

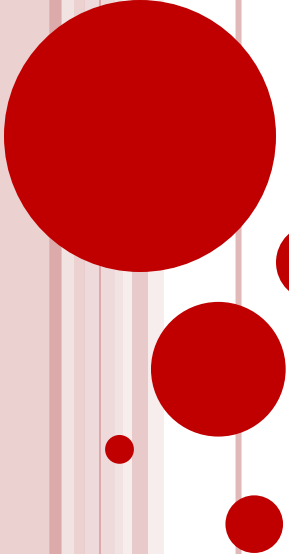
S.A.M. – The Streamable Assets Manager introduces a new way to build complex Game Worlds with Unity.

Rather than filling a single scene with all the assets that make up your game, you create building blocks in the form of **Streamable Asset Chunks**.

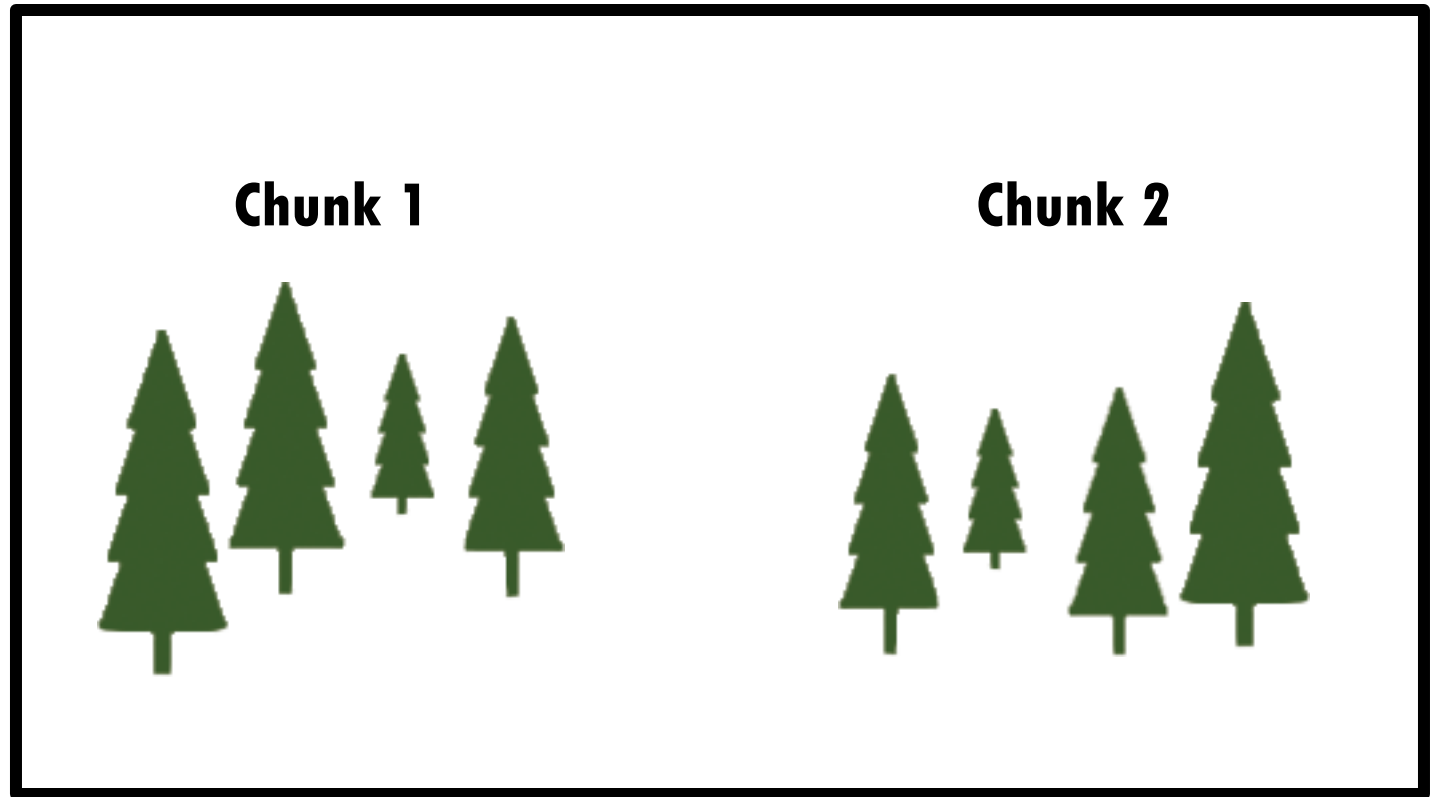
Those Asset Chunks can then be loaded as needed both in the Unity Editor and In-Game, which comes with several advantages.



