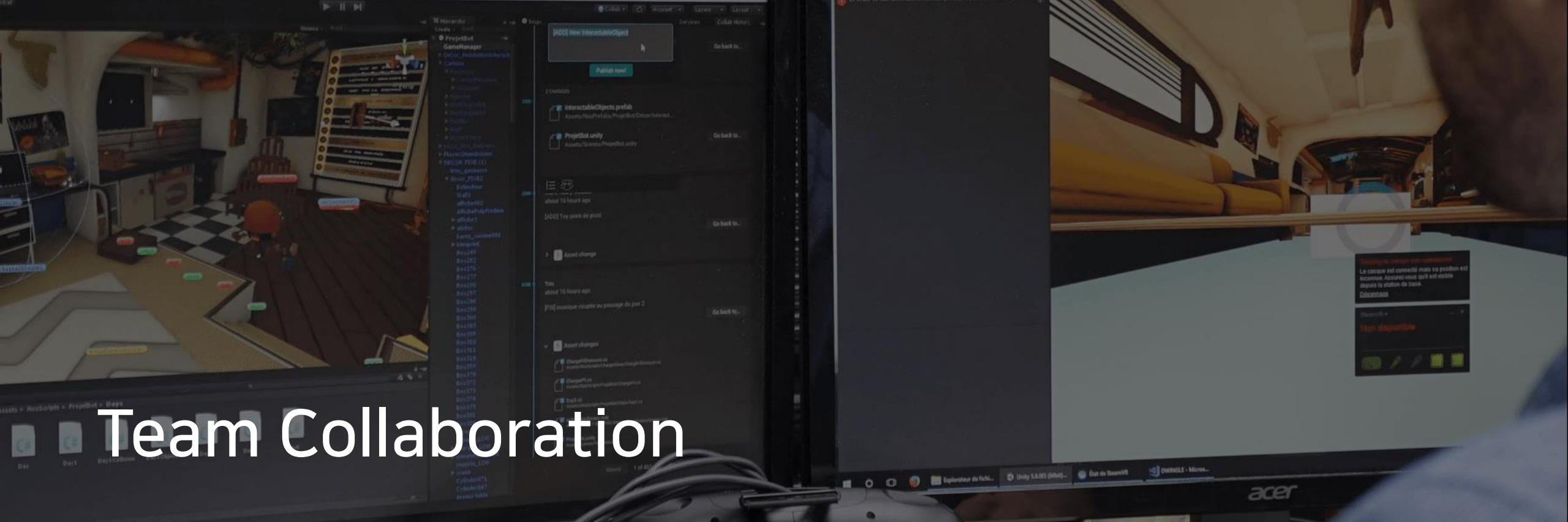


# Unity 2017: The world-leading creation engine for gaming

Unity 2017 introduces new features that help teams of artists and developers build experiences together. Powerful new tools, such as Timeline and Cinemachine, empower artists to create cinematic content and gameplay sequences without the need of an engineer. Creators can now spend more time doing, less time queueing.

