

Unity Industry

Drive business innovation with the transformative power of real-time 3D

The next chapter of digital transformation, transform your business with 3D solutions.

Empower Smarter Decisions with Real-Time 3D Transform 3D data into immersive applications with real-time insights. Enable decisions with spatial visualizations to improve collaboration and accelerate time-to-market through clear, actionable insights.

Optimize Efficiency and Lower Costs Seamlessly integrate and manage 3D data to streamline workflows, reduce redundancies, and enhance collaboration. Improve design efficiency, optimize resource use, lower production costs, and boost overall operational effectiveness.

Reach Your Audience Anywhere Develop once and deploy applications across 20+ platforms, including mobile, desktop, AR, and VR.

Explore Unity Industry

Import *Bring existing 3D models into Unity or import engineering data directly as ready-to-use meshes*

Create *Build immersive, interactive experiences with apps with the Unity Engine's leading developer tools*

Deploy *Reach any stakeholder by deploying your project to mobile, desktop, web, or VR/AR headsets.*

Collaborate *Unity's Cloud tools help your teams collaborate, share and manage assets, and grow at scale*

Unity [NYSE: U] is a leading platform that has extended the technology that revolutionized and democratized video game development to automotive, manufacturing, healthcare, retail, construction, aerospace, defense and beyond. Unity is an open connected platform that allows you to deliver high-fidelity 3D content on any device.

What our customers are saying

Thanks to Unity, achieving rich visuals and realistic renderings has become an exciting and efficient journey for our team. Unity's dynamic lighting and shading has empowered us to create visually stunning 3D renderings that bring our products to life and truly captivate users."

– JULIEN BERTA PRESIDENT,
SMARTPIXEL

Unity | Salzer 3D

www.unity.com | <https://salzer3d.eu/>

info@salzer3d.eu

+49 (0) 173 976 0008



Unity Industry

Unity Industry includes the products and support needed to create, manage, and scale multiplatform applications. Designed for industry creators, it covers every stage from data integration to deployment.

Unity Enterprise:

- **Unity Editor** is the leading tool for real-time 3D (RT3D) creation and your pathway to building unique experiences that help drive sales, train teams, monitor facilities, and transform your business. With three-year support and access to build server licenses, you can scale development to meet your goals
- **Source Code Access (read-only):** Understand, optimize and debug faster
- **Havok Physics:** Advanced, stateful, physics engine for the fastest and most robust collision & physical simulation system.
- **Build Server:** Automate Unity build processes which helps save developer time on premise

Unity Cloud:

- **DevOps:** Version control and Build Automation to free up dev time for projects
- **Asset Manager:** streamlines how you discover, transform, manage, and share 3D assets for faster iteration and better collaboration.
- **Centralize Administration:** secure your projects, manage teams seamlessly

Accelerators:

- **Asset Transformer Plugin:** Unlock the value of your data. Save time by importing engineering CAD, BIM, point cloud, and other 3D data directly into Unity while retaining product hierarchy and metadata. Obtain the ideal mesh quality with Asset Transformer optimization algorithms.
- **UnityAI:** Build better applications faster with Unity AI, a suite of AI tools that assists with your development workflows directly within the Unity Editor.
- **Unity visionOS:** Use powerful tools to build apps on VisionPro.

Industry Success:

- Solve critical onboarding challenges and accelerate time to market with support designed just for industry
- **Tier 2 Technical Support**
- **Dedicated Advisor** (4+ seats) to overcome roadblocks faster. Dedicated relationship manager, product activation support, onboarding engagement.
- **300 hours** of On-Demand Training

If you want to discuss how to bring your RealTime3D project to life - call us!