● **TRANSFORMING LITTLE PIECES
INTO BIG IDEAS**

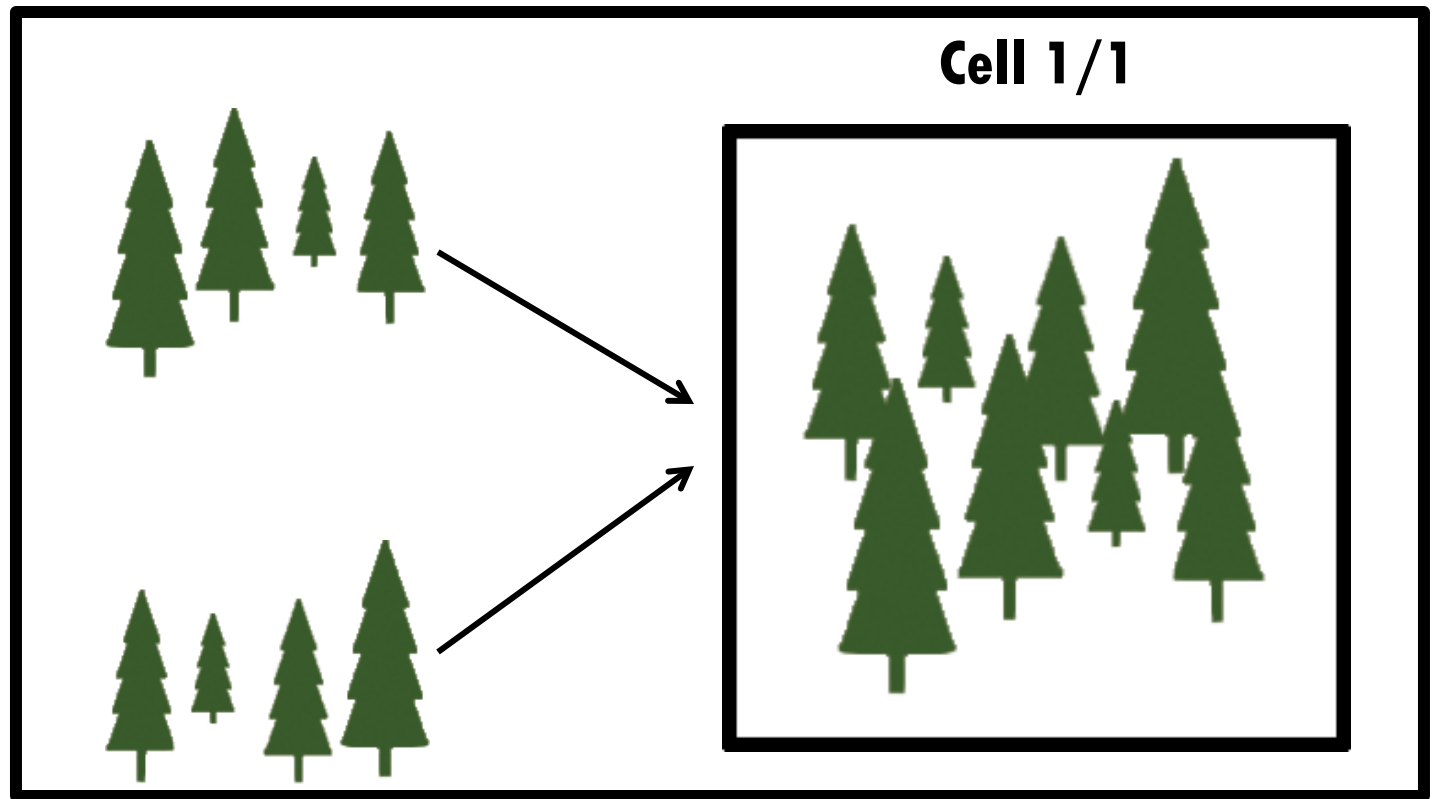
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- ✓ **Reduce RAM Usage In-Editor and In-Game**
 - ✓ **Eliminate Wasted CPU/GPU Cycles On Assets That Aren't Needed**
 - ✓ **Avoid Floating Point Issues That Can Arise With Physically Large Worlds**
 - ✓ **Speed Up The Unity Editor and Eliminate The Dreaded “Hold On (Busy...)” Dialog Box**
 - ✓ **Load Only What You Need In The Editor, Allowing Team Members To Work On What They Need Without Conflict**