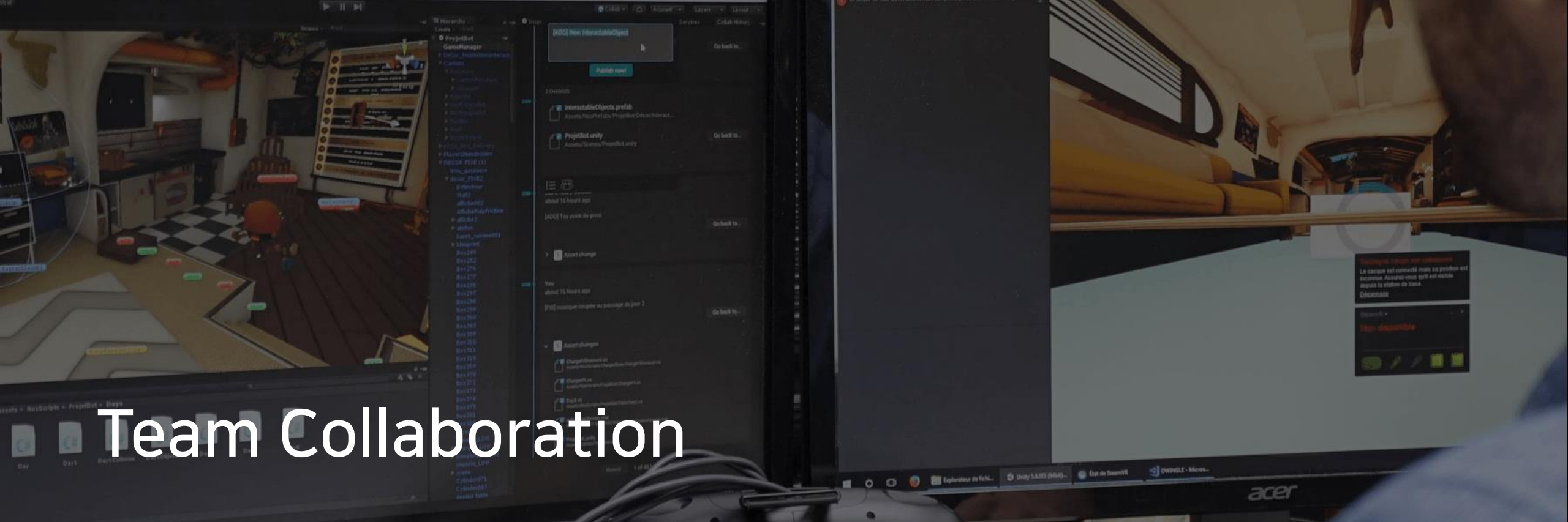




# Team Collaboration

Work faster together

Unity Teams는 협업과 간단한 워크 플로우 기능을 통해 크리에이티브 팀이 서로 효율적으로 작업할 수 있게 합니다.



- Save, share, and sync your projects and use simple version control and cloud storage, all seamlessly integrated with Unity
- Cloud Build: Automatically create and share builds with anyone.





# Unity Teams

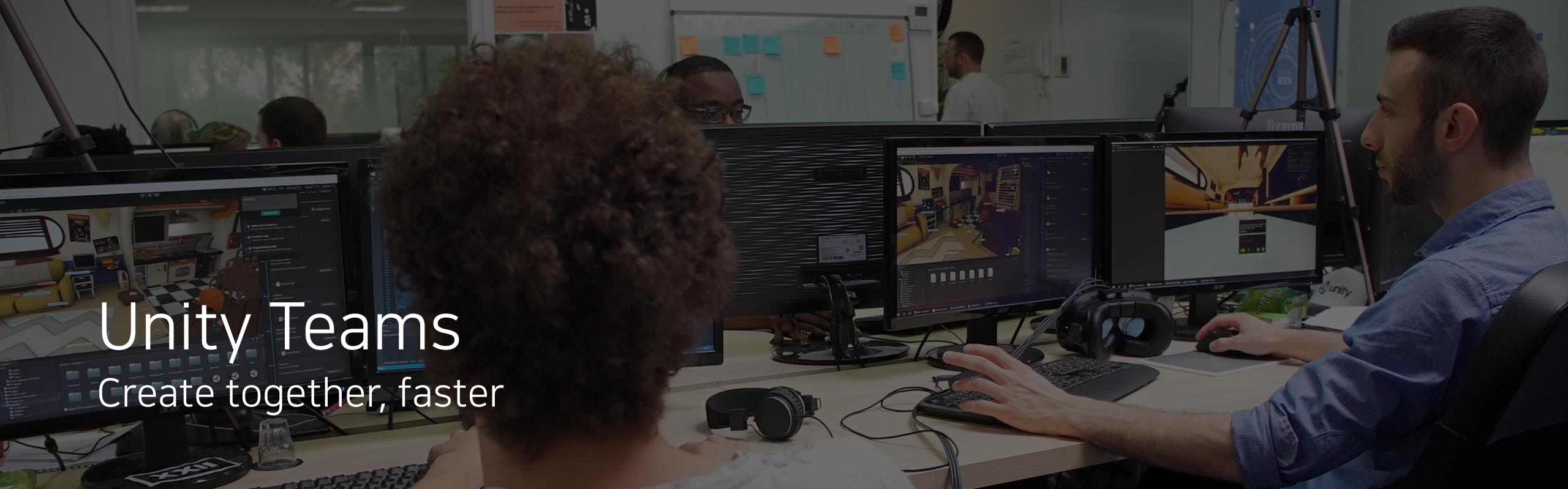
Create together, faster

\$9 per month

25GB 클라우드 스토리지

Max Team Size of 3.

