

# **[Unity] How to Install Unity**

**Sung Soo Hwang**

# System requirements



Minimum requirements	Windows	macOS	Linux (Support in Preview)
Operating system version	Windows 7 (SP1+), Windows 10 and Windows 11, 64-bit versions only.	High Sierra 10.13+	Ubuntu 20.04, 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 stock with the supported distribution (Kernel, Compositor, etc.)

# Unity Installation - Mac

# First, create a Unity account

- <https://id.unity.com/en/conversations/faa4db59-048d-4365-a992-b52385dc57d9010f>
- If you don't have any account, use your Google or Facebook ID, or make a new one



Sign into your Unity ID




If you don't have a Unity ID, please [create one](#).

Email

Password

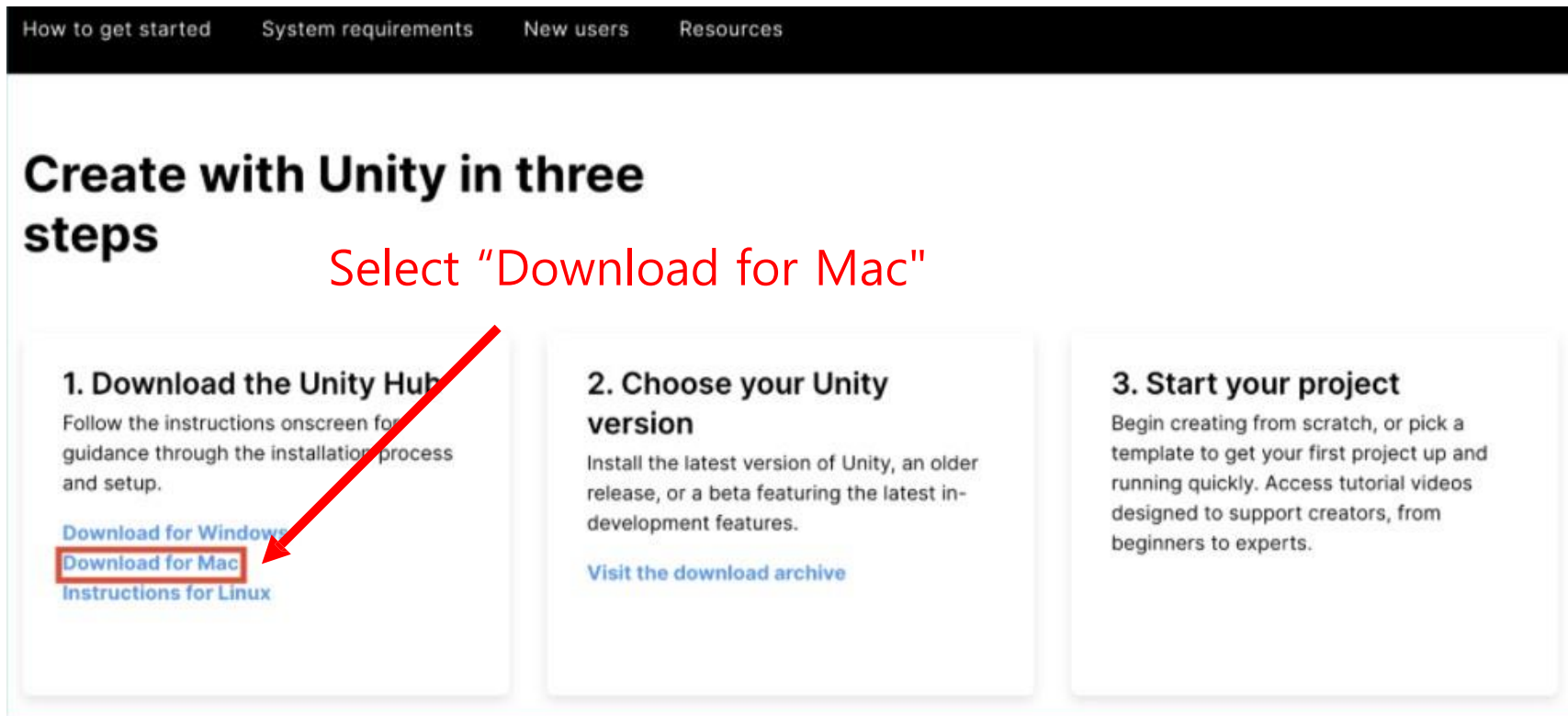
☒ Remember me [Forgot your password?](#) [Help](#)

OR

# Unity Installation - Mac

- First, you need to download the Unity Hub
- <http://unity.com/download>



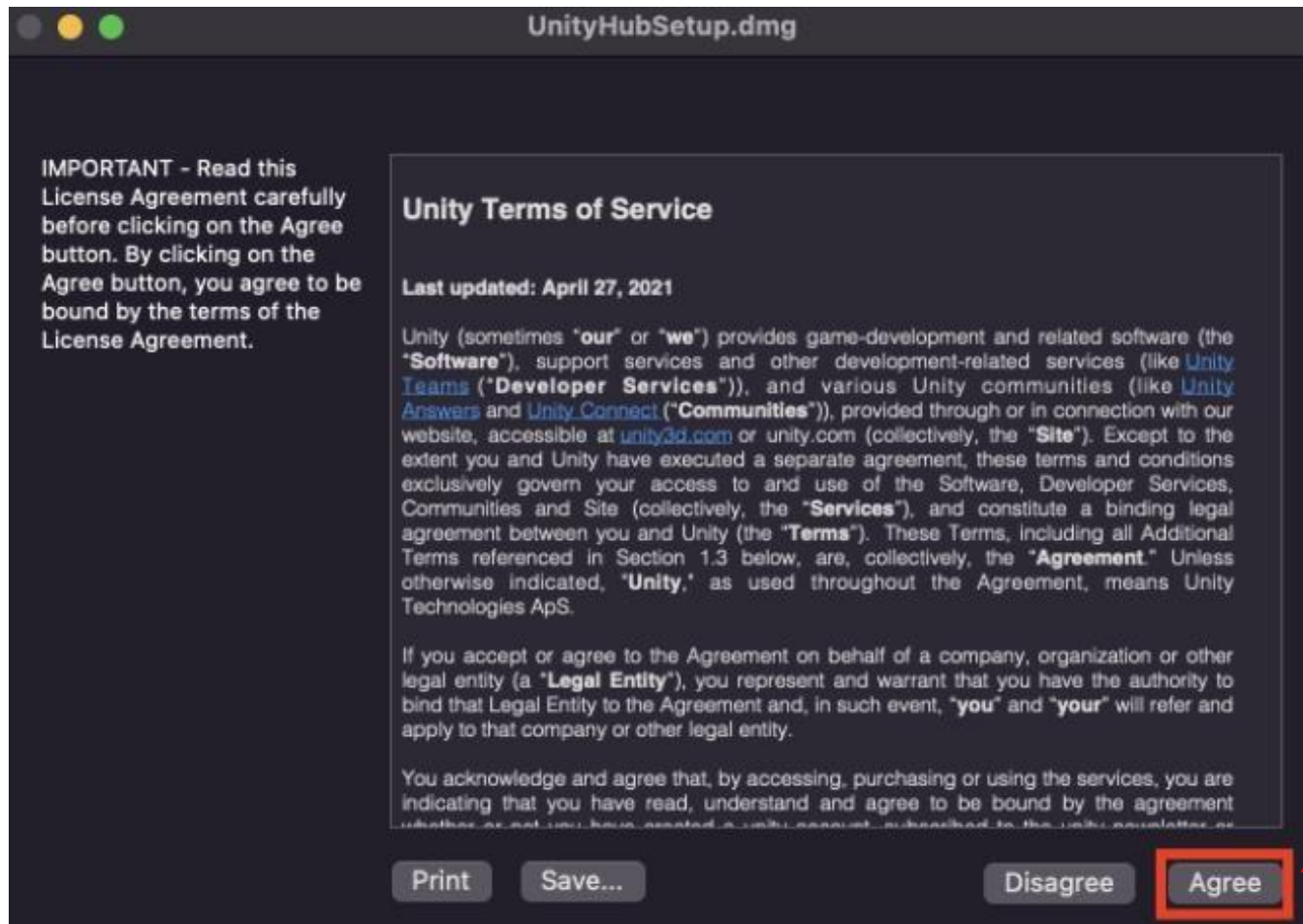
How to get started   System requirements   New users   Resources

## Create with Unity in three steps

Select "Download for Mac"

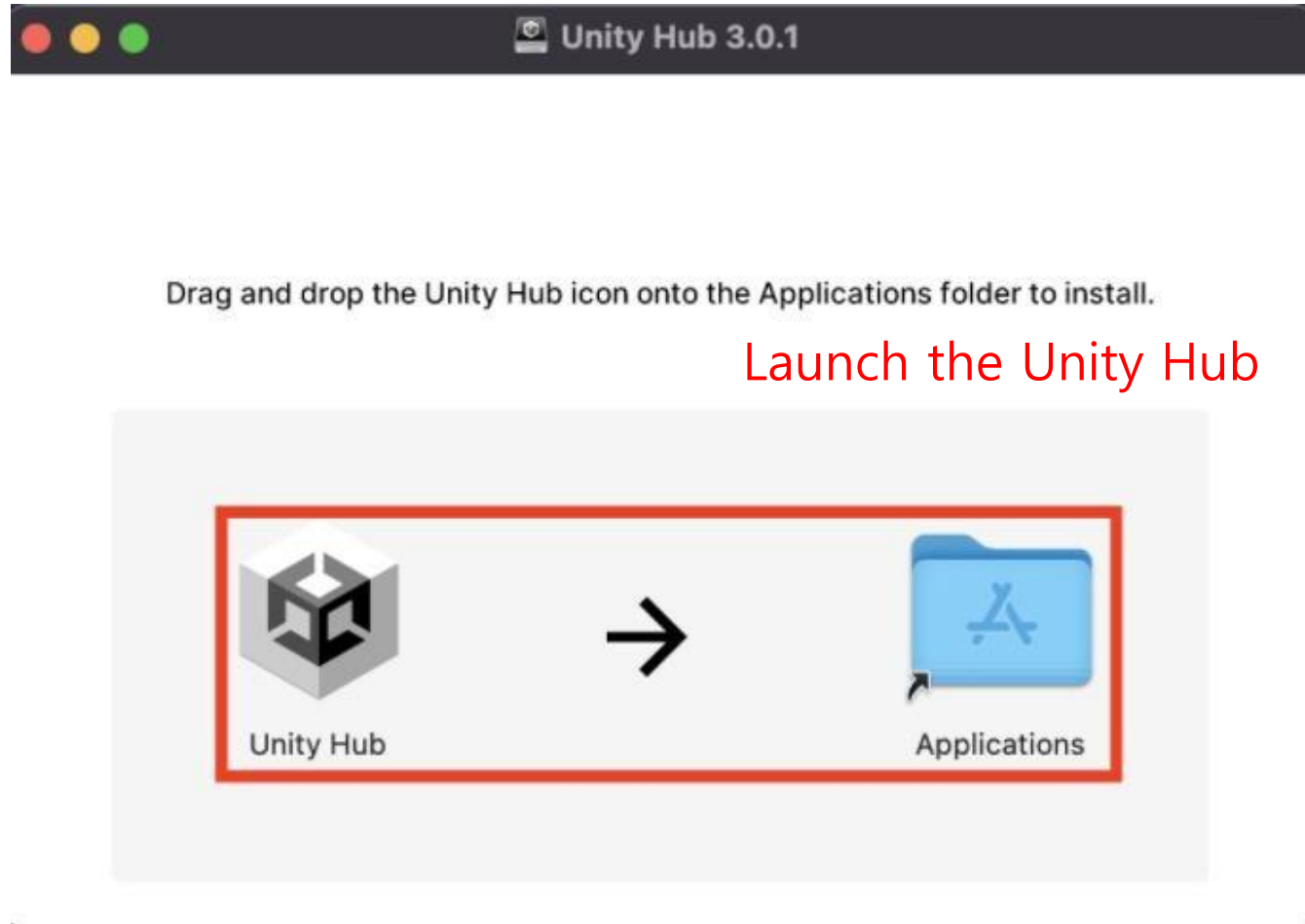
- 1. Download the Unity Hub**  
Follow the instructions onscreen for guidance through the installation process and setup.  
[Download for Windows](#)  
[Download for Mac](#)  
[Instructions for Linux](#)
- 2. Choose your Unity version**  
Install the latest version of Unity, an older release, or a beta featuring the latest in-development features.  
[Visit the download archive](#)
- 3. Start your project**  
Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.

