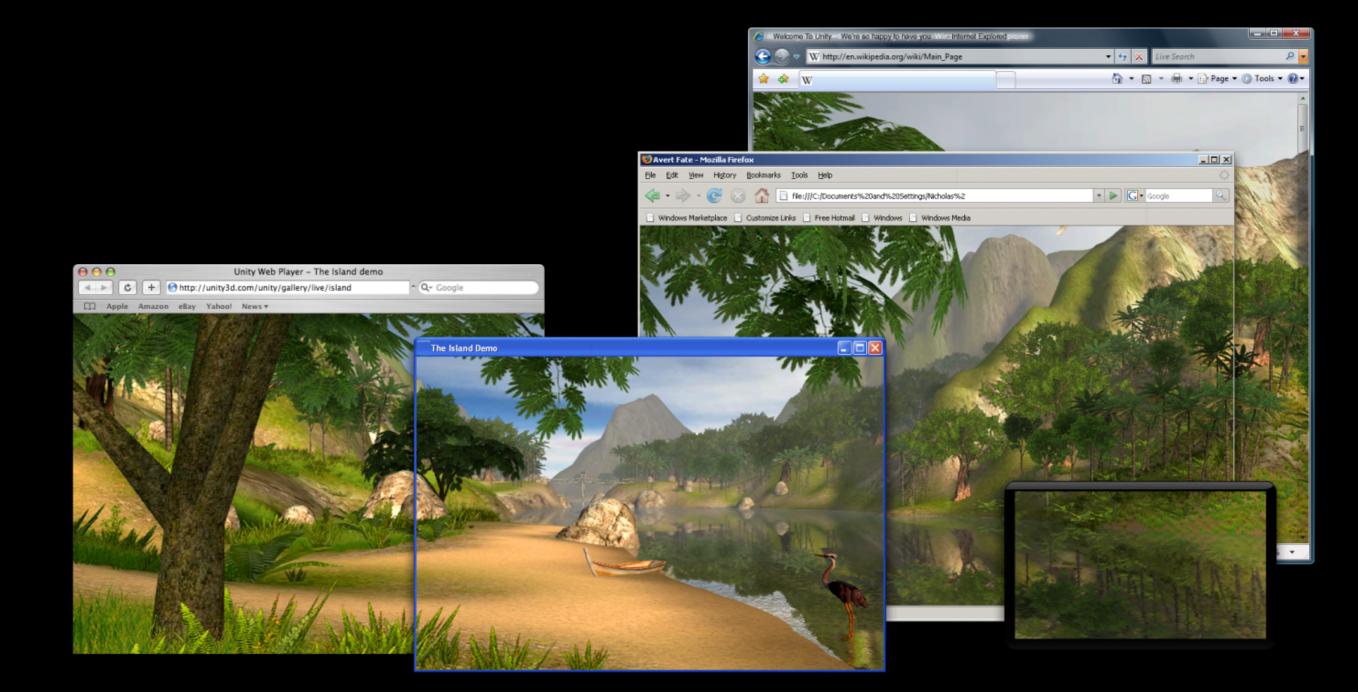




Unity V Japan





A Democratic 3D Engine Powerful

Simple licensing & free

Polished, accessible, documented

Targets mass platforms

Unity File Edit Assets GameObject Component Terrain Window Help

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PlayStation₈3











Broad Adoption

250,000 developers

Over 1000 games

