On-Demand Training Course Catalog

Empower your team with a self-paced training platform that they can access any time, from anywhere. Leverage our full collection of courses designed for all skill levels and industries to develop and enhance your skillset, and 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
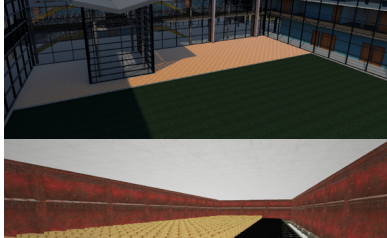
Create Interactions with Visual Scripting
Learn the foundations of Object-Oriented Programming to create interactions using simple logic, without being a programmer. This course covers the user interface, adding common interactions, and improving and refactoring scripts.

Difficulty: Beginner
Duration: 8 hours

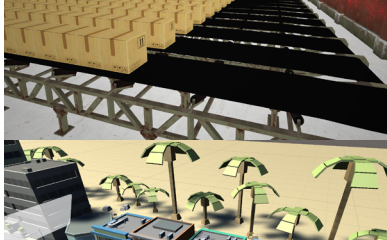### Create Real-Time Visualizations with Unity Reflect and Unity Pro
Learn how to configure projects for fast iteration with Unity Reflect, and leverage Unity Pro's suite of design tools to create highly realistic design visualizations.

Difficulty: Beginner
Duration: 10 hours

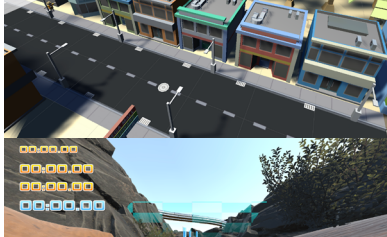### Debug, Optimize, and Manage Projects in Unity **
This course is designed for those familiar with C# and Unity to explore best practices for producing robust applications in a team setting. Learners are guided through the process of version control as they debug and optimize an example project.

Difficulty: Intermediate
Duration: 4 hours

Develop 3D Mobile Games in Unity
Use Unity's 3D development tools to develop a 3D scavenger hunt game.

Difficulty: Beginner
Duration: 22 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: 25 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

Develop VR Applications with Unity and the XR Interaction Toolkit
Learn to create sophisticated, interactive virtual reality (VR) applications using Unity's XR Interaction Toolkit.

Difficulty: Beginner
Duration: 25 hours

Explore Special Topics in 3D Art in Unity*
In this course you will create a Portal game application to learn the fundamentals of prototyping with ProBuilder, working with animations, and setting up multiple cameras.

Difficulty: Beginner
Duration: 8 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: 30 minutes
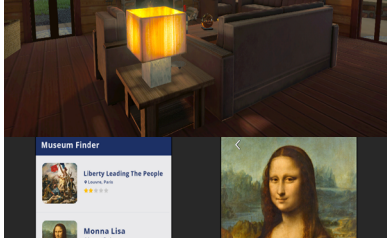
Get Started with 2D Art in Unity*
This course is designed for artists who are interested in becoming familiar with the Unity Engine. In this course, you will make use of the Sprite and Skinning editors and work with Tilemaps, Palettes and Grids to create engaging User Interfaces.

Difficulty: Beginner
Duration: 4 hours
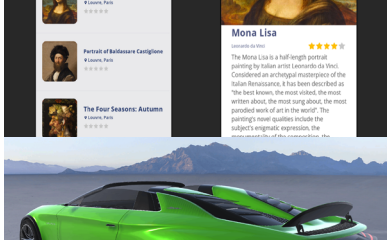
Get Started with 3D Art in Unity*
You will develop an engaging scene using prefabs and Unity terrain tools, and be introduced to particle and post-processing effects to enhance the visuals and user experience.

Difficulty: Beginner
Duration: 15 hours

Get Started with C# in Unity**
This course builds on our Review the Unity Essentials workshop, further developing an understanding of C# programming concepts and features. This course is ideal for developers looking to make the most of C# scripting in Unity.

Difficulty: Beginner
Duration: 11 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

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

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

Program Interactions with C# Scripting in Unity**
This course is designed for those familiar with C# and Unity. After covering Physics, Colliders, and Input methods, this course deep dives into object-oriented programming. Participants will design and create hierarchies, interfaces, and generic types.

Difficulty: Intermediate
Duration: 9 hours

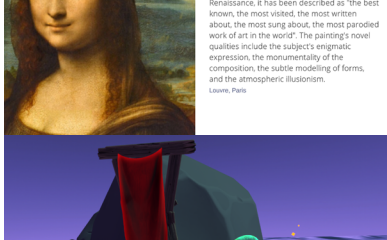### Prototype Design Concepts for Mobile Applications
Learn to quickly prototype interactive design concepts for mobile applications in Unity.

Difficulty: Beginner
Duration: 9 hours

Review the Unity Essentials**
Learn the fundamental Unity skills required to work with GameObjects and create interactive user interfaces (UIs) by using Unity's canvas-based UI system.

Difficulty: Beginner
Duration: 10 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: 9 hours

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

Difficulty: Beginner
Duration: 6 hours

* Part of the Unity Certified Associate: Artist Exam
**Part of the Unity Certified Associate: Programmer Exam

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