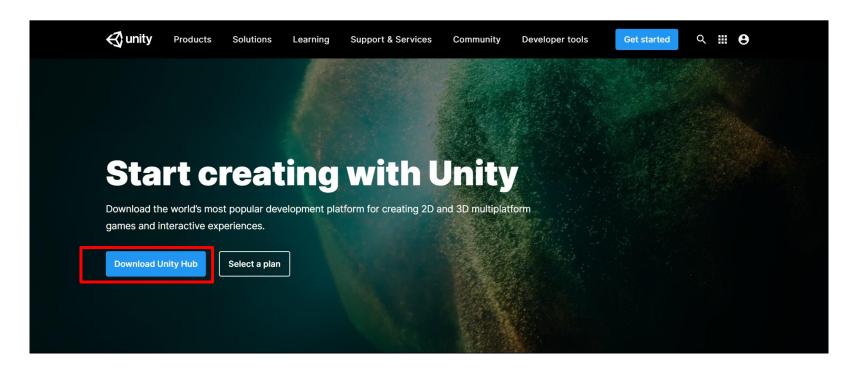
1.Get Unity Hub



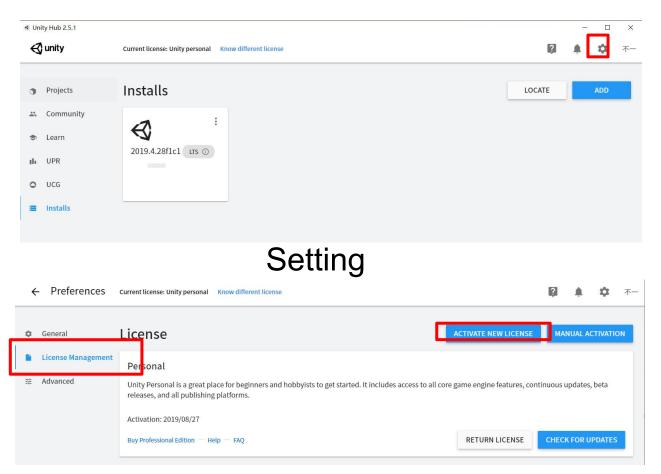
https://unity.com/cn/download

2. Log in

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

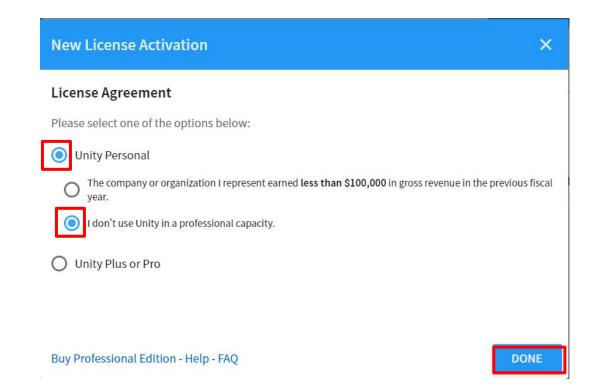
Log in

3. License

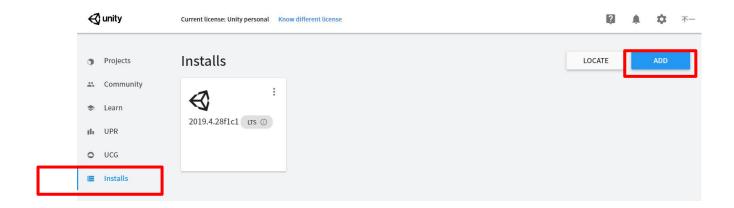


Active License

3. License

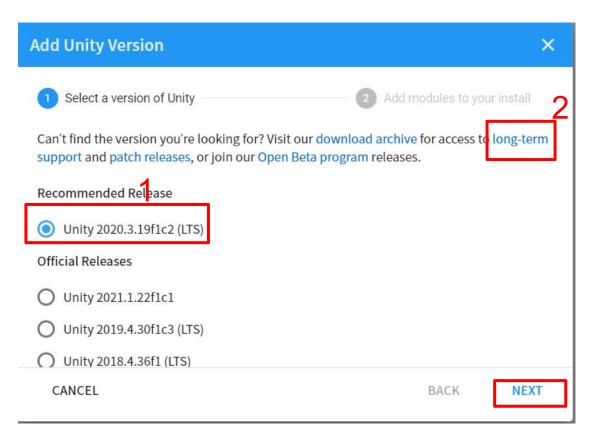


4. Installs



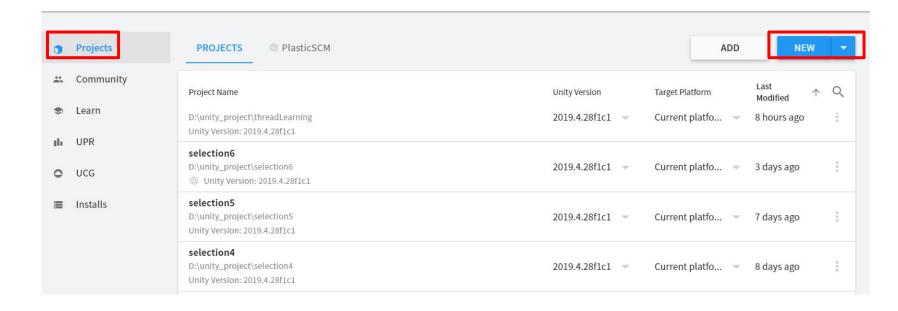
