

Step 1: Create a Unity Account

1. **Visit the Unity website:** Go to [Unity's official website](#).
2. **Sign up or log in:** If you don't have an account, click on "Get started" or "Sign in" to create a new account. Fill in the necessary details and verify your email.

Step 2: Download the Unity Hub

1. **Navigate to the Downloads page:** Once logged in, go to the Download Unity Hub page.
2. **Download Unity Hub:** Click on "Download Unity Hub" to get the installer. This will download a file named `UnityHubSetup.exe` (Windows) or `UnityHubSetup.dmg` (Mac).

Step 3: Install Unity Hub

1. **Run the installer:** Open the downloaded file and follow the installation instructions. Accept the terms and conditions, and choose the installation location.
2. **Launch Unity Hub:** After installation, open Unity Hub.

Step 4: Install Unity Editor

1. **Open Unity Hub:** If it's not already open, launch Unity Hub.
2. **Sign in:** Sign in to Unity Hub using your Unity account credentials.
3. **Install the Unity Editor:**
 - Go to the "Installs" tab on the left sidebar.
 - Click on the "Install Editor" button.
 - Choose the Unity version you want to install. It's generally recommended to choose the latest stable version.
 - Select the components you need (e.g., platforms like Android, iOS, Windows Build Support, etc.).
 - Click "Install" to start the download and installation process. This may take some time depending on your internet speed.

Step 5: Create a New Project

1. **Open the Projects tab:** Go to the "Projects" tab in Unity Hub.
2. **Create a new project:** Click on the "New" button.
 - Choose a template for your project (e.g., 2D, 3D, URP, HDRP).
 - Name your project and select the location where you want to save it.
 - Click "Create" to set up your new Unity project.

Step 6: Start Using Unity

1. **Open your project:** Once your project is created, it will open in the Unity Editor.
2. **Begin development:** You can now start developing your game or application using the Unity interface.