



Department  
for Education



SKILLS CITY  
Fair Access to Technology Futures



University of  
Salford  
MANCHESTER

unity Centre of Excellence

# Unity Professional Artist Programme

## Overview

On this course you will follow the Unity Professional Artist course syllabus which includes learning about asset creation and management, UI design and interactivity, the Unity systems, effects, animations and build settings

You will also get a chance to take part in mini projects to put your skills to the test as well as a commercial project provided by one of our partner organisations to work on live projects.

This course also gives you career support to prepare you for interview and a tech career after the course in a number of junior tech roles.

## What will I learn on this course?

On this course, you will learn the fundamentals of asset creation and management, how to use the different Unity tools, UI design and interactivity and XR development.

You will get a chance to use the skills you learn in mini practical project and a commercial project.

Our team will also prepare you and support you to get a new role in the tech industry through supporting your personal development.

## Modules covered

Modules you will learn:

- Asset Creation and Management
- Prefab Creation and Lighting with a Skybox
- Lights, Reflection Probes, and Post Processing
- UI Design and Adding Interactivity
- Interpreting for XR Development and Character Configuration
- Working with an Animation Controller and Cinemachine Cameras
- Working with Collaborate and Creating LOD Groups
- Particle Effects and Creating a Cutscene Environment

- Cinemachine and Timeline
- Animation and Building Settings
- Commercial Project
- Career preparation
- Exam preparation

## Course duration

This course is a part-time 12-week programme, with six weeks of taught content and six weeks of focused project completion.

## Course delivery

This course is delivered fully virtually, however, there will be a possibility going forward for some hybrid learning.

## What qualification will I earn?

With this qualification, you will achieve the Unity Professional Artist qualification once you sit and pass the final exam.

# WHAT COMES NEXT ?

With this qualification, you can go into careers in VR/AR design, VR/AR development, XR design, XR development, Graphic design, Game design, Architecture design, Manufacture design, Software engineering, software development, Testing.

If you don't feel ready to become a fully pledged Junior in any of these areas we also offer the possibility of continuing onto a level 4 apprenticeship in Animation, software development, or data analytics depending on your previous qualifications.

PLAN FOR  
JOBS

GUIDELINES

## HOW TO APPLY

This is the easy part. If you think you've got what it takes to join one of our Skills Bootcamps, then contact us via:



0161 686 5555



[skillscity@hoststalford.com](mailto:skillscity@hoststalford.com)



Online **application form**



[www.skills-city.com](http://www.skills-city.com)

(Online enquiry form through our website)

### About Skills City and Unity Centre of Excellence

Skills City is running the Unity Professional Artist bootcamps with the Unity Centre of Excellence based at HOST Salford. Our team includes experienced facilitators and professional instructors to give our students the best chance of gaining their qualification and progress into careers.

We also work with our IN4.0 Talent team and industry partners to support with career progression.

### About Skills Bootcamps

Skills Bootcamps are flexible courses of up to 16 weeks, giving people the opportunity to build up sector-specific skills and fast-track to an interview with a local employer.

They are being developed by the Government as part of the Lifetime Skills Guarantee and Plan for Jobs, in partnership with employers, providers and local authorities, to help people develop the skills that are in demand in their local area and get a better job.

### About HOST Salford

HOST was established in 2012 by Salford City Council and has played a major role in establishing Greater Manchester as a leading digital city region.

The vision was to create a world-class digital technology hub while at the same time providing positive social value and impact for young people and communities in Salford.

Skills City, as part of HOST, comprises leading digital technology skills bootcamps working in collaboration with employers at all levels.

Skills City aims to break the barriers faced by those from underrepresented and disadvantaged backgrounds, by fast-tracking 450 people into careers in digital technology every year.



**Simon Benson**

Immersive  
Technology Director  
Unity Centre  
of Excellence

The programme not only provides a mechanism to facilitate cutting edge interactive projects supported by industry experts, but also delivers all of the essential knowhow to ensure that the cohort also retain the ability to confidently progress the project after the programme completion.

This includes key technical project planning and delivery skills as well as an internationally recognised Unity Professional Certification with a 12month licence to exclusive Unity professional training materials.



**Jonathan Walsh**

Digital Innovation Technician at IN4.0 Group  
Graduate Unity Centre of Excellence

I found that the academy gave me the required soft skills to help me enter a full-time professional role. Not only were I taught the necessary technical topics, but I was also taught soft skills such as how to communicate information with a client, which is something that was never taught during university.

They mentored me and helped me find the job I was looking for. The academy was truly life changing for me, and I'd recommend anyone to join.

