

# Unity Quick Start

Set up your Unity Project

## Requirements:

- **Unity 2020.3 or above**
- **Anything World SDK**
- **Anything World Account Details**

Note: If you're completely new to Unity it might be a good idea to learn a bit about the Unity interface. The first 6 videos in the [Unity essentials series](#) are a great way to pick up the basics.

Once you've got the basics down, follow this guide and see how to get started with creating 3D content in Unity!

Please note: this package is not compatible out of the box with the previous (legacy) versions of Anything World.  
Contact us on discord or email if you have a project that needs migrating.

## 1. Create your Anything World account

[Create an account through the Anything World website](#) to get access to the Anything World SDK for Unity.

### Note:

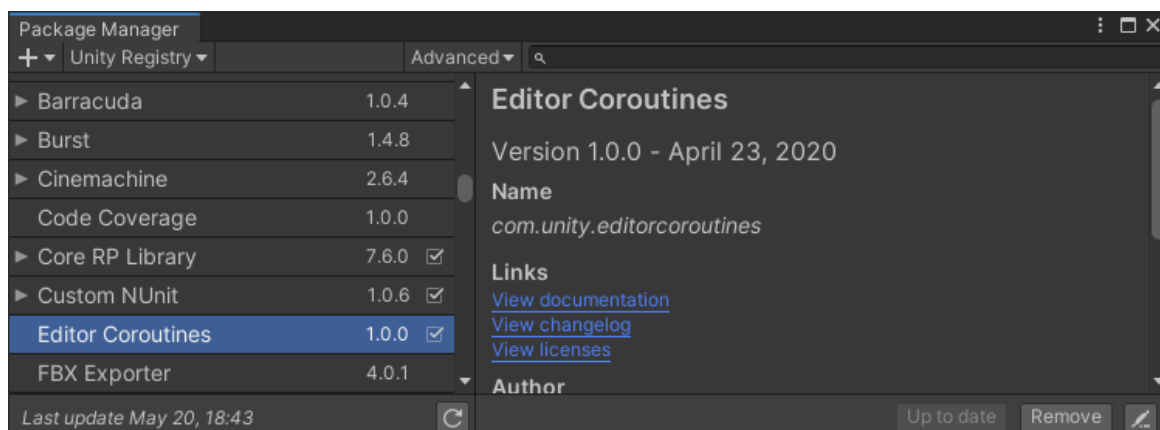
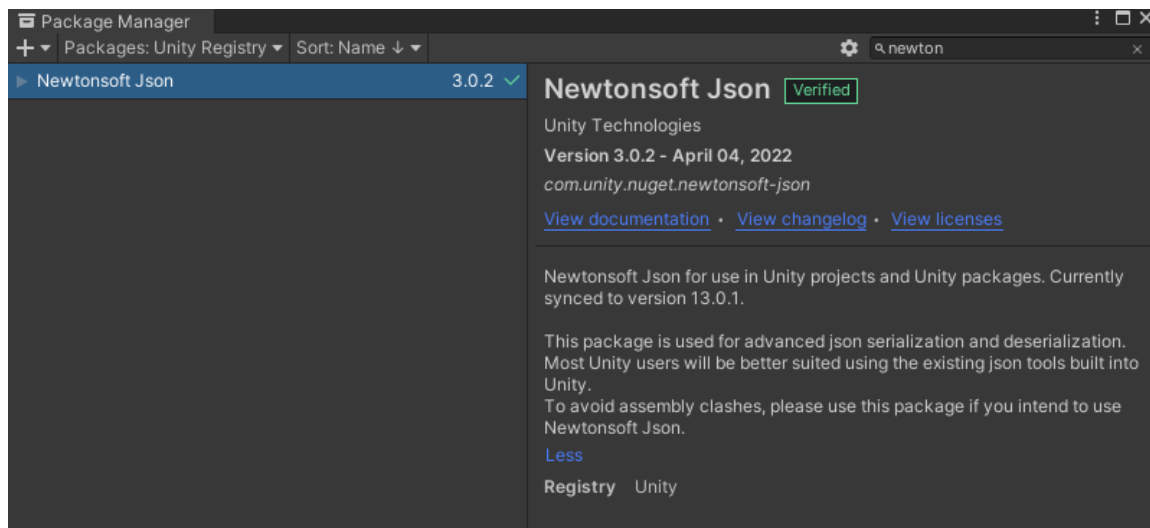
Our REST API requires a unique developer API key for authentication in order to allow make APIs calls.

