* I have set up a github repo for you, called BenShock/3DGraphics.
* Save each project to a separate folder in your Git repository e.g. lab1, lab2, etc.
* Throughout the academic year we will use the same version of Unity (for compatibility and quicker sharing of projects).
* Unity version: **2022.3.62f1 LTS**
* You should use this version for all your 3D Graphics labs and projects. Do not update this version even if you are prompted by Unity. If you install Unity on your home computer, you should also use this version.

# **Lab 1**

* Download and install [Unity Hub](https://public-cdn.cloud.unity3d.com/hub/prod/UnityHubSetup.exe) and then add Unity LTS Release **2022.3.62f1 LTS** to the installs. Use this version for all labs. Ensure that you include Windows and WebGL build support.

A screenshot of a computer

Description automatically generated

* As you will be using Visual Studio to edit your scripts, install the Unity extension which integrates code completion and other helpful features.

Graphical user interface, application

Description automatically generated

* Complete the [Roll-a-ball](https://learn.unity.com/project/roll-a-ball?uv=2019.4) tutorial and submit your work through Github.