UNITY GAME ENGINE

Overview

Will Goldstone & Christopher Pope
What’s all the fuss about?

★ Multi Platform Engine
★ Rapid Learning Curve & Usability
★ Used by everyone from hobbyists to large studios
★ Build Once, Deploy Everywhere
★ Versatile Environment == Wide range of digital content
Multi-Platform Engine

★ Desktop - PC and Mac
★ Web - All modern browsers via Unity plugin
★ Flash via Molehill... very soon.
★ iOS - iPhone, iPad & iPod Touch
★ Google Android
★ Nintendo Wii
★ Playstation 3
★ Xbox 360
★ Xperia Play & Other Devices via Union
Rapid Learning Curve & Usability

⭐ Visual Approach to game design
⭐ Game Object > Component approach
⭐ Automatic Asset Update Pipeline
⭐ Immediate JIT based testing
⭐ One click deployment
Diverse Userbase

★ Users from 10 to 100
★ Hobbyists posting to Kongregate & other portals
★ Students learning game dev for a career
★ Mid-level studios making mobile and web content
★ Large studios making triple A titles
Build Once, Deploy Everywhere.

★ Designed for Scalability

★ Quality Settings to help you profile

★ Simple platform switching

★ Reach more players
Versatile Environment

★ Console and Desktop Games

- Interstellar Marines (PC/Mac)
- Rochard (PS3)
- Max & the Magic Marker (Wii / iPad)
- Limbo (Xbox360)
- Crasher (PC/Mac)

London Unity User Group 15th April 2011
Versatile Environment

★ Web Browser Games

BeGone

Battlestar Galactica

Tiger Woods Online

Marvel Superheroes

Lego Star Wars

Sucker Punch
Versatile Environment

★ Mobile Games

TumbleDrop
Guerilla Bob
Colorbind
BattleHeart
Air Attack HD
Castle Warriors
Samurai II : Vengeance
Versatile Environment

★ Non-Games & Installations

- Woodbot Pilots
- Sniff
- NASA Space Walk
- European Timeline
- CNN News Visualisations
- SCION Car Designer
Let’s Dive In...