Unity is a graphical “sandbox” editor used to create games

- Runs on multiple gaming platforms including Windows, Mac OS X, Android, iPhone, Wii, PlayStation 3, and Xbox 360

- Uses widely used graphics engines Direct3D and OpenGL

- Supports scripting in Boo, Mono, and JavaScript

- Allows for internet streaming via plugin

- Support for Nvidia PhysX engine
UNITY INTERFACE
UNITY INTERFACE CONT.

- Scene Panel – Visual representation of the 3D world

- Project Panel – List of all assets that are used throughout the project. Contains things such as shaders, flares, and terrains.

- Hierarchy Panel – List of all objects used within the project.

- Inspector Panel – Descriptive properties of each object including variables that can be changed in real-time such as texture, particles, gravity, and scripting.
EASE OF USE

- Allows users to swiftly implement great looking games
- Two programmers created the First Person Shooter, Avert Fate in about three months using the Unity Engine.
POTENTIAL USES

- It is possible to create a persistent world using a server-client interface running Unity.

- Utilizing the State Synchronization portion of Unity allows the user to update all connected instances of the game so that they all share the same data.

- Can allow for a complete browser-based experience using the lightweight, browser plugin.
Unity is a great medium for creating a serious game, video game, browser based game.

- The environment is very easy to get used to.
- The support and community are top-notch.
- Uses the most recent .Net, PhysX, and graphics frameworks.
- Allows for multiplayer support.

Ultimately I think that with some tweaking, Unity could be a solid contender for creating Virtual Worlds. It was not developed with this in mind originally, but with some tweaking it could be sufficient.

- Will not replace Second Life or Open Sim anytime soon I feel.
LINKS


- **Game List** - [http://unity3d.com/gallery/game-list/](http://unity3d.com/gallery/game-list/)

- **Tutorials I Used** - [http://unity3dstudent.com/](http://unity3dstudent.com/)