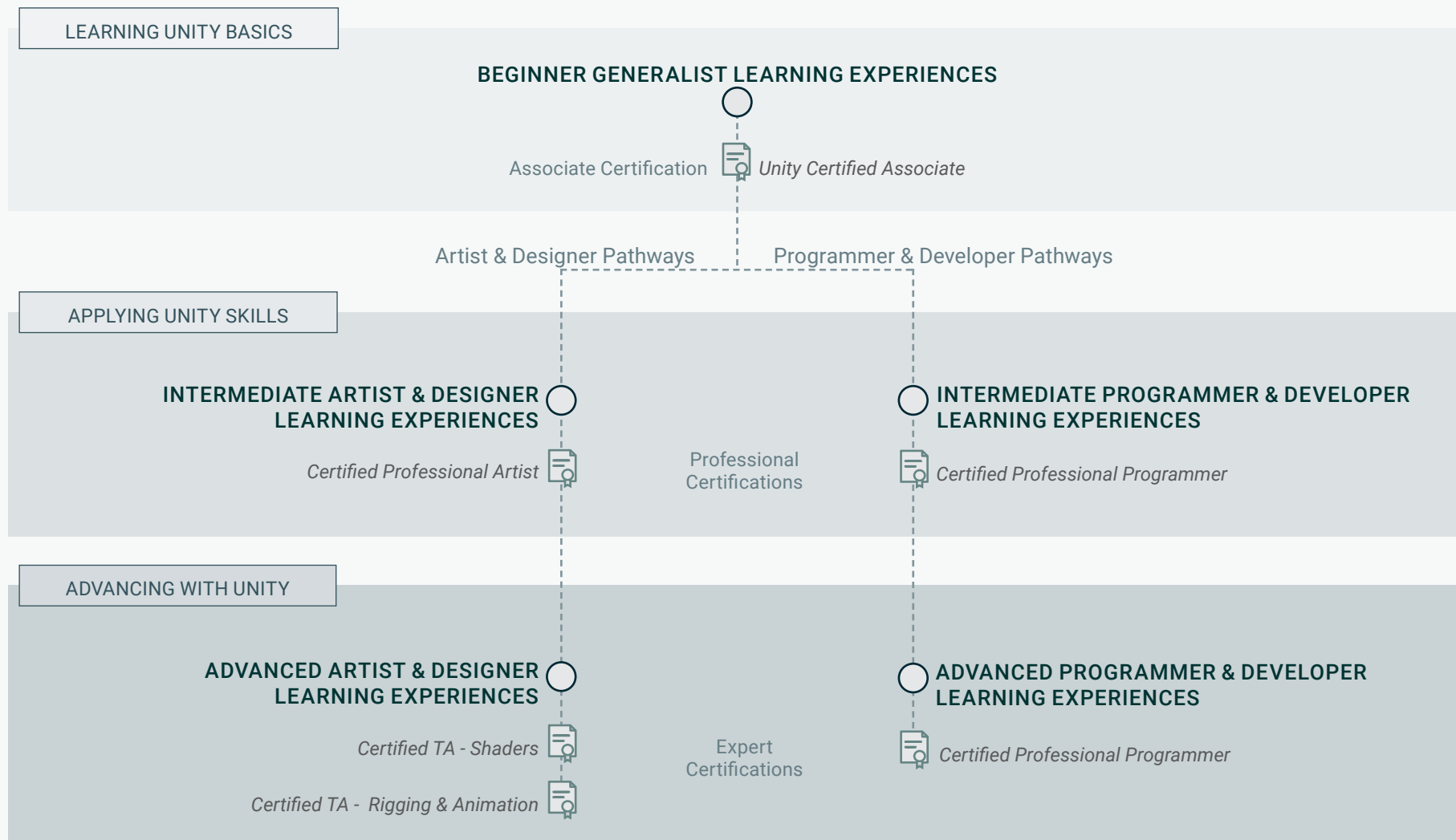




GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

Click on a learning experience to discover your Unity learning journey.





GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to start on a career path as an entry-level Unity Generalist.

BEGINNER GENERALIST LEARNING EXPERIENCES

The Ultimate Guide to 2D Mobile Development Course
Learn foundational skills to create and monetize mobile games.

Introduction to 3D Gaming Workshop
Learn 3D project structure through creating and customizing a 3D game.

3D Interactive Development Workshop
Learn how to create high quality 3D interactions in Unity.

Introduction to 2D Gaming Workshop
Learn Unity fundamentals through building and customizing a 2D game.

