

# 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.

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





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#### 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



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### LEARNING UNITY BASICS

### **APPLYING UNITY SKILLS**

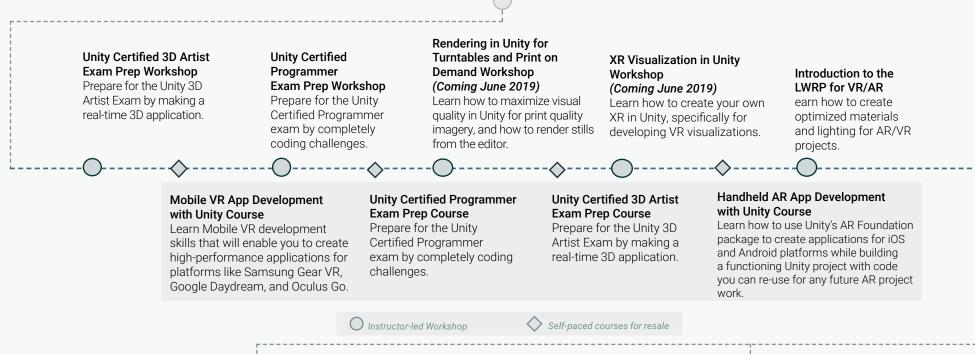
Assess your learning and decide which path you wish to pursue next. Use this recommended group of courses and workshops to gain skills to continue as an intermediate-level Unity Professional.



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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

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.

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## 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