

Making A Unity Account

Before we install anything we will first create an account with Unity. This account will allow you to access the Unity Asset Store from which you'll be able to download 3D and 2D assets to create your projects throughout this class and possibly for your final project.

Head to <https://unity.com/> and click the avatar in top right [1] and then click Create a Unity ID [2]



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1



Create a Unity ID

2



Sign in

THE FUTURE IS YOURS

Making A Unity Account

Fill out the
information or use an
existing account to
connect to Unity.

Create a Unity ID

If you already have a Unity ID, please [sign in here](#).

Email

Password

Username


Full Name

☐ I have read and agree to the [Unity Terms of Service](#)(required).

☐ I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#)](required).

☐ I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media(optional).


☐ I'm not a robot



reCAPTCHA
Privacy - Terms


Create a Unity ID


Already have a Unity ID?

OR









Installing Unity



To access Unity you will first have to download the Unity Hub.

Unity Hub is center for you to manage your projects and versions of Unity. As time goes on Unity releases newer versions that hold new or improved features.

To start your download head over to <https://unity.com/download#how-get-started>.

If you scroll down a bit you will see a box that allows you to download Unity Hub for all the different platforms.

Create with Unity in three steps

1. Download the Unity Hub

Follow the instructions onscreen for guidance through the installation process and setup.

[Download for Windows](#)

[Download for Mac](#)

[Instructions for Linux](#)

Unity Hub

Once you've gotten the Unity Hub installed you should be greeted with this window.

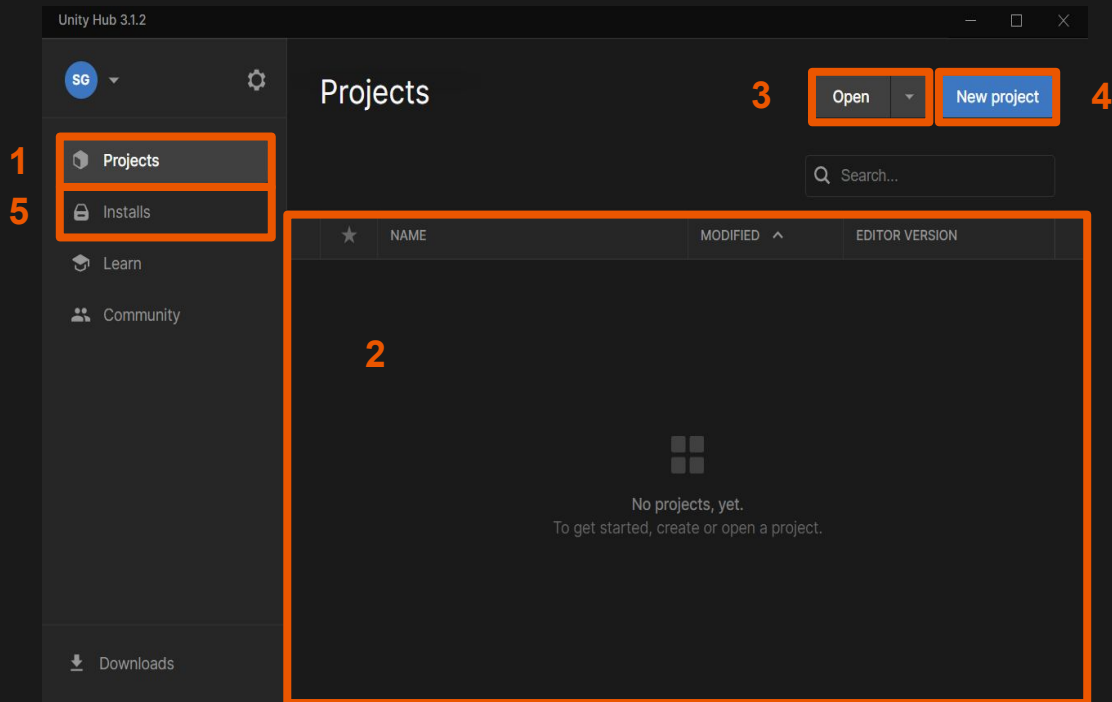
[1] The Projects Tab allows you to view all of the project you've recently worked on.

