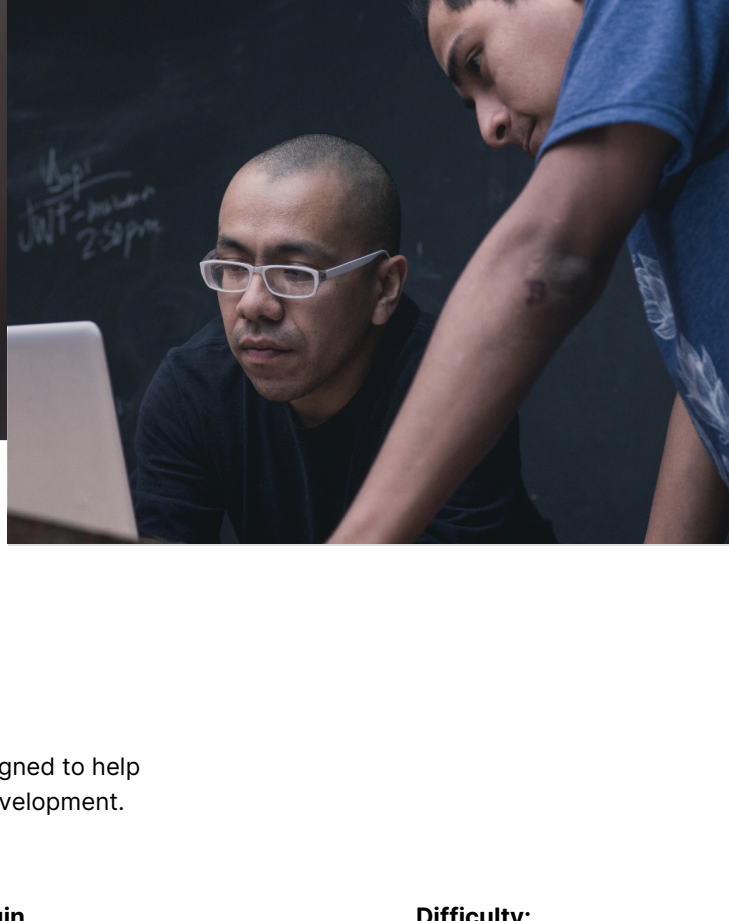


# Private Training Course Catalog

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.

	<p><b>Optimizing with the Pixyz Plugin</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>Pixyz Studio Fundamentals</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 5.5 hours</p>
	<p><b>Digital Twins: From CAD to Unity Real-time 3D using Pixyz</b></p> <p>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.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>Digital Twins: Resource Planning and Strategy</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 5 hours</p>
	<p><b>From Revit to Unity Realtime 3D using Pixyz</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 11 hours</p>

