your business goals quicker and more efficiently.

Private Training

PROFESSIONAL TRAINING

Professional training can help you improve performance, increase productivity, and gain an edge in your industry. Whether you're looking to enhance your skills or get ahead in your career, our training programs are designed to meet your unique needs.

Baked Lighting, Post-Processing, and Material settings.

Like configuring Asset Settings, Light Probes, Reflection Probes, Universal Render Pipeline (URP) Lighting Fundamentals and fragment shaders, and create various effects on objects.

Learn the fundamental concepts of Shaders, how they work in workflows. You will learn to apply textures, work with vertex

Prepare for the Unity Certified Professional: Programmer Exam

You prepare for the Unity Certified 3D Artist exam.

Prepare for the Unity Certified Professional: Artist Exam

You obtain your first professional programming role with Unity.

Prepare for the Unity Certified Associate: Programmer Exam

Demonstrate core skills and competencies across industry knowledge needed to pass the Unity Certified Exam

Prepare for the Unity Certified Associate: Game Developer

Obtain your first professional role as a Unity 2D and 3D artist.

Prepare for the Unity Certified Associate: Artist Exam

mobile applications in Unity.

Prototype Design Concepts for Mobile Applications

and optimizing a large-scale scene.

Optimizing with the Pixyz Plugin

ideal techniques and workflows that allow your team to create form and style.

Get Started with Real-Time 3D Using Forma

one of use cases, including simulation, training and spatial visualization, across industries.

Develop Real-Time 3D Applications with Unity

highly realistic design visualizations.

Create Real-Time Visualizations with Unity Reflect and Unity

common interactions, and improving and refactoring scripts.

Create Interactions with Visual Scripting

Develop Interactive User Interfaces in Unity

Reflect, and leverage Unity Pro's suite of design tools to create

Create High-Fidelity Lighting in the High Definition Render

cameras with the precision of key-framed cameras.

Create compelling camera shots using various Cinemachine techniques and camera rigs. Learn how to implement powerful

Create Animated Stories with Unity

trigger timelines with a user interface.

Build Interactivity with Timeline

interactions in your Unity projects, including how to animate

Learn the fundamentals of creating choreographed Timeline

and activate objects, how to work with sound, and how to

Reflect, and leverage Unity Pro's suite of design tools to create

Create Interactions with Visual Scripting

Recreate realistically lit scenes with atmosphere, visual drama,

Create High-Fidelity Lighting in the High Definition Render

and style.

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