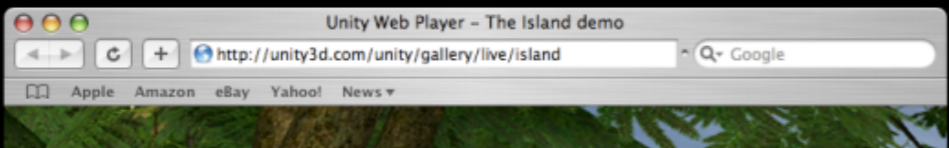
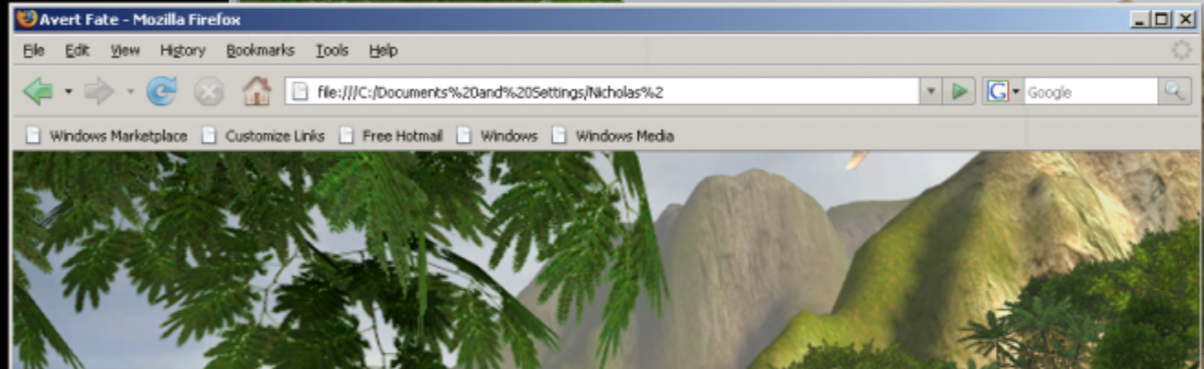
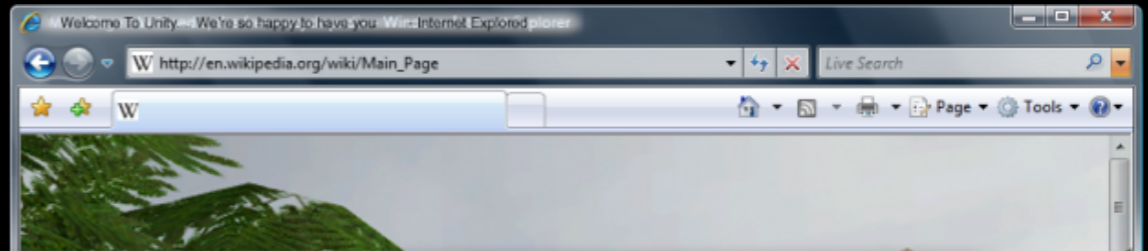






Unity
♥
Japan





A Democratic 3D Engine

Powerful

Simple licensing & free

**Polished, accessible,
documented**

Targets mass platforms

Project

Create +

- Depth of Field
- Lightmaps
- Materials
- Objects
- Shaders
- Textures
 - skyBox
 - terrainTextures
 - treeTextures
 - butterFlyTry
 - dandelionFlower
 - dandelionPuff
 - Materials
 - rope
 - roseLeaves
 - treeStump
 - whiteClusterFlower
 - whitePointyFlower
 - woodPlank



Hierarchy

- skyBoxTransform
- _allObjects
 - mushRooms
 - polySurface3
 - polySurface4
 - polySurface5
 - polySurface6
 - polySurface6
 - polySurface4
 - polySurface4
 - mushRooms
 - mushRooms
 - rock_2
 - rock_2
 - rockGroup
 - rock_1
 - pCube1
 - pCube2
 - rock_1
 - rock_1
 - rock_1
 - pCube1
 - pCube2
 - mushRooms
 - mushRooms
 - bigTreeFBX
 - pCylinder1
 - pPlane37
 - polySurface281
 - treeHollow
 - terrainLightInitialize

Inspector

The inspector is locked to Terrain. [Unlock](#)

Terrain

Tag Untagged Layer Default

Transform

Terrain (Script)

Paint Texture

Brushes

Textures

[Edit Textures](#)

Settings

Brush Size: 25

Opacity: 0.5

Target Strength: 1

Inspector

rock_1-lambert2

Shader Bumped Specular

Main Color

Specular Color

Shininess

Base (RGB) Gloss (A)

