

# 0 Before You Start

Thanks you for purchasing this book! This book is a great way to learn how to create games with Unity from ground up.

The first edition of this book was published way back in 2015, we've been doing our best to keep it up to date year after year. We're currently on the 3rd edition of the book, and hope to update it again in the future!

In recent years, Unity has been very proactive with their releases. We try our best to keep the book as up to date as possible, but due to the rapid release cycle of Unity, it's hard to keep up. With that in mind, we've designed the book to focus on the core concepts of Unity development that work across versions, instead of focusing on version-specific features. This means that while the current version may look a little different, you'll understand the core concepts of how to use Unity to create great games.

The current version of the book (the 3rd edition) uses 2018.1. To follow along with the book, you need to download this older version of Unity.

Thankfully, you have Unity Hub to help you out. Unity Hub is a tool that allows you to run multiple versions of Unity on the same computer.

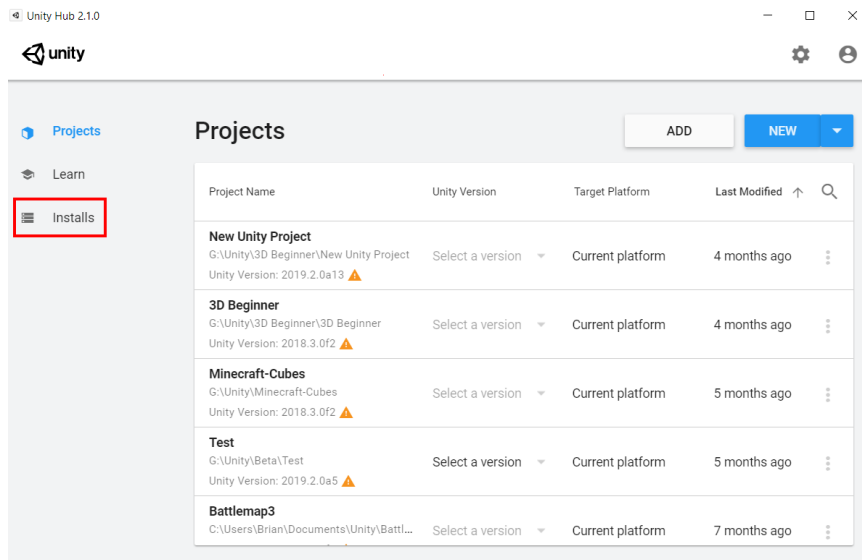
Download Unity Hub over here:

<https://unity3d.com/get-unity/update>

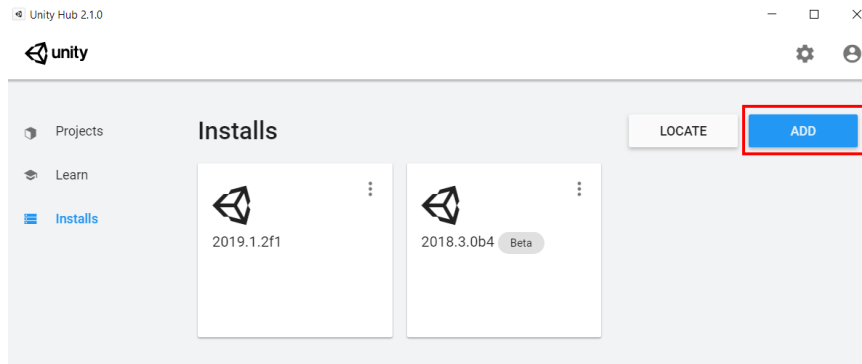
Make sure to download the Unity Hub as opposed to installing a version from Unity Hub.



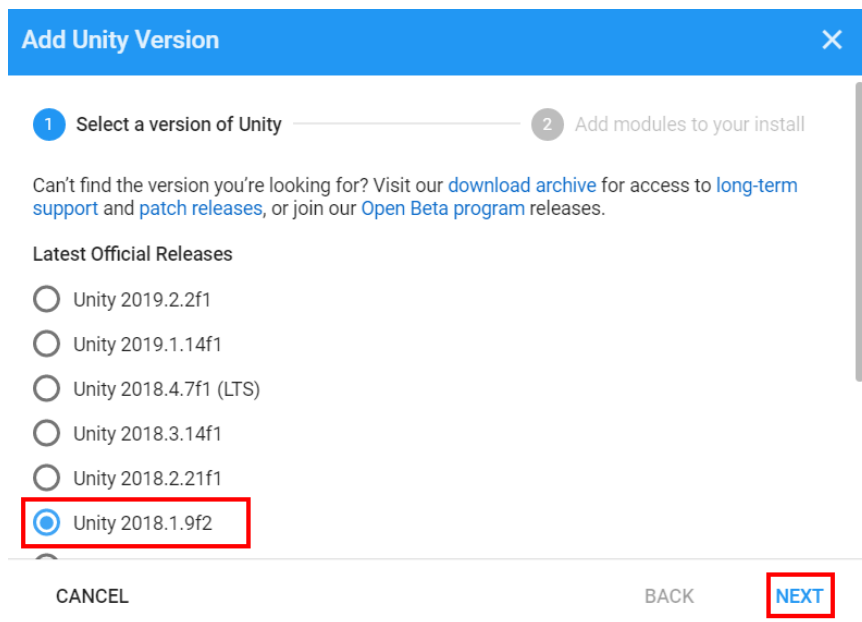
When you start Unity Hub, you'll see three tabs. Click on the **Installs** tab.



