



# UNITY GAME ENGINE

Overview

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London Unity User Group | 15th April 2011





# 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

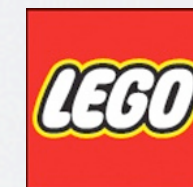
- ★ Visual Approach to game design
- ★ Game Object > Component approach
- ★ Automatic Asset Update Pipeline
- ★ Immediate JIT based testing
- ★ One click deployment





# Diverse Userbase

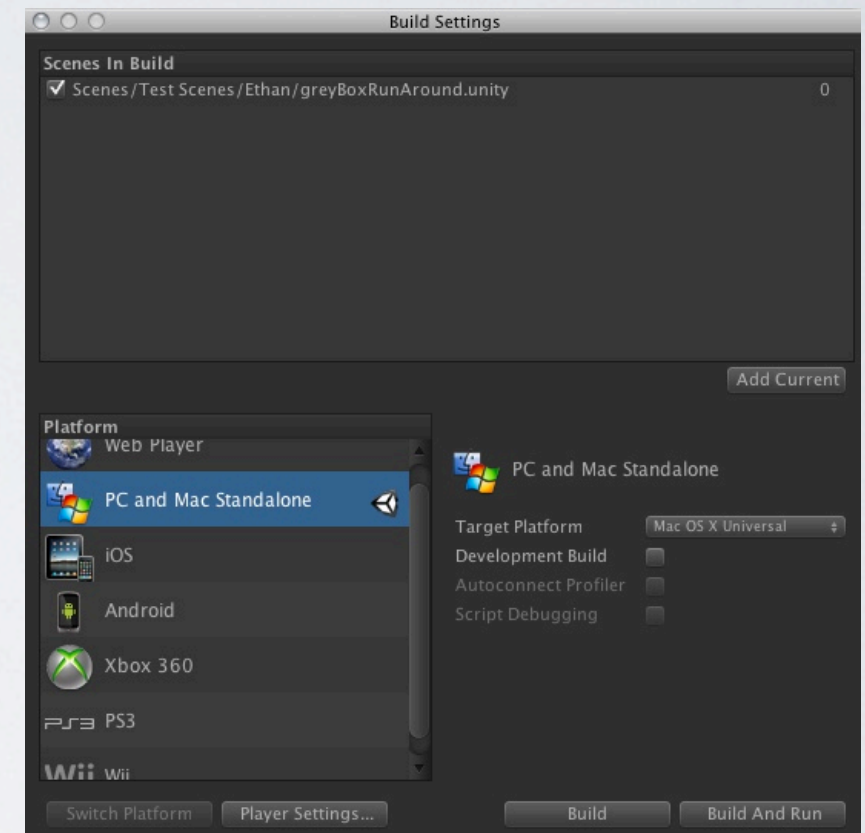
- ★ Users from 10 to 100
- ★ Hobbyists posting to Kongregate & other portals
- ★ Students learning game dev for a career
- ★ Mid-level studios making mobile and web content
- ★ Large studios making triple A titles





# 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



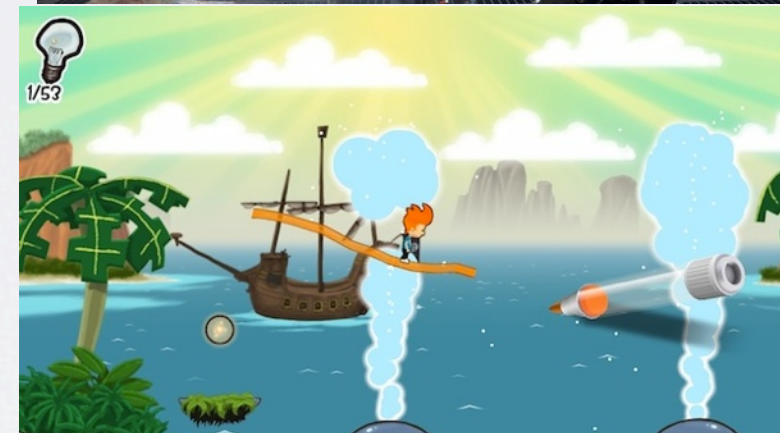
Interstellar Marines (PC/Mac)



Rochard (PS3)



Crasher (PC/Mac)



Max & the Magic Marker (Wii / iPad)



Limbo (Xbox360)



# Versatile Environment

## ★ Web Browser Games



BeGone



Battlestar Galactica



Tiger Woods Online



Marvel Superheroes



Lego Star Wars



Sucker Punch



# Versatile Environment

## ★ Mobile Games



TumbleDrop



BattleHeart



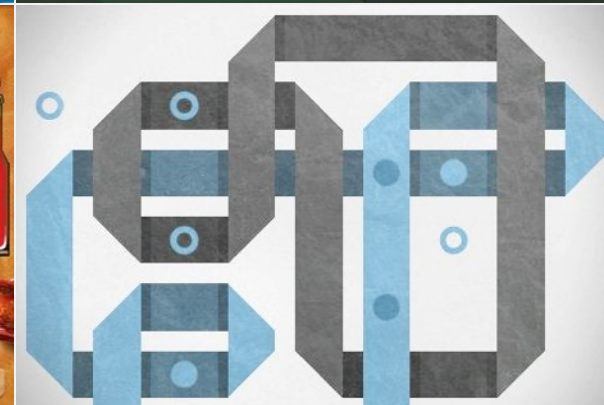
Air Attack HD



Samurai II : Vengeance



Guerilla Bob



Colorbind



Castle Warriors



# Versatile Environment

## ★ Non-Games & Installations



HelloFlower

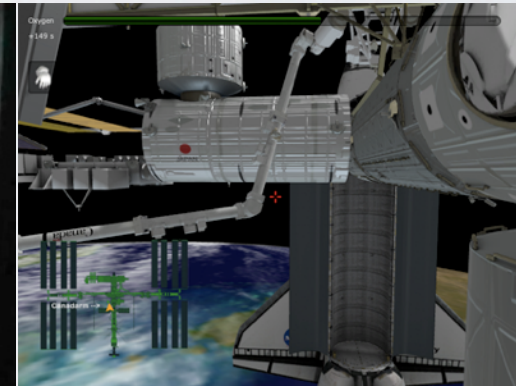
Woodbot Pilots



Sniff



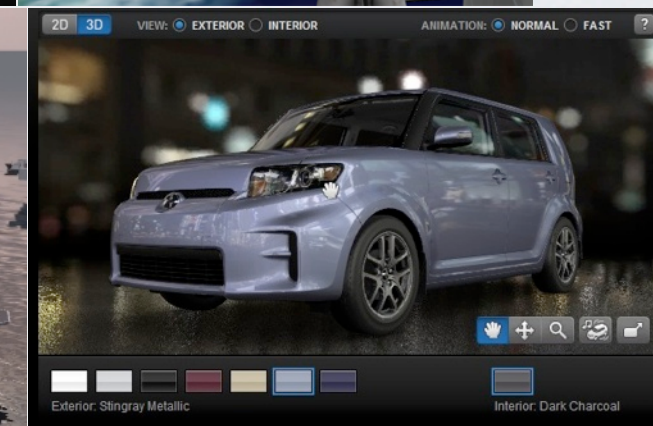
NASA Space Walk



European Timeline



CNN News Visualisations



SCION Car Designer





# Let's Dive In...



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