

Unity Certified Developer

EXAM OBJECTIVES

Module	Topic	Sub-topic	Certification Objectives
Animation	Animator System	Animator Controller Asset	Examine the Animator Controller Apply an Animator Controller to a Game Object Create an Animator Controller
		States	Define parameter types Differentiate animation states Create a new animation state Implement the Any State
		Transitions	Explain transition conditions Differentiate transition properties Create transitions
Asset Management	Assets	Audio Clips	List compression formats
		Default GameObjects	Differentiate GameObjects by their appearance Identify GameObjects within a scene Identify script types
		Models	Differentiate import file formats
		Prefabs	Define a Prefab Create a Prefab
		Scene File	Load a scene Save a scene
	Sprites	Sprite Editor	Modify sprites
Audio	Audio Mixer	Audio Effects	Describe various Audio Effects
	Audio Reverb Zone	Presets	Differentiate audio properties
	Audio Source	Audio Properties	Explain audio options Explain the doppler effect Activate audio source looping Modify the volume of an audio source Locate Audio Clips
Editor Interface	Editor Customization	Layouts	Customize the Unity interface Differentiate Unity editors
	Views	Asset Store	Explain the benefits of the Asset Store
		Console	Differentiate the Console Window
		Hierarchy	Explain the purpose of the Hierarchy Window Differentiate the Hierarchy Window Utilize the Hierarchy Window Create empty GameObjects Parent objects
		Inspector	Explain the functionality of the Inspector Window Reset components
		Project	Explain the functionality of the Project View Window Identify UI functionality in the Project View Window Identify an empty Prefab Focus the Scene View Camera
		Scene	Differentiate the Project View Window Use the Zoom Tool Orbit the camera
Toolbar	Modify Gizmos		
Employment Preparedness	Collaboration Skills	Providing Critique	Define "critique" in the context of video game development
	Employment Responsibilities	Company Confidentiality	Explain the purpose of the Non-Disclosure Agreement Explain the concept of "intellectual property"

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Game Art Principles	Character Design	Non-Player Characters	Describe methods to optimize model assets
	Concept Design	Color palette	Summarize how art choices affect mood
		Look-and-feel imagery	Explain the purpose of concept art
	Environment Design	Color palette	Explain the concept of "unifying color"
Game Design Principles	Game Mechanics	Casual Games	Differentiate video game types
		Third Person	Identify video game mechanics Differentiate video game participants
	Genre	Realtime Strategy	Differentiate video game genres
	Platform	Controller	Identify video game controls
Industry Awareness	Employment Trends	Common Job Titles	Differentiate production talent roles and responsibilities
	Industry Trends	Hardware Products	Differentiate console hardware based by feature
	Production Trends	Production Cycles	Match production phases by criteria
Lighting	Global Illumination (GI)	Baked GI	Explain lighting settings
		Baking	Explain Light Baking Explain Lightmaps Explain Generate Lightmap UV settings
	Light Component	Shadows	Assess shadow types
		Type	Explain light intensity Define Culling Mask Differentiate light types by feature Infer lighting settings by visual indicators
Materials and Effects	Effects	Image Effects	Differentiate Image Effects by their result Predict particle option results
	Materials	Standard Shaders	Assess Rendering Modes Match Standard Shader properties by their description Define the Albedo of a material
	Particle System	Emitters	Explain particle system settings Differentiate particle options by their result
Navigation and Pathfinding	Navigation Agents	Obstacle Avoidance	Explain obstacle avoidance using NavMesh agents
	Navigation Baking	Bake Settings	Explain the function of Max Slope
		Navigation	Explain the function of a NavMesh Explain NavMesh baking
Physics	Colliders	3D Capsule	Identify colliders by their appearance Differentiate properties Transform colliders Utilize colliders
	Optimization and Debugging	Raycast	Explain raycast parameters Describe the function of raycasts Assess raycast trajectories
	Rigidbody	Components	Explain Rigidbodies Locate Rigidbodies Differentiate Rigidbody properties Assess the impact of forces on Rigidbodies

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Programming	Camera API	ScreenPointToRay	Recognize the purpose of existing code
	GameObject	Components	Finalize specific lines of code
	Methods/Functions	Declaration and Use	Explain the purpose of methods Differentiate methods by their result
	MonoBehavior API	Awake	Differentiate methods by their result Recognize methods by their desired result
		Fixed update	Evaluate the effectiveness of specific methods
	Object Oriented Programming	Objects	Recognize class definitions from provided code
	Quaternion	Use of	Explain Quaternions
	Time	DeltaTime	Explain DeltaTime
	Unity Interface	File Management	Differentiate public variable within code Create a new script
	Variables	Floating Point	Recognize and replace variables within code
		Integer	Recognize and replace variables within code
		Vector3	Define variables
	Project Management	Game Objects	Layers
Tags			Identify the function of Tags
Transform			Explain the function of GameObject components Recognize GameObject components
Components			Differentiate components by their properties
Services	Ads	Ad Types	Differentiate Unity services by a set of features
		Function	Recognize Unity services from a description
	Analytics	Function	Summarize the benefits of Unity Analytics
		Project ID	Implement Unity Analytics within a game
	Cloud Build	Platforms	Examine the features of Unity Cloud Build
Collaborate	Function	Describe the requirements for Unity Collaborate	
User Interface	Button	Function	Differentiate button properties
		Interaction	Predict methods called by action
		Transition	Explain button properties
	Canvas	Coordinates	Differentiate render modes
	Image	Sprites	Differentiate UI components
	Rect Tool	Anchor	Identify anchor points Utilize pivots and anchors
		Rect Transform	Differentiate UI components Assess Rect Transform features Utilize text properties
Slider	Slider	Describe the function of UI components	