## 2. Set up the Anything World SDK

**Step 1:** Download the latest Unity Anything World SDK from the [My Account page](#) on the Anything.World website.

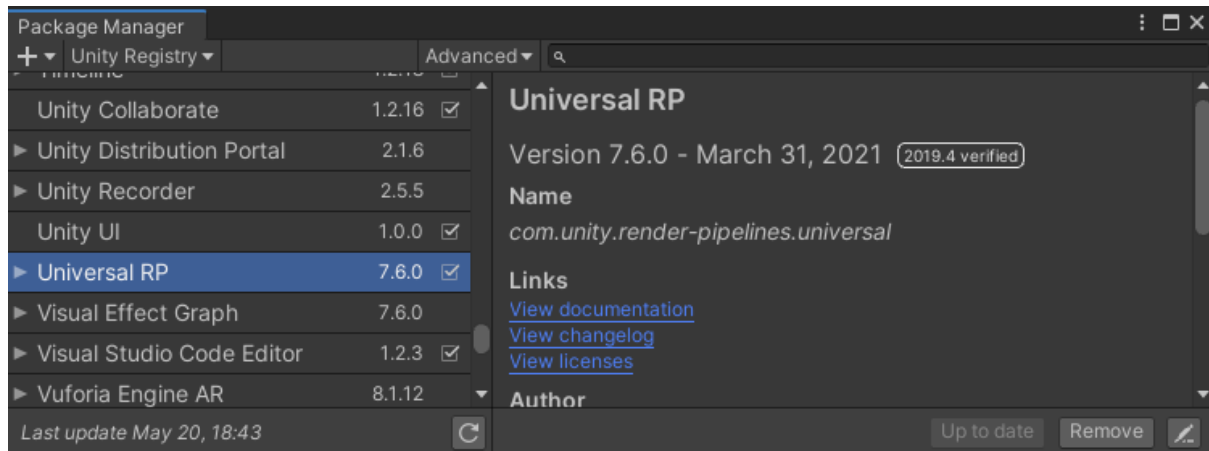
**Step 2:** Open the project with **Unity 2020.3 or above**. Open the Package Manager panel and change the Package dropdown option to “Unity Registry.”

If using **Unity 2020**: Install the [Editor Coroutines](#), [NewtonSoft Json](#).



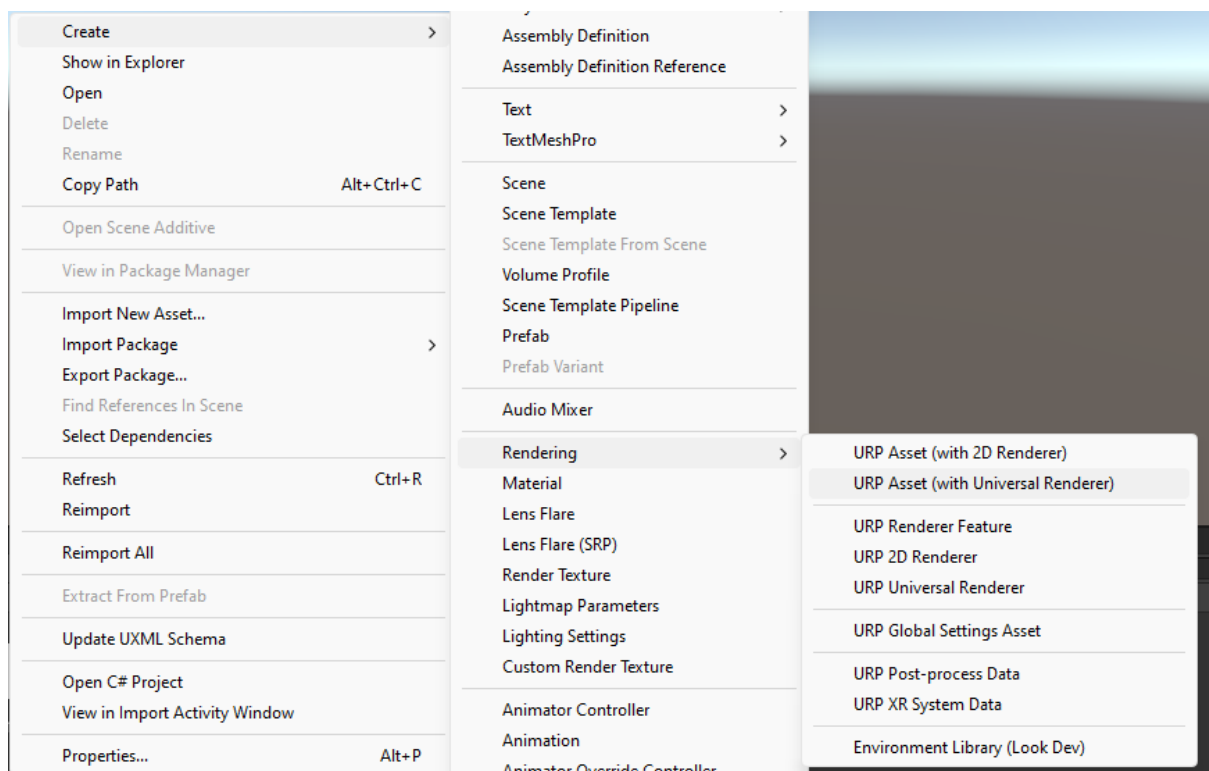
If Newtonsoft isn't available in the package browser for your version of Unity you'll need to add it via git URL **com.unity.nuget.newtonsoft-json**

