



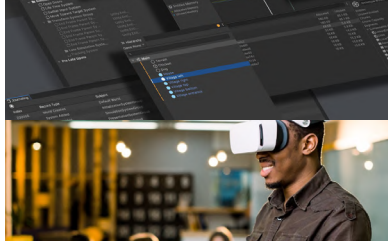




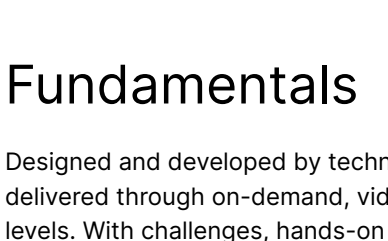
# On-Demand Training Course Catalog

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.







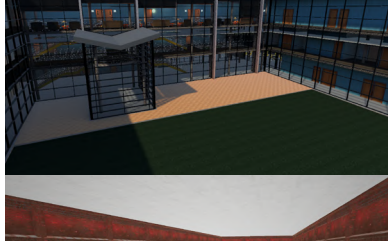
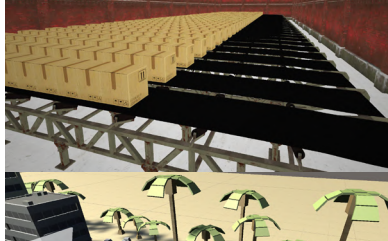
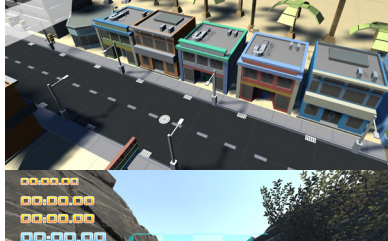







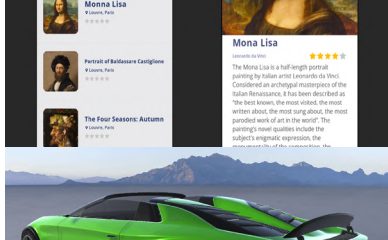




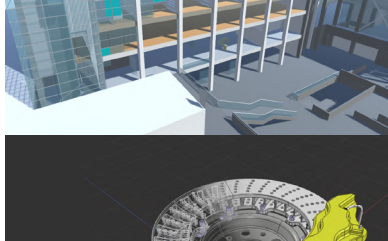
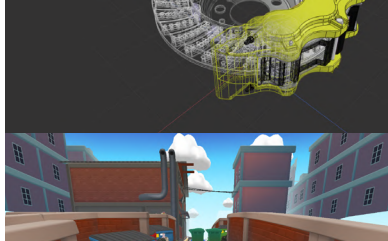



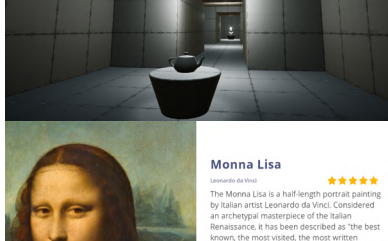
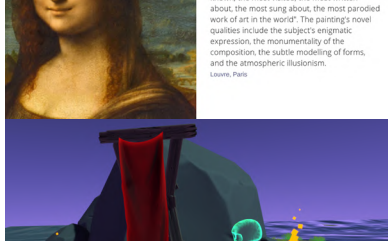





## Concept Courses

Concept courses helps learners familiarize themselves with the principles, parameters, and jargon of a new topic before they start their learning journey.

	<b>Addressables</b> Discover everything you need to know to get started with Addressables. Learn about the benefits of the Addressable Asset System, how to configure assets, and the ways in which you can use Addressables to scale and improve your games.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 1 hour
	<b>Authentication</b> From creating seamless user experiences to collecting useful information on user behavior, with Unity Authentication, developers can implement both anonymous user identification and platform-specific authentication.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 30 mins
	<b>Cloud Save</b> This short course will familiarize you with the concepts of Unity Cloud Save. This feature allows you to save data on a remote server and makes it easier to switch between devices and continue their progress without having to start from scratch.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 30 mins
	<b>Data-Oriented Design</b> Learn the principles and benefits of Unity's Data-Oriented Tech Stack (DOTS). This modern approach to game development focuses on the optimization of design systems to create efficient, high-performance games.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 1 hour
	<b>DevOps</b> This course covers the fundamentals of DevOps, from methodology through to implementation. You will learn how to use DevOps best practices to move to a more streamlined development process aligned with Unity's product offering.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 30 mins
	<b>DOTS: Entities, Jobs, and Systems</b> Learn how how to create and manipulate entities (the basic building blocks of DOTS), how to write and execute jobs (the units of work), and explore systems (responsible for orchestrating the behavior of entities and jobs).	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 1 hour
	<b>Prefabs</b> In this training, you will learn about the different types of prefabs available, various scenarios in which they can be used, as well as FAQs and common recommendations to help you make the most of prefabs.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 30 mins
	<b>Rendering Pipeline</b> This training provides an overview of a rendering pipeline, the four rendering pipelines that come with Unity, and recommendations in deciding which pipeline to use for your project.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 15 mins

## Fundamentals

Designed and developed by technical trainers and Unity experts, these courses are delivered through on-demand, video-based modules that are appropriate for all skill levels. With challenges, hands-on sample projects, and knowledge checks, learners can expect to gain a confident foundational understanding of a new topic.

