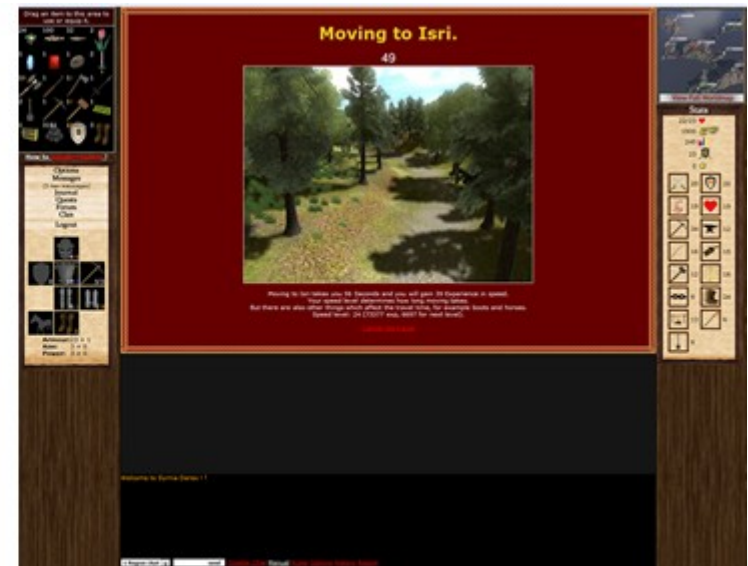


About M2H: Started 2004

+/- 2004: Browserbased PHP(MySQL) games.

- WarriorFields
- Robot Revolution
- Syrnia



About M2H: Syrnia

Since 2005 316.880 players have registered.
+/- 600-800 online simultaneously

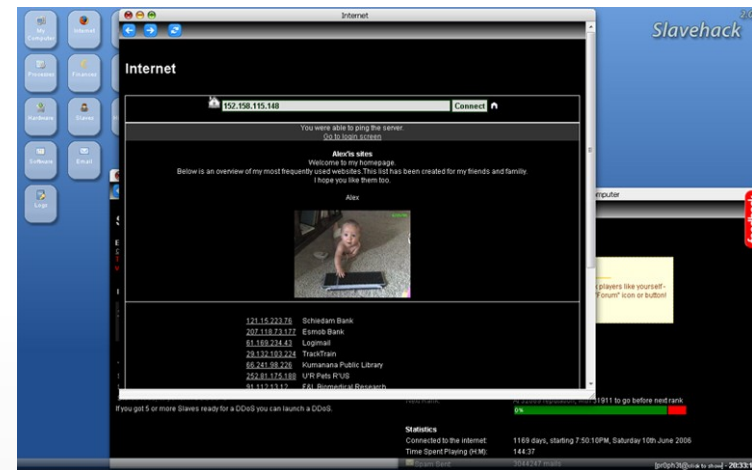
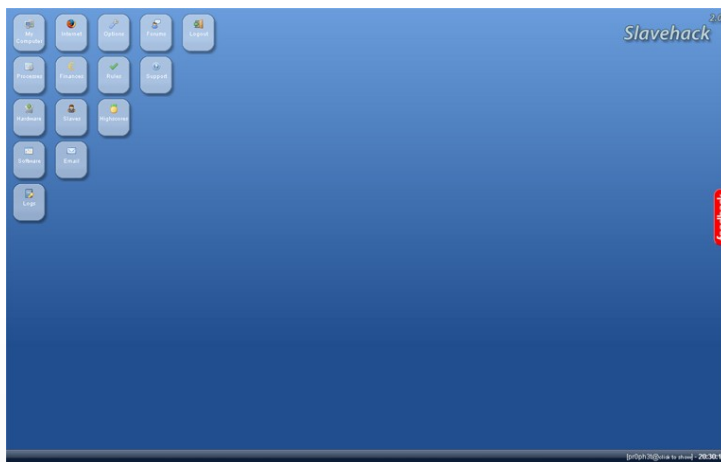