● **A MULTITUDE OF BENEFITS**



● STEP 1

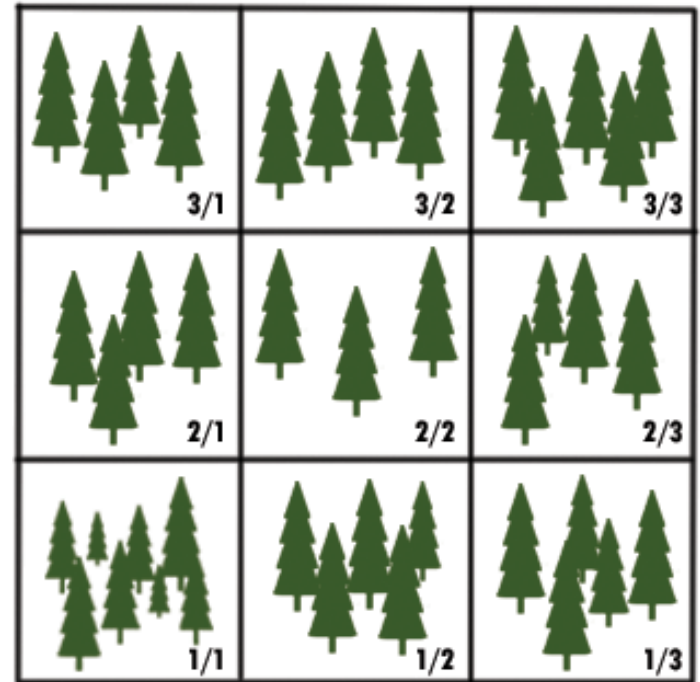
Group similar assets into Streamable Asset Chunks.



