Augmented & Virtual Reality - A4
Practical Work 1
2022-2023

Unity Essentials Pathway - Get started with Unity Mission

Unity is the major game engine used to create VR environments. The objective of these first sessions is to prepare and earn Unity certification through Unity training pathways: Unity Essentials & VR Development.

During the practical sessions, you should follow the following courses, then pass the practical evaluations in order to earn the badges.

For this work, you need to use your headphones to hear and follow instructions:

The first steps are the following:

- Pathway : Unity Essentials (https://learn.unity.com/pathway/unity-essentials)
  - Mission : Get started with Unity (https://learn.unity.com/mission/real-time-creation-essentials)
    - Project : Start learning (https://learn.unity.com/project/start-learning-1)
      - Tutorial : Get ready for Unity Essentials (https://learn.unity.com/tutorial/get-ready-for-unity-essentials)
        - install the Unity Hub and Editor (https://learn.unity.com/tutorial/install-the-unity-hub-and-editor)
        - Begin a Microgame (Step 5 in : https://learn.unity.com/tutorial/get-ready-for-unity-essentials)
      - Tutorial : Welcome to Unity Essentials (https://learn.unity.com/tutorial/welcome-to-unity-essentials-1)
    - Project : Start creating (https://learn.unity.com/project/start-creating-1)
      - Tutorial : Get started with the Unity Hub (https://learn.unity.com/tutorial/get-started-with-the-unity-hub)
      - Tutorial : Get started with the Unity Editor (https://learn.unity.com/tutorial/get-started-in-the-unity-editor)
      - Tutorial : Get started with the Package Manager (https://learn.unity.com/tutorial/get-started-with-the-package-manager)

In order to follow this training, you should use a PC that meets these minimal requirements:

Minimum requirements	Windows	macOS	Linux (Support in Preview)
Operating system version	Windows 7 (SP1+) and Windows 10, 64-bit versions only	High Sierra 10.13+	Ubuntu 16.04, Ubuntu 18.04, and CentOS 7
CPU	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support	X64 architecture with SSE2 instruction set support
Graphics API	DX10, DX11, and DX12-capable GPUs	Metal-capable Intel and AMD GPUs	OpenGL 3.2+ or Vulkan-capable, Nvidia and AMD GPUs.
Additional requirements	Hardware vendor officially supported drivers	Apple officially supported drivers	Gnome desktop environment running on top of X11 windowing system, Nvidia official proprietary graphics driver, or AMD Mesa graphics driver. Other configuration and user environment as provided by default with the supported distribution (Kernel, Compositor, etc.)
	Windows, macOS and Linux all support the Unity Editor on workstations or laptop form factors running without emulation, container or compatibility layer.		

Further requirements can be found here :
https://docs.unity3d.com/2020.1/Documentation/Manual/system-requirements.html