



PROFESSIONAL SERVICES

Technical Art Review

Expert guidance from Unity Technical Artists

Unity Technical Art Review is designed to help game studios ramp up to full production by ensuring workflows are heavily automated, efficient, optimized for scale, and use best practices.

A Unity Technical Artist spends two days onsite reviewing your project and pipeline, then delivers a comprehensive report with recommendations and best practice guidance.

Benefits



Identify opportunities to build content faster, improve iteration speed, and improve automation, validation, and quality control



Integrate new techniques to improve your workflow within and around Unity



Get the most up-to-date information and recommendations for how to optimize your pipeline

“Working on titles such as Endless Space and Endless Legend, we often step into unknown territory ... [Unity’s] service has brought us invaluable knowledge and insight, which we could not have fathomed otherwise.”

– Mathieu Girard, CEO, Amplitude Studios

What to expect

Day 1: Meet with the leadership of each art department to understand your project and priorities.

Day 2: Analyze the project to identify potential issues and opportunities to optimize your workflow and pipeline.

Discovery
<ul style="list-style-type: none">• Understand the project, current workflows, and pain points• Learn about project goals – art style, content scale, timeline, design goals, staffing needs, and key stakeholders
Content Creation
<ul style="list-style-type: none">• Automate content creation (DCC package usage and automation, including 2D/3D, UI, modeling, texturing, rigging, animation)• Source art organization (naming conventions, DCC package asset organization)• Pipeline automation (DCC package rigging, exporting, validation)• Best practices for content creation (specific recommendations)• Version control and source control best practices
Integration
<ul style="list-style-type: none">• Unity tooling, documentation, and best practices• Ingesting outsource content at scale• Asset auditing and profiling (including model, texture, or shader optimizations) and contextual asset expense• Maximizing and scaling content creation solutions• Unity project organization (naming conventions, asset bundle organization, and the proper use of asset store packages and plugins)• Tooling documentation and tool production• Unity tooling and feature recommendations
Iteration
<ul style="list-style-type: none">• Prototype to production (achieving a painless transition)• Basic runtime project profiling (memory, GPU)• Content iteration times and approvals process

Why partner with Unity?

No one knows Unity like we do. Working with us gives you direct access to the engineers who built Unity and know the source code inside out – now and in the next version, so we can help you future-proof your work.

You'll be supported by leading industry veterans with insight into market trends, emerging and adjacent technologies, and best practices. We are partners who stay laser-focused on making sure you succeed throughout your journey with Unity.

Questions? Contact your account representative.

