

GAME DEVELOPMENT

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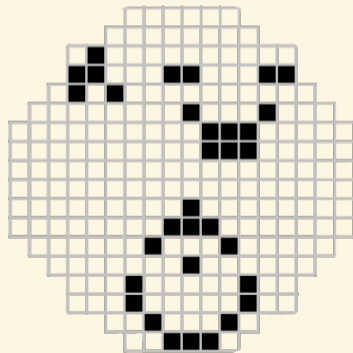
FACULTY OF INFORMATION TECHNOLOGY

DCGM, CPhoto@FIT

FACULTY OF FINE ARTS

GAME MEDIA STUDIO

13



GUEST LECTURE

Ing. Milan Munzar

LinkedIn | VUT | E-Mail

- Meteosat 3rd Generation [1, 2]
- Clash of Streamers
- NFT in Games



Source: Meteosat, Clash of Streamers

METEOSAT TO CLASH OF STREAMERS

MILAN MUNZAR

THANK YOU!

2021

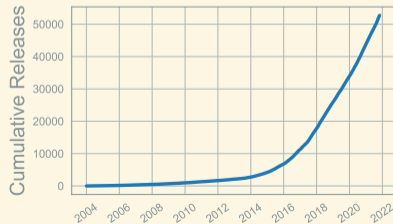
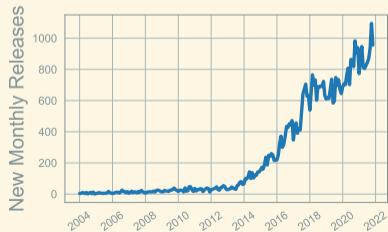


Ing. Milan Munzar

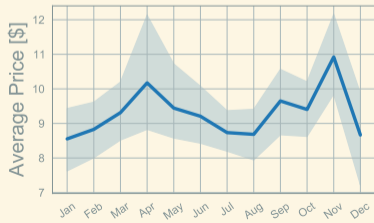
Meteosat to NFT Games

ADDITIONAL RESOURCES

- [Resources] Pixel Prospector : Essential Resources for Game Developers
- [Conference] Game Developer Conference YouTube Web
- [Map] Global Map of Game Developers
- [Papers] Lododemia : Database of Game-Related Scientific Papers
- [YouTube] Brackeys : Unity Tutorials
- [Tutorials] Unity Learn
- [Exercises] Advent of Code



Source: Data from SteamSpy



Thanks For Your Attention!

Starsector

FLUX 1
HULL 100%
ALLIED CR: 55%

FLUX 1
HULL 100%
ALLIED CR: 55%

FLUX 1
HULL 100%
ALLIED CR: 47%

FLUX 1
HULL 100%
ALLIED CR: 56%

FLUX 1
HULL 100%
ALLIED CR: 70%

FLUX 1
HULL 100%
ALLIED CR: 65%

FLUX 1
HULL 100%
ALLIED CR: 59%

FLUX 1
HULL 100%
ALLIED CR: 77%

FLUX 1
HULL 100%
ALLIED CR: 44%

FLUX 1
HULL 100%
ALLIED CR: 59%

FLUX 1
HULL 100%
ALLIED CR: 43%

FLUX 1
HULL 100%
ALLIED CR: 44%

FLUX 1
HULL 100%
ALLIED CR: 59%

FLUX 1
HULL 100%
ALLIED CR: 55%

FLUX 1
HULL 100%
ALLIED CR: 67%

FLUX 1
HULL 100%
ALLIED CR: 67%

NAV BLOYS
+5% TOP SPEED
COMMAND NETWORK
150% CR RECOVERY RATE
PEAK ACTIVE PERFORMANCE
REMAINING TIME: 450 SECS
COMBAT READINESS SCORE
IMPROVED PERFORMANCE

SPEED 16

CONQUEST CLASS
STANDARD BATTLECRUISER

WEAPON GROUPS
1. 2X HEPHAESTUS ASSLT GUN LINKED
DNG HIGH EXPLOSIVE AUTOFIRE
2. 2X HEPHAESTUS MISSILE GUN LINKED
DNG HIGH EXPLOSIVE AUTOFIRE
3. 4X HEAVY NEEDLER LINKED
DNG KINETIC AUTOFIRE
4. 2X SPINNING TORPEDO LAUNCHER LINKED
DNG TRANSDUCTION AUTOFIRE
5. 2X PD LASER LINKED
DNG ENERGY AUTOFIRE

HEPHAESTUS ASSLT GUN LINKED
HEPHAESTUS ASSLT GUN LINKED
2788
2200
S+64, Idle: 190



REFERENCES I

- [1] DONNY M AMINOU ET AL. “**METEOSAT THIRD GENERATION (MTG) STATUS OF SPACE SEGMENT DEFINITION**”. In: *Sensors, Systems, and Next-Generation Satellites XIII*. Vol. 7474. International Society for Optics and Photonics. 2009, p. 747406.
- [2] ANTONIO RODRIGUEZ ET AL. “**METEOSAT THIRD GENERATION: MISSION AND SYSTEM CONCEPTS**”. In: *Infrared Spaceborne Remote Sensing and Instrumentation XVII*. Vol. 7453. International Society for Optics and Photonics. 2009, p. 74530C.