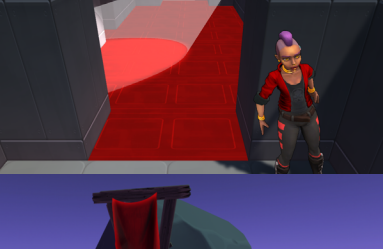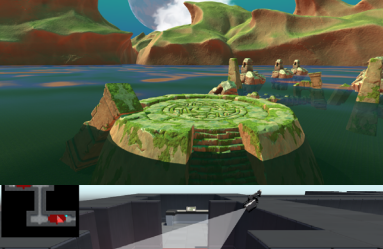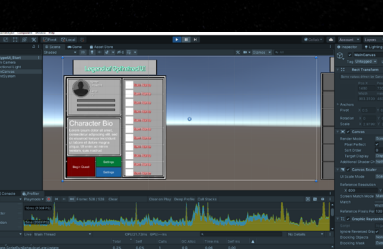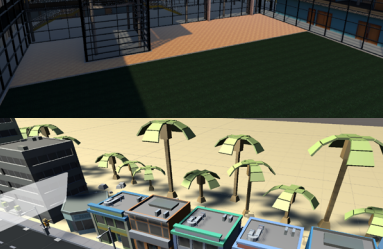# Private Training Course Catalog

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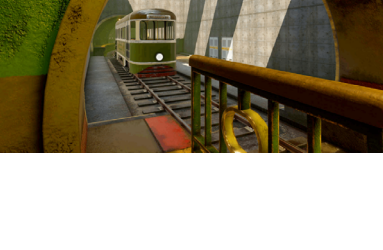
Build Interactivity with Timeline
Learn the fundamentals of creating choreographed Timeline interactions in your Unity projects, including how to animate and activate objects, how to work with sound, and how to trigger timelines with a user interface.

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 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

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 performant 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