unity

Who are we?

2005

Founded 2004
in Copenhagen

2008

2010

Who are we?

2012
180+ employees

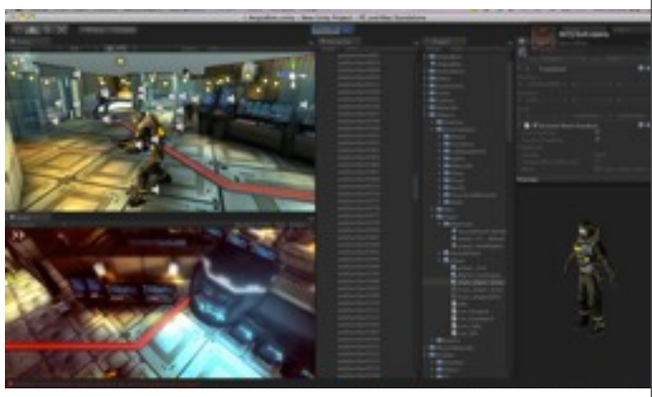
- Headquarters San Francisco
- Offices in: UK, Denmark, Lithuania, Sweden, Canada, Korea, Japan
- Employees in Brazil, Germany, Holland, Italy, China, Singapore

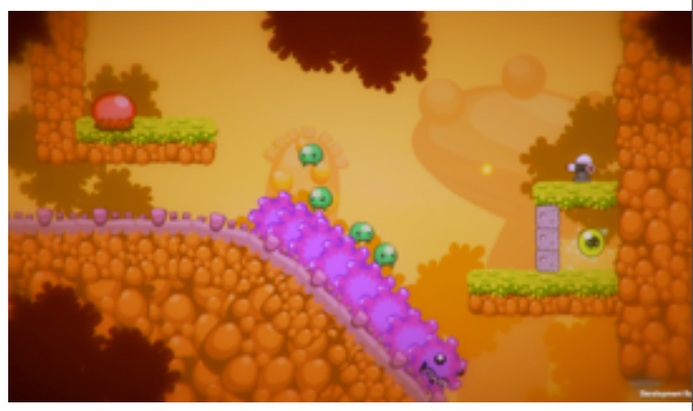
The Unity Vision

- Our primary mission as a company is the democratisation of game development

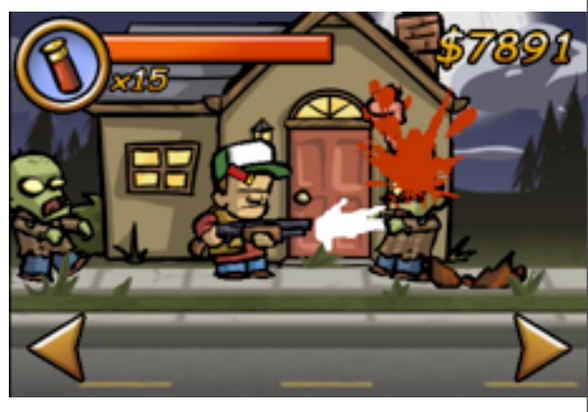
- We want to enable everyone to create rich interactive content across all platforms

What is Unity?





- Multi Platform Engine
- Rapid Learning Curve & Usability
- Build Once, Deploy Everywhere
- A tool to create 2D or 3D content, games or otherwise
- Create content on either Mac OS X or Windows



What is Unity?

