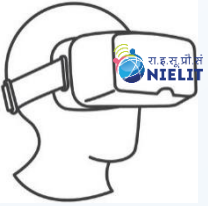

Installation of Unity

Suman

NIELIT Chandigarh

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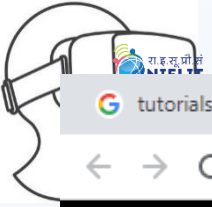

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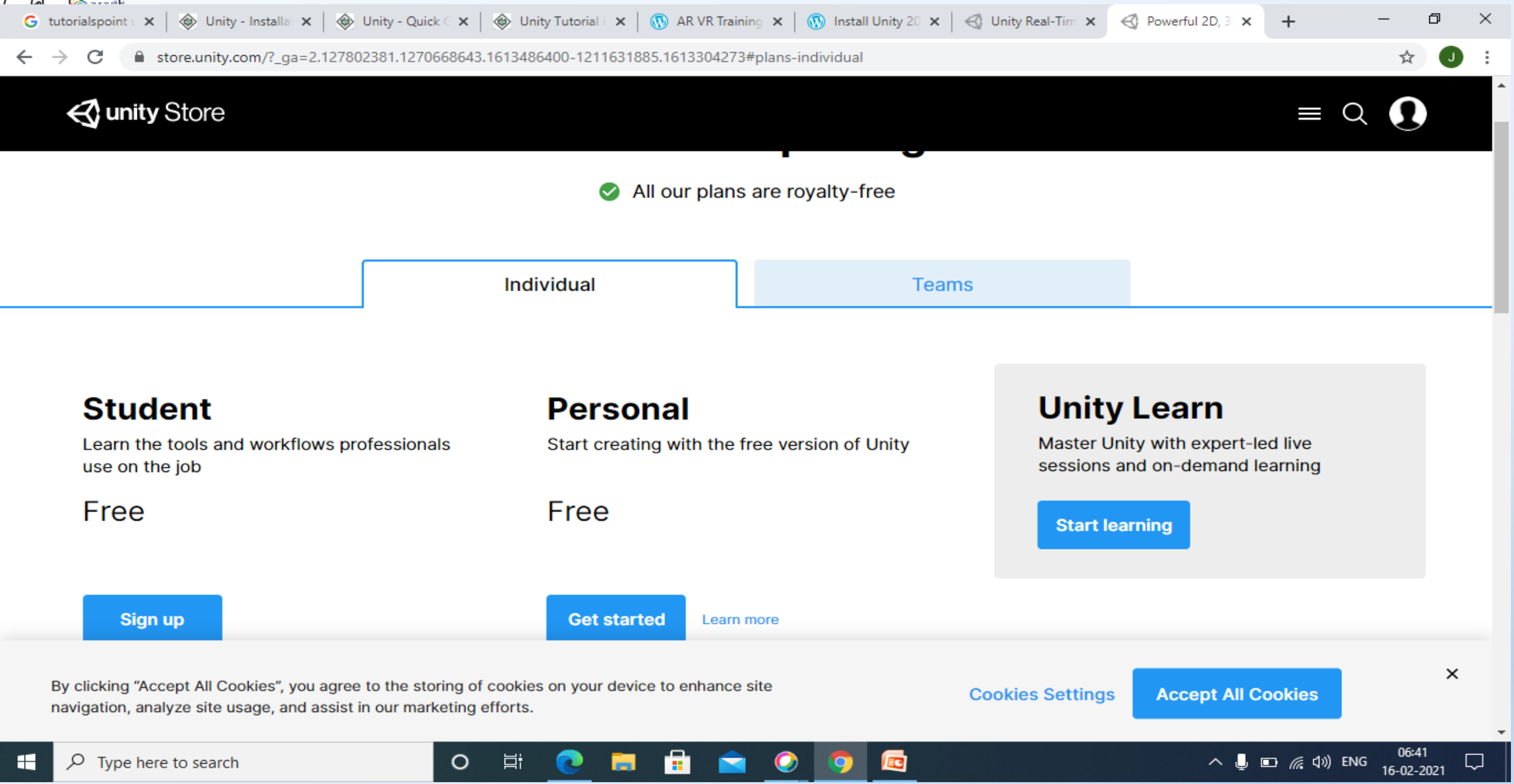
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Free
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Learn more
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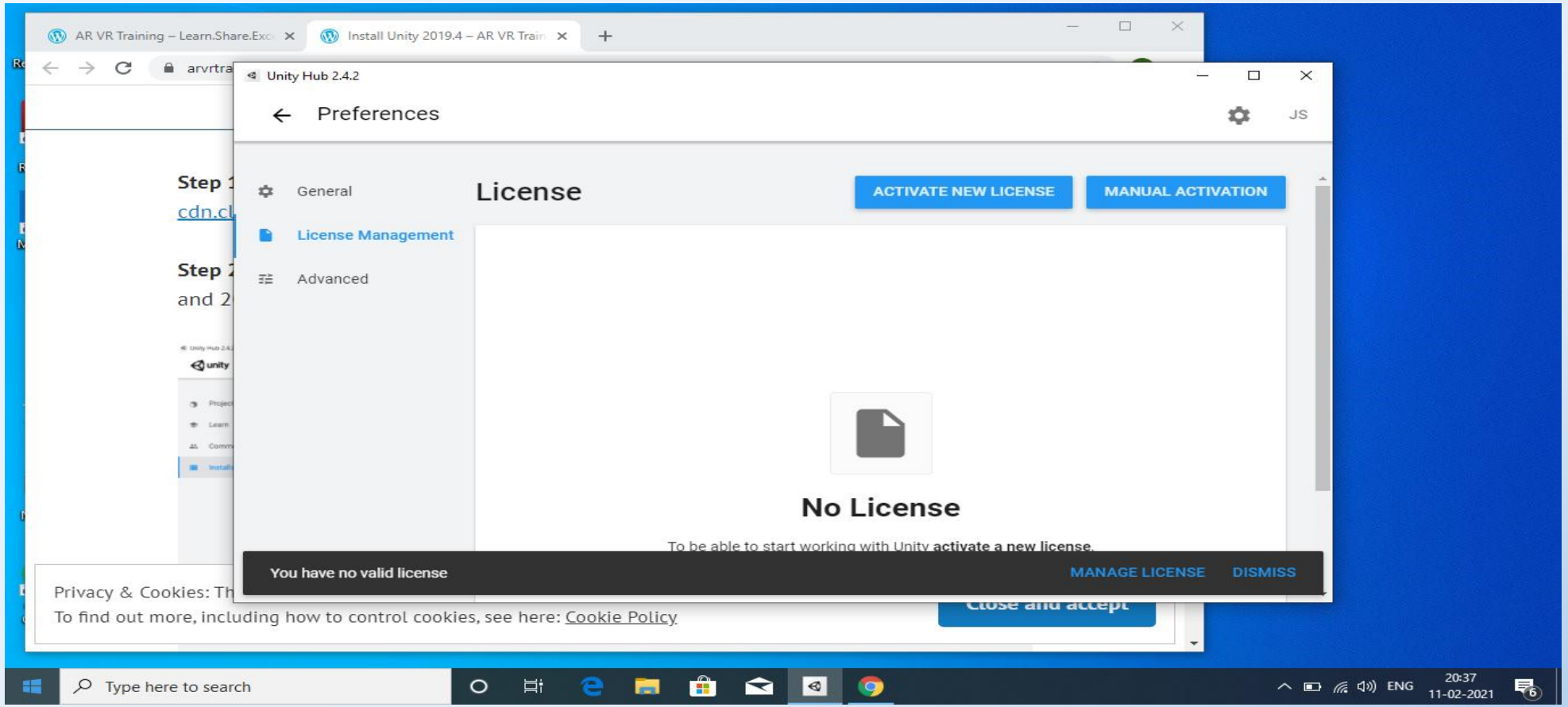
Link

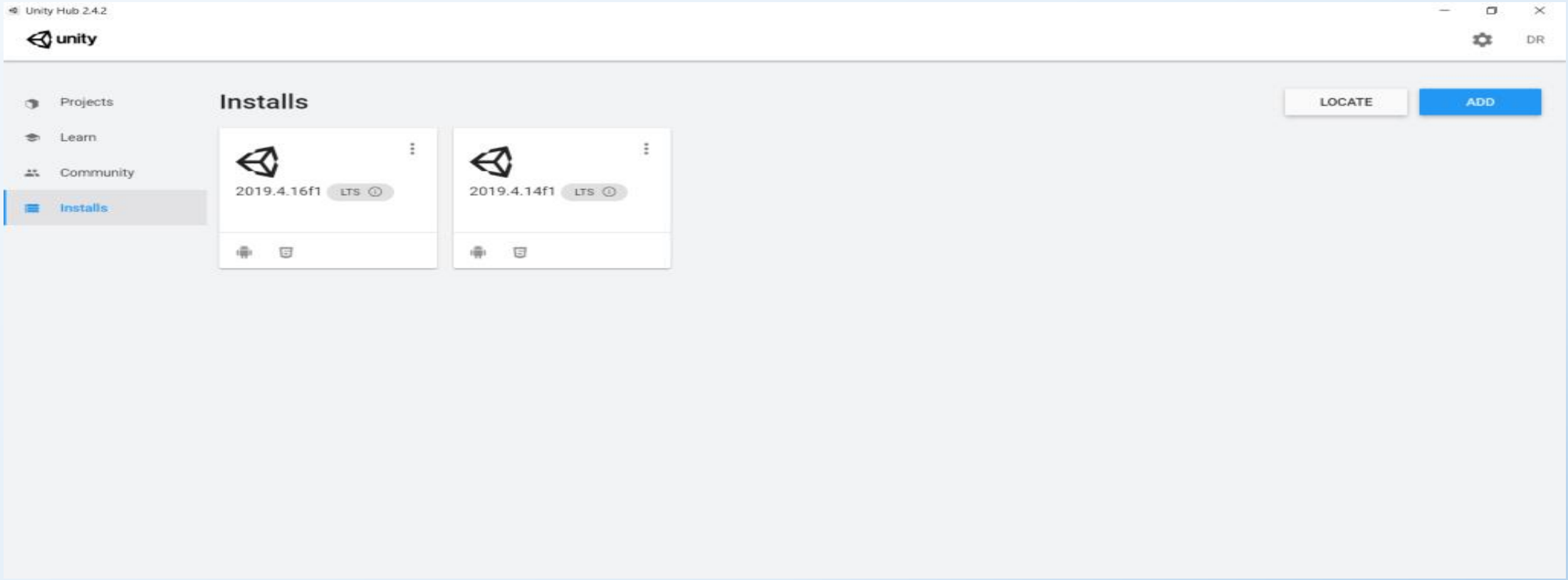
- **Step 1:** Download and Install Unity Hub from this link:

