

The logo for the Roblox Developer Conference 2018 (RDC 18) is centered on a white background. It features a large, bold, black sans-serif font for the letters 'RDC', with a smaller, blue '18' to its upper right. The entire text is enclosed within a thick, bright blue square border that is slightly rotated. The background is decorated with faint, light gray geometric patterns consisting of overlapping squares and lines.

**RDC**<sup>18</sup>

ROBLOX DEVELOPER CONFERENCE



# Year in review, year to come

Adam Miller

# About Me



Adam Miller

**rbadam**





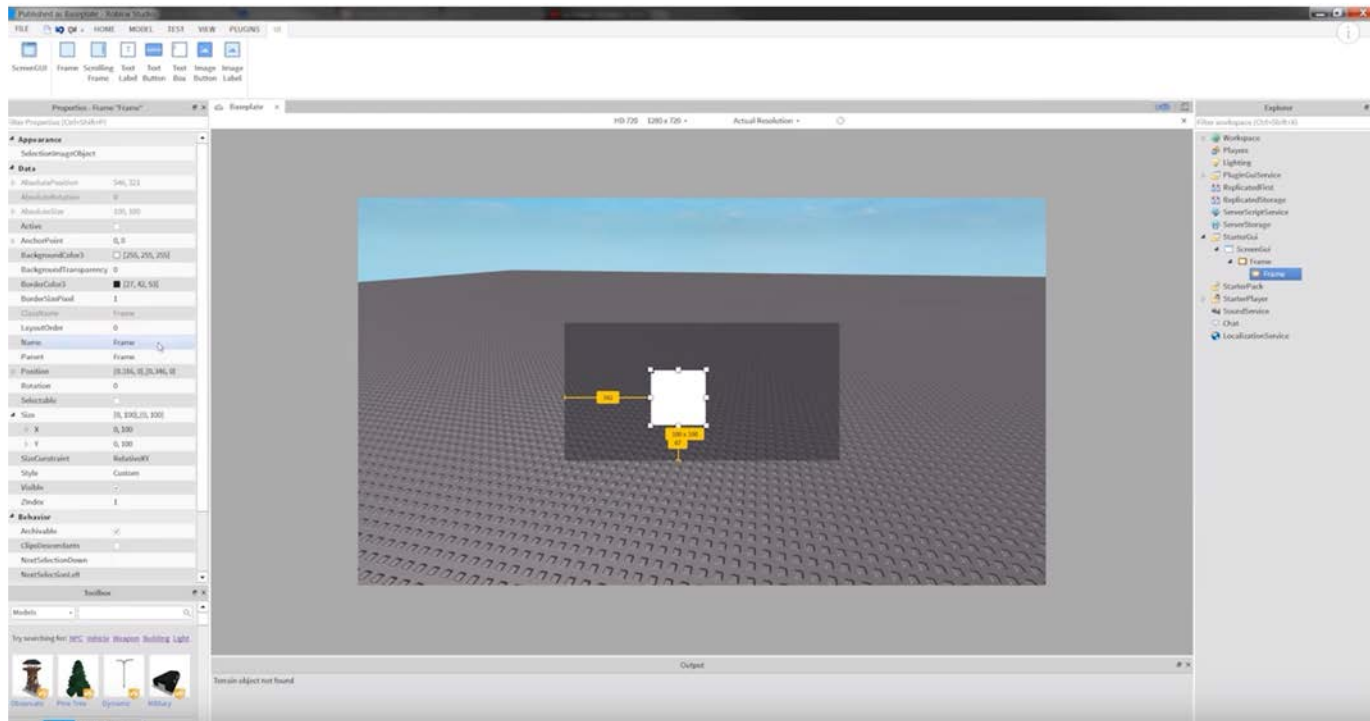
# Year in Review -- Things I Promised Last Year

