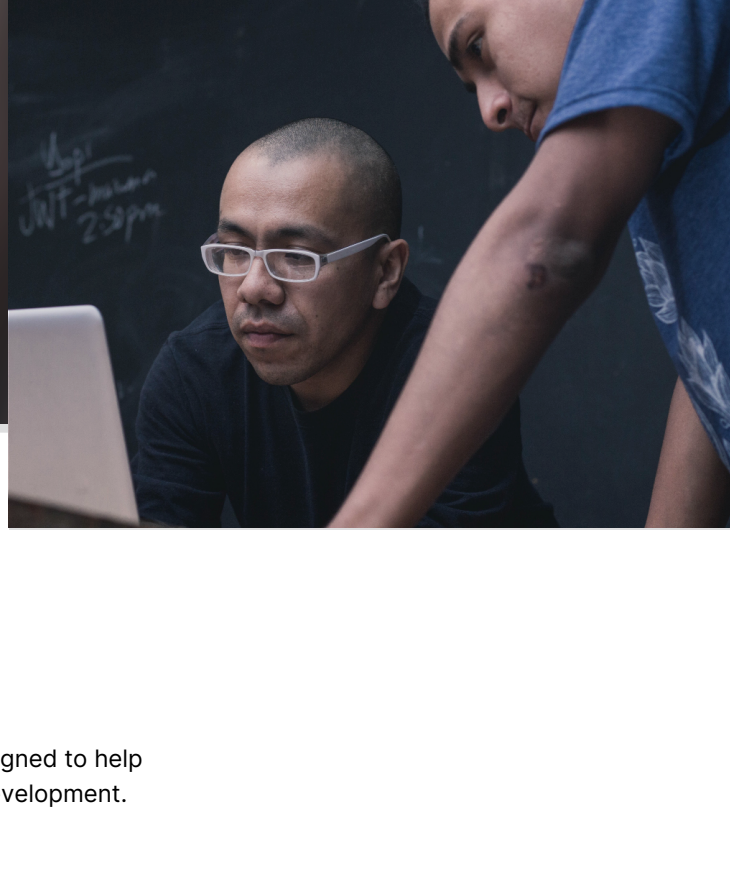


Private Training Course Catalog

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.



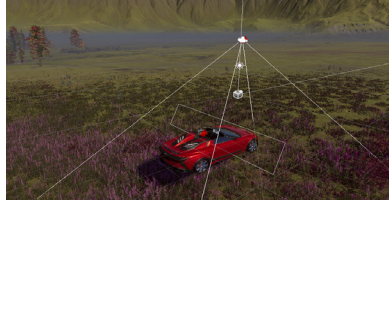
Optimizing with the Pixyz Plugin
Get an in-depth look at the fundamentals of the Pixyz Plugin, including configuring various import settings to optimize your CAD model, using the Toolbox to decimate your model, removing meshes, reducing draw calls, and more.

Difficulty: Beginner
Duration: 8 hours



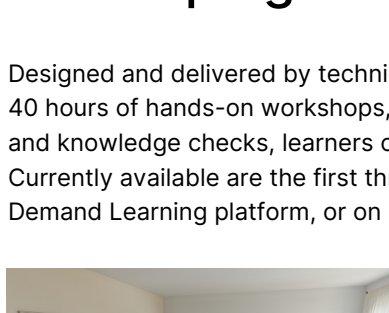
Pixyz Studio Fundamentals
This course will introduce professionals with CAD experience to Pixyz Studio, step through the workflow of making CAD assets compatible for use in real time 3D applications, as well as contextualize various aspects of real time 3D rendering.

Difficulty: Beginner
Duration: 5.5 hours



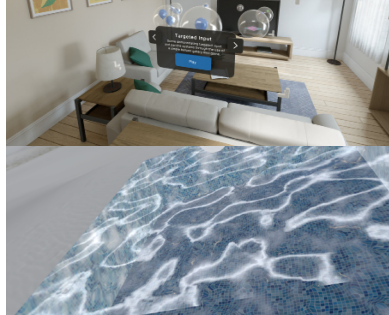
Digital Twins: From CAD to Unity Real-time 3D using Pixyz
Master the skills crucial for creating Digital Twins with Pixyz. Learn to prepare CAD assets for Unity, optimize, export, and set up a High Definition Render Pipeline project so you can set up simple scenes with the imported assets.