Add a version

4. Installs



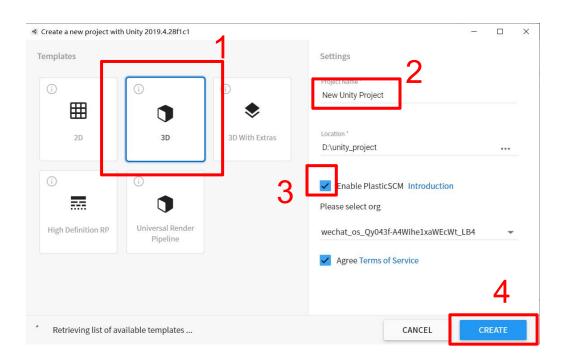
1.Choose the version (LTS is recommended)2.Find other version online

5.Create the project



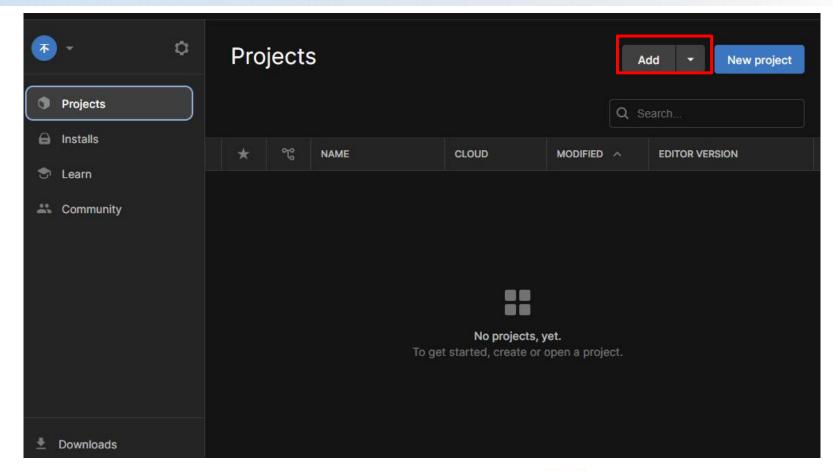
Create project by clicking NEW

5.Create the project



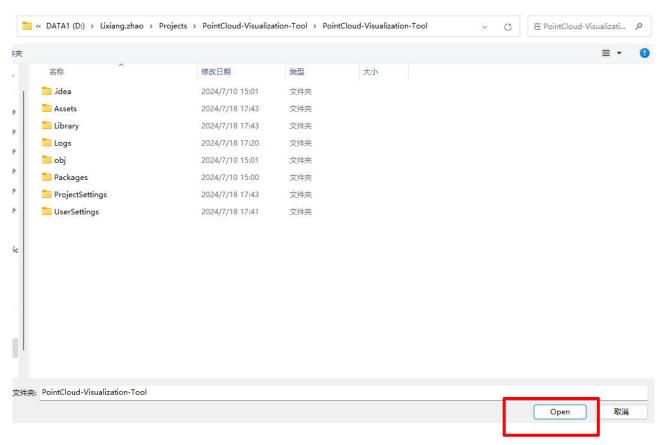
- 1. Using 3D template
- 2.Rename your project
- 3.PlasticSCM is the version control system
- 4.Create the project