Tiling Offset

x 1 0

y 1 0

Bumpmap (RGB)

Tiling Offset

x 1 0

y 1 0

TimelinePane

Add Delete Copy Rename

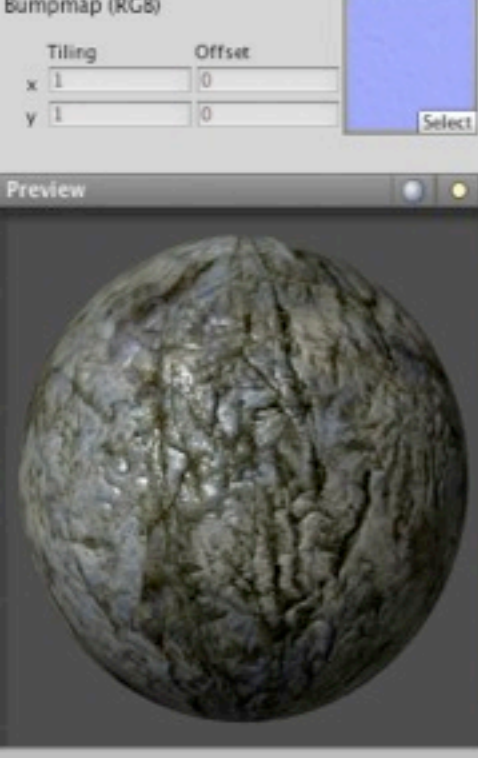
Toggle Show all Copy end

Timeline tracks:

- Camera: (0.0, 0.0, 0.0) E_IN in MORPH_TO: Travel0101b or MORPH_TO: _TravelLongStop MORPH_TO: _TravelLongEnd Wait 2.8s
- Player: (0.0, 0.0, 0.0) Play Pick-up Cutscene
- Puppeteer: (0.0, 0.0, 0.0) Wait 11.9s Wait 4.4s Wait 3.2s Wait 9.8s Wait 7.8s
- Camera Fade
- Car
- Charles Okonya
- Computer

Timeline actions: Fade [Camera] X Move [Camera] X Animation X Load Level X Move X Rotate X Signal (Send) X Signal (Wait) X Teleport

Timeline navigation: << Move Left Delete Duplicate - + Move Right >>







PS3
PlayStation 3

Wii™



XBOX 360™

Apple iPhone



Broad Adoption

250,000 developers

Over 1000 games

Over 35M browser plugins installed

Hundreds of non-game projects

Community: 400,000 posts; community wiki; Japanese doc translation; dedicated portals; local user groups; ecosystem businesses, ...



