Unit 00_02: Project Setup

Introduction

The Project panel in Unity is a direct representation of your project's folder structure on the drive. So it has equivalency to the Explorer/Desktop – if you move things in Unity's Project panel, they move on your drive too.
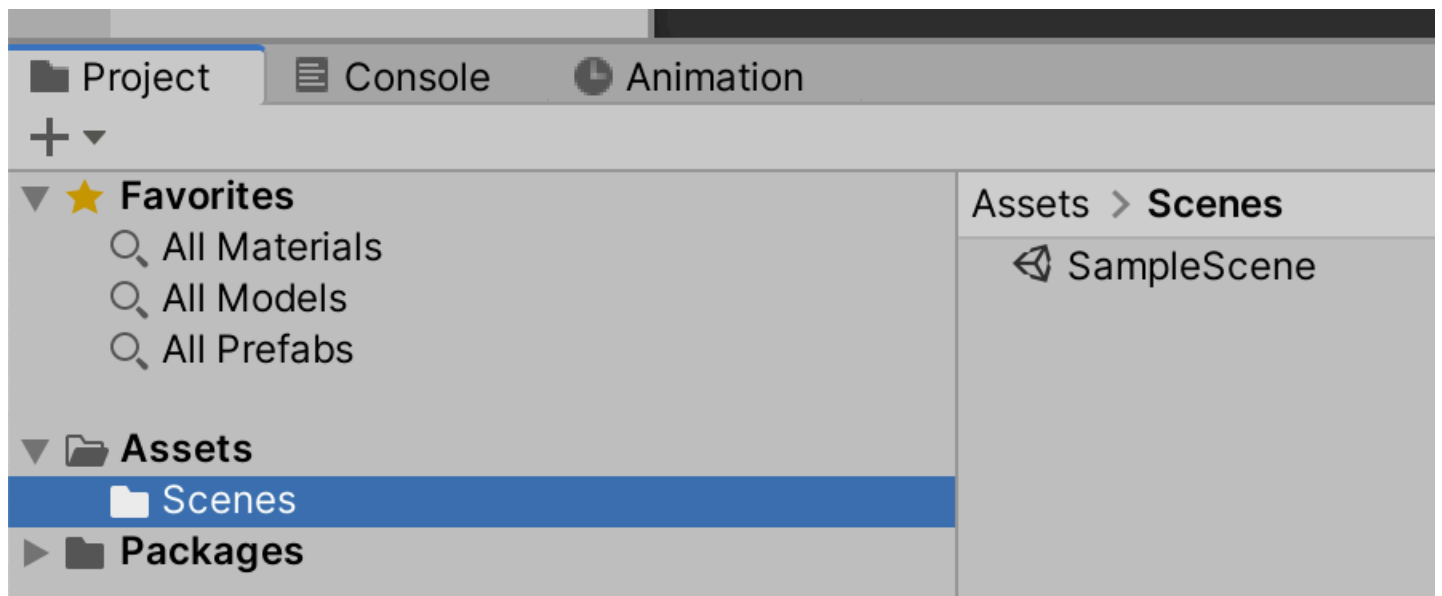
But more importantly, Unity has conventions – expectations of which folders are in the Project panel. It's good to get into the habit of properly structuring your Project before you start any project.
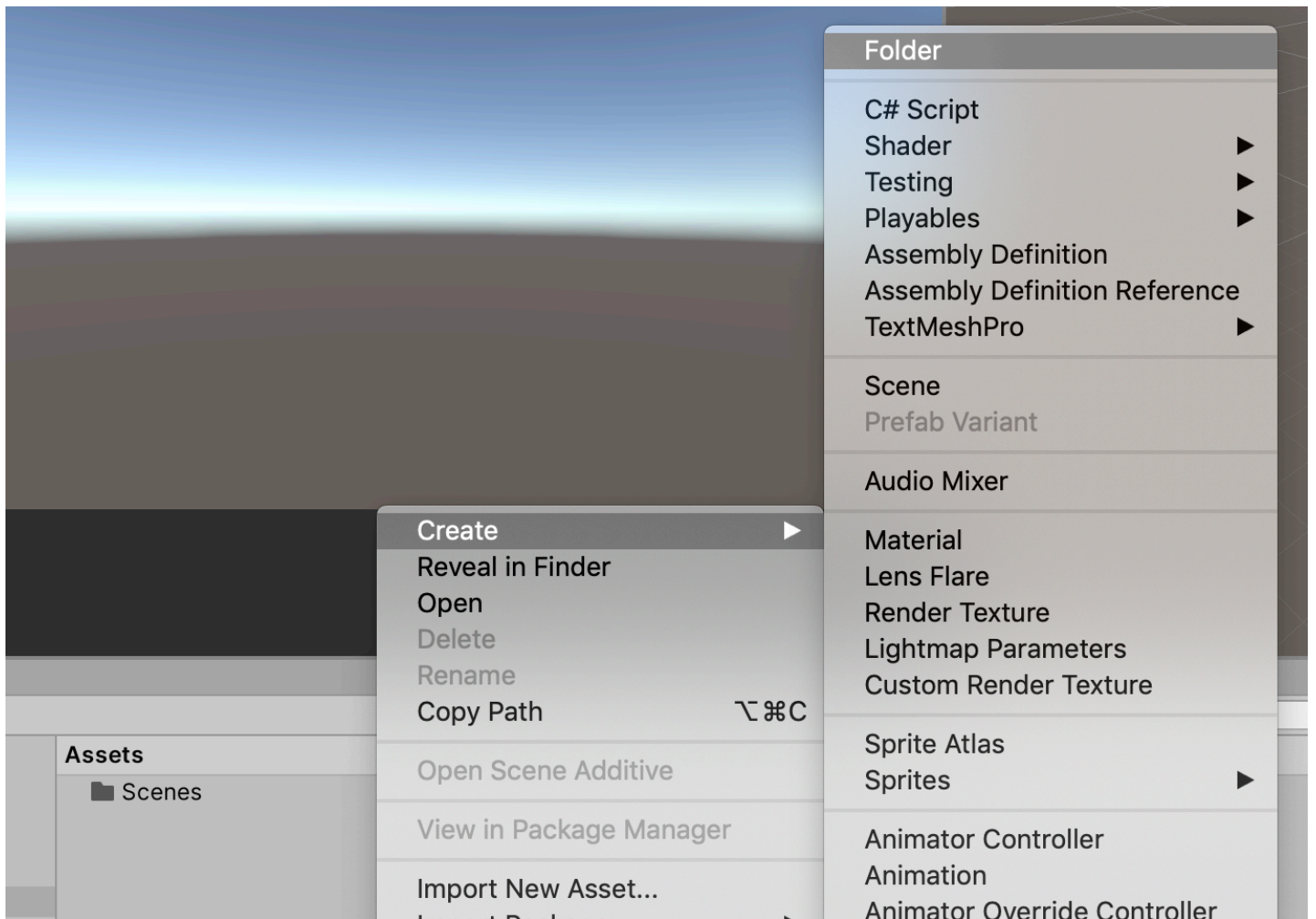
Goal