- https://public-cdn.cloud.unity3d.com/hub/prod/UnityHubSetup.exe

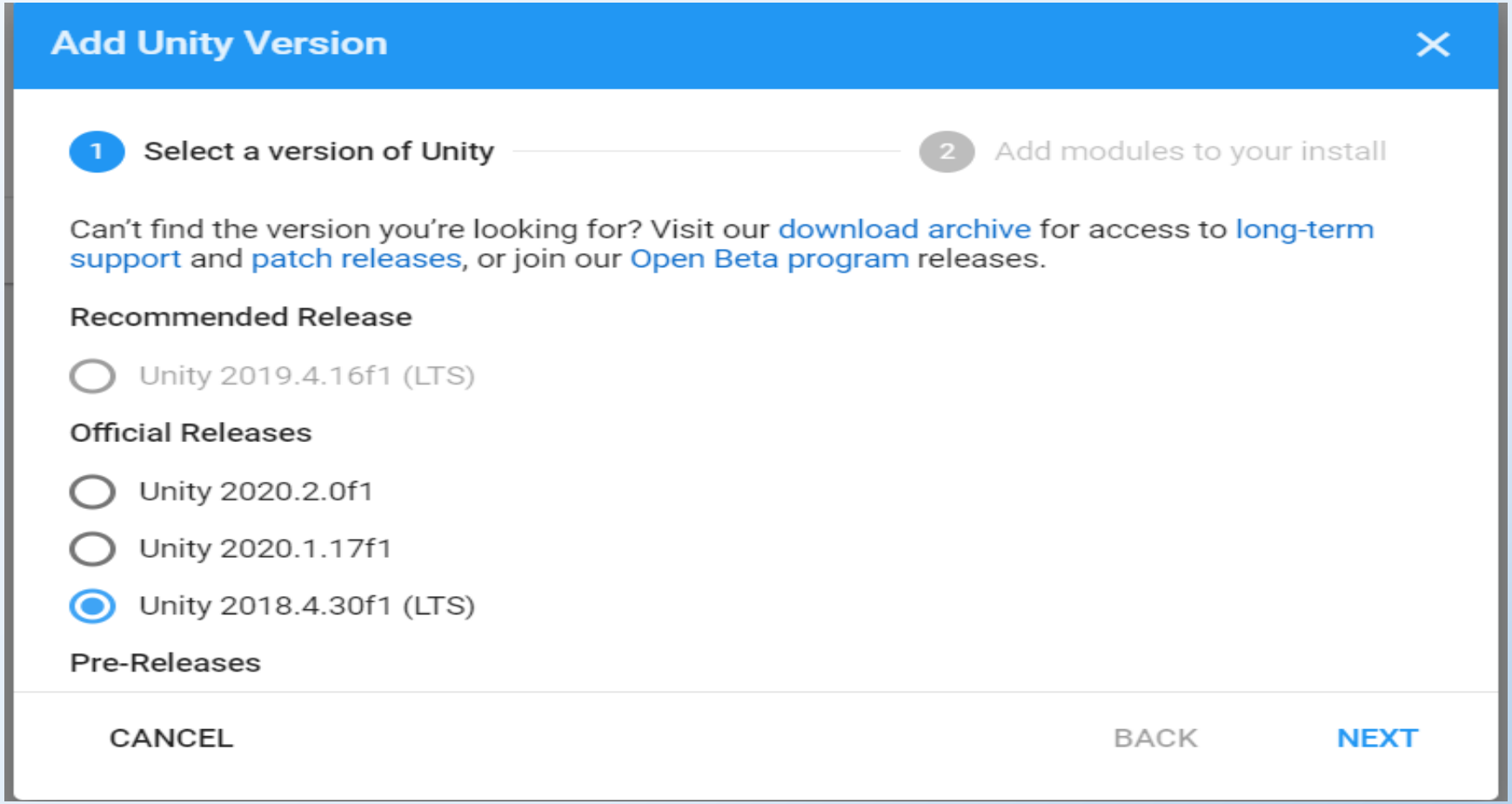
- Select preferences



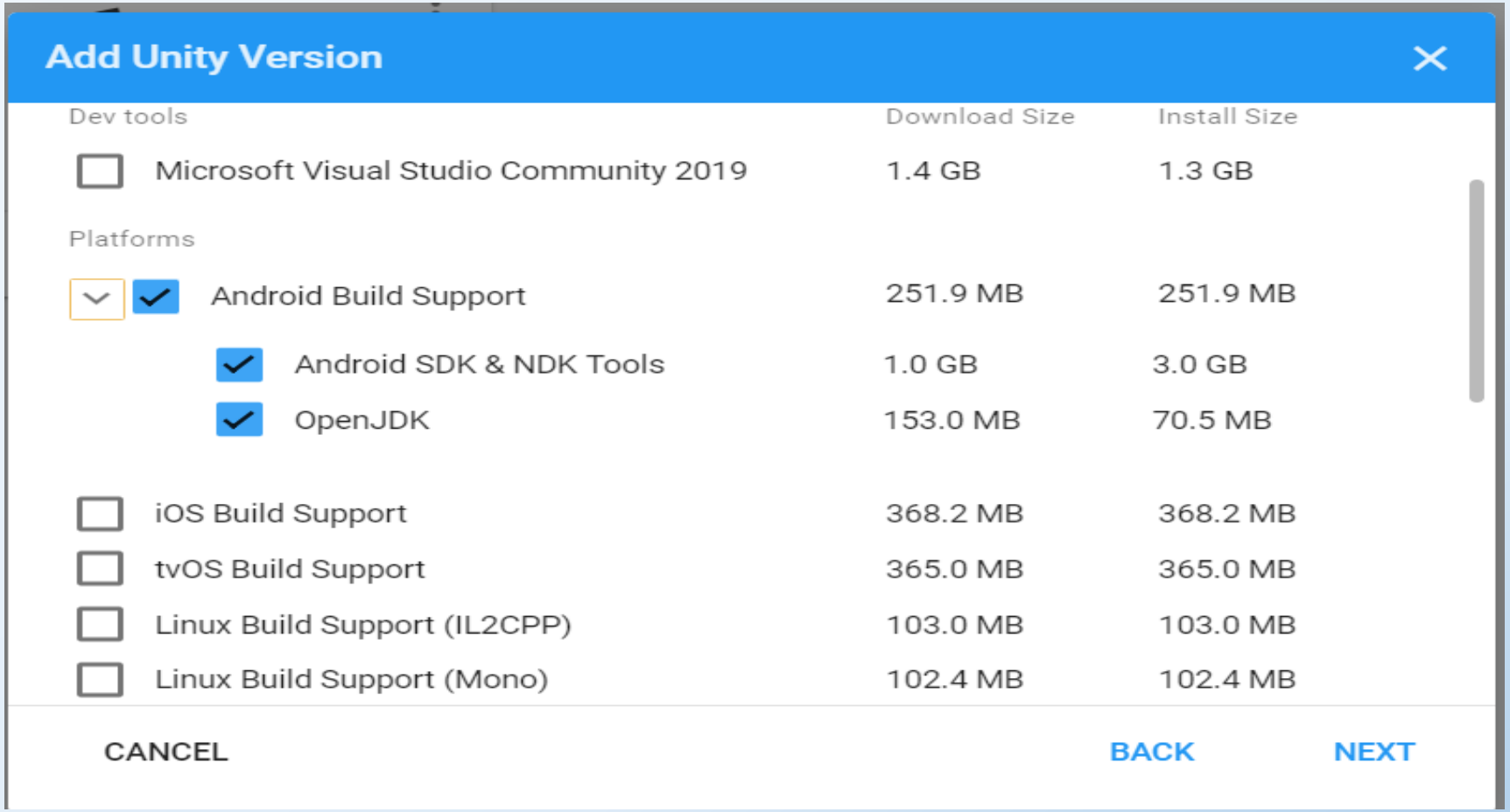
Step 2: Open Unity Hub and click Installs. Notice that I have already installed 2019.4.16 and 2019.4.14 versions. You need to install 2019.4.xx.xx version.

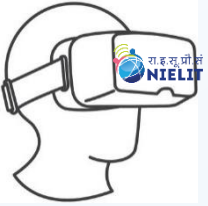


Step 3: Click ADD. The Add Unity Version window will open. Choose a latest 2019.4.xx version under Recommended Release and click NEXT.