The Ultimate Guide to Game Development with Unity Course
Learn online how to start creating 2D and 3D Games.

Introduction to Mobile Game Development Workshop
Learn to build a 2D mobile game from the ground up.

Unity Certified Associate Courseware
Prepare for the Unity Certified Associate exam using this structured, self-study program that includes everything you need to succeed.

○ Affiliate Online Courses

● Self-paced courses for resale

● Instructor-led Workshop



UNITY CERTIFIED ASSOCIATE

Unity Certified Associate provides a great entry point for learners new to Unity and game development and sets them on the path to professional certification.



JOB TITLES

Junior Artist, Junior Designer, Junior Production Artist, Junior Game Developer, Programmer/Analyst 1, QA Technician



SKILL COMPETENCIES

Asset management, UI implementation, Navigation workflows, C# Programming basics, Basic Animation, Basic Materials & Effects, 2D & 3D Tool workflows, Lighting workflows, Physics workflows, Audio workflows, VR scenes & objects workflows



GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Intermediate Artist & Designer Learning Experiences

Intermediate Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.

INTERMEDIATE ARTIST & DESIGNER LEARNING EXPERIENCES

Stunning Visuals: A Workflow for Artists

Learn ways to optimize artistic workflows by creating content and iterating directly in the Unity Editor.

Automotive Design Visualization Workshop

Learn the basics of Unity to import CAD Models with PiXYZ and create beautiful 3D models and renderings for automotive industry specific content

Certified 3D Artist Courseware

Prepare for Unity 3D Artist certification exam by making a real-time 3D application.

Ultimate Guide to Cinematography with Unity

Use Unity's cinematic tools to create cutscenes in video games.

Unity + USC Games Unlocked Course

Learn the game development process used by industry professionals.

Introduction to XR Course

Design and develop mobile VR and handheld AR applications.

Certified 3D Artists Exam Prep Workshop

Prepare for the Unity 3D Artist exam by making a real-time 3D application.



Affiliate Online Courses



Self-paced courses for resale



Instructor-led Workshop



UNITY CERTIFIED 3D ARTIST

With this professional certification, you'll be ready to compete for jobs across industries—from games to film to automotive and more.



JOB TITLES

3D Artists, Cinematic Artist, Junior Technical Artist, Level Designer, UI Designer, UX Designer, Environment Artist, Mobile Multimedia Designer, VR Designer



SKILL COMPETENCIES

Character development, Animation workflows, Prototyping workflows, Particle & effects workflows, Physics Workflows, Optimization workflows, 3D Rendering workflows, Rigging Fundamentals, Lighting workflows, DCC workflows, Designing for VR UI/UX, Software Development basics



GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Intermediate Artist & Designer Learning Experiences

Intermediate Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.

INTERMEDIATE PROGRAMMER & DEVELOPER LEARNING EXPERIENCES

The Ultimate Guide to 2D Mobile Game Development with Unity
Learn how to create commercial-quality mobile games and monetize them.

Real World Applications with Unity Course
Develop apps in Unity using AWS, Scriptable Objects, and Asset Bundles.

Migrating to Latest Version of Unity
Learn about the new features and workflows in Unity and how to assess and fix common errors when migrating projects.

Unity + USC Games Unlocked Course
Learn the game development process used by industry professionals.

Planning for Top Performance: Optimization Techniques
Analyze diagnostic data and apply various optimization techniques using Unity's suite of Project diagnostic tools.

Introduction to XR Course
Design and develop mobile VR and handheld AR applications.

Introduction to VR Workshop
Learn optimization techniques, ergonomics, physics and audio for VR while developing a basic VR game.

Certified Programmer Courseware
Prepare for Unity Certified Programmer certification exam by making a real-time 3D application.

Certified Programmer Exam Prep
Prepare for the Unity Certified Programmer exam by making a real-time 3D application.

○ Affiliate Online Courses

● Self-paced courses for resale

● Instructor-led Workshop



UNITY CERTIFIED PROGRAMMER

Entry to mid-level programmers across all industries validate their abilities and demonstrate their commitment to professional standards.



JOB TITLES

C# & Unity Developer, VR/AR Developer, Technical Project Manager, Programmer/Analyst II, Interactive Programmer, Software Engineer, Software Developer, Gameplay Programmer, Mobile Application Developer



SKILL COMPETENCIES

Programming interactions, Programming for design, PiXYZ workflow, Software Development workflows, Optimization workflows, Working in the Art Pipeline, Developing Application Systems



GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Advanced Artist & Designer Learning Experiences | Advanced Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an advanced-level Unity Expert.

