

Cross-Plattform-Spieleentwicklung mit HTML5, WebGL und Unity3D

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Agenda

Spieleentwicklung goes Mainstream

Demos

Call to Action

Game Development goes
Mainstream!

Evolution der Frameworks und Plattformen

Spielefähige Hardware im Westentaschenformat

Spiele Frameworks sind erschwinglich

Plattformübergreifende Tools

Distributionsmöglichkeiten

Ein lukrativer Markt

Top 10 App Revenue iOS &
Play Store Charts für Mai 2016
Weltweit

#1 > 70 Mio.

1. Monster Strike
2. Clash Royale
3. Game of War – Fire Age
4. Clash of Clans
5. Fantasy Westward Journey
6. Mobile Strike
7. Candy Crush Saga
8. Puzzle & Dragons
9. Clash of Kings
10. Disney Tsum Tsum
11. Spotify

Cross-Plattform Spieleframeworks

Eine Auswahl aus der großen Menge verfügbarer Frameworks und Engines

- Phaser.io
- Babylon.js
- Unity3D

Phaser.io

2D JavaScript Framework für HTML5 Spiele

Rendering WebGL / Canvas mit Pixi.js

Mehrere Physikengines

Phaser.io Demo

Babylon.js

WebGL Engine

Physics Support

Offline Support

Supports Gamepad, Touchpad, Mouse, etc...

Supports VR

Babylon.js Demo

Unity3D



Graphics


High visual fidelity and advanced rendering methods combined with high performance flexibility