Step 4: In the following window, make sure Android Build Support is enabled along with Android SDK & NDK Tools and OpenJDK. You may uncheck WebGL Build Support and Documentation. Click NEXT.





End User License Agreement

Android SDK and NDK License Terms from Google

Please review and accept the license terms before downloading and installing Android's SDK and NDK.

Terms and Conditions

This is the Android Software Development Kit License Agreement

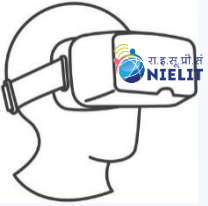
1. Introduction

1.1 The Android Software Development Kit (referred to in the License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of the License Agreement. The License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: http://source.android.com/, as updated from time to time.

I have read and agree with the above terms and conditions

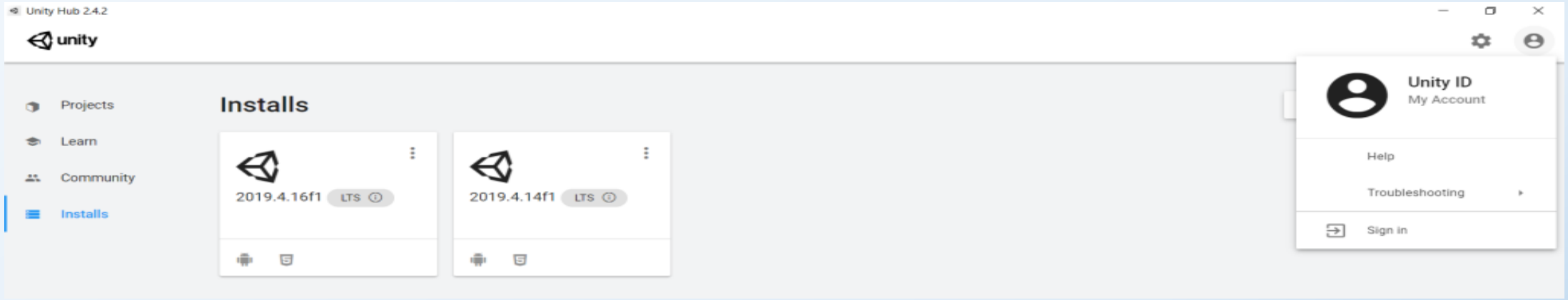
CANCEL DONE



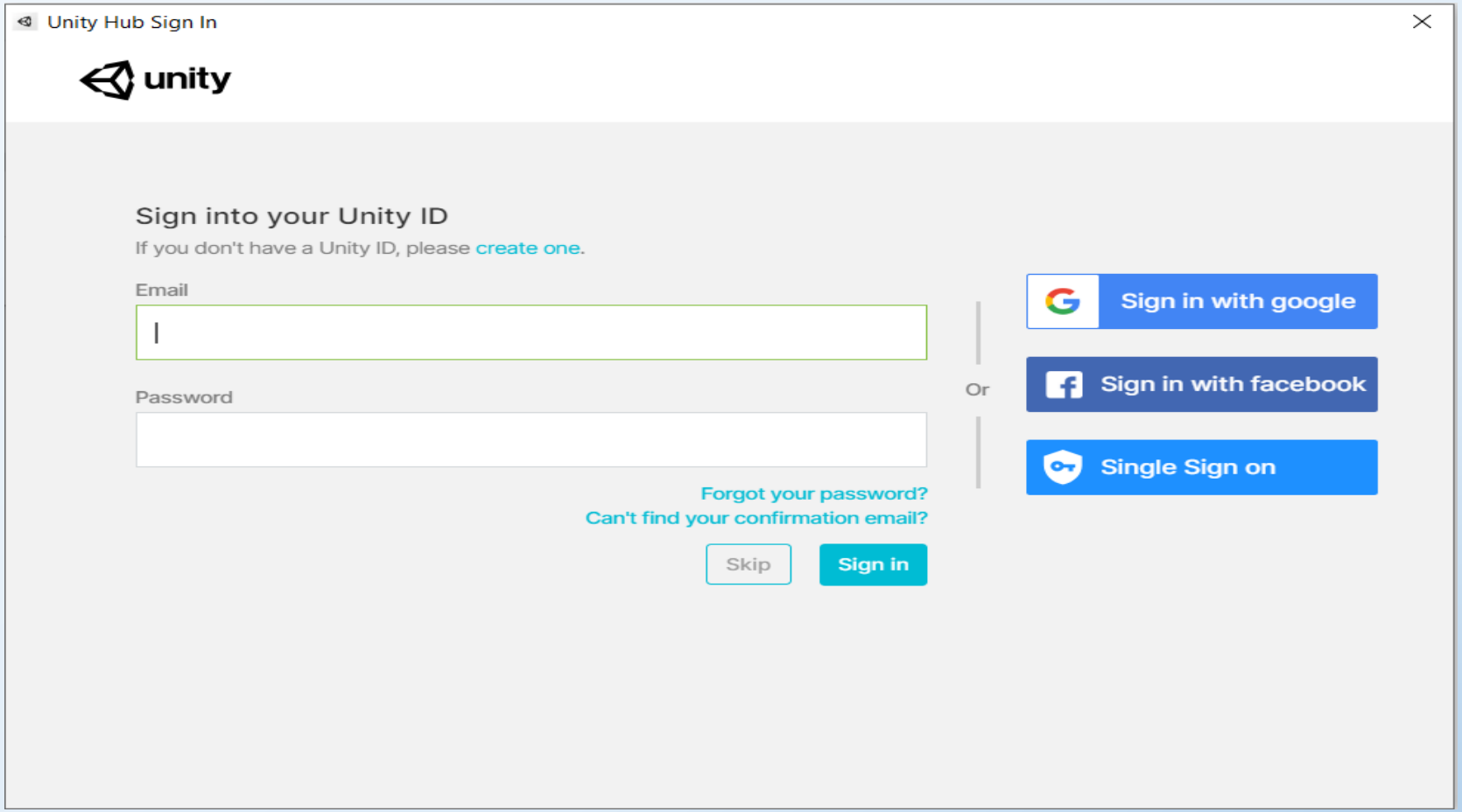
- **Step 6:** Click **Yes** in the **User Account Control** window (if any). Now the installation will begin. Wait for the installation to finish.

- **Step 7:** Next you need to activate your Unity Game Engine. Click the User icon at the top-right and click **Sign in**

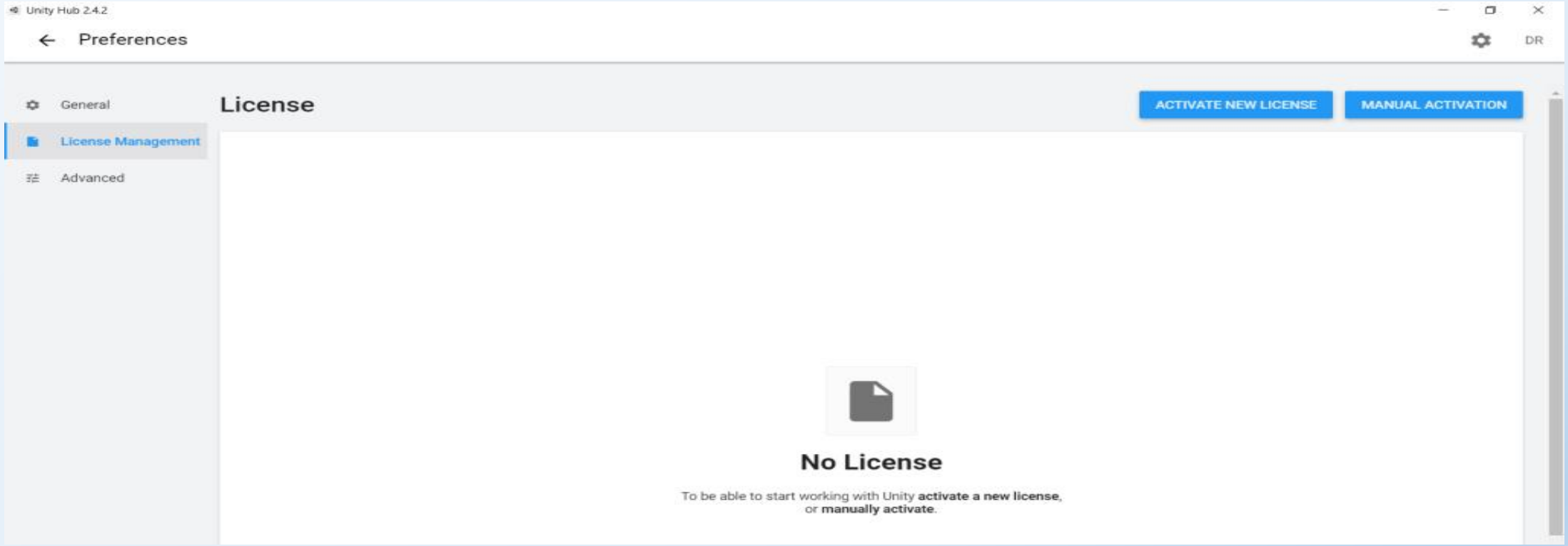
Step 8: Click Sign in with google button to sign in with your google account. (You can use other sign in options or you can create a new Unity ID and sign in).



