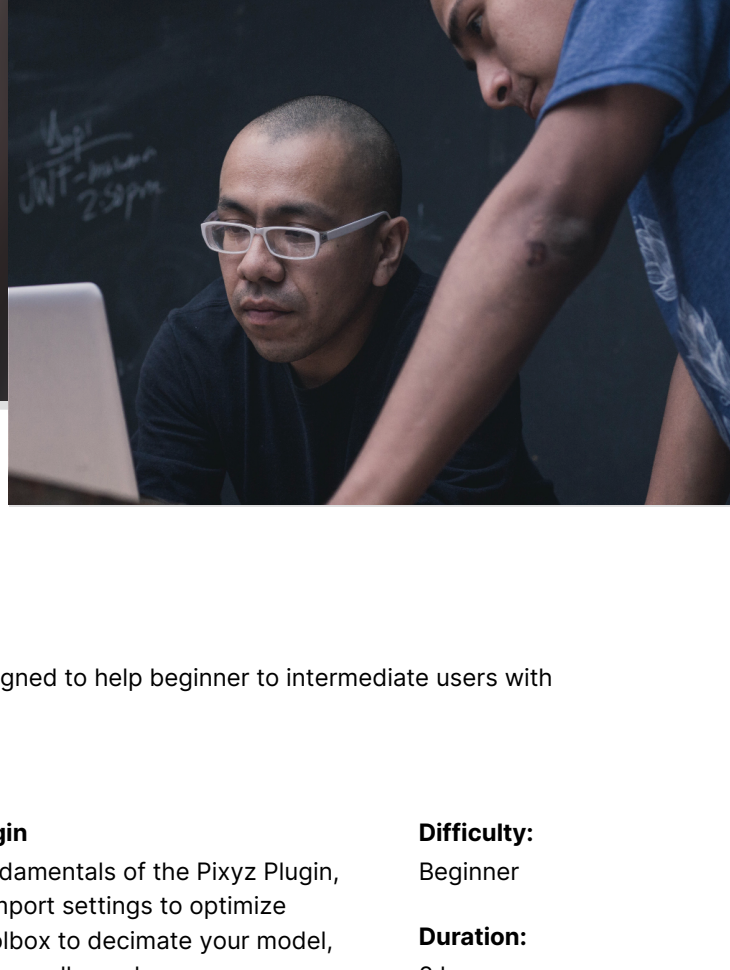


Private Training Course Catalog

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.



Digital Twin Development

Master the Pixyz suite of tools with this collection of workshops, designed to help beginner to intermediate users with various aspects of digital twin development.

	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
	Pixyz Studio Fundamentals 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.	Difficulty: Beginner Duration: 5 hours
	Digital Twins: From CAD to Unity Real-time 3D using Pixyz Master the skills crucial for creating Digital Twins with Pixyz. Learn to prepare CAD assets for Unity, optimize, export, and set up a High Definition Render Pipeline project so you can set up simple scenes with the imported assets.	Difficulty: Intermediate Duration: 8 hours
	Digital Twins: Resource Planning and Strategy A non-technical workshop on the process and resources required in planning a Digital Twin. From defining objectives to selecting the right tools, understand the requirements to build a robust Digital Twin that will drive operational excellence.	Difficulty: Beginner Duration: 5 hours
	From Revit to Unity Realtime 3D using Pixyz Create a digital twin for building management or architecture. Bring an architectural file (Revit) into Pixyz (Plugin / Studio) and output it as a model that can be used in Unity. Once in, Unity learners will use lighting and UI to create a functioning DT.	Difficulty: Intermediate Duration: 16 hours
	Creating a Visualized Live Data Centre Viewer Master advanced building skills for immersive digital product experiences. Create dynamic digital twins that incorporate advanced features such as customizable UI-controlled animations, interactive experiences, environmental lighting	Difficulty: Intermediate Duration: 10 hours
	Digital Twins: Advanced Functionality to your DT in Unity Master advanced building skills for immersive product experiences. Create interactive digital twins that incorporate features such as customizable UI-controlled animations, environmental lighting simulations, and live data streaming.	Difficulty: Advanced Duration: 14 hours