● STEP 2

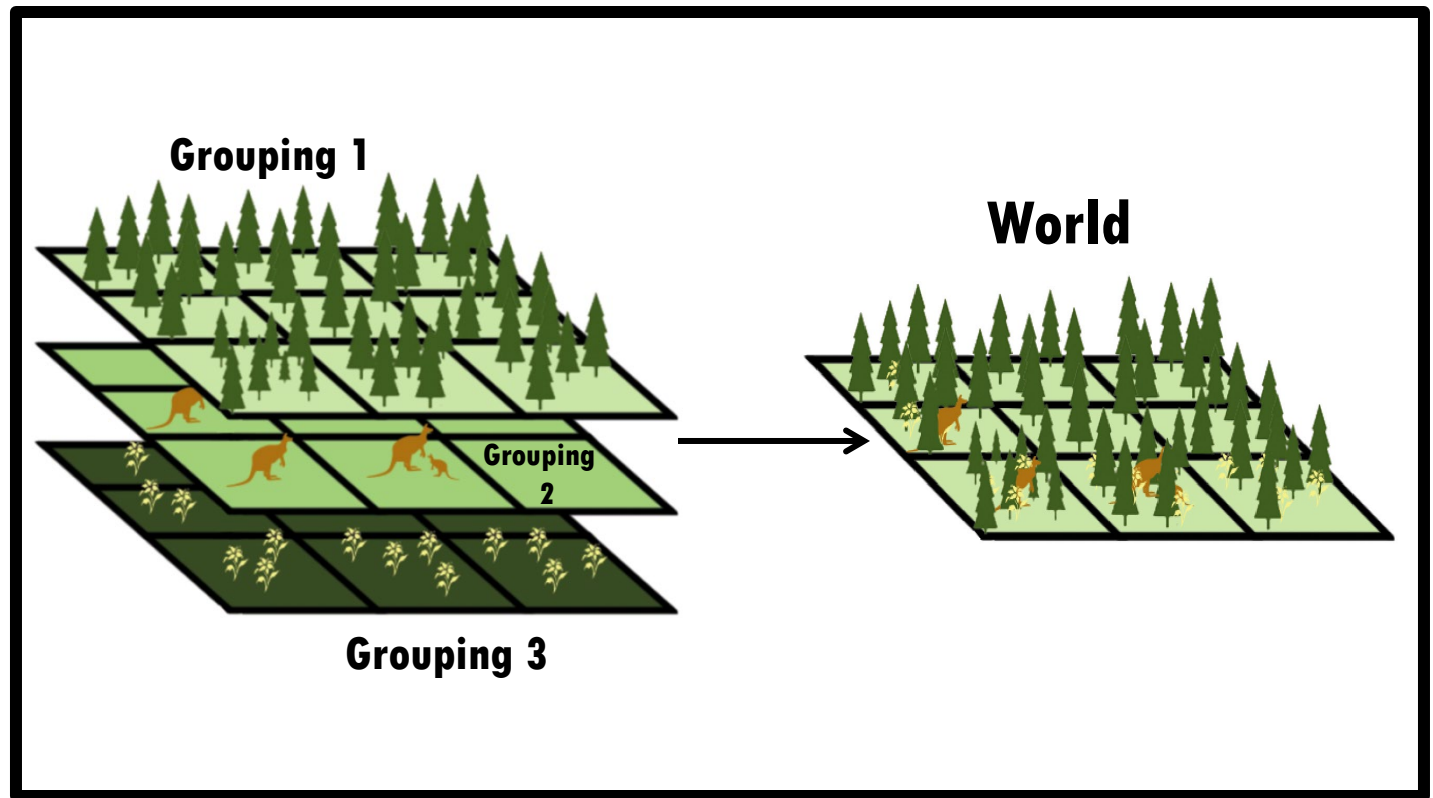
Combine Asset Chunks to form **Streamable Cells**.

Cell 1/1



● STEP 3

Combine Streamable Cells to create **Streamable Grids**.