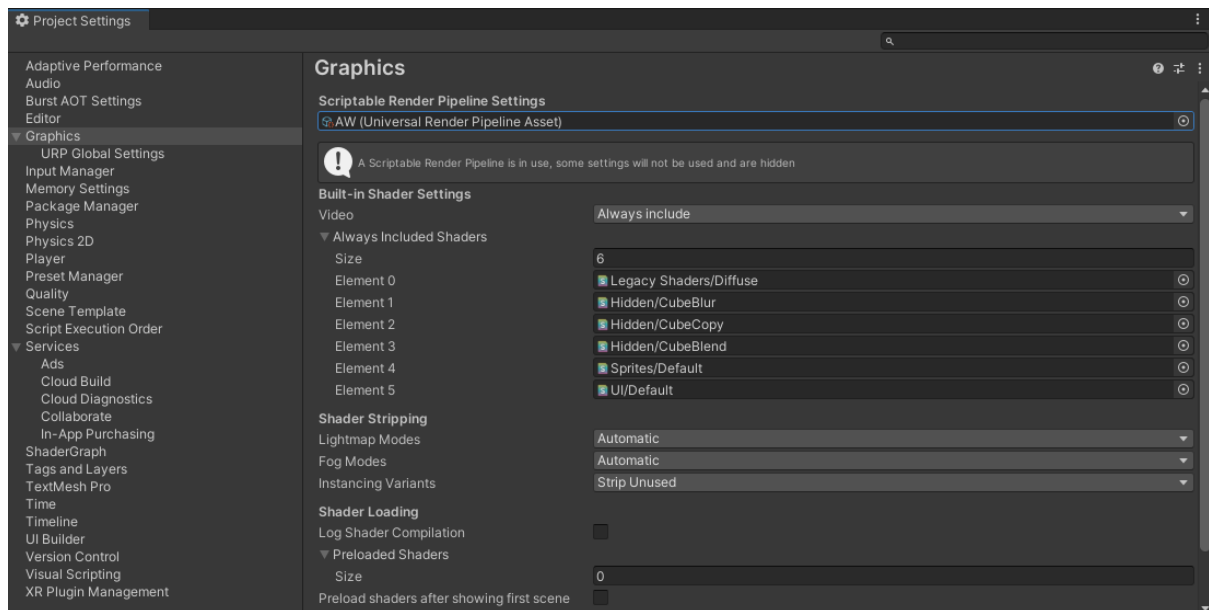
**Step 3.** For all versions install [Universal RP](#) packages using the Unity Package Manager.



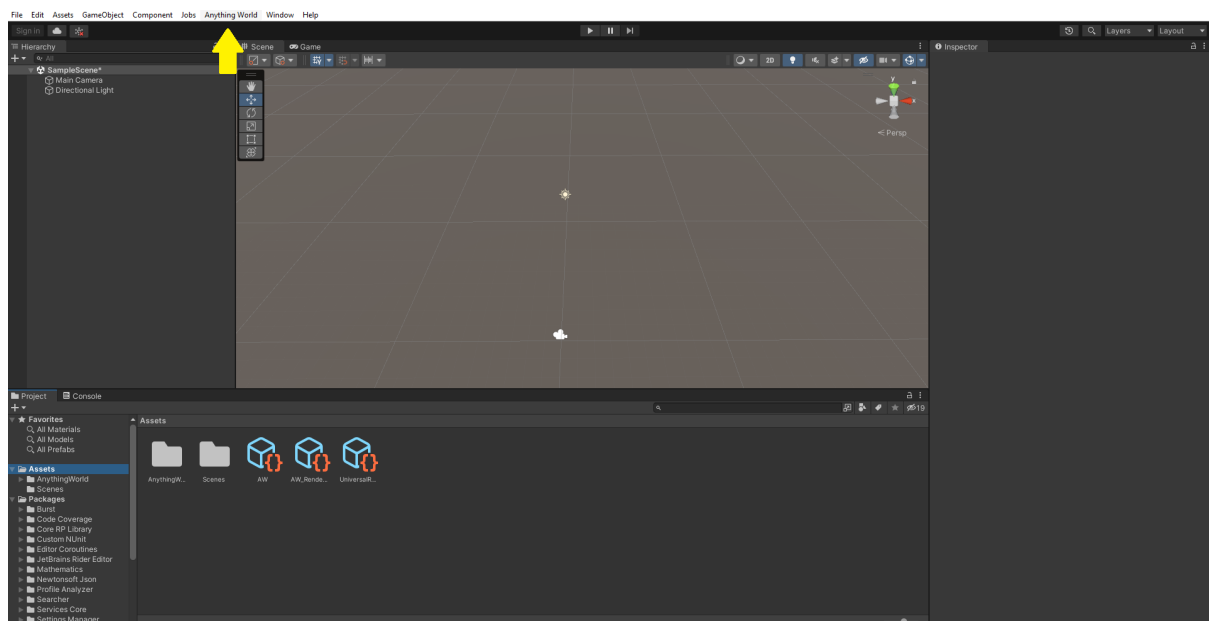
**Step 4:** Import the **Anything World.unitypackage** file into the project.