ADVANCED ARTIST & DESIGNER LEARNING EXPERIENCES

The Ultimate Guide to Real World Applications with Unity

Develop apps in Unity using AWS Scriptable Objects, and Asset Bundles in this self-paced course.

Migrating to Latest Unity

Explore the process of migrating an existing Unity project into the latest Unity Editor release.

Unity XR: How to Build AR and VR Apps Specialization
Master Skills for AR and VR Development to create Virtual and Augmented Reality mobile apps with Unity's cross-platform tools.

○ Affiliate Online Courses

● Self-paced courses for resale

● Instructor-led Workshop



**UNITY EXPERT
CERTIFIED TECHNICAL
ARTIST: RIGGING &
ANIMATION**



**UNITY EXPERT
CERTIFIED TECHNICAL
ARTIST: SHADING &
EFFECTS**



JOB TITLES

Senior Technical Artist, VFX Artist, Senior Interactive Designer, Senior UI Designer, Unity Architect, XR Designer



SKILL COMPETENCIES

Rigging and animation, Complex scripting, Creating and supporting pipeline tools, Asset optimization, Real time and baked lighting, XR Application Design, Creating and customizing shaders and rendering systems, Creating particle systems and effects



GENERAL LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Advanced Artist & Designer Learning Experiences

Advanced Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an advanced-level Unity Expert.

ADVANCED PROGRAMMER & DEVELOPER LEARNING EXPERIENCES

Migrating to Latest Unity

Explore the process of migrating an existing Unity project into the latest Unity Editor release.

Unity Expert Gameplay Programmer Certification Exam Preparation Workshop

This workshop prepares you to successfully pass the Expert Gameplay Programmer Certification, through completing activity challenges in all six exam topic areas.

Unity XR: How to Build AR and VR Apps Specialization
Master Skills for AR and VR Development to create Virtual and Augmented Reality mobile apps with Unity's cross-platform tools.

Unity Expert Gameplay Programmer Preparation Courseware
Set of courses to prepare for the Unity Expert Gameplay Programmer Certification

○ Affiliate Online Courses

● Self-paced courses for resale

● Instructor-led Workshop



UNITY CERTIFIED EXPERT GAMEPLAY PROGRAMMER

Validate your expertise and demonstrate to employers that you have the technical skills and applied knowledge required for senior roles in the game industry.



JOB TITLES

Lead Software Engineer, Senior Game Developer, Senior Automotive Engineer, AR/XR Developer, Senior Unity Programmer



SKILL COMPETENCIES

Rapidly prototype Gameplay from a GDD, Analyze, identify and plan for solutions, Mapping & Programming game levels, Optimizing Performance, Designing and Programming NPCs, Implementing Unity Services, Software engineering



AEC LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

Click on a learning experience to discover your Unity learning journey.

LEARNING UNITY BASICS

BEGINNER GENERALIST LEARNING EXPERIENCES

Associate Certification



APPLYING UNITY SKILLS

INTERMEDIATE DESIGNER & DEVELOPER LEARNING EXPERIENCES

Professional Certifications



Unity Certified 3D Artist



Unity Certified Programmer

ADVANCING WITH UNITY



ADVANCED DESIGNER & DEVELOPER LEARNING EXPERIENCES



AEC LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to start on a career path as an entry-level Unity Generalist.



IDEAL FOR THE FOLLOWING JOB TITLES

Architect, Designer, Emerging Technologist, Developer, Production Artist, VR Developer, Virtual Design & Construction (VDC) Manager, Building Information Modeling (BIM) Manager

BEGINNER GENERALIST LEARNING EXPERIENCES

Preparing CAD assets for Unity Workshop (Coming June 2019)

Learn the process of preparing CAD assets for use in the Unity engine and how to set up simple scenes with imported assets.

Preparing design assets for Visualizations in Unity Workshop (Coming October 2019)

Learn how to properly import and configure assets using PiXYZ studio, and with them, create simple but beautifully rendered scenes in Unity.

Introduction to XR: VR, AR, and MR Foundations Course

Learn about VR and AR development in Unity while developing a concept for your own XR application.

3D Interactive Development Workshop

Learn how to create high quality 3D interactions in Unity.