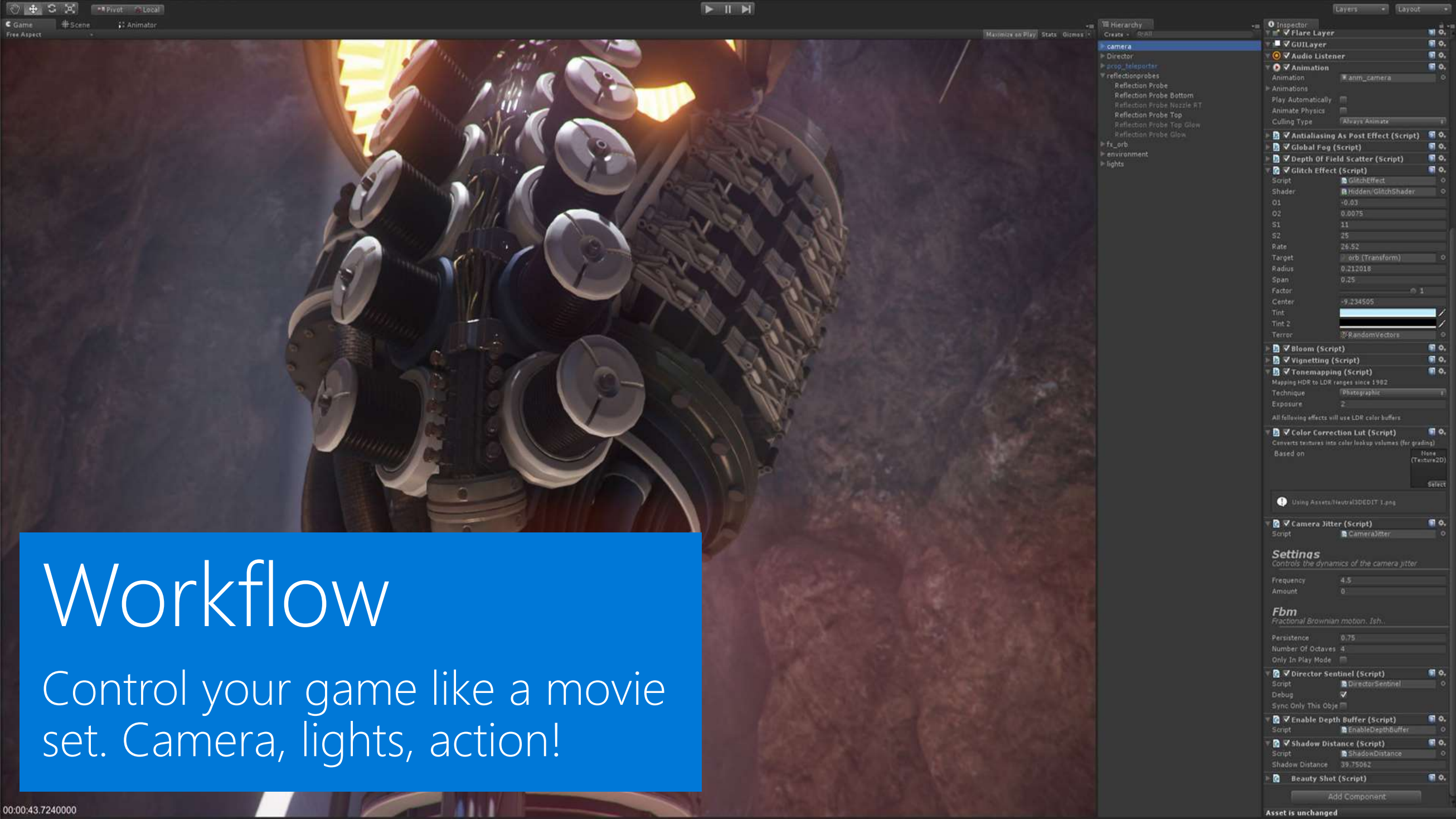
Physics

Highly realistic 2D and 3D systems that makes your game move like life



The image shows a symmetrical, futuristic interior, possibly a space station or a high-tech facility. It features a large, circular central opening at the far end, flanked by two vertical support structures with orange horizontal bands. The ceiling is curved and has a large, glowing circular light fixture. The floor is a light brown color with some structural elements. The overall design is sleek and modern, with a focus on circular and cylindrical shapes.

Audio, networking
and everything else to
make your game pop



Workflow

Control your game like a movie set. Camera, lights, action!

Extreme Adventure Character

Category: 3D Models/Characters/Humanoids
 Publisher: Vertigo Games
 Rating: ★★★★★ (4.5)
 Price: \$10

Buy \$10.00



Requires Unity 4.0.1 or higher.

--Part of the Extreme Pack Series--

This package contains 11 unique game-ready characters:

- Model_Hero
- Model_Hero_Soldier
- Model_Oldguy
- Model_Sidekick
- Model_Sidekick_Soldier
- Model_Badguy
- Model_Soldier_01
- Model_Soldier_02
- Model_Pilot
- Model_Professor

Version: 1.0 (Aug 12, 2013) Size: 144.9 MB



Cinema Mo Cap

Category: Editor Extensions/Animation
 Publisher: Cinema Suite Inc
 Rating: ★★★★★ (4.1)
 Price: \$50

Buy \$50.00



This extension requires one license per seat

Requires Unity 4.3.1 or higher.

New: Exports compatible with Blender and Maya.

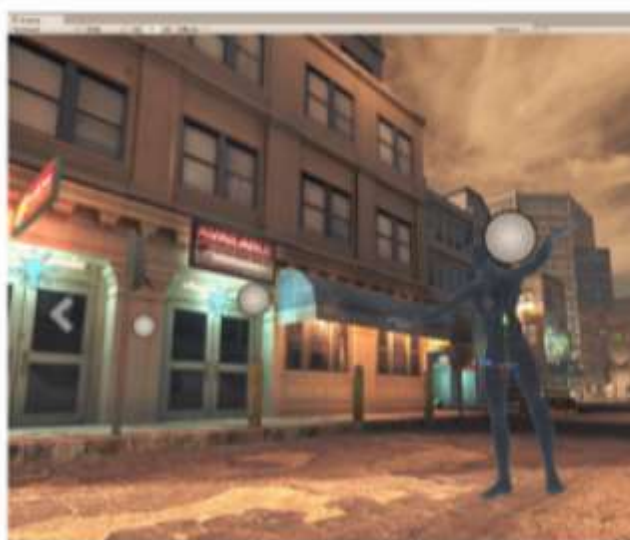
Cinema Mo Cap is a **Motion Capture** solution for Unity 4.x. Grab your Microsoft Kinect® and start creating your own custom animations! Animations created with Cinema Mo Cap are **fully compatible with Mecanim**, and can be applied to any humanoid avatar within your current project.

Web | YouTube Video | Forum | Docs

Features

- Record a motion capture session without leaving your Unity Project.

Version: 1.1.0 (Jan 13, 2014) Size: 3.4 MB



SPACE for Unity – Space Scene Construction Kit

Category: Editor Extensions/Design
 Publisher: Imphepsia
 Rating: ★★★★★ (4.100)
 Price: \$85

Buy \$85.00



This extension requires one license per seat

Requires Unity 3.5.7 or higher.

Create unique space scenes with a single mouse click. Save money, distribution size, and memory through a modular approach to replace skyboxes.

Hundreds of textures up to 4096x4096 (stars, nebulae, galaxies, planets, moons, rings, asteroids). Fully automated with optional custom filters to create specific moods. Camera effects and infinite asteroid fields. Fully documented and optimized C# scripts, detailed PDF documentation and video tutorials.

View HD Trailer (YouTube)
 Visit the official site (SpaceUnity.com)

Version: 1.03 (Dec 09, 2013) Size: 497.8 MB

Visit Publisher's Website



Unity3D Demo

Top Sessions at //build

[Game Development 1: Introduction to Unity](#)

[Game Development 2: Lighting up Your Unity Game on Windows 10](#)

[Building a 3D Game with Unity and Visual Studio in 30 Minutes](#)

Call to Action

Unity3D Download

- <http://www.unity3d.com>

Unity3D Tutorials + HoloLens

- <http://unity3d.com/learn/tutorials>
- <https://mva.microsoft.com/en-us/training-courses/developing-2d-3d-games-with-unity-for-windows-jump-start-8350>
- HoloLens → <https://www.microsoft.com/microsoft-hololens/en-us>

-visit Build on [Channel 9](#)

Continue your education at
[Microsoft Virtual Academy](#) online



Thank you!