**SONY
PICTURES**



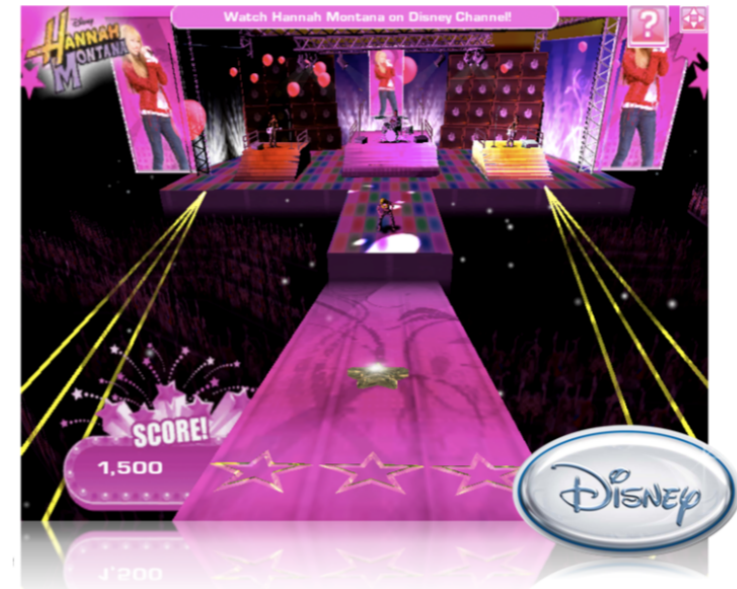
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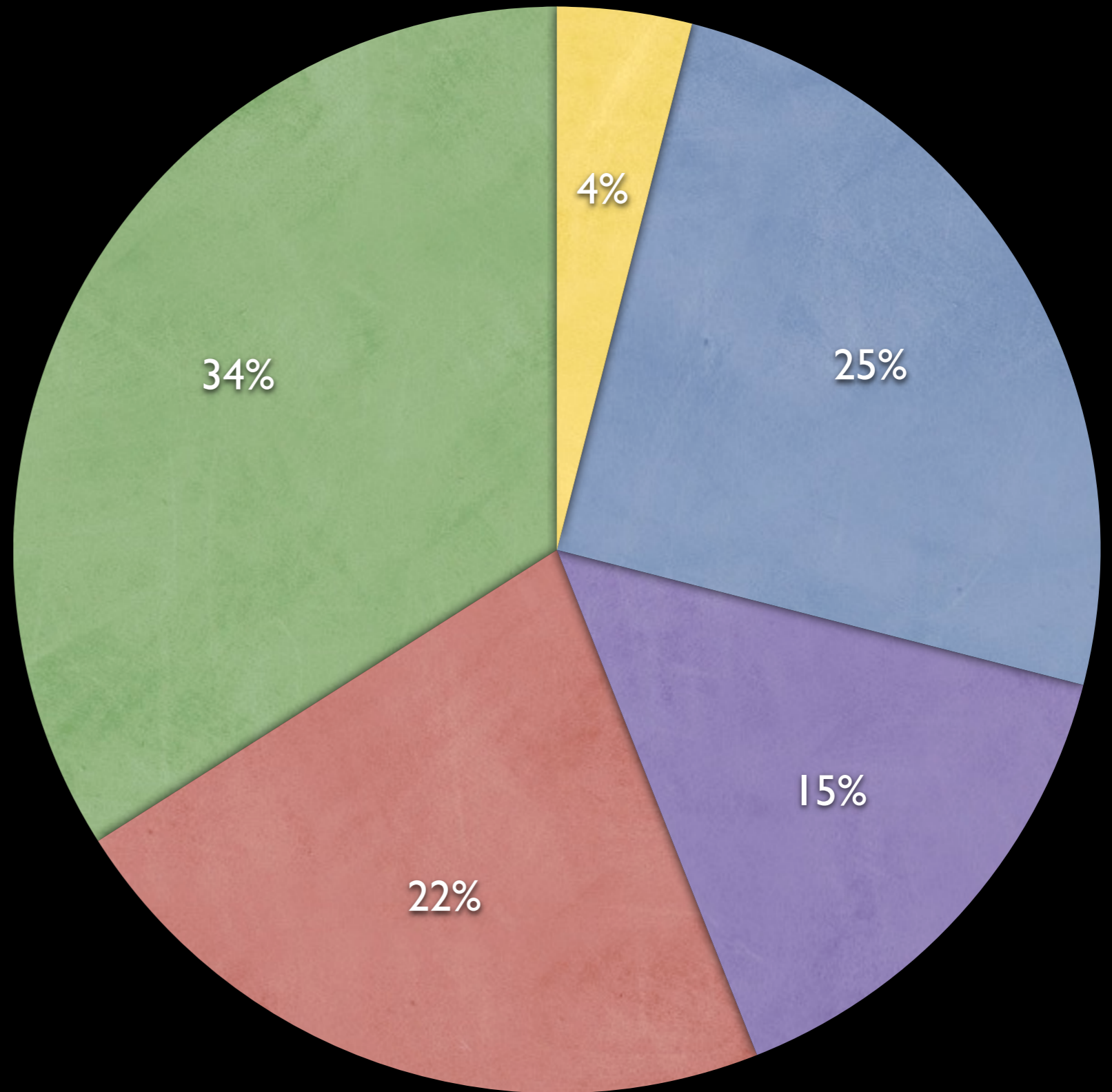


BIGPOINT



LUCASARTS™





- Game Publishers
- Game Studios
- Universities & Schools
- Individual developers
- Architecture, advertising, military, simulation, medical, research, ...



Tiger Woods PGA Tour Online by Electronic Arts



FusionFall MMO by Cartoon Network

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Welcome to **PARADISE PAINTBALL**

Ranking: 816
Splats: 931
Splatted: 967
Precision: 11.7


read the privacy policy

play

PP Daily Ranking Items Guide

Create an Ad


Crimson North ×



A plethora of self-shot educational videos, self-made webcomics, and a travel blog!

Become a Fan


Win \$100 for 3D Skills ×



Only 2 weeks left to enter! It only takes a few minutes to show off your 3D Skills!