On-site Instructor-led Workshop



Self-paced courses for resale



SKILL COMPETENCIES

Asset management, UI implementation, Navigation workflows, C# Programming basics, Basic Animation, Basic Materials & Effects, 2D & 3D Tool workflows, Lighting workflows, Physics workflows, Audio workflows, VR scenes & objects workflows



AEC LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



IDEAL FOR THE FOLLOWING JOB TITLES

Architect, Designer, Emerging Technologist, Developer, Production Artist, VR/XR/AR Developer, Virtual Design & Construction (VDC) Manager, Building Information Modeling (BIM) Manager

INTERMEDIATE DESIGNER & DEVELOPER LEARNING EXPERIENCES

Unity Certified 3D Artist Exam Prep Workshop

Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Unity Certified Programmer Exam Prep Workshop

Prepare for the Unity Certified Programmer exam by completely coding challenges.

Unity Certified Programmer Exam Prep Workshop

Prepare for the Unity Certified Programmer exam by completely coding challenges.

AR Development with HoloLens Custom Workshop Coming July 2019

Learn how to work with the Mixed Reality Toolkit, creating root interactions, using TextMeshPro for UI, creating commands, and optimizing.

Introduction to the LWRP for VR/AR Workshop

Learn how to create optimized materials and lighting for AR/VR projects.

Mobile VR App Development with Unity Course

Learn Mobile VR development skills that will enable you to create high-performance applications for platforms like Samsung Gear VR, Google Daydream, and Oculus Go.

Unity Certified 3D Artist Exam Prep Course

Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Unity Certified Programmer Exam Prep Course

Prepare for the Unity Certified Programmer exam by completely coding challenges.

Handheld AR App Development with Unity Course

Learn how to use Unity's AR Foundation package to create applications for iOS and Android platforms while building a functioning Unity project with code you can re-use for any future AR project work.



Instructor-led Workshop



Self-paced courses for resale

UNITY CERTIFIED 3D ARTIST



With this professional certification, you'll be ready to compete for jobs across industries—from games to film to automotive and more.

UNITY CERTIFIED PROGRAMMER



Programmers across all industries validate their abilities and demonstrate their commitment to professional standards.



SKILL COMPETENCIES

Character development, Animation workflows, Prototyping workflows, Particle & effects workflows, Physics Workflows, Optimization workflows, 3D Rendering workflows, Rigging Fundamentals, Lighting workflows, DCC workflows, Designing for VR UI/UX, Software Development basics



AUTOMOTIVE LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

Click on a learning experience to discover your Unity learning journey.

LEARNING UNITY BASICS

BEGINNER GENERALIST LEARNING EXPERIENCES

Associate Certification



APPLYING UNITY SKILLS

INTERMEDIATE DESIGNER & DEVELOPER LEARNING EXPERIENCES

Professional Certifications



Unity Certified 3D Artist



Unity Certified Programmer

ADVANCING WITH UNITY



ADVANCED DESIGNER & DEVELOPER
LEARNING EXPERIENCES



AUTOMOTIVE LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, than learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to start on a career path as an entry-level Unity Generalist.



IDEAL FOR THE FOLLOWING JOB TITLES

Visualization Specialist, VR Specialist, VR Manager, Engineering Manager, Product Engineer, Design Manager, Product Designer, Industrial Designer

BEGINNER GENERALIST LEARNING EXPERIENCES

Preparing CAD assets for Unity with PiXYZ Studio Workshop

Learn the process of preparing CAD assets for use in the Unity engine using PiXYZ Studio and how to set up simple scenes with imported assets.

Preparing design assets for Visualizations in Unity Workshop

Learn how to properly import and configure assets using PiXYZ studio, and with them, create simple but beautifully rendered scenes in Unity.

Developing "auto short films" with Unity Workshop

(Coming June 2019)

Learn how to use Unity's cinematography tools to create film quality shorts for commercials or visualizations.

Introduction to XR: VR, AR, and MR Foundations Course

Learn about VR and AR development in Unity while developing a concept for your own XR application.

3D Interactive Development Workshop

Learn how to create high quality 3D interactions in Unity.

Introduction to Automotive Design Visualization Workshop

Automotive artists and designers will learn the basics of Unity to import CAD Models with PiXYZ and create beautiful 3D models and renderings for automotive industry specific content.