6. Open an Existing Project

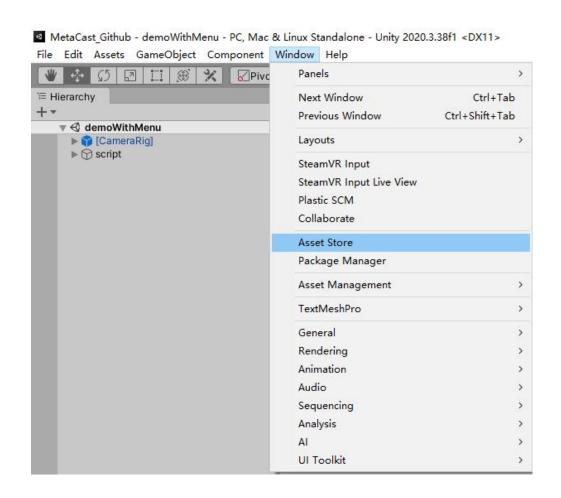


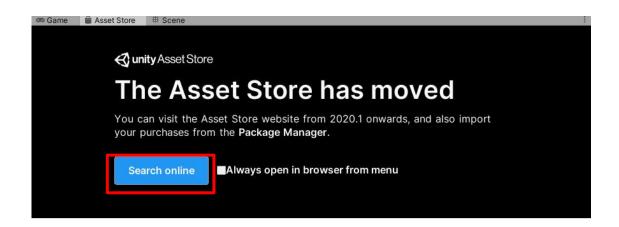


6. Open an Existing Project



1.Turn to the directory that contains "Assets" folder2. Click Open.





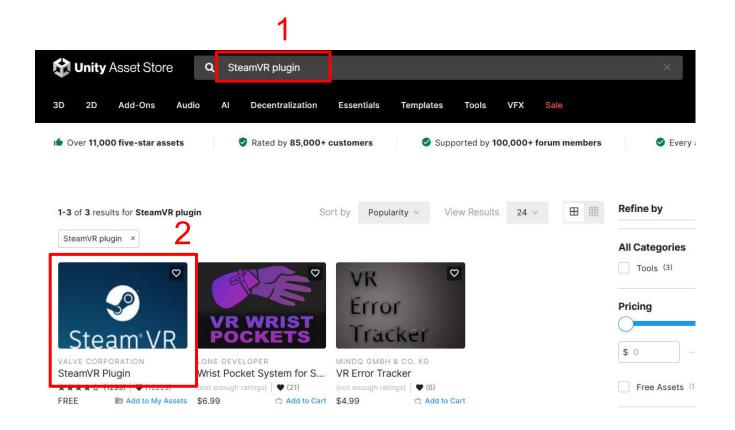
Importing your assets from the Package Manager

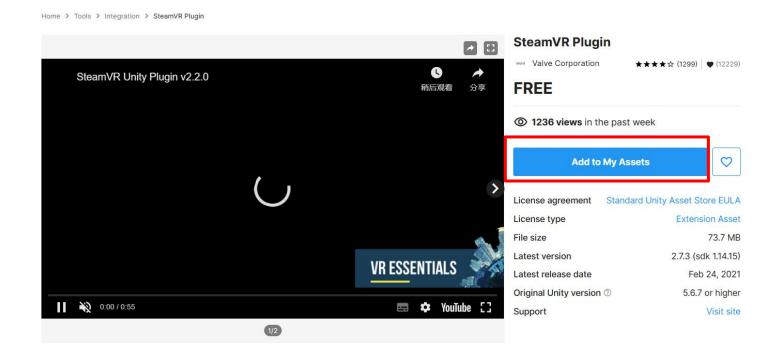
To download or view your purchased assets, go to Window > Package Manager and select My Assets or click the Open Package Manager button below.

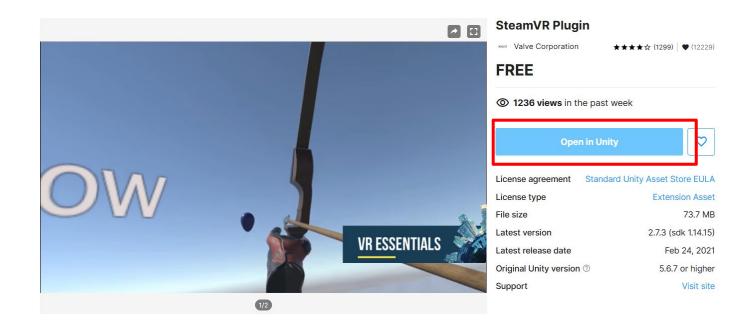
Open Package Manager

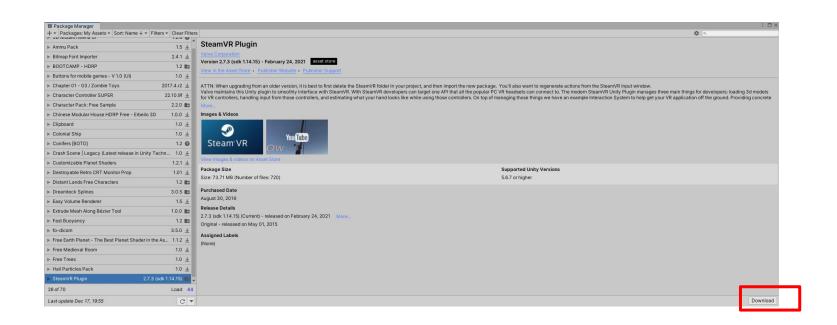
Why are we doing this?

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









Back to Unity

