





John Riccitiello, CEO of Unity Technologies on stage speaking at the opening of Unite Boston 2015.



POWER UP YOUR DEVELOPMENT AT UNITE

Unite is your opportunity to learn how to get the most out of the brand new Unity Engine 5.0, to meet up with Unity engineers and fellow professionals and to get the full lowdown on our development roadmap.

NETWORK WITH FELLOW ARTISTS, PROGRAMMERS, DREAMERS, & MORE

Unite attendees are using Unity to create games, ads, training apps, research and simulation projects, architectural visualizations, interactive art, virtual and augmented reality projects. You'll get to talk to, learn from and partner up with people who take a thrill in wielding the latest technology, are driven to creative integrity and success and want to share what they've learned along the way.

EMPOWERS THE COMMUNITY WITH EVEN MORE KNOWLEDGE

At Unite, you'll learn from our engineers on how to mine Unity tools for more power and flexibility in your work. Get a sneak peek at upcoming product features and new services. See what your fellow developers and artists from around the world are creating with Unity. Pick up technical, artistic and business techniques for your continued success.



Unity 5's new advanced shaders allow you to create beautifully lit 3D environments.



ADVANCED GLOBAL ILLUMINATION

1:00–2:00, AUDITORIUM

Unity 5 is here, and it packs in a brand new lighting system developed from the ground up. How can you, the developer, take advantage of this powerful new version of the engine, to leverage the best graphics/visuals possible?

Take a look under the hood of Enlighten, the new real-time global illumination solution for Unity 5. Starting with a brief introduction to the global illumination concept, this talk moves swiftly into a comprehensive technical overview of how Enlighten delivers high quality indirect lighting in real-time. It explains how to generate stunning visual effects within the Unity editor and draws on examples from real-world Unity games, simulations, and other related applications.

LECTURE OVERVIEW



Adam Sim - NVYVE Studios
Roland Kuck - ARM



Advanced Difficulty



Shaders & Lighting





Valve's HTC Vive opens up a new world of possibilities for active Virtual Reality applications.



DESIGNING FOR ROOM-SCALE VR

2:30–3:30, AUDITORIUM

The HTC Vive is the first but certainly not the last piece of VR hardware to bring standing, room-scale experiences to the living room or dedicated VR room. As designers, the thought of designing an experience that works in any configuration or size of living room / office is daunting, with the sheer amount of unknown factors in the mix.

Owlchemy Labs shares their experiences designing room-scale VR experiences, learned through the development of Job Simulator, an official launch title for SteamVR / HTC Vive. Watch as the team discusses tracked input, considerations for real-world ergonomics, skill transference in VR, designing for tethered experiences, locomotion, and more.

LECTURE OVERVIEW



Alex Schwartz - Owlchemy
Devin Reimere - Owlchemy



Intermediate Difficulty



Virtual & Augmented Reality



PRE-UNITE 2016 TRAINING DAY

PROFESSIONAL TRAINING SESSIONS

The ever-popular pre-Unite Training Day is back! We'll cover many aspects of developing with Unity and by the end of the day participants will have created a fully developed fun little multiplayer game they can play with their friends.

Training Day is designed with beginners to intermediates in mind. We will cover mostly beginner level through to some intermediate level topics to get the most out of the day. We suggest that participants take a look beforehand at the beginner Editor and Scripting tutorials on the Learn section of the Unity website. These tutorials will only take a few hours of your time, and will get you ready for a successful training day.

Training day for Unite 2016 will cover developing for VR with Google Cardboard. Users will install the Cardboard SDK and start off with building a basic VR enabled character controller prefab. From there, it will be integrated into a simple bluetooth enabled multiplayer sandbox. Topics of discussion will include VR design theory, best practices,

mobile optimization, application scripting, controlling animations, understanding physics, and finally packaging your game.

Following the conclusion of the training day, the official pre-party will kick off in the main convention center. All Unite 2016 attendees are invited to attend!

You will need to bring your laptop complete with a USB port, charger or power supply for your laptop, any necessary adapters, and whatever accessories you work best with. At the Training Day, we will provide you with a temporary Unity license key and the assets for building your project. Food and refreshments are all within walking distance of the Hynes Convention Center.

