Overview

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So I'm Mike Clephane, I am one of the modellers at Synty Studios. I'm also a director of the company as well.

I'm Andrea Anticeto, producer and partner and game engine artist at Cinecode, the virtual production arm of post-production house DigitalFilm Tree.

My name is David Wehle and I'm an indie developer in Utah in the United States.

Hi, my name is Kiira Benzing and I'm a VR Director and I create interactive virtual reality experiences.

My name is Fereshteh Forough, I am the founder and executive director of Code To Inspire, the first coding school for girls in Afghanistan.

I first discovered Unity while exploring virtual reality experiences in New York at Tribeca Film Festival. The minute I took the virtual reality headset off, I said, "This is the kind of content that I want to be creating". And they said: "You need to be familiar with Unity."

In my day job, one of the things I did was create architectural blueprints as an assistant. I had a co-worker tell me, "Have you heard of Unity? It might help you with creating architectural walkthroughs for your clients". It just blew my mind, I thought it was the coolest thing ever.

The Unity game engine changed the way I work. As an artist with very little code knowledge at the time it was a fantastic way of setting things up.

We wanted to use game development and game design as a way that we can raise awareness within the community. We added Unity in our curriculum and I was very excited to see how powerful this technology and tool is.

What I do is help my film and TV clients save time, money and physical production footprint by leveraging our tool Storykit, which we created in Unity. It definitely empowers storytellers because now they can work with something that goes far beyond just a traditional storyboard. We don't need to meet in an office any more, we can meet inside the world that we are building, take notes as a team. Every now and then we'll do a demo build so we'll basically collaborate together using Scene Fusion. We'll load up Unity and we can all build the same level at the same time, which is fantastic. It's a very fun thing to be doing, it's very gamified.

We had a lot of students who never touched a computer, they've never been online, they never had a basic phone. So far, the students that learn about Unity in our coding school, they've done maybe more than 30 social impact games.

Unity is the backbone and foundation of every single project that we've been building at Double Eye Studios. Unity allowed us to basically quit our jobs and live the indie dream, and we've been doing it for a few years now and it's been absolutely fantastic. I wouldn't trade it for anything.

At Unity we love creators. The people that take their tools and work to create that which is in their imagination. Those bold enough to try to create something new. These people can change the world and we believe the world is a better place with more creators in it.