Instructor-led Workshop



Self-paced courses for resale

SKILL COMPETENCIES



Asset management, UI implementation, Navigation workflows, C# Programming basics, Basic Animation, Basic Materials & Effects, 2D & 3D Tool workflows, Lighting workflows, Physics workflows, Audio workflows, VR scenes & objects workflows



AUTOMOTIVE LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



IDEAL FOR THE FOLLOWING JOB TITLES

Visualization Specialist, VR Specialist, VR Manager, Engineering Manager, Product Engineer, Design Manager, Product Designer, Industrial Designer

INTERMEDIATE DESIGNER & PROGRAMMER LEARNING EXPERIENCES

Unity Certified 3D Artist Exam Prep Workshop
Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Unity Certified Programmer Exam Prep Workshop
Prepare for the Unity Certified Programmer exam by completely coding challenges.

Rendering in Unity for Turntables and Print on Demand Workshop (Coming June 2019)
Learn how to maximize visual quality in Unity for print quality imagery, and how to render stills from the editor.

XR Visualization in Unity Workshop (Coming June 2019)
Learn how to create your own XR in Unity, specifically for developing VR visualizations.

Introduction to the LWRP for VR/AR
Learn how to create optimized materials and lighting for AR/VR projects.

Mobile VR App Development with Unity Course
Learn Mobile VR development skills that will enable you to create high-performance applications for platforms like Samsung Gear VR, Google Daydream, and Oculus Go.

Unity Certified Programmer Exam Prep Course
Prepare for the Unity Certified Programmer exam by completely coding challenges.

Unity Certified 3D Artist Exam Prep Course
Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Handheld AR App Development with Unity Course
Learn how to use Unity's AR Foundation package to create applications for iOS and Android platforms while building a functioning Unity project with code you can re-use for any future AR project work.



Instructor-led Workshop



Self-paced courses for resale



UNITY CERTIFIED 3D ARTIST

With this professional certification, you'll be ready to compete for jobs across industries—from games to film to automotive and more.



UNITY CERTIFIED PROGRAMMER

Programmers across all industries validate their abilities and demonstrate their commitment to professional standards.



SKILL COMPETENCIES

Character development, Animation workflows, Prototyping workflows, Particle & effects workflows, Physics Workflows, Optimization workflows, 3D Rendering workflows, Rigging Fundamentals, Lighting workflows, DCC workflows, Designing for VR UI/UX, Software Development basics



FILM LEARNING JOURNEY

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

Click on a learning experience to discover your Unity learning journey.

LEARNING UNITY BASICS

BEGINNER GENERALIST LEARNING EXPERIENCES

Associate Certification



APPLYING UNITY SKILLS

INTERMEDIATE DESIGNER & DEVELOPER LEARNING EXPERIENCES

Professional Certifications



Unity Certified 3D Artist



Unity Certified Programmer

ADVANCING WITH UNITY



ADVANCED DESIGNER & DEVELOPER LEARNING EXPERIENCES



FILM LEARNING JOURNEY

The journey to learning Unity starts with gaining basic skills, than learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to start on a career path as an entry-level Unity Generalist.



IDEAL FOR THE FOLLOWING JOB TITLES

Director, Technical Director, Technical Artist, Producer, Rigger, Lighter, Production Artist, Animator, Cinematographer, Developer, Engineer, Storyboard/Layout Artist, VR/XR/AR Developer

BEGINNER GENERALIST LEARNING EXPERIENCES

Introduction to Storytelling in Unity Workshop

Learn about real-time filmmaking and how to create and render a brief animation in Unity.



Instructor-led Workshop



Self-paced courses for resale



SKILL COMPETENCIES

Asset management, UI implementation, Navigation workflows, C# Programming basics, Basic Animation, Basic Materials & Effects, 2D & 3D Tool workflows, Lighting workflows, Physics workflows, Audio workflows, VR scenes & objects workflows



FILM LEARNING JOURNEY

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



IDEAL FOR THE FOLLOWING JOB TITLES

Director, Technical Director, Technical Artist, Producer, Rigger, Lighter, Production Artist, Animator, Cinematographer, Developer, Engineer, Storyboard/Layout Artist, VR/XR/AR Developer

INTERMEDIATE DESIGNER AND DEVELOPER

Unity Certified 3D Artist Exam Prep Workshop

Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Unity Certified Programmer Exam Prep Workshop

Prepare for the Unity Certified Programmer exam by completely coding challenges.

Certified 3D Artist Courseware

Prepare for Unity 3D Artist certification exam by making a real-time 3D application.

Cinematography: Cameras, Lenses, and Capturing Real-Time Stories Workshop (Coming October 2019)

Learn techniques to unleash the power of Cinemachine for cinematographers or anyone interested visual storytelling.

Unity Certified 3D Artist Exam Prep Course

Prepare for the Unity 3D Artist Exam by making a real-time 3D application.

