

Unity3d	Carmen Steenbrink	Overall Rating = 5
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Unity3d

The Good	The Bad	The Bottomline
<p>A lot of options in the free version. After experimenting for 15 minutes you'll get some basic stuff and already made a sort of animation like thing. To understand all of the more complicated and advanced options, you'll need a lot longer and some tutorials. You do own the content that you create, so that's great.</p>	<p>You have to pay when you want to make some serious game. When you never have worked with a 3D programm you'll get lost easily.</p>	<p>It's really helpful en interesting for designers, because it's relatively easy to use. Most of the (graphic) designers do not have any experience with any kind of game making. This tool can help you with your first steps.</p>

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Specifications

The official website of the tool is

<https://unity3d.com>

The tool is made by

Unity Technologies

You can find the official documentation on:

<https://en.wikipedia.org/wiki/Unity> <https://unity3d.com/learn/tutorials>
<https://www.youtube.com/playlist?list=PL27B696FB515608D2>

Is there a user forum/ bug tracker/ issue tracker and if so where?

https://blogs.unity3d.com/?__ga=2.269178481.1677887419.1505734719-1497498920.1504872817

https://status.cloud.unity3d.com/?__ga=2.269178481.1677887419.1505734719
<https://unity3d.com/unity/faq> <https://unity3d.com/community> https://issuetracker.unity3d.com/?__ga=2.197818927.1677887419.1505734719

I reviewed version Unity 2017.1.1f1 of the Software The interface:

- what is it : other
- what is it for ?other
- this tool functions : after download and install
- this tool is available for : ALL
- this tool is : Free Speech
- does this tool have a paid version available? yes

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Review

The user interface:

It's hard to begin with. You have all the options and just puzzle something. Tutorial is needed to fully understand everything.

Tutorials / Instructions:

useful / helpful : 5
clear : 4
quick and easy to understand : 4

What notable things do other users say about this tool? (either good or bad!)

<http://www.moddb.com/engines/unity/reviews?filter=t&rating=7>

Testing the tool (learning by doing — trial and error) What would/could a designer use this tool for?

Making games with a lot of interaction, or use it as a simulation device. (Used in forensic architecture) Create model worlds. (think about VR). Has more options than a normal 3D programm.

Depending on what kind of free this tool is, how "free" is this tool really?

There is no advertising, and some good free tutorials. But as the reviews told me, to do a little bit of serious game design you need the payed upgrade. Please add any additional comments below: Nice to try, my MacbookPro finds it a heavy programm.

Please add any additional comments below:

n/a

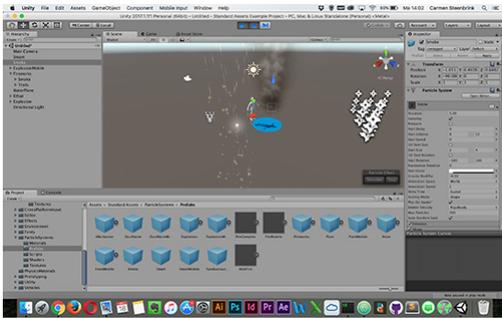
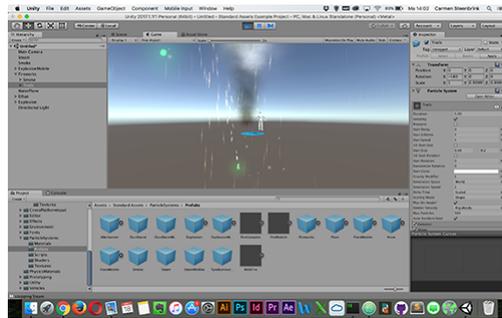
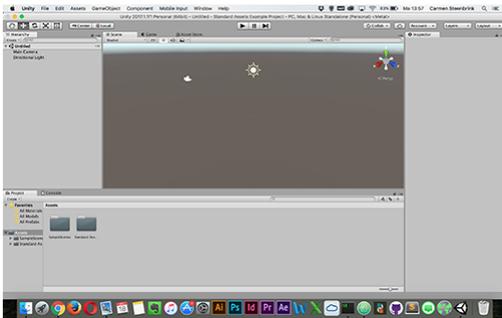
As an official reviewer for the Great Free Graphic Software Review I confirm I have filled in the above review at the best of my abilities, with care, patience and without prior prejudice, so help me Tux.*

Carmen Steenbrink, 18/09/2017

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Images

Interface



Testing the tool

