Unity Workflow Setup Guide

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To follow the video guide version instead, click here.

Contents

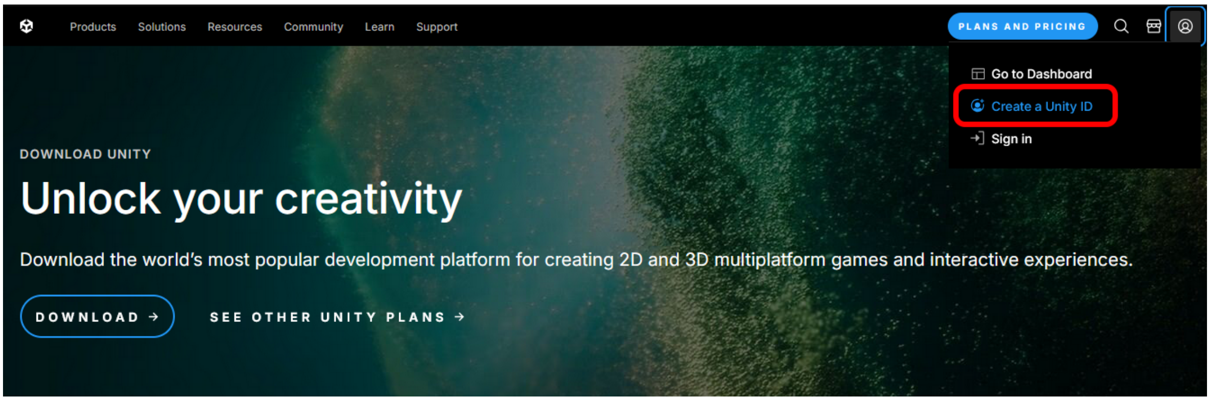
1. Introduction

Welcome! This document will go over how to set up your unity development workflow. We'll go over how to download and set up the Unity Hub, Visual Studio, GitHub Desktop and the right Unity version for this course.

2. Unity Hub

2.1. Unity Account

First, we'll create a new Unity account. Open up your web browser, and go to unity.com/download. You can click on the top right icon here, and click on "Create a Unity ID".



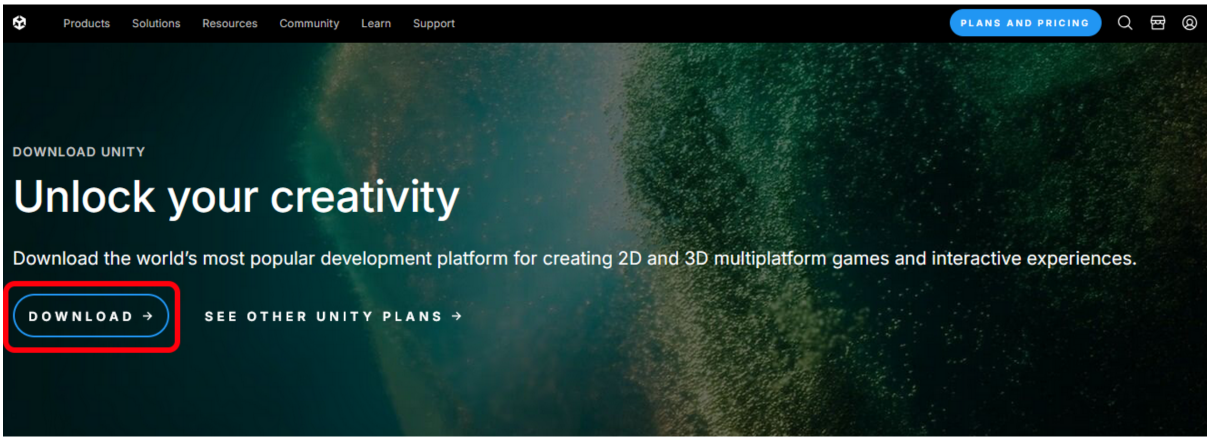
Unlock your creativity

Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.