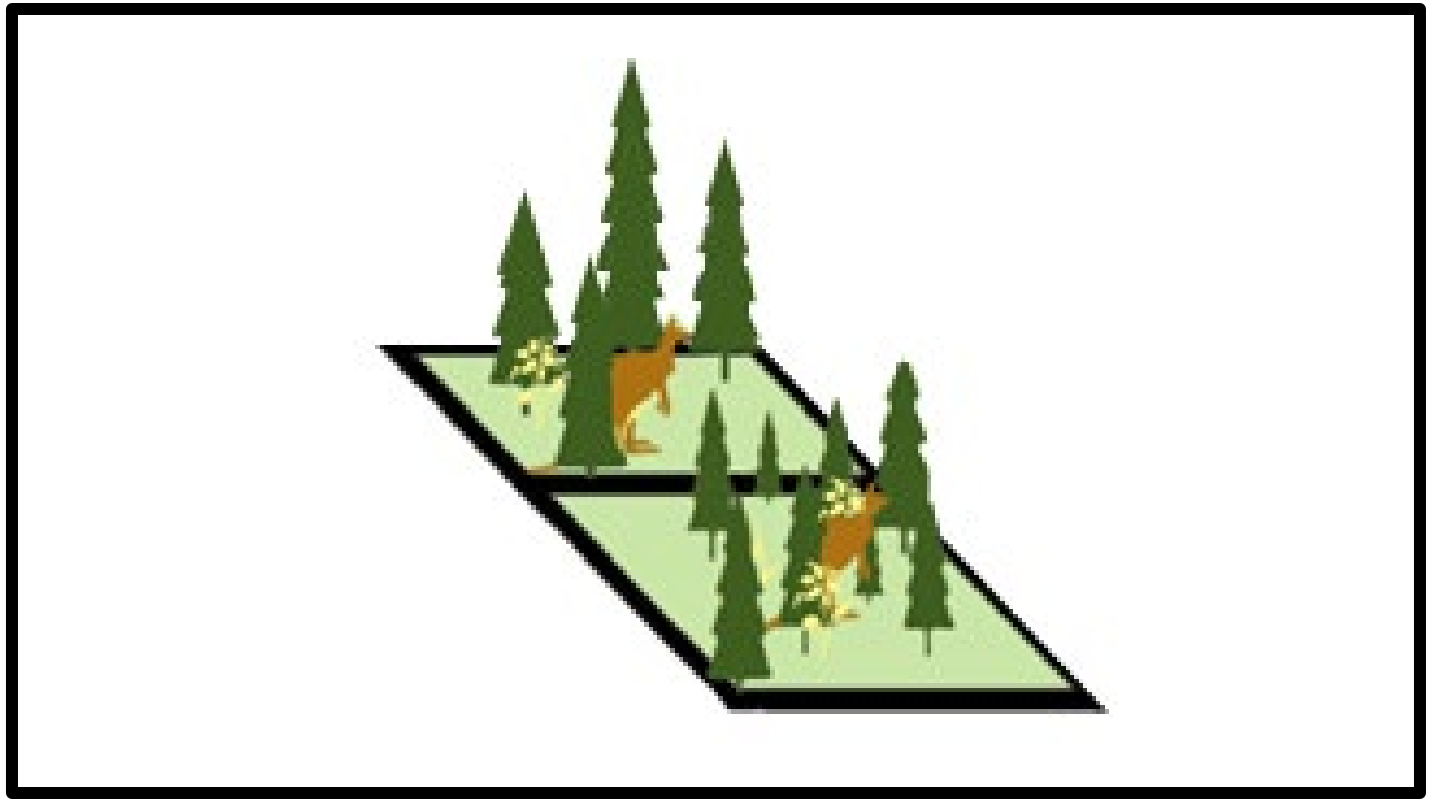


STEP 4

Layer Streamable Grids using Groupings in order to create **Worlds.**

Note, Streamable Grids on different Groupings need not have the same number of Cells on each Axis, and the Streamable Cell sizes need not be the same!

However, the total size of each Grid Axis must be equal (i.e., Grouping 1's Grid Width must equal Grouping 2's Grid Width, which must equal Grouping 3's Grid Width, and so on).

