

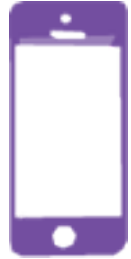
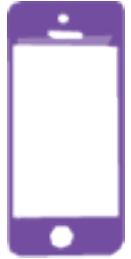
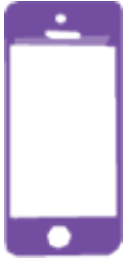


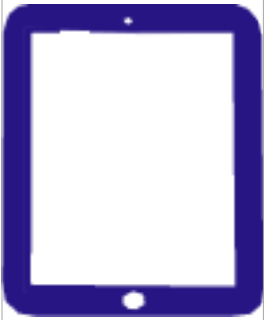


iOS Image Asset Calculator (thanks to Ben Lew for the inspiration)

								
Sizes	iPhone	iPhone Retina	iPhone 5	iPhone 6	iPhone 6+	iPad	iPad Retina	iPad Pro 12"
Devices	iPhone 1g-3GS iPod Touch 1g-3g	iPhone 4, 4S iPod Touch 4g	iPhone 5, 5C, 5S iPod Touch 5g	iPhone 6	iPhone 6+	iPad iPad 2 iPad Mini	iPad Air iPad Mini Retina iPad Pro 9"	iPad Pro 12"
Resolution	480 x 320	960 x 640	1136 x 640	1334 x 750	1920 x 1080	1024 x 768	2048 x 1536	2732 x 2048
Smallest Dimension	320	640	640	750	1080	768	1536	2048
% of iPad Retina*	20.8%	41.7%	41.7%	62.5%	62.5%	50.0%	100.0%	133.3%
% of iPhone*	100.00%	200.00%	200.00%	300.00%	300.00%	240.00%	480.00%	640.00%
% of iPad Pro 12" *	15.63%	31.25%	31.25%	46.88%	46.88%	37.50%	75.00%	100.00%
Default file suffix	file.png or file~iphone.png	file@2x.png or file@2x~iphone.png	file-568h@2x.png	?	?	file~ipad.png	file@2x~ipad.png	?
Cocos2D file suffix	file.png	file-hd.png	file-iphone5hd.png	?	?	file-ipad.png	file-ipadhd.png	?
Aspect ratio	3:2	3:2	16:9	16:9	16:9	4:3	4:3	4:3
Icon size iOS7(6)	(57 x 57)	120 x 120(114 x 114)	120 x 120(114 x 114)	?	?	76 x 76(72 x 72)	152 x 152(144 x 144)	?
Max texture size	1024 x 1024	2048 x 2048	2048 x 2048	?	?	2048 x 2048	4096 x 4096	4096 x 4096
iOS7 Wallpaper size	n/a	1,040 x 1,360	1,040 x 1,536	?	?	1,168 x 1,424	1,936 x 2,448	?

* Note that for the % of rows, I use the smaller of the dimensions because it gives a better end result, ensuring that my assets fit on the screen in positions that are calculated proportionally.

Cells with this background represent 3x assets, which are calculated by multiplying the iPhone x1 amount by 3.