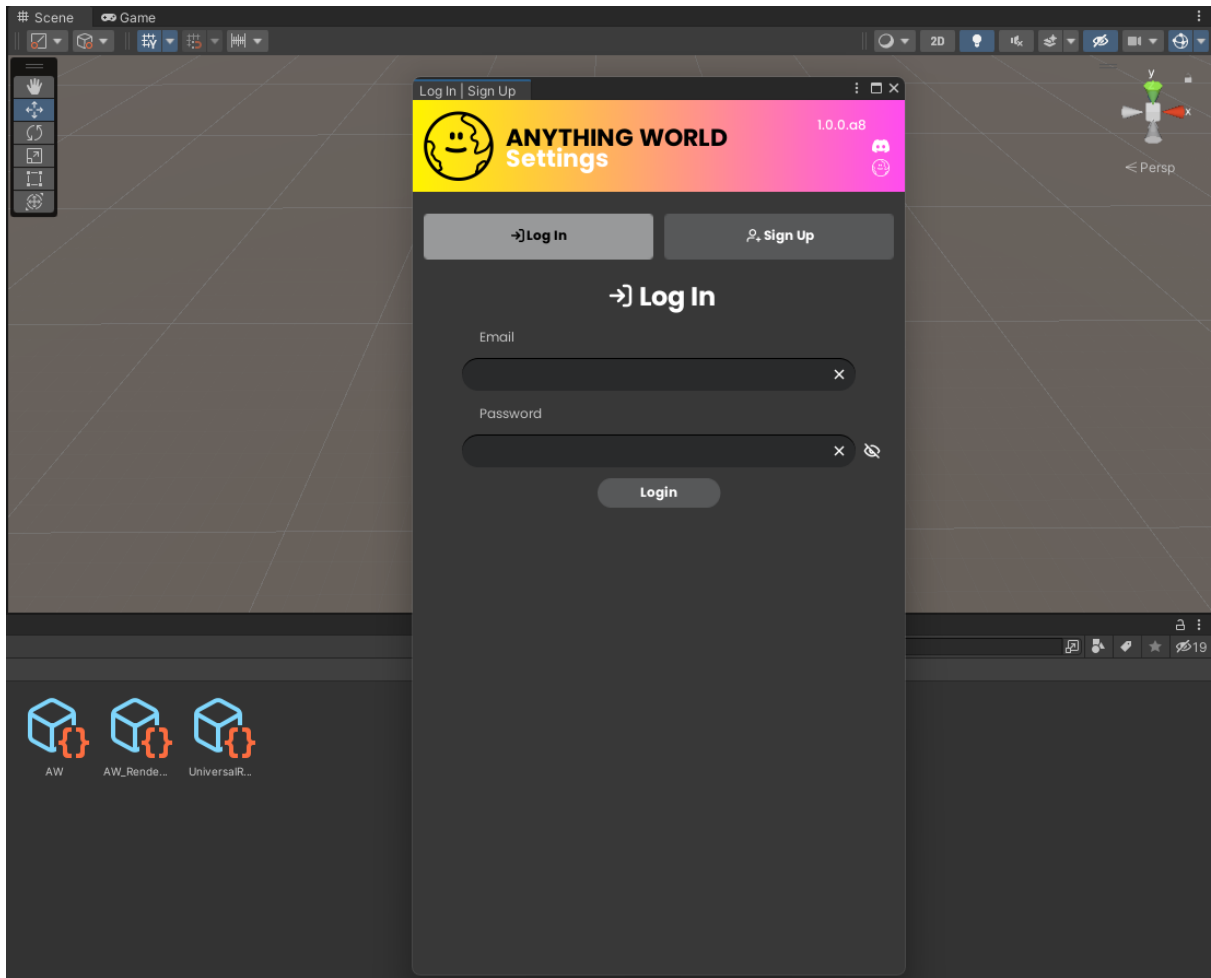
**Step 5:** Create a URP Asset (with Universal Renderer) in the Project. Open Project Settings and navigate to the Graphics section. Add the new URP Asset to the Scriptable Render Pipeline Settings.