	<b>Build Interactivity with Timeline</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 4 hours
	<b>Create Animated Stories with Unity</b> Learn to create real-time animated cinematic sequences using Timeline and Cinemachine.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 40 hours
	<b>Create Compelling Shots with Cinemachine</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 6 hours
	<b>Create High-Fidelity Lighting in the High Definition Render Pipeline</b> Learn the essential skills of a master Unity lighting designer. Recreate realistically lit scenes with atmosphere, visual drama, and style.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 8 hours
	<b>Create Interactions with Visual Scripting</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 8 hours
	<b>Create Real-Time Visualizations with Unity Reflect and Unity Pro</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 10 hours
	<b>Debug, Optimize, and Manage Projects in Unity **</b> 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.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Develop 3D Mobile Games in Unity</b> Use Unity's 3D development tools to develop a 3D scavenger hunt game.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 22 hours
	<b>Develop Interactive User Interfaces in Unity</b> Master user interface (UI) components and learn how to easily create interactive interfaces, add animation, and optimize UI text objects.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 8 hours
	<b>Develop Mobile AR Applications with Unity</b> Learn to create sophisticated and interactive augmented reality (AR) applications for mobile devices through project-based development.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 25 hours
	<b>Develop Real-Time 3D Applications with Unity</b> Learn how to utilize real-time 3D development for a range of use cases, including simulation, training and spatial visualization, across industries.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 9 hours
	<b>Explore Special Topics in 3D Art in Unity*</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 8 hours
	<b>Importing AxF and xTex Files into Unity</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 30 minutes
	<b>Get Started with 2D Art in Unity*</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 4 hours
	<b>Get Started with 3D Art in Unity*</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 15 hours
	<b>Get Started with C# in Unity**</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 11 hours
	<b>Get Started with Real-Time 3D Using Forma</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 4 hours
	<b>Manage Content with the Addressable Asset System</b> Learn the best practices for using addressable assets in a team production environment with complex asset pipelines.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Optimize Memory and Asset Management in Unity</b> Explore unique solutions for memory optimization and best practices for asset management in Unity.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Optimize User Interfaces in Unity</b> Learn to identify early user interface (UI) problems and create ideal techniques and workflows that allow your team to create optimized UIs.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Optimizing with the Pixyz Plugin</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 8 hours
	<b>Pixyz Studio Fundamentals</b> This course will introduce professionals with CAD experience to Pixyz Studio, step through the workflow of making CAD assets compatible for use in real time 3D applications, as well as contextualize various aspects of real time 3D rendering.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 2 hours
	<b>Profile and Optimize Android Applications with Android Studio</b> Use Android Studio to profile and identify areas for optimization in a sample project. Learn best practices for using specific platform-specific profiling tools.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Profile and Optimize Unity Applications</b> Complete several optimization mini challenges before analyzing and optimizing a large-scale scene.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 4 hours
	<b>Program Interactions with C# Scripting in Unity**</b> 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.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 9 hours
	<b>Prototype Design Concepts for Mobile Applications</b> Learn to quickly prototype interactive design concepts for mobile applications in Unity.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 9 hours
	<b>Review the Unity Essentials**</b> Learn the fundamental Unity skills required to work with GameObjects and create interactive user interfaces (UIs) by using Unity's canvas-based UI system.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 10 hours
	<b>Shader Graph Fundamentals</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 9 hours
	<b>Unity Floating License Server Fundamentals</b> This course equips learners with the skills to install, configure and operate their own Floating License Server. learners will have a solid understanding of how to set up and administer their own Floating License Server.	<b>Difficulty:</b> Intermediate  <b>Duration:</b> 2 hours
	<b>Universal Render Pipeline (URP) Lighting Fundamentals</b> 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.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 6 hours
	<b>XR Interaction Toolkit Fundamentals</b> This course introduces professionals to the core concepts of building a VR application with the XR Interaction Toolkit. provides steps to go through building Interactions, and reviews additional developer tools that can help troubleshoot issues.	<b>Difficulty:</b> Beginner  <b>Duration:</b> 3 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