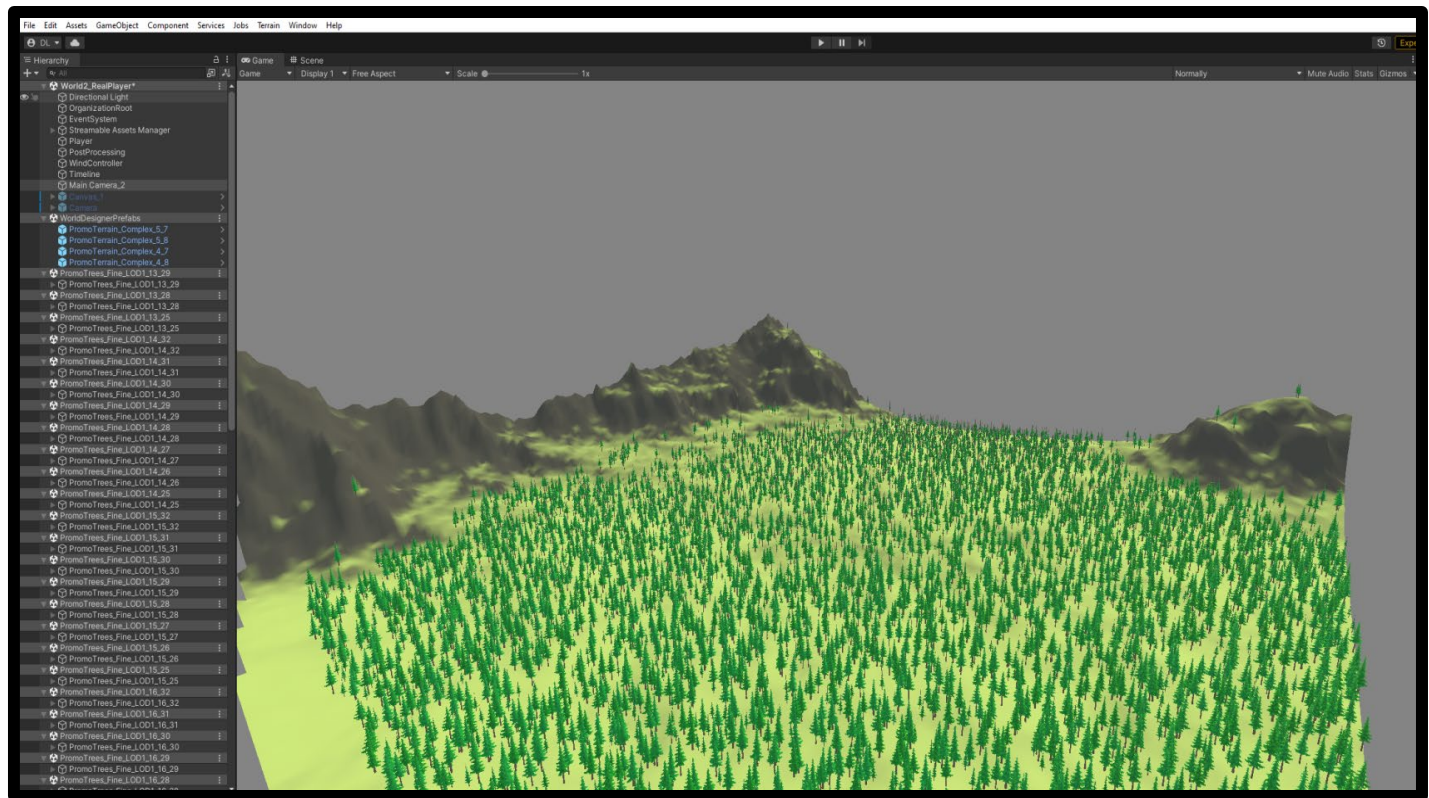


● STEP 5

Stream In Only The Cells You Need From Each Streamable Grid.

Several options are available for determining which Cells are streamed in/out at any given time.