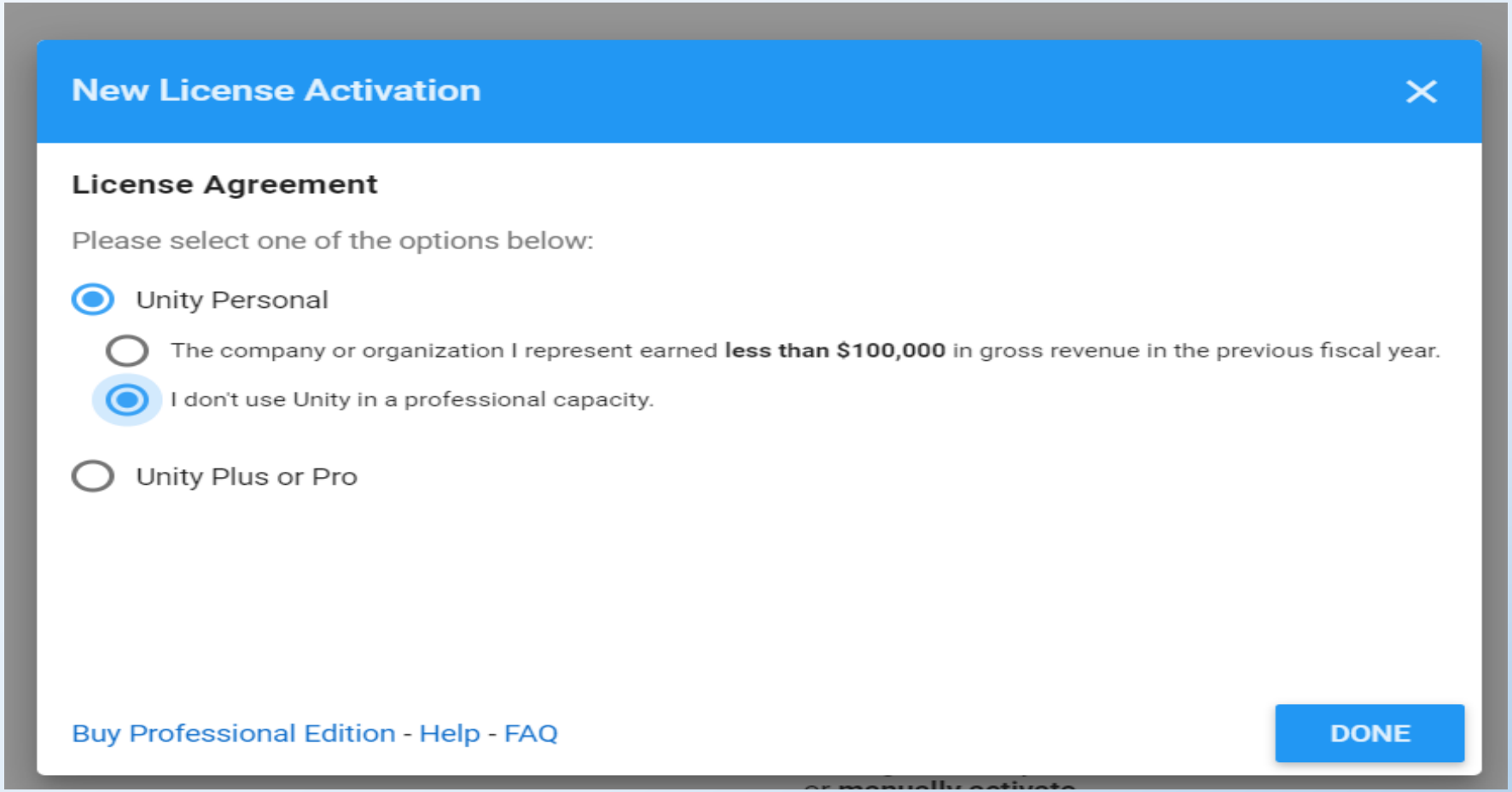
Step 8: Click **Sign in with google** button to sign in with your google account. (You can use other sign in options or you can create a new Unity ID and sign in).

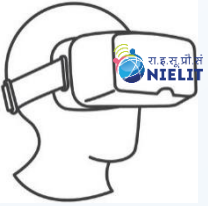


LICENSE button.



Step 10: In the **New License Activation** window, choose the following settings and click **DONE**.





