



PROGRAM SYLLABUS

# AR Industry Bootcamp Designer

8-Week Live Online Course

# Program Overview

XR Terra is a Unity Certified training partner. Unity training partners are approved based on their expertise, focus on quality education, and commitment to providing the highest level of training available.



AUTHORIZED  
Training  
Partner



## AR Industry Bootcamp: Designer

**8-WEEK PROGRAM**

This 8 week Industry Bootcamp with live instruction and course support will kick off with 2 weeks of Unity Project Building and provide you with a framework for success. After completing your first project, the 6 week Augmented Reality Bootcamp begins. This course gets you straight into design for AR environments and interactive experiences. During these 6 weeks you will work on two industry ready AR projects that build your skills and prepare you for a career in the competitive XR Industry & job market. Upon completion of this course, you will understand the process of AR Prototyping & Design and be prepared to join XR Terra's Alumni and Industry Hackathons.



CERTIFIED  
Associate  
Artist

*This course will set you on the path to earn your **Unity Associate Artist Certificate***



# Program Structure

This 8-week course includes live instruction, group exercises, team projects and co-working sessions.

## COURSE EXPECTATIONS

- › 6 hours of live instruction (3 hours twice a week)
- › 6 – 8 hours of self-study per week

Office hours are held each week and posted by the course facilitator

Career support and networking opportunities

Discussion forums for questions to instructors and student services advisors

## Grading

This is a Pass / Fail program. In order to pass this program you must complete the following:

- › Attend live sessions; maximum of 2 excused absences during the program
- › Complete all assignments and group exercises
- › Complete all projects in a timely manner following the guidelines



## Student Learning Outcomes

- Experience creating AR Prototypes and Implementing AR Foundations with Unity
- Knowledge navigating Unity Engine & Asset Systems
- Familiarity with AR User Interface Design
- Familiarity with Animation & Unity Physics Components for AR
- Familiarity with AR Lighting, Post Production, and VFX Design
- Confidence developing Tabletop & World Mesh AR experiences
- Confidence with version control, troubleshooting common errors in Unity and utilizing debugging techniques for AR

## A Career in XR

XR Terra's Industry bootcamps prepare you with the portfolio and skills needed to join the competitive XR Industry and job market.

Graduates of this program will receive an XR Terra AR Designer Certificate and a digital badge to share on LinkedIn. Graduates are eligible to join XR Terra's Industry Hackathons and other XR Terra Industry Bootcamps.

