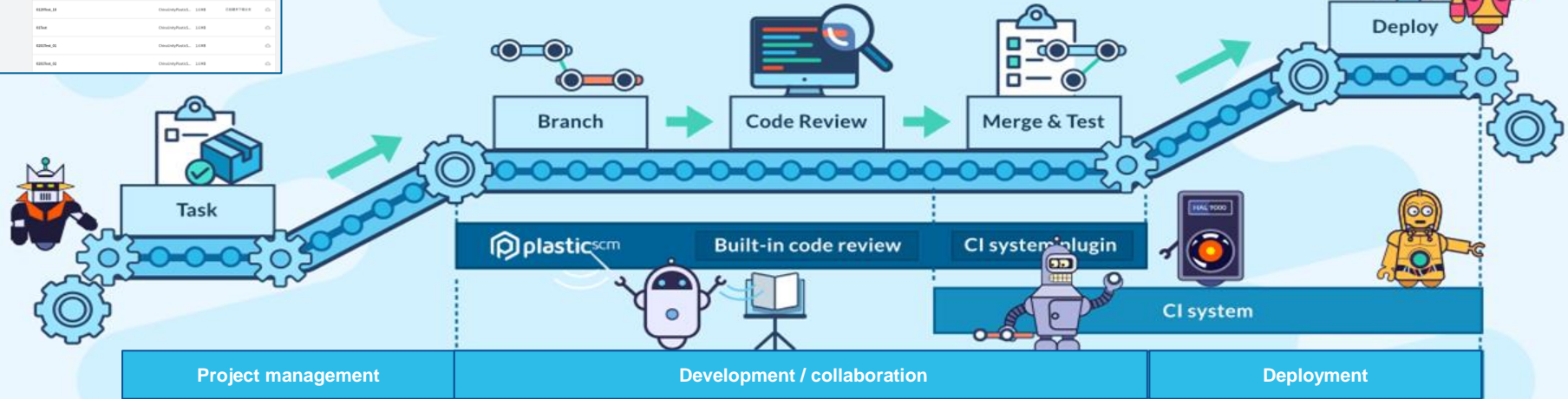
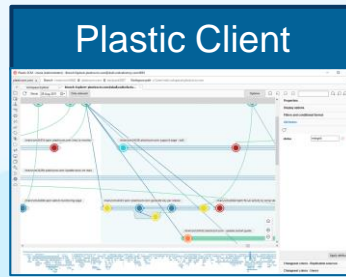
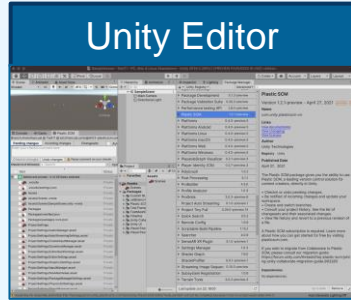
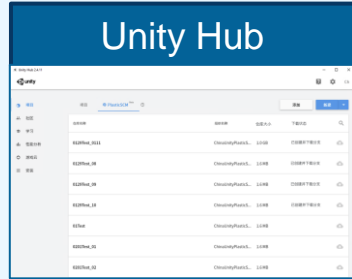
Unity UPR / CI

Unity Hub

Unity Editor

Plastic Client

PlasticHub.unity.cn



Orchestrate DevOps

项目

项目

PlasticSCM ^{Beta} ⓘ

添加

新建

社区

学习

性能分析

游戏云

安装

仓库名称	下载状态	组织名称	大小	
HuaweiServiceSample		Unity Technologies	93.0 MB	☁️
New Unity Project		marcusl_unity	0 Bytes	☁️
BoatAttack		Unity Technologies	3.7 GB	☁️
DOTSSample		Unity Technologies	0 Bytes	☁️
AnimationRigging-AdvancedSetups		Unity Technologies	0 Bytes	☁️
FontainebleauDemo		Unity Technologies	7.3 GB	☁️

🔄 加载更多



SampleScene - Test11 - PC, Mac & Linux Standalone - Unity 2019.4.28f1c1 [PREVIEW PACKAGES IN USE] <Meta>