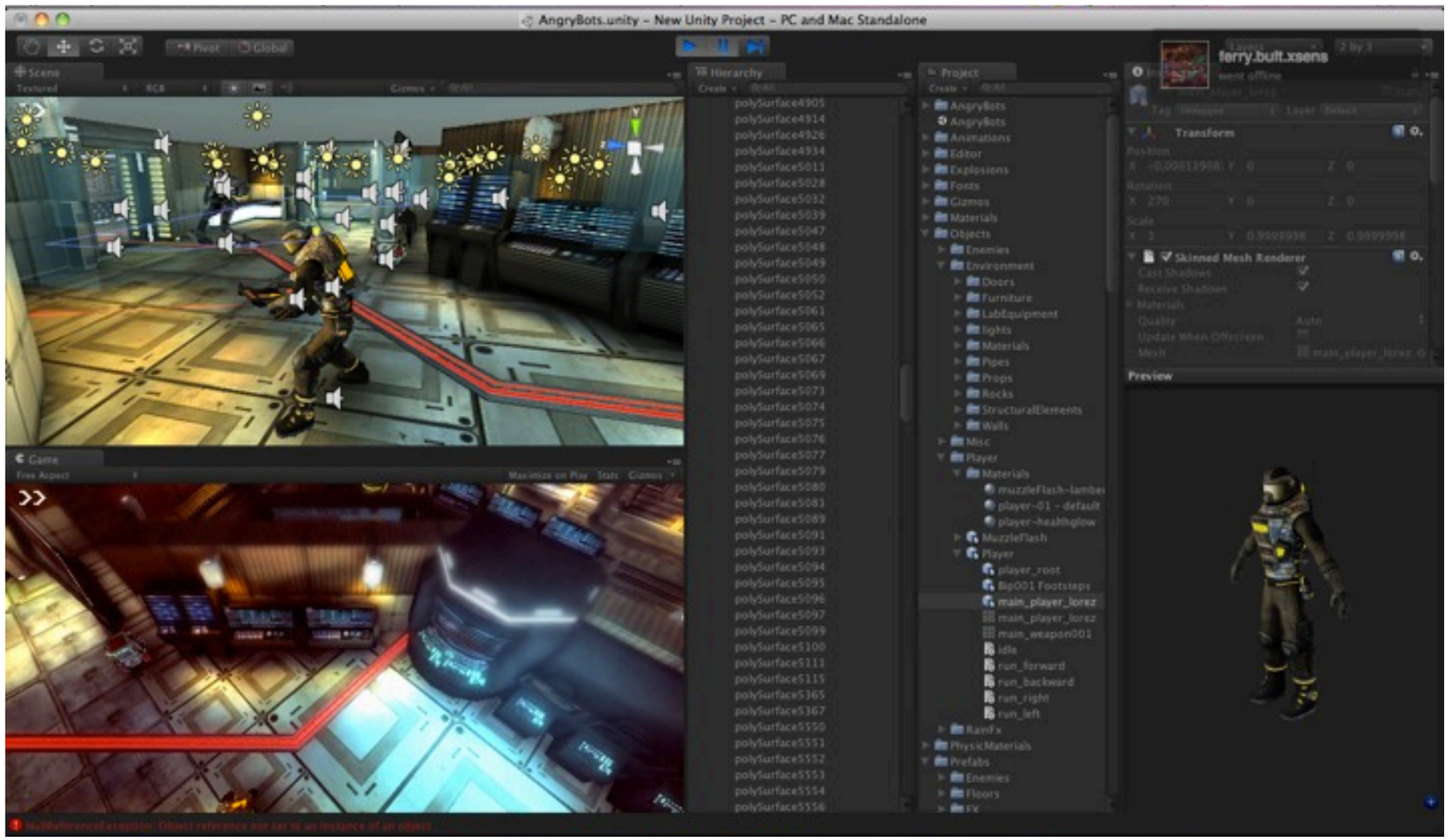
Multi Platform Engine

What is Unity?

- Incorporates industry standard tools like Beast, fmod, Mono, PhysX and Umbra
- C#, JavaScript and Boo as supported scripting languages

What is Unity?

- Rapid iteration ability for artists and programming engineers
- Playback inside the editor



Unity Engine User Base

- 1M registered users worldwide
- 300,000 active users
- Individual users, small studios and AAA teams

Unity Web Player

110,000,000 installs

5,000,000 average installs per month

- Allows Unity content to be played in a Web Browser
- A system installed resource that allows the playback and use of Unity authored content in the browser
- True one click install
- Automatic updates
- No registration, no unnecessary dialogs, no browser quit needed
- MAC & PC

Community and Support

- Vibrant and Active User Community
- Hundreds of Thousands of Unity Free Users
- Supportive Forum and Blog
- Unity Premium Support
  - Monthly subscription
  - Staff are part of the engineering team

Documentation, Learning Materials, Unity Trainers

Books

Websites

http://walkerboystudio.com

http://www.digitaltutors.com

http://www.3dbuzz.com

http://www.design3.com/

http://www.unity-tutorials.com/

Unity Trainers

- Teach students
- Train the trainer
- Online training

Educa
Educa
Educa

- Universities
- Colleges
- High Schools
- Student licensing
- Incubator Projects
- Train/Certification programs
- Training on the web