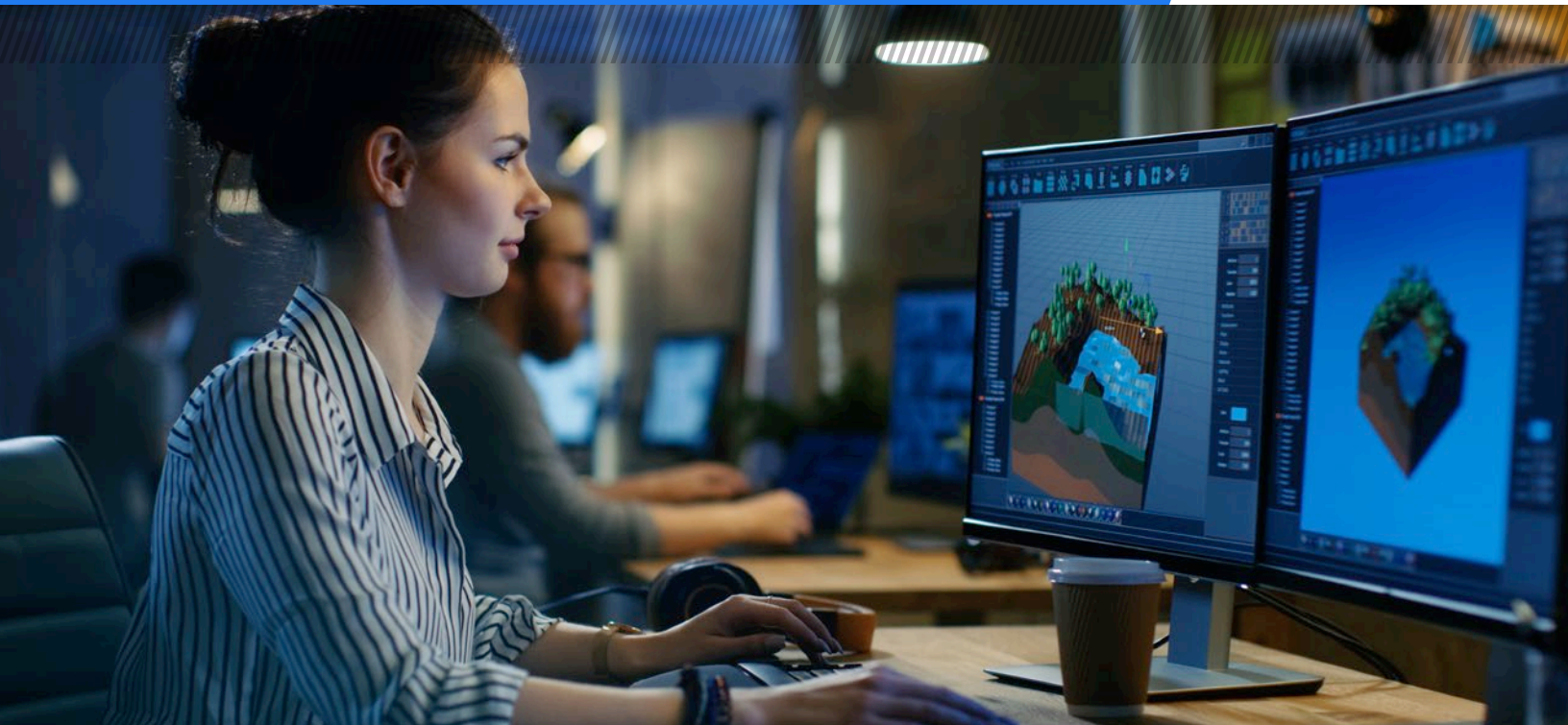


# Program Prerequisites

This course assumes some previous 3D asset modeling or experience & interface design knowledge.

## REQUIRED EXPERIENCE

- > Unity: Basic Editor Knowledge
- > Design: 3D & Design Programs



## Wondering about your experience?

Talk to one of our XR Terra team members about your specific experience level. XR Terra also offers an array of foundational material which supports students, with limited Modeling or Interface Design experience, and new to the Unity platform.

**CONTACT US** →



# Materials and Supplies

This course is lightweight but does require some equipment investment

## REQUIRED HARDWARE

- > Mac or PC
- > Mobile Device (Android or iOS)



## Wondering about hardware?

Most PC and Mac computers will be compatible with the software used in this course. If you have an older machine or need help confirming your machine's compatibility, we will be happy to assess your hardware.

# Program Schedule

8-WEEK PROGRAM

These 8 weeks will cover a formal instruction of Augmented Reality Design, with group activities and projects designed to engage your learning experience.

## XR Start

- WEEK 1** Welcome to XR Terra. In our first week we will walk you through Unity basics, project planning, version control, and cover the elements you need to get started building with XR Teams.
- WEEK 2** Getting through your first project can be a difficult challenge; we are here to help. Let's build your skills through task management, project pipelines, project research, and best practices.

## AR Industry Bootcamp: Designer

- WEEK 3** You'll become familiar with the design role for AR Product Teams. This week gets you into AR design prototyping, with device setup, basic AR scenes, project build testing with your mobile device, and application feature framing.
- WEEK 4** During this week, we'll cover AR asset pipelines and prefab management. You will begin designing Tabletop AR applications with Image Targets and build out basic user interactivity with members of the AR Developer Bootcamp.
- WEEK 5** We'll cover user interface design and management with the Unity Canvas System along with a comprehensive overview of lighting design for AR applications.
- WEEK 6** Begin your journey into world space AR. You will learn to design for AR using realtime mesh mapping systems and world space UI. This week builds on Interaction Mechanics and covers animation for your scene and interactive objects.
- WEEK 7** This week wraps up user interface design with a focus on user onboarding and implementing user navigation systems for augmented environments.
- WEEK 8** The final week of the Industry Bootcamp covers a comprehensive look at documentation and best practices for debugging common issues in AR. Additional support will be provided for your projects during group sessions and Industry professionals will offer next steps for your AR career, along with invites to Design Forums & XR Communities.

### ARE THE FIRST 2 WEEKS REQUIRED?

If you have participated in a previous XR Terra Industry Bootcamps, the 2 week XR Start is optional.



# XR TERRA

For questions, please email [hello@xrterra.com](mailto:hello@xrterra.com)

[XRTERRA.COM](http://XRTERRA.COM)

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