Scene Shaded 2D 0 Gizmo

Hierarchy Animation Inspector Lighting Package Manager

Unity Registry

- Package Development 0.1.2-preview
- Package Validation Suite 0.20.2-preview
- Performance testing API 2.8.0-preview
- Plastic SCM 1.2.1-preview**
- Platforms 0.4.0-preview.5
- Platforms Android 0.4.0-preview.5
- Platforms Linux 0.4.0-preview.5
- Platforms macOS 0.4.0-preview.5
- Platforms Web 0.4.0-preview.5
- Platforms Windows 0.4.0-preview.5
- PlayableGraph Visualizer 0.2.1-preview.3
- Player Identity (CN) 0.2.7-preview.3
- Polybrush 1.0.2
- Post Processing 3.1.1
- ProBuilder 4.5.0
- Profile Analyzer 1.0.3
- ProGrids 3.0.3-preview.6
- Project Auto Streaming 0.1.0-preview.1
- Project Tiny Full 0.26.0-preview.14
- Quick Search 2.0.2
- Remote Config 1.0.9
- Scriptable Build Pipeline 1.15.2
- Searcher 4.0.9
- SenseAR XR Plugin 3.1.0-preview.1
- Settings Manager 1.0.3
- Shader Graph 7.6.0
- ShaderProfiler 0.0.1-preview.1
- Streaming Image Sequencer 0.10.0-preview
- Subsystem Registration 1.0.6
- Terrain Tools 3.0.2-preview.3

Plastic SCM

Version 1.2.1-preview - April 27, 2021 [\(preview\)](#) [\(info\)](#)

Name
com.unity.plasticscm-cn

Links
[View documentation](#)
[View changelog](#)
[View licenses](#)

Author
Unity Technologies

Registry Unity

Published Date
April 27, 2021

The Plastic SCM package gives you the ability to use Plastic SCM, a leading version control solution for content creators, directly in Unity.

- Checkin or undo pending changes.
- Be notified of incoming changes and update your workspace.
- Create and switch branches.
- Consult your project history. See the list of changesets and their associated changes.
- View file history and revert to a previous revision of a file.

A Plastic SCM subscription is required. Learn more about how you can get started for free by visiting plasticscm.com.

If you wish to migrate from Collaborate to Plastic SCM, please consult our migration guide: <https://forum.unity.com/threads/faq-plastic-scm-joining-unity-collaborate-migration-guide.963285>

Dependencies
No dependencies

Last update Jun 23, 18:00 [C](#) [Up to date](#) [Remove](#) [↗](#)

Assembly for Assembly Definition File 'Packages/com.unity.plasticscm-cn/Tests/Unity.PlasticSCM.EditorTests.asmdef' will not be compiled, because it has no scripts associated with it. [Auto Generate Lighting Off](#)



Plastic SCM - maria (Administrator) - Branch Explorer plasticscm.com@skull.codicefactory.com:9095

plasticscm.com Branch /main/scm24662 @ plasticscm.com @ backyard:8087 Workspace path c:\Users\mbc\lwkspaces\plasticscm.com

Workspace Explorer Branch Explorer plasticscm.com@skull.codicefacto...

Since: 28 Aug 2011 Only relevant Options

The diagram illustrates the commit history and relationships between branches in Plastic SCM. It features several horizontal tracks representing branches, with colored circles indicating specific commits. Green lines show the flow of code from parent to child commits. Blue lines indicate merge operations. The commits are labeled with their branch paths and descriptions:

- /main/scm24310: apm: plasticscm.com: links to monitor
- /main/scm24239: plasticscm.com: support page - edit
- /main/scm24294: plasticscm.com: Update docs: cm repo
- /main/scm24306: apm: admin monitoring page
- /main/scm24323: apm: plasticscm.com: generate key per license
- /main/scm24324: apm: fix usr activity by server de
- /main/scm24162: plasticscm.com - update pocket guide

Properties

Display options

Filters and conditional format

Attributes

status merged

Apply attributes...

Changeset colors - Replication sources

Changeset colors - Users





Unity-Tech

Unity Technologies

📍 Shanghai 🔗 <https://unity.cn/>

创建仓库

搜索...

