

HOW CLOUD CONTENT DELIVERY WORKS

Deliver the content your players want, when they want it.

Deploying regular updates to players is crucial for studios with content-rich games and active communities. Built for gaming, Cloud Content Delivery (CCD) combines asset management, cloud storage, and a reliable content delivery network to help you achieve that goal.

HERE'S HOW IT WORKS



Upload and store content effortlessly using the online dashboard, CLI or API



Bucket and badge assets to easily identify and organize your content



Make sure the right players get the right content at the right time

WHY CLOUD CONTENT DELIVERY?



Keep players engaged

Deploy fresh and consistent content updates to keep your players coming back



Save money

Competitive pricing on CCD's all-in-one solution helps avoid complex cost structures



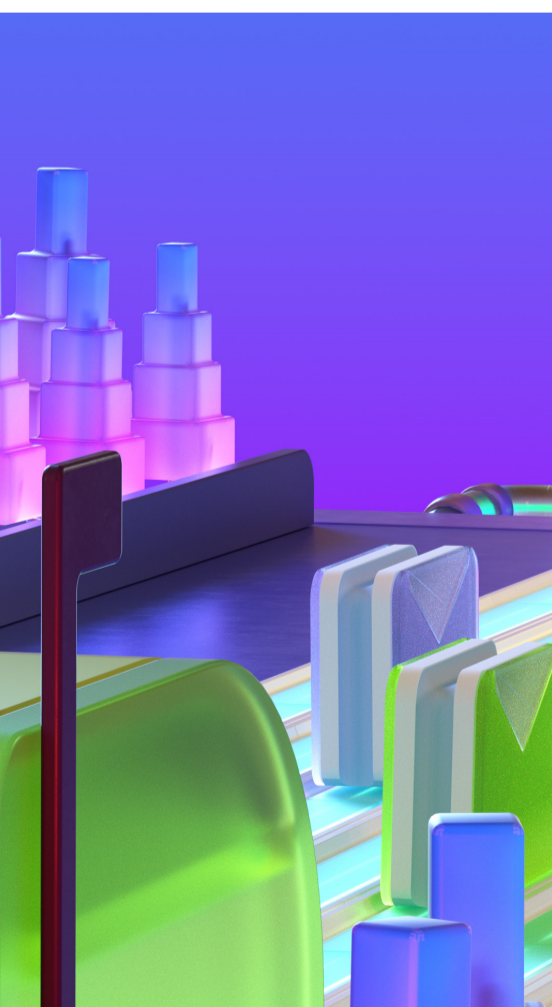
Save time

Adopt an intuitive and streamlined workflow to save on valuable development time



Deliver game updates faster

Accelerate time to market by simplifying your release management system



“By gracefully combining Asset Bundle hosting and distribution with a robust release management portal, Unity saved us time and money, so we could focus on creating, shipping, and operating great games.”

— Ibrahim Rageh, Head of Technology, Nifty Games

“Without CCD we would have to implement a lot of the versioning, file IDs, and environments ourselves, which did not work as well in our previous ad-hoc solutions.”

— Mike Lehne, CTO, Concrete Software

Get started today

Your first 50 GB of bandwidth are free every month, so you can try CCD risk-free.

Get started