1000+ schools and universities teaching Unity

mikamobile

iOS

TIGER WOODS PGA TOUR® ONLINE

CMUNE

ÜberStrike!

facebook

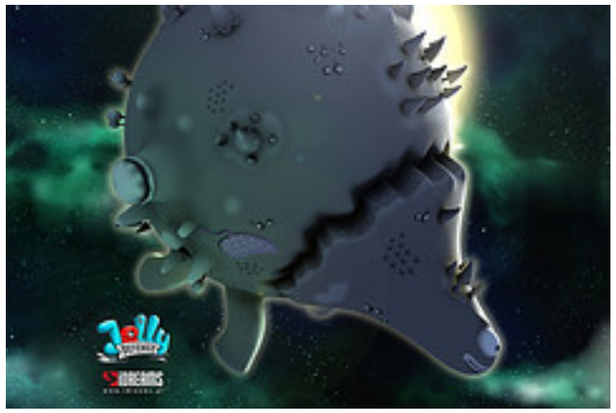
BIGPOINT

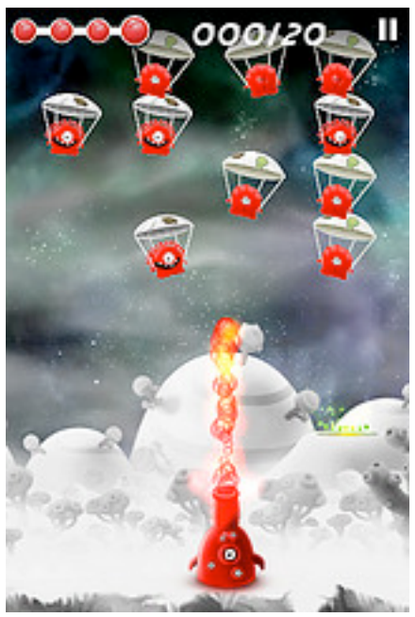
Select language
Username
Password
LOGIN
REGISTER
Login
Forgot your password?
Over 7.1 million registered users
Like 60k
+1 2.2k
Follow us on
BATTLESTAR
GALACTICA
ONLINE
PLAY NOW!
HOME
STORY
FACTIONS
NEWS
MEDIA
FORUMS
TRAILER 1
TRAILER 2
SCREEN SHOTS

unity

iDREAMS

Jolly DEFENSE





iOS

Press Play

Wii iOS

RECOIL GAMES

rochard

PS3 PlayStation 3

PLAYSTATION Network

STEAM

Semaphore

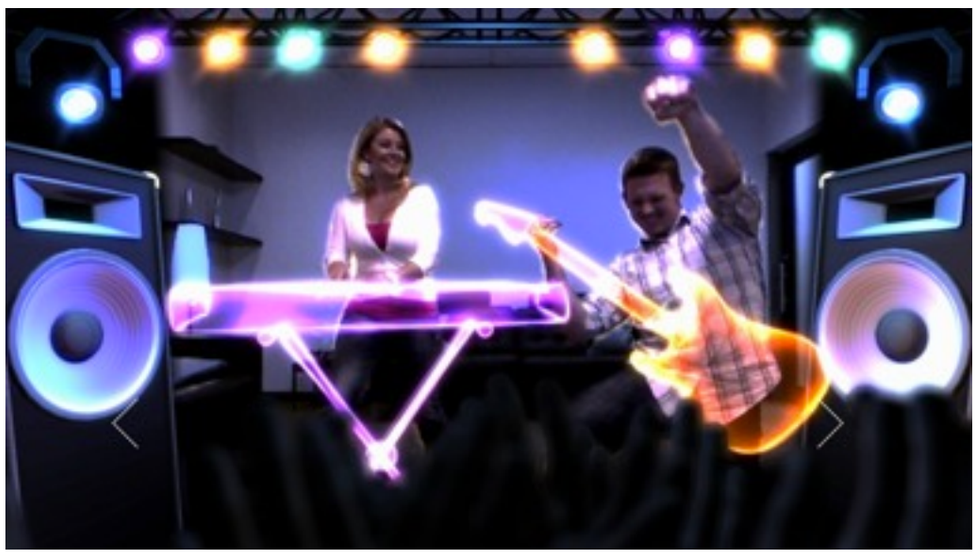
iOS, Android, Web, Standalone, Playstation, Xbox, Wii