The image displays a collage of screenshots from the Syrnia website and game interface. On the left is the website's home page, featuring a navigation menu with 'Home', 'News', 'Forum', 'About', 'Register', and 'Manual Highscore'. A login section includes fields for 'Username:' and 'Password:' with a dropdown menu showing '1024768'. Below this is a 'Gods War' banner for a 'FREE ONLINE GAME' and a 'Join now' button. The main content area is titled 'Welcome to Syrnia' and describes the game as a 'free online browserbased / textbased Role Playing Game (RPG)'. It lists features like 15 trainable skills, 100+ towns, and 500+ weapons. On the right is a screenshot of the in-game interface at 'Eylsian docks'. It shows a 'City Menu' with options like 'Eylsian docks', 'Fish with Trawler', 'Player Shops', and 'Player Stores'. A 'Players at this location:' list includes names like '[Fang] anlou', '[Lol] Anlamin', and '[Zen] amuztie'. A 'Dropped Items:' section is also visible. The interface includes a 'Stats' panel on the far right with various icons and a chat window at the bottom with player messages.

About M2H: SlaveHack

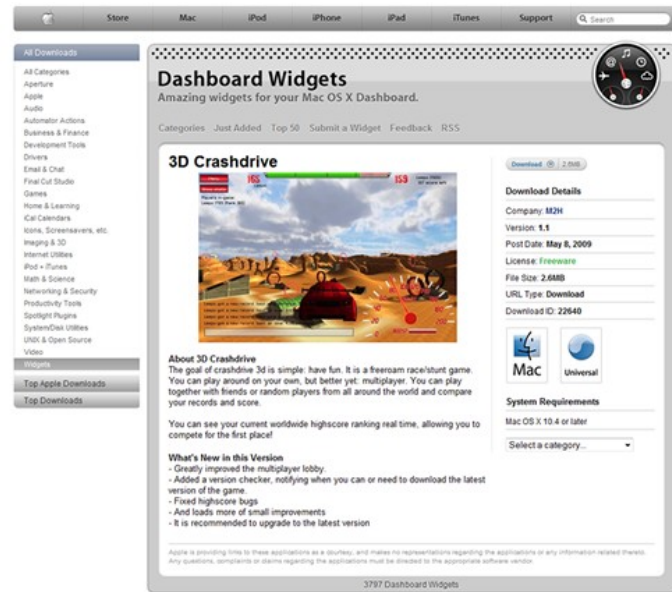


Reached major succes the days it launched:
DIGG frontpage 10.000+ new users over night.
'OK' after that (time constraints!)



About M2H: Unity!

- +/- Early 2008 Discovered Unity (Mac-only back then)
- Apple Dashboard widgets
- Created Wooglie.com the first Unity-only game portal

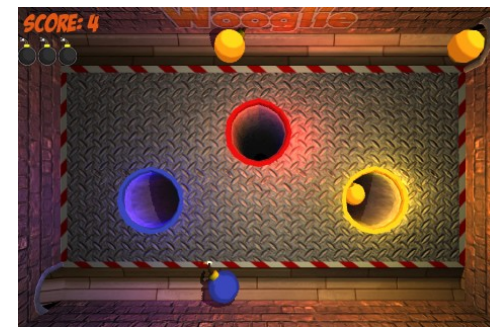
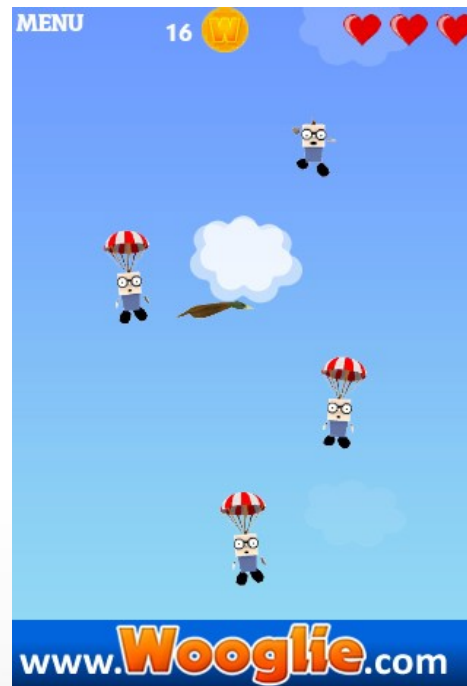