Over 35M browser plugins installed

Hundreds of non-game projects

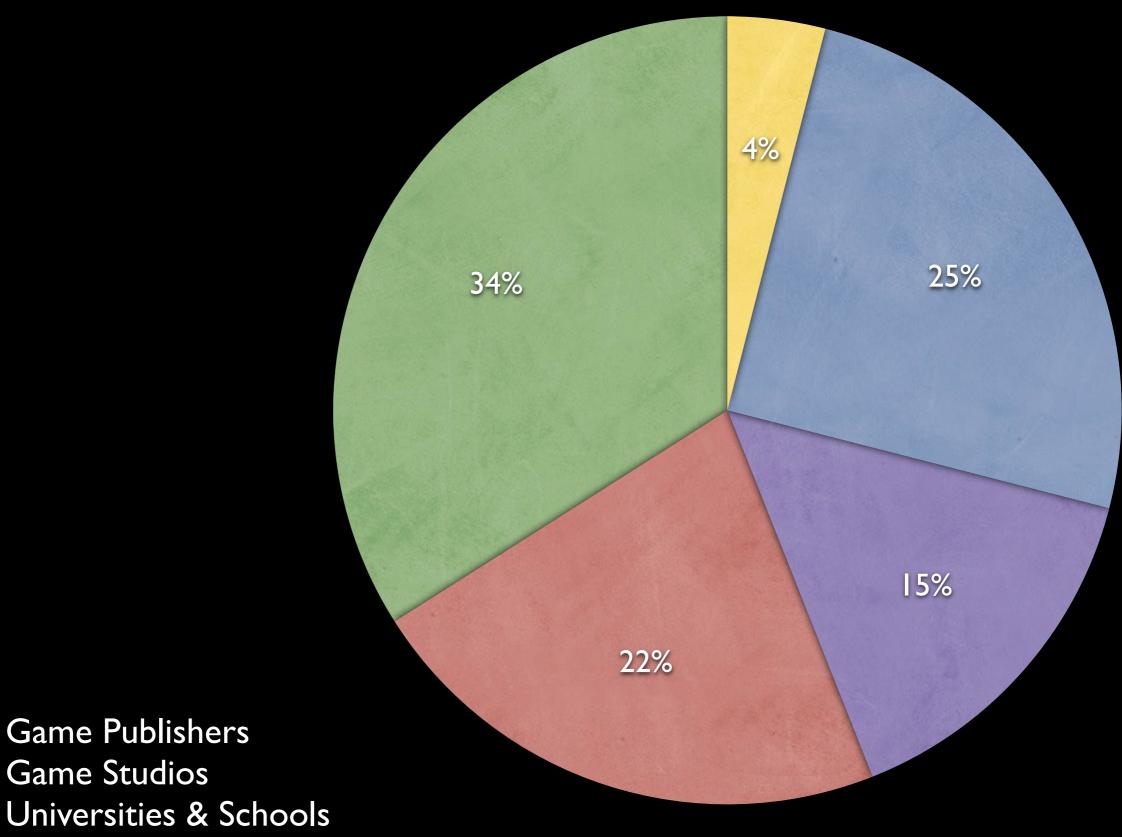
Community: 400,000 posts; community wiki; Japanese doc translation; dedicated portals; local user groups; ecosystem businesses, ...



LUCASARTS.







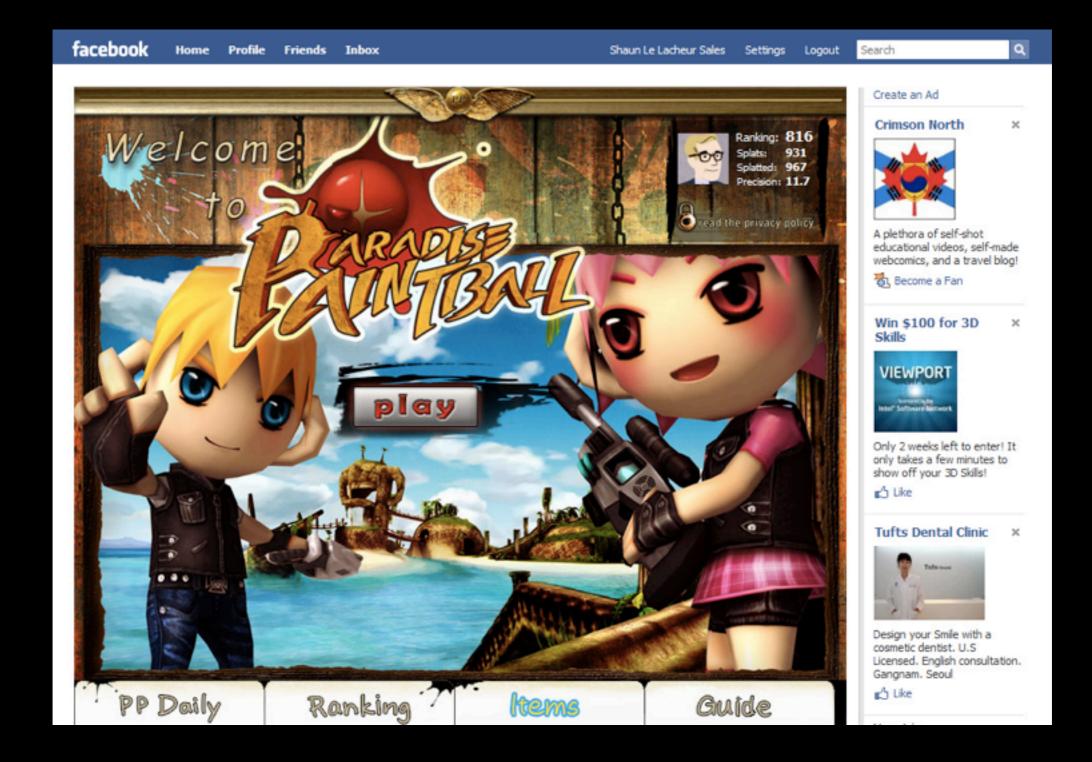
- Individual developers
- Architecture, advertising, military, simulation, medical, research,