The whirlwind tour

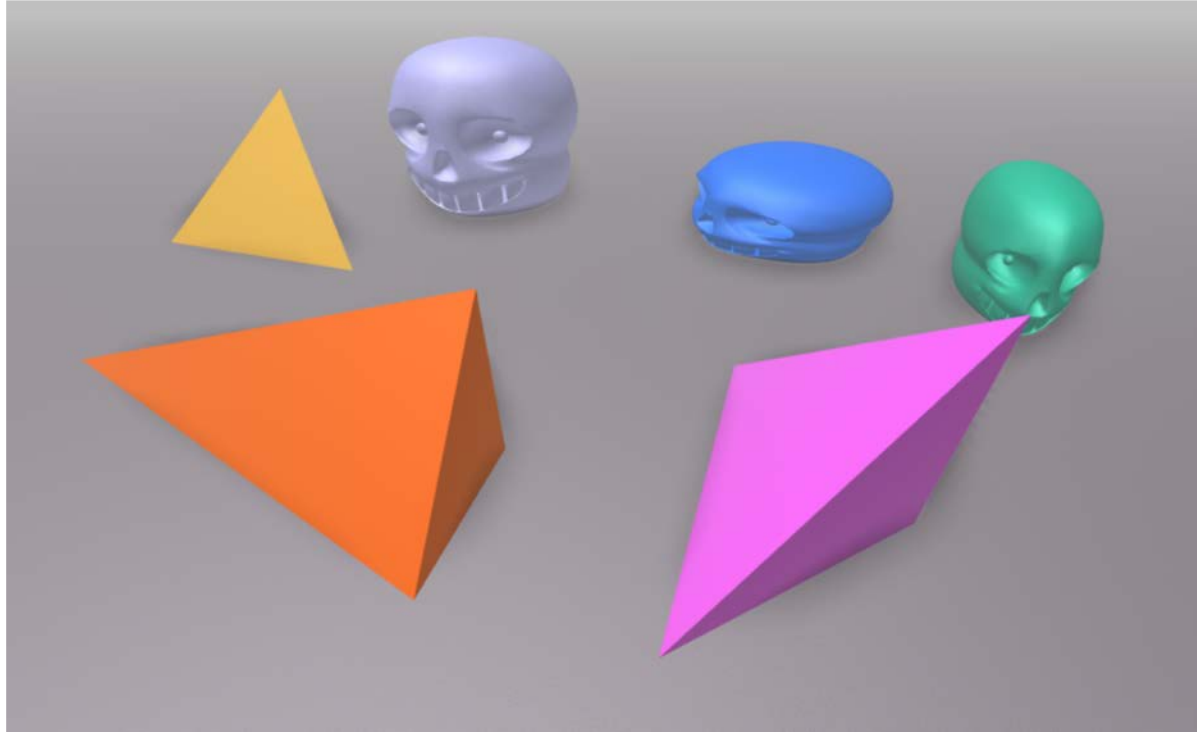
# New Pathfinding



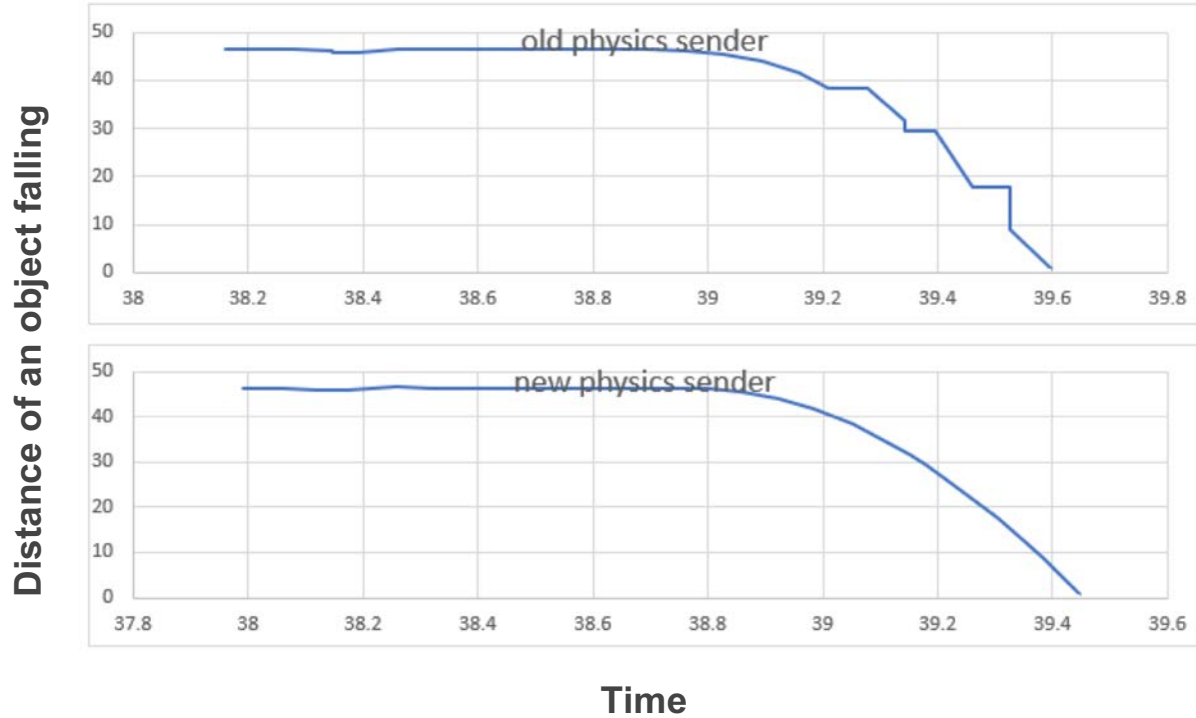
# UI Editor



# Mesh/CSG