

I'm not a bot



































Shadow features that add depth and texture to a scene. Push the limits of 2D graphics with custom shaders in Shader Graph that incorporate your very own rendering algorithm, and create dynamic scene effects with VFX Graph. For a dash of nostalgia, render everything in Pixel Perfect, which is supported natively in the Unity Editor. Unity comes with dedicated and optimized 2D physics, with many more features and optimizations to power your game. 2D Colliders enable accurate detection of your sprites' shapes, from primitive to custom shapes. If they also include a Rigidbody 2D, the objects will react to gravity and behave as solid objects. Objects anchored to another object also can benefit from physics with 2D Joints, adding realism to a sliding platform, chain, spring, or car. Do you want to simulate buoyancy or magnets? 2D Effectors can add non-contact physics effects. Set up and optimize art assets for your 2D projects. Slice, tile, adjust the pivot, redefine shapes, or add normal and mask texture sprites, all within the Sprite Editor. Optimize your 2D game with Sprite Atlas, which enables you to pack your sprites into one texture to save draw calls and resize based on your target platform. To further optimize and debug your game, you can use Unity profiling tools like the Profiler, Frame Debugger, or Rendering Debugger.