*all workshop durations are estimated and will vary due to interactive, dynamic nature of the live instruction format

Developing for visionOS

Designed and delivered by technical trainers and Unity experts, this series of hands-on workshops will be applicable for professionals at all skill levels. With challenges, hands-on sample projects, and knowledge checks, learners can expect to gain a confident foundational understanding of developing for visionOS.

	Introduction to Developing for visionOS with Unity Learn the core concepts of developing visionOS apps with Unity, starting with Vision Pro device modes, how to configure your apps to render in each mode, how to test your app with the Device Simulator in Xcode, and how to build it.	Difficulty: Beginner Duration: 3 hours
	Shader Graph for visionOS Mixed Reality Master development of custom shaders for visionOS mixed reality. Create water effects consisting of surface movement, refraction, and caustics; Learn to create custom lighting blended alongside Image Based Lighting provided by visionOS.	Difficulty: Intermediate Duration: 6 hours
	Developing visionOS Mixed Reality Applications with Unity Learn to configure, build, and deploy mixed reality content for visionOS: Create applications that coexist with other applications in a shared real-world environment, applications that singularly control the entire camera view, and more.	Difficulty: Intermediate Duration: 7 hours
	Spatial User Interfaces and User Experience Learn to create spatial UI using Unity Polyspatial. Create and interact with UI designed for the Apple Vision Pro's Immersive Mode such as the Polyspatial touch input pattern, creating custom Inspector windows, and compositional development.	Difficulty: Intermediate Duration: 8 hours
	Developing Interactions for visionOS Learn how to use Unity's XRI 3.0 package with the supporting sample project. This unique package is geared to help developers make use of the Vision Pro's unique input devices by designing their own custom gestures for interactions.	Difficulty: Beginner Duration: 8 hours
	XR Hands Fundamentals Get started with Unity's XR Hands package and supporting sample projects on how to edit and create gestures. You will also design your own custom gesture to work as the input device for an interaction event.	Difficulty: Intermediate Duration: 7 hours
	AR Foundation for visionOS Get immersed in the concepts and workflows of the AR Foundation package and how to configure your Unity projects to maximize it. Learn each feature supported by AR Foundation and visionOS and walk through implementation.	Difficulty: Beginner Duration: 6 hours
	Unity Input System for visionOS The Unity Input System is a comprehensive solution for input handling for visionOS. Master these enhanced tools for input mapping, processing, and event-driven notification to offer better control and significantly improve user experience.	Difficulty: Beginner Duration: 8 hours

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Learn how to use the Unity Editor

Develop your real-time 3D skills across all aspects, from lighting, texture to content and asset management systems to optimize your applications.

	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: Intermediate 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: Intermediate 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: Intermediate 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: Advanced 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: 11 hours
	DOTS Fundamentals This course explores the principles of Unity's Data-Oriented Technology Stack (DOTS) and data-oriented design. Learn key concepts and get hands-on experience working with Jobs and ECS (Entity Component System) in the Editor.	Difficulty: Advanced Duration: 11 hours
	Get Started with Real-Time 3D using Unity Form This course is for anyone new to real-time 3D who is interested in learning how to use Unity Form. It gets you up to speed with Forma modes so you can import your own models, materials, and environments to build an engaging product	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: 80 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
	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: Beginner 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
	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
	UI Toolkit Fundamentals Dive into the process of designing, styling, and implementing performant UI elements with the UI Builder. Get hands-on experience working on an existing project, customize visual themes, and add interactivity using best practices.	Difficulty: Beginner Duration: 6 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
	XR Interaction Toolkit Fundamentals 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.	Difficulty: Intermediate Duration: 21 hours

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Unity Certification & Education

Build out your professional skills with the right educational or certification series to achieve your career goals.