This is a standard account creation process. You can also use a Google account, Facebook account or Apple account to create an account and sign in later on as well. Do whatever works best for you.

2.2. Download

Next download the unity hub.
Go back to the https://unity.com/download page and click on the download button. It should download the right file type for your operating system.



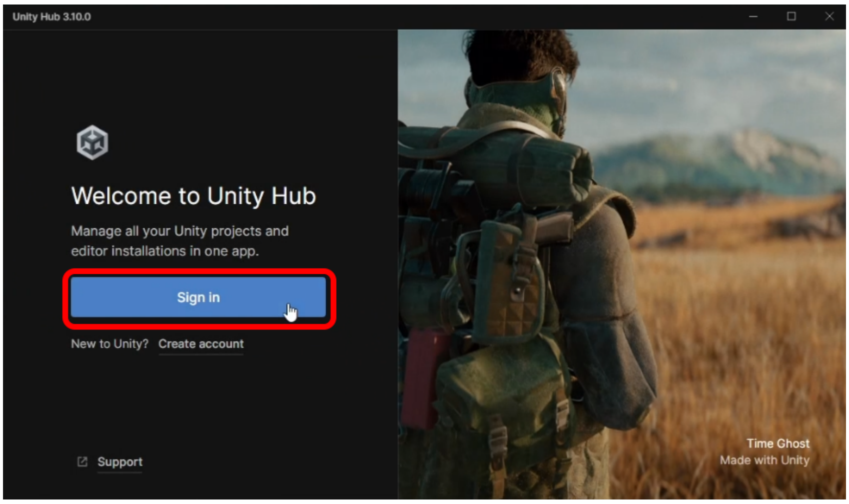
Unlock your creativity

Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.

Install it as per your operating system (run the EXE file for Windows, load the DMG file for macOS).

2.3. Setup

Once the application has been installed, launch it. You will be prompted to sign in. Click on the sign-in button.



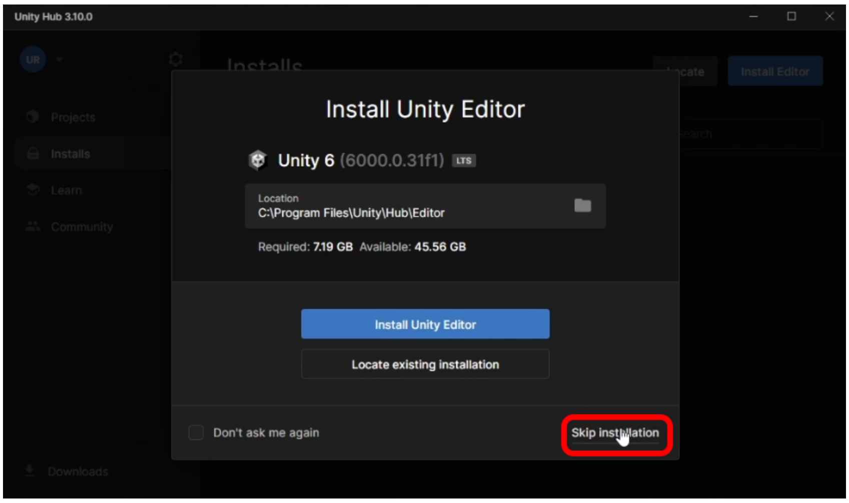
Manage all your Unity projects and editor installations in one app.

This should take you back to your browser, where you have already signed in. You should be prompted to go back to Unity Hub in your browser since you are already logged in. You may have logged in a different browser than your default one, in which case you may have to perform the login step again.

2.3.1 Installing 6000.0.31f1

Next you'll be prompted to install the latest version of the Unity Editor. ***DO NOT DO THIS!*** For this course we will be using a very specific version of the Unity Editor, that is 6000.0.31f1. If you see that is the version, then you may click on install here, but chances are that Unity has released a few newer versions since they have very short release cycles for patches. For the sake of consistency we will all be using this specific version to avoid conflicts and other version issues.

