

Funded by



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SKILLS CITY

Fair Access to Technology Futures

# Unity Professional Artist

## Overview

On this skills bootcamp you will follow the Unity Professional Artist syllabus which includes learning about asset creation and management, UI design and interactivity, the Unity systems, effects, animations and build settings

You will also get a chance to take part in mini projects to put your skills to the test as well as a commercial project provided by one of our partner organisations to work on live projects.

The skills bootcamp also gives you career support to prepare you for interview and a tech career after the course in a number of junior tech roles.

## What will I learn on this Skills Bootcamp?

You will learn the fundamentals of asset creation and management, how to use the different Unity tools, UI design and interactivity and XR development.

You will get a chance to use the skills you learn in mini practical project and a commercial project.

Our team will also prepare you and support you to get a new role in the tech industry through supporting your personal development.

## Modules covered

Modules you will learn:

- Asset Creation and Management
- Prefab Creation and Lighting with a Skybox
- Lights, Reflection Probes, and Post Processing
- UI Design and Adding Interactivity
- Interpreting for XR Development and Character Configuration
- Working with an Animation Controller and Cinemachine Cameras
- Working with Collaborate and Creating LOD Groups
- Particle Effects and Creating a Cutscene Environment
- Cinemachine and Timeline
- Animation and Building Settings
- Commercial Project
- Career preparation
- Exam preparation

## Skills Bootcamp duration

This skills bootcamp is a full-time 12-week programme, with five weeks of taught content and seven weeks of focused project completion.

## Skills Bootcamp delivery

This skills bootcamp is delivered fully virtually, however, there will be a possibility going forward for some hybrid learning.

## What qualification will I earn?

You will achieve the Unity Professional Artist qualification once you sit and pass the final exam.



## Jonathan Walsh

Digital Innovation Technician at IN4.0 Group  
Graduate Unity Centre of Excellence



I found that Skills City gave me the required soft skills to help me enter a full-time professional role. Not only were I taught the necessary technical topics, but I was also taught soft skills such as how to communicate information with a client, which is something that was never taught during university.

They mentored me and helped me find the job I was looking for. The skills bootcamp was truly life changing for me, and I'd recommend anyone to join.

# WHAT COMES NEXT?

With this qualification, you can go into careers in VR/AR design, VR/AR development, XR design, XR development, Graphic design, Game design, Architecture design, Manufacture design, Software engineering, software development, Testing. If you don't feel ready to become a fully pledged Junior in any of these areas we also offer the possibility of continuing onto a level 4 apprenticeship in Animation, software development, or data analytics depending on your previous qualifications.

## About Skills City and Unity Centre of Excellence

Skills City is running the Unity Professional Artist bootcamps with the Unity Centre of Excellence based at HOST Salford. Our team includes experienced facilitators and professional instructors to give our students the best chance of gaining their qualification and progress into careers.

We also work with our IN4.0 Talent team and industry partners to support with career progression.

## About HOST Salford

HOST was established in 2012 by Salford City Council and has played a major role in establishing Greater Manchester as a leading digital city region.

The vision was to create a world-class digital technology hub while at the same time providing positive social value and impact for young people and communities in Salford.

Skills City, as part of HOST, comprises leading digital technology skills bootcamps working in collaboration with employers at all levels.

Skills City aims to break the barriers faced by those from underrepresented and disadvantaged backgrounds, by fast-tracking 450 people into careers in digital technology every year.

## HOW TO APPLY

This is the easy part. If you think you've got what it takes to join one of our Skills Bootcamps, then contact us via:



0161 686 5555



[skillscity@hostsalford.com](mailto:skillscity@hostsalford.com)



[www.skills-city.com](http://www.skills-city.com)  
(Online enquiry form through our website)



**Simon Benson**

Immersive  
Technology Director  
Unity Centre  
of Excellence

The programme not only provides a mechanism to facilitate cutting edge interactive projects supported by industry experts, but also delivers all of the essential knowhow to ensure that the cohort also retain the ability to confidently progress the project after the programme completion.

This includes key technical project planning and delivery skills as well as an internationally recognised Unity Professional Certification with a 12month licence to exclusive Unity professional training materials.

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