Visual Studio Code

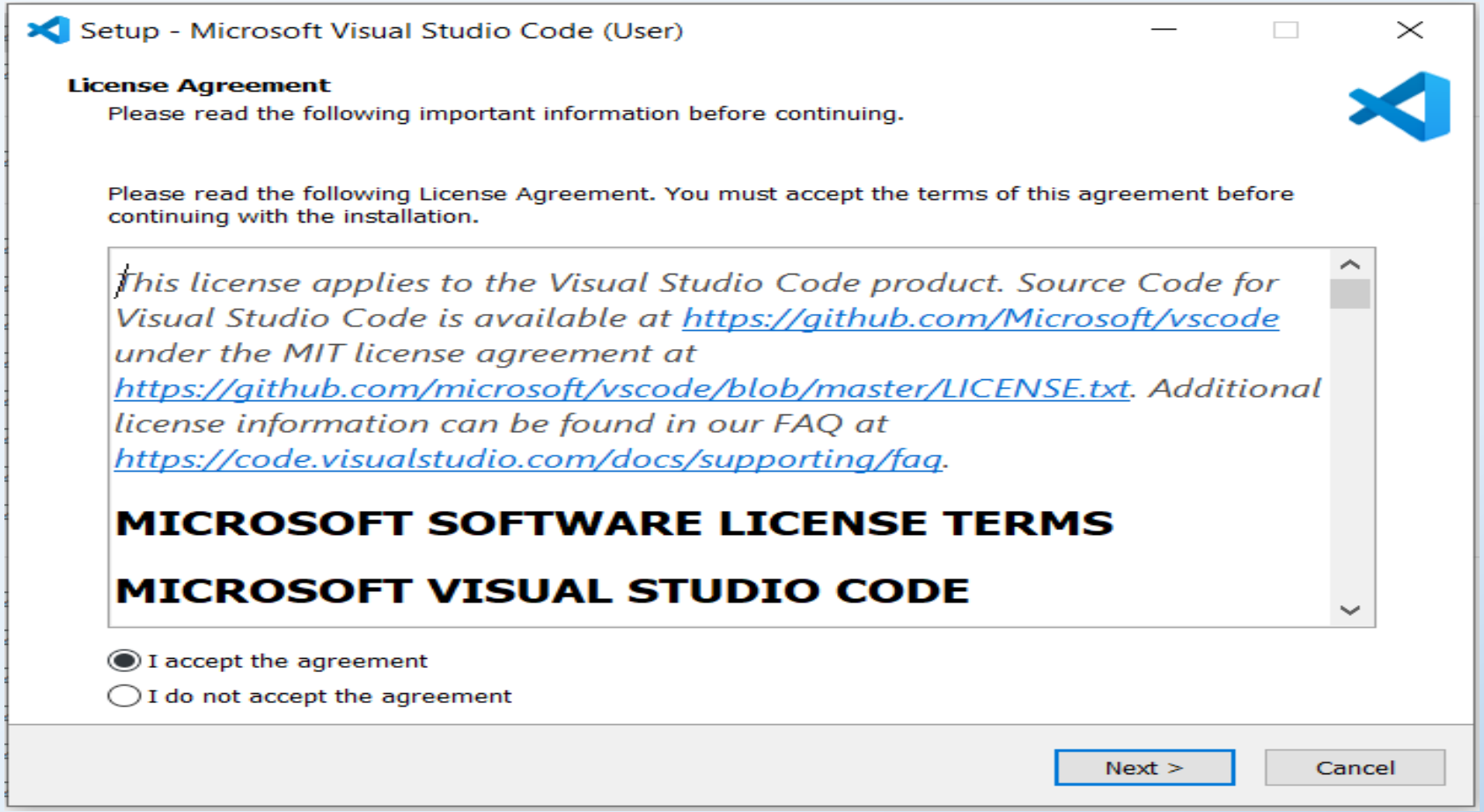
Installation Steps

- **Install and Configure Visual Studio Code**

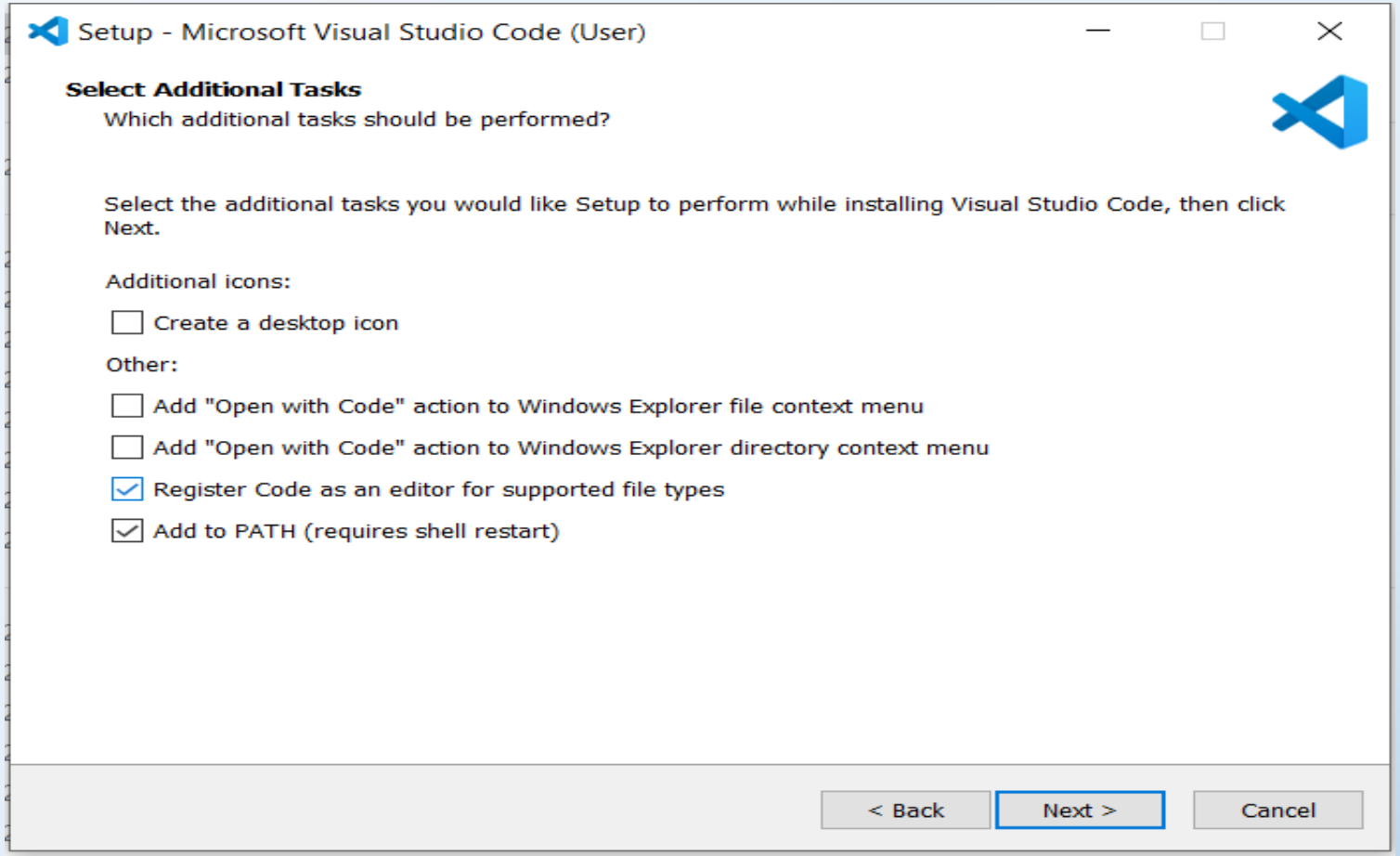
- **Step 1:** Download **Visual Studio Code** from here:

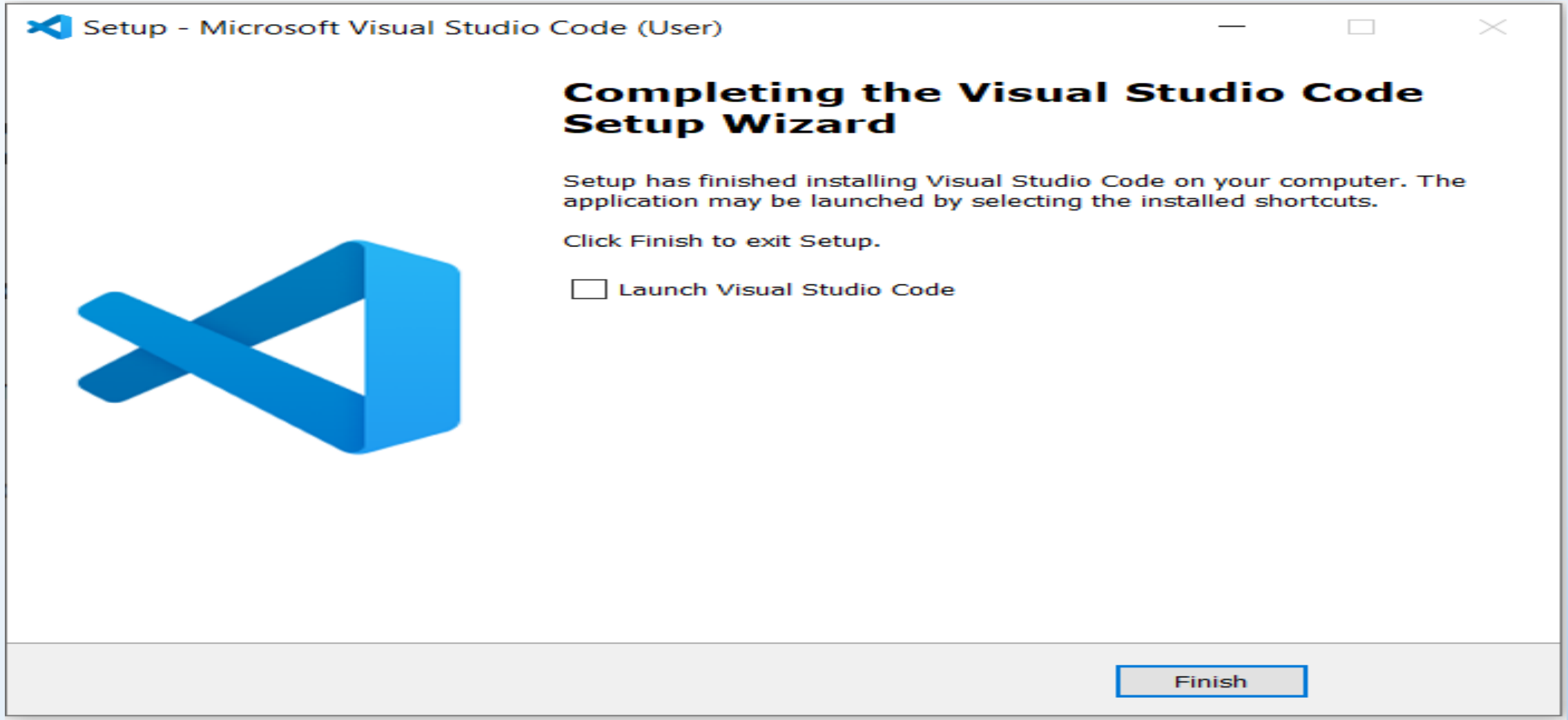
https://aka.ms/win32-x64-user-stable

Step 2: Open the downloaded setup file and follow the instructions given below:



Installation Steps




Setup - Microsoft Visual Studio Code (User)
Completing the Visual Studio Code Setup Wizard
Setup has finished installing Visual Studio Code on your computer. The application may be launched by selecting the installed shortcuts.
Click Finish to exit Setup.
Launch Visual Studio Code
Finish