For now, click on Skip Installation.



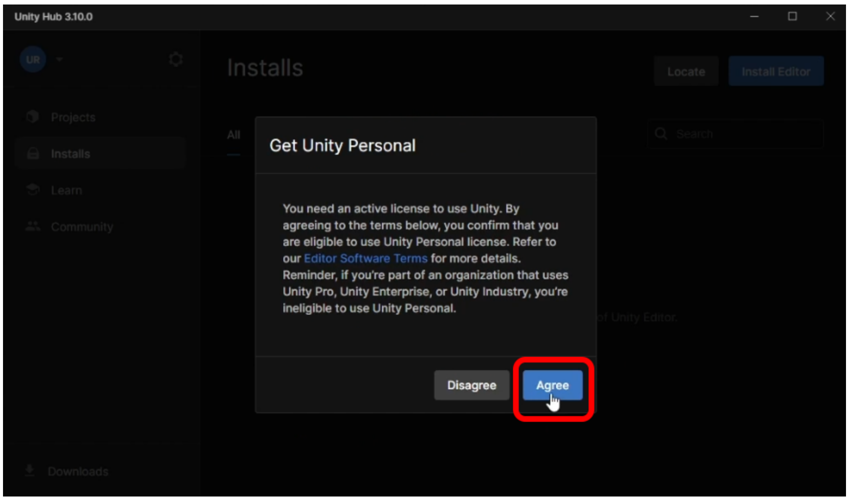
Unity 6 (6000.0.31f1) LTS

Location
C:\Program Files\Unity\Hub\Editor

Required: 7.19 GB Available: 45.56 GB

□ Don't ask me again

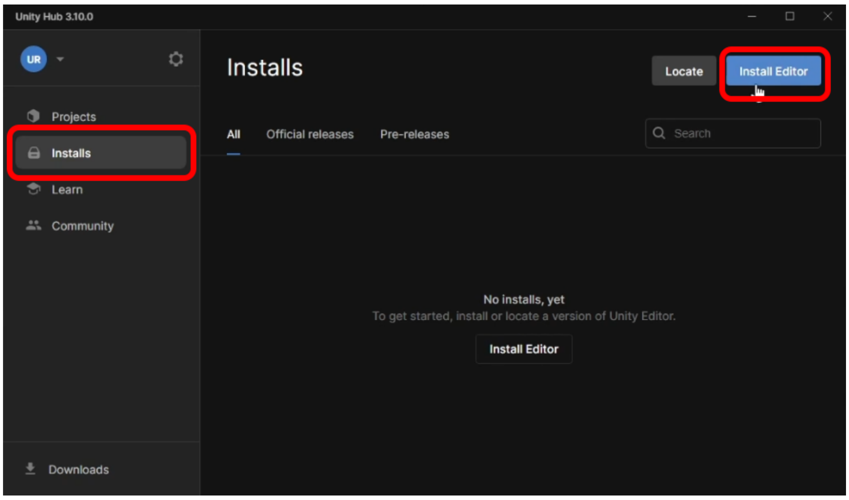
Finally, you'll also be prompted to activate a personal development license. You will need this, and it's totally fine to do so. Click on Agree here.