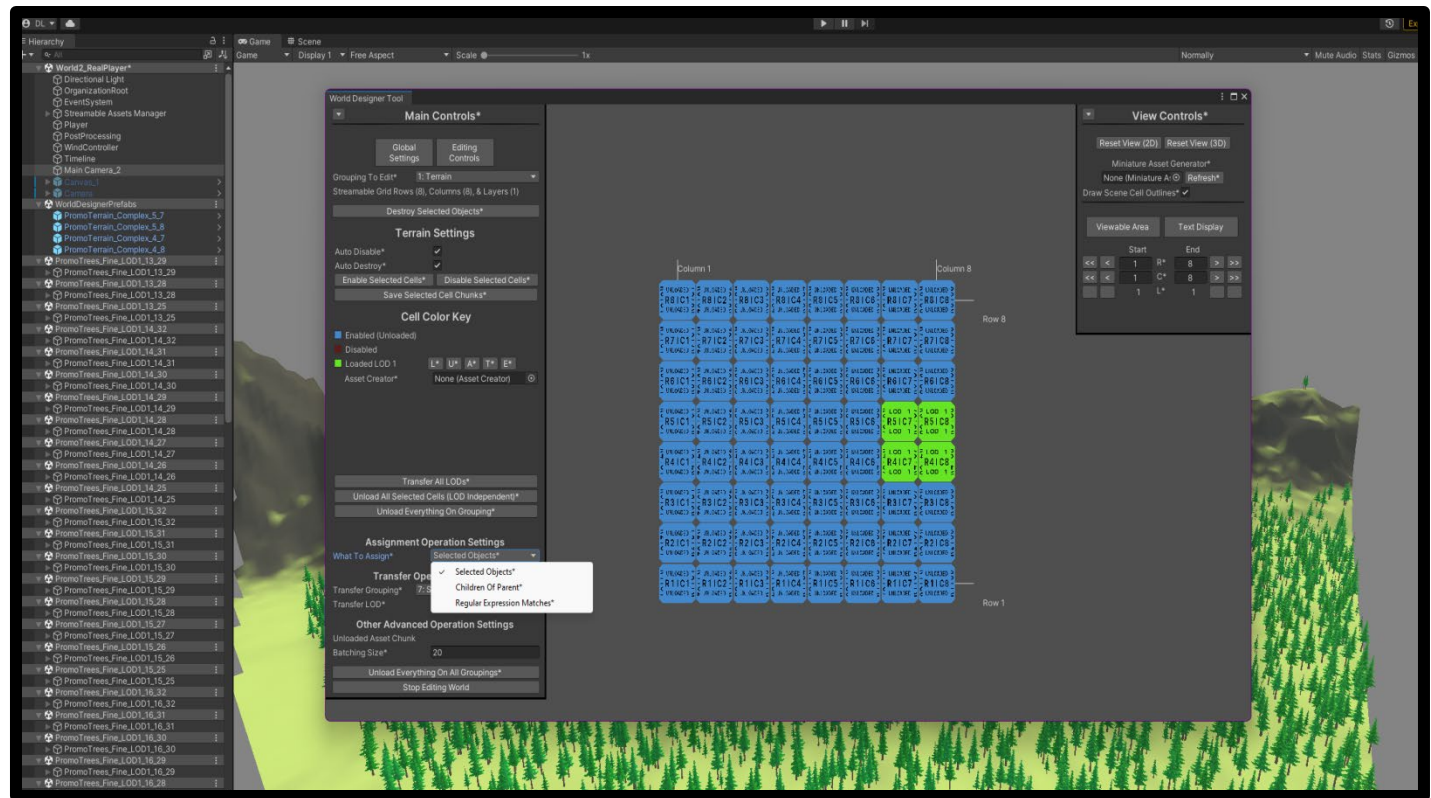
Each Grouping can have different Cells loaded, which among other things, allows you to load more or less Assets depending on various criteria (for example, the size of the assets and the distance at which they are visible to the player).