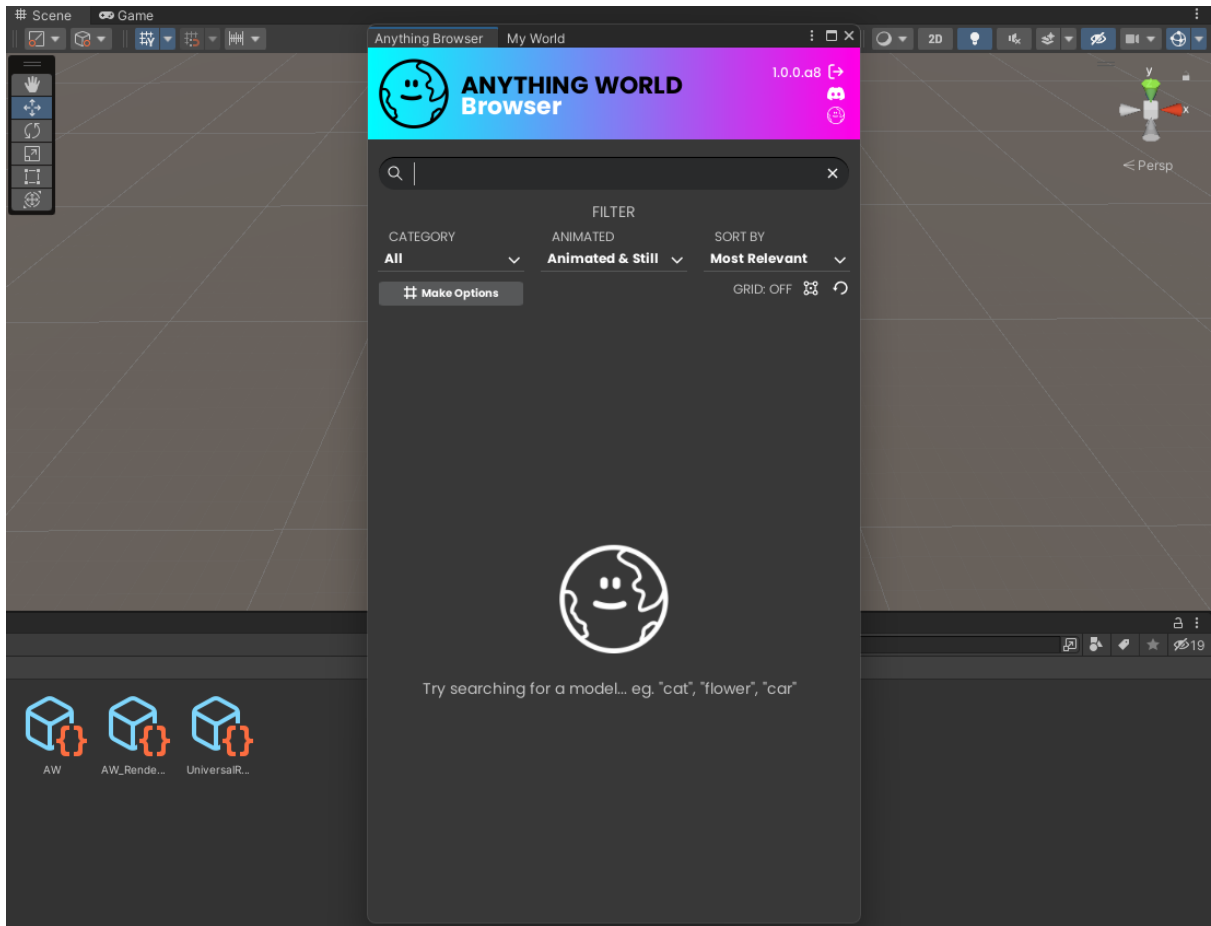




**Step 6:** Select the Anything World dropdown menu and open the Anything Browser. Log in using your Anything World account with your email and password. Two new panels will appear after signing in, the Anything Browser and the My World panels.







**Step 7:** The Anything Browser allows you to find animated and still models. Search for a 3D model by typing the keyword in the search bar and press the enter key to find the results. The filter options gives you control over the types of models that are displayed in the search results. You can also save these models for later by either selecting the My Likes or the My List icon on your favourite models.



Cat



105 results

1x

## FILTER

CATEGORY

All



ANIMATED

Animated &amp; Still



SORT BY

Most Relevant



Make Options

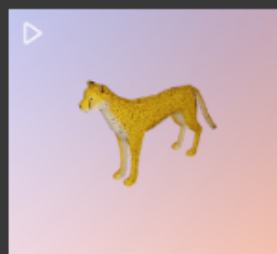
GRID: OFF

Bobcat  
Poly by Google

0

Cat  
Poly by Google

2

Cheetah  
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El Gato  
Gloria Ducommun

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Tiaer  
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Arabian Wildcat  
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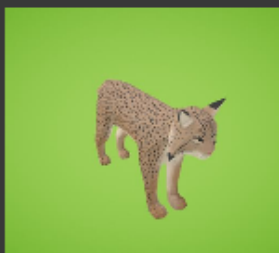
0

Auaaies Cat O Tron  
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Castle Cat Tower  
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Cat Bell  
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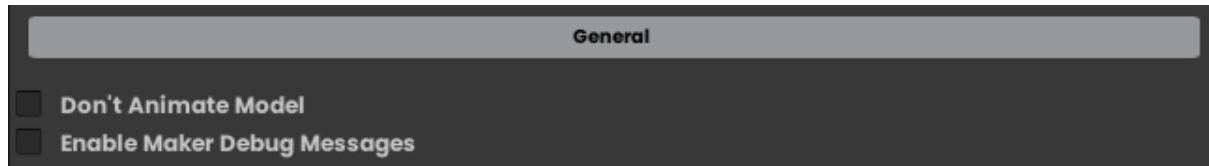




## Make Options:

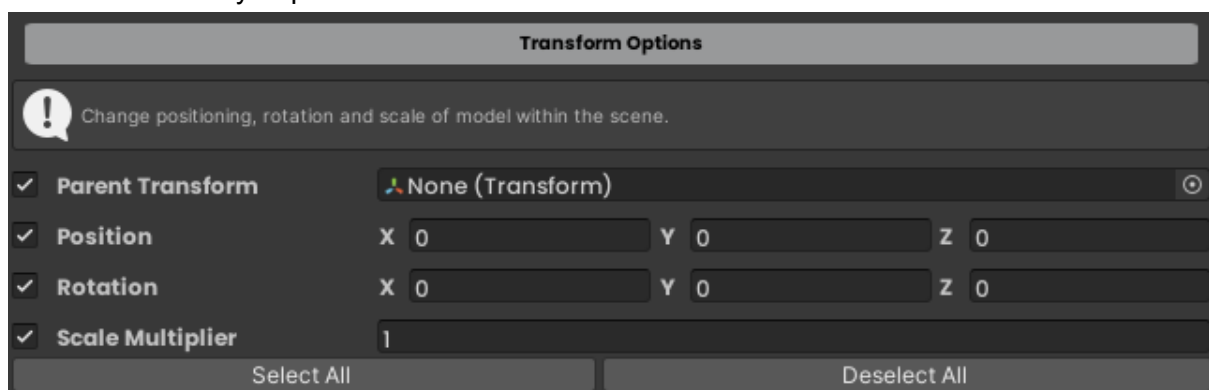
General: The General menu provides two options.