搜索

排序 ▾

[open-project-1](#)

最后更新于 23 小时前

☆ 0 🗑️ 0

[HuaweiServiceSample](#)

最后更新于 23 小时前

☆ 0 🗑️ 0

[BoatAttack](#)

最后更新于 23 小时前

☆ 0 🗑️ 1

[com.unity.perception](#)

最后更新于 23 小时前

☆ 0 🗑️ 0

[AnalyticsOn2020B](#) 私有库

最后更新于 2 天前

☆ 0 🗑️ 0

[com.unity.multiplayer.samples.coop](#)

☆ 0 🗑️ 0

组织成员

18 >



组织团队

1 >

Owners

5 名成员 · 49 个仓库

Administrators

18 名成员 · 49 个仓库

Developers

0 名成员 · 49 个仓库

新建团队





Unity-Tech

Unity Technologies

📍 Shanghai 🔗 <https://unity.cn/>

创建仓库

搜索... 🔍 排序 ▾

open-project-1 ☆ 0 👤 0

最后更新于 23 小时前

HuaweiServiceSample ☆ 0 👤 0

最后更新于 23 小时前

BoatAttack ☆ 0 👤 1

最后更新于 23 小时前

unity.perception ☆ 0 👤 0

于 23 小时前

analyticsOn2020 ☆ 0 👤 0

最后更新于 2 天前

com.unity.multiplayers ☆ 0 👤 0

组织成员 18 >



组织团队

Owners 5 名成员 · 49 个仓库

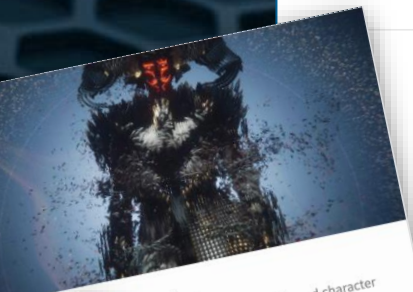
Administrators 18 名成员 · 49 个仓库

Developers 0 名成员 · 49 个仓库

Boat Attack
This Unity project has 1 development of Univer



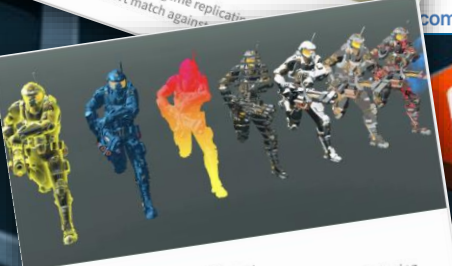
PlasticHub.unity.cn/
explore/repos



The Heretic character
and Morgan, the vfx-based character
Heretic short film created by



Unity Royale
A card-based tower defence game replicating
possible to play a short match against



Fontainebleau
Project for Unity 2019.4.1f1 using HDRP 7.4.1. We created the
Fontainebleau demo to illustrate the photogrammetry workflow