Unity Certified Programmer Exam Prep Course

Prepare for the Unity Certified Programmer exam by completely coding challenges.

High Fidelity Visuals: High Definition Render Pipeline (HDRP), Shaders, Lights) Workshop (Coming June 2019)

This workshop is a deep dive into HDRP for intermediate to advanced users to create high fidelity graphics from lights to shaders.



Instructor-led Workshop



Self-paced courses for resale



UNITY CERTIFIED 3D ARTIST

With this professional certification, you'll be ready to compete for jobs across industries—from games to film to automotive and more.



UNITY CERTIFIED PROGRAMMER

Programmers across all industries validate their abilities and demonstrate their commitment to professional standards.



SKILL COMPETENCIES

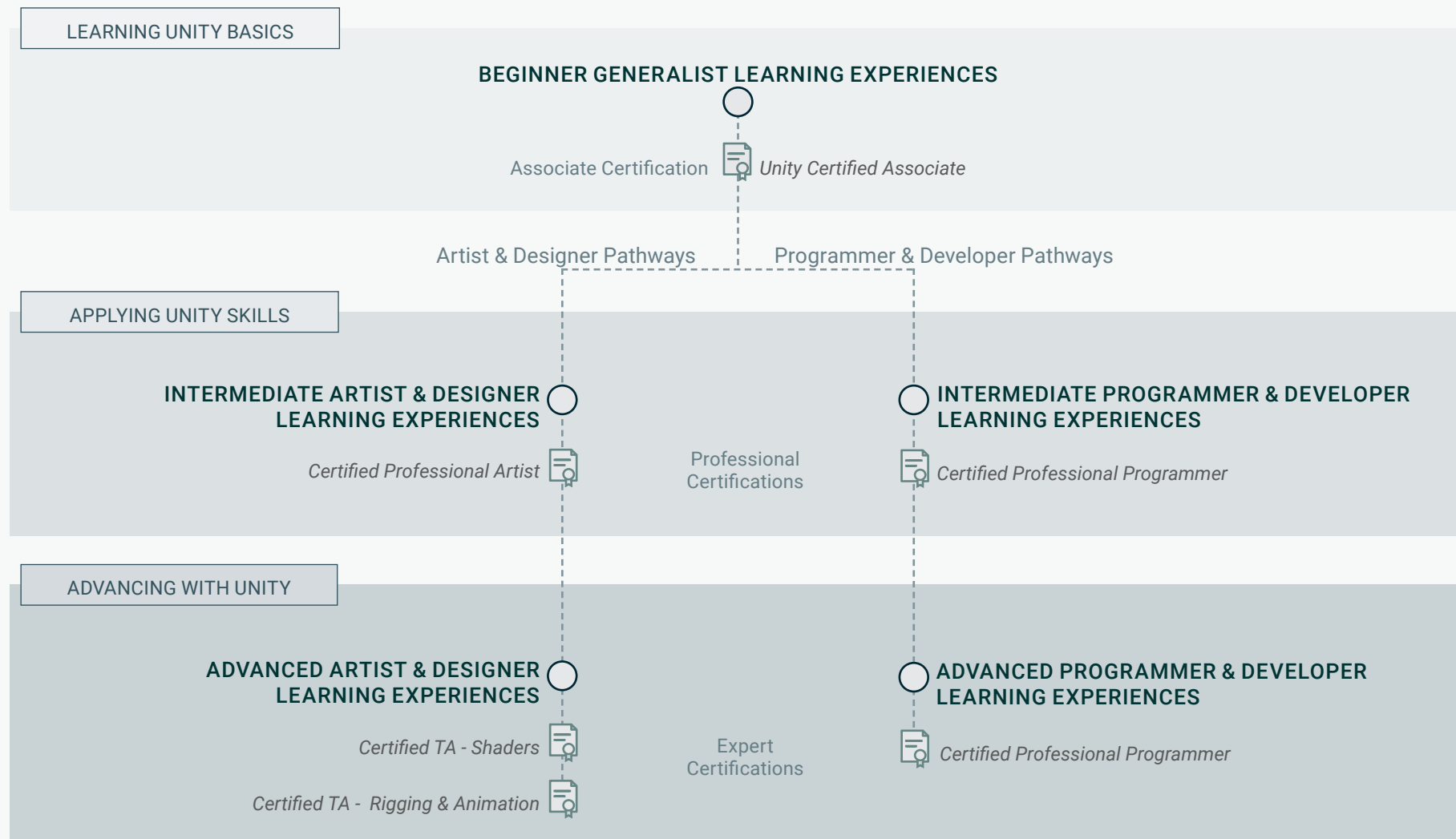
Programming interactions, Programming for design, PiXYZ workflow, Software Development workflows, Optimization workflows, Working in the Art Pipeline, Developing Application Systems



GAMING LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

Click on a learning experience to discover your Unity learning journey.





