5.6 DRAFT DOCUMENTATION: This is first draft documentation for a feature that is new in Unity 5.6. As such, the information in this document may be subject to change before final release.

[DRAFT 5.6] Video

The Video feature allows you import videos as Assets and play them on GameObjects (using hardware acceleration where possible).

Videos can be imported in multiple ways:
- With the VideoClipImporter.
- By adding a video file to the Assets folder (which automatically creates a VideoClip).
- By adding a VideoPlayer component to a GameObject.
- By dragging and dropping VideoClips into a Scene (which automatically adds the VideoPlayer component).

VideoClipImporter properties

Property	Function
Transcode (on/off)	Turning this off means that the file will be used in an unchanged state, and will disable all other settings.
Dimensions	The size of the resulting clip.
De-interlacing	Use if your video has fields.
Keep alpha	Use to get the alpha component of the video.
Mirror (vertical/horizontal)	Flip on each axis.
Codec (automatic, vp8, h264)	Pick the codec you know the target platform will work best with ("automatic" does this for you).
Bitrate mode (low/medium/high)	Low bitrate is lightweight, but more blocky.
Spatial quality (low/medium/high)	Low spatial quality is lightweight, but more blurry.

Audio import mode (Disabled/Embed in Video/Separate Clip)	What to do with audio tracks that are present in the source.

VideoPlayer properties

Property	Function
Source (VideoClip/URL)	Can play an imported clip, or a file (://) or a URL (http://).
Auto Play (on/off)	Play as soon as game starts.
Block for first frame (on/off)	Wait for first frame to be ready before starting to increment time.
Loop (on/off)	Whether the video loops.
Playback speed (0-10)	EIther speed up or slow down the base frame rate.
Target (Camera back plane/Camera front plane/Render texture/Material override/None)	Where to send images to.
Aspect ratio (No stretch/Fit horizontally/Fit vertically/Fit inside/Stretch)	Select aspect ratio.

Note: If video clips are decoded in Unity, this can use a lot of resources depending on your computer's specifications. This will also cause augmented disk reads.