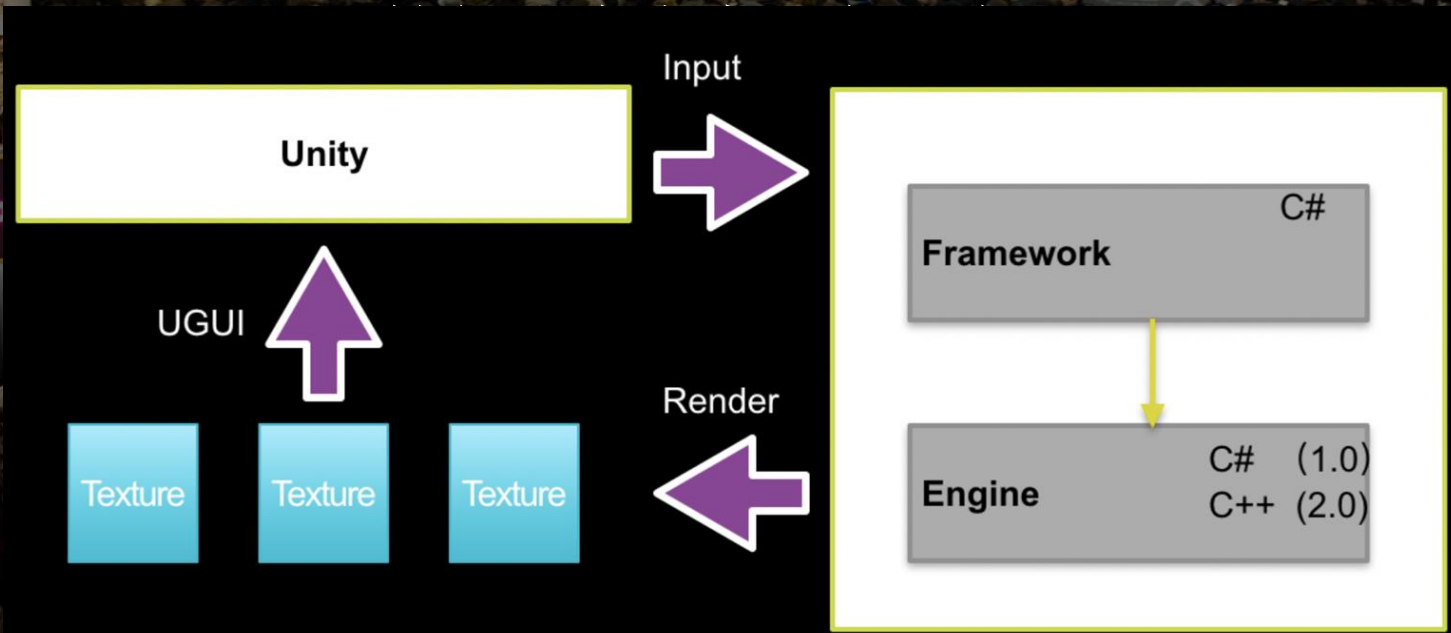


Master Node Demo Project
This demo project makes use of Shader Graph and the High
Definition Render Pipeline. It contains a bonsai tree and



Plastic Solution技术交流群
(QQ: 825450743)

3, 跨技术栈, 技能迁移



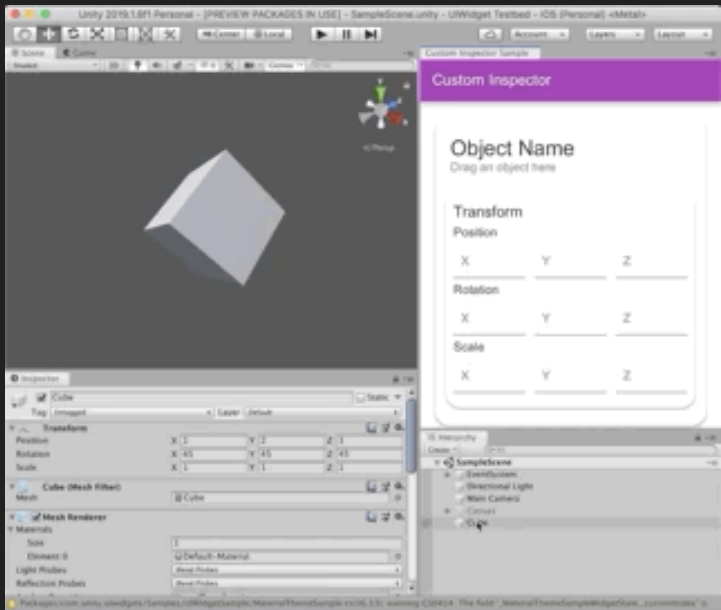
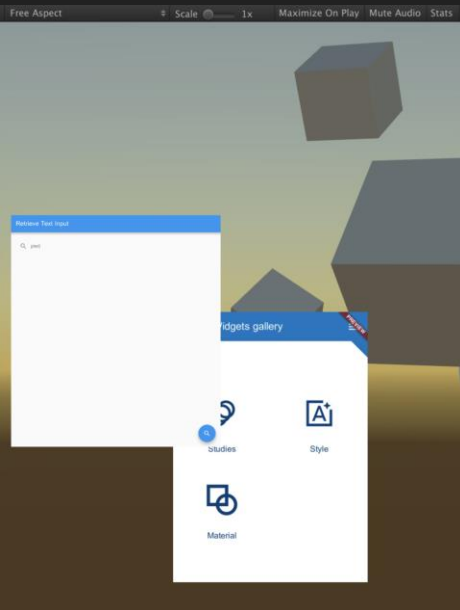
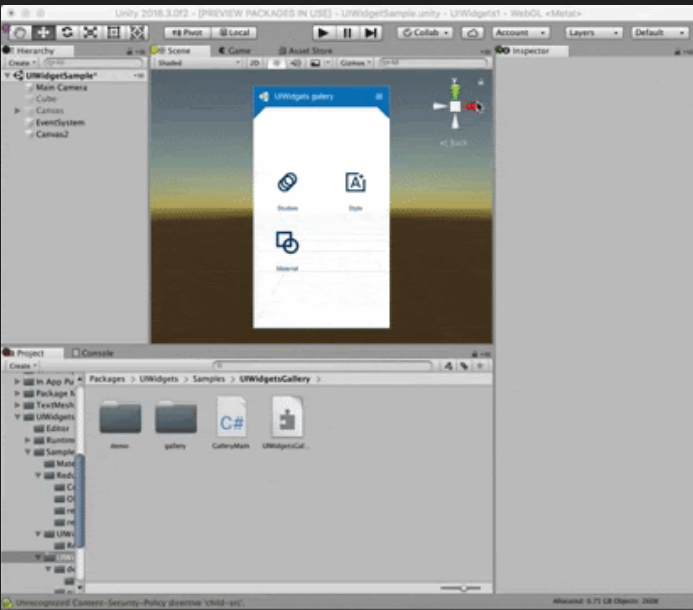
UIWidgets