Like

Tufts Dental Clinic ×



Design your Smile with a cosmetic dentist. U.S Licensed. English consultation. Gangnam. Seoul

Like

Paradise Paintball by CMUNE – Unity games count over 2M MAU on SNS



1000+ games in the AppStore, ~15% of top selling games



Zombieville USA by Mika Mobile



Skee-Ball by Graveck Interactive

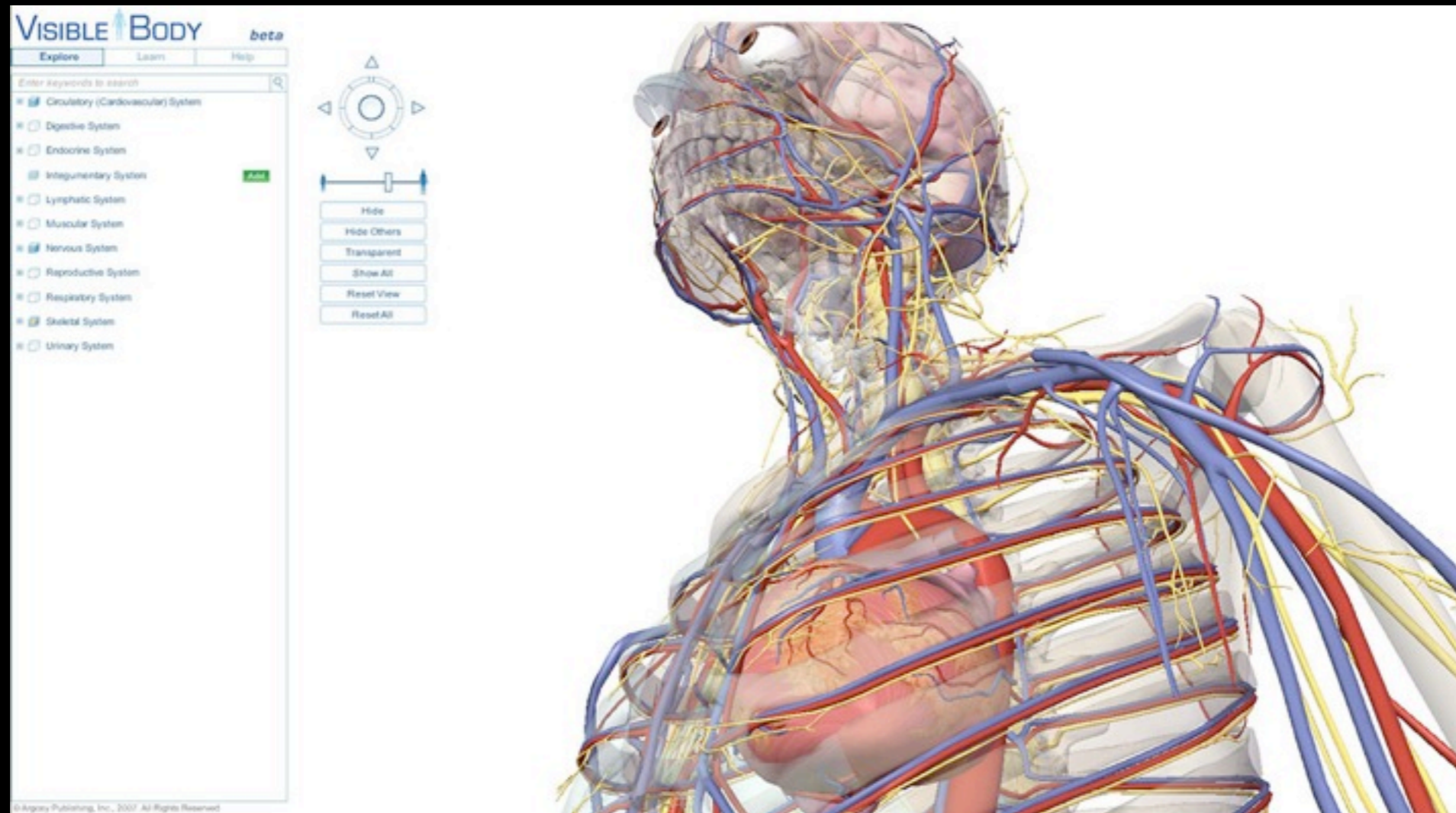


20 iPhone games by Andy & Daniel



My Animal Centre and Jumpstart for Nintendo Wii

Other Uses



Visible Body by Argosy Medical Animation



Sketch-3D by O2 Creative Solutions

Bonus Slide #1

Tech Economy 101

Specialized

Mass-Market

sgi



Bonus Slide #2

“We’er gonna kill Flash”
– original business plan, 2003

Bonus Slide #2

Games are important