⬡ unity

5 Courses

Asset Creation and Management

Lighting, Reflection, and Post Processing Effects

Integrating Scripts for Scene Interactions

Character Setup and Animation

Creating Cutscenes in Unity

08/24/2020

DANISH RAZZAK SHAIKH

has successfully completed the online, non-credit Specialization

Unity Certified 3D Artist

In this Specialization, learners prepare to demonstrate their mastery of the topics and skills covered in the Unity Certified 3D Artist exam, including rendering 3D objects, lighting objects and environments, working with particles and effects, and prototyping basic application elements. Completion of this series of courses indicates that the learner has completed significant practice in Unity 3D art implementation projects, but should not be construed as a proof of completion of the requirements of the Certification.

Jessica Lindl
Global Head of Education

Verify this certificate at:
coursera.org/verify/specialization/LS38YKZSLTA9