초과 인원 1명당 매달 7달러 추가



# Unity Teams

Create together, faster

출시 기념

Free for Everyone

For a limited time



- **안심할 수 있는 프로젝트 변경 이력 확인** 프로젝트와 변경 이력 전체가 Unity의 클라우드 스토리지에 안전하게 저장됩니다.
- **워크플로 간소화** 프로젝트 변경 사항이 모든 팀원에게 배포됩니다. 코드, Unity 실행 등의 변경으로 인한 충돌을 쉽게 해결할 수 있습니다.
- **창작물 공유** Unity를 통해 빌드를 만들고, 업로드하고, 전송할 수 있으므로 게임을 다운로드하여 플레이하기가 편리합니다.

# How it Works



## Unity 팀즈 활성화

간단하고 빠르게 설정하여  
몇 초면 사용을 시작할 수  
있습니다



## 프로젝트 동기화

Unity에서 제공하는 클라  
우드 스토리지를 활용하여  
프로젝트를 저장하고 보호  
하세요



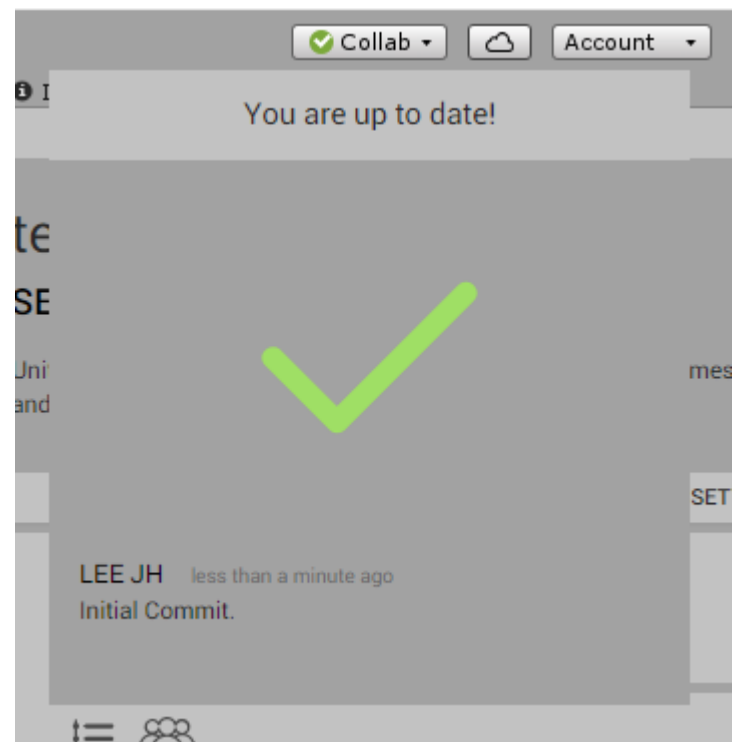
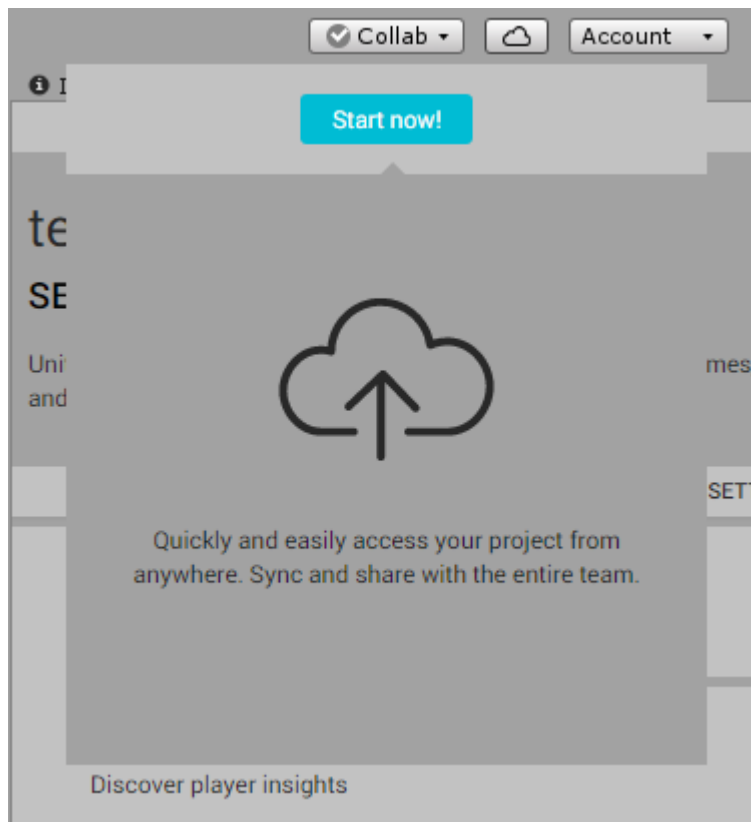
## 프로젝트 공유