[2] This is where all the project will selected from.

[3] This allows you to open pre-existing projects that aren't displayed in [2].

[4] Allows you to create a brand new project.

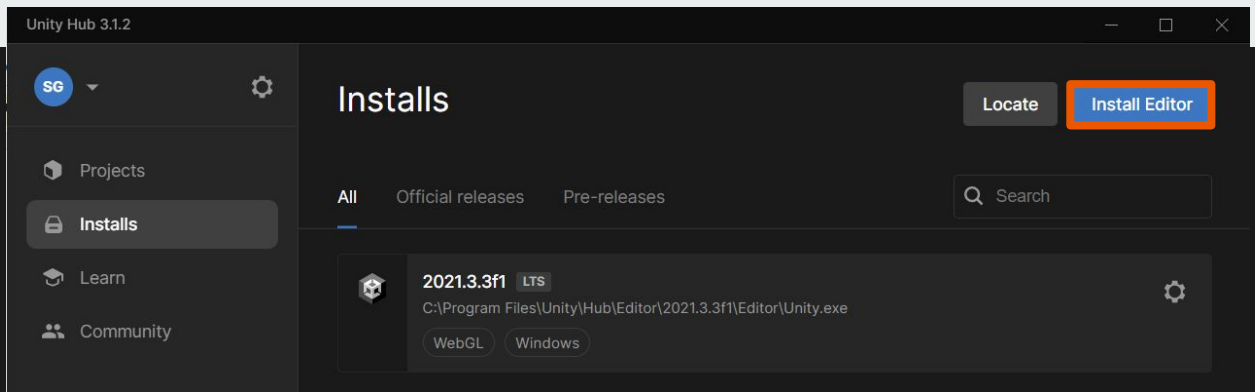
[5] Install tab allows us to manage the versions of Unity that are currently installed and available for us to use.



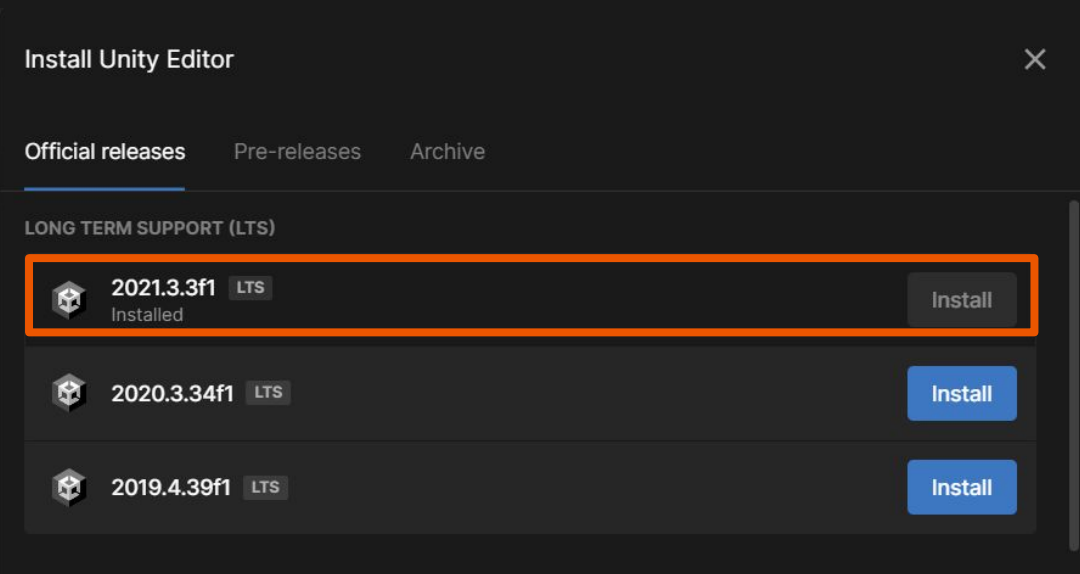
Unity LTS

LTS or Long Term Support is a version of Unity released once a year, it is stable, and it will be continuously supported for two years after launch. Each new year has new features so download the 2021.X.XXX which is the one we'll be using for this class.