Get Unity Personal

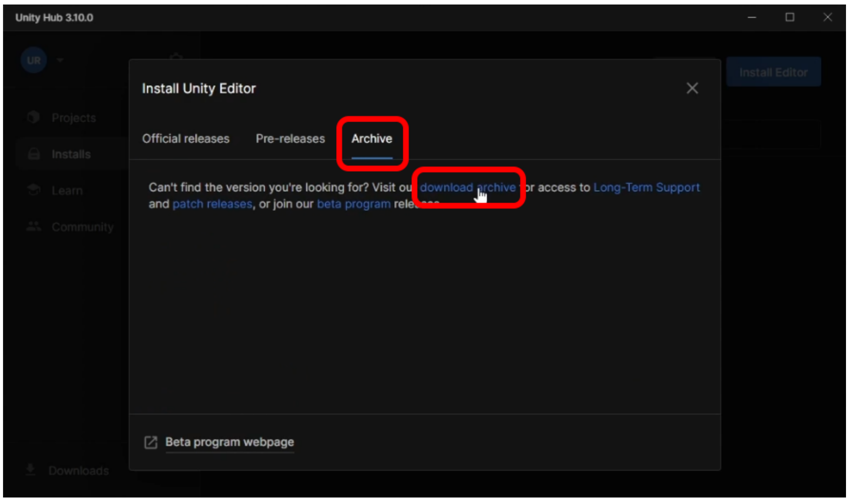
You need an active license to use Unity. By agreeing to the terms below, you confirm that you are eligible to use Unity Personal license. Refer to our Editor Software Terms for more details. Reminder, if you're part of an organization that uses Unity Pro, Unity Enterprise, or Unity Industry, you're ineligible to use Unity Personal.

You now have access to the Unity Hub. The left side tab shows a few options, of which you'll only mostly interact with "Projects" and "Installs". "Projects" will show you all your Unity projects, and let you create new ones. "Installs" is to manage all your Unity Editor version installations, along with installing new versions and adding various relevant modules. We'll now go over to the "Installs" section to install the version that we will be using for this course. Go to "Installs" and then click on the "Install Editor" button.



No installs, yet
To get started, install or locate a version of Unity Editor.

Once again, you'll see the latest version of the Unity Editor to install here. If it is 6000.0.31f1, then go ahead and install that. However, if it isn't, then we'll have to get it from the download archive. To go to the download archive, click on Archive, and then the download archive hyperlink.



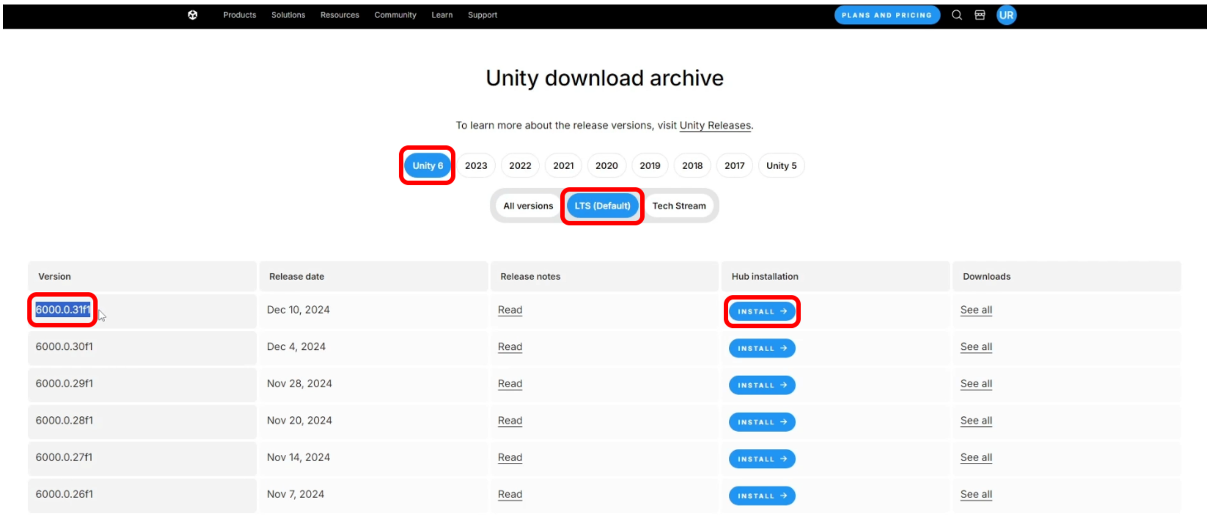
Install Unity Editor

Official releases · Pre-releases · Archive

Can't find the version you're looking for? Visit ou download archive or access to Long-Term Support and patch releases, or join our beta program rele...

