

# Algoma University XR ACCELERATOR PROGRAM Pathways

## Power Tools for Advanced Unity Skills

Specialized techniques for optimizing Unity projects

COURSES

- DOTS Fundamentals
- Shader Graph Fundamentals
- Manage Content with the Addressable Asset System
- Prototype Design Concepts for Mobile Applications

ADVANCED

**IMM XR SIVE**  
National Centre of Excellence for  
Immersive Tech at Algoma University



### Building Realistic Visualizations

High-fidelity real-time rendering and interactive scenes

COURSES

- Create High Fidelity Lighting in HDRP
- Create Compelling Shots with Cinemachine
- Build Interactivity with Timeline
- Shader Graph Fundamentals
- Profile and Optimize Unity Applications

### Using Unity for Visual Production

Interactive 3D experiences and cinematic storytelling

COURSES

- Create Animated Stories in Unity
- Shader Graph Fundamentals
- Create High Fidelity Lighting in HDRP

OR

### Optimizing Real-Time Experiences

Performance optimization for smooth Unity applications

COURSES

- Manage Content with the Addressable Asset System
- Profile and Optimize Unity Applications
- Optimize Memory and Asset Management
- Optimize User Interfaces in Unity

### Building Mobile Experiences

Developing Unity projects for mobile platform

COURSES

- Prototype Design Concepts for Mobile Applications
- Develop Mobile AR Applications
- Develop 3D Mobile Games with Unity

### Creating XR Experiences

Building immersive AR/VR/MR experiences

COURSES

- XR Interaction Toolkit Fundamentals
- XR Hands Fundamentals for visionOS
- Developing visionOS Mixed Reality Application

INTERMEDIATE

### Unity 101

Introduction to Real-Time 3D Development with Unity

COURSES

- Develop Real-time 3D Applications with Unity
- Create Interactions with Visual Scripting
- Develop Interactive User Interfaces in Unity

### Unity for Industry

Real-time 3D visualization for industrial applications

COURSES

- Develop Real-time 3D Applications with Unity
- Digital Twins: Resource Planning and Strategy
- Digital Twins: From CAD to Unity Real-time 3D using PiXYZ
- Digital Twins: Adding Functionality to your DT in Unity
- Optimizing with the PiXYZ Plugin ~PiXYZ Studio Fundamentals

BEGINNER