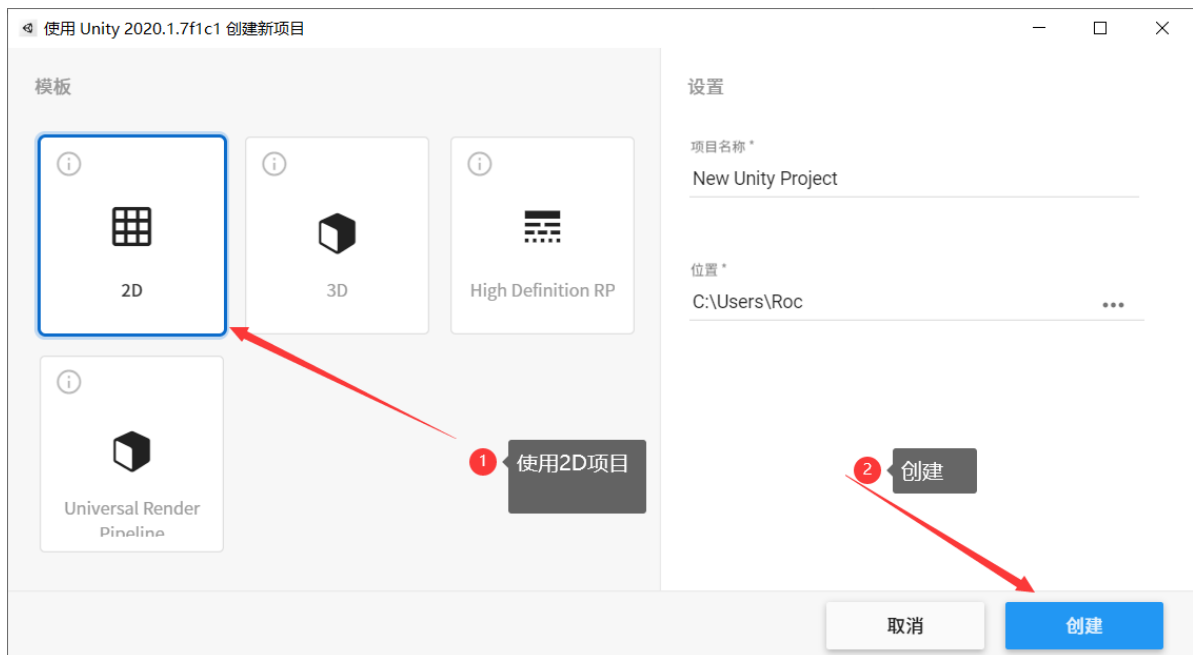
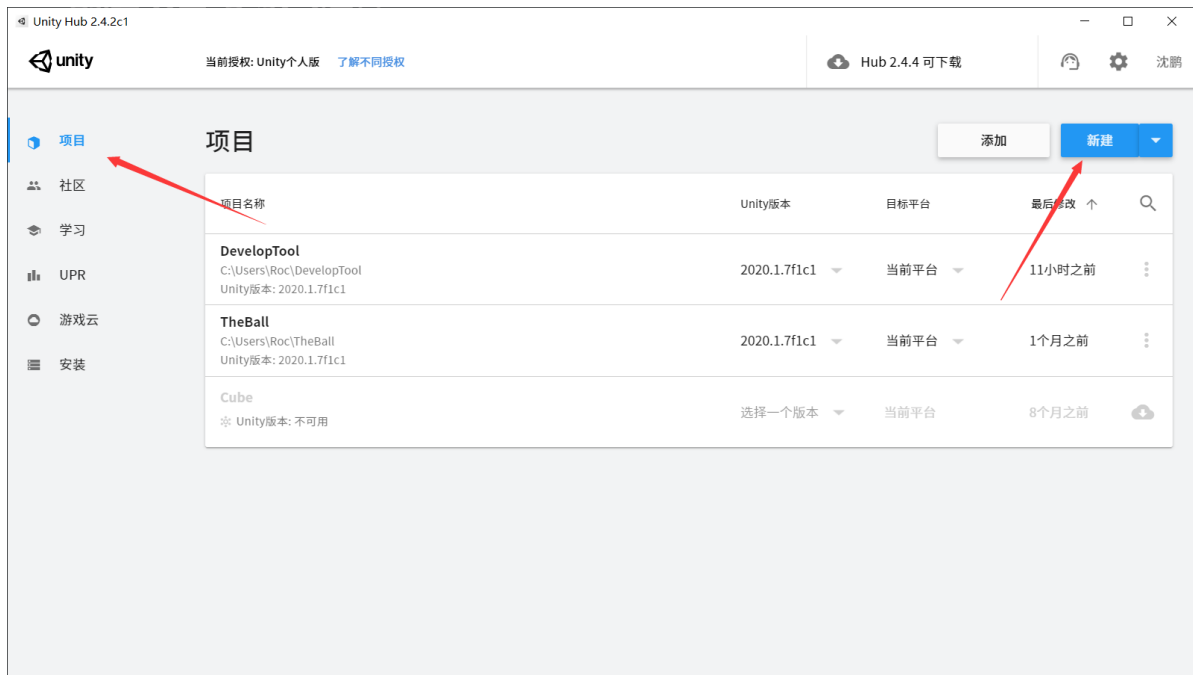
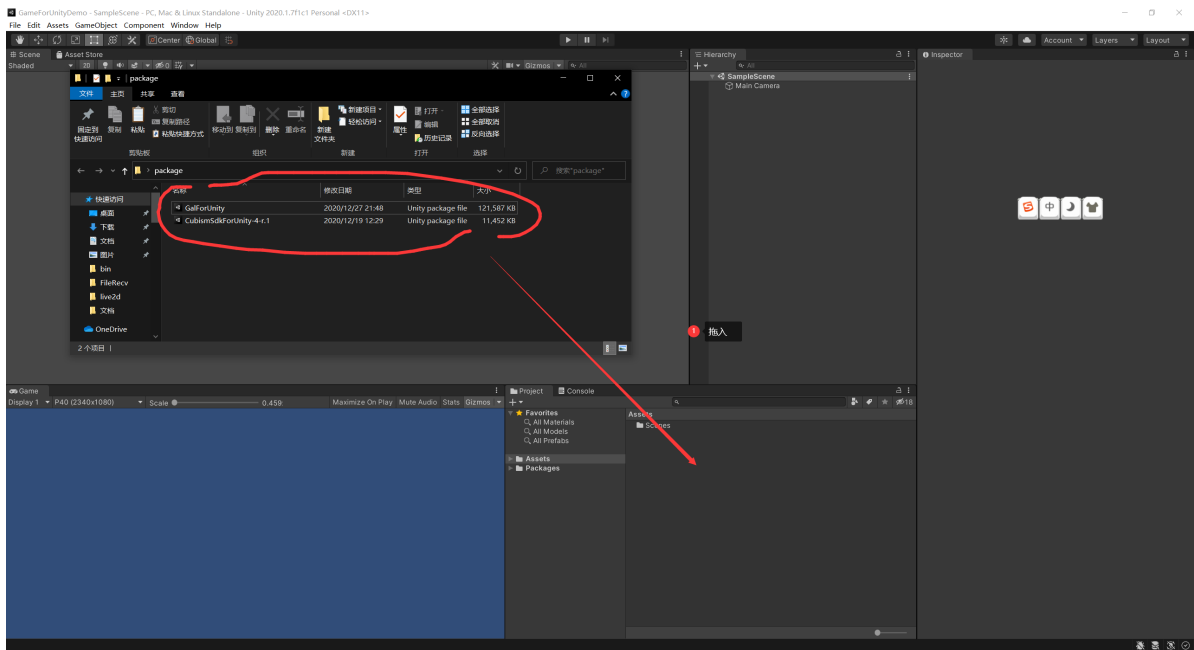


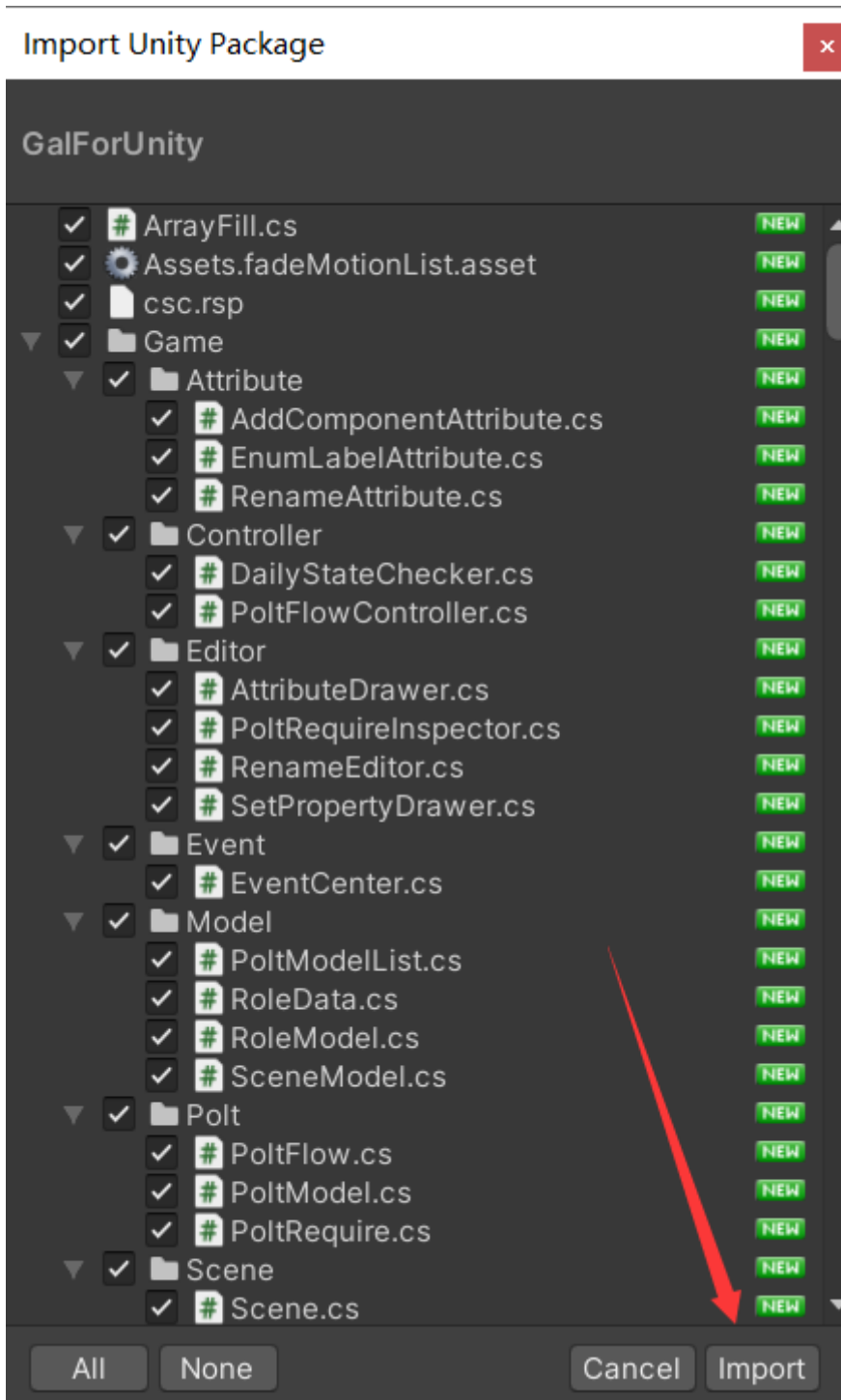
Create projects and import plug-ins

1. Click project in UnityHub to create a new project and select 2D, click Finish and wait for Unity to complete creation



2. Will GalForUnity, Unitypackage and CubismSdkForUnity unitypackage package into/project directory ([Project](#)), wait for parsing to complete and click Import. [CubismSdkForUnity_unitypackage](#) need to Live2D website to download.





You need to go to [Live2D] (<https://www.live2d.com/>) website receive [CubismSdkForUnity_Unitypackage](#)