Might & Delight

PLAYSTATION Network

XBOX LIVE

Relentless Software
www.relentless.co.uk



KINECT™
for XBOX 360

Non-Entertainment market

Simulations

- Military
- Racing Competition
- Nautical
- Flight

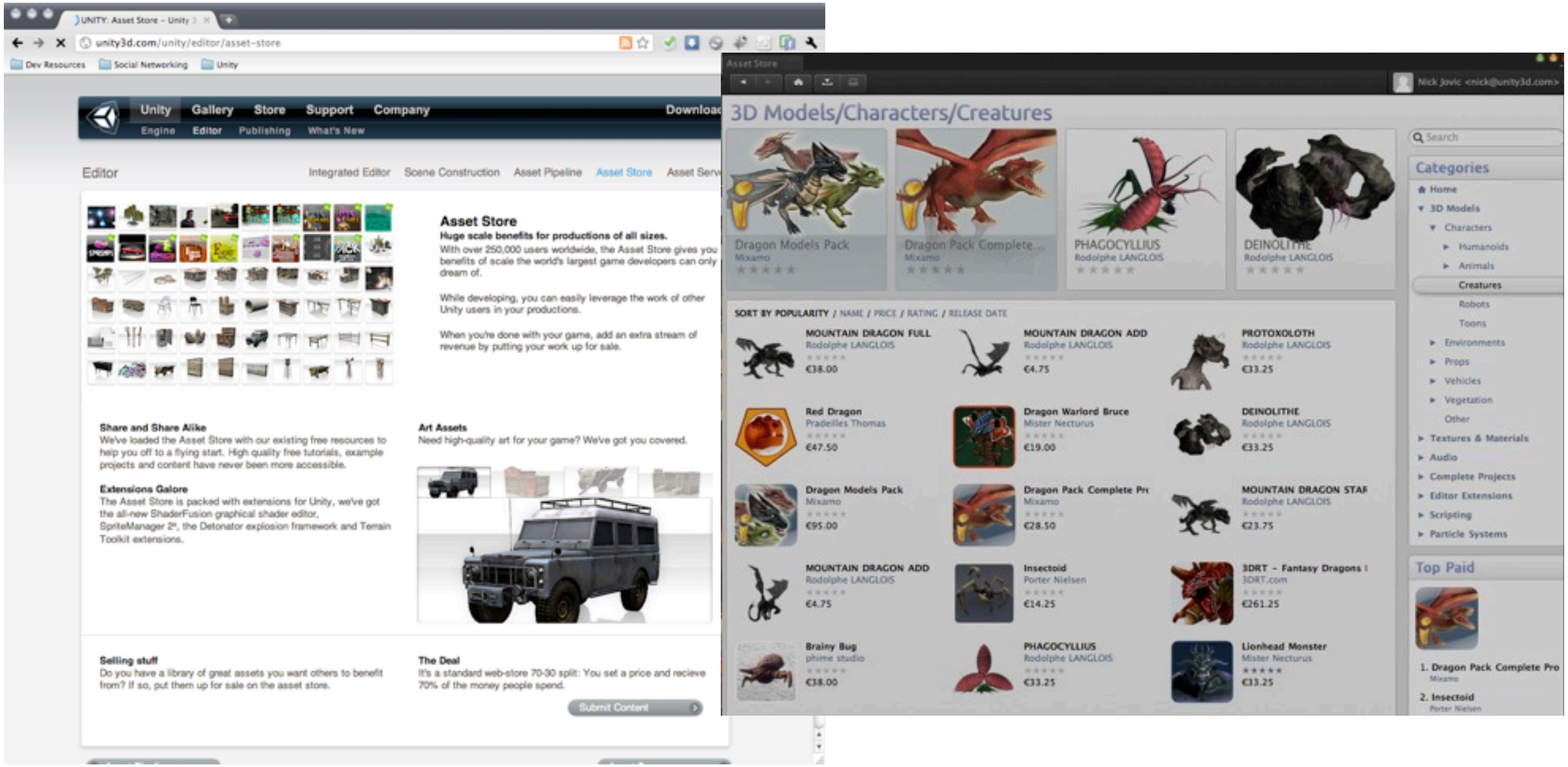
Kiosk Displays

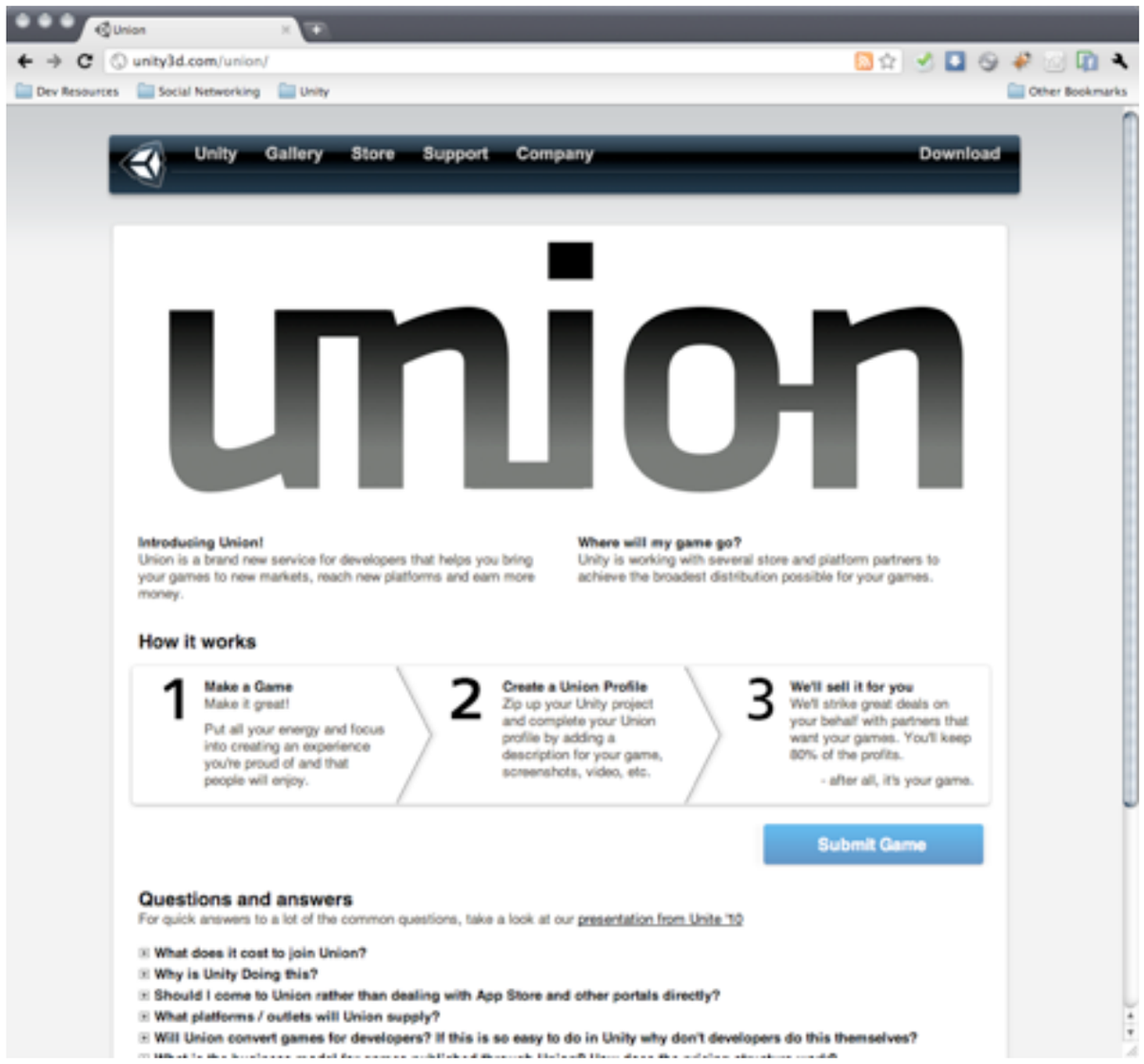
- Retail
- Location Based Entertainment
- Travel

- Medical Imaging
- Architectural
- Sports Medicine
- Education

Unity Asset Store

- As of Unity 3.1 we now offer the Unity Asset Store
- It's an in-app way of purchasing material for use in your own content
- It's an in-app way for you to sell your scripts, models or other assets
- It offers one-click purchasing capability: simple, easy, efficient



Union

- As of Unity 3.1 we now offer Union
- We know developers with content
- We know publishers or others than want to consume content
- Union is a publishing channel through which we connect those two!
- For more information: http://unity3d.com/union/