1.318.953 widget downloads



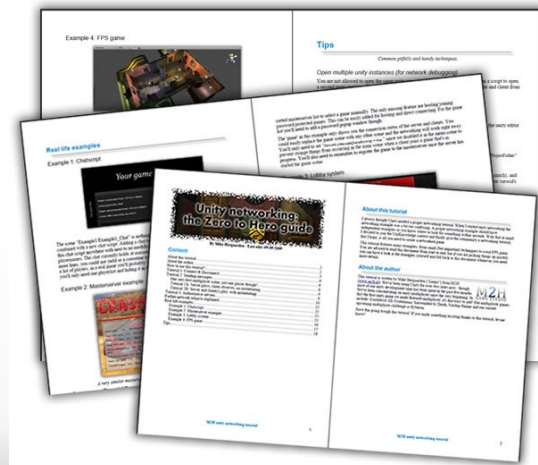
About M2H: iPhone → Fail

- June 2009 Started iPhone development
- August 2009 Stopped iPhone development



About M2H: Making a name

- #1 at the UniKnowledge contest „Unity Networking tutorial“
(very good for job offers+reputation!)
- Met development studio in Antwerp
- Was introduced at Netlog in Gent
 - Netlog was/is creating new gaming platform „Gatcha“.
 - Got a contract to develop games to launch with Gatcha



About M2H: Current projects

- Unique music game for a famous DJ
- Greatly improved „Crashdrive 3D“, launching it on Gatcha
 - *Also about to launch it on Bigpoint.com*
- **Verdun Online** (Multiplayer FPS game about the WW1)



What is unity?

- (Serious/Educational) (Web-)Games
- Architecture
- Visualisation
- ... I'd use it for any 3D/2D application

„Unity is a multiplatform game development tool, designed from the start to ease creation. A fully integrated professional application, Unity just happens to contain the most powerful engine this side of a million dollars.“ - www.unity3D.com

The company behind Unity

- 2005: Started with 4 people in Copenhagen
- I used to „know“ the entire staff by name..
- Doubled staff the last year
- Very international right now (offices/staff all over the world)



