



# HOW TO DOWNLOAD THE UNITY GAME ENGINE



# HOW TO DOWNLOAD UNITY

## PURPOSE OF THIS GUIDE:

This guide was created to support the Kershaw County Library IT Department in downloading the necessary tools to utilize the Unity Game Engine, in preparation of Conor Rom's video game programming classes in January 2026.

However, also included in this guide are instructions to help an individual through the process of downloading Unity.

Additional guides and walkthroughs may also be easily found online and on YouTube, though if you have any questions feel free to reach out to Conor Rom.

## LAST UPDATED:

Date - November 11th, 2025

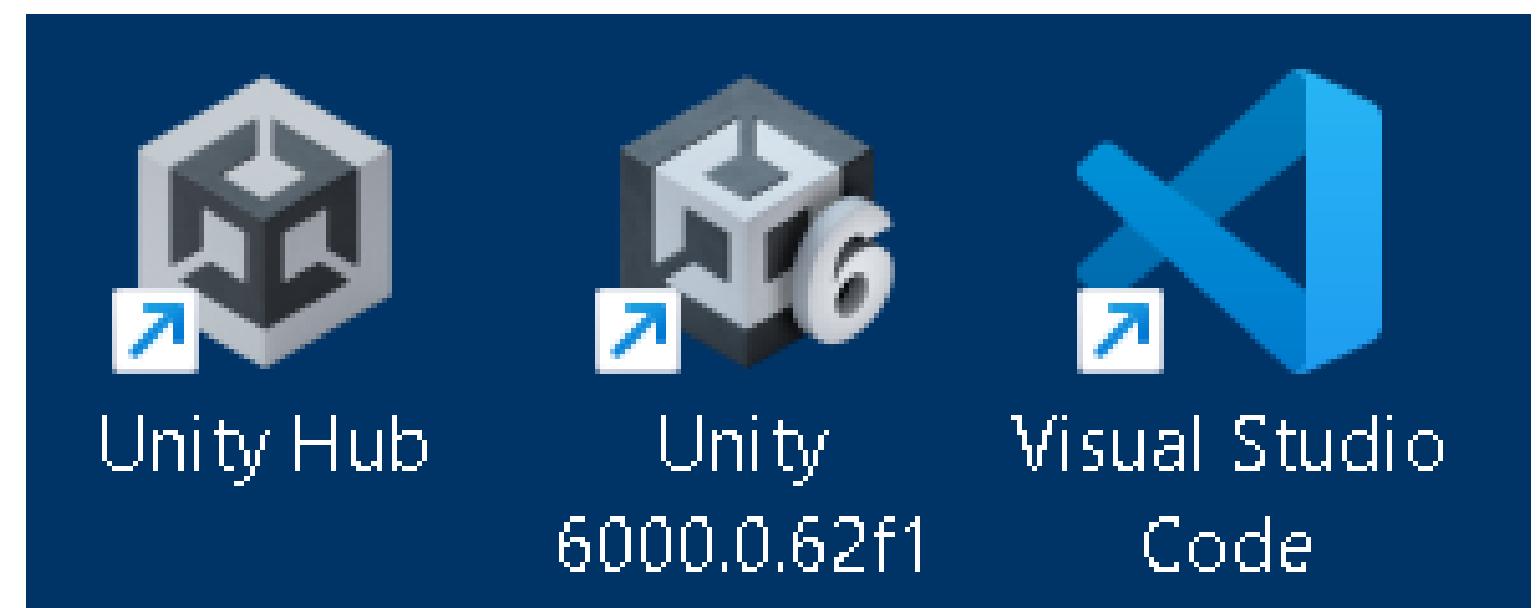
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## THE GUIDE'S END GOAL:

Setup and download the Unity Hub, Unity 6000.0.62f1, and Visual Studio Code.