	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: 40 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: 40 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
	Prepare for the Unity Certified User: Programmer Exam Learn how to develop interactive media using Unity and C#. Gain a fundamental understanding of 2D and 3D systems, user interfaces, interactions, and animations that will help you develop the skills to pass the Unity Certified User exam.	Difficulty: Beginner Duration: 32 hours
	Prepare for the Unity Certified User: Artist Exam Learn the basics of the Unity interface, scene navigation, and object manipulation. Gain the tools and knowledge to create efficient workflows, in addition to honing specific skills needed to master the Unity User Artist certification exam.	Difficulty: Beginner Duration: 30 hours
	Unity for Educators Acquire teaching techniques through a collaborative learning environment. Create classroom activities that meet Unity standards of excellence and gain the confidence to teach the next generation of Unity developers.	Difficulty: Beginner Duration: 40 hours

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The Business of Games

Learn everything you ever wanted to know about creating and maintaining successful games. From storytelling and mapping out the user experience, to pitching concepts, bringing your ideas to market and designing an optimal game economy that drives revenue generation, and sustains player engagement.

	The Business of Games: Design & Concept Development Learn the fundamentals of game design - from market research, pitching, prototyping, and planning through to monetization and business strategy. Learn how to navigate the industry, generate ideas, and create a detailed business plan.	Difficulty: Beginner Duration: 12 hours
	The Business of Games: Storytelling & User Experience Learn the essential steps of designing game mechanics and systems. Craft a captivating game story and characters, achieving balanced game difficulty and progression, and ensuring an excellent user interface and user experience.	Difficulty: Beginner Duration: 10 hours
	The Business of Games: Production & Development Learn the essential steps of planning and managing game development schedules, selecting the appropriate development tools and software, creating captivating art and sound assets, and implementing game logic and mechanics.	Difficulty: Beginner Duration: 8 hours
	The Business of Games: Quality Assurance & Testing Learn the essential steps of testing game mechanics and systems, debugging and troubleshooting, gathering user feedback through playtesting, and balancing and fine-tuning the game for an exceptional player experience.	Difficulty: Beginner Duration: 6 hours
	The Business of Games: Launch & Marketing This course provides you with the skills and knowledge necessary to promote your game and bring it to market. You will master the core principles, tactics, and tools that make your release stand out in a crowded gaming industry.	Difficulty: Beginner Duration: 8 hours
	The Business of Games: Post-Launch Support & Development Strategies to maintain quality and engagement: Learn about managing bug reports, effective debugging methods and tools, planning and scheduling patches with player impact in mind.	Difficulty: Beginner Duration: 8 hours
	The Business of Games: Monetization & Business Models Understand and implement monetization optimization strategies and manage game economies effectively. Ensure sustained revenue generation while prioritizing player satisfaction and ethical considerations.	Difficulty: Beginner Duration: 8 hours
	The Business of Games: Legal & Business Considerations Navigate legal, financial, and team management challenges in game development projects with ease. Get versed in the intricacies of intellectual property, legal agreements, financial management, and team dynamics.	Difficulty: Beginner Duration: 8 hours

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Hackathons

These innovative bootcamps are designed to ignite creativity and problem-solving skills among developers. During these interactive expert-led sessions, teams collaborate to transform their ideas into functional prototypes. Our team works with you to identify challenges prior to the event so that you can focus on tackling these issues during the live session Topics can vary, but are based on pre-selected asset packs, enabling participants to practice and develop any number of Unity projects, with experts on-hand to answer any questions they might have.

	Build Intuitive Human Machine Interfaces with Unity Designed for Developers and Technical Artists looking to build attractive and intuitive HMI's in Unity. This Hackathon uses a co-operative approach to build and test interactive UI elements.	Difficulty: Intermediate Duration: 2 days
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Unity Professional Training will 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