Some unity examples

Flashbang / Blurst



Some unity examples

EA games

- Tiger woods PGA tour online
- (Free) FIFA Online
- Need for Speed: WORLD



Some unity examples

Cartoon network

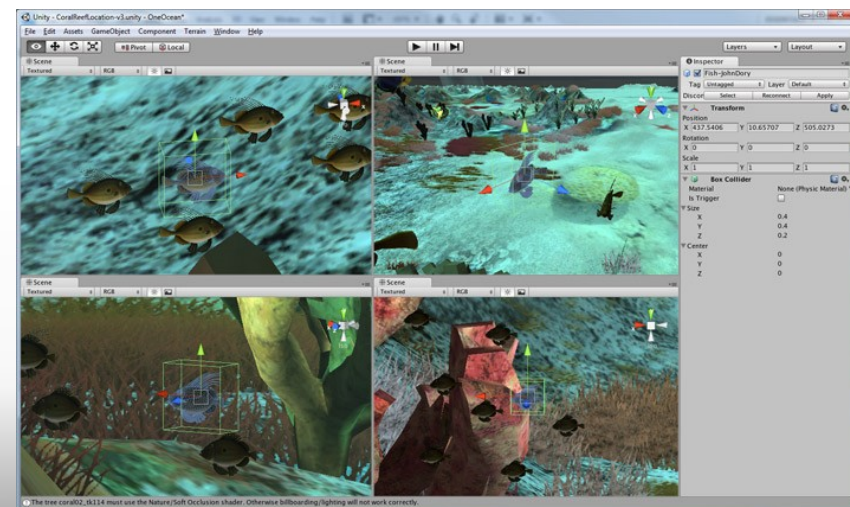
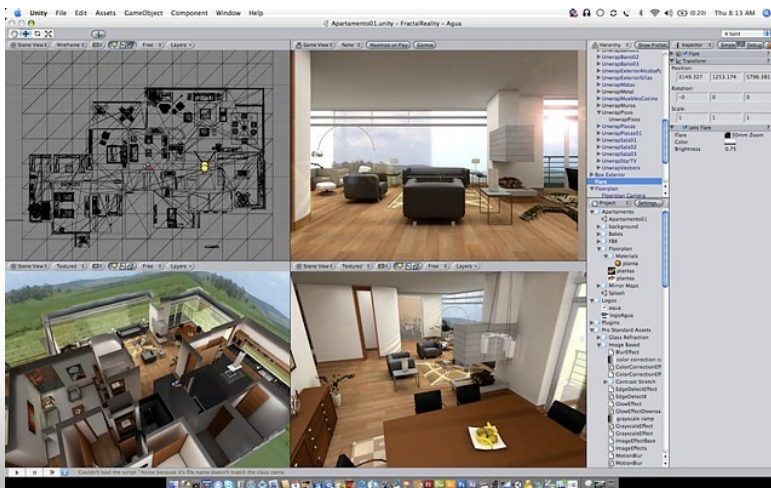
- Fusion fall MMO: *First big company to use Unity: Added quite a lot web specific features to Unity (i.e. streaming)*



Specifications: Editor

Editor highlights

- Works on Mac and Windows
- Deploy any project to all the supported platforms easily
- Play/Pause and Edit in the editor
- Prefabs



Specifications: Asset importing

- Great range of supported formats
 - Maya, 3D Studio Max, Cheetah 3D, Cinema 4D, **Blender**, Carrara, Lightware, XSI, SketchUP, Wings 3D, 3D Studio, Wavefront, Drawing Interchange, Autodesk FBX, **Photoshop**, JPEG, PNG, GIF, GMP, TGA, IFF, PICT, Ogg Theora, Ogg Vorbis, MOV, AVI, ASF, MPG, MPEG, MP4VIDEO, AIFF, WAV, Mp3, XML, RTF, DOC,
- Automatic importing
- Texture handling



Specifications: Asset server

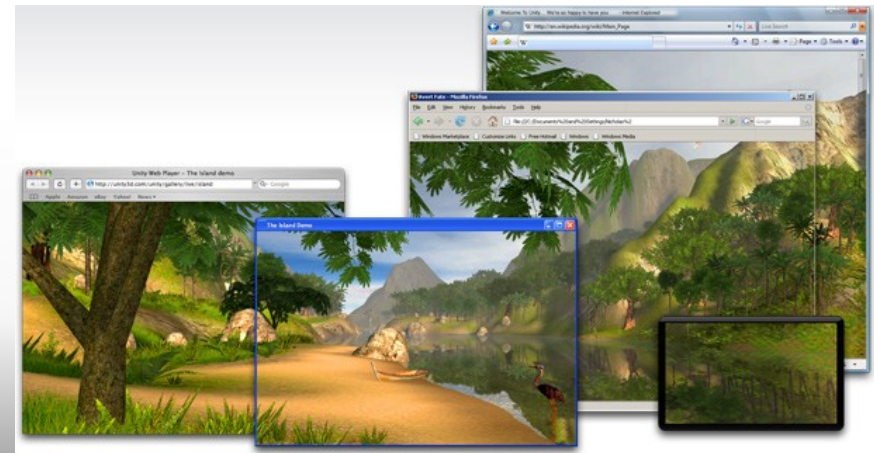
- Think of it like **SVN**, but even better.
 - Better because it can handle **metadata** (graphics, unity scenes)
- You can run the asset server on your own **Mac, Linux or Windows server**
- Being able to use the AssetServer requires a Unity Pro **license „addon“** though(!): 370€ excl. VAT

