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In this article, the author will teach you how to solve the splash image problem of customization for a logo that will be stretched. In order to make the software seem more professional, the product temporarily requires the addition of a logo flash screen. So immediately thought that Unity's Splash Image settings in PlayerSetting wouldn't make things happen? But found that, whether your picture is transparent, size enough, the logo is always unprovoked stretching, set the parameters of the page to adjust all the time also can not but die from people, and then it comes with a logo to show the drift of a beautiful bright very normal, you say angry. Fix: Maybe all over-the-field animations use standalone scenes or other ways, so a solution has not been found in the country, so a solution has been found in Bing using a keyword: unity splash screen logo stretched. In order to find the truth, it's really through the difficulties oh! But the goose truth is often simple, and this solution is no exception. Stamp? Why is my splash screen logo stretched? - Unity Forum Answers see the 6th floor: that is, choose your logo, install MeshType for FullRect in import settings, and it's as simple as this: If the logo is still big, then it's your logo design problem that the logo design technique, and you'll know if you throw it with a solid color picture and try it out. Then do the following, i.e. leave the appropriate bleaching around the logo. Conclusion: Unity Editor allows you to set up the start screen for the project. The degree to which the Unity launch screen is set up depends on the Unity signature you hold, and depending on whether you own Personal Unity, Unity Plus or Unity Pro, you can completely disable the unity launch screen, disable the Unity logo, add your own logo and other options. You can also use Unity's user interface system to create your own introductory images or animations to implement the project in the first scene. Depending on the subscription you're holding, they can be supplemented or replaced with unity launch screens. Unity startup screens are aligned across all platforms. It quickly displays that the first scene is loaded asynchronously in the background while it is displayed. This is different from your own introductory or animation, which may take some time for your own to appear because Unity has to load the entire engine and the first scene before they are displayed. Note: Unity copies these options directly to the Package.appxmanifest file. Unity Pro and Plus subscription restrictions have no restrictions on setting up the Unity launch screen. Unity Personal subscriptions have the following limitations: the Unity Start screen cannot be disabled. The Unity logo cannot be disabled. opacity can be set at

least 0.5. Start Unity Settings To access the Unity Splash Screen settings, open the project Settings___ from the Unity Player___ menu. Then extend the Splash Image section and scroll down to the Splash Screen property. Splash Screen Options This screen contains the following section: Preview Style Animation Logos Preview lets you show the splash screen. Screen. Unity Personal subscription, this option cannot be disabled. Splash Screen and Preview settings use the preview button to see a preview of the launch screen in the game view. The preview reflects the resolution and ratio of aspects of the game view. Use multiple game views to view multiple different permissions and aspect ratios at the same time. This is especially useful for modeling how the startup screen will look on several different devices. Figure A: Preview - Multiple preview styles use Splash Style settings to control Unity brand style. Choose a light or dark Dark___ from splash style drop White___ . Figure B: ___ Splash Style___ - Light on the dark style on the left. On the right is the Dark on Light style. The animation uses animation settings to determine how the start screen appears and disappears on the screen. Set up Animation Select one of the following values from the Animation Drop-off menu: The Static value function does not apply to animation. The Dolly logo and background zoom to create a visual push-pull zoom effect. It's the default. Custom customizes the background and logo zoom for the modified push-pull zoom effect. Logos use settings in the Logos section to customize the app in the logo. The default logo settings, your app uses a co-branded logo with unity. If you're using a Unity Personal subscription, you can't disable this option. If you're using a Unity Pro or Plus subscription, you can disable the Show Unity Logo option to remove the Unity logo from the app. If you're using unity co-branding, you can control how it appears by selecting one of the following values from draw Mode Retractable Box: The Value of Unity Logo Features Below draws the Unity logo under all the logos displayed. All successive insertions of the Unity joint brand logo to the logo list as a logo. You can customize the list of logos displayed on the launch screen: Figure C: ___ Logos___ - Logo List and Logo Duration Settings Each logo should be an elf resource. You can change the ratio of the sides of your logo by changing the size of the genie on the Sprite editor. Make sure the Sprite mode is set for a few. To add and remove the logo, use the plus and minus buttons (-). To reorder the logo, drag and put the logo on the list. You can control how long each Pokemon resource appears on the screen by setting the duration of the logo. Values of 2 to 10 seconds should be used. If the logo listing is not assigned to the genie logo