# Install the Unity Hub

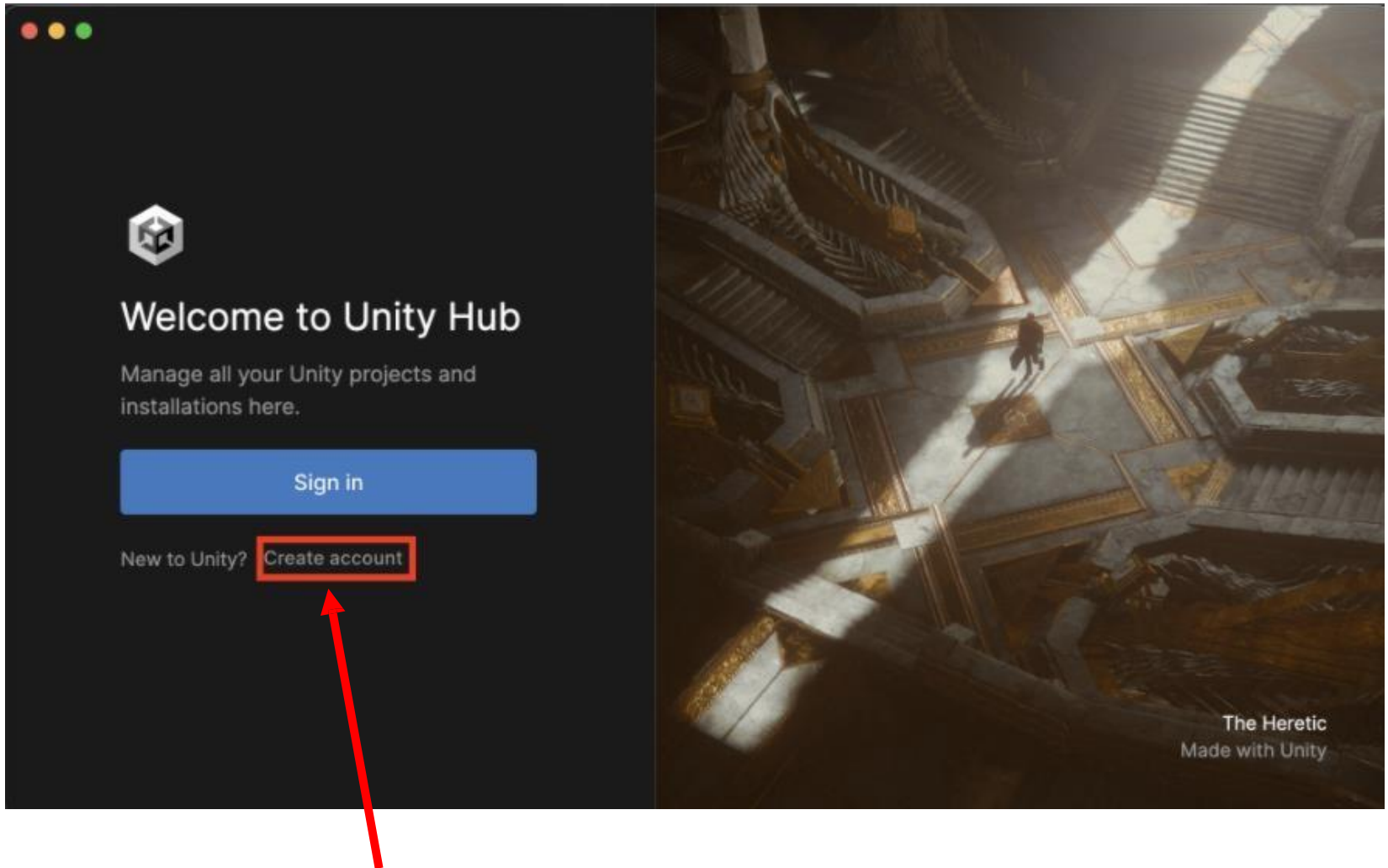


Select "Agree".

# Install the Unity Hub



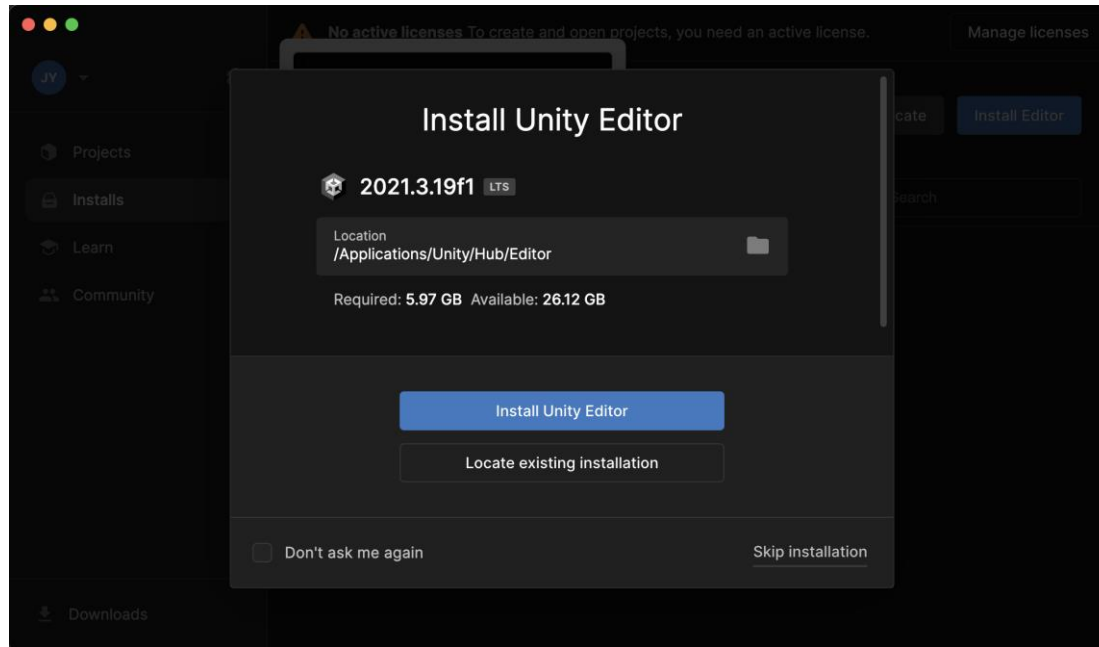
# Then, you need to create a Unity account



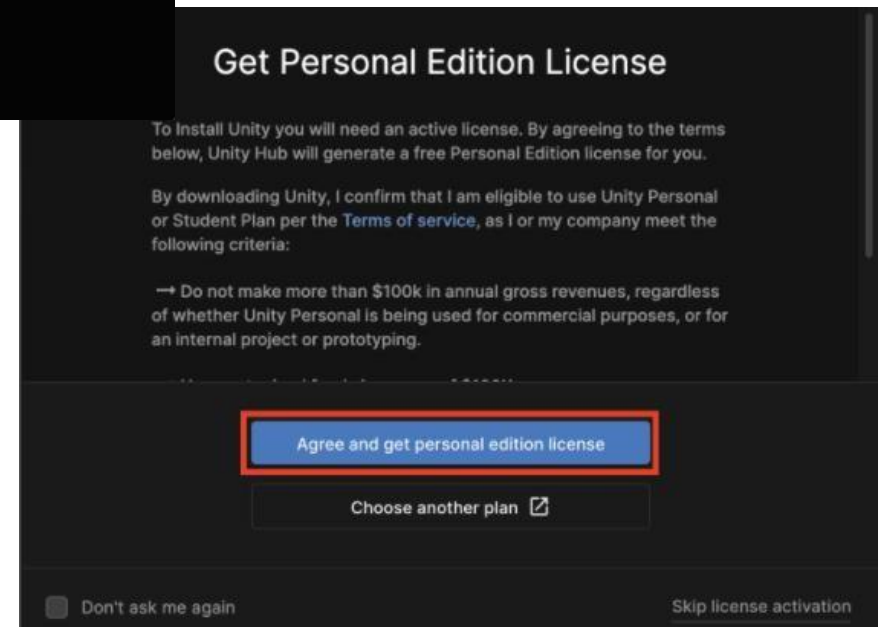
If you don't have any account, use your Google or Facebook ID, or make a new one.