팀원을 쉽게 초대하여 함  
께 작업하세요

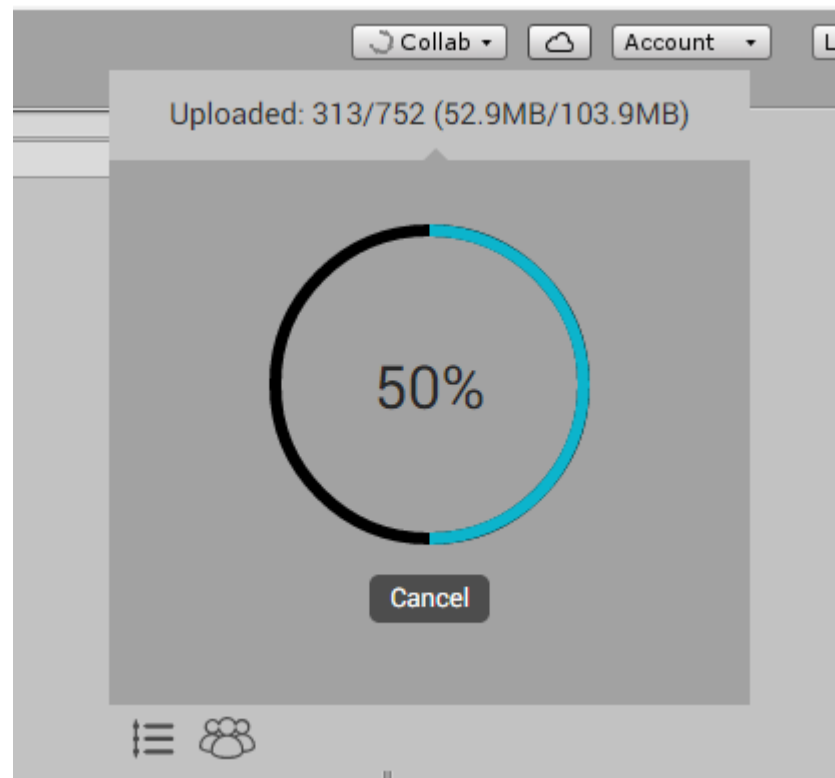
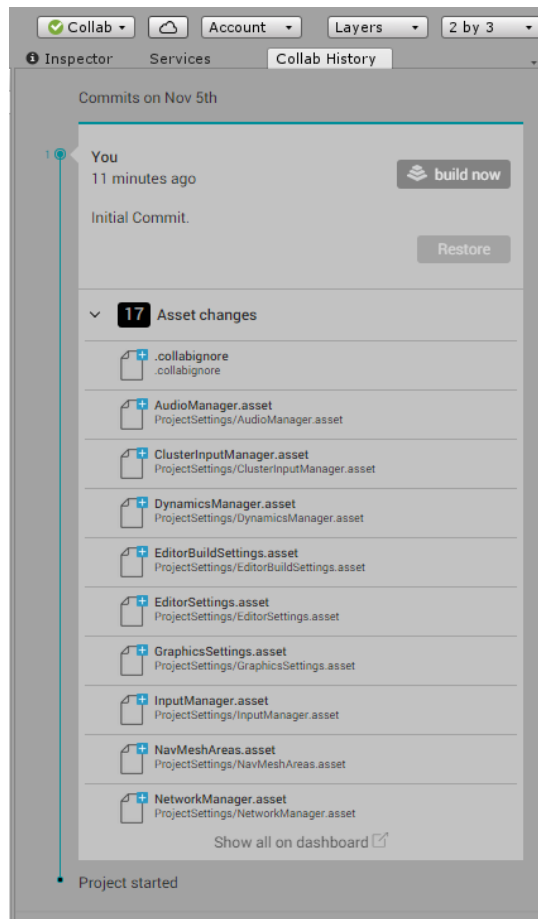
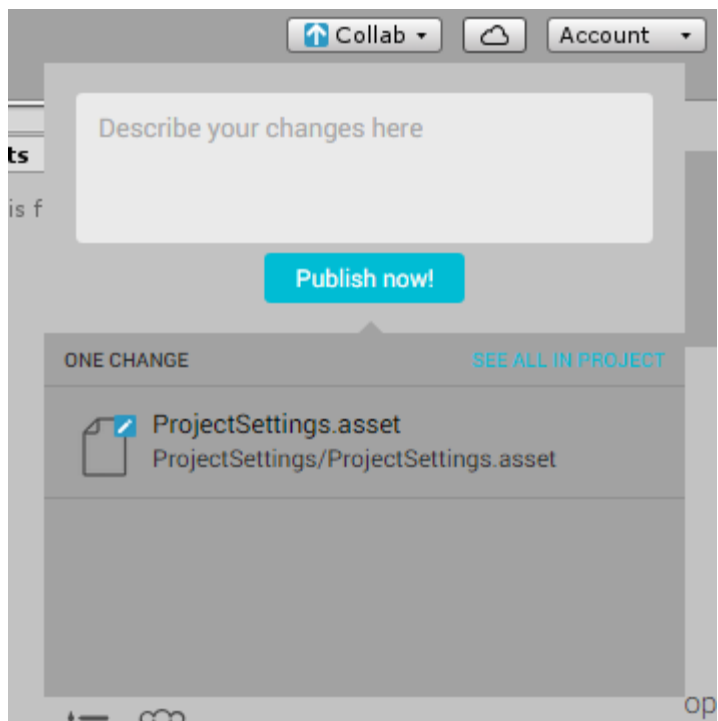


