



Unity Training Workshops

The only Unity authorized in-person training

Unity Certified 3D Artist Exam Preparation

This workshop covers five topic areas distributed over 3 days of study: Asset Creation and Management; Lighting, Reflection and Post-Processing Effect; Integrating Scripts for Scene Integrations; Character Setup; and Setting up Cutscenes.

Participants will complete multiple project milestones across 2 main projects: a Kitchen Configuration application with a realistic aesthetic, and a 3D video game level with a more stylized science-fantasy look. Across these 2 projects, learners will complete tasks including importing assets, manipulating materials, creating prefabs, adding lighting, setting up character models, and building cutscenes.

By successfully completing the challenges in the workshop, participants will have had extensive, guided practice in the skills needed to pass the Unity Certified 3D Artist Exam.

Level: Intermediate

Prerequisites: 1-2 years of programming experience with Unity

Duration: 21-24 hours

Class size: 15 people

Trainer: Unity Certified Instructor

Learning Objectives and Outcomes

Asset Creation and Management

- Select the relevant import settings for importing 3D assets into Unity
- Troubleshoot common issues with imported 3D assets
- Determine materials and textures for objects and identify advanced settings for desired effects
- Use Unity Standard Shaders and Standard Material to achieve a desired effect
- Identify techniques to prototype scenes and maintain prefabs throughout the production cycle
- Demonstrate understanding of the programming workflow and related terminology for work with Unity programmers

Lighting, Reflection, and Post-Processing Effects

- Recognize processes for creating custom skyboxes
- Adjust environment lighting to create the desired lighting and reflection effects
- Determine scene lighting modes and their uses for balancing fidelity and performance
- Add and configure lights to create a desired lighting effect
- Adjust environment lighting to create the desired lighting and reflection effects
- Use the Post-Processing stack to achieve cinematic rendering effects and apply color grading

Integrating Scripts for Scene Integration

- Recognize uses of UI components and configure UI prototypes for scene interaction
- Identify techniques to prototype scenes and maintain prefabs throughout the production cycle
- Demonstrate understanding of the programming workflow and related terminology for work with Unity programmers

Character Setup

- Use Unity Standard Shaders and Standard Material to achieve desired effects
- Identify techniques to prototype scenes and maintain Prefabs throughout the production cycle
- Demonstrate understanding of the programming workflow and related terminology for work with Unity programmers
- Use basic state machines and blend trees to create and manage multiple animations
- Identify methods to procedurally control Camera views and movement using Cinemachine

Setting up Cutscenes

- Identify techniques to prototype scenes and maintain Prefabs throughout the production cycle
- Use Level of Detail (LOD) groups and objects to optimize the scene
- Use Particle Systems to achieve a variety of effects such as explosions, emissions, and trails
- Identify methods to procedurally control Camera views and movement using Cinemachine
- Determine methods for creating simple 3D and 2D keyframed animation sequences using Unity's animation editor.
- Determine methods to sequence and control animations and Camera movements with Timeline
- Configure settings for importing 2D assets into Unity.
- Recognize processes for creating 2D animations from Sprite Sheets.
- Use basic state machines and blend trees to create and manage multiple animations

Activities:

Introduction: Workshop overview and Learning Action Plan

Asset Creation and Management

- Activity 1 - Asset Import and Configuration
- Activity 2 - Material Creation
- Activity 3 - Prefab Creation

Lighting, Reflection, and Post-Processing Effects

- Activity 1 - Lighting with a Skybox
- Activity 2 - Creating Lights and Configuring Lighting Settings
- Activity 3 - Tuning Scene Reflection and Creating Post-Processing Effects

Integrating Scripts for Scene Interactions

- Activity 1 - UI Design
- Activity 2 - Adding Interactivity
- Activity 3 - Interpreting for XR Development

Character Setup and Animation

- Activity 1 - Character Configuration
- Activity 2 - Creating an Animator Controller
- Activity 3 - Working with Cinemachine Cameras
- Activity 4 - Working with Collaborate

Creating Cutscenes in Unity

- Activity 1 - Creating the Cutscene Environment
- Activity 2 - Creating LOD Groups
- Activity 3 - Creating Particle Effects
- Activity 4 - Creating the Camera Shots
- Activity 5 - Working with Timeline
- Activity 6 - Creating the Scene Skip Button

What to Bring

- Each participant will need to bring a laptop (Windows or OSX), power supply (including any necessary international adapters), and mouse.
- Install Unity 2017.4 prior to the workshop.