



B.U.G.

BOSTON UNITY GROUP

June 12th marked the first ever meeting of the Boston Unity Group (known as B.U.G.) in an extravagant event known as *Unity Day*. The Boston Unity Group announced their existence with a bang! The day was comprised of multiple well-orchestrated back-to-back sessions: a quick dive into what Unity is all about, 5 minute community showoffs, tutorials lead by Unity Product Evangelist Tom Higgins, and finally a trip to a local bar to cap off the evening. Overall, it was a great time and a great opportunity for Unity community networking.



When I first arrived at the event, Tom had already started his introduction. The door was positioned right next to the stage so slipping quietly into the crowd was not an option. Thankfully Tom gave me a welcoming introduction and I felt like I was instantly among friends, 115 of them to be exact. Tom discussed Unity's past and also gave us a sneak peek at some of the upcoming features in Unity 3.0, the imminent version of our favorite immersive 3D engine. He showcased timesaving features such as vertex snap alignment and advanced image effects. As the energy in the crowd grew, he went on to discuss the multiplatform distribution that backs up Unity's claim of 'Author once, deploy everywhere'.

He noted that Unity 3.0 would now include Android deployment with a pricing of \$399, which is comparable to Unity iPhone. He also discussed Unity Xbox360 and Unity on PS3, both of which will be supported in Unity 3.0. If you missed the session, you can drop by the Unity3D account on Vimeo or view the videos of Tom's Talk captured by Richard Brown (@a_random_bloke on Twitter) by visiting the Boston Unity Group's website <http://bostonunitygroup.com>.

After Tom's walkthrough, we dove into the 5-minute showoffs without missing a beat! The first 5-minute showoff presentation was a time-saving, home grown level editor for Unity. Next Alex Schwartz, co-organizer of Boston Unity Group, gave a demonstration of his Unity game, *LineBloom*, which was built in 11 hours.

Elliot Mitchell from Vermont Digital Arts and co-organizer of the event followed with a peek at *Spell Bump*, his recently released children's spelling game. Next, Scott Macmillan announced his monthly "meetup" of independent developers called *Boston Indies*.

At this point, the heavy guns literally came out, as Dastardly Banana showed us how to save hours by using their first-person shooter creation library to make various guns in 10 minutes. Chris Hart from Reaction Grid treated us to a tour of the Jibe Multiplayer environment and Dominick from Infrared5 was in the house with a demonstration of the Brass Monkey library that allows for the use of your mobile device as a Wifi controller.

At this point we were all starving, just in time for lunch. Lunch was delicious! Sorry to rub it in, but I made eye contact with this delicious steak and chicken sandwich with a chipotle sauce accented with swiss cheese. In between bites, I chatted with Elliot Mitchell and Chris Hart, swapped stories with Shannon Coulomb and Admissions director from The Creative Circus, and eavesdropped on conversations with some of the most talented audio, modeling and animation engineers from around the Boston Area.

The afternoon continued with Tom doing a walk-through of the Lerpz Unity Tutorial. If you haven't gone through this comprehensive introduction to Unity, chasing down some of the video footage from *Unity Day* is a great way to get the most out of the details of the tutorial. During the session Tom also

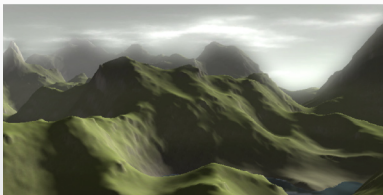


touched upon the many uses of prefabs, gave some tips about some problems with the Character Controller and covered the in's and out's of particle effects in Unity. By this time, the day was over but the night had just begun. Before leaving Boston, we hit Flann O'Briens, pulling up some chairs at a long table and swapping stories over cold beer. This obviously led to me noticing the gentleman with the ultimate entertainment gadget that is Karaoke. My wife Amy and I couldn't resist jumping on the mic to do some 80's rock. Everyone there including Alex, Elliot, Dominick, Johnathan, Tom and the others who joined us at the bar made for a memorable night. Overall it was great to see the community growing and to feel the electric energy that powers the Unity community. As the Global Unity community

continues it's explosive growth I look forward to many future trips to Beantown to keep an eye on the fast paced growth in the Boston corner of the Unityverse.

Manuel Saint-Victor is the owner of InfiniteUnity3d and is a community leader. His website can be found at <http://infiniteunity3d.com>. The Lerpz tutorial mentioned in this article can be found at <http://unity3d.com/support/resources/tutorials/3d-platform-game>. The main website for the Boston Unity Group can be found at <http://bostonunitygroup.com>.

Manuel Saint-Victor



TERRAIN TOOLKIT

Created as part of the 2009 Unity Summer of Code, the Terrain Toolkit is an integrated solution for terrain generation in the Unity game engine.



RIVER TOOL

Our free to use River Tool provides procedural mesh generation and terrain deformation for rivers in the Unity game engine.



ROAD/PATH TOOL

Our free to use Road/Path tool provides procedural, curve based road mesh and texture generation in the Unity game engine.

Six Times Nothing develops a range of in-house tools and extensions to the Unity Game Engine for use in our internal projects.

The good news is that we have recently decided to start releasing these tools to the Unity community for free!

We are proud of the tools and extensions we have developed and find them to be indispensable in our own projects. We hope that they will enable other developers to create great games with Unity too.

The first two tools to be released are the **River Tool** and the **Road/Path Tool**.

We have exciting developments planned for the coming months, so stay tuned for more news!



Find out about these free tools and more at WWW.SIXTIMESNOTHING.COM

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