## SYSTEM REQUIREMENTS:

### Unity Game Engine:

<https://docs.unity3d.com/6000.0/Documentation/Manual/system-requirements.html>

### Visual Studio Code:

<https://code.visualstudio.com/docs/supporting/requirements>

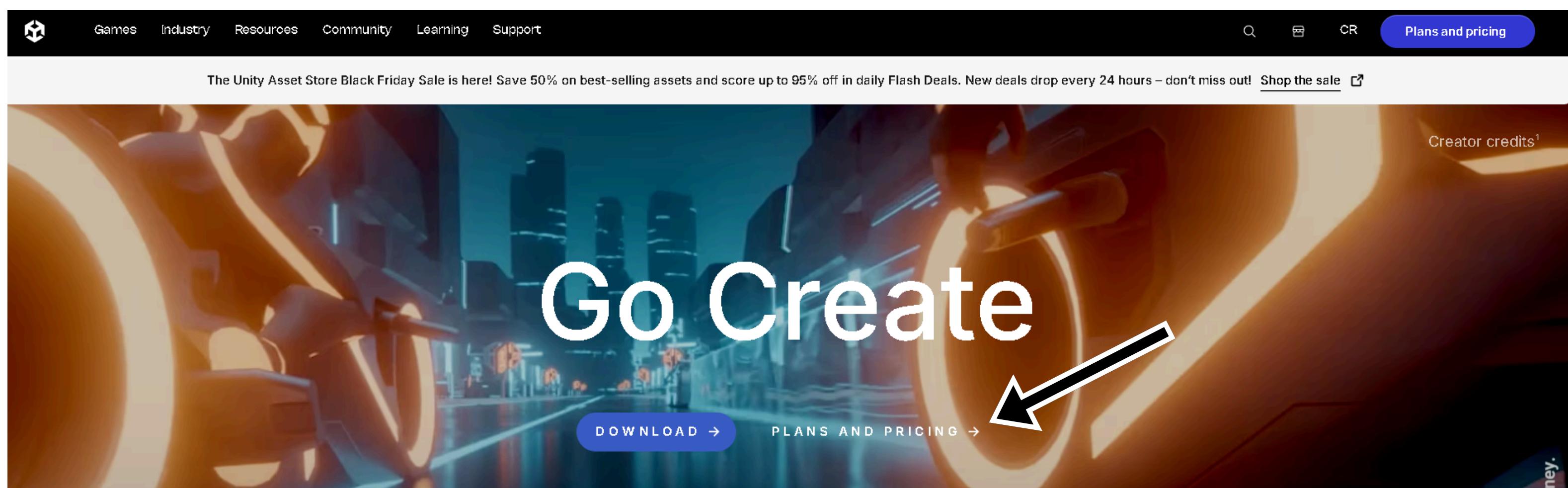


# UNITY INDIVIDUAL USE

## FOR INDIVIDUAL USE:

Unity has a free comprehensive personal plan designed for solo, small group, and small business developers. To utilize Unity you must first download the Unity Hub and create a Unity Account. By selected the personal plan, Unity will walk you through the steps of how to download Unity to your desktop or laptop.

Link: <https://unity.com/>



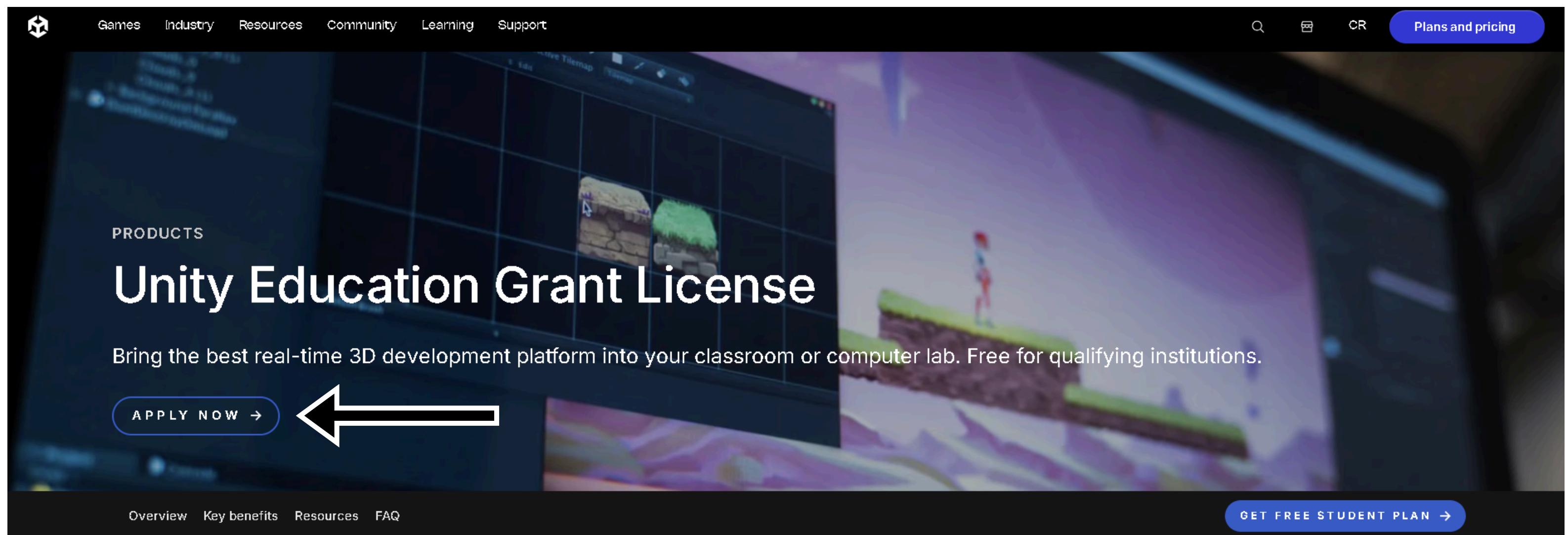
A screenshot of the Unity Pricing page. The header is identical to the homepage. The main content is organized into five sections: "Personal", "Pro", "Enterprise", "Industry", and "Custom pricing". Each section contains detailed information and pricing. A large black arrow points from the "Personal" section towards the "Personal" section of the "Custom pricing" row.

