

GAME DEVELOPMENT

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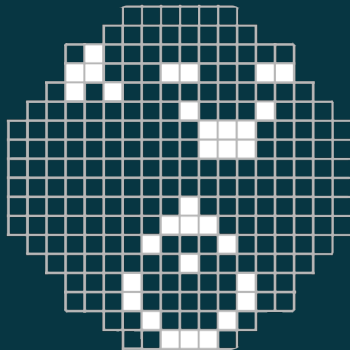
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FACULTY OF FINE ARTS

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!

HALL OF FAME

2021

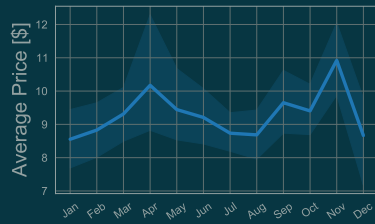
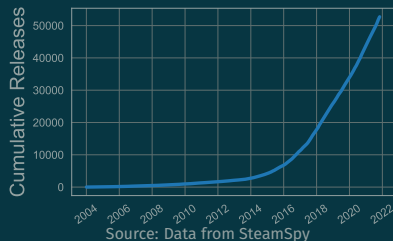
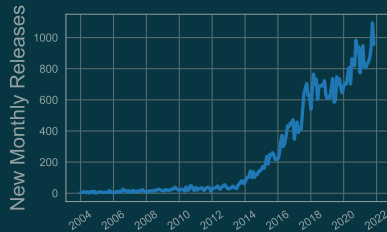


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Meteosat to NFT Games

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



Thanks For Your Attention!

Starsector



- NAV BUOY
+5% TOP SPEED
- COMMAND NETWORK
+50% CP RECOVERY RATE
- PERK ACTIVE PERFORMANCE
REMAINING TIME: 480 SEC
- ★ COMMAND READINESS: 50%
IMPROVED PERFORMANCE

SPEED 16
0/00

CONQUEST CLASS
STANDARD BATTLECRUISER

FLUX T
HULL
MANEUVERING JETS

WEAPON GROUPS

1. 2X HEPHAESTUS ASSLT GUN LINKED
DNG HIGH EXPLOSIVE AUTOFIRE
2. 2X HEPHAESTUS MISSLE GUN LINKED
DNG HIGH EXPLOSIVE AUTOFIRE
3. 4X HEAVY NEEDLER LINKED
DNG KINETIC AUTOFIRE
4. 2X SURVIVORSHIP HMM ADD LINKED
DNG TRANSDUCTION AUTOFIRE
5. 2X PD LASER LINKED
DNG ENERGY AUTOFIRE

FLUX T
HULL
HEPHAESTUS ASSLT GUN
HEPHAESTUS ASSLT GUN

FLUX T
HULL
HEPHAESTUS ASSLT GUN
HEPHAESTUS ASSLT GUN

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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.