Instancing



# Smooth Interpolation





# Unicode & Emoji

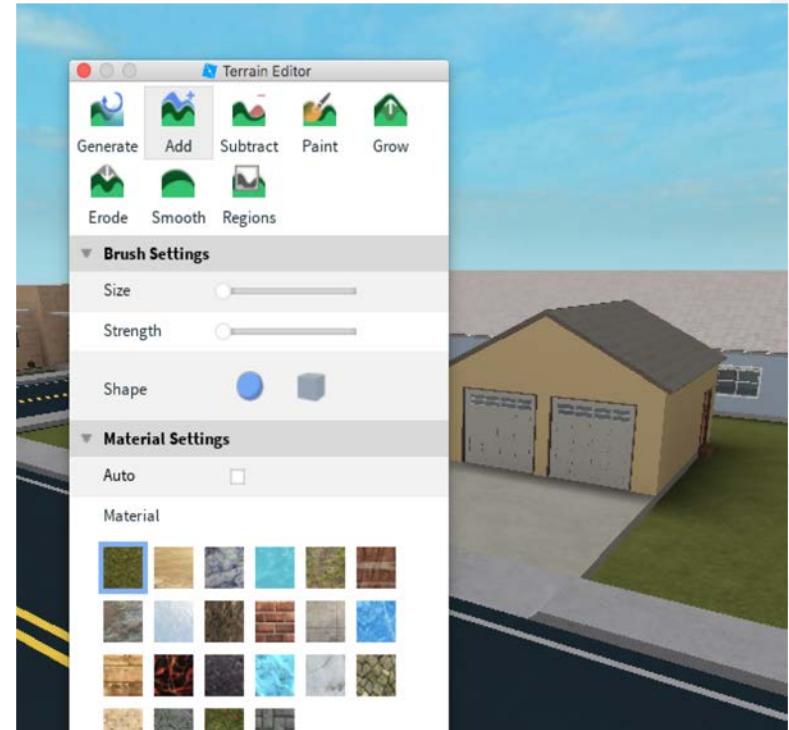
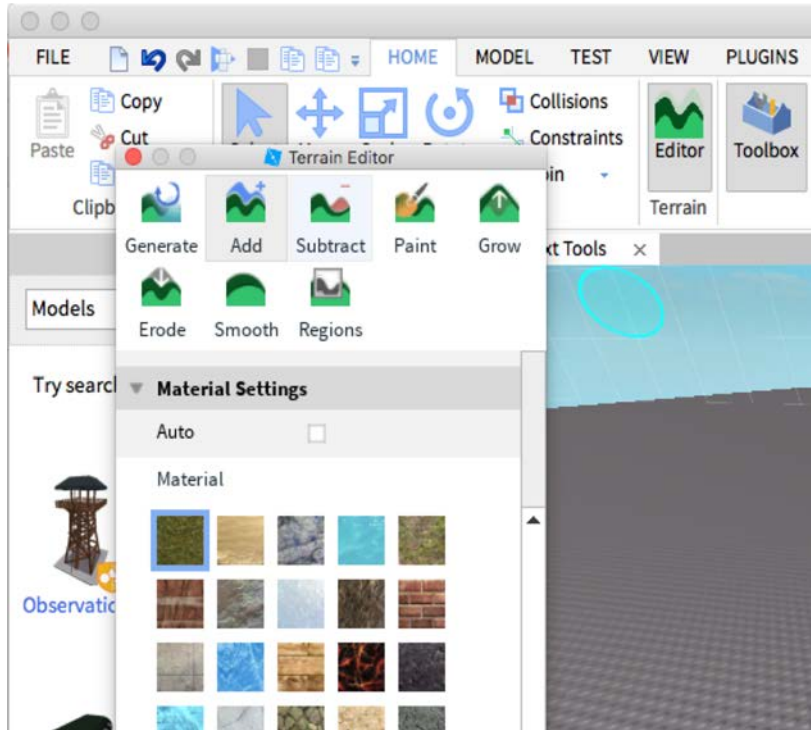