## 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

	<p><b>Build Interactivity with Timeline</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Create Animated Stories with Unity</b></p> <p>Learn to create real-time animated cinematic sequences using Timeline and Cinemachine.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Create Compelling Shots with Cinemachine</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 6 hours</p>
	<p><b>Create High-Fidelity Lighting in the High Definition Render Pipeline</b></p> <p>Learn the essential skills of a master Unity lighting designer. Recreate realistically lit scenes with atmosphere, visual drama, and style.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>Create Interactions with Visual Scripting</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 13 hours</p>
	<p><b>Create Real-Time Visualizations with Unity Reflect and Unity Pro</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 10 hours</p>
	<p><b>Develop 3D Mobile Games in Unity</b></p> <p>Use Unity's 3D development tools to develop a 3D scavenger hunt game.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Develop Interactive User Interfaces in Unity</b></p> <p>Master user interface (UI) components and learn how to easily create interactive interfaces, add animation, and optimize UI text objects.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>Develop Mobile AR Applications with Unity</b></p> <p>Learn to create sophisticated and interactive augmented reality (AR) applications for mobile devices through project-based development.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Develop Real-Time 3D Applications with Unity</b></p> <p>Learn how to utilize real-time 3D development for a range of use cases, including simulation, training and spatial visualization, across industries.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 14 hours</p>
	<p><b>DOTS Fundamentals</b></p> <p>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.</p>	<p><b>Difficulty:</b> Advanced</p> <p><b>Duration:</b> 10.5 hours</p>
	<p><b>Get Started with Real-Time 3D Using Forma</b></p> <p>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</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Importing AxF and xTex Files into Unity</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 60 minutes</p>
	<p><b>Manage Content with the Addressable Asset System</b></p> <p>Learn the best practices for using addressable assets in a team production environment with complex asset pipelines.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Optimize Memory and Asset Management in Unity</b></p> <p>Explore unique solutions for memory optimization and best practices for asset management in Unity.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Optimize User Interfaces in Unity</b></p> <p>Learn to identify early user interface (UI) problems and create ideal techniques and workflows that allow your team to create optimized UIs.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Profile and Optimize Android Applications with Android Studio</b></p> <p>Use Android Studio to profile and identify areas for optimization in a sample project. Learn best practices for using specific platform-specific profiling tools.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Profile and Optimize Unity Applications</b></p> <p>Complete several optimization mini challenges before analyzing and optimizing a large-scale scene.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 4 hours</p>
	<p><b>Prototype Design Concepts for Mobile Applications</b></p> <p>Learn to quickly prototype interactive design concepts for mobile applications in Unity.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 9 hours</p>
	<p><b>Shader Graph Fundamentals</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 16 hours</p>
	<p><b>Universal Render Pipeline (URP) Lighting Fundamentals</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 15 hours</p>
	<p><b>XR Interaction Toolkit Fundamentals</b></p> <p>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.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 40 hours</p>

## Unity Certification & Education

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

	<p><b>Prepare for the Unity Certified Associate: Artist Exam</b></p> <p>Showcase your mastery of core Unity skills and concepts to obtain your first professional role as a Unity 2D and 3D artist.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Prepare for the Unity Certified Associate: Game Developer Exam</b></p> <p>Learn foundational production and development skills and industry knowledge needed to pass the Unity Certified Associate exam.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 30 hours</p>
	<p><b>Prepare for the Unity Certified Associate: Programmer Exam</b></p> <p>Demonstrate core skills and competencies across programming, UI, debugging and asset management to help you obtain your first professional programming role with Unity.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Prepare for the Unity Certified Professional: Artist Exam</b></p> <p>Master intermediate-level Unity skills and 3D art workflows as you prepare for the Unity Certified 3D Artist exam.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 30 hours</p>
	<p><b>Prepare for the Unity Certified Professional: Programmer Exam</b></p> <p>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.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 40 hours</p>
	<p><b>Prepare for the Unity Certified User: Programmer Exam</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 30 hours</p>
	<p><b>Prepare for the Unity Certified User: Artist Exam</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 23 hours</p>
	<p><b>Unity for Educators</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 40 hours</p>

## 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.

	<p><b>The Business of Games: Design &amp; Concept Development</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>The Business of Games: Storytelling &amp; User Experience</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 10 hours</p>
	<p><b>The Business of Games: Production &amp; Development</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>The Business of Games: Quality Assurance &amp; Testing</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 6 hours</p>
	<p><b>The Business of Games: Launch &amp; Marketing</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>The Business of Games: Post-Launch Support &amp; Development</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>
	<p><b>The Business of Games: Monetization &amp; Business Models</b></p> <p>Understand and manage game monetization optimization strategies and manage game economies effectively. Ensure sustained revenue generation while prioritizing player satisfaction and ethical considerations.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 6 hours</p>
	<p><b>The Business of Games: Legal &amp; Business Considerations</b></p> <p>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.</p>	<p><b>Difficulty:</b> Beginner</p> <p><b>Duration:</b> 8 hours</p>

## Hackathons

These innovative bootcamps are designed to ignite creativity and problem-solving skills among developers. During these interactive prototyped session, 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.

	<p><b>Build Intuitive Human Machine Interfaces with Unity</b></p> <p>Designed for Developers and Technical Artists looking to build attractive and intuitive HMIs in Unity. This Hackathon uses a co-operative approach to build and test interactive UI elements.</p>	<p><b>Difficulty:</b> Intermediate</p> <p><b>Duration:</b> 2 days</p>
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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](#)