Starter Kit

Hello again,

Welcome to hack! Here are the final details to get you started. If anything remains unclear, seek help in the Discord on the relevant channel.

You now have everything you need. We will start officially tomorrow at 5 PM PT, but you are welcome to start at your own pace before that. Remember to have a look at the Hackathon Rules one more time in the Practicalities document.

Webinar

The entire live-event is streamed <u>here</u>. If you miss the opening or closing ceremonies, seek out a recording in discord. Schedule:

- Opening ceremony Friday 5 PM PT
- Closing ceremony Sunday afternoon, exact time announced in Discord

Registration

You can now register yourself and your team on the <u>Junction platform</u>. Please use the same email address as in luma, if possible.

After successful registration, the platform will say "Registration Pending". You can proceed. From the tab "Team", you can browse existing teams or create a new one. Please add all of your team members to your team the latest before submitting your project. We might not be able to count you in the competition, if the team hasn't registered.

The project submission tab is open on the platform after official kickoff.

Tools

You can use these tools to make your hacking faster and more effective. You are not required to use them. You can start exploring the tools and hacking now!

If you have problems with any of the tools, please reach out via their respective discord channel, where you can get direct help from the tool providers. Discord support is available from Friday 5 PM PT.

Unity

Unity AI MCP (experimental): a lightweight microservice that connects the Unity Editor to approved AI tools via the Model Context Protocol. Provided for evaluation at this event, not an official Unity product. Use is optional and at participants' discretion."

https://drive.google.com/file/d/1yRC9cBUpPKxUBDBzZKQImkwmYsLyWT6y/view?usp=drive_web

On Discord: #unity-tools

Hyper3D by Deemostech

A leading AI 3D platform collaborating with Walmart, NetEase, Bambu Lab etc. on next-gen 3D pipelines.

Rodin Gen-2 is the latest Al 3D modeling tool that turns text or images into near production-ready 3D models with clean topology and editable parts. It supports:

- Recursive Part Generation
- High → Low Poly Baking with Normal Maps
- HD Texture (Beta)
- Ratio ControlNets
- Multi-view Input
- Try Rodin Gen-2 with the code DYTD1544PT0R for a free 14-day Business Plan access.

Resources:

User Guide:

https://www.notion.so/Hyper3D-Al-User-Guide-192f6a0e7ea8807fab47e21ed5a33a29

API Doc: https://developer.hyper3d.ai/

On Discord: #hyper3d

Decart

Decart is excited to partner with Supercell to reimagine gaming with Al! We offer real-time video editing and restyling models for instantaneous creative experiences such as:

- renderer for threeis games
- immersive video players in VR
- interactive filters for streamers

Teams that reach out will get 20K (\$200) in credits on our platform! To redeem, sign up for the API, send user @2bit3thn in Discord the email you used to sign up, and finally confirm that

the credits appear in your dashboard. Happy coding! 🙇 Check out our <u>cookbooks</u>, <u>docs</u>, or post in #decart-partner if you run into any issues.

On Discord: #decart

Neocortex

Conversational AI platform for games that enables developers to create voice-enabled in-game characters with realistic dialogue and personality. It's used by studios and indie developers to bring AI-powered NPCs to life in minutes, without complex backend work with a node-based user interface and set of game engine SDKs.

Quick setup:

- Create a Neocortex account
- Go to Settings > Redeem Code Section
- Enter Supercell Hackathon Code: AIGAMEHACK2025
- 2000 credits are instantly added

Youtube tutorials

Website: https://neocortex.link/

GitHub: https://github.com/neocortex-link/
Documentation: https://neocortex.link/docs

On Discord: #neocortex