resource, the logo does not appear for the duration of the recording. This allows you to create a latency time between two The entire duration of the launch screen is the sum of time of all logos plus 0.5 seconds of faded time. If the first scene is not ready to play, this time there may be more, in which case the start screen displays only the background image or color, and then disappears when the first scene is ready to play. The background uses settings in the Background section to set up the background of the app's launch screen. Logos place an opacity overlay to adjust the opacity of the overlay. Overlay. Settings for Splash Style. This effect can be reduced by setting opacity to a small number. You can also completely disable the effect by setting it on 0. For example, if the Light on Dark___ screen style starts and you use a white background, the background turns gray when the overlay Opacity___ is set at 1 and the background turns white when the ___ Overlay Opacity___ is set at 0. In a Unity Personal subscription, the minimum value for this option is 0.5. The background color sets the background color when the background image is not configured. Note that the actual background color may be Opacity___ the overlay settings and may not correspond to the specified color. The background image defines a link to a background image in the background image settings instead of using a color background. Unity adjusts the background image to fill the screen. The image zooms evenly until it adapts to the width and height of the screen. This means that parts of the image can go beyond the edge of the screen at a certain side-to-side ratio. To adjust the background image's response to aspect ratio, change the value of Pokemon position in the Sprite editor. Alternative portrait image uses an alternative portrait image to customize images with a ratio of portrait aspects (e.g. mobile devices in portrait mode). Unless you specify an alternative image of a Pokemon portrait, The Unity editor ___ Background Image___ listed as a 100-year-old genie for portrait and landscape modes. You can customize the position and dimensions of the Pokemon in the Sprite editor to control the ratio of the sides and the position of the background image on the launch screen. In the following example, the same image is used for landscape and portrait layouts; Figure D: ___ Background Image___ - For the horizontal and vertical layout, using the same background image of the company recently the project began animation small details to be mobilized, the author of various Baidu found an article to customize the player explanation in great detail, but in Image Splash this part of almost all unity Pro explanation, helpless, the author uses a personal version, can only do their own, full of food and clothing. 1, Splash Image PC: Application Config Dialogue Configuration Dialogue Window Banner (Personal Understanding of the Background Map) Virtual Reality Splash Image Virtual Reality Power-on Image Android: Virtual Reality Splash Image Virtual Reality Power-on Image 2, Splash Screen (PC and identical Android). Show Splash Screen Personal can not be selected, Cracked Edition is available Preview click this button to view the effect of your power set on the screen Splash Style (1) Dark on light screen white (2) Light on a dark screen partially black animation mode animation (1) Static Animation (2) Dolly trademark and background increase (3) Custom. Custom logo and background increase logo zoom customization logo background setting scaling background3, Logos (PC and Android same) Show unity logo whether to use the unity of the logo crack version of choice, the author is a personal version of Draw Mode set the size of the Unity logo (1) Unity Logo below. Below. (2) All consecutive Each flag will be displayed separately in the middle After one flag ends with another flag shows that logos can add multiple logo duration parameters to display time (it can be set for at least 2 seconds, up to 10 seconds)4, Background Setting (PC and Android) Overlay Opacity Overalay Overalay Overaquily Overaquile Fon Transparency 1 Completely Transparent If you don't set the background color with a minimum of 0.5Background Color (note that the actual background color can impose opacity effects and can't match the specified color) Background image by setting the background image (if you set the background color you can't set the background image, choose one of the two) Alternative image. If you don't assign an elf to an avatar image, the Unity editor uses the same image as the background image in the background. 5. Static Splash Image (Android has) Splash Image Image static power-on image Scaing image zoom (1) Center (only scale down) center (short) (2) Scale to match (letter-box) adaptive zoom (height ratio unchanged) (3) Scale to fill (circumcised) When adaptive filling (circumcised) downloads the new version of unity, try not to rejoice and subscribe to the personal version. If you have indeed accidentally registered a personal version, first go with antivirus software to completely clean up, otherwise how many times download again will be a personal version. Admonish yourself: settle down often with music, dream of a horse, a wave of adaptive stuffing Tianya (cut not correctly) download the unity of the new version, try not to spoil the filling when registering a personal version. If you have indeed accidentally registered a personal version, first go with antivirus software to completely clean up, otherwise how many times download again will be a personal version. 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