# Install Unity Editor

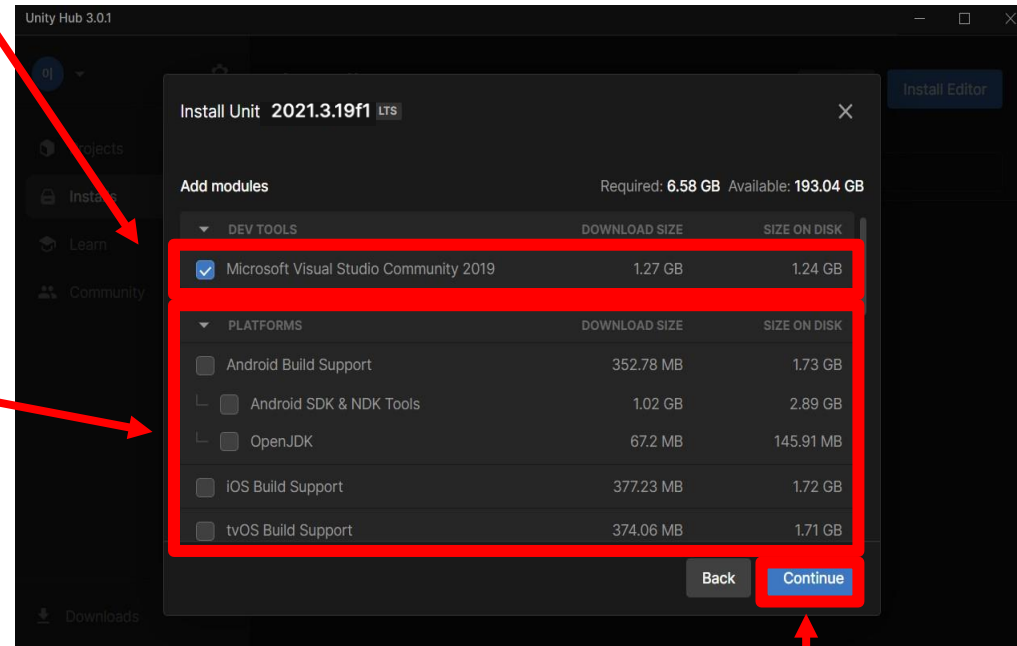


In this class, we use  
2021.3.19f1 LTS(Long Term Support)



# Install Unity Editor - Details

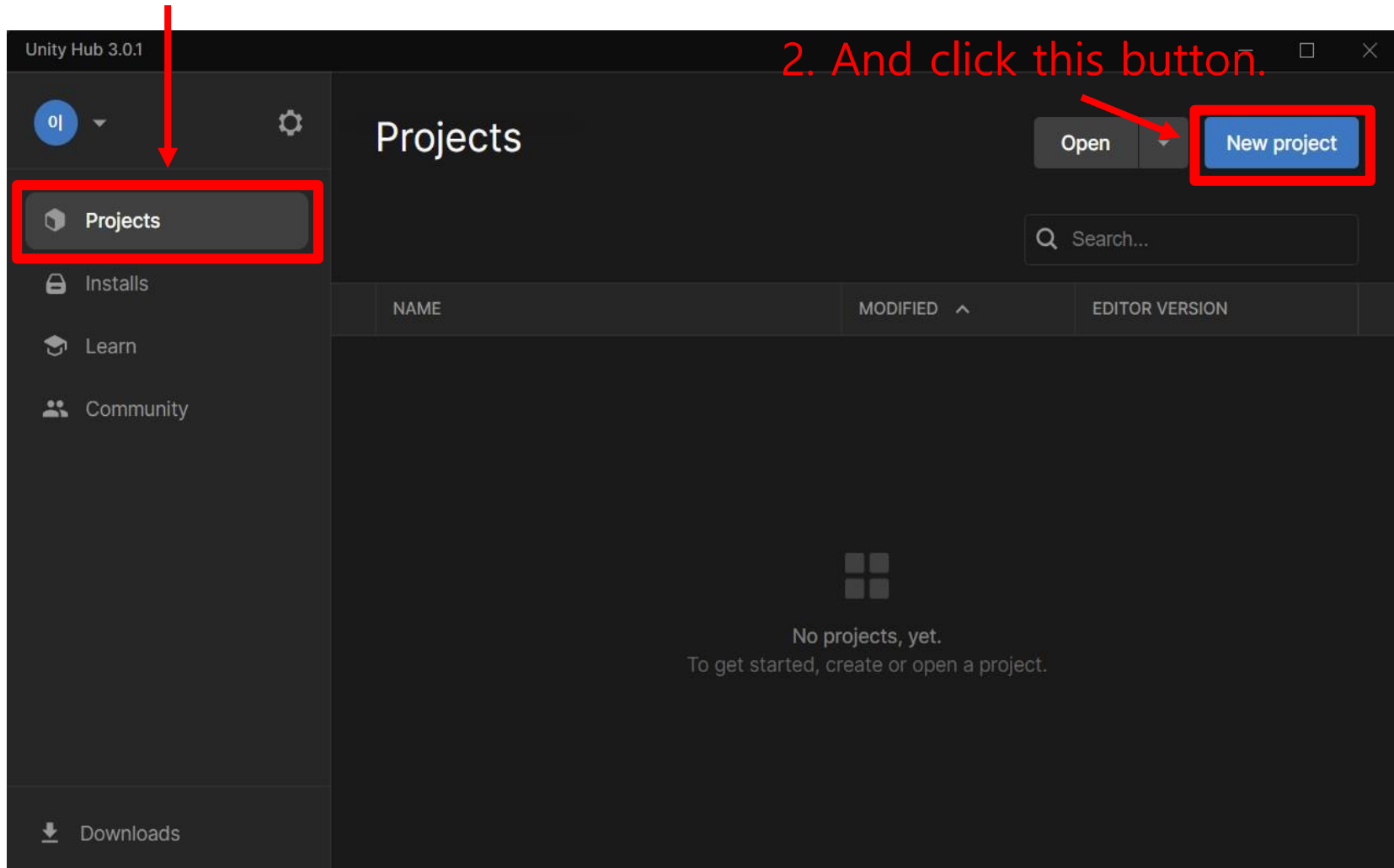
- Visual Studio 2019 is used to modify the script, so you can check it. If the computer is already installed, you don't have to check it.
- Unity can develop a variety of platforms (Android, iOS, TVOS, Linux, WebGL, Mac, etc.), and you can choose the platform to serve at the bottom. You don't need anything right now, so it doesn't matter if you move on without checking.
- It doesn't matter if you leave the rest as it is.



Click

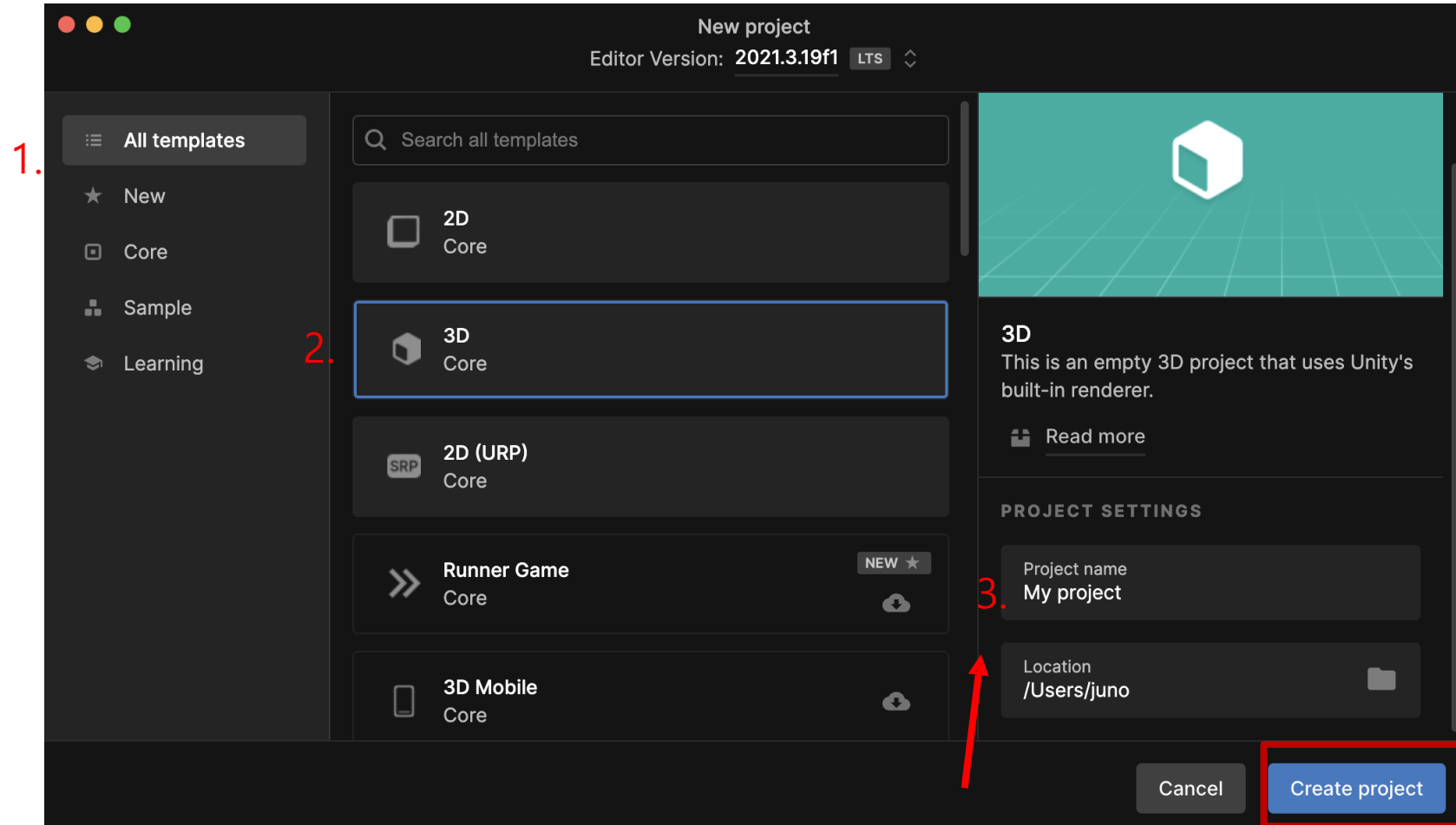
# Build a New Project

1. Click this button after Unity Editor installation is complete.



# Build a New Project

- Click the button in the same order as shown in the following picture.



You can set the project name as you want.

# Unity Installation - Windows

# First, create a Unity account

- <https://id.unity.com/en/conversations/e015139a-9288-44bb-b50a-5ee333199d47010f>
- If you don't have any account, use your Google or Facebook ID, or make a new one



Sign into your Unity ID




If you don't have a Unity ID, please [create one](#).

