

Private Training Course Catalog

Empower your team with a training program that will develop and enhance their skill set. Choose from curated courses designed for all skill levels and get the hands-on expertise you need to achieve your business goals quicker and more efficiently.



Build Interactivity with Timeline

Learn the fundamentals of creating choreographed Timeline interactions in your Unity projects, including how to animate and activate objects, how to work with sound, and how to trigger timelines with a user interface.

Difficulty:

Beginner

Duration:

4 hours



Create Animated Stories with Unity

Learn to create real-time animated cinematic sequences using Timeline and Cinemachine.

Difficulty:

Beginner

Duration:

40 hours



Create Compelling Shots with Cinemachine

Create compelling camera shots using various Cinemachine techniques and camera rigs. Learn how to implement powerful hybrid camera rigs that combine the power of procedural cameras with the precision of key-framed cameras.

Difficulty:

Beginner

Duration:

6 hours



Create High-Fidelity Lighting in the High Definition Render Pipeline

Learn the essential skills of a master Unity lighting designer. Recreate realistically lit scenes with atmosphere, visual drama, and style.

Difficulty:

Beginner

Duration:

8 hours



Create Interactions with Visual Scripting

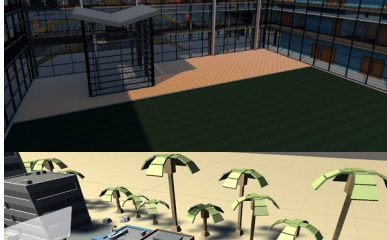
Learn the foundations of Object-Oriented Programming to create interactions using simple logic, without being a programmer. This course covers the user interface, adding common interactions, and improving and refactoring scripts.

Difficulty:

Beginner

Duration:

13 hours



Create Real-Time Visualizations with Unity Reflect and Unity Pro

Learn how to configure projects for fast iteration with Unity Reflect, and leverage Unity Pro's suite of design tools to create highly realistic design visualizations.

Difficulty:

Beginner

Duration:

10 hours



Develop 3D Mobile Games in Unity

Use Unity's 3D development tools to develop a 3D scavenger hunt game.

Difficulty:

Beginner

Duration:

40 hours



Develop Interactive User Interfaces in Unity

Master user interface (UI) components and learn how to easily create interactive interfaces, add animation, and optimize UI text objects.

Difficulty:

Beginner

Duration:

8 hours



Develop Mobile AR Applications with Unity

Learn to create sophisticated and interactive augmented reality (AR) applications for mobile devices through project-based development.

Difficulty:

Beginner

Duration:

40 hours



Develop Real-Time 3D Applications with Unity

Learn how to utilize real-time 3D development for a range of use cases, including simulation, training and spatial visualization, across industries.

Difficulty:

Beginner

Duration:

9 hours



Get Started with Real-Time 3D Using Forma

This course is for anyone new to real-time 3D who is interested in learning how to use Unity Forma. It gets you up to speed with Forma modes so you can import your own models, materials, and environments to build an engaging product configuration.

Difficulty:

Beginner

Duration:

4 hours



Importing AxF and xTex Files into Unity

This training details the necessary steps for importing xTex and AxF data into Unity. You'll be given an overview of the importer installation process and configuration settings and practice bringing in 3D material data in both formats.

Difficulty:

Beginner

Duration:

60 minutes



Manage Content with the Addressable Asset System

Learn the best practices for using addressable assets in a team production environment with complex asset pipelines.

Difficulty:

Intermediate

Duration:

4 hours



Optimize Memory and Asset Management in Unity

Explore unique solutions for memory optimization and best practices for asset management in Unity.

Difficulty:

Intermediate

Duration:

4 hours



Optimize User Interfaces in Unity

Learn to identify early user interface (UI) problems and create ideal techniques and workflows that allow your team to create optimized UIs.

Difficulty:

Intermediate

Duration:

4 hours



Optimizing with the Pixyz Plugin

Get an in-depth look at the fundamentals of the Pixyz Plugin, including configuring various import settings to optimize your CAD model, using the Toolbox to decimate your model, removing meshes, reducing draw calls, and more.

Difficulty:

Beginner

Duration:

8 hours



Prepare CAD Assets for Unity with Pixyz Studio

Learn to import CAD objects into Unity and optimize them so you can set up simple scenes with the imported assets.

Difficulty:

Beginner

Duration:

8 hours



Profile and Optimize Android Applications with Android Studio

Use Android Studio to profile and identify areas for optimization in a sample project. Learn best practices for using specific platform-specific profiling tools.

Difficulty:

Intermediate

Duration:

4 hours



Profile and Optimize Unity Applications

Complete several optimization mini challenges before analyzing and optimizing a large-scale scene.

Difficulty:

Intermediate

Duration:

4 hours



Prototype Design Concepts for Mobile Applications

Learn to quickly prototype interactive design concepts for mobile applications in Unity.

Difficulty:

Beginner

Duration:

9 hours



Prepare for the Unity Certified Associate: Artist Exam

Showcase your mastery of core Unity skills and concepts to obtain your first professional role as a Unity 2D and 3D artist.

Difficulty:

Beginner

Duration:

40 hours



Prepare for the Unity Certified Associate: Game Developer Exam

Learn foundational production and development skills and industry knowledge needed to pass the Unity Certified Associate exam.

Difficulty:

Beginner

Duration:

30 hours



Prepare for the Unity Certified Associate: Programmer Exam

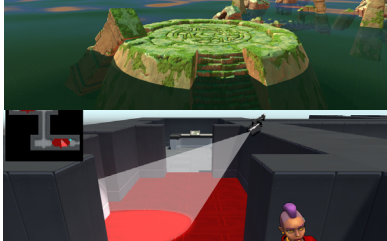
Demonstrate core skills and competencies across programming, UI, debugging and asset management to help you obtain your first professional programming role with Unity.

Difficulty:

Beginner

Duration:

40 hours



Prepare for the Unity Certified Professional: Artist Exam

Master intermediate-level Unity skills and 3D art workflows as you prepare for the Unity Certified 3D Artist exam.

Difficulty:

Intermediate

Duration:

30 hours



Prepare for the Unity Certified Professional: Programmer Exam

This workshop will prepare learners for the Unity Certified Professional Programmer Exam through a series of ten workshop sessions which include discussion, demonstration, and hands-on challenges.

Difficulty:

Intermediate

Duration:

40 hours



Shader Graph Fundamentals

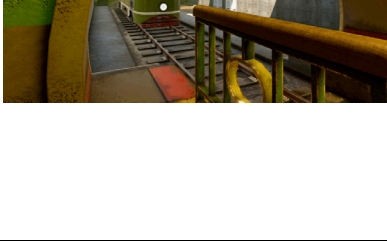
Learn the fundamental concepts of Shaders, how they work in Unity, and how you create them using codeless Shader Graph workflows. You will learn to apply textures, work with vertex and fragment shaders, and create various effects on objects.

Difficulty:

Beginner

Duration:

16 hours



Universal Render Pipeline (URP) Lighting Fundamentals

This course covers Unity's URP and how to configure lighting in a visually stunning and high way. You'll explore topics like configuring Asset Settings, Light Probes, Reflection Probes, Baked Lighting, Post-Processing, and Material settings.

Difficulty:

Beginner

Duration:

15 hours

Professional training can help you improve performance, increase productivity, and enhance the quality of your projects. Make sure your team has the tools – and skills – it needs to succeed.

Contact us