Specifications: Platforms

Supported platforms:

- Right now:
 - **Windows** (standalone, webplayer)
 - **Mac**(standalone, webplayer, dashboard widget),
 - **iPhone/iPod Touch/iPad, Wii**
- Summer 2010 and/or beyond:
 - **XBOX360**
 - **PS3**
 - **Android**

„Develop once, deploy everywhere.“



Specifications: Webplayer

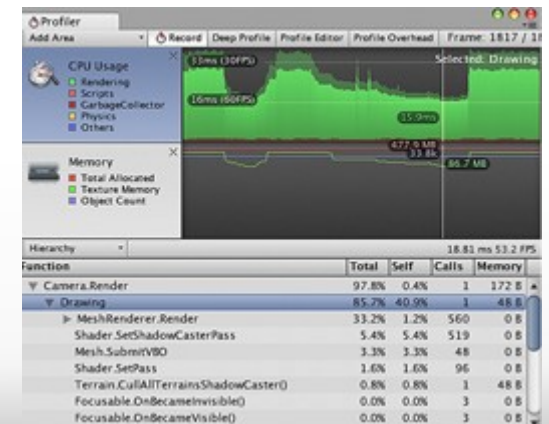
Unity Webplayer

- 3.1 Mb webbrowser plugin
- 4 clicks to installation (Firefox, windows)
- Supports 'all' browsers (Chrome, Firefox, IE, Opera, Safari)
- Seamless installation
- Automatic updates
- Streaming the .unity3D game
- Full hardware accelerated graphics (unlike flash!)

Specifications: Scripting

Scripting – Languages

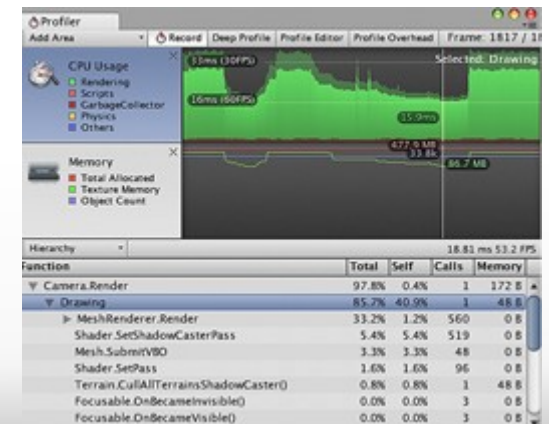
- C#, Boo, Javascript(*UnityScript*)
- What language to choose?
 - Javascript: Quick&Easy, many tutorials
 - C#: 'No limitations', best?
 - Boo: ...?
- Debugging/Profiling



Specifications: Editors

Scripting - Editors:

- JavaScript:
 - **UnityDevelop**
 - UniScite
- C#:
 - Visual Studio
 - **MonoDevelop** (Unity 3.0!)
- Boo
 - ...