The goal of this unit is to set up our Project along the Unity conventions.

Process

1. When you first create a new Unity project, your Project panel looks like this:

1. The first folder to make is for your project, or team. Right-click in the Project panel, and select **Create > Folder**.

Name this folder your name, without a space between given and surname. For example: `LucasHaley`. In future units, we'll refer to this folder as "your folder".

> When you start adding external codebases, they'll often be set up in similar ways. *If they're set up correctly*.

1. Inside your folder, we're going to set up the standard directories. Create a folder for each of the following:

- [ ] Animations
- [ ] Audio
- [ ] Gizmos
- [ ] Materials
- [ ] Models
- [ ] PhysicMaterials
- [ ] Prefabs
- [ ] Resources
- [ ] Scenes
- [ ] Scripts
- [ ] Shaders
- [ ] Textures

Your final setup should look something like:
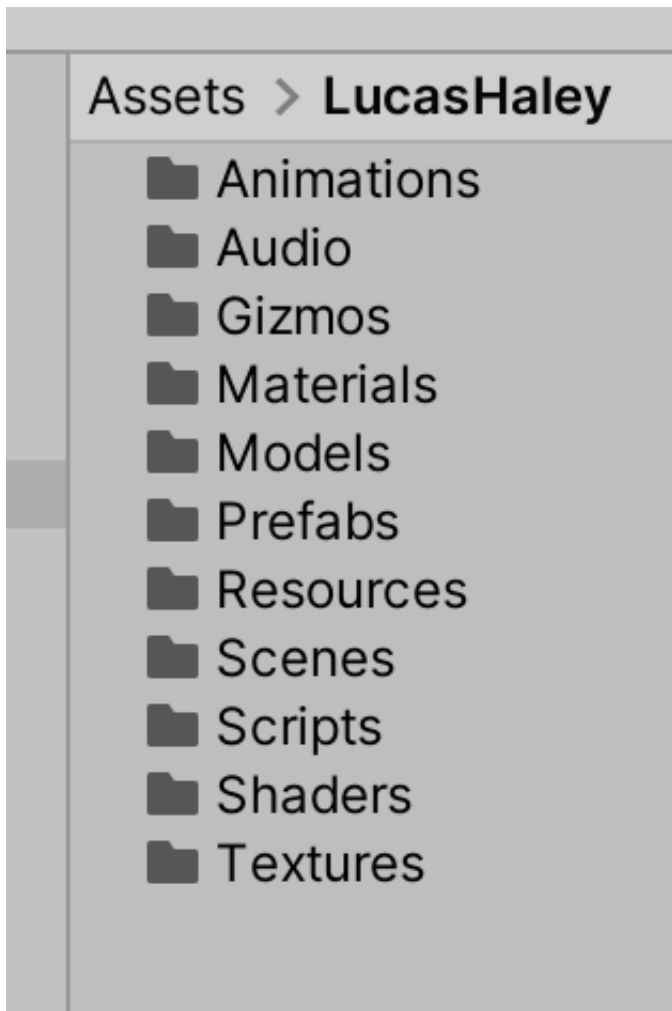
> This is just a starting point. You'll often come across different ways of setting up your Project, often depending on the size of the project you're making.

Wrap-Up

Keeping your assets organised is very important, and having a good starting organisation is critical. You should always be cleaning up your room!

Further Material

- Unity manual on Special Folders