# UNITY EDUCATIONAL USE

## FOR EDUCATIONAL USE:

It is suggested for educational organizations looking to download the Unity Game Engine on multiple computers to apply for the free Unity Education Grant License. Linked below.

**Educator Link:** <https://unity.com/products/unity-education-grant-license>



Empowering the next generation of

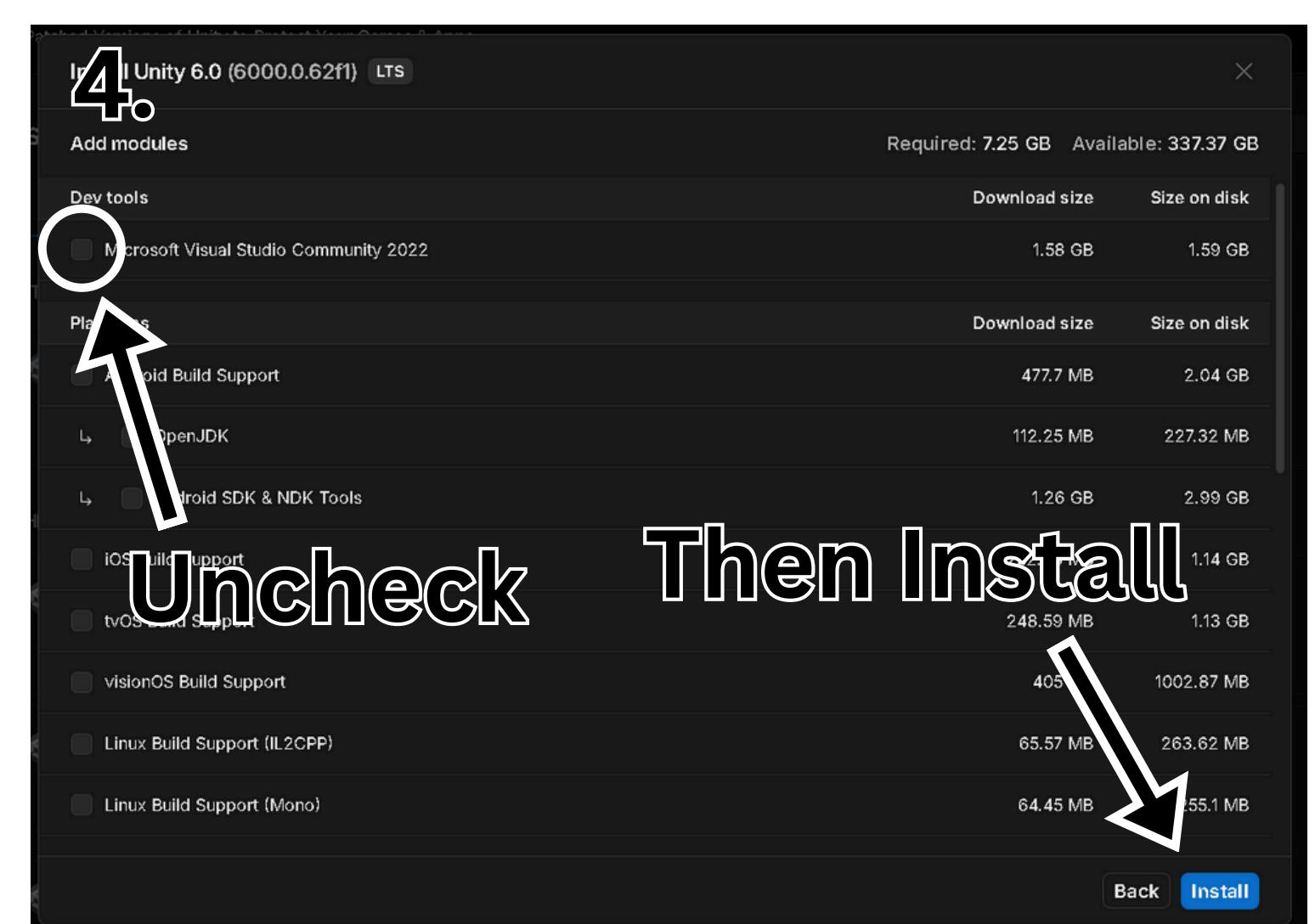
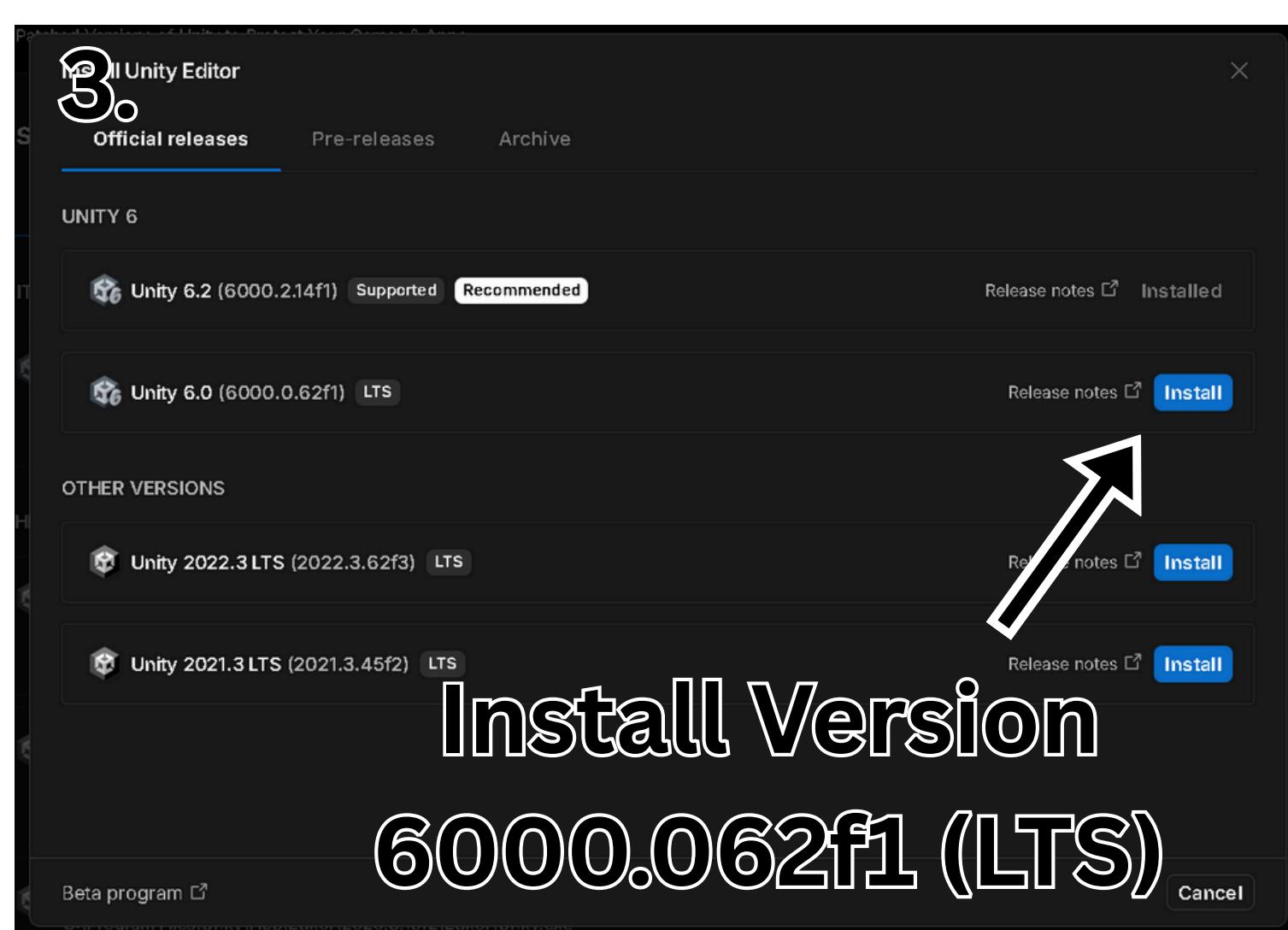
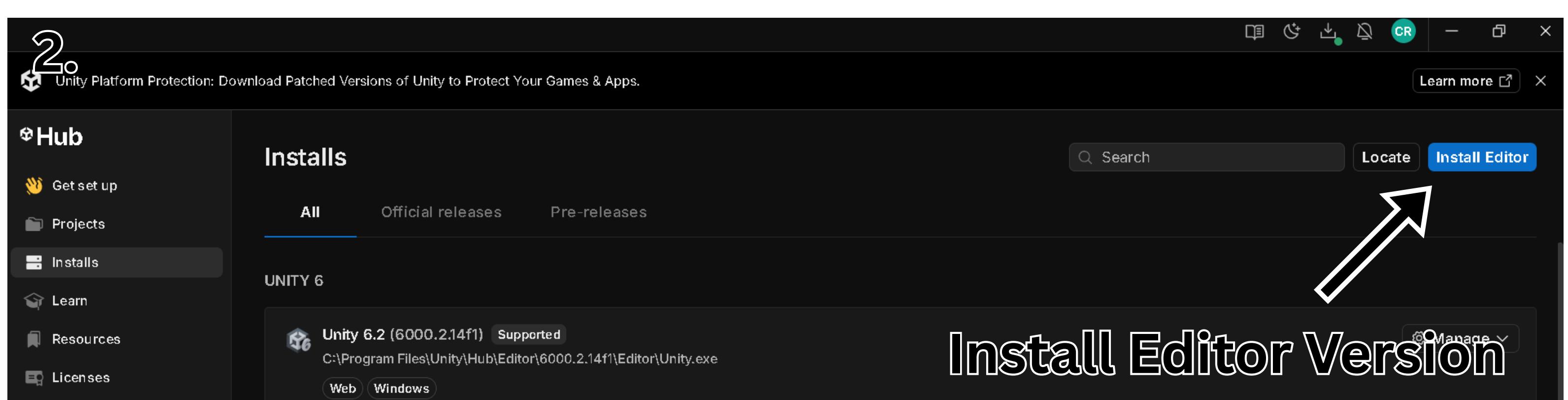
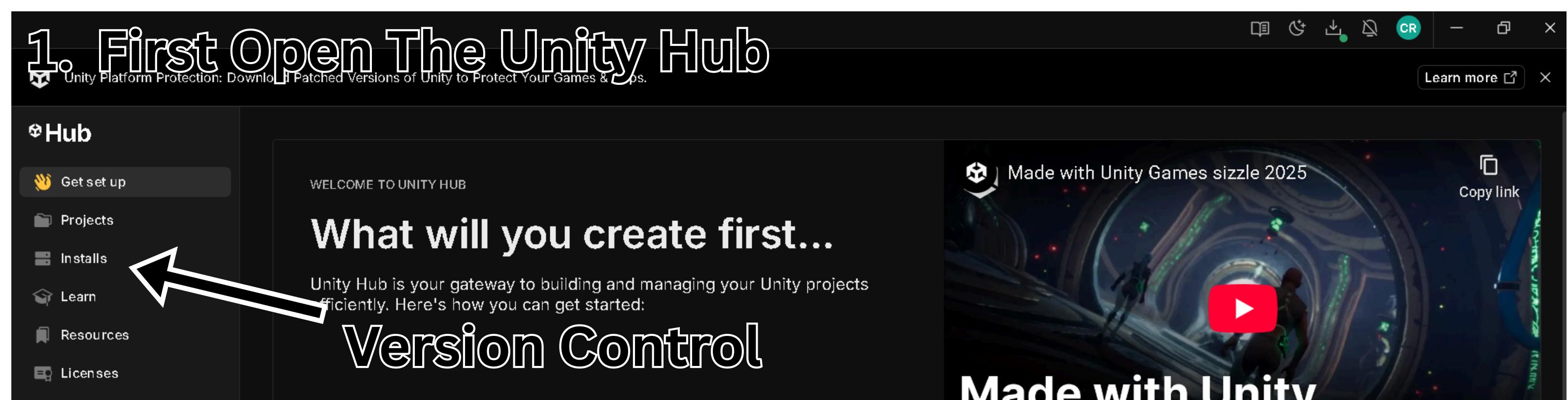