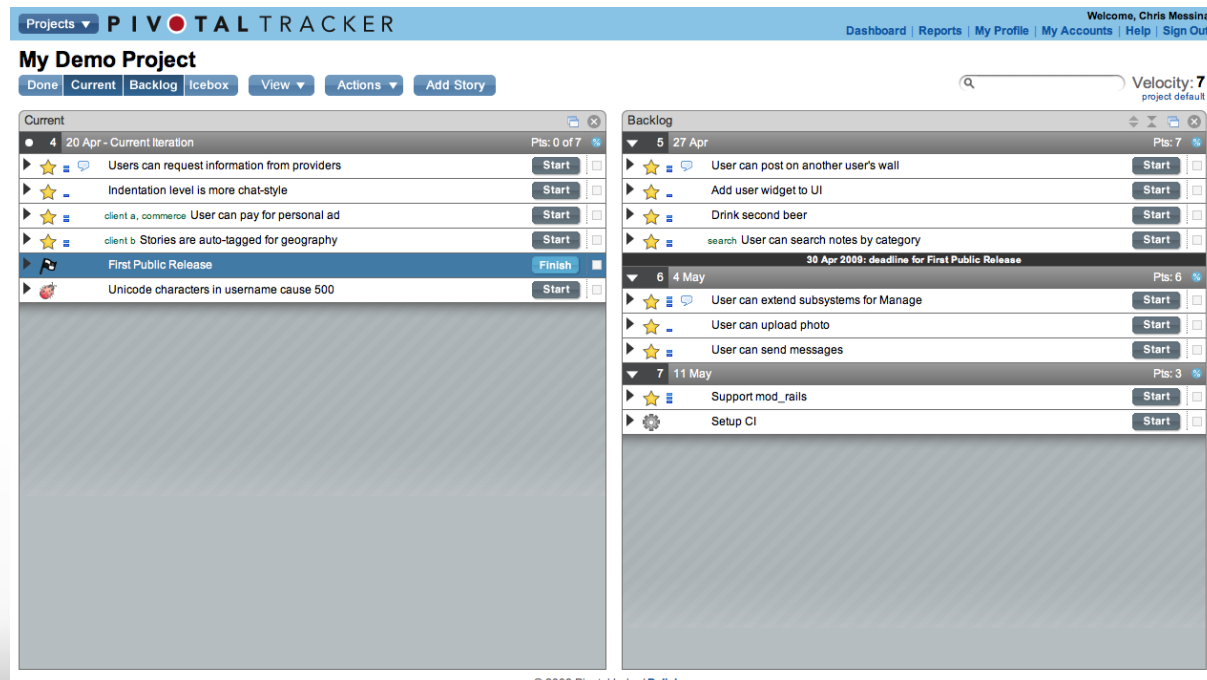


Project management

While we're at it...

Great project management tool

- PivotalTracker - <http://www.pivotaltracker.com/>



The screenshot shows the PivotalTracker interface for a project named "My Demo Project". The interface is divided into two main columns: "Current" and "Backlog".

Current Column:

- Iteration: 4 (20 Apr - Current Iteration), Points: 0 of 7
- Items:
 - Users can request information from providers (Start)
 - Indentation level is more chat-style (Start)
 - client a, commerce User can pay for personal ad (Start)
 - client b Stories are auto-tagged for geography (Start)
 - First Public Release (Finish)
 - Unicode characters in username cause 500 (Start)

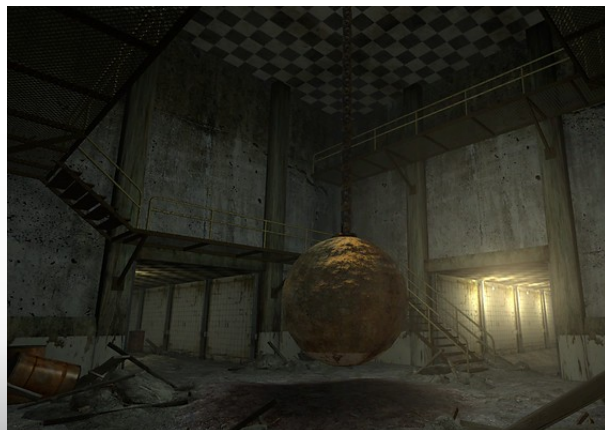
Backlog Column:

- Iteration: 5 (27 Apr), Points: 7
- Items:
 - User can post on another user's wall (Start)
 - Add user widget to UI (Start)
 - Drink second beer (Start)
 - User can search notes by category (Start)
- Iteration: 6 (4 May), Points: 6
- Items:
 - User can extend subsystems for Manage (Start)
 - User can upload photo (Start)
 - User can send messages (Start)
- Iteration: 7 (11 May), Points: 3
- Items:
 - Support mod_rails (Start)
 - Setup CI (Start)

Additional details: A search bar is visible at the top right of the backlog column with the text "Velocity: 7 project default". A deadline notice "30 Apr 2009: deadline for First Public Release" is positioned between the backlog iterations. The footer of the page reads "© 2008 Pivotal Labs / Policies".