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: Beginner
Duration: 11 hours

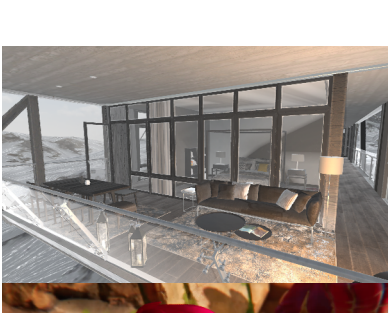


Digital Twins: Adding Functionality to your DT in Unity
Master advanced building skills for immersive digital product experiences. Create dynamic digital twins that incorporate advanced features such as customizable UI-controlled animations, interactive experiences, environmental lighting simulations and live data streaming.

Difficulty: Advanced
Duration: 12 hours

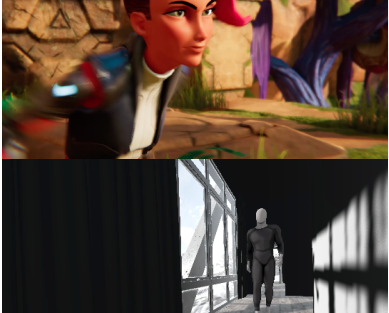
Developing for visionOS

Designed and delivered by technical trainers and Unity experts, this in-person, eight course workshop series consists of 40 hours of hands-on workshops, 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. Currently available are the first three workshops for this program, with the remainder accessible immediately on our On-Demand Learning platform, or on special request.



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



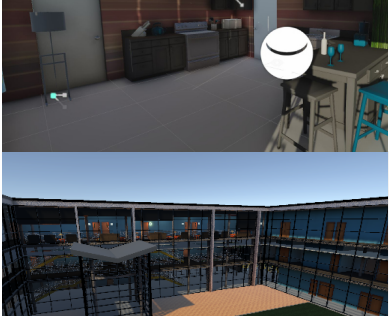
Shader Graph for visionOS Mixed Reality
Master development of custom shaders for visionOS mixed reality. Create water effects consisting of surface movement, refraction, and caustics; Learn to create custom lighting blended alongside Image Based Lighting provided by visionOS.

Difficulty: Intermediate
Duration: 5 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: Beginner
Duration: 6 hours



Coming soon: More visionOS workshops
Soon to be released workshops covering more aspects of visionOS development, such as Spatial user interfaces, Interactions, XR Hands package, AR Foundation package, and the Unity Input System.

Difficulty: Varies
Duration: 26 hours

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
Master the art of creating 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



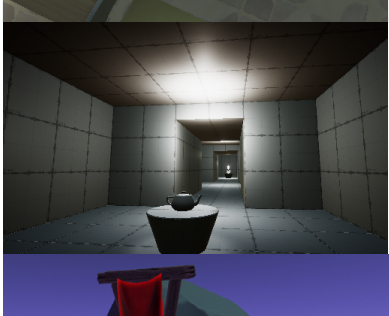
Create Real-Time Visualizations with Unity Reflect and Unity Pro
Learn how to configure projects for fast iteration with Unity Reflect, and leverage Unity Pro's suite of design tools to create highly realistic design visualizations.

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



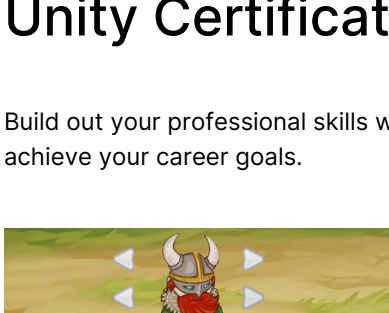
Develop Mobile AR Applications with Unity
Learn to create sophisticated and interactive augmented reality (AR) applications for mobile devices through project-based development.

Difficulty: Beginner
Duration: 40 hours



Develop Real-Time 3D Applications with Unity
Learn how to utilize real-time 3D development for a range of use cases, including simulation, training and spatial visualization, across industries.

