## Introduction to Unity

Unity is the world's leading platform for creating and operating interactive, real-time 3D (RT3D) content. We empower creators across industries and around the world by giving them the knowledge and the platform to create innovative games and RT3D experiences for almost every industry. Creators around the world are passionate about Unity. Every day, they create and publish amazing games and experiences and share them with the world:

● 50%+ of games across mobile, PC, and console were made with Unity
● 5B downloads per month of apps built with Unity
● 72% of the top 1,000 mobile games were made with Unity

The Train-the-Trainer program is specially curated to equip and enable members of faculty to become Unity Certified Instructors through a 3-phase virtual training program which includes real-time instructor-led workshops, courseware for self-study and exam vouchers. The entire program spans 6-9 months, giving learners ample time to learn, study and prepare for exams.
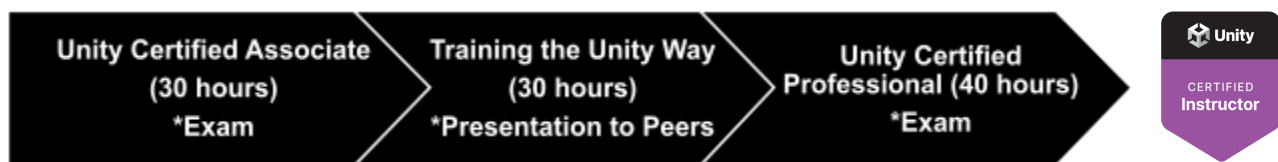


Learners will become masters of core Unity skills in game design and development, programming, 2D and 3D modeling, VR/AR.

Topics include:
● Game Objects and Assets
● Assembling the Game Level
● Lighting in Games
● Animating Game Objects in the Unity Editor
● Scripting in Game Development
● Implementing Navigation and Pathfinding
● Building the Player, Allies, and Enemies

### Educator Profile

● Solid IT experience and or experience using digital content creation tools and common production workflows
● A background in Computer Science, Programming, Game Development, Interactive media, Multimedia and other related fields
● At least 1 year of experience impacting learners and their learning journey through a variety of opportunities, such as delivering/supporting in-person or live online training/teaching

On the successful completion of the entire program and exams, learners will become certified Unity instructors with the core skills necessary to train creators in real-time 3D.