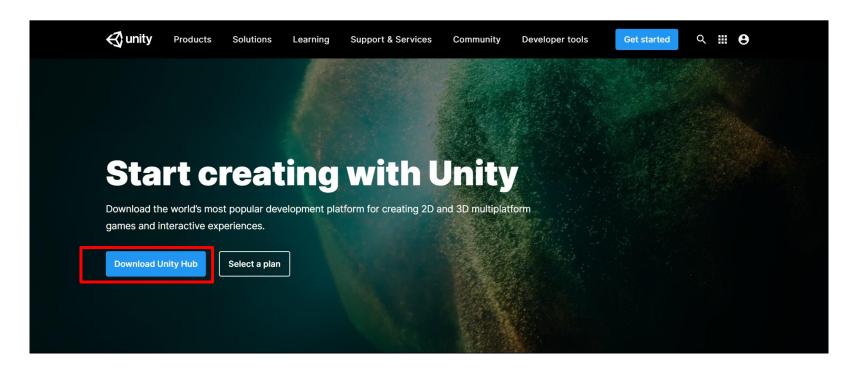
## 1.Get Unity Hub



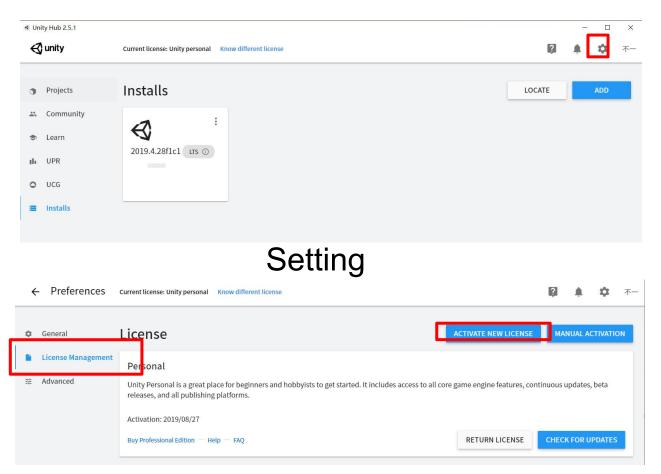
https://unity.com/cn/download

# 2. Log in

<b>⇔</b> unity		Current license: Unity personal Know different license					?	*	9	
<b>9</b> F	Projects	Installs		LOCATE		ADD				
** (	Community	2019.4.28f1c1 LTS ①								
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<b>=</b> 1	Installs									

