



Schedule - Day 1

NOVEMBER 1

#Unite16

Breakout 1

10:00 - 11:45 AM
Unite 2016 Opening Keynote (All)

 11:45 AM - 2:00 PM
Lunch break

2:00 - 3:00 PM
Test Guided Development: How to Realize the Benefits of TDD with Unity (Beginner)

3:00 - 3:30 PM
Bringing Mobile Monetization out of the (Looty) Dungeon (All)

 3:30 - 4:00 PM
Coffee break

4:00 - 5:00 PM
VR Panel: VR Technical Solutions and How They Influence Design (Intermediate)

 5:00 - 5:30 PM
Coffee break

5:30 - 6:00 PM
How to Demo VR: Come onboard with us! (Beginner)

6:00 - 6:30 PM
Trolls: The Cost of Doing Nothing (All)

6:30 - 7:00 PM
What Developers Ought to Know About Customer Service (All)

Breakout 2

10:00 - 11:45 AM
Unite 2016 Opening Keynote (All)

 11:45 AM - 2:00 PM
Lunch break

2:00 - 2:30 PM
Mixed Reality Scenarios on HoloLens (All)

2:30 - 3:00 PM
Double your Revenue - The Mystery of the Missing Moolah (All)

3:00 - 3:30 PM
Bringing Job Simulator to PlayStation®VR (All)

 3:30 - 4:00 PM
Coffee break

4:00 - 4:30 PM
Games for Samsung – How Indies Can Benefit When Unity and Samsung Work Together (All)

5:00 - 5:30 PM
Building a Vuforia App for HoloLens (Intermediate)

 5:30 - 6:00 PM
Coffee break

6:00 - 6:30 PM
The Rules of Rapid Prototype Development (All)

6:30 - 7:00 PM
Static Code Analysis: Preventing Bugs and Lag Before They Happen! (Intermediate)


Breakout 3

10:00 - 11:45 AM
Unite 2016 Opening Keynote (All)

 11:45 AM - 2:00 PM
Lunch break


2:00 - 3:00 PM
Design Driven Revenue Optimization (All)

3:00 - 3:30 PM
How to Find the Talent to Build Your Next Game or Team (All)

 3:30 - 4:00 PM
Coffee break

4:00 - 5:00 PM
A step by step guide to making a scene that looks like the Adam demo (Intermediate)

5:00 - 5:30 PM
Q&A with The Outsiders (All)

 5:30 - 6:00 PM
Coffee break

6:00 - 7:00 PM
Tools, Tricks and Technologies for reaching stutter free 60 FPS in INSIDE (Advanced)

8:30 - 9:30 PM
Unite 2016 Awards Ceremony (All)

REMEMBER! PRE-AWARDS COCKTAIL RECEPTION FROM 7:00 - 8:00 PM @ THE POOL DECK



Schedule - Day 2

NOVEMBER 2

#Unite16

Breakout 1

09:30 - 10:30 AM

What Makes Great Games Great? Game Design with Gigi (All)

10:30 - 11:00 AM

Multiplatform 3D Art Development for Indies (Intermediate)



11:00 - 11:30 AM
Coffee break

11:30 AM - 12:00 PM

Push Button Worlds: Create runtime 3D environments from AR to desktop using Mantle (All)

12:00 - 12:30 PM

Building sprite sheets at runtime (Intermediate)



12:30 - 1:30 PM
Lunch break

1:30 - 2:30 PM

Pallas of Vines: a Revolutionary Performance Game Pioneering Player-creation of original music in performance-based gameplay (All)

2:30 - 3:00 PM

GPU Accelerated High Resolution Cloth Simulation Built in Unity (Intermediate)



3:00 - 3:30 PM
Coffee break

3:30 - 4:30 PM

Best Practices in Persisting Player Data on Mobile - Saving, Loading, and the Cloud (Beginner)

4:30 - 5:00 PM

The Quest To Do Nothing: Automating Tools Development (Advanced)



5:00 - 5:30 PM
Coffee break

5:30 - 6:00 PM

High-Stakes Game of Business: A Billion Dollar Battleground (Intermediate)

6:00 - 6:30 PM

There's a Game in Your Game! (Beginner)

Breakout 2

09:30 - 10:30 AM

Hard-Launching CSR Racing 2: A Guide for Achieving World-Class Visuals on Mobile Devices (Intermediate)

10:30 - 11:00 AM

Set Graphics to Stun: Enhancing VR Immersion with the CPU in Star Trek: Bridge Crew (All)