Difficulty: Beginner
Duration: 14 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: 10.5 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

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



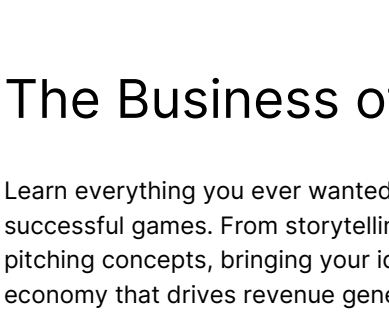
Optimize Memory and Asset Management in Unity
Explore unique solutions for memory optimization and best practices for asset management in Unity.

Difficulty: Intermediate
Duration: 4 hours



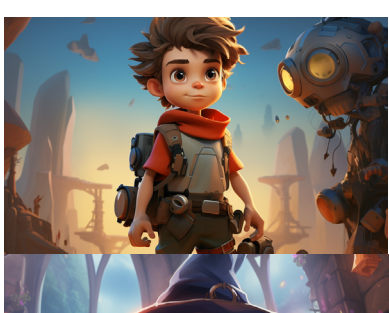
Optimize User Interfaces in Unity
Learn to identify early user interface (UI) problems and create ideal techniques and workflows that allow your team to create optimized UIs.

Difficulty: Intermediate
Duration: 4 hours



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



Shader Graph Fundamentals
Learn the fundamental concepts of Shaders, how they work in Unity, and how to 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

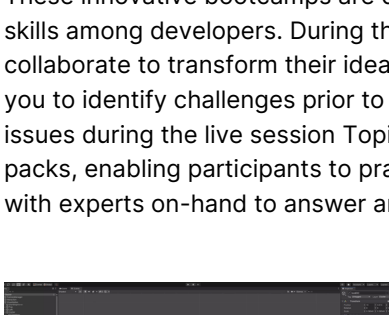


XR Interaction Toolkit Fundamentals
This course introduces professionals to the core concepts of building a VR application with the XR Interaction Toolkit. provides steps to go through building interactions, and reviews additional developer tools that can help troubleshoot issues.

Difficulty: Intermediate
Duration: 40 hours

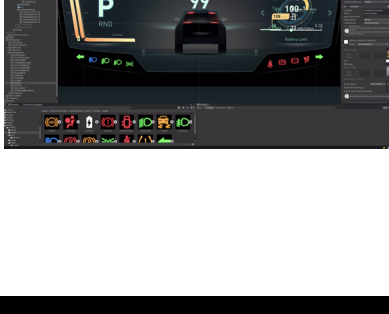
Unity Certification & Education

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



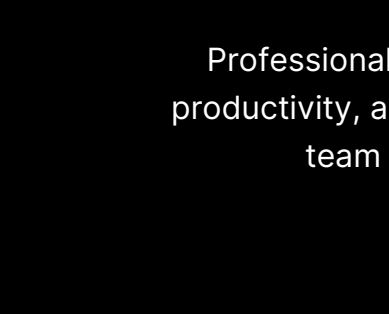
Prepare for the Unity Certified Associate: Artist Exam
Showcase your mastery of core Unity skills and concepts to obtain your first professional role as a Unity 2D and 3D artist.

Difficulty: Beginner
Duration: 40 hours



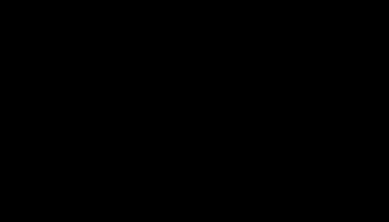
Prepare for the Unity Certified Associate: Game Developer Exam
Learn foundational production and management skills and industry knowledge needed to pass the Unity Certified Associate exam.

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 3D and 2D 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

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: 30 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: 23 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

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 the industry, generate ideas, and create a detailed business plan.

Difficulty: Beginner
Duration: 8 hours

The Business of Games: Storytelling & User Experience
Learn the essential steps of designing game mechanics and systems, crafting 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: 6 hours

The Business of Games: Legal & Business Considerations
Navigate legal, financial, and team management challenges in the intricacies of intellectual property, legal agreements, financial management, and team dynamics.

Difficulty: Beginner
Duration: 8 hours

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 HMIs in Unity. This Hackathon uses a co-creative approach to build and test interactive UI elements.

Difficulty: Intermediate
Duration: 2 days

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