- **Don't Animate Model** option allows you to choose if you want the model to have animations when moved to your scene.
- **Enable Maker Debug Messages** option provides unity console messages about the models status when moved to your scene.



## Transform Options:

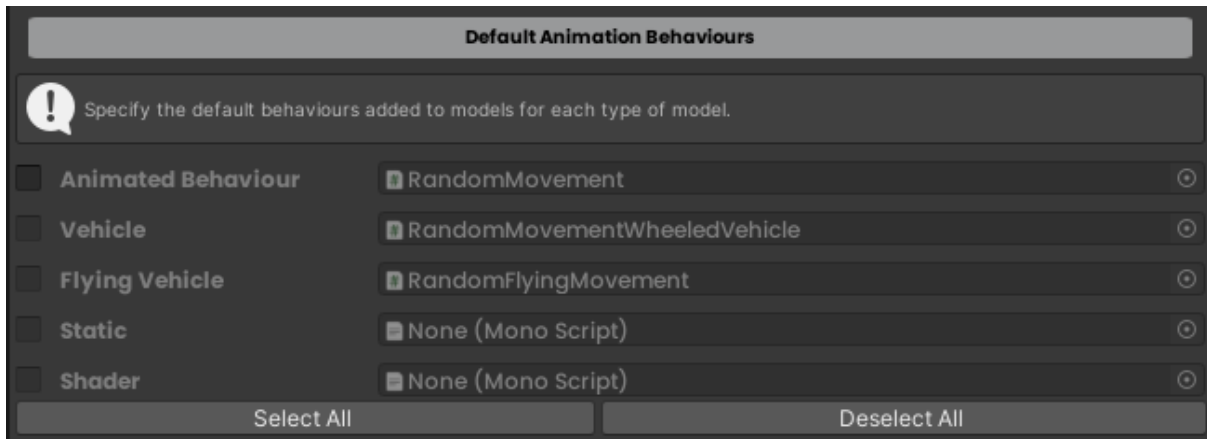
- **Parent Transform** allows you to input a parent object for your model when it is placed in the scene.
- **Position** enables you to select the starting place for your model based on the inputs given for the X, Y, and Z coordinates.
- **Rotation** gives you the ability to alter the orientation of the model when placed in the scene for the X, Y, and Z parameters.
- **Scale Multiplier** increases the size of the models on all coordinates by the input value that you provide.



## Default Animation Behaviours:

- The **Animated Behaviour** option allows you to attach scripts to the models directly from the Anything Browser. This option comes with a default Random Movement script to help you get started.
- The **Vehicle** behaviours option can be used for providing functionality to cars and other four wheeled vehicles. This option comes with a default RandomFlyingMovement script to help you get started.
- The **Flying Vehicle** behaviours options is useful for adding functionality to planes and other forms of aviation models. This option comes with a default RandomFlyingMovement script to help you get started.
- The **Static** Behaviour option allows you to apply a mono script to the model that is static.

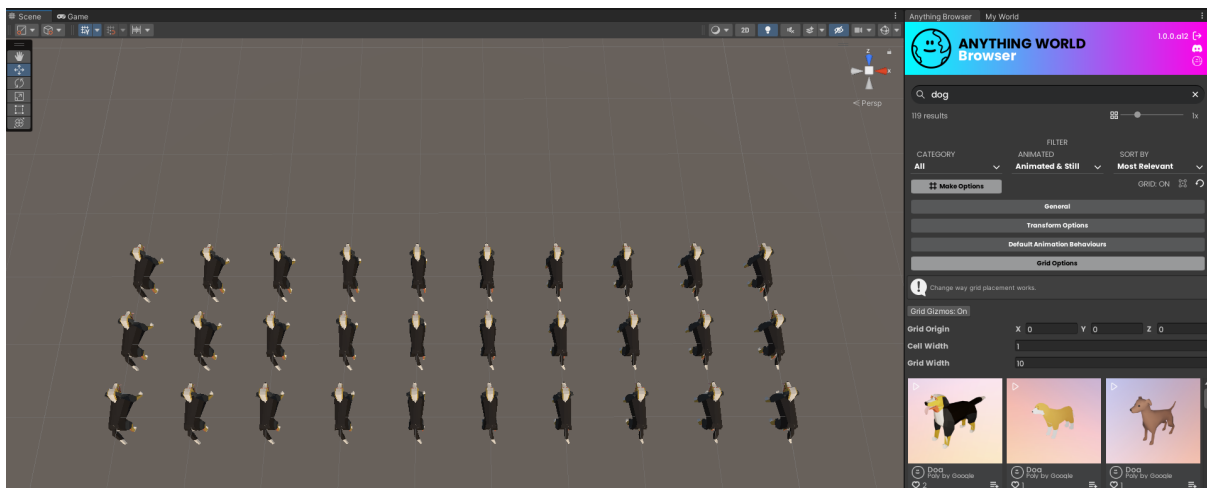
- The **Shader** Behaviour option provides a way to attach custom shader scripts to the model.



Grid Options: To Enable Grid Placement select the Grid button next to the Make Options button.