# UNITY VERSION CONTROL

## LONG TERM SUPPORT (LTS):

Unity is constantly updating their Game Engine with new features and bugs. It is recommended that a user utilize a Long Term Support (LTS) version of Unity. LTS releases are more stable, thoroughly tested, have active customer service support, and receive new bugs without introducing new features which might break any coding projects. Utilizing LTS versions are also more reliable for long-term development or larger group projects.

**Suggested LTS Version:** *Unity 6 (6000.062f1)* - Customer Service Support Till October 2026

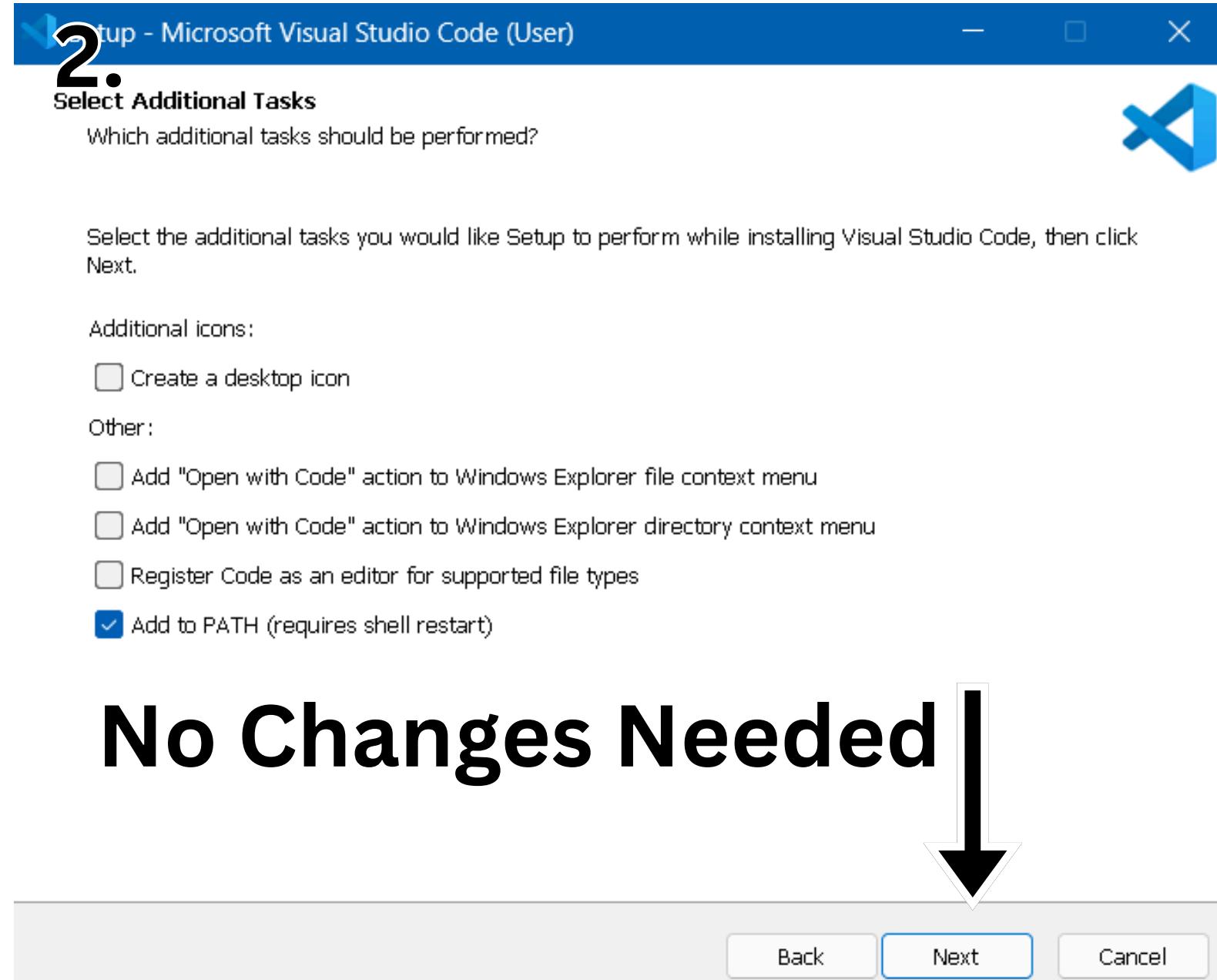
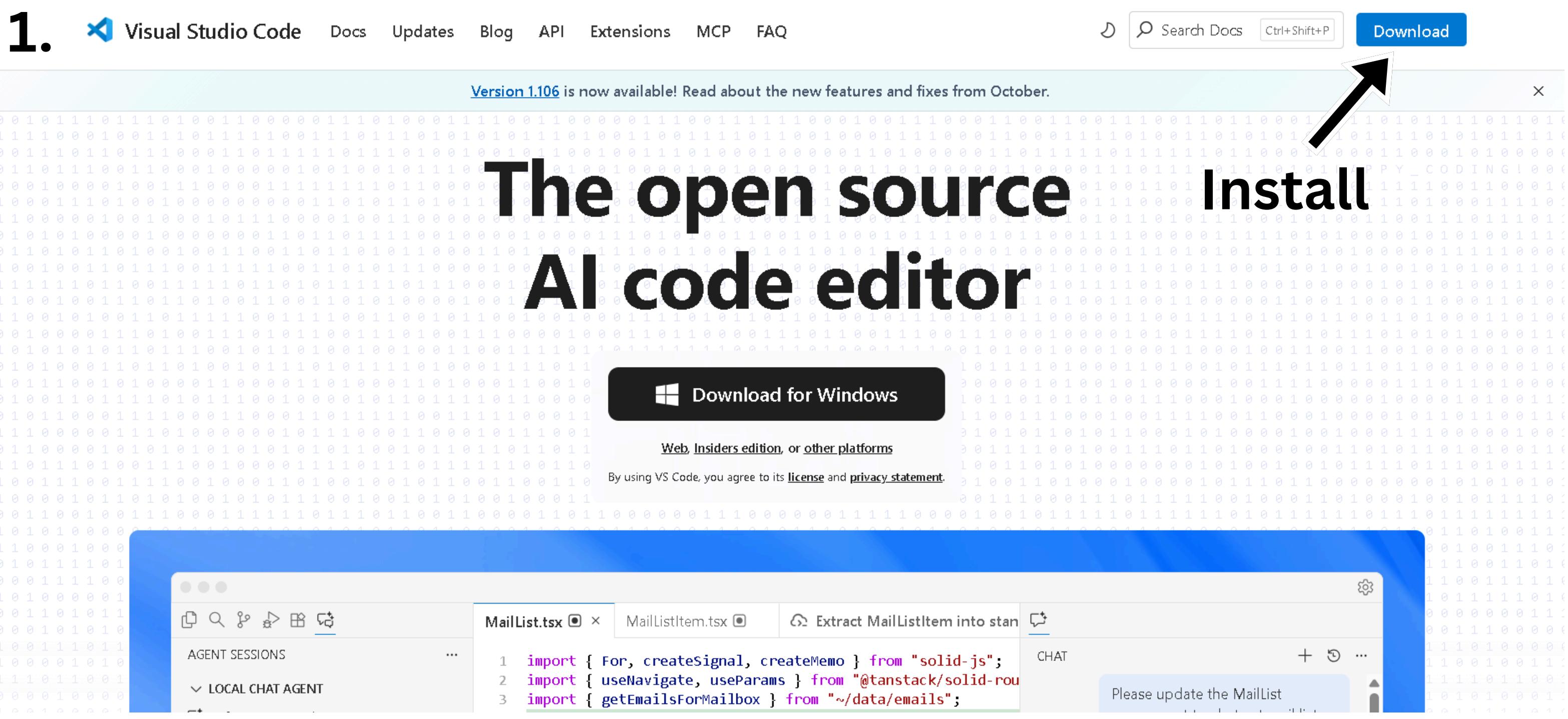


