What do you still want to learn about Unity?

As I'm working on Unity, when I get a chance to just make something for myself, I've been messing around with our animation tools. I've never animated anything before in my life, there is a ton for me to learn and it's totally unrelated to all the normal engineering problems I solve, but it's a fun time and it's really easy to make something that feels really alive.

So I noticed that with Unity what's really cool is that they're always looking to push technologies further, and one thing that they've created recently was the fur shader, so I'm still trying to figure out how to use that and I hope that once I figure that out, then there could be a simple way for someone like me to teach it to other people who are beginners.

There's so much that I don't know, like making custom shaders, like making different algorithms that allow you to build different frequencies, different tones, different sequences. I also want to make RPG games, and integrate PvP systems into it, and also design games within the Unity engine and convert it into some sort of ROM so I can put it on a Raspberry Pi so I can then play it on a nice arcade system that I've built myself. It's just the book of infinite possibilities that you can make in Unity.

To have a chance to try to build a game or try to build an example using our Data-Oriented Technology Stack, which is a very different way of writing software, is something I'd like to try to get more into.

For me, DOTS is the big one. I have a number of project ideas that I would like to work on, and some of those will require the use of our new DOTS technology, which is super exciting. It's highlighted for me that there is a big difference between a gameplay coder and an engineer. Coding in DOTS requires a bit more of an engineering brain. There's always something new coming along with Unity and it's really fun and interesting to keep up with whatever features they're adding.