一个开发App的 Unity解决方案

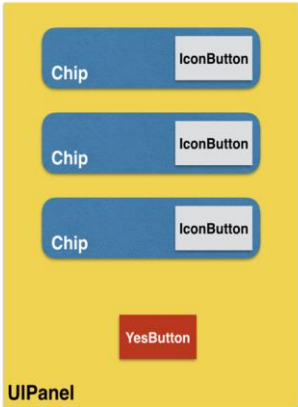
省心：“让你的车飞起来”



特点1：应用开发 \leftrightarrow Unity优势



特点2：简易模块化



```
1: class Button : Widget {  
    ...  
}  
class IconButton : Button {  
    ...  
}  
5: class YesButton : Button {  
    ...  
}  
class Chip : Widget {  
    ...  
    public override Widget build(BuildContext context) {  
        return new Row ( children: new [] {  
            new Text(""), new IconButton }); }  
10:  
}  
class UIPanel : Widget {  
    ...  
    public override Widget build(BuildContext context) {  
15:        for(int i=0; i<3;i++) { chips.Add(new IconChip()); }  
        chips.Add(new YesButton());  
        return new Column( children : chips); }  
}
```

```
1: class ClickCounterState : State<ClickCounterApp> {  
    int counter = 0;  
  
    public override Widget build(BuildContext context) {  
5:        return new Column(  
            children: new List<Widget> {  
                new Text("Counter: " + this.counter),  
                new GestureDetector(  
10:                    onTap: () => {  
                        this.setState()  
=> {  
                            this.counter++;  
                        }  
                    });  
15:        child: new Container(  
            padding: EdgeInsets.symmetric(20, 20),  
            color: Colors.blue,  
            child: new Center(  
                child: new Text("Click Me")  
20:            )  
        )  
    )  
    );  
25:    }  
}
```


特点3：性能优势

SHRINE


Statistics

Audio:
Level: -75.2 dB DSP load: 0.2%
Clipping: 0.0% Stream load: 0.0%

Graphics: 82.8 FPS (12.1ms)


CPU: main 12.1ms render thread 0.2ms \$36
Batches: 1 Saved by batching: 0
Tris: 2 Verts: 4
Screen: 1454x1002 16.7 MB
SetPass calls: 1 Shadow casters: 0
Visible skinned meshes: 0 Animations: 0