# New Things We Shipped



# Studio Plugin Widgets



# On Contact Buffer Zone



OLD



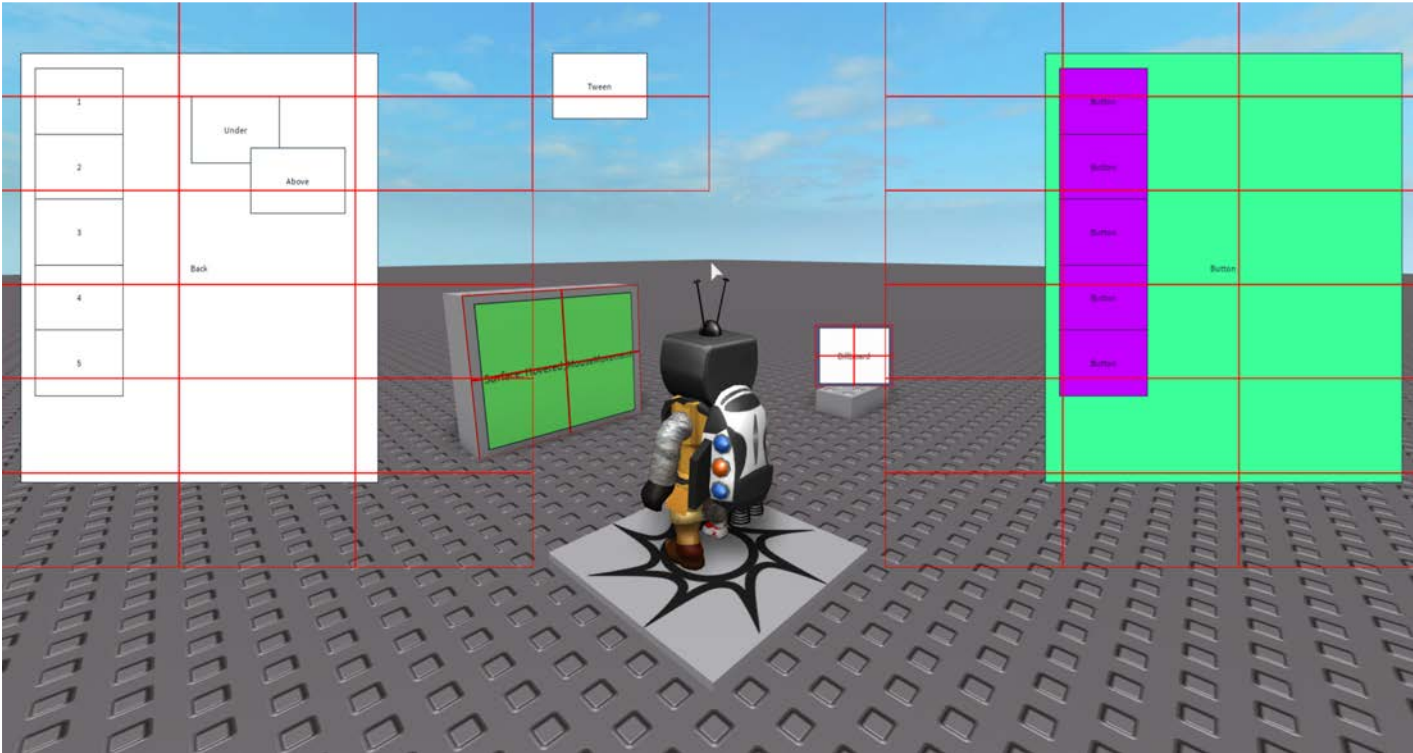
NEW



# New Typesetter

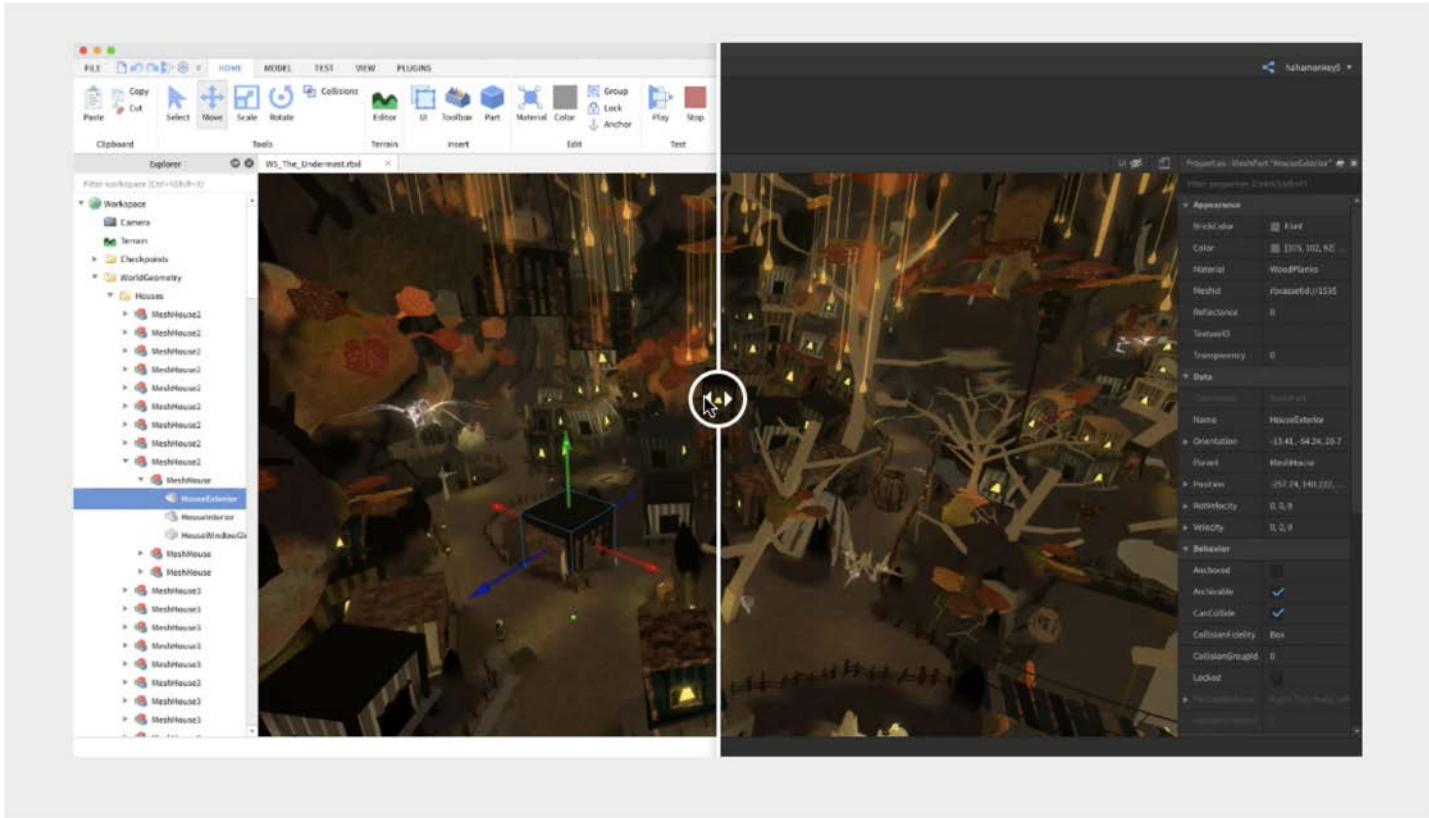


