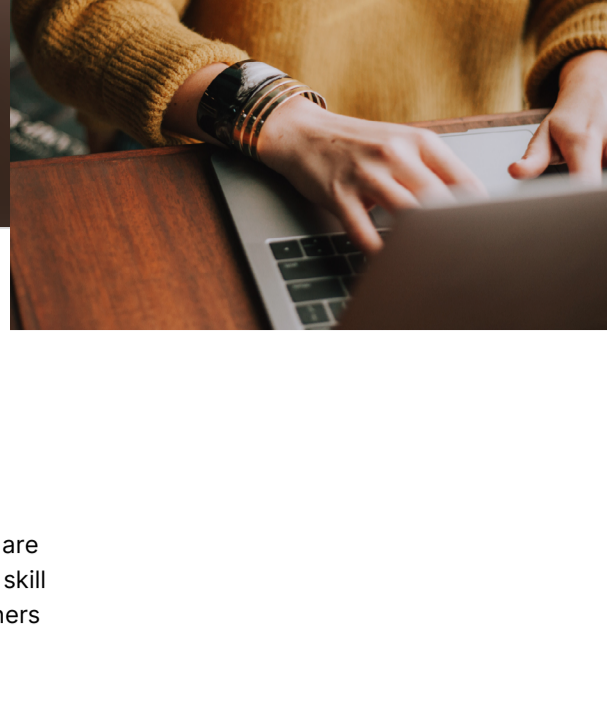**Unity**

PROFESSIONAL TRAINING

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.

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.

Course	Details
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 Scenes with Unity Learn to create 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: 8 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 mood.	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: 8 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
**Debug, Optimize, and Manage Projects in Unity ** 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.	Difficulty: Intermediate Duration: 4 Hours
Develop 3D Mobile Games in Unity Use Unity's 3D development tools to develop a 3D scavenger hunt game.	Difficulty: Beginner Duration: 22 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 layouts.	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: 25 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: 8 Hours
Explore Special Topics in 3D Art in Unity* 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.	Difficulty: Beginner Duration: 8 Hours
Importing AAF and vFx Files into Unity This training details the necessary steps for importing vTex and AAF 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: 30 Minutes
Get Started with 2D Art in Unity* 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.	Difficulty: Beginner Duration: 15 Hours
Get Started with 3D Art in Unity* 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.	Difficulty: Beginner Duration: 15 Hours
Get Started with C# in Unity* 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.	Difficulty: Beginner Duration: 11 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 models so you can import 3D models, materials, and environments to build an engaging product	Difficulty: Beginner Duration: 4 Hours
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
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 importing CAD assets compatible for use in real time 3D applications, as well as contextualize various aspects of real time 3D rendering.	Difficulty: Beginner Duration: 2 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
Program Interactions with C# Scripting in Unity* Learn the fundamentals of C# programming in 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.	Difficulty: Beginner Duration: 9 Hours
Prototype Design Concepts for Mobile Applications Learn to quickly prototype interactive design concepts for mobile applications in Unity.	Difficulty: Beginner Duration: 9 Hours
Review the Unity Essentials ** Learn the fundamental Unity skills required to work with GameObjects and create interactive user interfaces (UIs) by using Unity's canvas-based system.	Difficulty: Beginner Duration: 10 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 in context.	Difficulty: Beginner Duration: 8 Hours
Unity Floating License Server Fundamentals 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.	Difficulty: Beginner Duration: 2 Hours
Unity Version Control Fundamentals Get familiar with concepts and workflows related to Unity Version Control, such as changesets and branches, merging branches, and resolving conflicts. Start using Version Control effectively, whether within a team or as a solo developer.	Difficulty: Beginner Duration: 2 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: 6 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: Beginner Duration: 4 Hours

*Part of the Unity Certified Associate: Artist Exam
**Part of the Unity Certified Associate: Programmer Exam

NEW! Fundamentals Series: Developing for visionOS

Designed by technical trainers and Unity experts, this eight course learning plan consists of 40 hours of learning, 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.

Course	Details
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 in 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: 6 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 spatial input interactions, and computational development.	Difficulty: Intermediate Duration: 5 Hours
Developing Interactions for visionOS Learn how to use Unity's XR 2.0 package with the supporting sample project. This unique package is paired to help developers make use of the Vision Pro's unique input devices by designing their own custom gestures for interaction.	Difficulty: Intermediate Duration: 5 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 a fantastic visionOS app.	Difficulty: Intermediate Duration: 5 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. Guides learners through each feature supported by AR Foundation and visionOS, as well as implementation.	Difficulty: Intermediate Duration: 4 Hours
Unity Input System for visionOS The Unity Input System is a comprehensive solution for input handling for visionOS. The enhanced tools for input mapping, processing, and event-driven notification, offer better controls to significantly improve experiences for Apple Vision Pro users.	Difficulty: Intermediate Duration: 4 Hours

Concept Courses

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

Course	Details
Addressables 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 content.	Difficulty: Beginner Duration: 1 Hour
Authentication 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.	Difficulty: Beginner Duration: 30 mins
Cloud Save 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 managing Game configuration through allowing you to save data on the cloud.	Difficulty: Beginner Duration: 1 Hour
Data-Oriented Design 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.	Difficulty: Beginner Duration: 30 mins
DevOps 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.	Difficulty: Beginner Duration: 20 mins
DOTS: Entities, Jobs, and Systems 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).	Difficulty: Beginner Duration: 1 Hour
Profates 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.	Difficulty: Beginner Duration: 30 mins
Rendering Pipeline 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.	Difficulty: Beginner Duration: 15 mins

Quickstart Courses

Our Quickstart courses series consists of short-form, video-based courses intended to quickly and easily introduce new topics.

Course	Details
Unity Cloud: Overview, Managing Organizations, Person, Asset Manager and More Immerse yourself in Unity Cloud's various services and tools, learn how to maintain projects across different teams and users within your organization with Person and Asset Manager.	Difficulty: Beginner Duration: 105 mins
Unity Muse: Overview Explore how Unity Muse can aid creativity and accelerate productivity. The generative AI built right into the Editor helps prototyping ideas in rapid, intuitive, and seamless. For developers, artists, and decision-makers alike.	Difficulty: Beginner Duration: 20 mins

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]

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