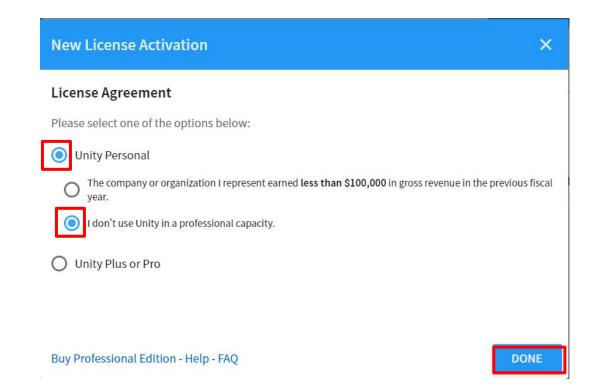
Log in

#### 3. License

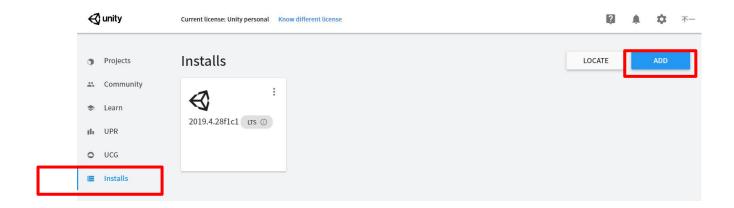


**Active License** 

#### 3. License

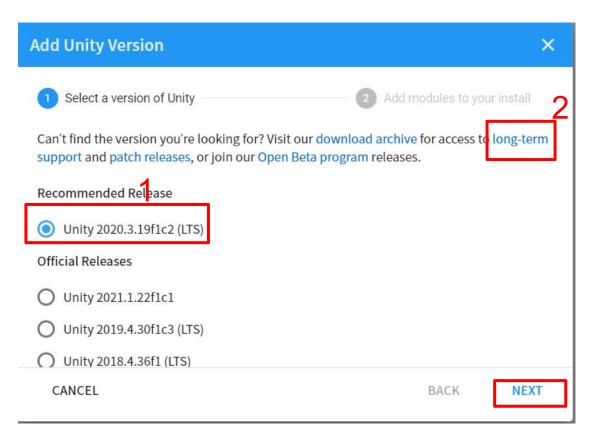


#### 4. Installs



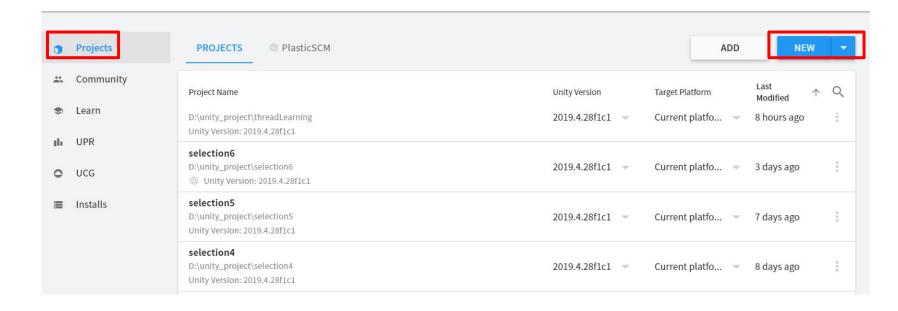
Add a version

#### 4. Installs



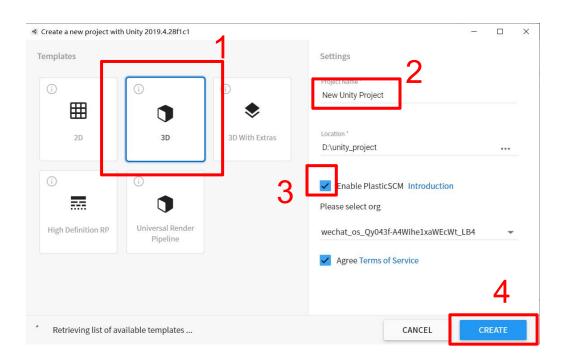
1.Choose the version (LTS is recommended)2.Find other version online

## 5.Create the project

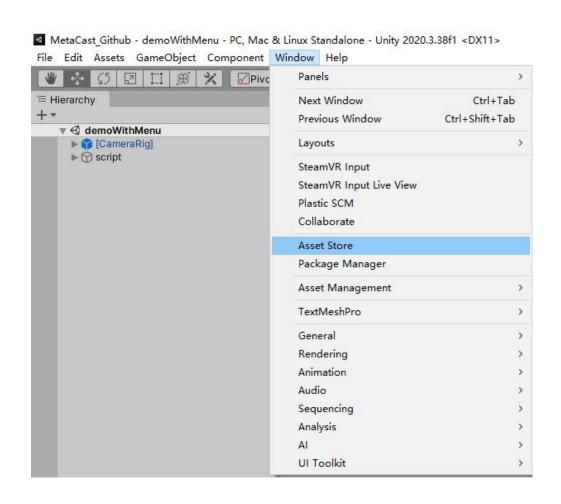


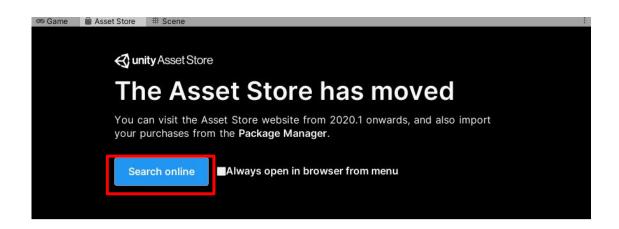
Create project by clicking NEW

## 5.Create the project



- 1. Using 3D template
- 2.Rename your project
- 3.PlasticSCM is the version control system
- 4.Create the project





