Unity

CERTIFIED
User

Exam Objectives

Unity Certified User VR Developer

The Unity Certified User VR Developer certification exam will test the candidate's ability to create VR experiences and programs within Unity software. The exam objectives are aligned with current industry standards set by professionals and educators. The VR Developer certification exam can only be taken by individuals who have previously earned their Unity Certified User Programmer certification.

Individuals who have earned the Unity Certified User VR Developer certification have demonstrated mastery of the following skills:

1. Setup

1.1. Implement Package Management for enabling VR including but not limited to the Package Manager and the Asset Store

1.2. Configure Project Settings according to VR platform requirements

1.3. Given a scenario, determine the appropriate rendering pipeline to use for a low- and/or a high-powered headset including but not limited to the HD Render Pipeline and Universal Render Pipeline

1.4. Identify the default Unity object scale in relation to real-world scale

2. Interaction

2.1. Assess a VR UI based on Unity VR Best Practice including but not limited to comfort, menu creation and projection, and physical UI interaction

a. https://learn.unity.com/tutorial/vr-best-practice#

2.2. Given a scenario, determine the components needed for a user to physically manipulate objects

a. Author notes: using colliders, triggers, and rigid bodies

2.3. Compare the multiple types of head tracking found in common VR equipment and the Degrees of Freedom allowed by the equipment

2.4. Given a scenario, determine the appropriate locomotion techniques to be used including but not limited to teleporting, constant movement, room scale, and stationary

a. Author notes: Design decisions should be provided to user in the scenario

2.5. Explain the use of Spatialized Sound and how to implement it

3. Optimization

3.1. Given a scenario, determine how to optimize a texture

3.2. Identify the effect of poly count on run time

3.3. Identity the effect of particles and visual effects on run time

3.4. Identity the effect of lighting and shadows on run time

3.5. Predict the effect of latency to the user experience

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