Project Settings

- Select the edit -> preferences ->External tools -> select Visual code

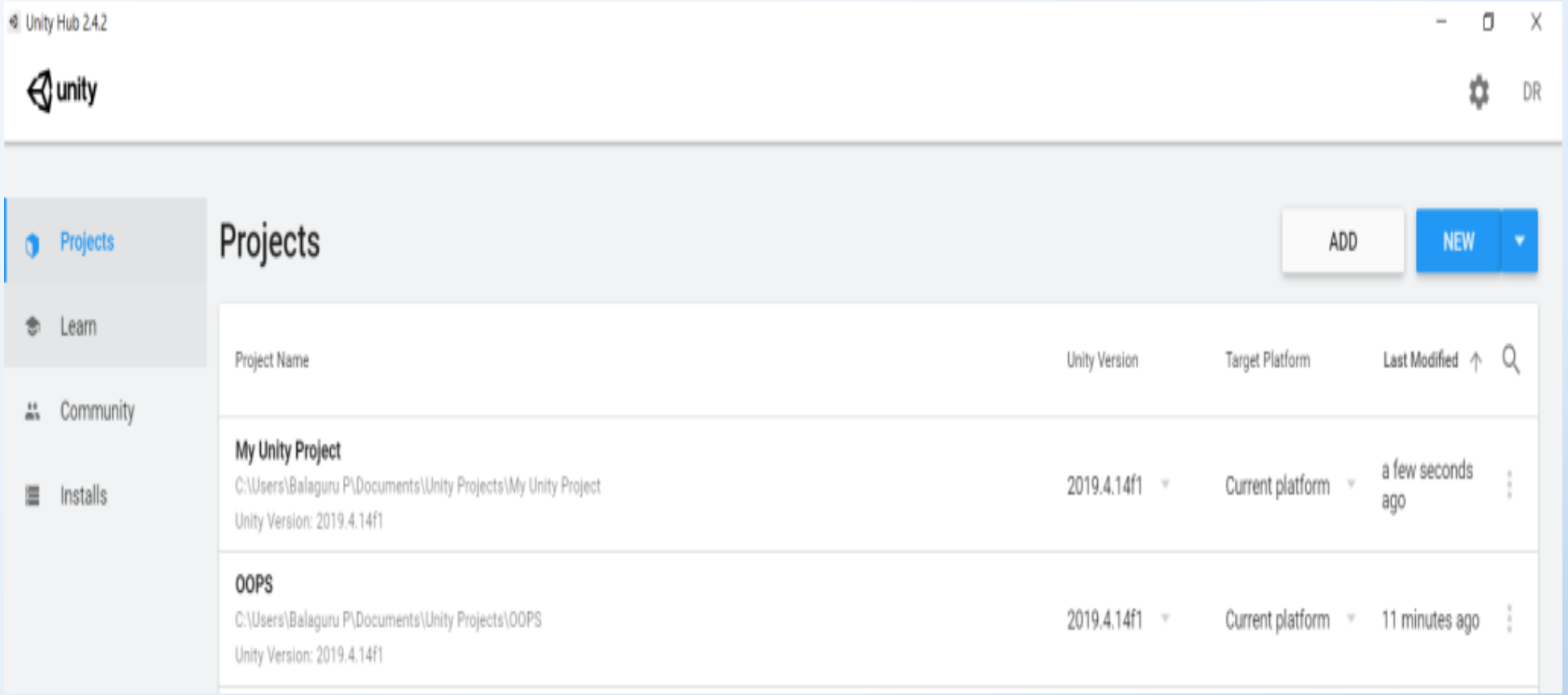
- Press ok

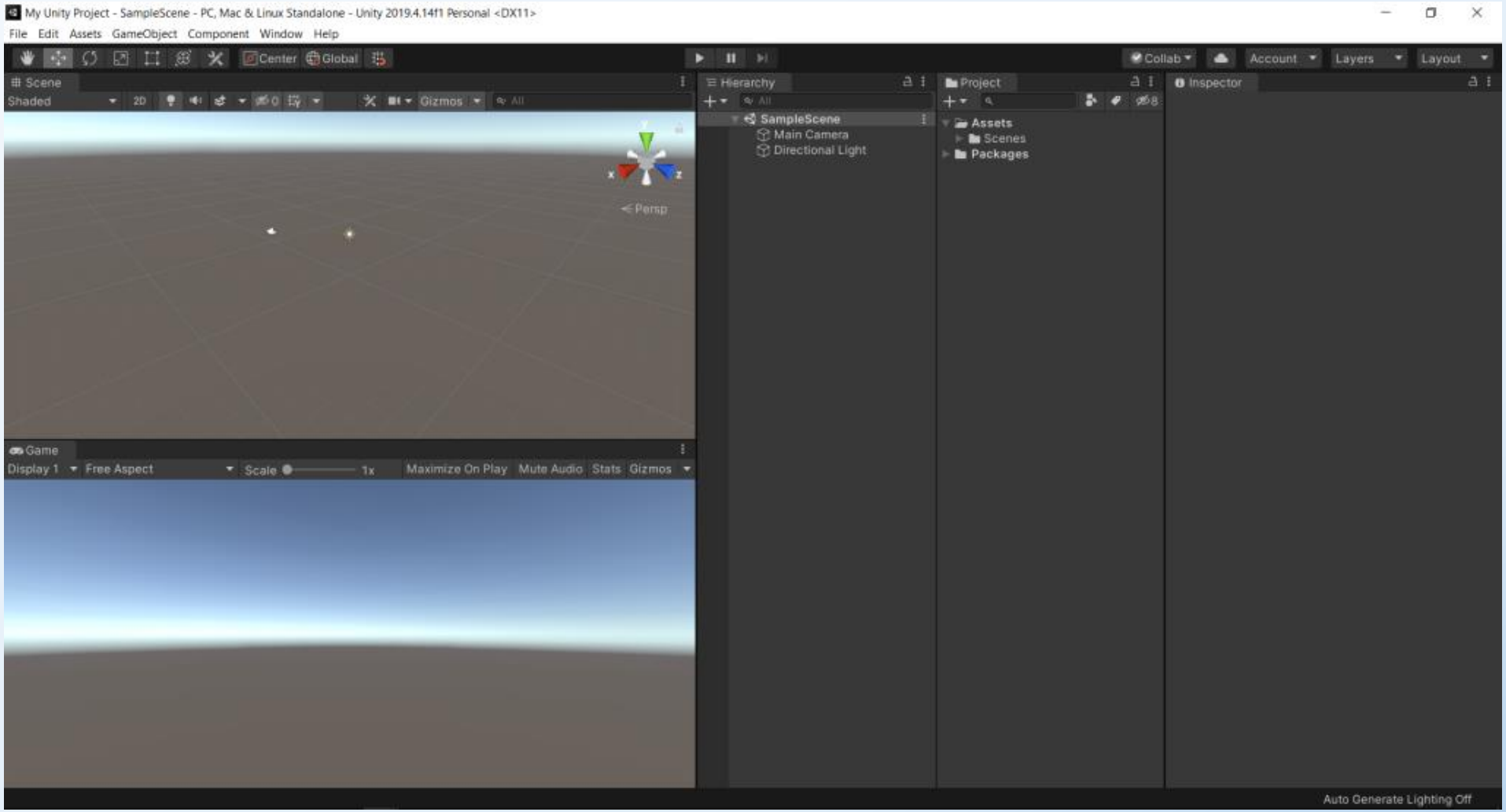
Configure Visual Studio Code

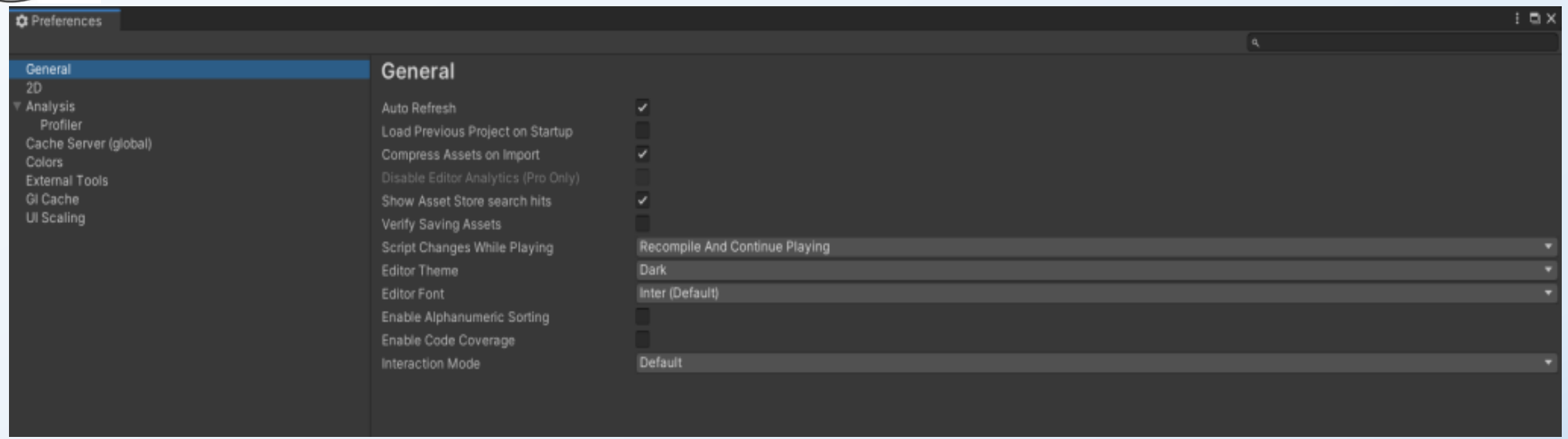
Step 1: Open Unity Hub. Click **Projects** and the click on the project you want to open.

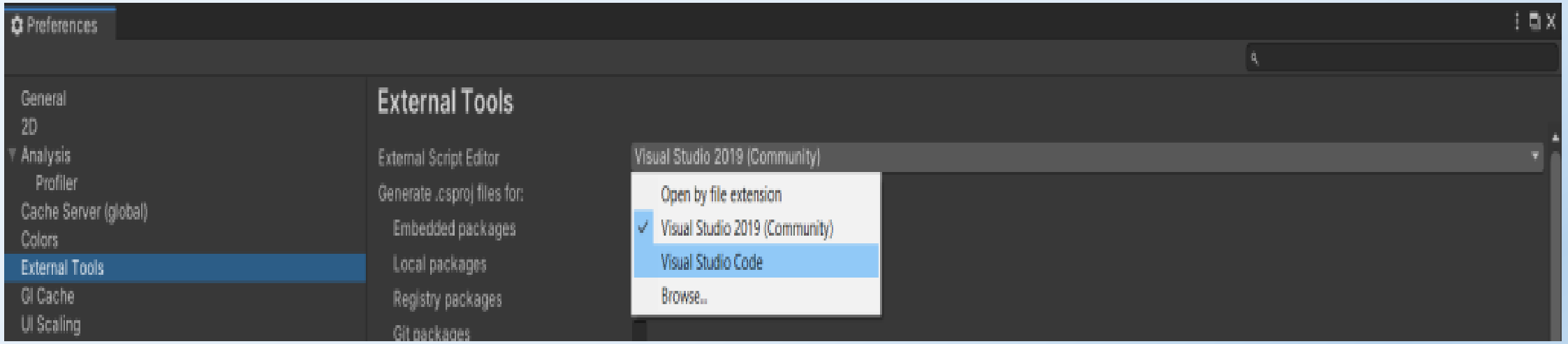
Step 2: In your Unity project, click **Edit** menu and **Preferences**… The Preferences window will open.

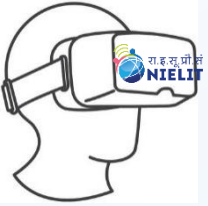
Step 3: Click **External Tools**. Choose **Visual Studio Code** for External Script Editor. Wait for the changes to apply and then close Preferences window.


Unity Hub 2.4.2
unity
DR
Projects
Learn
Community
Installs
Projects
ADD
NEW
Project Name
Unity Version
Target Platform
Last Modified
My Unity Project
C:\Users\Balaguru P\Documents\Unity Projects\My Unity Project
Unity Version: 2019.4.14f1
2019.4.14f1
Current platform
a few seconds ago
OOPS
C:\Users\Balaguru P\Documents\Unity Projects\OOPS
Unity Version: 2019.4.14f1
2019.4.14f1
Current platform
11 minutes ago


My Unity Project - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.14f1 Personal <DX11>
File Edit Assets GameObject Component Window Help
Center Global
Collab Account Layers Layout
Scene
Shaded 2D Gizmos
Persp
Hierarchy
SampleScene
Main Camera
Directional Light
Project
Assets
Scenes
Packages
Inspector
Game
Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio Stats Gizmos
Auto Generate Lighting Off


Preferences
General
2D
Analysis
Profiler
Cache Server (global)
Colors
External Tools
GI Cache
UI Scaling
General
Auto Refresh
Load Previous Project on Startup
Compress Assets on Import
Disable Editor Analytics (Pro Only)
Show Asset Store search hits
Verify Saving Assets
Script Changes While Playing
Recompile And Continue Playing
Editor Theme
Dark
Editor Font
Inter (Default)
Enable Alphanumeric Sorting
Enable Code Coverage
Interaction Mode
Default


Preferences
General
2D
Analysis
Profiler
Cache Server (global)
Colors
External Tools
GI Cache
UI Scaling
External Tools
External Script Editor
Visual Studio 2019 (Community)
Generate .csproj files for:
Embedded packages
Local packages
Registry packages
Git packages
Open by file extension
Visual Studio 2019 (Community)
Visual Studio Code
Browse...

