Announcing Unity Pro MS&T Bundle

Unity Technologies is proud to announce the launch of the Unity Pro Modeling Simulation and Training (MS&T) Bundle. The Unity Pro MS&T Bundle is an all-inclusive product package with access to Unity’s Desk Top, Mobile and Web Platforms as well as a GIS terrain importing package, and a SCORM Integration kit. This is the first in a series of Unity product releases aimed specifically at the Modeling Simulation and Training industry to bring the power of the award winning Unity platform to non-game markets.

“From concept and design to full deployment, Unity’s unparalleled ease of use has created a new standard of efficiency in end-to-end solution development for the MS&T industry”

- Davey Jackson, Director of Simulation and Visualization for Unity Technologies.

Upgrade now and save!

Current owners of Unity Pro 3.x and Unity 4 licenses will receive significant discounts when they upgrade their licenses to the Unity Pro MS&T Bundle. As well, if you order the Unity Pro MS&T Bundle now you will get immediate access to the Unity Pro 4.0 public beta when it is ready.

The Unity Pro MS&T Bundle includes access to Unity 3.x and an upgrade to Unity Pro 4 when it launches.

Learn more about Unity 4 here: http://unity3d.com/?unity4

Check out our videos on DirectX 11 Support: http://blogs.unity3d.com/2012/07/13/unity-4-directx-11

Flash Deployment: http://video.unity3d.com/video/6433000/unity-4-flash-export

Our revolutionary new character animation system: http://video.unity3d.com/video/6428539/unity-4-using-mecanim
Announcing Unity Pro MS&T Bundle

Unity Pro MS&T Bundle

Unity Pro 3.x for Windows and Mac

Unity's complete toolset, intuitive workspace, productive workflows, and enormous user community help users to drastically reduce the time, effort and cost of making professional interactive 3D content. Use Unity to assemble your art and assets into scenes and environments; add physics, light, video, audio and post-processing special effects; play test, edit and optimize your game, and when ready, publish to your chosen platforms.

With True Multiplatform Authoring, Unity lets you target all popular consumer platforms from a single tool and project.

Unity Web Player for deployment to all major browsers

The Unity Web Player enables you to view blazing 3D content created with Unity directly in your browser. Unity allows you to build rich 3D interactive worlds with animated characters, sizzling graphics, and immersive physics.

When your content is ready, you use Unity to effortlessly deploy it to the Web or as a standalone application.
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AAA Graphics and Performance for mobile applications. Create content with high-level visual fidelity and smooth performance with the #1 3D development platform for iPhone, iPad and Android. Unity's seamless publishing workflow for mobile applications makes it easy to create and publish complete 3D content that just works.

Unity supports three scripting languages: JavaScript, C#, and a dialect of Python named Boo. All three are equally fast and can interoperate. All three can make use of .NET libraries which support databases, regular expressions, XML, networking and so on. In Unity the blazing fast iteration times and ease of use of scripting languages are paired with compilation to native code and thus run nearly as fast as C++. And Unity's JavaScript implementation runs at the same speed as C# and Boo.

Unity Team License
integrated version control

The Team License extends the editor with features that enable easy collaboration — both local and remote. Like everything else in Unity, it has been designed to combine power and simplicity. Unity Asset Server adds full version control for all game assets and scripts to Unity. With Unity Cache Server, grabbing changes from other team members is almost instant.

Unity iOS Pro and Unity Android Pro
for tablet and smartphone deployment

Unity Pro MS&T Bundle
Integrated Editor
rapid world construction and iteration

The Unity game engine is happily married to the Unity development environment. This tight integration allows the Unity Editor to do everything a published game can do. Instantly run your scene inside the editor and preview how it behaves on the platforms that matter to you. You can alter values, assets, and scripts while playing, so whether you have an idea for a different gameplay mechanic or just want to see what another material might look like in context, you’ll find it easy to rapidly iterate and explore the creative possibilities.

Built-in Pathfinding
high-performance AI

Unity 3.5 helps you quickly bring your scene to life with automatic navigation mesh (NavMesh) generation.

NavMeshes describe the boundaries of any navigable space in your game and are used at runtime for pathfinding. In Unity 3.5, you can now bake your navigation data in the editor, and let Unity’s high-performance path-finding and crowd simulation take over at runtime.

Plugins
call directly into custom native libraries

Unity has extensive support for Plugins, which are libraries of native code written in C, C++, Objective-C, and more. Plugins allow your game code (written in Javascript, C# or Boo) to call functions from these libraries. This feature allows Unity to integrate with middleware libraries or existing C/C++ game code.
Unity GIS Importer Plugin
with support for GridFloat GIS terrain importing

The Unity GIS importer plugin enables users to utilize GIS data in a Unity environment. Import Grid Float Files (.flt / .hdr) to Unity Terrain Objects and import or export to the 3d model format .obj (Wavefront for Max and Maya support).

This package also features support for importing multiple tiles and stitching them together to aid in creating large environments. Optional smoothing can be applied during stitching to help blend seams between GIS terrains.

Advanced Distributed Learning (ADL)
Unity-SCORM Integration Toolkit

The SCORM plug-in maintained by the Advanced Distributed Learning Initiative is pre-packaged with the Unity Pro MS&T Bundle. As explained on the ADL website:

“The Unity-SCORM Integration Toolkit allows Unity developers to use simple methods, provided by a “ScormManager” object, to set the SCORM Run-Time Data Model elements without having prior experience with SCORM…”

In addition, the ScormManager can be used to set values including scores, objectives and interactions. For advanced users, the entire SCORM data model is available for use.”
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**Powerful new features**

- **Unity Add-on for Adobe Flash Player**
  A major global platform for your game

- **Mecanim**
  Simple and powerful 3D animation technology

- **Linux standalone desktop preview**
  The most requested feature from our community has arrived

- **DirectX 11 rendering**
  High visual fidelity, fast performance

- **Mobile updates**
  New optimizations and gorgeous graphics

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**Unity 4 deployment on new Platforms**

**Unity Pro add-on**

for Adobe® Flash Player

Unleash your Unity 4 3D content onto a true global platform. Create new content, or take your existing Unity 3D content – for iOS, Android, desktop or the Web – and seamlessly publish to the Adobe Flash platform with Unity's hallmark speed and ease of use.

**Linux**

standalone desktop preview

Port your standalone desktop content to Linux with Unity 4.
New flow & fluidity with Unity 4

Mecanim
simple and powerful character animation technology

Mecanim, Unity 4’s new powerful and flexible character animation system, brings your humanoid characters to life with incredibly fluid and natural motion.

+ Advanced retargeting to use and re-use animations on any number and variety of characters
+ Import animation and motion capture data from your favorite tools, or the Asset Store, and Mecanim makes them move fluidly with extremely few CPU cycles
+ Use Unity 4’s visual tools to easily construct and edit complex state machines and blend trees for complete control of how your characters move
+ Mecanim’s stability and power, combined with new optimizations, such as skinned mesh instancing, ensure smooth runtime performance

AAA graphics on every platform

Great details for mobile games
Realtime shadows for iOS and Android

+ More nuance in scenes with lightmapping of normal maps
+ New Profiler features for mobile content
+ Skinned mesh instancing
+ Dynamic font rendering on mobile

DirectX 11 rendering
+ Improve performance with compute shaders: use GPU as a parallel CPU
+ Utilize more complex shaders with shader model 5.0
+ Add rich details to your content’s models and environments with tessellation.

The Unity Pro MS&T Bundle is immediately available. Sales inquiries can be sent to unitysim@unity3d.com. You can follow our developments in Simulation and Visualization at unity3d.com/sim