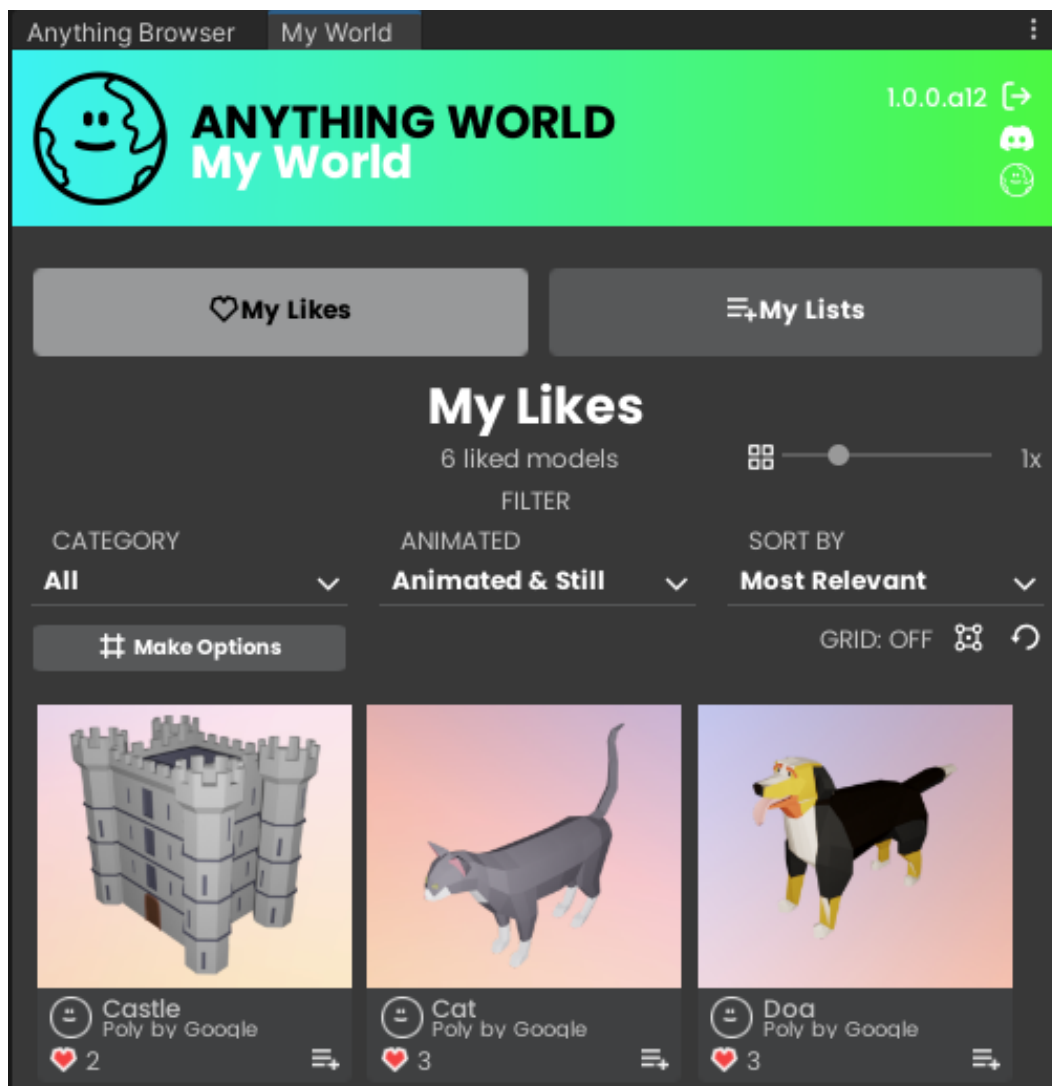
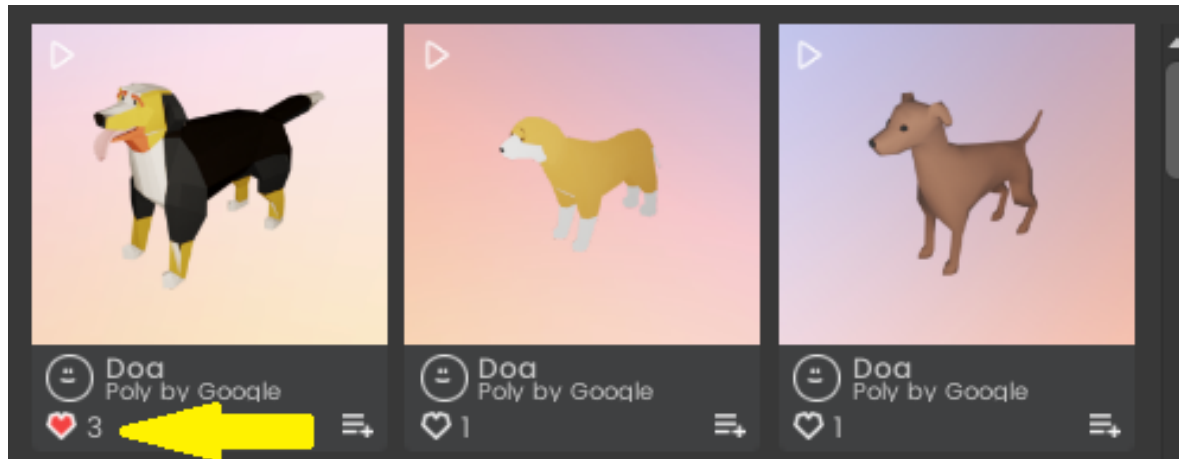
- **Grid Gizmos:** Button that displays the origin point in relation to the grid.
- **Grid Origin:** The starting position of the grid placement feature.
- **Cell Width:** The distance between each placed model.
- **Grid Width:** The row length of the grid.