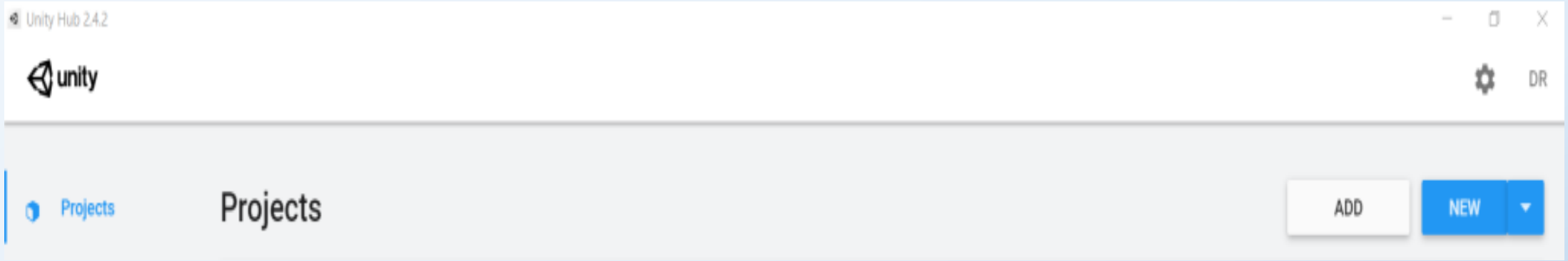


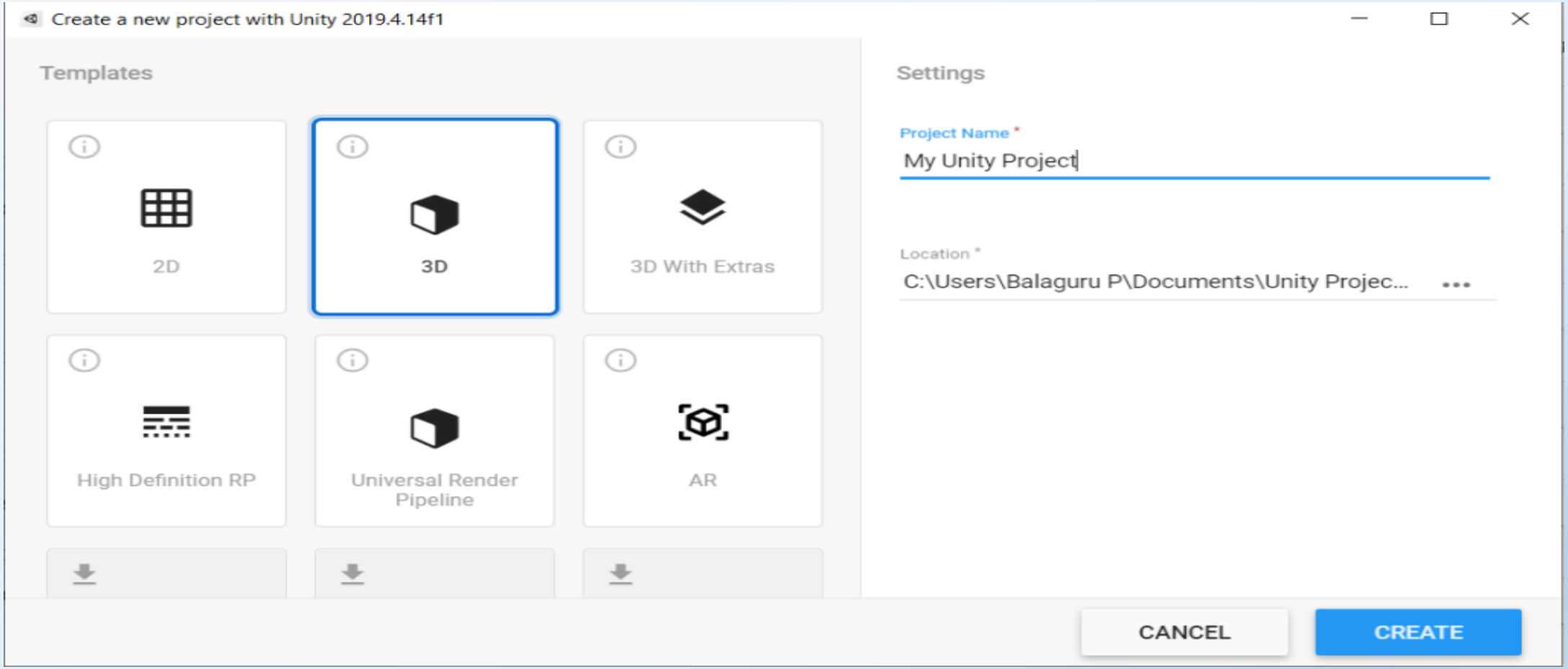
Add a New Unity Project

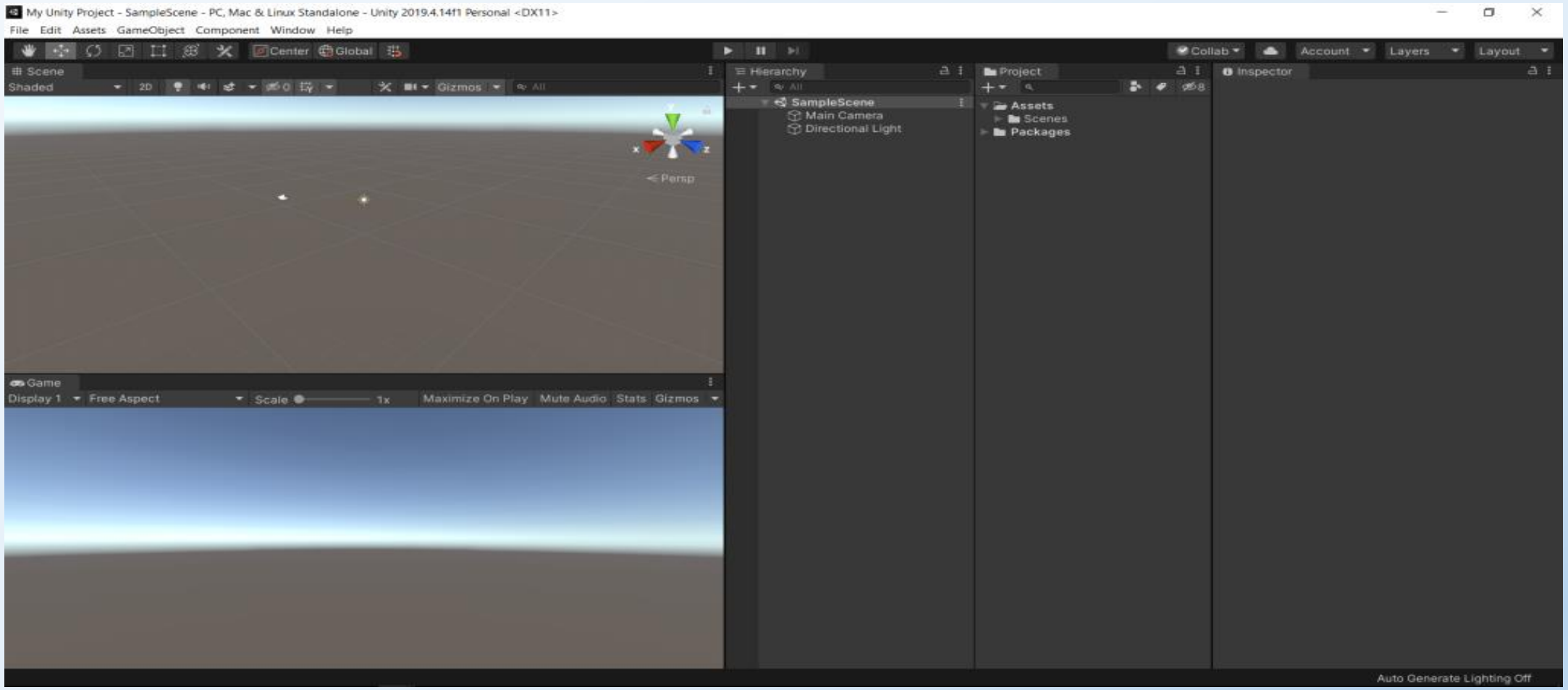
Step 1: Open Unity Hub and click **Projects** and click **NEW**

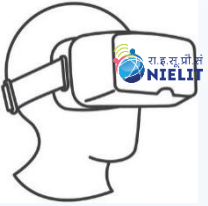
Step 2: Type a relevant project name and choose a location to save your project and the click **CREATE**.

