Unity Editor Essentials

Employ essential features of the Unity Editor

Create and Manage Scenes

Navigate in 3D space in the Scene view

Navigate in 2D space in the Scene view

Scene Building Essentials

Identify the default elements in a new Scene

Create GameObjects

Transform GameObjects

Work with components and Scripts

Control the appearance of GameObjects

Employ basic physics for GameObjects

GameObjects

Manage GameObjects with prefabs

Create a GameObject component with a script

Work with GameObject components

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Beginner Unity Cameras

Decide which Camera setup to use, given a project’s requirements

Configure a Unity camera for a scene

Synthesize your new camera skills in response to project requirements

Beginner Lighting

Implement appropriate lighting in a scene in a manner that will simulate the real-world behavior of light

Decide the appropriate lighting system in order to achieve common outcomes in a Universal Render Pipeline (URP) project

Configure ambient (diffuse environmental) lighting in order to convey mood or enhance realism

Generate a lightmap in order to implement baked lighting in a scene

Configure light sources and shadows in order to functionally light a scene

Configure Light Probes in order to increase the realism of baked lighting

Configure Reflection Probes in order to achieve accurate reflections

Troubleshoot common lighting errors in order to appropriately light a scene

Synthesize your new lighting skills in response to project requirements

Audio Essentials

Develop 3D audio for a scene

GameObjects

Manage GameObjects with prefabs

Create a GameObject component with a script

Work with GameObject components

Level 1 Application Scripting

Control the execution of code with common logic structures

Compose scripts that utilize various APIs

Implement appropriate data types

Write code that integrates into an existing system

Cultivate a code style that is efficient and easy to read

Prototype new concepts

Level 1 Code Comprehension

Interpret basic code in a Unity code base

Improve simple code using the features of an IDE

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Beginner User Interface

Decide on a user interface approach for a project

Create and configure visual UI components in a manner that will respond appropriately to different screen sizes and resolutions

Create and configure interactive UI components such as buttons, toggles, and sliders, in order to implement simple UI functionality

Level 2: 2D Art

Employ the Sprite Editor to slice sprite sheets

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Publishing

Configure a basic build of a project