

# My\_Unity

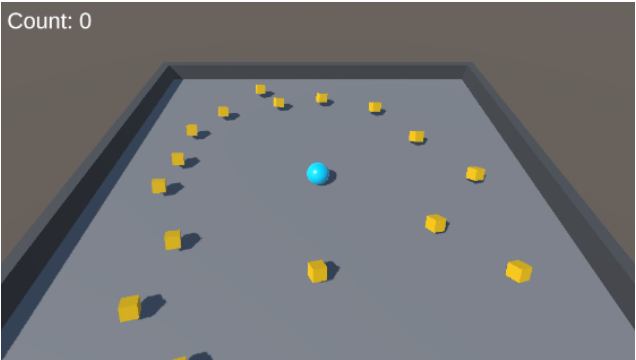

Omniverse Isaac Sim 을 main 으로 진행중이지만 틈틈이

- Unity 의 기본과정인 [Junior Programmer](#)
  - 추가로 Unity 강화학습인 [ML-Agents](#)
- Unreal 의 기본과정인 [basic tutorial](#)

에 대한 기본 개념은 챙겨본다.

Ubuntu18.04, Nvidia RTX A6000

## projects

List	Type	Level	Result	Report
<a href="#">Roll-a-Ball</a>	Project	Beginner	<a href="#">posted</a>	
<a href="#">Prototype1</a>	Project	Beginner	<a href="#">posted</a>	
<a href="#">Create with Code</a>	Course	Beginner		
<a href="#">Creator Kit: Beginner Code</a>	Project	Beginner		
<a href="#">Unity Essentials</a>	Pathway	Foundational		
<a href="#">Junior Programmer</a>	Pathway	Foundational		

[Roll-a-Ball](#) 이 처음 시작할때 참 좋은 것 같다.

## ref

### 참고 사이트들

- [Unity Blog](#)
- [Unity twitter](#)
- [Unity Documentation](#)
- [Unity Answers](#)
- [Unity Forum](#)
- [Unity Youtube](#)
- [Unity Learn](#)
  - [Learn from experts](#)
  - [Create with code live summer](#)
  - [Creator Kit: RPG](#)
  - [Creator Kit: FPS](#)
  - [Creator Kit: Puzzle](#)
  - [Create your first game, brick by virtual brick, with the LEGO® Microgame](#)