

## Assignment 1: Developing Your First XR Application

**Objectives** Familiarity with Unity Game Engine. Be comfortable with asset pipeline into Unity. Building a project in Unity.

**[Step 1]** Install Unity3D. <https://unity3d.com/get-unity/download>. This will take you to the Installation of Unity Hub. In the Unity Hub you have the option to install any version of Unity. *If you already have Unity installed, ignore this step.*  
*Recommendation: Install the latest release of Unity or the latest LTS (long term support) version of 2018.4.16f1*

**[Step 2]** If you are building for AR, create a scene in Unity that has at minimum 10 objects that fits within a 3' x 3' (0.9144 m x 0.9144 m) cube. If you are building for VR, create a scene that fits into a 10' x 10' (3.048 m x 3.048 m) cube.  
If you want this to be a portfolio piece, this composition is something you like. You can download pre-made assets from sources like the [Unity Asset Store](#), [Google Poly](#), or [Free3D](#).

**[Step 3]** Download [Android Studio](#) (if you are building for Android or VR) or Download [XCode](#) if you are building for iOS. These will take a while to download.

*The following information pertaining to iOS will be covered again in class Monday.*

**[Step 4]** **iOS only.** With XCode there are a few more steps. You will need to create an Apple Developer account (with your nyu.edu email address) [here](#). (Enroll as an individual). You also need to check the version of your phone (Settings >> General >> About Software Version) Your device needs to be compatible with the version of XCode you install.

*Refer to the table below for compatibility.*

For example, I have software version 13.1.3 so I will be installing XCode version 11.1.  
All versions of XCode can be found [here](#)

XCode Version	iOS Version
9.0	iOS 11
9.0.1	iOS 11
9.1	iOS 11.1
9.2	iOS 11.2
9.3	iOS 11.3

9.3.1	iOS 11.3
9.4	iOS 11.4
10.0	iOS 12
10.1	iOS 12.1
10.2	iOS 12.2
10.2.1	iOS 12.2
10.3	iOS 12.4
11.0	iOS 13
11.1	iOS 13.1
11.2	iOS 13.2
11.2.1	iOS 13.2
11.3	iOS 13.2
11.3.1	iOS 13.2