Email

Password

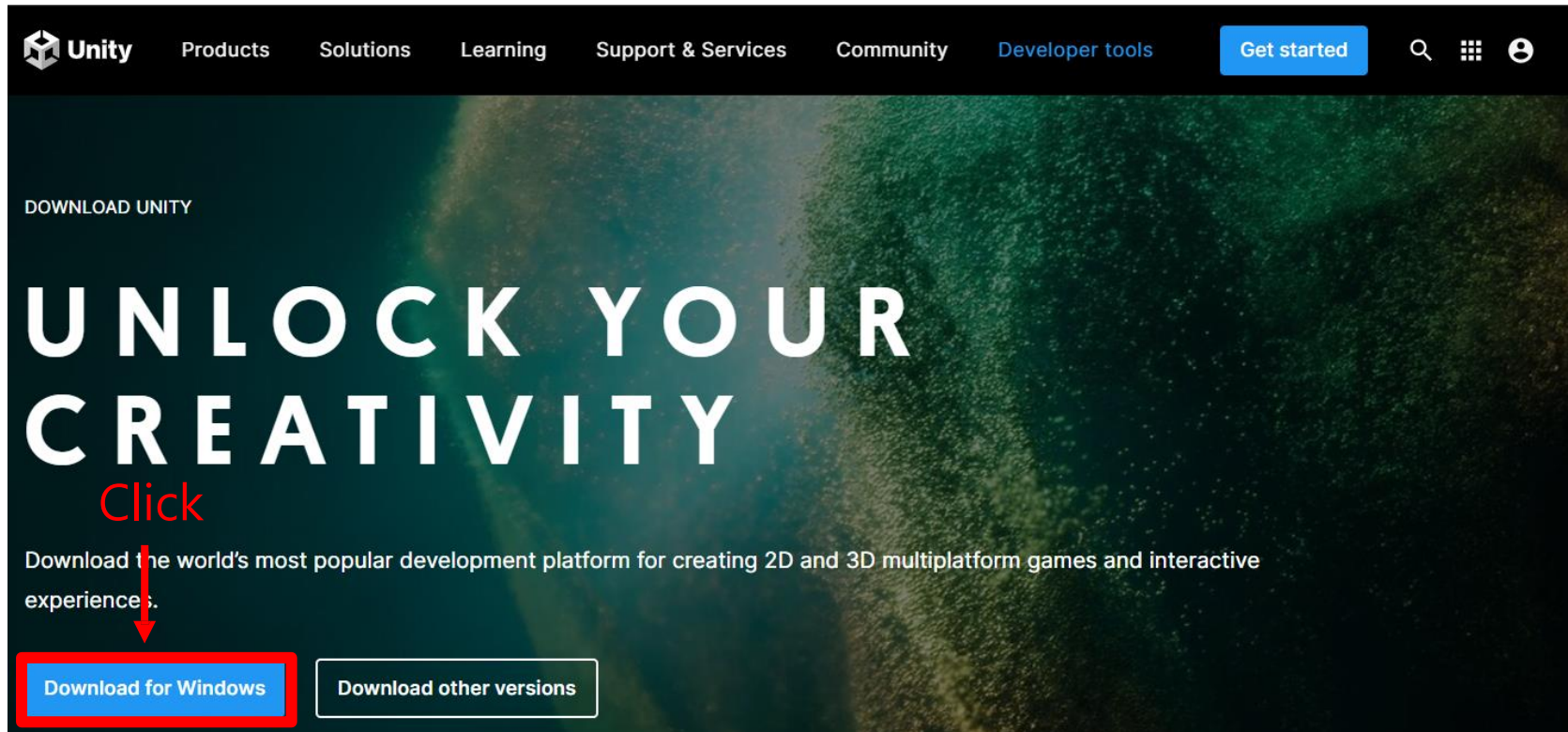
☒ Remember me [Forgot your password?](#) [Help](#)