# Faster UI





# Dark Theme





# The Year to Come

Amazing stuff we are certainly, definitely going to ship





# New Popper Cam



**BEFORE**



**AFTER**



# 200 Player Servers

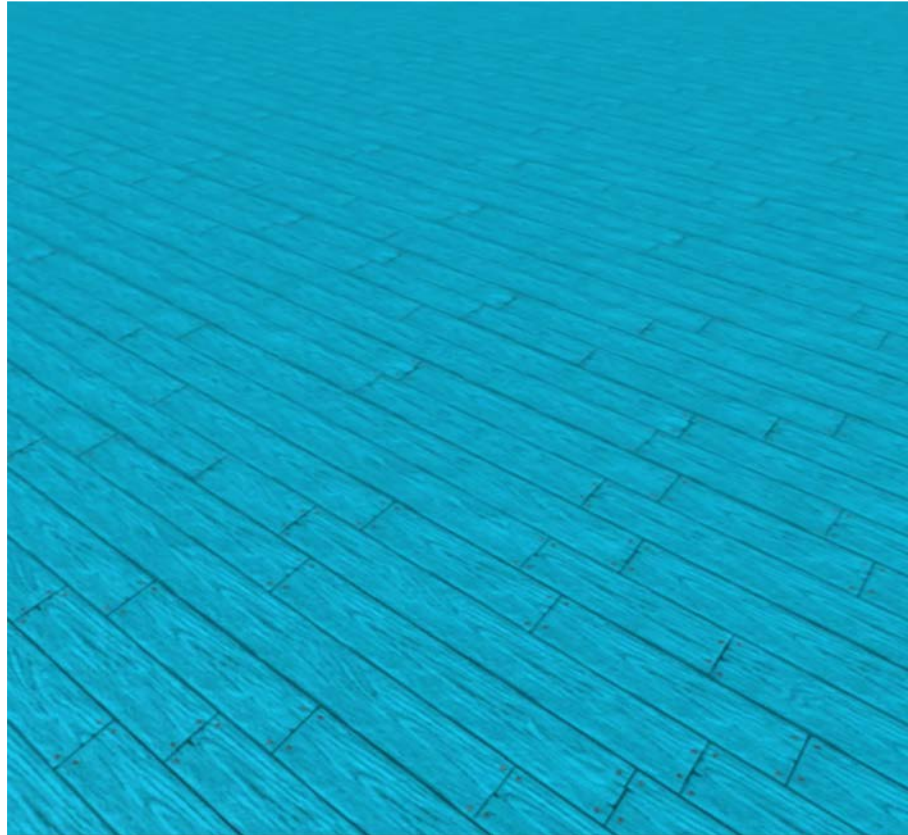


