Unity Manual

Unity User Manual (2019.3)

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Use the Unity Editor to create 2D and 3D games, apps and experiences. Download the Editor at unity3d.com.

The Unity User Manual helps you learn how to use the Unity Editor and its associated services. You can read it from start to finish, or use it as a reference.

If it's your first time using Unity, take a look at the introductory documentation on Working with Unity, and see the Unity Tutorials.

New

- Features introduced in 2019.3: What's New in 2019.3
- Upgrading Unity projects from older versions of Unity: Upgrade Guide

Packages

- Learn about packages: Working with the Package Manager
- Find documentation for a specific package: Verified and Preview packages
- Learn how to build a custom package: Creating custom packages

Best practice and expert guides

- Best practices from Unity Support engineers: Best Practice Guides
- Expert guides from Unity developers, in their own words: Expert Guides
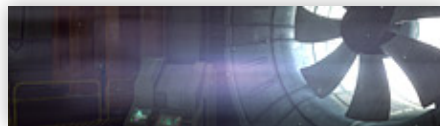
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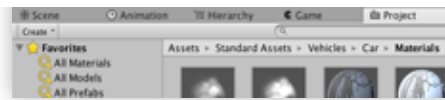
Working in Unity

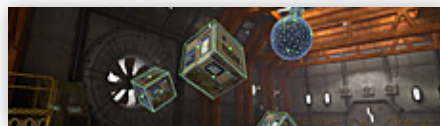A complete introduction to the Unity Editor.

Unity 2D

All of the Unity Editor's 2D-specific features including gameplay, sprites and physics.

Graphics

The visual aspects of the Unity Editor including cameras and lighting.

Physics

Simulation of 3D motion, mass, gravity and collisions.

Networking

How to implement Multiplayer and networking.

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Programming your games by using scripting in the Unity Editor.

Audio

Audio in the Unity Editor, including clips, sources, listeners, importing and sound settings.

Animation

Animation in the Unity Editor.

UI

User interface toolkits available in the Unity Editor.

Navigation

Navigation in the Unity Editor, including AI and pathfinding.

Unity services

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Virtual reality

Contributing to Unity

Suggest modifications to some of the Unity Editor's source code.

Platform specific

Specific information for the many non-desktop and web platforms you can make projects for with the Unity Editor.

Legacy topics

Useful if you are maintaining legacy projects.

Further sources of information

- [Unity Answers](#) or [Unity Forums](#) - here you can ask questions and search answers.
- [The Unity Knowledge Base](#) - a collection of answers to questions posed to Unity's Support teams.
- [Tutorials](#) - step by step video and written guides to using the Unity Editor.

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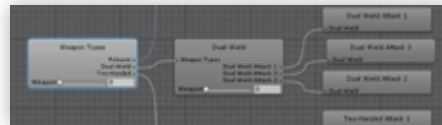- Packages
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Known Issues

Is a feature not working as you expect it to? It might be an existing Known Issue. Please check using the **Issue Tracker** at issuetracker.unity3d.com.

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