



Unity Certified User– Artist

Course Name: Unity Certified User – Artist

About the programme:

The course is designed extensively to equip learners to better comprehend Unity to enter associated industries like gaming, film, automotive, architecture, engineering, construction (AEC), and XR. The programme will train students in job-ready skills, apart from helping them earn an industry-recognised credential and explore careers in 2D and 3D digital artistry.

Programme Outcomes:

Upon successful completion of this course, students will be able to:

- Generate innovative ideas, and go beyond the obvious and predefined related to Game
- Deconstruct and analyse your own work and the work of others to evaluate the technical and aesthetic quality
- Be able to create a level design for the Game.

Duration of the programme:

Hours: 200

Days: NA

Months: 6

Course syllabus:

Module 1: Asset Management

Import assets, including but not limited to settings for FBX, OBJ and associated textures

Import and configure assets from the Unity Asset Store

Slice sprite sheets for use in a 2D scene, including but not limited to using the default Sprite Editor and 9-slicing

Identify mesh components, including vertices, polygon faces and edges.
Create keyframes and change tangents in the Curve Editor using the Animation window.

Create, modify and utilise Prefabs.,

Module outcome: Gaining Knowledge in Asset import and from the Unity asset store.
Gaining Knowledge in Mesh Components, Keyframes, Curve editor and Prefabs.

Module 2: Scene Content Design

Utilise Transform tools and the Transform component in the Inspector.

Create prototype scenes using Unity primitives and/or low poly meshes utilising white box/grey box techniques.

Create and edit a landscape with materials utilising the Terrain tool including but not limited to mask maps, texture painting, and diffuse properties.,

Module outcome: Gaining Knowledge in basic tools in inspector, creating prototypes and other properties.

Module 3: Lighting, Cameras, and Materials Implementation

Modify materials using the Standard Shader and editing properties including but not limited to specular, transparency, normal, and albedo.

Identify essential lighting, including but not limited to shadows, light settings, and light shapes such as directional, area, spot, and point.

Utilise single-camera set-up including but not limited to isometric vs. standard, camera component, background, culling masks, clipping planes, the field of view(FOV), etc.

Given a scenario, determine the appropriate rendering pipeline that should be used.,

Module outcome: Gaining Knowledge in basic lights and lighting techniques, types of cameras and angles, and materials.

Certification process:

ASAP will conduct the final certification examination.

Eligibility: BCA/BAA

Course Fee: ₹30,000(Rupees Thirty Thousand Only)

Institutional Partner: Additional Skill Acquisition Programme (ASAP) Kerala is a Section-8 Company of the Department of Higher Education, Government of Kerala, that focusses on skilling students and the general community to enhance their employability. Instituted in 2012, ASAP Kerala transitioned to a company under the Companies Act, 2013, in 2021.