Watch carefully, player 200 drops in at about 4 seconds

# In-Game CSG



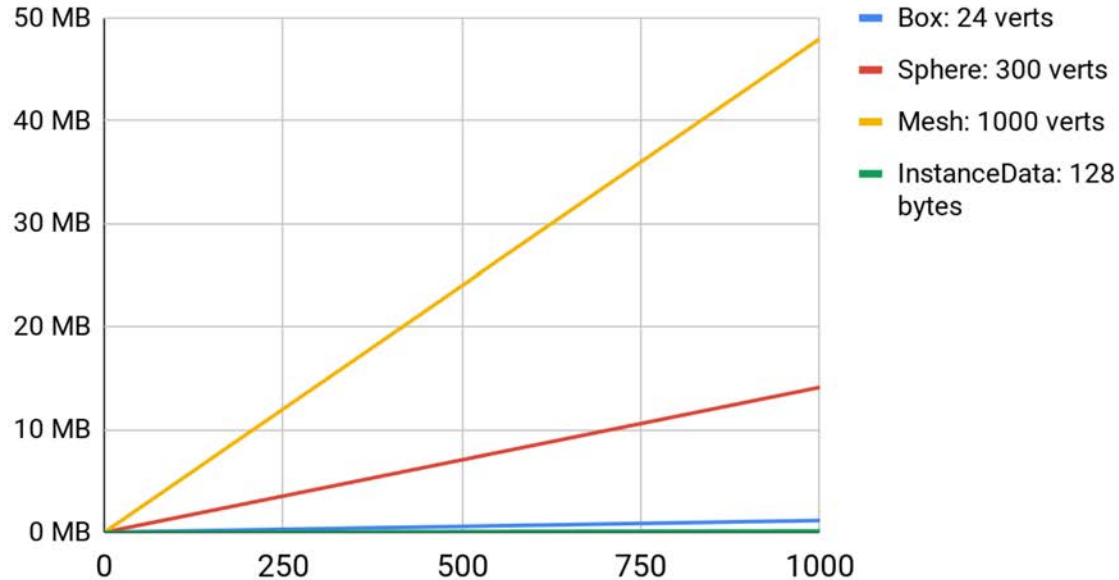
# Packages



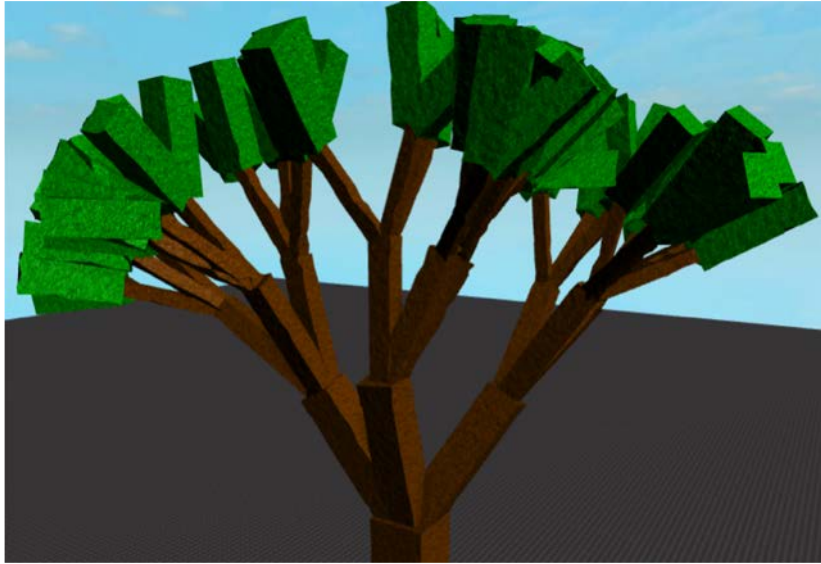
# Part Instancing

Extends our instancing pipeline for all types of parts