Beta program webpage

On the resulting page, make sure you are on Unity 6, with LTS versions only, and scroll to find version 6000.0.31f1. The release date should be the 10th of December 2024. On the corresponding row, click on the "Install" button for the hub installation.



Unity download archive

To learn more about the release versions, visit Unity Releases.

Unity 6 · 2023 · 2022 · 2021 · 2020 · 2019 · 2018 · 2017 · Unity 5

All versions · LTS (Default) · Tech Stream

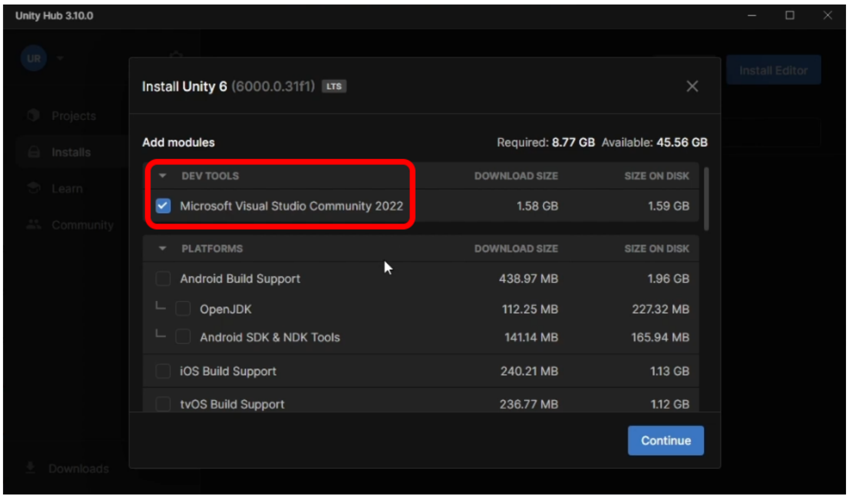
Version	Release date	Release notes	Hub installation	Downloads
6000.0.31f1	Dec 10, 2024	Read	INSTALL →	See all
6000.0.30f1	Dec 4, 2024	Read	INSTALL →	See all
6000.0.29f1	Nov 28, 2024	Read	INSTALL →	See all
6000.0.28f1	Nov 20, 2024	Read	INSTALL →	See all
6000.0.27f1	Nov 14, 2024	Read	INSTALL →	See all
6000.0.26f1	Nov 7, 2024	Read	INSTALL →	See all

This should take you back to the Hub, and now you should see certain modules to install.

2.3.2 Additional Modules

You'll need a few additional modules for this course:

1. Visual Studio for editing code
2. WebGL Build Support
3. Windows Build support (IL2CPP)



Install Unity 6 (6000.0.31f1) LTS

Add modules

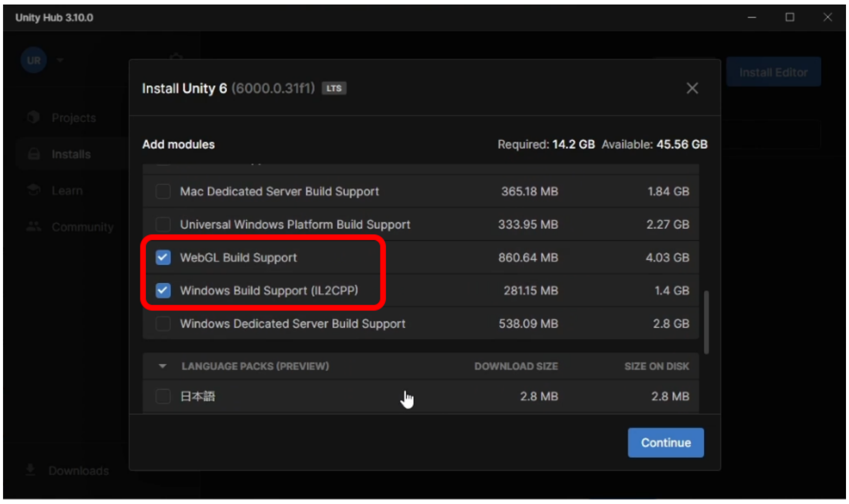
Required: 8.77 GB Available: 45.56 GB

DEV TOOLS	DOWNLOAD SIZE	SIZE ON DISK
☑ Microsoft Visual Studio Community 2022	1.58 GB	1.59 GB

PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
□ Android Build Support	438.97 MB	1.96 GB
□ OpenJDK	112.25 MB	227.32 MB
□ Android SDK & NDK Tools	141.14 MB	165.94 MB
□ iOS Build Support	240.21 MB	1.13 GB
□ tvOS Build Support	236.77 MB	1.12 GB

Note

You can use other code editors for this course as well. Alternative options include JetBrains Rider (which has excellent integration), Visual Studio Code (requires some integration with plugins) or your custom Vim/Neovim/Emacs configuration (need to set up a language server and unity integration separately). It is also worth noting that macOS does not have support for Visual Studio since August 31, 2024. It's still available for download, but the latest features are not available, none of which we'll be using in this course. Linux does not have Visual Studio as an option at all, in which case you will have to decide between the above options. At the end of the day, it's just a place to write code, and tools are just that, tools. If you are unsure, go with Visual Studio.



Install Unity 6 (6000.0.31f1) LTS

Add modules

Required: 14.2 GB Available: 45.56 GB

	DOWNLOAD SIZE	SIZE ON DISK
□ Mac Dedicated Server Build Support	365.18 MB	1.84 GB
□ Universal Windows Platform Build Support	333.95 MB	2.27 GB
☑ WebGL Build Support	860.64 MB	4.03 GB
☑ Windows Build Support (IL2CPP)	281.15 MB	1.4 GB
□ Windows Dedicated Server Build Support	538.09 MB	2.8 GB

LANGUAGE PACKS (PREVIEW)	DOWNLOAD SIZE	SIZE ON DISK
□ 日本語	2.8 MB	2.8 MB

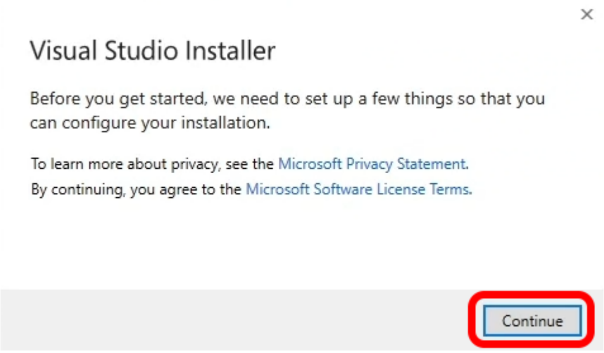
There are a few options for language packs, pick from there if relevant to you. Finally, you can download an offline copy of the documentation, but we'll rarely ever need it, googling your unity doubts is the best way to resolve them, and the documentation and API is easily available online.

With this, you can download the correct version of the Editor! The editor will take a long, long time to install. Feel free to walk away or work on other things in the meantime. Once the editor and the WebGL and windows build platforms are installed, and Visual

Studio is the only one remaining, a new window should have opened up for installing Visual Studio that should be flashing on your taskbar.

3. Visual Studio

The new window will ask you to set up the Visual Studio Installer, that installs Visual Studio along with relevant modules.