This tab lists all the Unity installs on your computer. Click the **Add** button.



You'll see a list of versions. For this book, select **Unity 2018.1.9f2** then click the **Next** button.



**Note:** If the 2018.1 version is different - for example, 2018.1.9f3, then select that version. All that matters is that you are using 2018.1.

The last option is the install options. Make sure to check the **Documentation** and the **Standard Assets** option. If you plan on building apps for mobile devices, then check **Android Build Support** and **iOS Build Support**. Click **Done** to install Unity.

### Add Unity Version

1 Select a version of Unity

2 Add modules to your install

Add modules to Unity 2018.1.9f2 : total space available 32.0 GB - total space required 9.5 GB

Components	Download Size	Install Size
<input checked="" type="checkbox"/> Documentation	334.2 MB	681.7 MB
<input checked="" type="checkbox"/> Standard Assets	189.9 MB	189.8 MB
<input type="checkbox"/> Example Project	260.8 MB	564.5 MB

Platforms

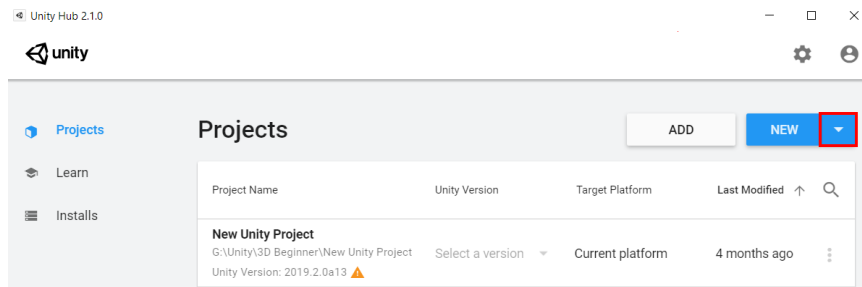
<input checked="" type="checkbox"/> Android Build Support	243.4 MB	1.2 GB
<input checked="" type="checkbox"/> iOS Build Support	833.1 MB	3.3 GB
<input type="checkbox"/> tvOS Build Support	—	285.4 MB

CANCEL

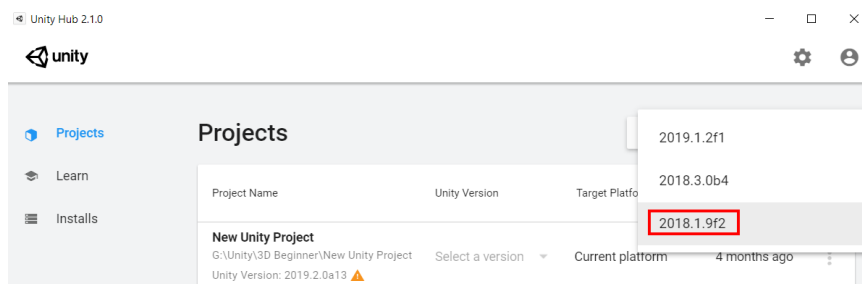
BACK

DONE

Projects are also created in Unity Hub. Make sure you have the Projects tab selected. Click the **New dropdown arrow** button to see a list of Unity installs.



Make sure to select Unity 2018.1 and you'll be able to follow along with the rest of the book.



The book also requires Blender 2.7. You won't be able to follow along with Blender 2.8 and upwards. To download an older version of Blender, just visit the following link:

<https://download.blender.org/release/>

Make sure to download Blender 2.7 for your platform.

We thank you again for purchasing this book. Please keep an eye out for future updates and if you have a question, feel free to reach out to us on the forums.

<https://forums.raywenderlich.com/c/books/unity-games-by-tutorials>

– Mike, Sean, Brian, Eric, and Anthony

The *Unity Games by Tutorials* team