**Roles and careers for real-time creators**

**Link:** [https://learn.unity.com/tutorial/roles-and-careers-for-real-time-creators#](https://learn.unity.com/tutorial/roles-and-careers-for-real-time-creators%23)

These opportunities fall into two broad categories:

1. **Art and Design**: creating the look, sound, and feel of the project with modelling, animation, lighting, audio, and other effects.
2. **Programming**: creating the functionality of the project, including gameplay, networking, and artificial intelligence

Diagram

Description automatically generated

Diagram

Description automatically generated