OR

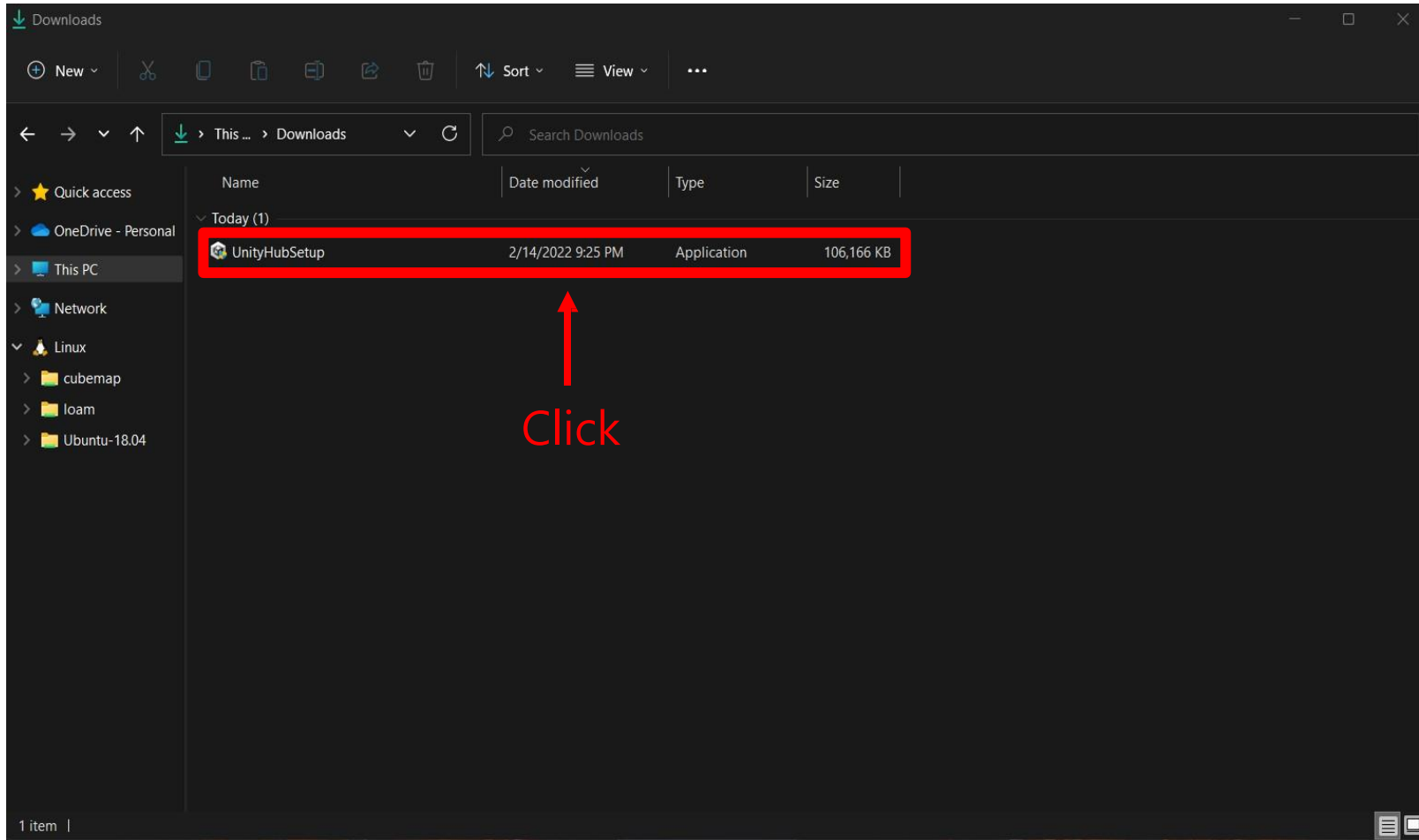
   

# Unity Installation - Windows

- Download Unity Hub
- <https://unity3d.com/get-unity/download>

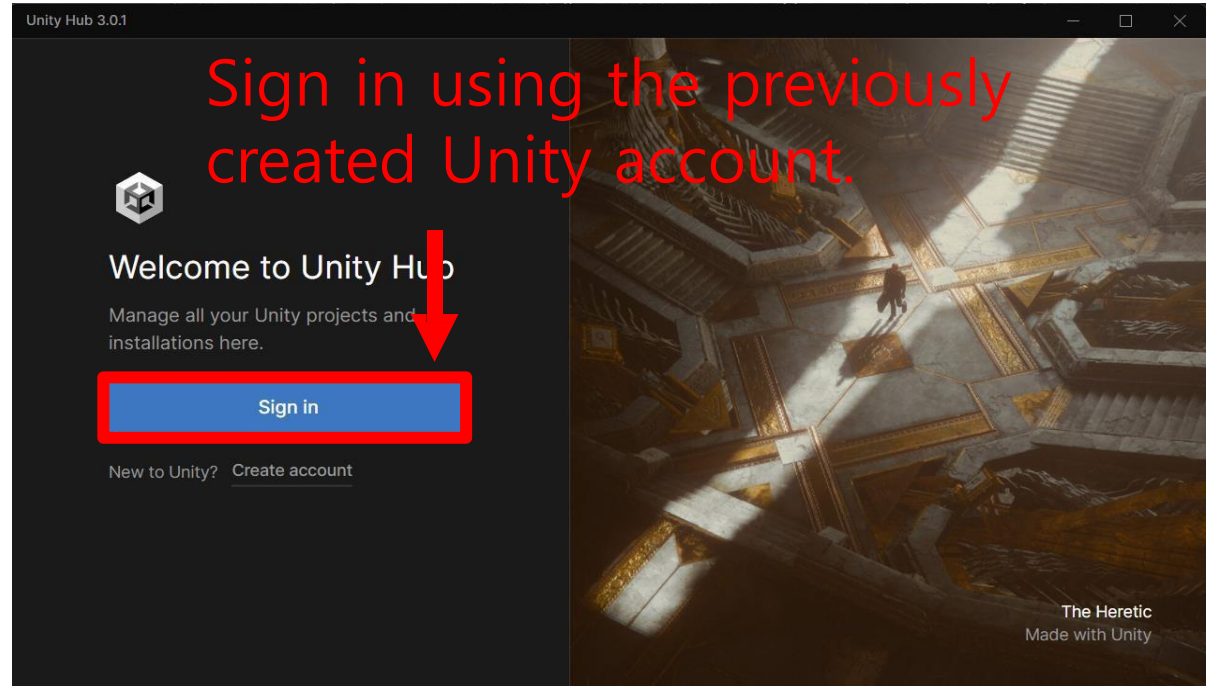


# Click on the downloaded executable file.



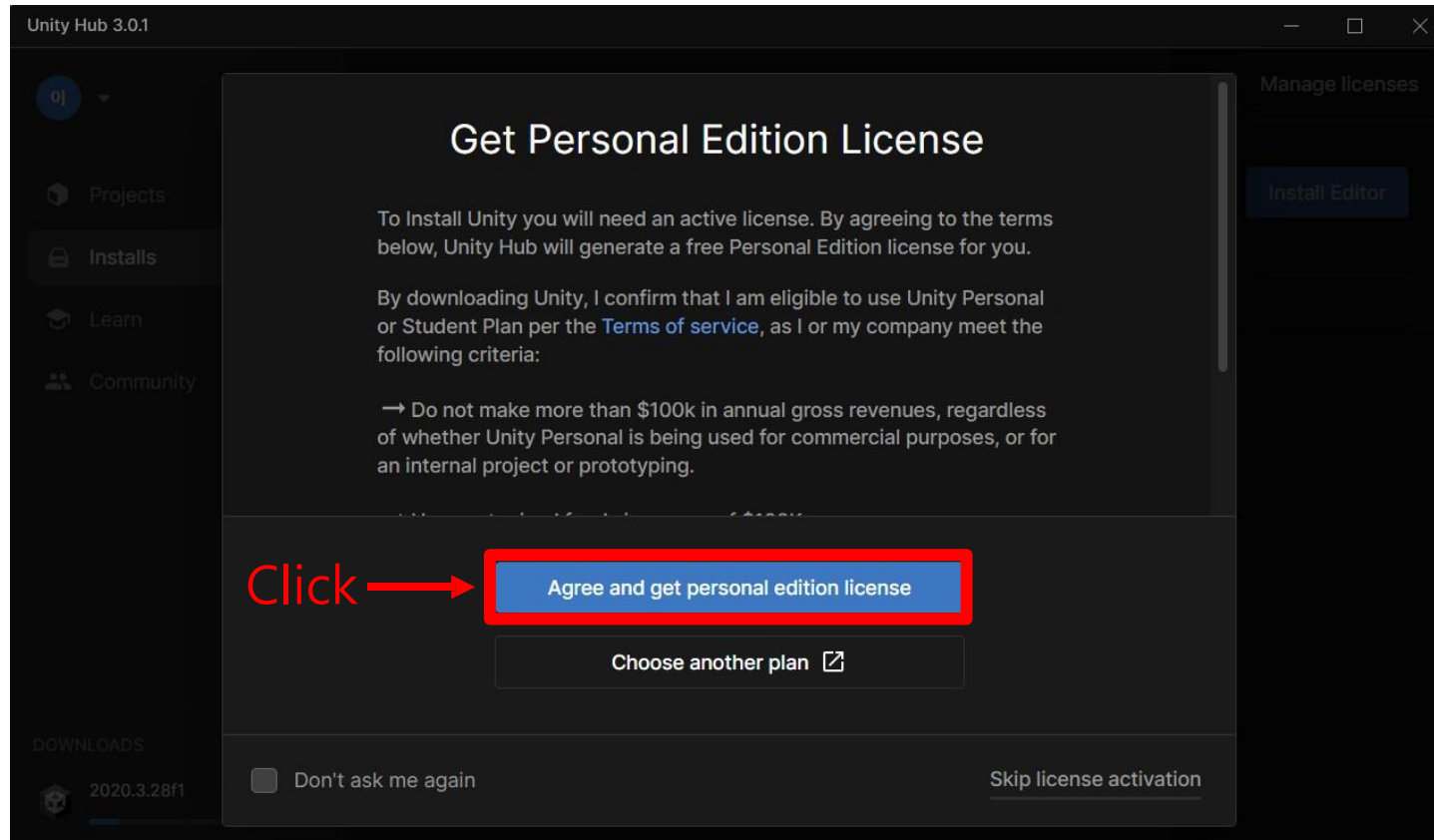


# Unity Hub execution



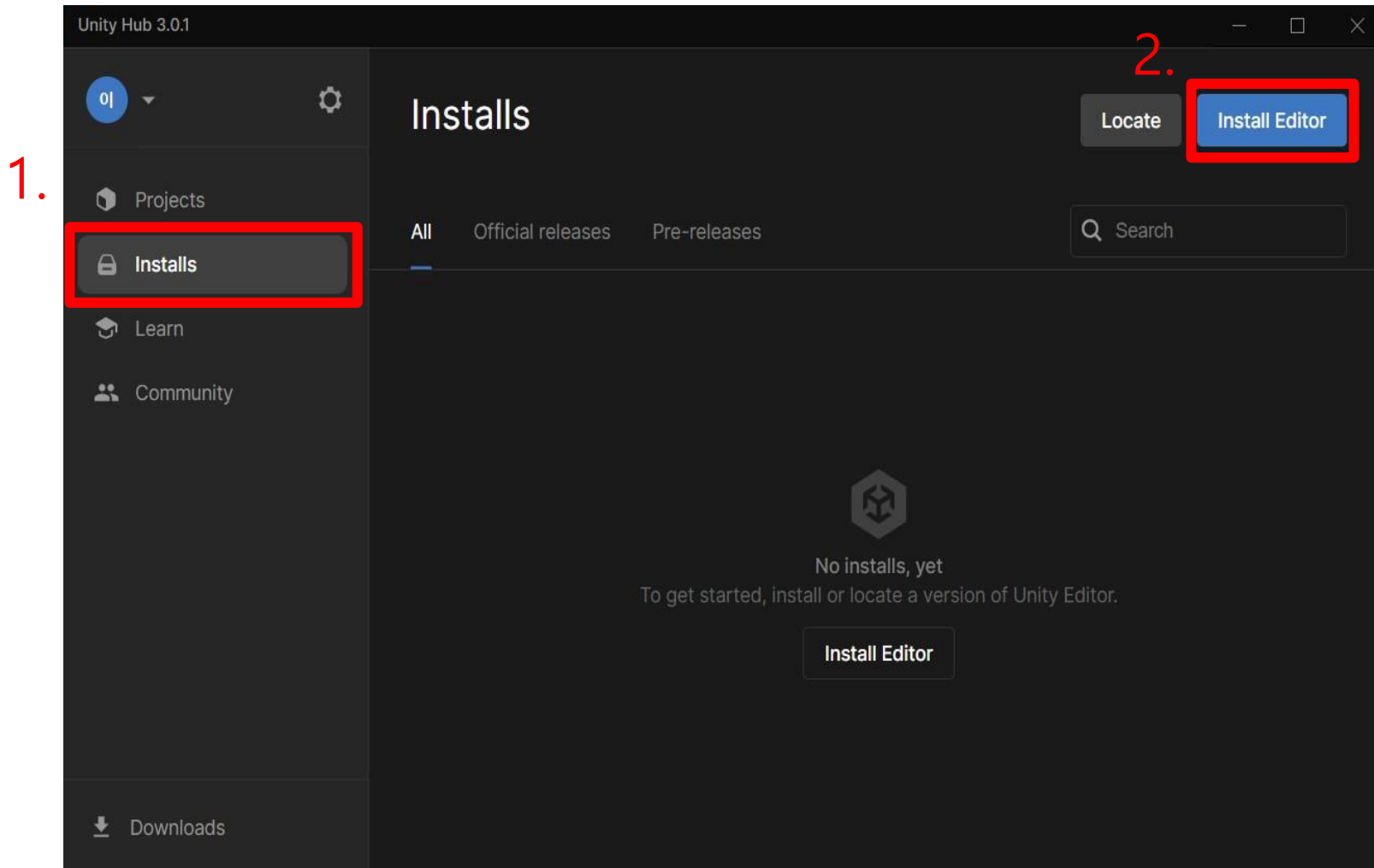
Click this icon on the desktop.

# Create Unity License

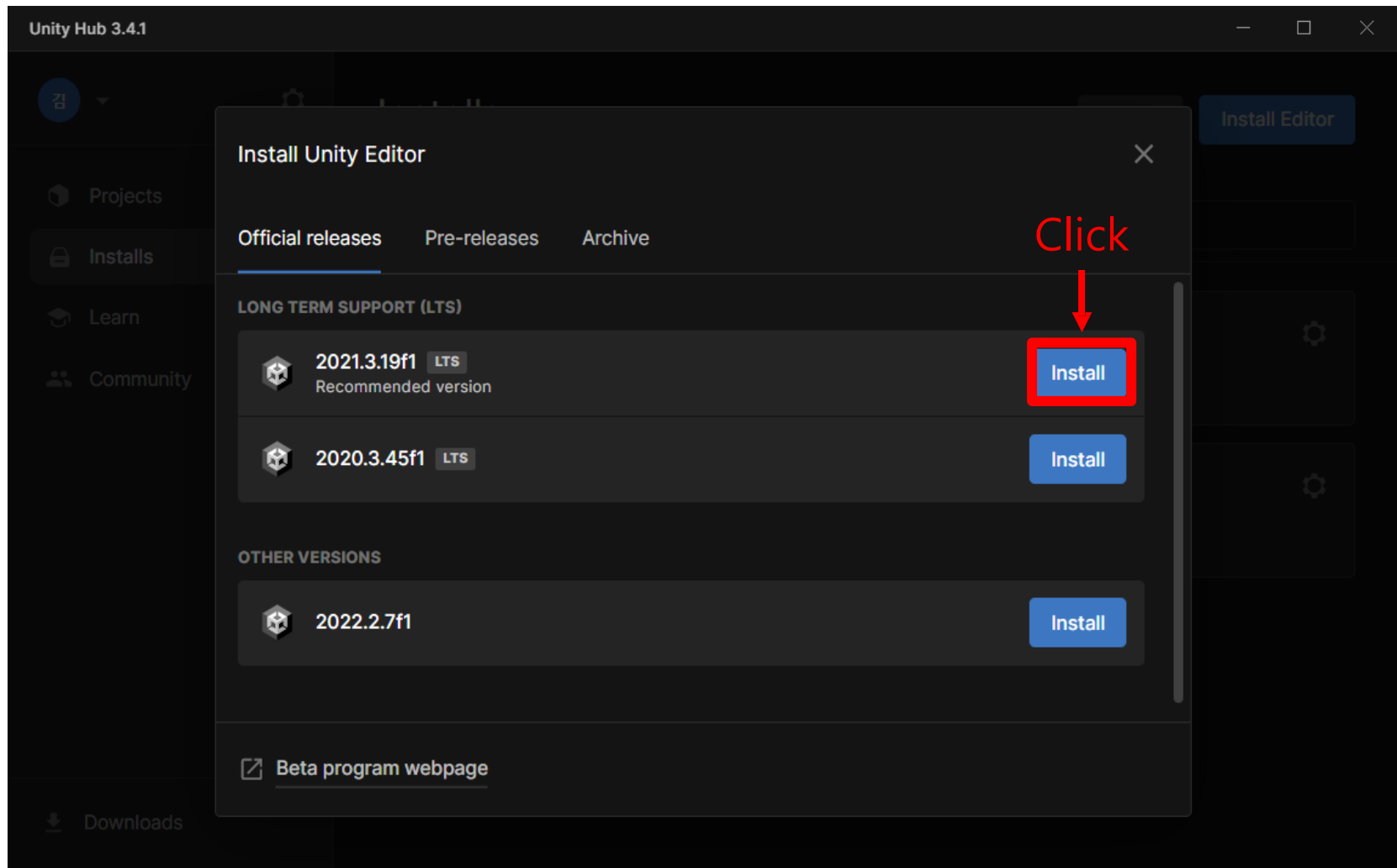


# Install Unity Editor

- Click the button in the same order as shown in the following picture.