**Step 8:** The My World panel allows you to find your favourite models quickly. There are two ways to save the models in the My World panel.

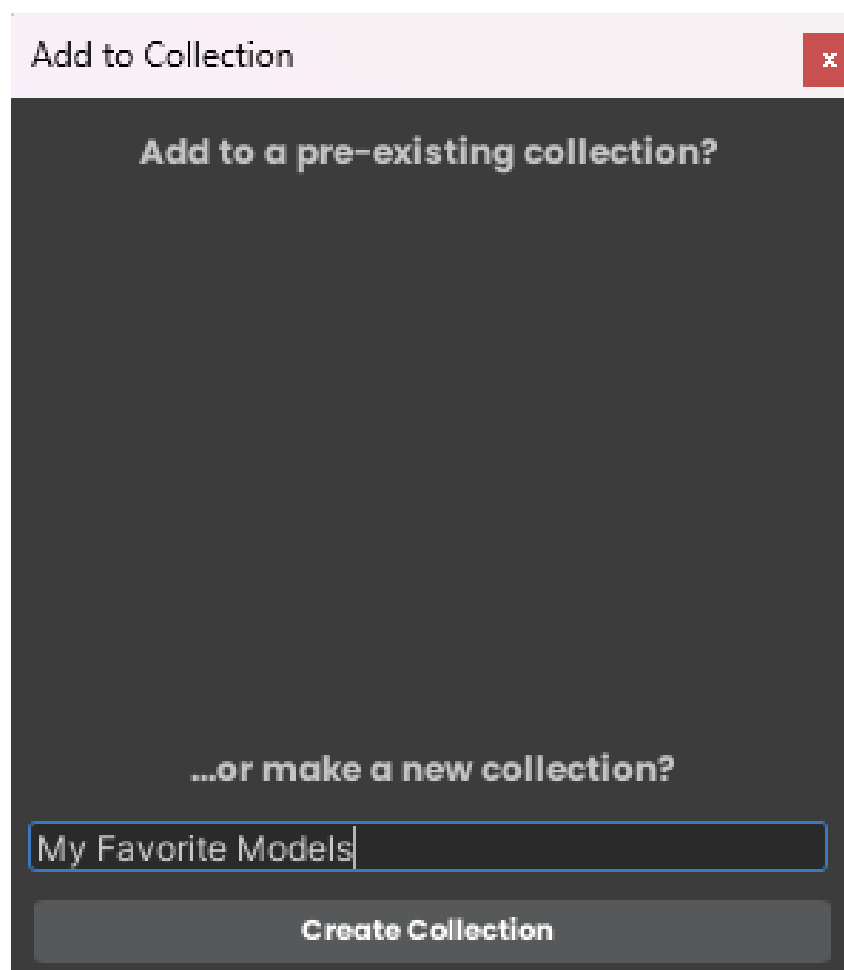
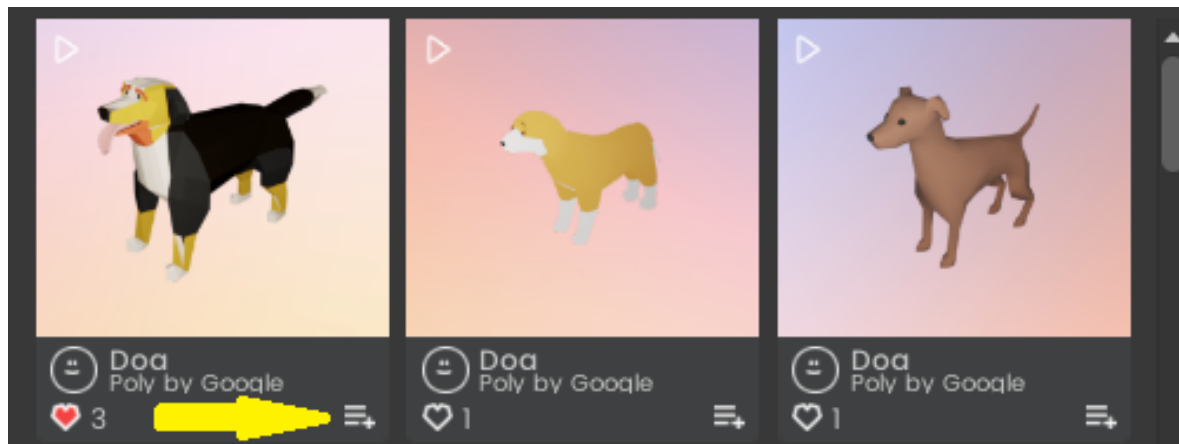
My Likes:

Search for a model in the Anything Browser, then select the heart or “My Like” button on the best model. These models can be viewed in the “My Likes” view on the My World panel.



## My Lists:

Search for a model in the Anything Browser, then select the list icon button on the right side of the model result box. When selected, the “My List” button will open a window that allows you to add the model to a pre-existing collection or create a new collection.



Once a model is added to the collection, the model can be found in the “My Lists” view within the My World panel.