Specifications: Graphics

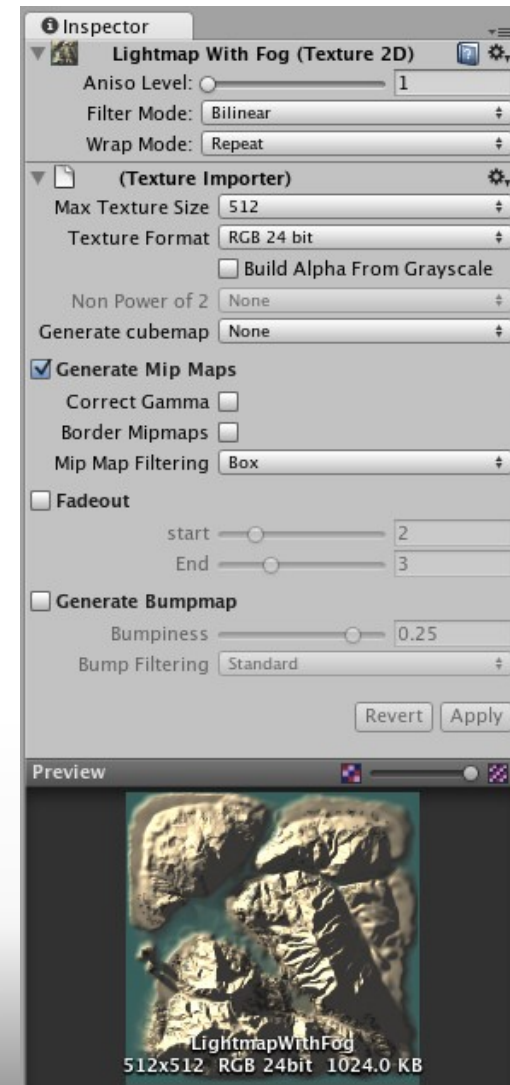
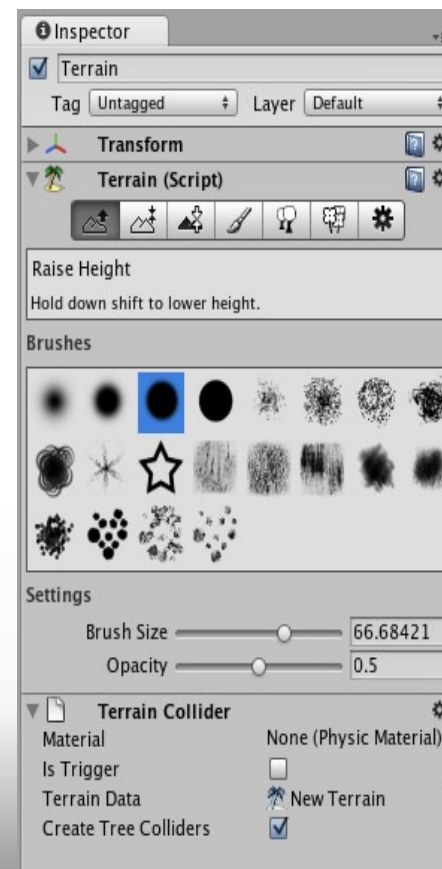
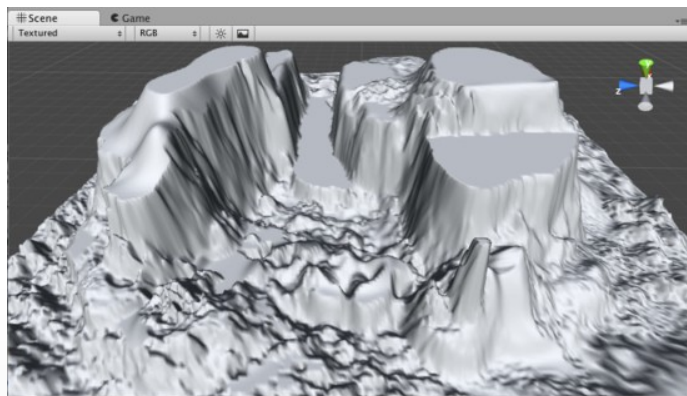
- Speed
- Great support for old videocards
- DirectX 9 AND OpenGL support
- Particle system, lightining, soft shadows....
- Shaders: 40 Built-in shaders, Post-Processing effects (Glow, blur, Depth of Field)