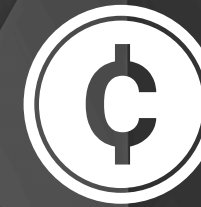
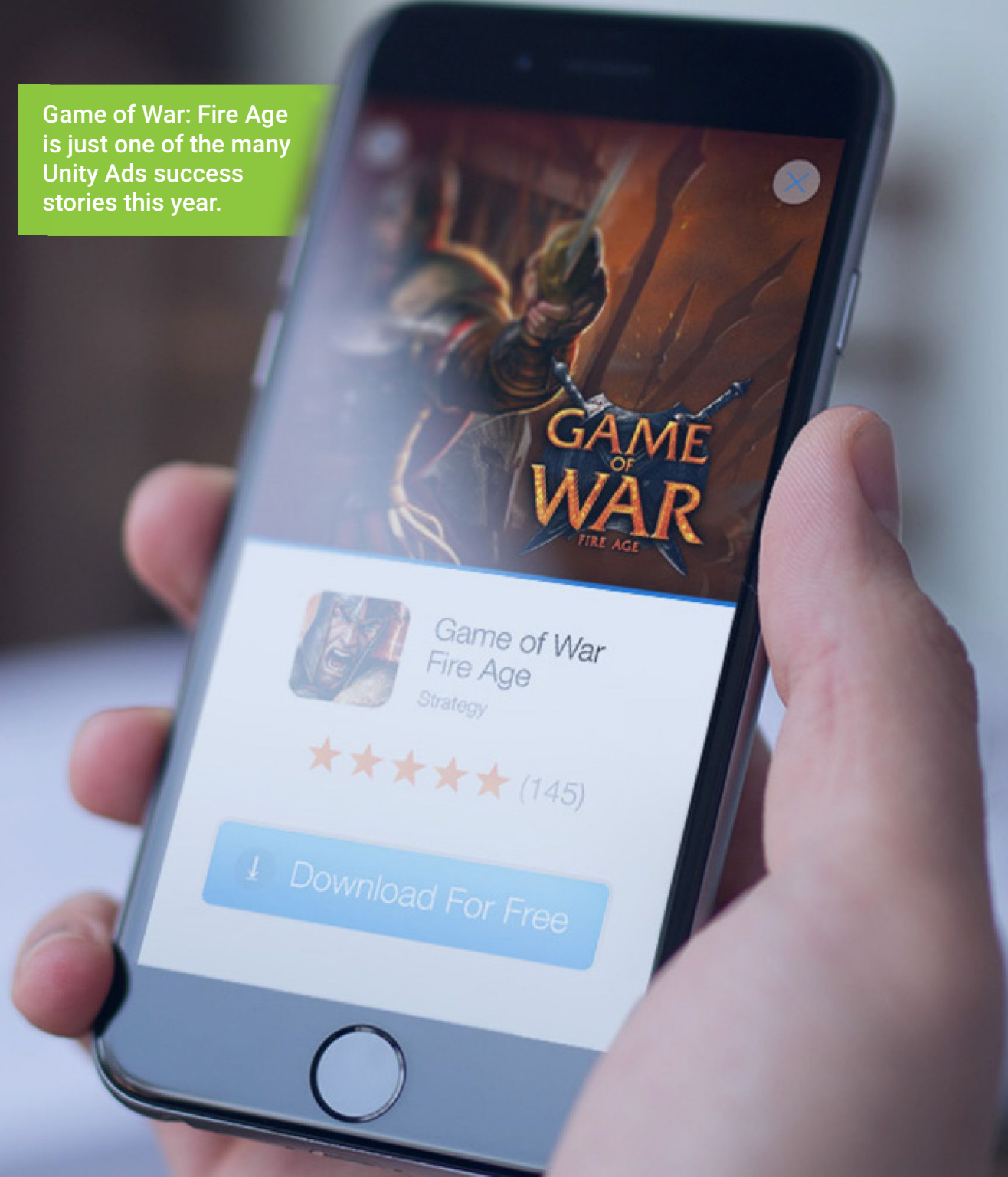
You will also be receiving a free Google Cardboard HMD, courtesy of Google!

Note: Lunch is not included with a Training Day ticket. Attendees can buy food and drink at a variety of establishments within walking distance of the Hynes Convention Center.



Learn directly from industry experts at the pre-unite training day.

Game of War: Fire Age is just one of the many Unity Ads success stories this year.



GENERATE REVENUE WITH UNITY ADS

4:30–5:00, AUDITORIUM

Unity Ads allows you to supplement your existing revenue strategy by allowing you to monetize your entire player base—including the ever important 97% of players that will never make an in-app purchase.

