

# What plans are available for Unity users?

So Unity has four different plans that you can choose from, and the way that you determine which plan is right for you all depends upon your experience with Unity and the capacity that you're looking to use it in. So, for instance, Unity has the Personal edition, which is great for beginners, so if you're just looking to start out or maybe you're just a hobbyist and you're just tinkering around with creating things on your own, then the Personal edition is great for you.

It has a wealth of learning materials, tutorials, starter projects to find your way in this wonderful medium of real-time 3D. It's very full featured and has parity with other plans within Unity. I believe that's a remarkable opportunity for people to cannily make a good living as an independent off a tool which costs them nothing. Unity Plus starts to add in additional features around the edges of the core editor. It assumes that you will have wanted to publish your first product for a commercial game, so it has the ability for you to understand how your product might be performing from an analytical perspective.

Then there's Unity Pro which is our core offering, it's the offering which is in use by a vast number of game companies around the world, professional game companies and teams, industrial design and visualisation around automotive and architecture, and it's the product for professionals. And then there's Unity for Enterprise, which is for very large enterprise companies. But the core thing to remember is across all of those products, the very central functionality of Unity is generally unchanged, because we know that the power of our platform should be as accessible as possible to anyone. That's really something that's fundamental to Unity.