## 모두 참여 가능

사용하기 쉬운 통합된 인  
터페이스로 팀원 모두가  
프로젝트에 직접 기여할  
수 있습니다







↑  
test

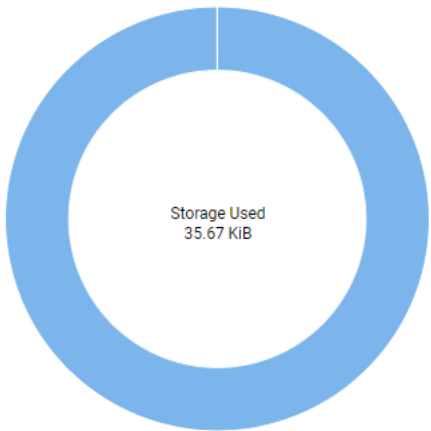


test

QSCALA | UPID 218ae4a3-5a2e-4100-b447-c1335c7c1386

- Overview
- Collaborate >
- Cloud Build >
- Performance >
- Multiplayer >
- Settings ▾
  - Users
  - Usage
  - General

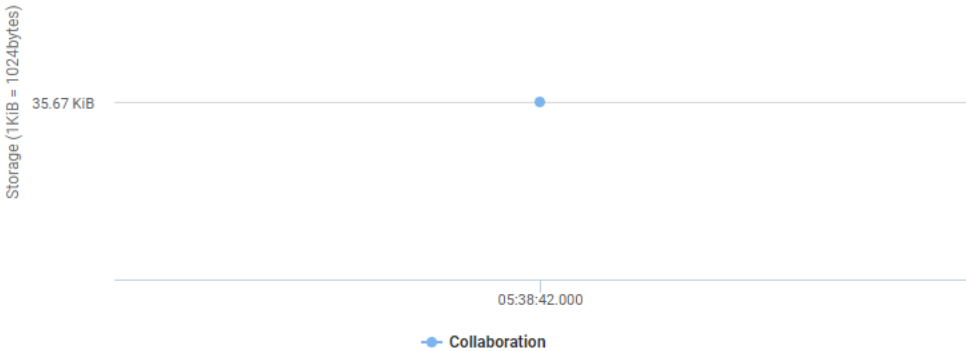
New! This page displays your project's usage of various Unity services.



■ Collaboration : 35.67 KiB

Storage Usage Over Time

Click and drag in the plot area to zoom in



test

- Overview
- Collaborate
- Cloud Build
- Performance
- Multiplayer
- Settings
- Users
- Usage
- General



test

QSCALA   UPID   218ae4a3-5a2e-4100-b447-c1335c7c1386

Add people or groups to this project

Manage groups or members of your organization at [the Unity ID Portal](#).

Invite someone to this project by entering an email address (attached to any Unity Developer Network account), or choosing a member or group from the organization.

Add

Members of this project

Type & Name	Access Level
<div> <b>LEE JH</b> navi_q@naver.com</div>	owner

Based on organizational role.

What do the access levels "Owner", "Manager", and "User" mean?

Owner

Owners can do anything in any service, across all projects. Owners are the only users who have access to the payment instruments and billing data at the organization level.

Manager

Managers can do most of the things in any service, across all projects. Managers can add users and do everything an owner can do, except see billing and credit card information for the organization.

User

Users can view and edit data, but can not edit user roles.

**THANK YOU**

