



Exam Objectives

Unity Certified Associate: Artist

The role



Showcase your mastery of core Unity skills and concepts to obtain your first professional role as a Unity 2D and 3D artist.

Job titles for this role

- Junior Developer
- Junior Artist
- Lighting and Technical Artist
- Content Designer
- Quality Assurance Tester

Prerequisites



Demonstrate core skills and competencies across programming, UI, debugging and asset management to help you obtain your first professional programming role with Unity.

Prerequisite experience:

- 2-3 semesters of post-secondary Unity classwork or equivalent independent study
- Portfolio containing a diverse range of completed Unity projects
- Capable of installing and configuring Unity software
- Understand digital art and fine art theory
- Understand 3D modeling and associated file types



Core Skills

(Certification exam topics)

1. Asset Management

- 1.1. Import and adjust Import Settings on assets including but not limited to assets such as rigged objects, tangents, associated textures, and target/blend shapes
- 1.2. Modify assets using the Inspector including but not limited to scripted Components, animation, and materials
- 1.3. Import and configure assets from the Unity Asset Store and/or custom packages
- 1.4. Utilize the Sprite Editor, Tilemaps, Unity UI, and UI Elements,
- 1.5. Utilize Animator functions including states, parameters, transitions, and blend trees
- 1.6. Utilize Level of Detail (LOD)
- 1.7. Given a scenario, optimize scene art assets for different build targets including standalone, mobile and web

2. Lighting, Cameras, Materials, and Effects

- 2.1. Create and edit materials including but not limited to different shaders such as different components of the Shader Graph
- 2.2. Identify advanced lighting including but not limited to soft shadow width, bias, flares, halos, occlusion layers, and light shapes
- 2.3. Given a scenario, determine the appropriate lighting techniques including global illumination, light mapping, baking, reflection probe, and light probe
- 2.4. Create, modify, and optimize particles and post-processing effects



- 2.5. Utilize multiple cameras including but not limited to split-screen gaming, maps, map overlays, etc.
- 2.6. Given a scenario, determine the appropriate scriptable rendering pipeline that should be used including but not limited to URP and HDRP

3. Scene Content Design

- 3.1. Create and implement assets using built-in 2D and 3D game objects as well as ProBuilder
- 3.2. Create finished-level art using terrain function, finished models, and colliders