



PROFESSIONAL TRAINING

Course calendar

Empower your team with a training program that will develop and enhance their skill set. Choose from curated courses (for all skill levels) led by Unity-certified instructors, and get the hands-on expertise needed to achieve your business goals quicker and more efficiently.

All courses are taught with Unity 2019 LTS unless specified.

Each course has a starting time of either 8:00 am GMT or 10:00 am PT on its respective start date. Please reach out to your sales representative for more information on starting times and dates.

Learning Path Bundle	Course	Date	Duration
Games — Beginner	Develop Real-Time 3D Applications with Unity	Oct 5–7, 2021	20 hours
	Profile and Optimize Unity Applications	Oct 13, 2021	4 hours
	Develop Interactive User Interfaces in Unity	Oct 19–20, 2021	8 hours
	Create High-Fidelity Lighting in the High Definition Render Pipeline	Oct 26–27, 2021	8 hours
Architecture, Engineering & Construction (AEC) — Beginner	Develop Real-Time 3D Applications with Unity	Nov 3–5, 2021	9 hours
	Create Realistic Real-Time Visualizations with Unity Reflect and Unity Pro	Nov 9–10, 2021	10 Hours
	Develop Mobile AR Applications with Unity	Nov 15–19, 2021	20 hours
	Prepare CAD Assets for Unity with PiXYZ Studio	Nov 23–24, 2021	8 hours
Automotive, Transportation & Manufacturing (ATM) — Beginner	Develop Real-Time 3D Applications with Unity	Dec 1–3, 2021	9 hours
	Prepare CAD Assets for Unity with PiXYZ Studio	Dec 6–7, 2021	8 hours
	Develop Interactive User Interfaces in Unity	Dec 9–10, 2021	8 hours
	Create Realistic Real-Time Visualizations with Unity Reflect and Unity Pro	Dec 13–14, 2021	10 hours
	Prototype Design Concepts for Mobile Applications	Dec 16–17, 2021	9 hours
Games — Intermediate	Optimize User Interfaces in Unity	Jan 4, 2022	4 hours
	Optimize Memory and Asset Management in Unity	Jan 5, 2022	4 hours
	Profile and Optimize Unity Applications	Jan 12, 2022	4 hours
	Manage Content with the Addressable Asset System	Jan 13, 2022	4 hours
	Design and Develop Data-Oriented Applications with DOTS	Jan 18–21, 2022	20 hours
	Develop 3D Mobile Games with Unity	Jan 24–28, 2022	20 hours
Architecture, Engineering & Construction (AEC) — Intermediate	Create High-Fidelity Lighting in the High Definition Render Pipeline	Feb 2–3, 2022	8 hours
	Develop Interactive User Interfaces in Unity	Feb 8–9, 2022	8 hours
	Develop Mobile AR Applications with Unity	Feb 14–18, 2022	20 hours
	Optimize User Interfaces in Unity	Feb 22, 2022	4 hours
	Optimize Memory and Asset Management in Unity	Feb 23, 2022	4 hours
	Profile and Optimize Unity Applications	Feb 24, 2022	4 hours
Automotive, Transportation & Manufacturing (ATM) — Intermediate	Create High-Fidelity Lighting in the High Definition Render Pipeline	Mar 1–2, 2022	8 hours
	Optimize User Interfaces in Unity	Mar 9, 2022	4 hours
	Optimize Memory and Asset Management in Unity	Mar 10, 2022	4 hours
	Develop VR Applications with Unity and the XR Interaction Toolkit	Mar 21–25, 2022	20 hours

Private training is available upon request. Please speak with your sales representative for pricing and additional information.

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