11:00 - 11:30 AM
Coffee break

11:30 AM - 12:00 PM

Developing for Facebook - Introducing a new gaming platform for Desktop PC (All)

12:00 - 12:30 PM

NVIDIA VRWorks and Unity (All)



12:30 - 1:30 PM
Lunch break

1:30 - 2:00 PM

Oculus Avatars in Unity (All)

2:00 - 2:30 PM

Building AR/VR Game Environments with Mapbox & Unity (All)

2:30 - 3:00 PM

Input and Tracking: Mass Market ARVR Adoption is Coming Soon (Intermediate)



3:00 - 3:30 PM
Coffee break

3:30 - 4:30 PM

Understanding VR Performance (Advanced)

4:30 - 5:00 PM

3D Game Programmers Meet real-world Architects for VR + AR (All)



5:00 - 5:30 PM
Coffee break

5:30 - 6:00 PM

Bringing soft and fuzzy surfaces to Unity (Beginner)

Breakout 2 (continued)

6:00 - 6:30 PM

Mecanim Bonsai - Lessons from Firewatch and Recore (Intermediate)

Breakout 3

09:30 - 11:00 AM

Unity Roadmap Session (All)



11:00 - 11:30 AM
Coffee break

11:30 AM - 12:30 PM

Building the Metaverse in the Metaverse (All)



12:30 - 1:30 PM
Lunch break

1:30 - 2:30 PM

Look, holograms! - Real-World HoloLens Development with Unity (Intermediate)

2:30 - 3:00 PM

Retail Reality - The 3D content pipeline powering Wayfair's AR & VR apps (Intermediate)



3:00 - 3:30 PM
Coffee break

3:30 - 4:30 PM

Cinematics & Storytelling in Unity (All)

4:30 - 5:00 PM

Practical WebGL Advice from the Field (Intermediate)



5:00 - 5:30 PM
Coffee break

5:30 - 6:30 PM

Unity for Films (All)

REMEMBER! NETWORKING RECEPTION FROM 6:30 - 7:30 PM @ THE EATERY



Schedule - Day 3

NOVEMBER 3

#Unite16

Breakout 1

10:00 - 11:00 AM

Overthrowing the MonoBehaviour Tyranny in a Glorious Scriptable Object Revolution (again) (Intermediate)

11:00 AM - 12:00 PM

Building Multiplayer Games with Unity (Intermediate)

 12:00 - 1:00 PM
Lunch break

1:00 - 1:30 PM

Extracting Value from Unity Analytics Raw Data Export (Advanced)

1:30 - 2:00 PM

Taking A TRIPP - Early Lessons in VR from new Indie Publisher TRIPP, Inc. (All)

2:00 - 2:30 PM

Observations of an Accidental Community Manager (All)

 2:30 - 3:00 PM
Coffee break

3:00 - 3:30 PM

How to Build A Game Development Studio with Unity, Two People and Nine Hats (All)

3:30 - 4:00 PM

One Year In: My Experience Publishing on the Unity Asset Store (All)

Breakout 2

10:00 - 10:30 AM

Making Daydream Real - Building for Google's new VR platform (Intermediate)

10:30 - 11:00 AM

The Evolution of Substance: Better tools, (much) more content (Intermediate)

11:00 AM - 12:00 PM

Technology and User Experience - Creating Immersive Interfaces and Interactions for VR and Mobile (Intermediate)

 12:00 - 1:00 PM
Lunch break

1:00 - 1:30 PM

Q&A with the Unity AssetBundle team (Intermediate)

1:30 - 2:00 PM

Creating Together With Unity (Intermediate)

2:00 - 2:30 PM

Fastest way to Render 1000 Animated Cows (Advanced)

 2:30 - 3:00 PM
Coffee break

3:00 - 4:00 PM

The Power of Procedural Meshes (Intermediate)

Breakout 3

10:00 - 11:00 AM

Creative Prototyping in Unity (All)

11:00 - 11:30 AM

Shaders and Unity: Profiling and Optimization (Intermediate)

11:30 AM - 12:00 PM

Unity Post Processing (Intermediate)

 12:00 - 1:00 PM
Lunch break

1:00 - 2:00 PM

Let's Talk Performance (Advanced)

2:00 - 2:30 PM

High Art > Low cost - Mobile VR tips and tricks (Intermediate)

 2:30 - 3:00 PM
Coffee break

3:00 - 3:30 PM

Unity Architecture in Pokémon Go (Advanced)

3:30 - 4:00 PM

Closing Remarks - A Fireside Chat with David Helgason (All)