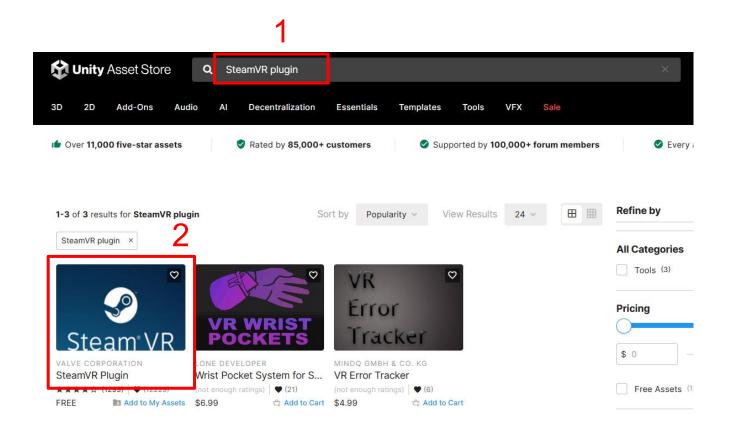
#### Importing your assets from the Package Manager

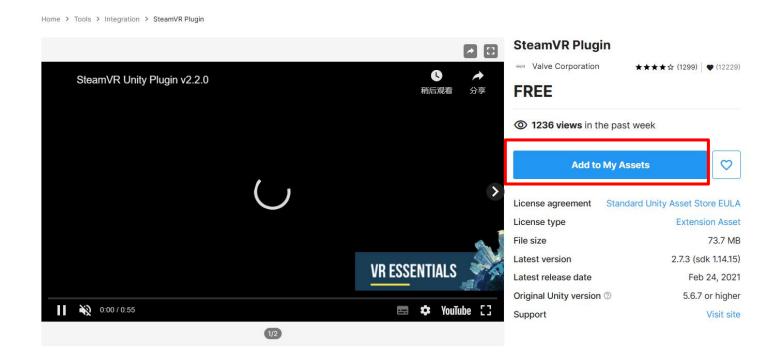
To download or view your purchased assets, go to Window > Package Manager and select My Assets or click the Open Package Manager button below.

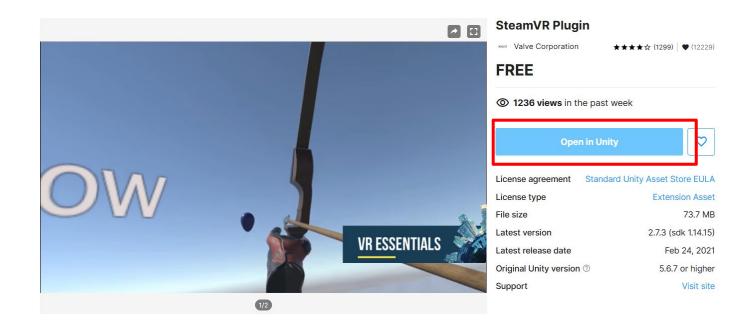
Open Package Manager

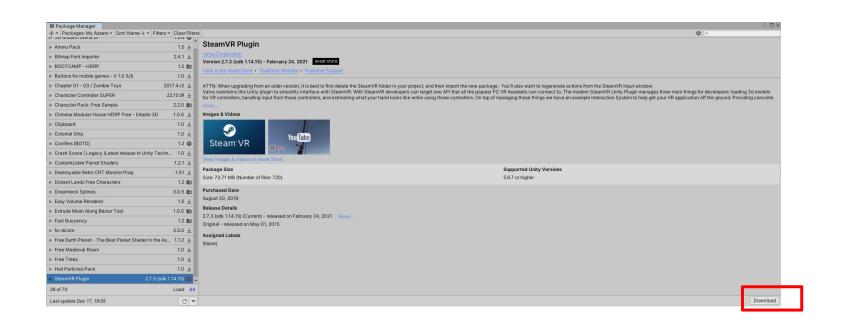
#### Why are we doing this?

To improve performance in the Editor, the Asset Store will only exist on the web.









Back to Unity