Your Unity project will open like this:

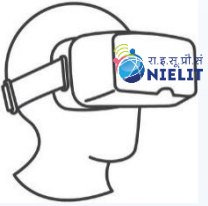



Create a new project with Unity 2019.4.14f1
Templates
2D
3D
3D With Extras
High Definition RP
Universal Render Pipeline
AR
Settings
Project Name *
My Unity Project
Location *
C:\Users\Balaguru P\Documents\Unity Projec...
CANCEL
CREATE


My Unity Project - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.14f1 Personal <DX11>
File Edit Assets GameObject Component Window Help
Center Global
Collab Account Layers Layout
Scene
Shaded 2D Gizmos
Persp
Hierarchy
SampleScene
Main Camera
Directional Light
Project
Assets
Scenes
Packages
Inspector
Game
Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio Stats Gizmos
Auto Generate Lighting Off



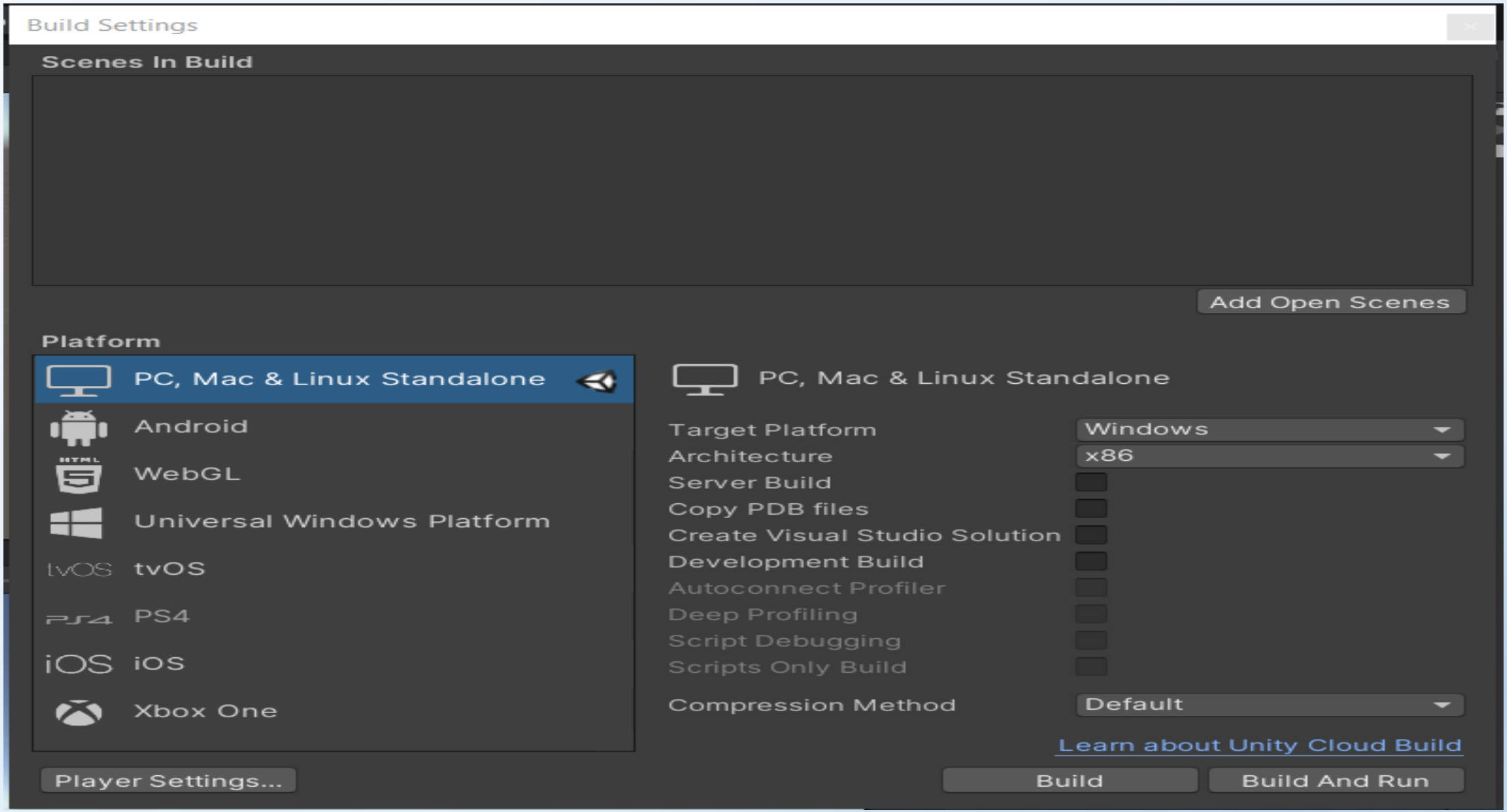
Configure Unity Build Settings

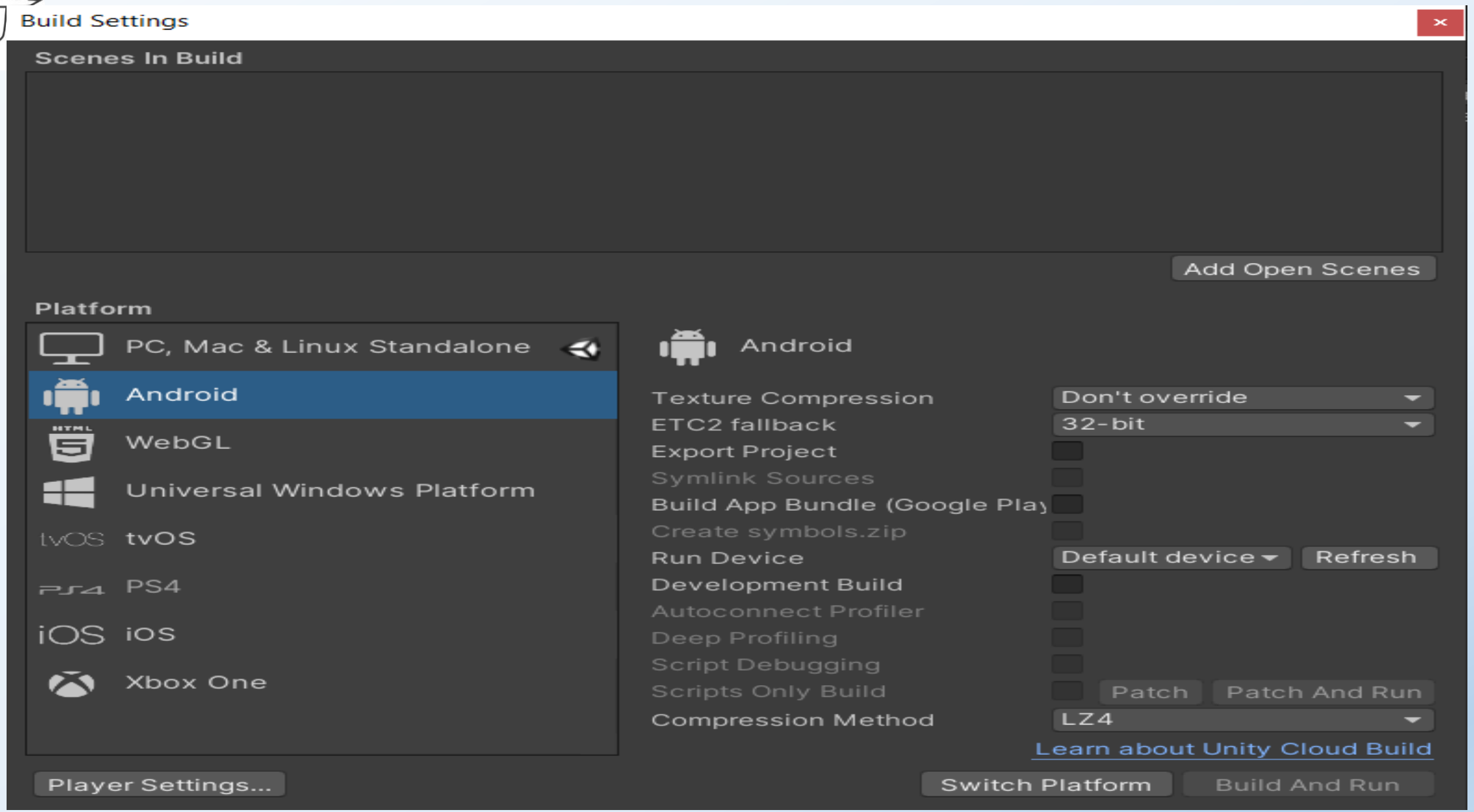


- **Step 1:** Open your Unity project.

- **Step 2:** Click **File** menu and **Build Settings**… The Build Settings window will open.

- **Step 2:** Click **Android** and click **Switch Platform** button. This will switch your target build platform from PC to Android. Wait for the changes to apply and then close Build Settings window.


Build Settings
Scenes In Build
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
WebGL
Universal Windows Platform
tvOS
PS4
iOS
Xbox One
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86
Server Build
Copy PDB files
Create Visual Studio Solution
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build
Compression Method
Default
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run


Build Settings
Scenes In Build
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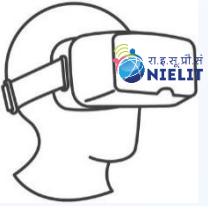
Platform
PC, Mac & Linux Standalone
Android
WebGL
Universal Windows Platform
tvOS
PS4
iOS
Xbox One
Android
Texture Compression
Don't override
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play
Create symbols.zip
Run Device
Default device
Refresh
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build
Patch
Patch And Run
Compression Method
LZ4
Learn about Unity Cloud Build
Player Settings...
Switch Platform
Build And Run



References

Websites :

- https://unity.com/