

## Scriptable Objects:

**Unite Europe 2016 - Overthrowing the MonoBehaviour tyranny in a glorious ScriptableObject revolution**

Link: <https://www.youtube.com/watch?v=VBA1QCoEAX4>

**Unite Austin 2017 - Game Architecture with Scriptable Objects**

Link: [https://www.youtube.com/watch?v=raQ3iHhE\\_Kk](https://www.youtube.com/watch?v=raQ3iHhE_Kk)

## Custom Editor Extensions:

**Unite Europe 2016 - Editor Scripting for n00bs**

Link: [https://www.youtube.com/watch?v=9bHzTDIJX\\_Q](https://www.youtube.com/watch?v=9bHzTDIJX_Q)

**Unite Berlin 2018 - Editor Scripting the Scene View**

Link: <https://www.youtube.com/watch?v=Ah9CuzGa2vw>

**Custom Tool Time: Make More in Less Time**

Link: [https://www.youtube.com/watch?v=\\_mbOM06A5sA](https://www.youtube.com/watch?v=_mbOM06A5sA)

**Tool Dev For Game Devs**

Link: <https://www.youtube.com/playlist?list=PLImQaTpSAdsBKEkUvKxw6p0tpwl7ylw0d>

## General Tools Development:

**What I Learned About Tools Development From Games Industry Legends**

Link: <https://www.youtube.com/watch?v=Zp4tJQJKIPs>