GAMING LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, than learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to start on a career path as an entry-level Unity Generalist.



IDEAL FOR THE FOLLOWING JOB TITLES

Junior Artist, Junior Designer, Junior Production Artist, Junior Game Developer, Programmer/Analyst 1, QA Technician

BEGINNER GENERALIST LEARNING EXPERIENCES

Introduction to 3D Gaming Workshop

Learn 3D project structure through creating and customizing a 3D game.

Introduction to Mobile Game Development Workshop

Learn to build a 2D mobile game from the ground up.

Introduction to 2D Gaming Workshop
Learn Unity fundamentals through building and customizing a 2D game.

Slot Machine Art and Engineering Workshop
Learn Unity while building and configuring a slot machine game.

The Ultimate Guide to Game Development with Unity Course
Learn online how to start creating 2D and 3D Games.

Unity Certified Associate Courseware
Prepare for the Unity Certified Associate exam using this structured, self-study program that includes everything you need to succeed.

The Ultimate Guide to 2D Mobile Development Course
Learn foundational skills to create and monetize mobile games.

 Affiliate Online Courses

 Self-paced courses for resale

 Instructor-led Workshop

UNITY CERTIFIED ASSOCIATE



Unity Certified Associate provides a great entry point for learners new to Unity and game development and sets them on the path to professional certification.

SKILL COMPETENCIES



Asset management, UI implementation, Navigation workflows, C# Programming basics, Basic Animation, Basic Materials & Effects, 2D & 3D Tool workflows, Lighting workflows, Physics workflows, Audio workflows, VR scenes & objects workflows



GAMING LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Intermediate Artist & Designer Learning Experiences | Intermediate Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



IDEAL FOR THE FOLLOWING JOB TITLES

3D Artists, Cinematic Artist, Junior Technical Artist, Level Designer, UI Designer, UX Designer, Environment Artist, Mobile Multimedia Designer, VR Designer

INTERMEDIATE ARTIST & DESIGNER LEARNING EXPERIENCES

Stunning Visuals: A Workflow for Artists

Learn ways to optimize artistic workflows by creating content and iterating directly in the Unity Editor.

Planning for Top Performance: Optimization Techniques

Analyze diagnostic data and apply various optimization techniques using Unity's suite of Project diagnostic tools.

Certified 3D Artists Exam Prep Workshop

Prepare for the Unity 3D Artist exam by making a real-time 3D application.

Unity Game Dev Course: Art & Design Tracks

Specialized Track to go in depth with game environment and character development.

Introduction to XR: VR, AR, and MR Foundations Course

Learn about VR and AR development in Unity while developing a concept for your own XR application.

Unity + USC Games Unlocked Course

Learn the game development process used by industry professionals.

Certified 3D Artist Exam Prep Course

Prepare for Unity 3D Artist certification exam by making a real-time 3D application.



Instructor-led Workshop



Self-paced courses for resell

UNITY CERTIFIED 3D ARTIST



With this professional certification, you'll be ready to compete for jobs across industries—from games to film to automotive and more.

SKILL COMPETENCIES



Character development, Animation workflows, Prototyping workflows, Particle & effects workflows, Physics Workflows, Optimization workflows, 3D Rendering workflows, Rigging Fundamentals, Lighting workflows, DCC workflows, Designing for VR UI/UX, Software Development basics



GAMING LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Intermediate Artist & Designer Learning Experiences

Intermediate Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



IDEAL FOR THE FOLLOWING JOB TITLES

C# & Unity Developer, VR/AR Developer, Technical Project Manager, Programmer/Analyst II, Interactive Programmer, Software Engineer, Software Developer, Gameplay Programmer, Mobile Application Developer

INTERMEDIATE PROGRAMMER & DEVELOPER LEARNING EXPERIENCES

Migrating to Latest Version of Unity

Learn about the new features and workflows in Unity and how to assess and fix common errors when migrating projects.

Introduction to VR Workshop

Learn optimization techniques, ergonomics, physics and audio for VR while developing a basic VR game.

Planning for Top Performance: Optimization Techniques

Analyze diagnostic data and apply various optimization techniques using Unity's suite of Project diagnostic tools.

