

Using Next.js with Unsplash API

This is an example of how [Unsplash](#) can be used with `Next.js`

Deploy your own

Once you have access to [the environment variables you'll need](#), deploy the example using [Vercel](#):



How to use

Execute `create-next-app` with [npm](#) or [Yarn](#) to bootstrap the example:

```
npx create-next-app --example with-unsplash with-unsplash-app
# or
yarn create next-app --example with-unsplash with-unsplash-app
# or
pnpm create next-app -- --example with-unsplash with-unsplash-app
```

Configuration

First, you'll need to [create an account on Unsplash](#) if you don't have one already. Once that's done, follow the steps below.

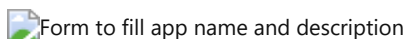
Step 1. Create an app on Unsplash

Create a [new application on Unsplash](#).

Before creating an app you'll have to accept the terms for API use:

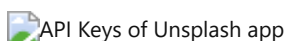


Then, fill the form with the app name and description, and click on on **Create application** to finish the creation of your app:



Step 2. Set up environment variables

After creating the app, you should be able to see the API keys in the settings page of your app:



We'll need those API keys to connect the example with your Unsplash app.

First, copy the `.env.local.example` file in this directory to `.env.local` (which will be ignored by Git):

```
cp .env.local.example .env.local
```

Then set each variable on `.env.local` :

- `UNSPLASH_ACCESS_KEY` should be the **Access Key** of your Unsplash app
- `UNSPLASH_USER` should be any valid Unsplash username. The example will use the photos of the user selected here.

Step 3. Run Next.js in development mode

```
npm install
npm run dev

# or

yarn install
yarn dev
```

Your app should be up and running on <http://localhost:3000>! If it doesn't work, post on [GitHub discussions](#).

Step 4. Deploy on Vercel

You can deploy this app to the cloud with [Vercel](#) ([Documentation](#)).

Deploy Your Local Project

To deploy your local project to Vercel, push it to GitHub/GitLab/Bitbucket and [import to Vercel](#).

Important: When you import your project on Vercel, make sure to click on **Environment Variables** and set them to match your `.env.local` file.

Deploy from Our Template

Alternatively, you can deploy using our template by clicking on the Deploy button below.

