

# Professional Training Series

Explore Unity's instructor-led workshop packages, designed for beginner to intermediate users looking to master real-time 3D development. Spend a week (or more) with us and gain technical skills to accelerate your team's workflows and collaboration.



## Introduction to Unity

1 week (40 hours)

Learn to develop real-time 3D scenes, create and optimize user interfaces, master UI design, import CAD models, and improve memory and application performance.

### What you'll gain

- Ability to create and optimize 3D scenes and user interfaces
- Familiarity with Pixyz Plugin to enhance 3D model quality and optimize memory
- Best practices and strategies to boost Unity application performance



Overall Difficulty: Beginner

## Get Started with Digital Twins

1 week (40 hours)

Train your team to create immersive experiences from start to finish for industrial use cases, such as Product Configurators, Product Demos, and Digital Twins of buildings for real-time data management.

### What you'll gain

- Technical expertise to develop sophisticated, interactive digital twins using Unity
- Ability to optimize assets and applications for performance
- Confidence to tackle real-world projects, integrating data and customizing functionality to meet industry-specific requirements



Overall Difficulty: Intermediate

## Human-Machine Interface

2 weeks (80 hours)

Master development for HMI with workshops and hackathons through collaborative work on automotive applications of HMI.

### What you'll gain

- Ability to manage various aspects of application development in Unity, including asset management and optimization techniques
- Creating optimized and interactive Unity applications using real-time 3D to develop HMIs
- Through hackathons and practical projects, enhance your skills in asset management and optimization



Overall Difficulty: Intermediate

## Get Unity Certified

1 week (40 hours)

Prepare for the Unity Certified Professional Artist or Programmer exams. Build up your programming or art expertise to take your work to the next level and be recognized for it.

### What you'll gain

- Ability to create high quality, optimized Unity applications for various industries.
- Enhanced technical skills in programming / system development or UI design / 3D art.
- Benchmark your team's skills in Unity



Overall Difficulty: Intermediate

*One-week packages for other Unity certification levels (Associate, User) are also available for those interested.*

## Developing for visionOS

1 week (40 hours)

Learn to develop for Apple Vision Pro's various spatial computing modes, from windowed applications to immersive virtual reality or mixed reality.

### What you'll gain

- Familiarity with Unity and Xcode for visionOS development, and the app testing process for Apple Vision Pro
- Mixed reality development skills, and best practices on blending digital content with the real world
- Understanding of AR functionality such as surface tracking and environmental interactions



Overall Difficulty: Intermediate

Each workshop package comfortably accommodates 15 learners for an interactive, hands-on experience. Don't see what you need? More workshops and learning packages [available](#) - Contact us for details.

Unity Professional Training will 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