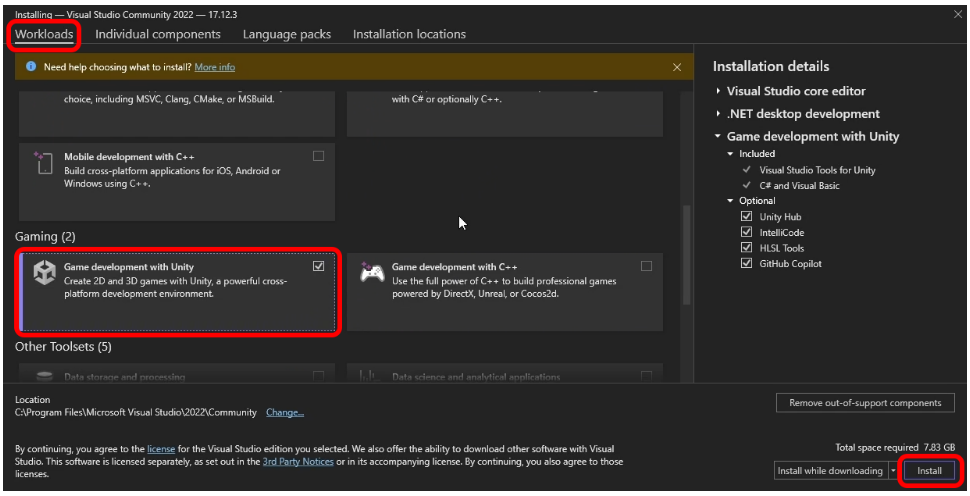


Visual Studio Installer

Before you get started, we need to set up a few things so that you can configure your installation.

To learn more about privacy, see the Microsoft Privacy Statement.
By continuing, you agree to the Microsoft Software License Terms.

Once the installer is ready, you should be in the "Workloads" section. Enable the Game Dev with Unity module here, and then click on the "Install" button.



Installing — Visual Studio Community 2022 — 17.12.3

Need help choosing what to install? More info

choice, including MSVC, Clang, CMake, or MSBuild.

with C# or optionally C++.

□ Mobile development with C++
Build cross-platform applications for iOS, Android or Windows using C++.

Gaming (2)

☑ Game development with Unity
Create 2D and 3D games with Unity, a powerful cross-platform development environment.

□ Game development with C++
Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Other Toolsets (5)

□ Data storage and processing

□ Data science and analytical applications

Installation details

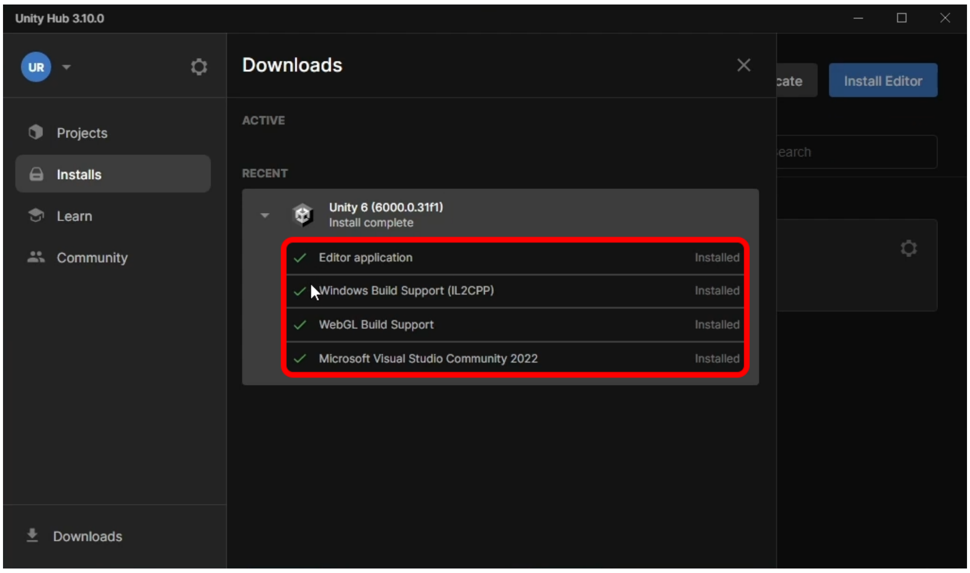
- Visual Studio core editor
- .NET desktop development
- Game development with Unity
  - Included
    - ✓ Visual Studio Tools for Unity
    - ✓ C# and Visual Basic
  - Optional
    - ☑ Unity Hub
    - ☑ IntelliCode
    - ☑ HLSL Tools
    - ☑ GitHub Copilot

Location
C:\Program Files\Microsoft Visual Studio\2022\Community Change...

