

Wednesday June 28

Track 1 - Transformatorhuis

09.00 - 09.30	2D in Unity : What's New?	Rus Scammell (Unity)	
09.30 - 10.30	Global Illumination on an unprecedented scale	Tom Jackson (Bossa Studios)	
10.30 - 11.00	Break		
11.00 - 12.30	Unity Roadmap	Lucas Meijer (Unity)	
12.30 - 13.30	Break		
13.30 - 14.30	Overview of Timeline & Cinemachine: Concept and outcomes	Adam Myhill, Mike Wuetherick (Unity)	
14.30 - 15.00	Break		
15.00 - 16.00	Using Timeline & Cinemachine to mix gameplay and interactive cutscenes	Andy Touch, Mike Wuetherick (Unity)	
16.00 - 16.30	Break		
16.30 - 17.30	Character to Player: A 12-step program	Olly Nicholson (Unity)	
17.30 - 18.30	Bring high performance computing to C# in Unity	Joachim Ante (Unity)	

Track 2 - WesterUnie

09.00 - 10.00	Insights to action: Introducing Standard Events and Remote Settings	Mark Choi, Marc Tanenbaum (Unity)	
10.00 - 10.30	Get ready for VR advertising: How to prepare and why you should be excited	Julie Shumaker (Unity)	
10.30 - 11.00	AssetBundles, Current and Future	Ryan Caltabiano (Unity)	
11.00 - 11.30	Break		
11.30 - 12.30	Making lions dance - our workflow and developer tooling for animating animals in a mobile game	Heiko Weible, Marijn Zwemmer (Wooga)	
12.30 - 13.30	Break		
13.30 - 14.00	Multi-scene editing in Unity for "FAR: Lone Sails"	Goran Saric (Okomotive GmbH)	
14.00 - 14.30	Streamlining game development with Unity Teams	Sophia Clarke (Unity)	
14.30 - 15.00	Break		
15.00 - 15.30	AR prototyping for the HoloLens with Unity	Pierre-Armand Nicq, David Yue (Ubisoft)	
15.30 - 16.30	Practical guide to profiling tools in Unity	Valentin Simonov (Unity)	
16.30 - 17.00	Break		
17.00 - 17.30	Being a resourceful Unity developer	Yilmaz Kiyamaz (InnoGames GmbH)	
17.30 - 18.30	VR techniques, tips and tricks	André McGrail, Matt Roper (Unity)	
18:30 - 21.00	Break		
21.00 - 02.00	Unite Europe Party		

Track 3 - Machinegebouw

09.00 - 10.00	Pipeline of characters creation in Age of Magic (mobile 3D)	Illia Goncharov, Daniil Kozlovsky (Playkot)	
10.00 - 10.30	How Unity Multiplayer works	Jeremy Martin (Unity)	
10.30 - 11.00	Break		
11.00 - 11.30	Fuel your game dev dream - make money on mobile with Unity	Mika Isomaa (Unity)	
11.30 - 12.30	Shadow Tactics: Blades of the Engine	Frieder Mielke, Philipp Wittershagen (Mimimi Productions)	
12.30 - 13.30	Break		
13.30 - 14.00	Performance optimization for beginners	Matt Schell, Kerry Turner (Unity)	
14.00 - 14.30	Building an easy-to-use menu system	Adam Kapos (Yousician)	
14.30 - 15.00	Break		
15.00 - 15.30	Finding the path: New navigation features, use cases, and best practices	Mike Geig (Unity)	
15.30 - 16.30	The Real-time VFX of Spellsouls	Nikola Damjanov (Nordeus)	
16.30 - 17.00	Break		
17.00 - 17.30	Up, up and away! Learn how Futureplay's F2P mobile games soared with Unity	Paul Bowen (Unity), Mika Rahko (Futureplay)	
17.30 - 18.30	You don't get to set the difficulty - the Assault Android Cactus postmortem	Tim Dawson (Witch Beam)	

Track 4 - Gashouder Salon

09.00 - 09.30	Mobile immersive computing Today and beyond	Lulu LaMer (Google)	
09.30 - 10.00	A new Substance Painter to Unity workflow	Nicolas Wirrmann (Allegorithmic)	
10.00 - 10.30	Actionable insights to help you seize the opportunity in mobile and VR/AR	John Cheng (Unity), Guzman Diaz (Index Ventures), Joost van Dreunen (SuperData Research)	
10.30 - 11.00	The untold story: How to get your game out on PlayStation®	Piermaria Mendolicchio (Sony Interactive Entertainment Europe)	
11.00 - 11.30	Break		
11.30 - 12.00	Mixed Reality, 3D, and the next evolution in human/computer interaction	Brandon Bray (Microsoft)	
12.00 - 12.30	What's new from Daydream and Tango	Jared Finder (Google)	
12.30 - 13.30	Break		
13.30 - 14.00	Nintendo Switch & Unity: How we got GoNNER rolling on Nintendo's latest console	Mattias Ditttrich (Art in Heart), Marty Green (Coatsink)	
14.00 - 14.30	10 tips to monetize your game to millions of customers across SEA	Jonathon Sze (CloudMoolah)	
14.30 - 15.00	Break		
15.00 - 15.30	Can Immersive Virtual Reality enhance myoelectric prosthetic training?	Ivan Phelan (Sheffield Hallam University)	
15.30 - 16.00	Making a business case for HoloLens - practical experience from Dev and Sales	Maxwell Mallia-Parfitt (Fulcro Applied Technologies)	
16.00 - 16.30	VR and AR applications in car development	Dr Przemyslaw Korzeniowski (Volkswagen AG / Imperial College London), Oliver Schnabel (Volkswagen AG)	
16.30 - 17.00	Break		
17.00 - 17.30	Let's build an EditorVR tool together!	Amir Ebrahimi (Unity)	
17.30 - 18.00	Looking back at Arizona Sunshine: Zombies have feelings too?	Trevor Blom (Vertigo Games)	
18.00 - 18.30	Deep dive into Git and Git LFS	Andreia Gaita (GitHub)	

