

Workshop Name: Unity Training Workshops AEC Developer Series

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Creative Objective and Audience Response

- The AEC developer series is a four day training experience designed for users already familiar with the AEC space and Autodesk Revit, but have had little to no experience with Unity before. Unlike other products that just approach a specific area, this series is designed to be end to end training on Unity for AEC developers, allowing them to leave the training ready to implement Unity in their pipelines.
- Target audience: Revit users who are interested in learning about how to use Unity and Reflect to create products such as visualizations. For ATPs, any group that specializes in the AEC market or has Autodesk product offerings as well.
- Vertical focus is AEC

Message Priorities

- Companies that integrate Unity into their AEC pipelines can win more projects, conduct immersive reviews, and connect design and construction.
- Unity Reflect is designed specifically for the AEC industry, and is being rapidly adopted by many firms. Knowing how to work with Unity Reflect and Unity Pro will give you the tools you need for the future of AEC and make you a more attractive job candidate.
- Real-time 3D has been recognized as a vital part of the future of the AEC industry.
- This course not only introduces the fundamentals of working with Unity Pro, but also how to produce immersive, high fidelity experiences.

AEC Developer Series

This series is designed for aspiring AEC developers who want to learn how to use Unity and get ahead of the curve for the future of AEC productions. Participants in this series would have some experience working with Autodesk Revit, but have little to no familiarity with Reflect and Unity Pro. The series will introduce both tools and the vital foundational concepts for being a successful Unity developer. Job roles this series helps prepare you for include:

- Junior Unity Developer
- Visualization Specialist
- Material & Lighting Artist

Key Learning Outcomes:

- Describe the properties of Reflect and how it is used in a Realtime 3D pipeline
- Define key features of Reflect and how it can be used to support common AEC use cases
- Identify and configure critical settings for HDRP
- Configure Reflect, and use it to move between Revit and Unity
- Import assets from Revit to Unity using Reflect
- Build a room configurator with photorealistic lighting and materials
- Create a user interface that allows user to customize the room objects and materials
- Publish to desktop