

# Unity for Animation Studios

**Unity level:** Beginner to Intermediate

**Prerequisites:** Some professional experience developing linear content (e.g. Computer Animation)

**Duration:** 5 days

**What to bring:** Each participant will need a laptop (Windows or OSX), power supply, mouse, and **Unity 2018.3** installed prior to the workshop.

Participants in the Rigging activities will also need Maya installed.

*\*There are no special requirements for learners, however it's recommended that participants have subject-matter expertise in their fields.*

**Real-time filmmaking** is increasingly becoming one of the most in-demand skills in film and animation. This **brand-new** workshop is designed to instruct experts from across studio departments on the process of creating animated content in Unity, from pre-production to final render.

This workshop covers six topics through hands-on activities: Pipeline Management, Pre-Production and Story, Cameras and Cinemachine, the Look Pipeline, Project Management, and Rigging:

- **The real-time paradigm shift:** how roles (e.g. producers, directors, technical directors, art directors, lighters, effects artists, and riggers) evolve in the context of real-time creation and collaboration
- **Unity project setup:** tips and best practices for maximizing capabilities specifically for episodic content
- **Tools, features, and pipeline:** from HD RenderPipeline, DCC-to-Unity workflow, and linear sequencing

Each topic focuses on a specific set of activities around each role and empowers learners with hands-on project work. By the end of this workshop, experts from all departments will understand how to get started with Unity for animated storytelling.