By continuing, you agree to the license for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the 3rd Party Notices or in its accompanying license. By continuing, you also agree to those licenses.

Total space required 7.83 GB

And that’s it! Once this finishes installing, it may launch Visual Studio. If you are doing this on a Windows machine, you may automatically be signed in. macOS might require signing in with a Microsoft account, which is easy and free. Once you return to Unity Hub after this, you should see all the modules have been successfully installed as well.



Downloads

ACTIVE

RECENT

Unity 6 (6000.0.31f1)
Install complete

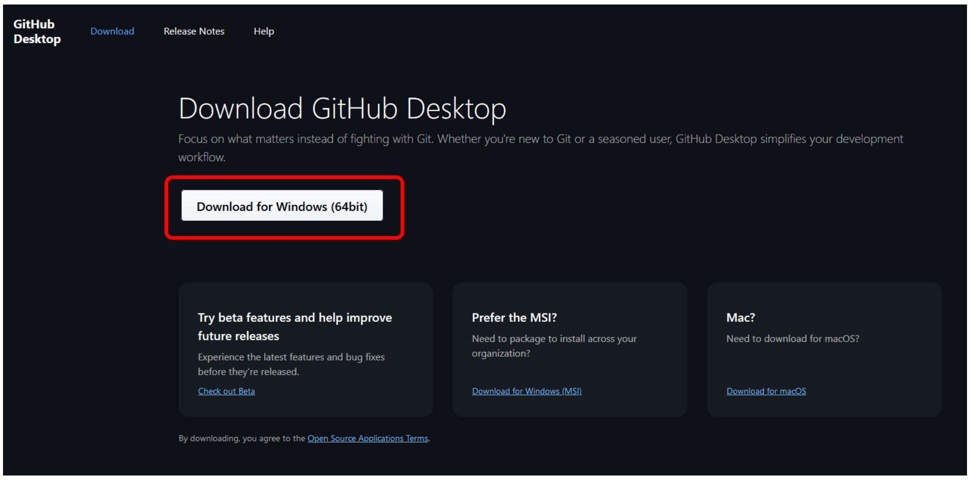
✓ Editor application	Installed
✓ Windows Build Support (IL2CPP)	Installed
✓ WebGL Build Support	Installed
✓ Microsoft Visual Studio Community 2022	Installed

4. Github Desktop

One other bit of software we'll require for this course is GitHub Desktop. All assignment projects will have to be synchronized on GitHub and have proper git integration. GitHub Desktop is the easiest wrapper around Git to be able to achieve this. If you are already familiar with Git, comfortable with the command line tools or have other CLI wrappers like Magit or Lazygit, feel free to skip this section.

First, make sure you have a GitHub account. Go to github.com and sign up for a new account or make sure you are signed in to your account.

Next, go to desktop.github.com/download and download GitHub Desktop for your operating system.



Download GitHub Desktop

Focus on what matters instead of fighting with Git. Whether you're new to Git or a seasoned user, GitHub Desktop simplifies your development workflow.

Try beta features and help improve future releases

Experience the latest features and bug fixes before they're released.

Check out Beta

Prefer the MSI?

Need to package to install across your organization?

Download for Windows (MSI)

Mac?

Need to download for macOS?

Download for macOS

By downloading, you agree to the Open Source Applications Terms.

Run the downloaded installer, same as the Unity Hub installer. Once installed, it will attempt to sign in with your GitHub account, which we logged onto earlier. Authorize your GitHub account to connect with GitHub desktop.

On the configuration page, make sure your email is the right one and so is the username. And that's it! GitHub Desktop is now ready for future usage.

5. Conclusion

Now you have your development environment setup for Game Development with Unity! We'll go over the features of the various software we installed in future guides. But that will be it for now! Thank you for reading, and see you next time!