Thursday June 29

Track 1 - Transformatorhuis

10.00 - 11.00	The Unity Particle System: Features, tips and beyond!	Karl Jones, Richard Kettlewell (Unity)	
11.00 - 11.30	Shadow Fight 3: Forming a style	Alexander Nемов (Banzai Games)	
11.30 - 12.30	Break		
12.30 - 13.30	Squeezing Unity: Tips for extracting every delicious drop of performance	Ian Dundore, Mark Harkness (Unity)	
13.30 - 14.00	Break		
14.00 - 15.00	Cinemachine: From 1st person shooter to 3rd person action adventure, see how Cinemachine can revolutionize your in-game cameras	Adam Myhill (Unity)	
15.00 - 15.30	Break		
15.30 - 16.30	Extending Timeline with your own playables	James Bouckley, Mike Wuetherick (Unity)	

Track 2 - WesterUnie

10.00 - 11.00	Optimizing our workflow for LIGHTFIELD	Matthias Maschek, Simon Wallner (Lost in the Garden)	
11.00 - 11.30	Get discovered, find help, or build your team with Unity Connect	Ashley Alicea, Adam Jones (Unity)	
11.30 - 12.30	Break		
12.30 - 13.30	Building a better Unity	Tim Cooper, Will Goldstone, Sara Cecilia Lempiäinen, Shawn McClelland, Tuesday Smith, Andy Touch (Unity)	
13.30 - 14.00	Break		
14.00 - 15.00	Native Video Playback in Unity!	Andy Touch (Unity)	
15.00 - 15.30	Break		
15.30 - 16.30	How Unity's Serialization System Works	Richard Fine (Unity)	

Track 3 - Machinegebouw

10.00 - 11.00	Creating interactive 360 experiences in Unity	Carl Callewaert, Sarah Stumbo (Unity)	
11.00 - 11.30	Discovering the potential of Unity WebGL with AirConsole	Alice Ruppert (AirConsole N-Dream)	
11.30 - 12.30	Break		
12.30 - 13.30	The AAA graphics of Spellsouls - our journey to 60FPS on mobile	Joseph Oros, Srdja Stetic-Kozic (Nordeus)	
13.30 - 14.00	Break		
14.00 - 15.00	Visualising geospatial big data in Unity	Peter O'Loughlin, Glen Ross-Sampson (Fugro Roames)	
15.00 - 15.30	Break		
15.30 - 16.00	GameOn for War Child: How gaming is changing children's lives	Wayne Emanuel (War Child UK)	
16.00 - 16.30	VR refugees - live a refugee's journey from Syria to Germany	Lina Zdruli (VRRefugees)	

Track 4 - Gashouder Salon

10.00 - 10.30	Every millisecond counts: How to render faster for Virtual Reality	Dominic Eskofier (Nvidia)	
10.30 - 11.00	Building native games For Facebook Gameroom with Unity	Wayne Lu (Facebook)	
11.00 - 11.30	Breathing life into physical objects through Augmented Reality	Vinny DaSilva (Vuforia)	
11.30 - 12.30	Break		
12.30 - 13.00	Beyond nausea: Creating compelling VR content in 2017	Matt Conte (Oculus)	
13.00 - 13.30	Designing AR experiences in real world environments	Vinny DaSilva (Vuforia)	
13.30 - 14.00	Break		
14.00 - 15.00	Bake it 'til you make it: An introduction to Lightmaps	Jennifer Nordwall (Unity)	
15.00 - 15.30	Break		
15.30 - 16.00	Latest Samsung Immersive Technologies - empowering Unity developers	Damon Hernandez, Henry Komsky (Samsung Electronics America)	
16.00 - 16.30	State of play: Modern game development	Andrew Parsons (Microsoft)	

Track 5 - WesterLiefde

10.00 - 11.00	Steam business update	Tom Bui, Jan-Peter Ewert, Alden Kroll, Lawrence Yang (Valve Software)	
11.00 - 11.30	Talking about VRTK	Harvey Ball (VRTK)	
11.30 - 12.30	Break		
12.30 - 13.00	Photon vs UNet: Battle of the giants - Multiplayer architectures explained	Christof Wegmann (Exit Games)	
13.00 - 13.30	All I want is a decent pair of pants: A walk-through of the Morph 3D Character Creation Suite	Berkley Frei (Morph 3D)	
13.30 - 14.00	Break		
14.00 - 14.30	Protecting your games from threats	Ami Kobayashi (DNP HyperTech Co., Ltd.)	
14.30 - 15.00	Real world maps in mixed reality: Building a location-based game in 20 minutes	Alex Barth (Mapbox)	
15.00 - 15.30	Break		
15.30 - 16.00	Get the most out of Mobile with Vulkan and MGD in Unity v5.6 onwards	Roberto Lopez Mendez (ARM)	

Categories						Levels	
							All Audience
							Beginner
							Intermediate
							Advanced

Schedule subject to change. Download the Unite 2017 app for updates.