This will take a fair bit of time and space, so we will come back to Unity in our next lesson once everyone has it installed.



2

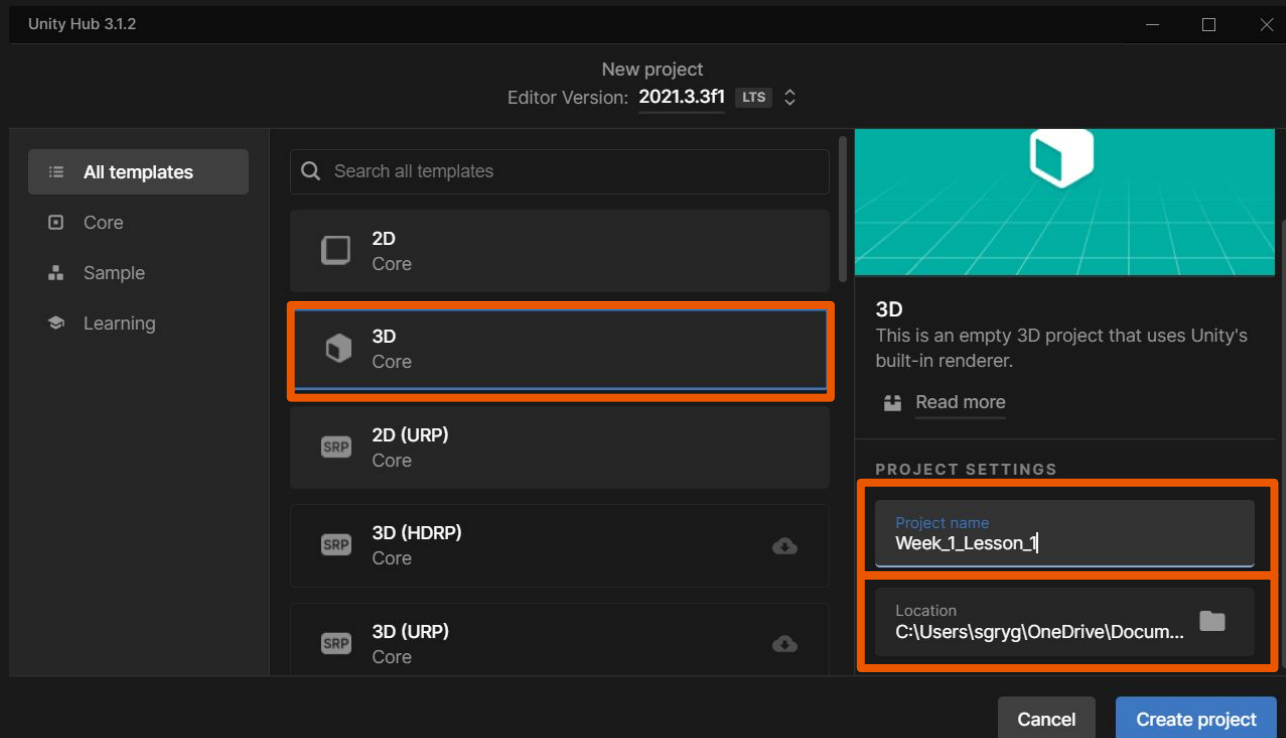


Opening up a new Project

When LTS is downloaded you will be able to head back to the Projects Tab and click, 'New Project' and should be met with a similar window to this.

Keep the template to 3D and make sure you choose a name and location of the project.

Once all of that is set, feel free to click Create Project.



Unity Once Loaded Up

Creating a new 3D Project will greet you with the Unity Game Engine.

We will go in depth on what you're seeing in our next lesson.

