**UNITY 3D**

**Introduction: Unity is a cross-plattform game engine developed by Unity Technology. Unity3D is a Game Development tool for Windows and Mac OS. It is primarily used to develop video games and simulations for computers, consoles and mobile devices. It was first announced for OSX, at Apple’s WDC in 2005 and since then it has been extended to more than 25 platforms. It supports 2D and 3D graphics whose scripting is done in C#.**

**Features:**

* **Multi Platform Engine**
* **Rapid Learning Curve and Usability**
* **Scalable from small to large studios**
* **Build Once deploy anywhere**
* **Wide range of digital content.**

**Multi Platform Supportive:**

* **Desktop- PC and Mac**
* **Web- All modern browsers via unity plugin**
* **iOS**
* **Google Android**
* **Nintendo Wii**
* **Playstation 3**
* **XBOX 3**
* **Xperia Play & Union Devices via Union**

**Usability:**

* **Visual approach in game design**
* **Component Approach**
* **Automatic asset update pipeline**
* **JIT based testing**
* **Easy deployment**

**Userbase:**

* **Users up to 100**
* **Large studios**
* **Small studios**
* **Learning**

**Versatile Environment:**

* **Console and Desktop Games**
* **Web Browser Games**
* **Mobile Games**
* **Non Games and installation**

**Conclusion:**

* **Designed for scalability**
* **Simple Platform switching**
* **Quality settings to help better profile**
* **One click deployment**
* **Diverse Platform friendly**