# DOWNLOADING VISUAL STUDIO

## VISUAL STUDIO CODE:

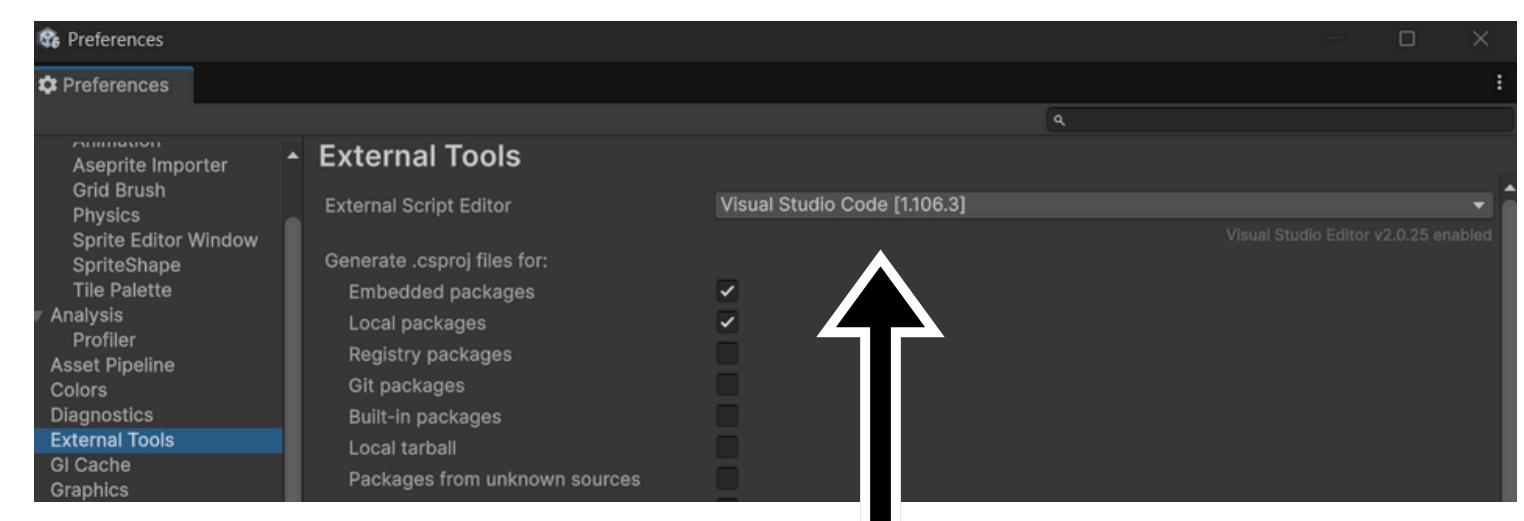
Due to personal preferences it is recommended that Microsoft Visual Studio Code is utilized instead of Microsoft Visual Studio Community, due to it being a lightweight code editor that is both free and open sourced.

Free Download Link: <https://code.visualstudio.com/>



## VISUAL STUDIO CODE:

To set Visual Studio Code as the default code editor after opening a project go to Edit → Preferences → External Tools



**Set As Visual Studio Code**

# CLOUD BASED COMMUNITY

## CLOUD BASED ORGANIZATION:

Part of Unity's strength is has a cloud based support system that allows multi-member collaboration. The Kershaw County Video Game Programmers, Designers, and Artists have a Unity Organization, that is suggested all members also join.

Contact [Conor.X.Rom@gmail.com](mailto:Conor.X.Rom@gmail.com) for the invite link.

The screenshot shows the Unity Cloud Based Organization Members page. The left sidebar includes links for Dashboard, Projects, Products, Administration (selected), Shortcuts, Cloud Save, Player Authentication, Player Management, Leaderboards, Economy, and Cloud Code. The main content area displays the 'Organization members' section for 'Kershaw County Video Game Programmers'. It shows a note about organization members having access to all projects. Below this is a table titled 'Members' with one entry: 'Conor Rom (You) Owner conor.x.rom@gmail.com'. The table includes filters for 'User type' and 'Role', and a search bar. At the bottom right, there are buttons for 'Export CSV' and '+ Invite organization members'.



**Conor Rom has invited you to join the Kershaw County Video Game Programmers organization in Unity**

Accept the invitation from Conor Rom ([conorx.rom@gmail.com](mailto:conorx.rom@gmail.com)) by clicking the button below. You'll be asked to login with your Unity account or sign up if you don't have a Unity account.

This invitation will expire in 30 days.

[Join Kershaw County Video Game Programmers](#)

This email was intended for [manarockgaming@gmail.com](mailto:manarockgaming@gmail.com). If you were not expecting this invite, you can ignore this email.

You can also accept the invitation by pasting this link into your browser:  
<https://cloud.unity.com/account/invitations/a109877d-7033-4ec9-aaca-079ae93435c4>

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