



Building Your Project and Tool

A tale in three acts
of the structuring of Unity productions
and the shaping of your editor

Emil “AngryAnt” Johansen



Act one: "Hai"

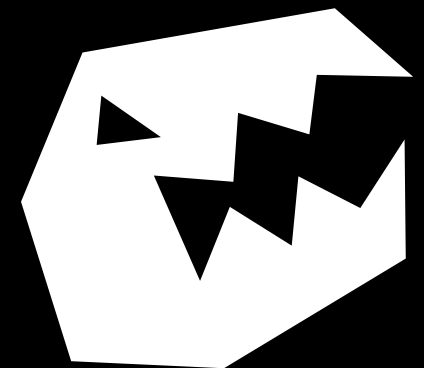
In which the villain is introduced and names are dropped

Hai

- Useful, often requested topic
- Please excuse any repeats
- Nordic Game Jam! Yaaay!

Hai

Startup → Unity Tech → Freelance



Hai

RenderWare



Five years →



Act two: “Production”

In which goals are outlined
and tips to attain them are shared



Complete the game
before starting to finish it

An abstract graphic composed of several overlapping, semi-transparent dark gray polygons. The shapes are angular and geometric, creating a layered, architectural effect. The largest shape is a large, irregular polygon on the left side of the frame. Overlapping it are several smaller, more complex polygons, some of which are further layered, creating a sense of depth. The overall composition is minimalist and modern.

Rapid iteration



Focus on strengths



Work modularly



Build for reusability

Act three: “Editor”


In which the sub-surface knobs and dials
of your Unity editor are introduced



It is **your** editor



Pipeline modding



Retooling



Expansion



Examples



Act, uh, four?: “WAT?”

In which questions are asked and answers are made up

WAT?

AngryAnt.com

@AngryAnt