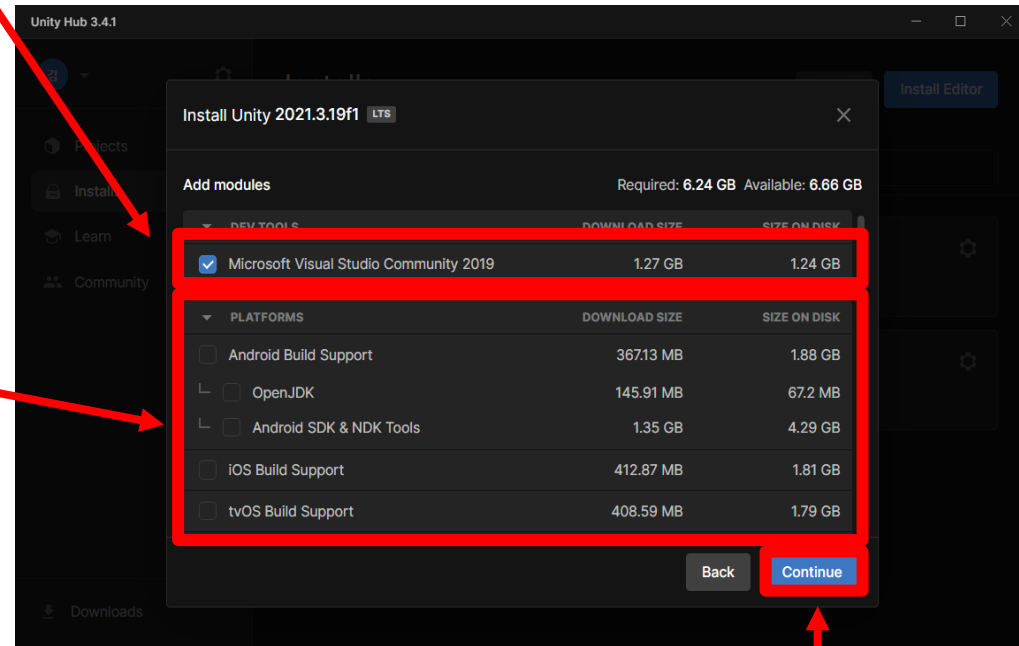


# Install Unity Editor



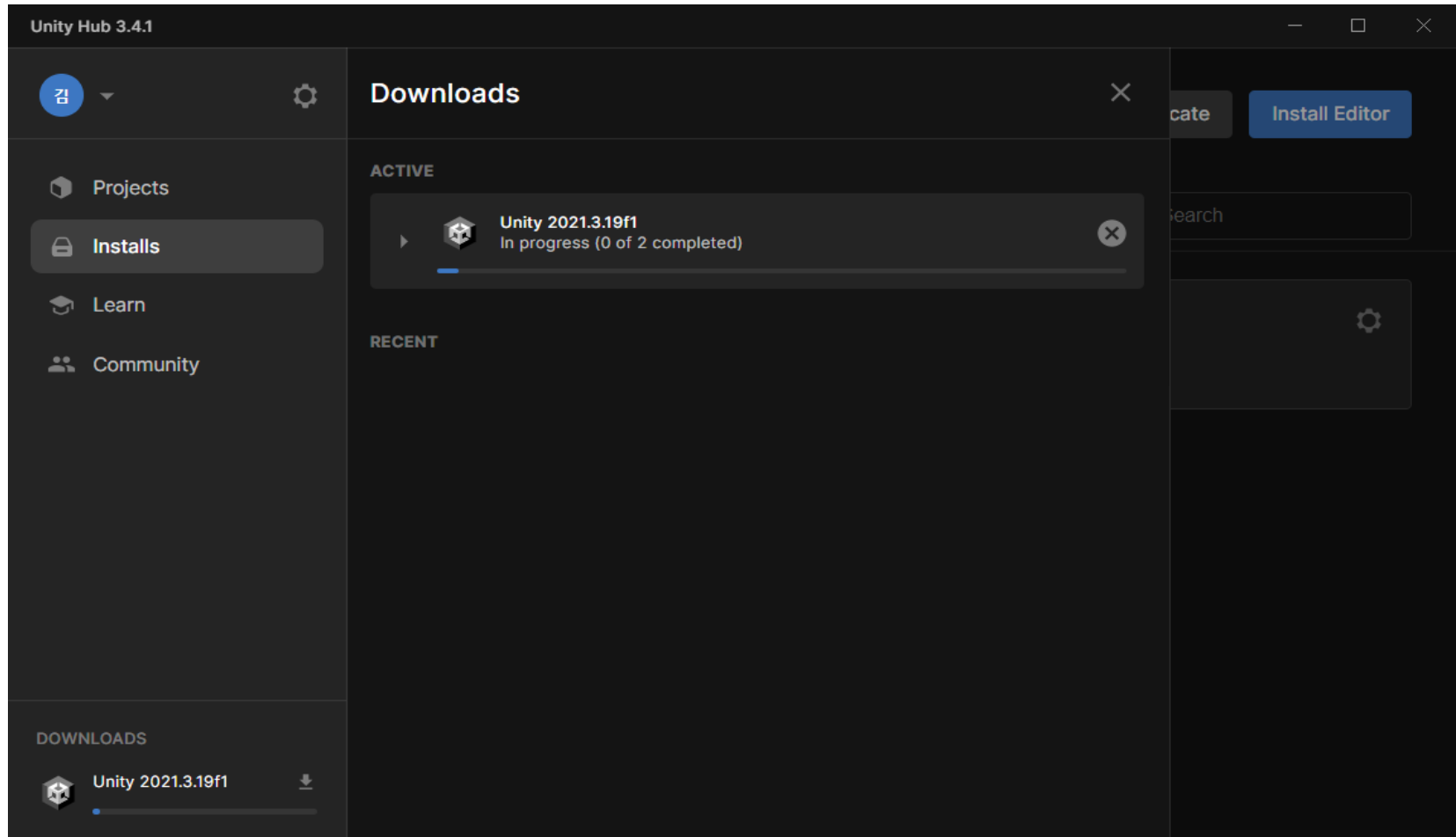
# Install Unity Editor - Details

- Visual Studio 2019 is used to modify the script, so you can check it.  
If the computer is already installed, you don't have to check it.
- Unity can develop a variety of platforms (Android, iOS, TVOS, Linux, WebGL, Mac, etc.), and you can choose the platform to serve at the bottom. You don't need anything right now, so it doesn't matter if you move on without checking.
- It doesn't matter if you leave the rest as it is.



