



CERTIFIED Associate

Start your career as a Unity artist

Showcase your mastery of core Unity skills and concepts to obtain your first professional role as a Unity 2D and 3D artist.

Highlight to employers that you're ready to start a job as a Junior Developer, Junior Artist, Lighting and Technical Artist, Content Designer, or Quality Assurance Tester.

Prerequisites

- 2-3 semesters of post-secondary Unity classwork or equivalent independent study
- Portfolio containing a diverse range of completed Unity projects
- Capable of installing and configuring Unity software
- Understand digital art and fine art theory
- Understand 3D modeling and associated file types

Exam details

The exam is based on Unity 6 and is available in the following languages:

- [English](#)
- Japanese
- Korean
- Chinese - Simplified & Traditional

What's on the exam?

Asset Management

- Import various asset types into the Unity editor, such as rigged meshes, animations, textures, and audio, and adjust import settings as necessary for use within the editor.

- Use the Inspector to add and configure components to Game Objects, such as custom scripts, materials, and colliders
- Import and configure assets from the Unity Asset Store, Package Manager, and/or custom packages
- Utilize the Sprite Editor, Tilemaps, Unity UI, and UI Toolkit to create interactive 2D interfaces within an application
- Utilize Animator functions including states, parameters, transitions, and blend trees
- Utilize Level of Detail (LOD)
- Analyze given scenarios to determine options for asset optimization, such as creating LODs, using baked lighting, or shared materials

Lighting, Cameras, Materials and Effects

- Create, edit, and apply materials using built-in Unity shaders
- Create custom materials using various components of Shader Graph
- Identify advanced lighting attributes including but not limited to soft shadow width, bias, flares, halos, occlusion layers, and light shapes
- Given a scenario, determine the appropriate lighting techniques including global illumination, light mapping, baking, reflection probes, and light probes
- Create, modify, and optimize visual effects, such as particles and post-processing effects
- Create and configure cameras to create desired scene framing or for scripted functionality such as split-screen gaming or map overlays
- Given a scenario, determine the appropriate rendering pipeline among the Universal Render Pipeline (URP) or High Definition Render Pipeline (HDRP)

Scene Content Design

- Create and implement assets using built-in 2D and 3D game objects as well as Pro Builder
- Create finished-level art using terrain function, finished models, and colliders