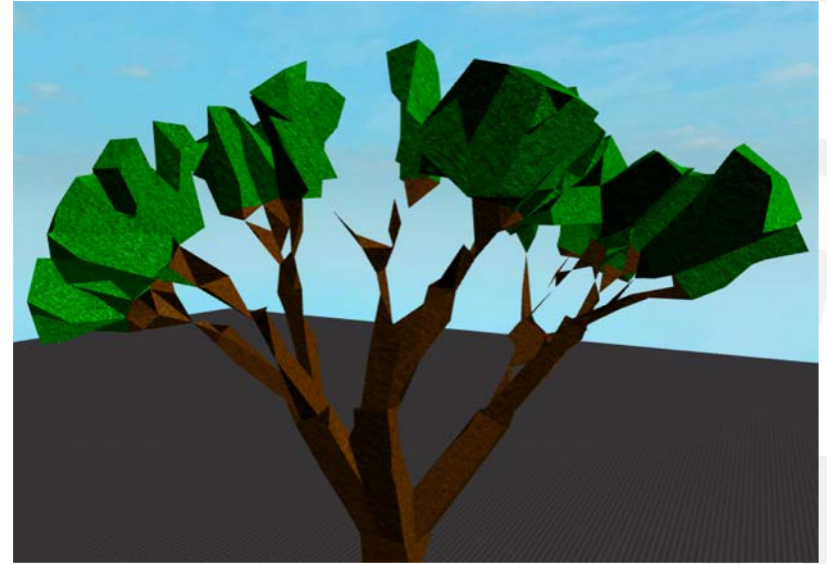
GPU mem vs parts



# Level of Detail System for CSGs and Meshes



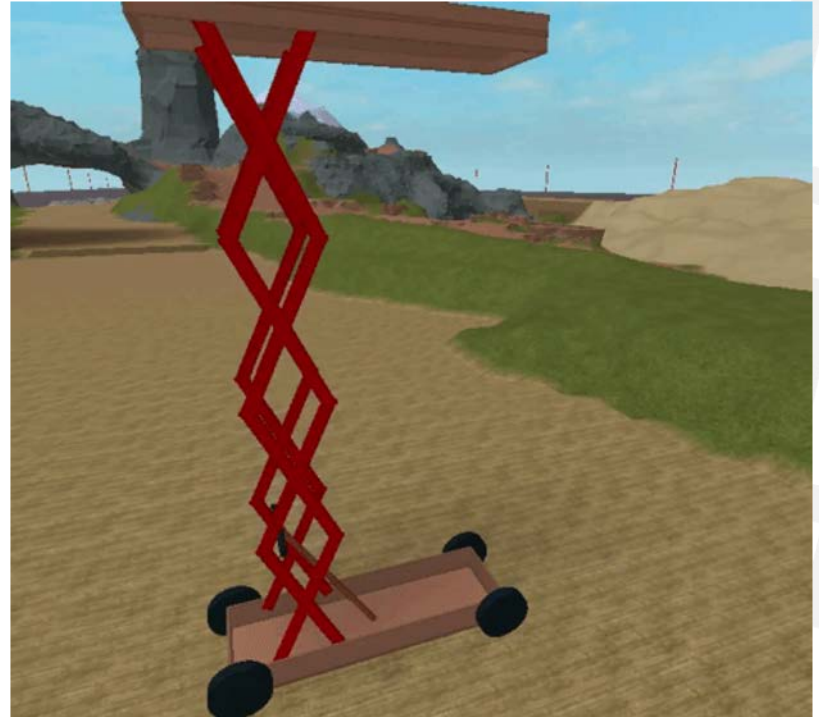
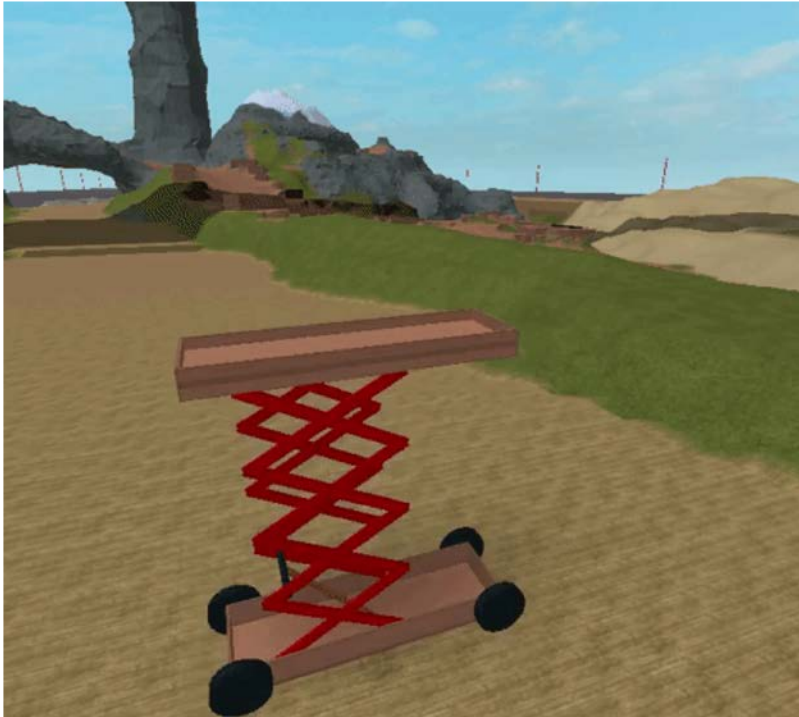
Close



