

At a minimum what skills do I need to make something in Unity?

As a minimum to get started in Unity, you basically just need curiosity and maybe an idea as well. Sure it helps to have an interest in 2D or 3D art, but also maybe an interest in programming as well, but really there are thousands and thousands of tutorials and there's documentation and all kinds of things to help you get you started if you have no experience at all.

It's less about skills, really, and more about what you enjoy. I think you can really learn to do anything that you want to do in Unity, it's very flexible, there are a lot of learning materials, it can be as beginner-friendly as you want. With making anything in Unity, you need curiosity, you need patience, you need to find it enjoyable to create things digitally. I think if you've got those, you can get started.

One, problem-solving skills, being able to determine what kind of problems you might possibly run into when you're building a project. And two, just being comfortable with learning new software. Fortunately Unity is pretty easy to get started with, once you learn how to navigate within the Editor it'll be easy for you to then really start focusing on feature-specific things that you want to learn about within Unity.

So to learn Unity you don't need a lot of skills to get started. Unity's really set up in a way where anyone from hobbyist students all the way to triple-A developers can use Unity right out of the box. I myself do not have a game development background and I had a great time when I first started learning Unity, doing the tutorials. So if I can do it, I think anyone can learn Unity.