Certified Programmer Exam Prep Workshop

Prepare for the Unity Certified Programmer exam by making a real-time 3D application.

Unity Game Dev Course: Programming Track

Specialized Track to learn how to program game features and systems.

Certified Programmer Courseware

Prepare for Unity Certified Programmer certification exam by making a real-time 3D application.

Introduction to XR: VR, AR, and MR Foundations Course

Learn about VR and AR development in Unity while developing a concept for your own XR application.

Unity + USC Games Unlocked Course

Learn the game development process used by industry professionals.



Instructor-led Workshop



Self-paced courses for resell



UNITY CERTIFIED PROGRAMMER

Entry to mid-level programmers across all industries validate their abilities and demonstrate their commitment to professional standards.



SKILL COMPETENCIES

Programming interactions, Programming for design, PiXYZ workflow, Software Development workflows, Optimization workflows, Working in the Art Pipeline, Developing Application Systems



GAMING LEARNING JOURNEYS

The journey to learning Unity starts with gaining basic skills, then learning how to apply those skills, to advancing to a confident Unity Creator. Click on where you are at in your Unity learning journey to see the offerings, certifications, jobs and skills you can expect as you move along each stage of learning Unity.

LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Advanced Artist & Designer Learning Experiences | Advanced Programmer & Developer Learning Experiences

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an advanced-level Unity Expert.



IDEAL FOR THE FOLLOWING JOB TITLES

Senior Technical Artist, VFX Artist, Senior Interactive Designer, Senior UI Designer, Unity Architect, XR Designer

ADVANCED ARTIST & DESIGNER LEARNING EXPERIENCES

Migrating to Latest Unity

Explore the process of migrating an existing Unity project into the latest Unity Editor release.

Mobile VR App Development with Unity Course

Learn Mobile VR development skills that will enable you to create high-performance applications for platforms like Samsung Gear VR, Google Daydream, and Oculus Go.

Handheld AR App Development with Unity Course

Learn how to use Unity's AR Foundation package to create applications for iOS and Android platforms while building a functioning Unity project with code you can re-use for any future AR project work.



Instructor-led Workshop



Self-paced courses for resell



**UNITY EXPERT CERTIFIED
TECHNICAL ARTIST:
RIGGING & ANIMATION**



**UNITY EXPERT CERTIFIED
TECHNICAL ARTIST:
SHADING & EFFECTS**



SKILL COMPETENCIES

Rigging and animation, Complex scripting, Creating and supporting pipeline tools, Asset optimization, Real time and baked lighting, XR Application Design, Creating and customizing shaders and rendering systems, Creating particle systems and effects



GAMING LEARNING JOURNEYS

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LEARNING UNITY BASICS

APPLYING UNITY SKILLS

ADVANCING WITH UNITY

Advanced Artist & Designer Learning Experiences | **Advanced Programmer & Developer Learning Experiences**

Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an advanced-level Unity Expert.



IDEAL FOR THE FOLLOWING JOB TITLES

Lead Software Engineer, Senior Game Developer, Senior Automotive Engineer, AR/XR Developer, Senior Unity Programmer

ADVANCED PROGRAMMER & DEVELOPER LEARNING EXPERIENCES

Migrating to Latest Unity

Explore the process of migrating an existing Unity project into the latest Unity Editor release.

Unity Expert Gameplay Programmer Certification Exam Preparation Workshop

This workshop prepares you to successfully pass the Expert Gameplay Programmer Certification, through completing activity challenges in all six exam topic areas.

Handheld AR App Development with Unity Course

Learn how to use Unity's AR Foundation package to create applications for iOS and Android platforms while building a functioning Unity project with code you can re-use for any future AR project work.

Mobile VR App Development with Unity Course

Learn Mobile VR development skills that will enable you to create high-performance applications for platforms like Samsung Gear VR, Google Daydream, and Oculus Go.

Unity Expert Gameplay Programmer Preparation Courseware

Set of courses to prepare for the Unity Expert Gameplay Programmer Certification



Instructor-led Workshop



Self-paced courses for resell

UNITY CERTIFIED EXPERT GAMEPLAY PROGRAMMER



Validate your expertise and demonstrate to employers that you have the technical skills and applied knowledge required for senior roles in the game industry.

SKILL COMPETENCIES



Rapidly prototype Gameplay from a GDD, Analyze, identify and plan for solutions, Mapping & Programming game levels, Optimizing Performance, Designing and Programming NPCs, Implementing Unity Services, Software engineering