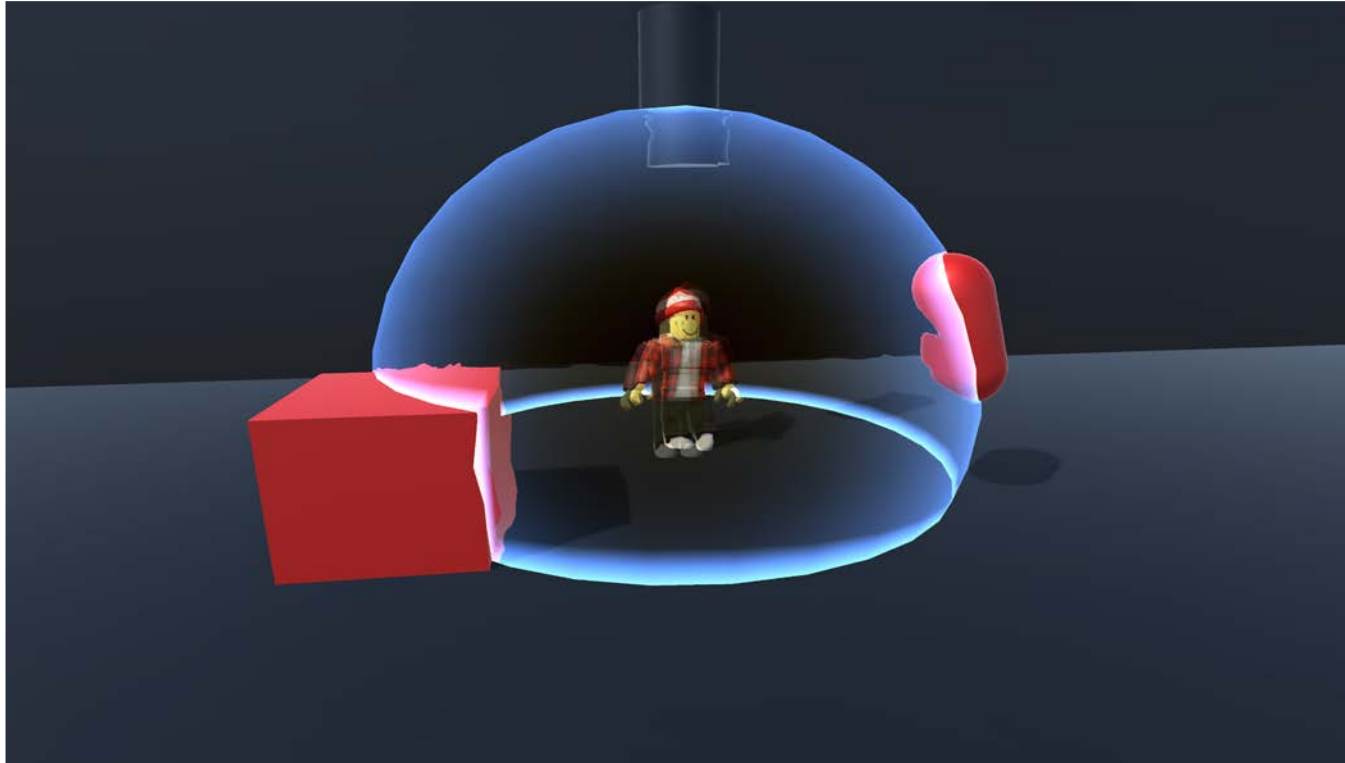
Far



# New Physics: Hybrid LDL-PGS Solver



# Shield Effect





# Procedural Skies



# Humanoid Platforms

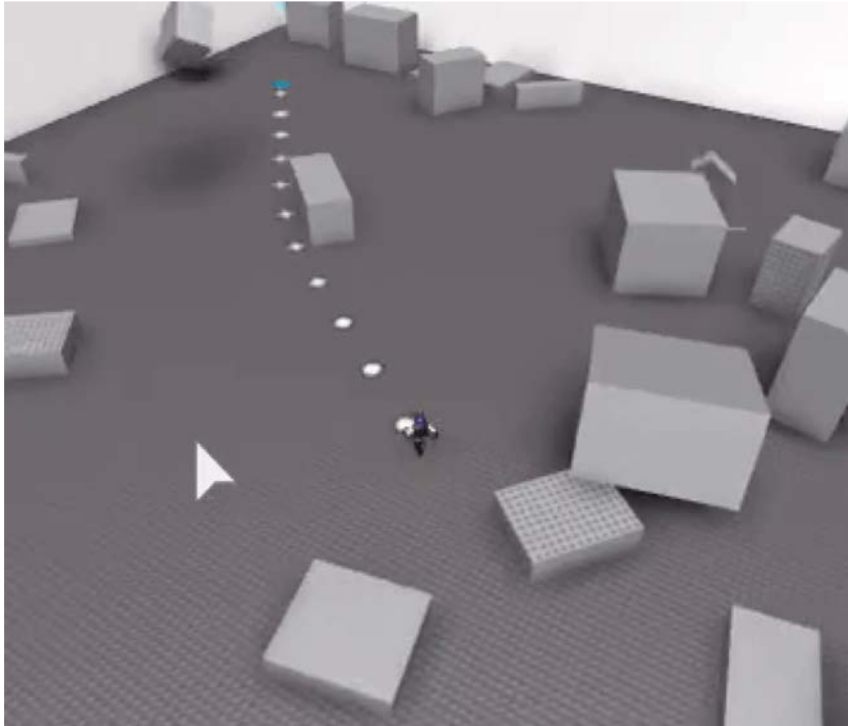


**BEFORE**

**AFTER**



# Pathfinding Improvements



# Server Blocks

```
▼ sevent (function(a, b)
    print('server says hi!')
    print(a, b)
end, "hello", {a=20})

▼ function newpart(class, parent)
    return Instance.new(class, parent)
end

local err, x = scall(newpart, "Part", game.Workspace)
```

## In Closing...

- Couldn't do this without you guys
- Great cooperation
- Continue to give us feedback
- Thanks!





**Thank you!**