

# "Unity Certified User: Artist Training"

## Course Introduction:

The "Unity Certified User: Artist Training" program is meticulously tailored to empower aspiring digital artists with the foundational and advanced skills necessary to excel in 2D and 3D digital artistry using Unity. This curriculum is aligned with current industry standards and prepares participants for the Unity Certified User: Artist exam. The course combines theoretical knowledge with practical application, ensuring a comprehensive understanding of Unity's interface, tools, and artistic capabilities. Participants will gain proficiency in creating interactive content for games, apps, AR/VR, and other experiences.

## Module 1: Introduction to Unity and Asset Management

- Understanding the Unity Interface: Explore Unity's interface, including panels and navigation tools, to enhance workflow efficiency.
- Asset Importing and Configuration: Learn to import and configure assets, including FBX, OBJ formats, and textures from the Unity Asset Store.
- Sprite Sheet Slicing for 2D: Master slicing techniques using the Sprite Editor, including 9-slicing for 2D scenes.

## Module 2: 3D Modeling and Scene Content Design

- Basic 3D Modeling Techniques: Create and identify mesh components such as vertices, polygon faces, and edges.
- Prefabs and Scene Asset Management: Develop and utilize prefabs for efficient scene design and content management.
- White Box/Grey Box Techniques: Use Unity primitives and low poly meshes to create prototype scenes.

## Module 3: Lighting, Cameras, and Materials

- Advanced Material Editing: Modify materials using the Standard Shader with properties like specular, transparency, and albedo.
- Comprehensive Lighting Techniques: Understand and apply various lighting setups, including shadows and light types like directional and spot.

- Camera Setup and Optimization: Configure single camera setups with considerations for isometric vs. standard views, field of view, and culling masks.

## **Module 4: Environment and Terrain Design**

- Terrain Tool Utilization: Create and edit landscapes using the Terrain tool, incorporating mask maps and texture painting techniques.
- Realistic Environment Design: Develop immersive environments from concept to execution, integrating environmental effects.
- Rendering Pipeline Selection: Evaluate scenarios to determine the appropriate rendering pipeline for optimal performance.

## **Module 5: Animation Fundamentals**

- Keyframe Animation Techniques: Create keyframes and adjust tangents using the Curve Editor in the Animation window.
- Object Animation in Unity: Explore both manual and automated animation techniques to bring objects to life.
- Animator and Animation Controllers: Utilize Unity's Animator component to craft intricate and interactive animations.

## **Module 6: Visual Effects and Particle Systems**

- Dynamic Particle System Creation: Design and customize particle systems to simulate natural effects like fire and smoke.
- Post-Processing Effects: Enhance scenes with post-processing effects such as bloom and color grading.
- Advanced Visual Effects: Implement advanced techniques to create stunning visual effects that captivate users.

## **Module 7: User Interface (UI) Design for Artists**

- UI Design Principles: Develop intuitive and visually appealing UI elements in Unity.
- Interactive UI Implementation: Animate and integrate UI elements to boost user interaction and engagement.
- Responsive Design Strategies: Ensure UI scalability and usability across diverse devices and resolutions.

## **Module 8: Preparing for the Unity Certified User: Artist Exam**

- Exam Overview and Preparation: Review the exam structure, objectives, and key

concepts.

- Practice Questions and Exam Tactics: Engage with sample questions and devise strategies for tackling exam scenarios.
- Final Project and Portfolio Development: Compile a capstone project demonstrating skills and serving as a professional portfolio piece.

This enhanced training curriculum not only equips participants with the skills needed to pass the certification exam but also builds a strong foundation for a successful career in the digital art industry using Unity.