\$63




Stella's shop

\$36



Ali's shop

\$125

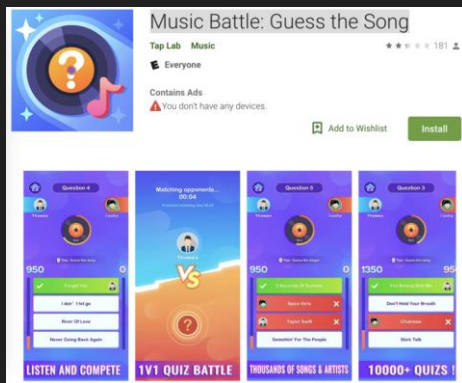




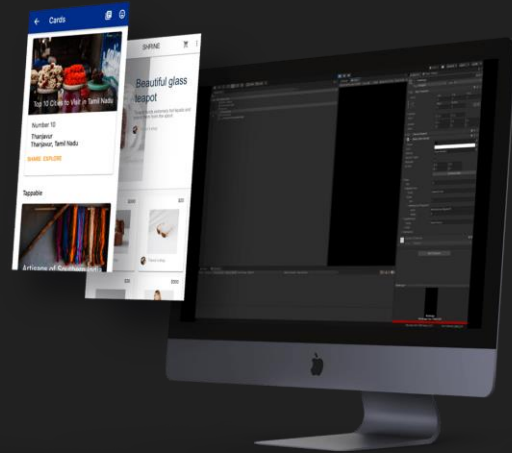
Connect App



Unity中文文档
客户端应用



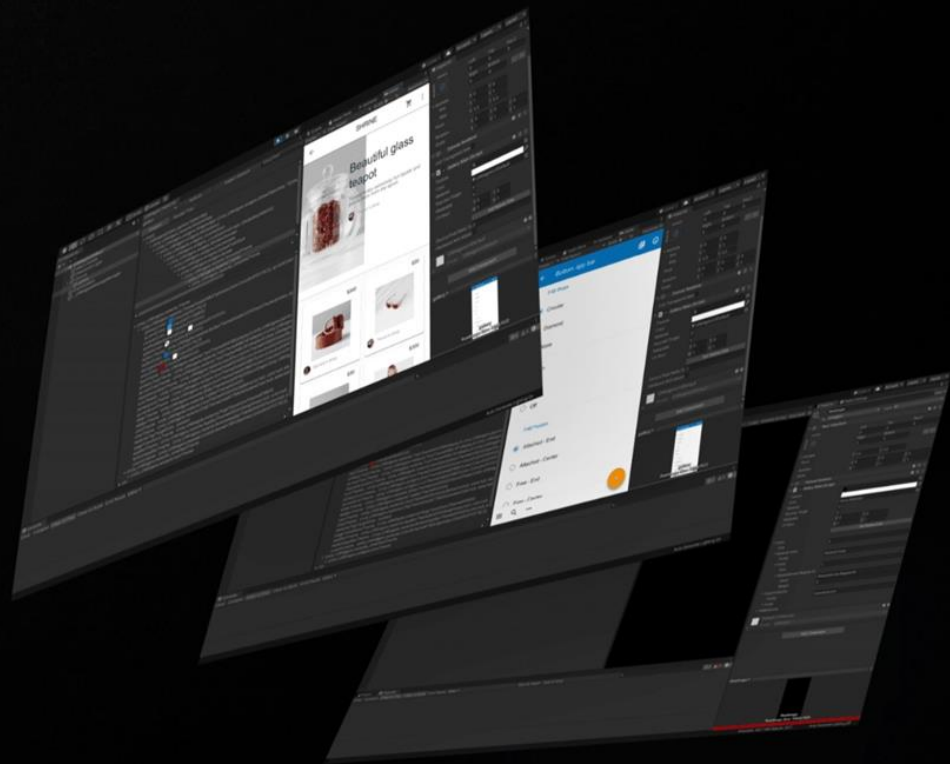
Music battle App





扫一扫二维码，入群聊。

UIWidgets技术交流群
(QQ: 234207153)



我们的使命



Democratize
Development
降低门槛



Solve Hard
Problems
解决难题



Enable
Success
助力成功

UIWidgets

(省心)
跨技术栈
实现技能迁移

Plastic Solution

(省力)
一站式的项目开
发托管解决方案

Auto Streaming

(省时)
显著减小包体大小
提升用户体验