Tiger Woods PGA Tour Online by Electronic Arts



FusionFall MMO by Cartoon Network



Paradise Paintball by CMUNE - Unity games count over 2M MAU on SNS



1000+ games in the AppStore, ~15% of top selling games



Zombieville USA by Mika Mobile



Skee-Ball by Graveck Interactive



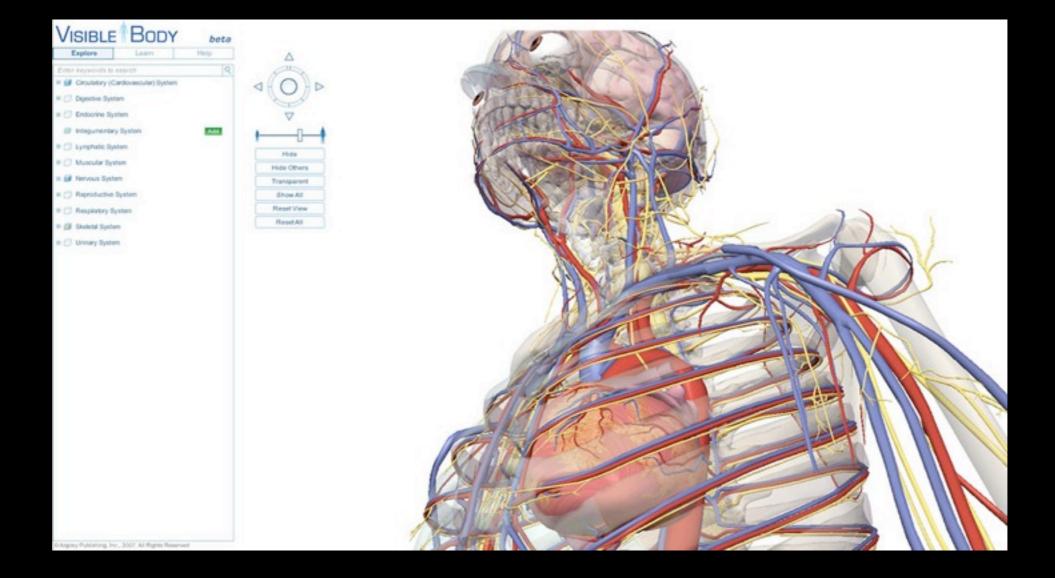
20 iPhone games by Andy & Daniel



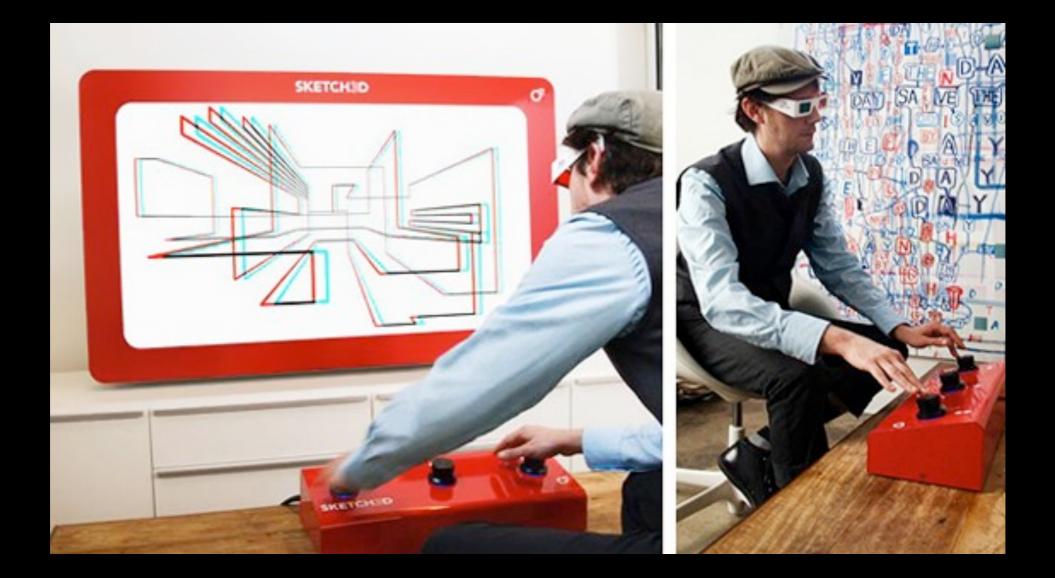


My Animal Centre and Jumpstart for Nintendo Wii

Other Uses



Visible Body by Argosy Medical Animation



Sketch-3D by O2 Creative Solutions

Bonus Slide #1



Bonus Slide #2

"We'er gonna kill Flash" - original business plan, 2003

Bonus Slide #2

Games are important