



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



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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

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



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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.



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