Unity for Architecture

- Use common hotkeys and shortcuts to navigate in the Editor
- Configure a Unity Project for 3D development
- Create and configure physically based materials
- Use imported assets to build modular scenes
- Create scene component Prefabs for reuse throughout the Project
- Configure lights and settings to achieve realistic effects
- Use the Post Processing Stack to enhance visual fidelity
- Maya to Unity software Production Pipeline
- Cinemachine &Timeline in Unity
- Best Practice with Unity
- Real Time Render in Unity
- Unity Integration with MR (Microsoft HoloLens)