You will learn everything you need to become a Unity Ads pro. Join us as we review not only how to integrate Unity Ads, but best case examples from a multitude of games. See how top companies like Rovio and SEGA chose to integrate Ads into their titles, and learn how you can use effective game design techniques to find an ad integration that best fits your game. Ads don't have to be annoying—they can be beautiful, effective and seamlessly integrated into your next game.

LECTURE OVERVIEW



Jarkko Rajamaki - Unity
Carl Callewaert - Unity



Beginner Difficulty



Monetization & Marketing

SAMSUNG



Utilize advanced positional sound to create immersive audio for your 3D games and applications.






UNITY'S REDESIGNED AUDIO SYSTEM


5:30-6:30, AUDITORIUM

A game would be incomplete without some kind of audio, be it background music or sound effects. Unity's audio system is flexible and powerful. It can import most standard audio file formats and has sophisticated features for playing sounds in 3D space, optionally with effects like echo and filtering applied. Unity can also record audio from any available microphone on a user's machine for use during gameplay or for storage.

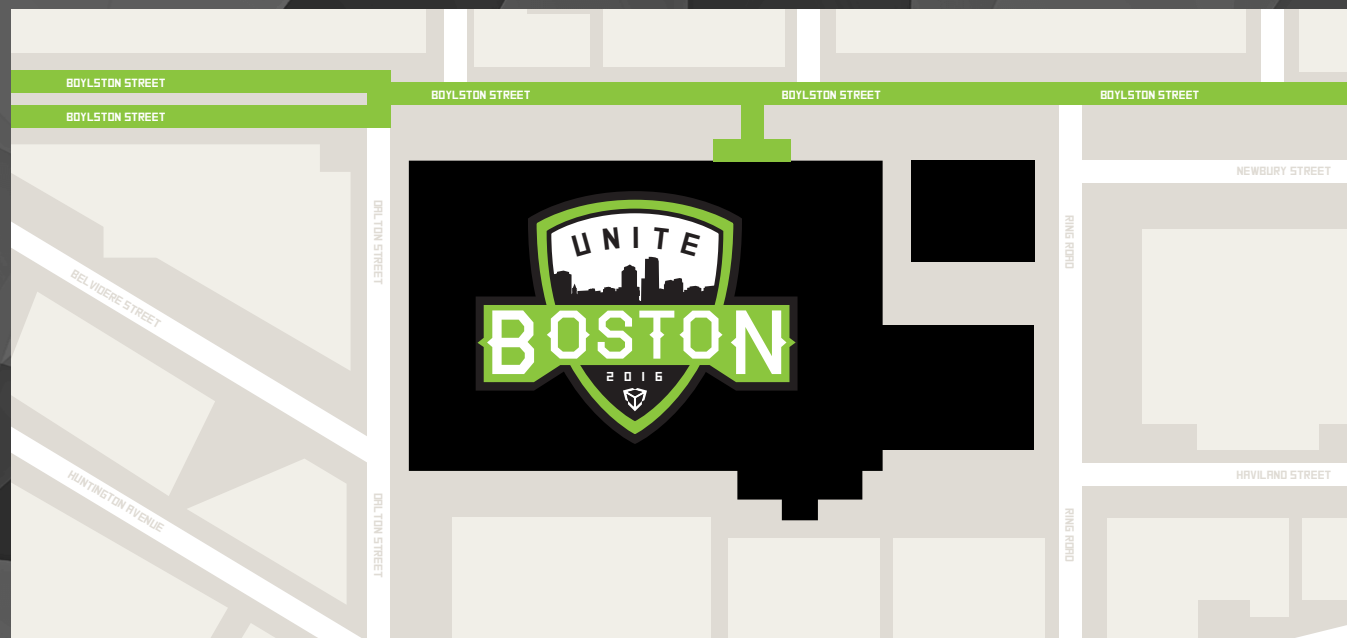
The talk will focus on the new audio features and improvements in Unity 5, and present some interesting examples of how the functionality may be extended. Among other topics we will take a look at the possibilities that the new native audio plugin system offers for sound design and audio-centric games.

LECTURE OVERVIEW

-  Wayne Johnson - Unity
-  Beginner Difficulty
-  New Features of 5.0



EVENT INFORMATION



Date: November 1–3, 2016

Location: John B. Hynes Convention Center, Boston, Massachusetts

The entrance is off Boylston Street and up the escalators to the third floor. Be sure to register ticket badge on the 2nd floor!

Tickets: \$450 per seat. Student and group discounts are available.

Press: Please contact press@unity3d.com for more information.

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