ASSET CHUNKS

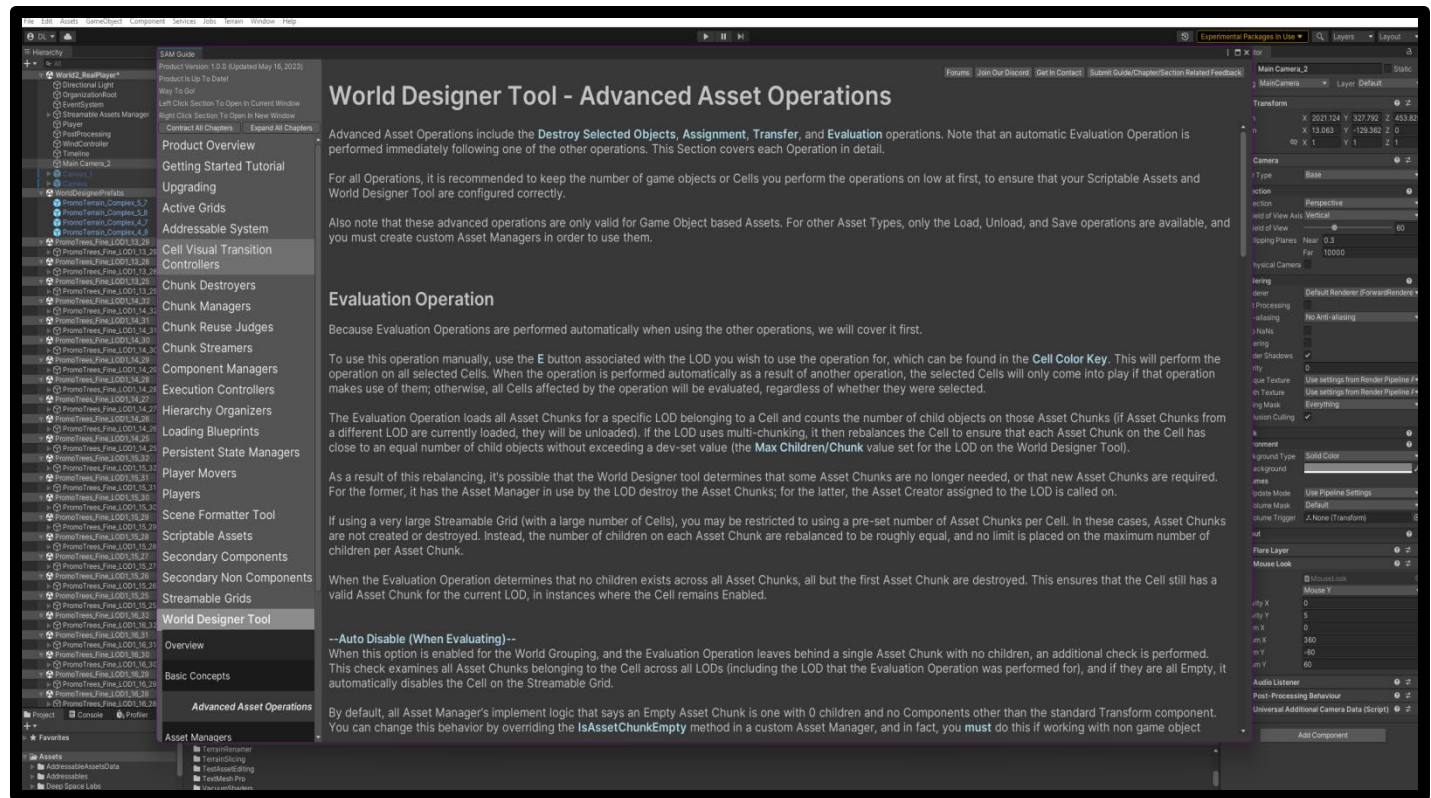
Use Prefabs, Scenes, or Custom Asset Types (even procedural assets that are only generated at runtime).

Custom Assets require scripting knowledge!




WORLD DESIGNER TOOL

Break down large scenes into Streamable Asset Chunks, then load, modify, save, and unload those Asset Chunks in an intuitive and effortless way.



ROBUST IN EDITOR GUIDE

Tired of spending hours searching giant PDF's or Developer Websites? Find all the answers you're looking for with our In Editor Guide.

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- ✓ **Addressables Support**
 - ✓ **Custom LOD Solution to replace or be used in combination with Unity's system**
 - ✓ **Endless Repeating Worlds On A Per-Axis Basis**
 - ✓ **Control How Assets Transition Into/Out Of The Scene And Between Different LODs**
 - ✓ **Support For Any Game Type - 2D, 3D, Or Anywhere In-Between**
 - ✓ **Advanced Scripting Made Easy With Comprehensive API**
 - ✓ **Easily Integrate With Any Custom Save Solution**
 - ✓ **Add Support for 3rd Party Tools with World Grouping Listeners**

● **EVEN MORE BANG FOR YOUR BUCK**