Specifications: Terrain engine

Terrain Engine

- Heightmap
- Tree's/Details (billboarding)
- Speed
- No overhangs



Specifications: Networking

- Based on RakNet
- MasterServer and connection tester
- RPC calls
- Works great for „minigames“ and the likes
- WoW not realistic, use a plugin like Photon
- Multiplatform (iPhone vs Windows user)



Specifications: Physics by PhysX

- Very easy to setup a ragdoll or a rigidbody
- Joints
- There's really not too much to it..
 - Even though physics are very ahrd to tweak sometimes!



Specifications: Audio & Video

- Built-in 3D audio
- Pitch/Doppler
- Video streaming
- Recently switched to FMOD

Unity resources

Documentation / Tutorials

- Quite some official documentation/tutorials
 - <http://unity3d.com/support/documentation/>
- Community Wiki (Collection of scripts/tutorials)
 - <http://www.unifycommunity.com/>
- IRC channel:
 - #unity3d on Freenode
- Active forum:
 - <http://forum.unity3d.com>

The future of Unity

- Unity is growing rapidly (Funding, exposure, EA games)
- Unity's selling points will most likely keep improving (Asset pipeline, editor, platform deployment)
→ Unity 3.0..

Unity 3.0

- **Trialer**
- Deferred rendering (hundred of lights, performance)
- Unified editor
- Xbox360 support
- PS3, Andoid following later(?)
- Occlusion culling by Umbra
- Lightmapping by Beast
- Source level debugging (Monodevelop)
- More (FMOD) audio functions exposed
- Project browser
- More...

Contact

See M2H.nl for twitter/facebook/youtube/email



The screenshot shows the M2H Game Studio website. At the top, the logo 'M2H GAME STUDIO' is displayed. Below the logo is a grid of ten game thumbnails, including 'Unity Developer Resources', 'W', 'LOVE HACK', and 'Syria'. The page is divided into two main sections: 'About' and 'News'. The 'About' section provides information about the studio's history and services. The 'News' section lists recent updates and releases, such as 'GGF' and 'Bombfactory'. The footer contains contact information for Mike Hergaarden, including email and social media links.

M2H GAME STUDIO

Unity Developer Resources
by M2H

W

LOVE HACK

Syria

About

M2H, located in the Netherlands, was officially founded in 2009 after practicing game development for over 4 years. We're a highly efficient two man game studio. Our development history shows a continuous improvement in the capability in creating high quality games. The main tools we use are Unity and Blender.

M2H's core activities: creating web games (textbased/2D/3D), iphone games and standalone games (Mac and Windows). Some of our specialisations are multiplayer games and 3D web games.

M2H's main strength: the ability to find creative solutions and therefore always getting things done. Our main vision is to create games we'd like to play.

If you are interested in our services feel free to contact us. We are always interested in cooperation/contract work.

Mike Hergaarden - Artist
Mike Hergaarden - Programmer

support@M2H.nl
KvK: 37147405

Our youtube channel: [M2HGames](#)
Our twitter: [M2HGames](#)

News

We use twitter for all our announcements, [follow us!](#)

Check out the trailer of the new and improved Crashdrive 3D. http://www.youtube.com/watch?v=P_K0C8VY34_A&list=PL
12:00 09.03.2010

GGF [@G2Hgames](#) live at <http://ustre.am/12Q2>
22:17 08.03.2010

We just released a new resource for unity developers ("House of the future" example). See: <http://house.unity3d.com/#!/topic/3497241834>
11:31 16.02.2010

Bombfactory is today for free! Get it now: <http://itunes.apple.com/#!/app/bomb-factory/id330185345?mt=8>
16:23 29.01.2010

Twitter: 44 Followers: 124