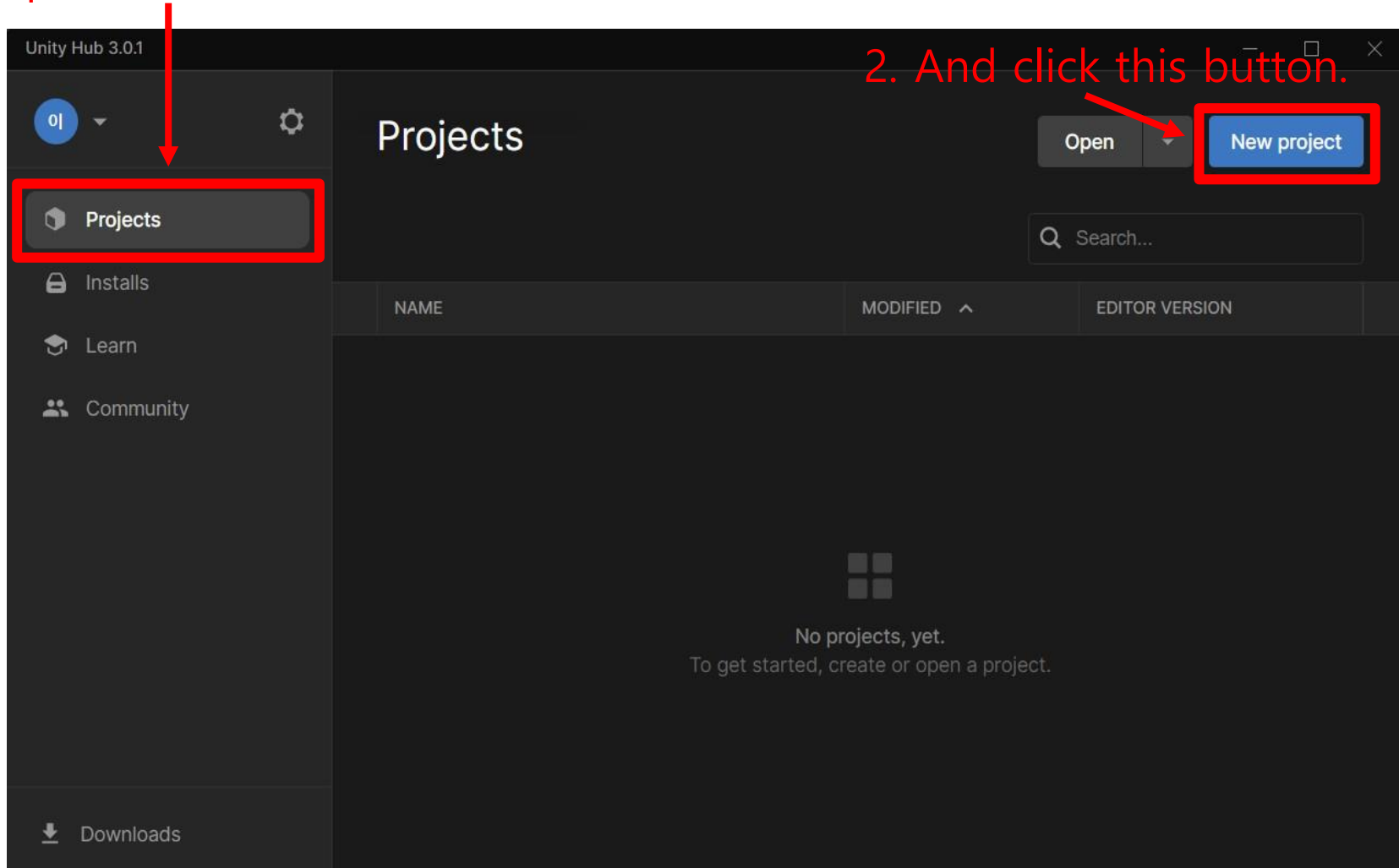
Click

# Installing Unity Editor...



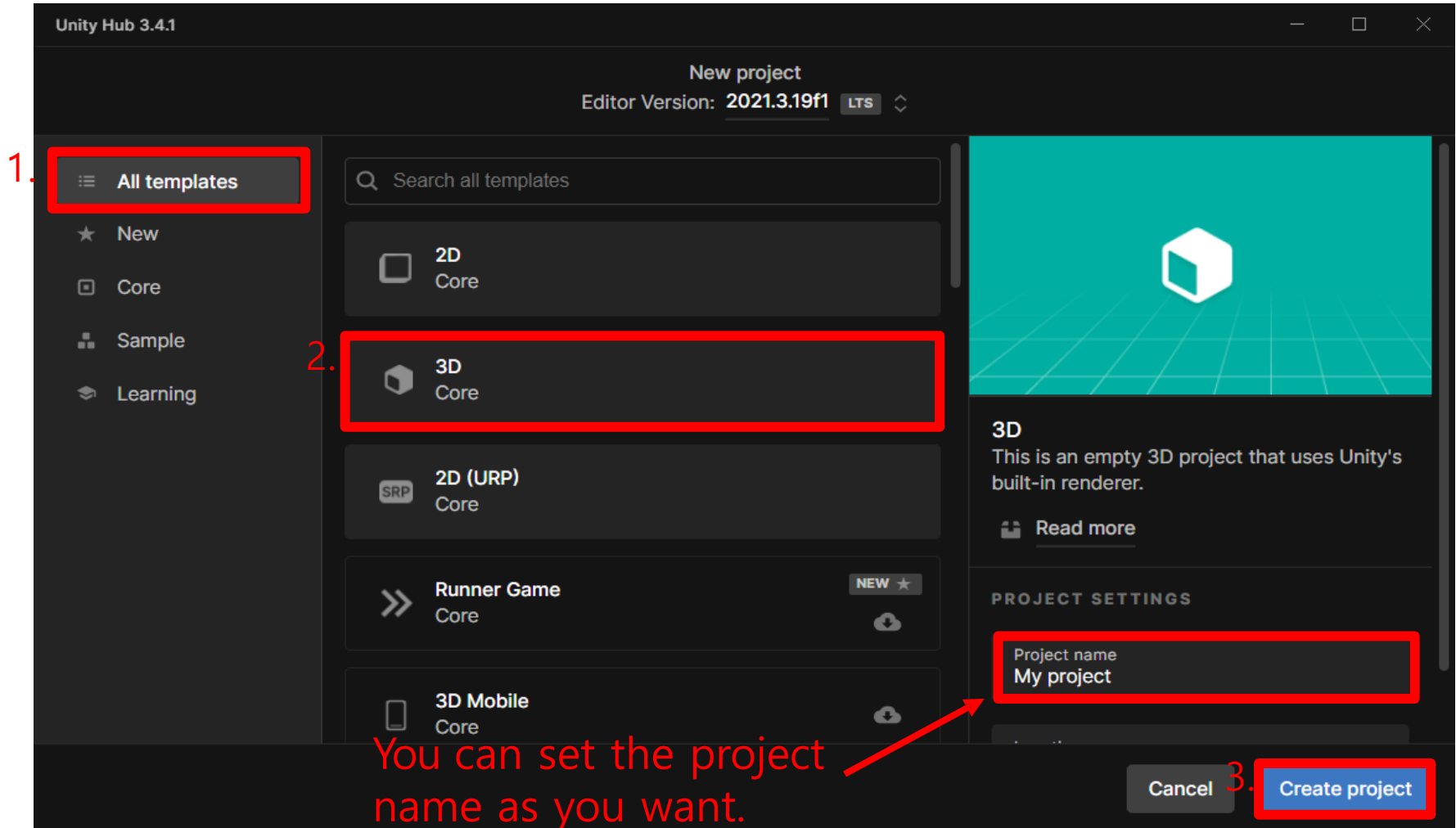
# Build a New Project

1. Click this button after Unity Editor installation is complete.



# Build a New Project

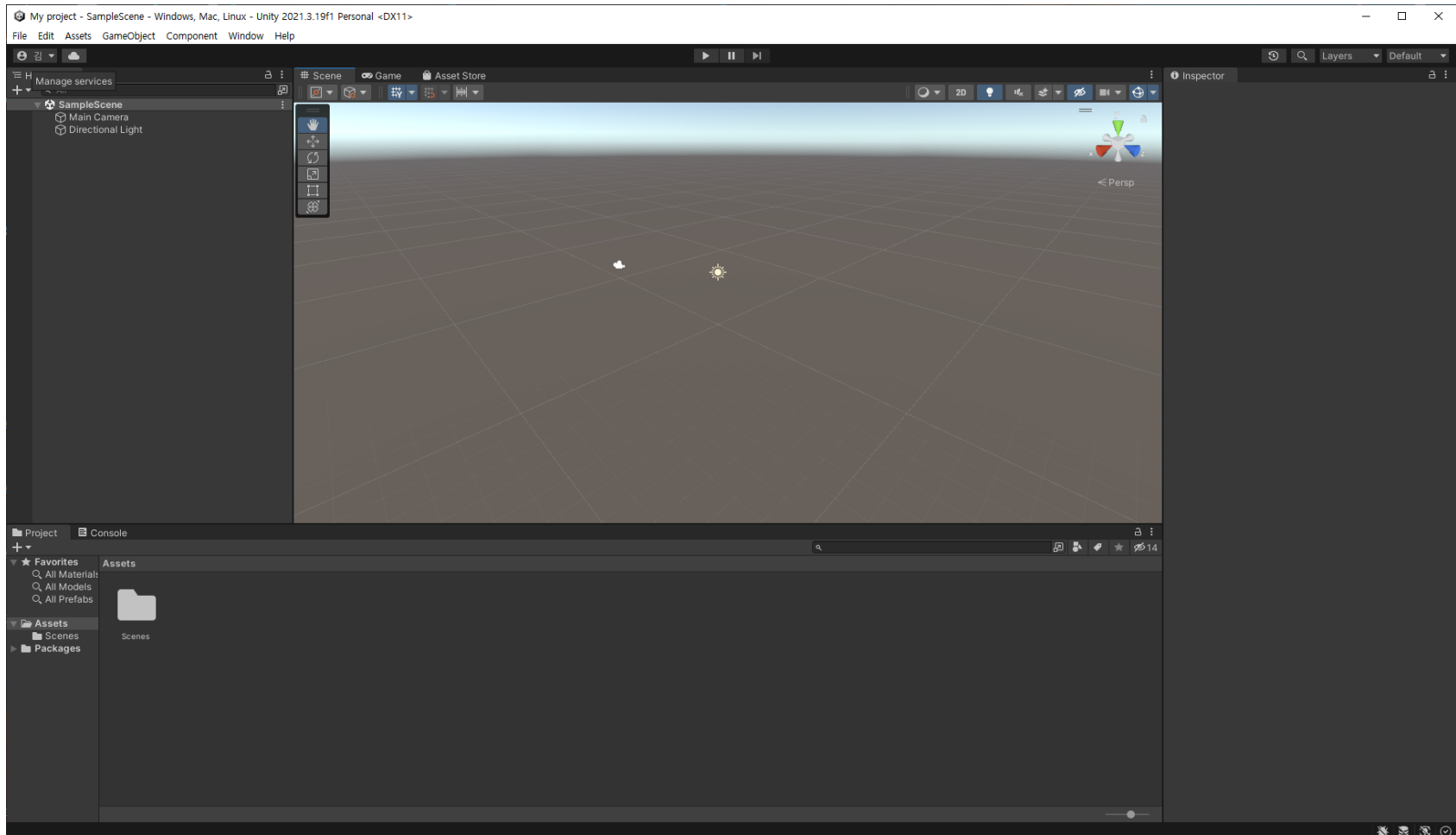
- Click the button in the same order as shown in the following picture.





# Build a New Project

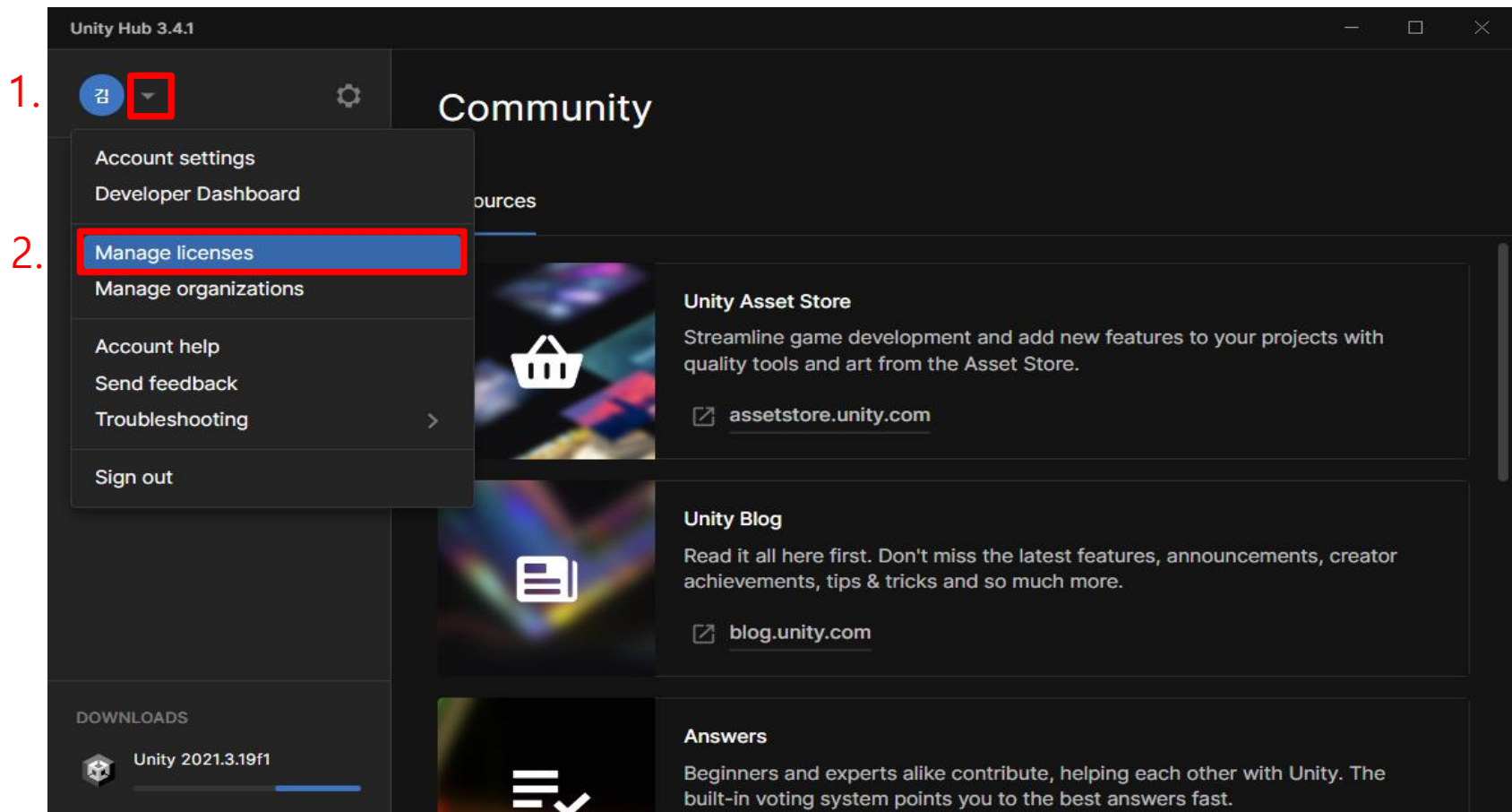
- You can see that the Unity main screen appears.



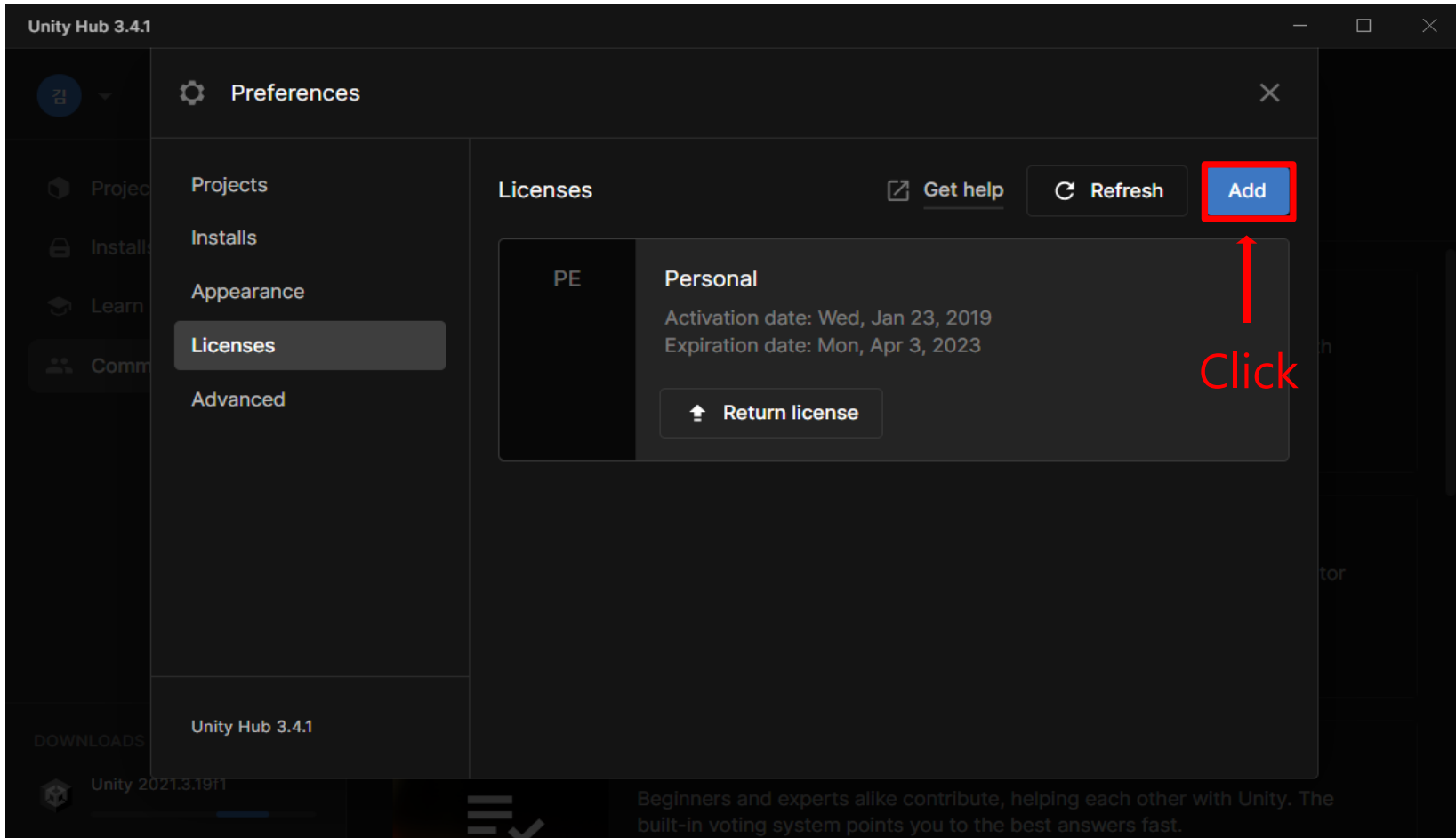
# Create a Unity license

# Create a new Unity license

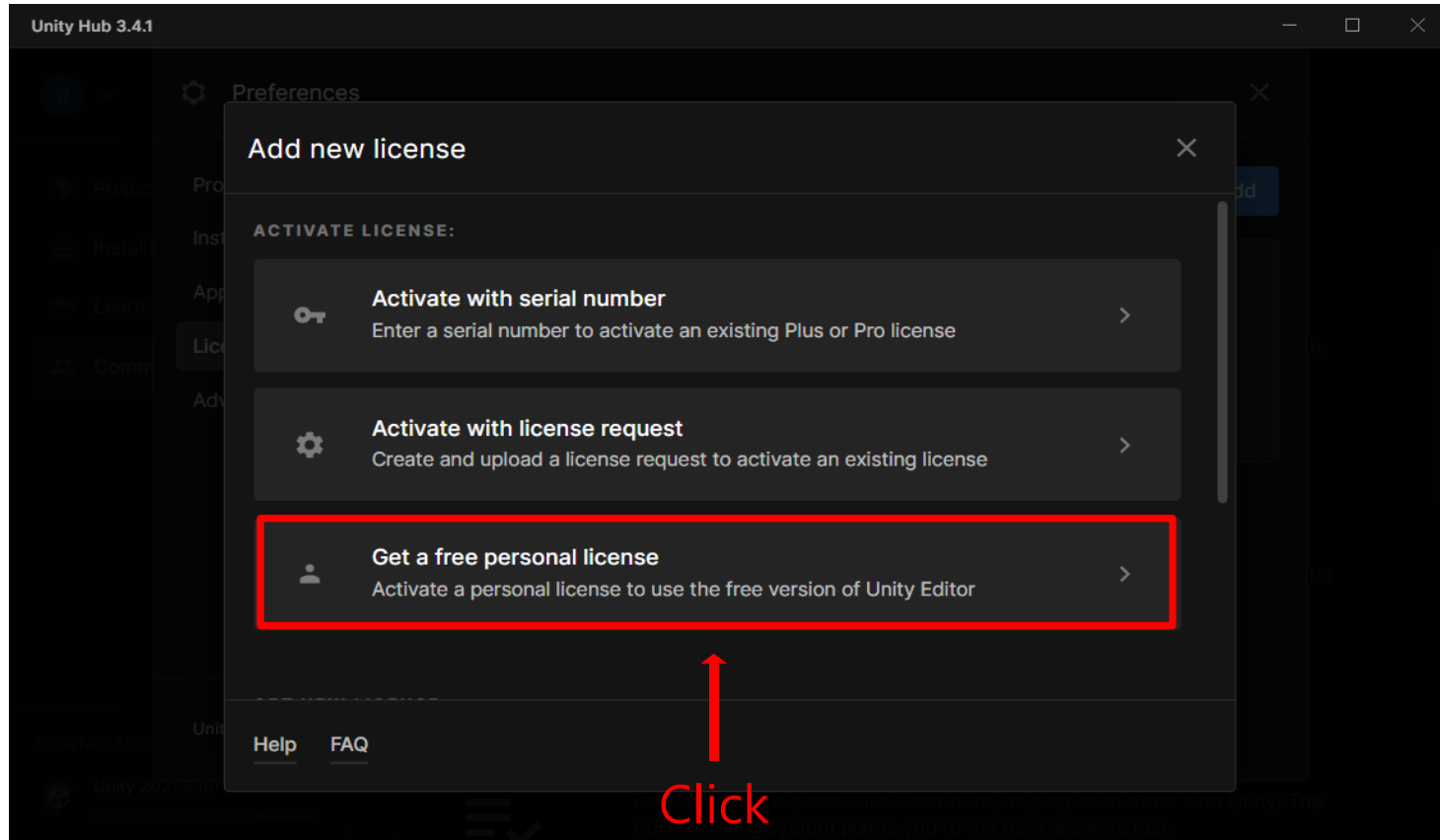
- If the Unity license expires, you must create a new one.
- Click the buttons in the same order as shown in the figure below.



# Create a Unity license

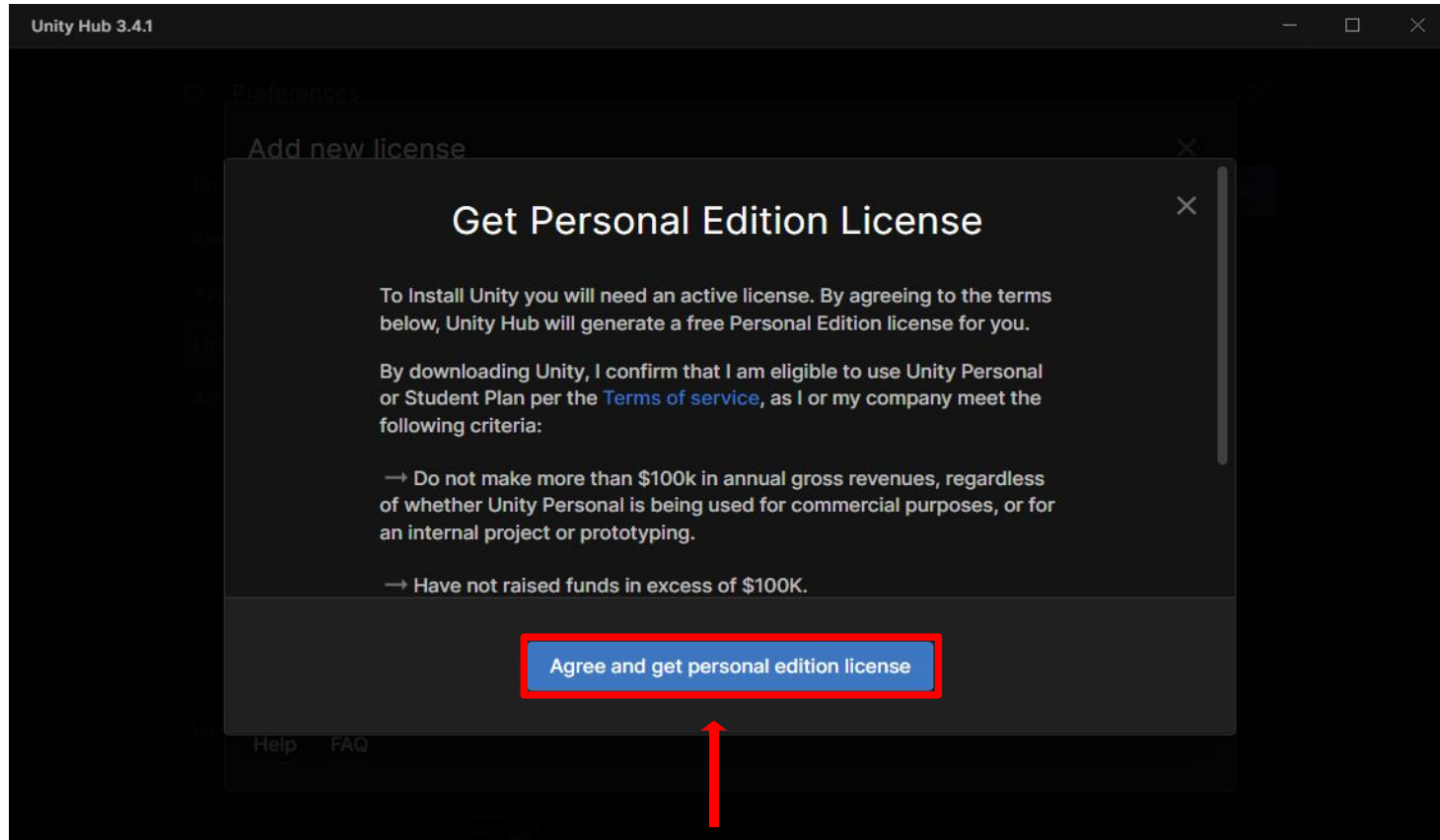


# Create a Unity license



# Create a Unity license

- Now, you got a Unity license



Click