Neptune setup instructions

- 1. Access the Neptune website using the link: https://neptune.ai/
- 2. Click on "Sign up" and setup your account by entering the email id and password



Manage all your model building metadata in a single place

Log, store, display, organize, compare and query all your MLOps metadata.

Experiment tracking and model registry built for research and production teams that run a lot of experiments.

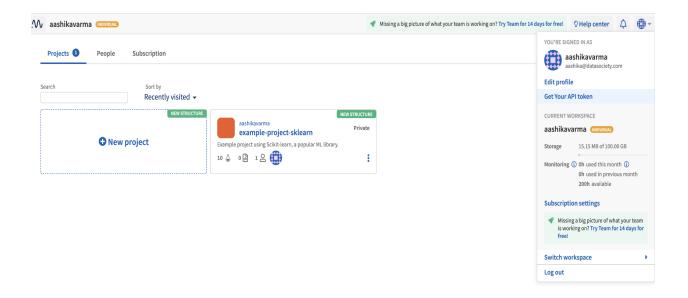
Sign up See Neptune in action

Create free account

Monitor and keep track of ML experiments

G Sign up with Google	Sign up with GitHub
OR USE EMAIL	
Email address	
Type your email address, e.g. user@e.	xample.com
Password Use 8 or more characters with a mix of letters	s, numbers and symbols.
Create your secure password	
☐ I agree to Terms of Service and	d Privacy Policy
Next	

3. Upon successful login, click on the settings icon (located beside the bell on top right) and then the **Get your API token** to access the api token based on your system specifications.



Your API Token



Copy and export your API token



Here is your API token. It is needed to authorize communication between your training scripts and Neptune. Remember to keep your API token secret! It is like a password to the application.

export NEPTUNE_API_TOKEN="eyJhcGlfYWRkcmVzcyI6Imh0dHBz0i8vYXBwLm5lcHR1bmUuYWkiLCJhcGlfdXJsijoia

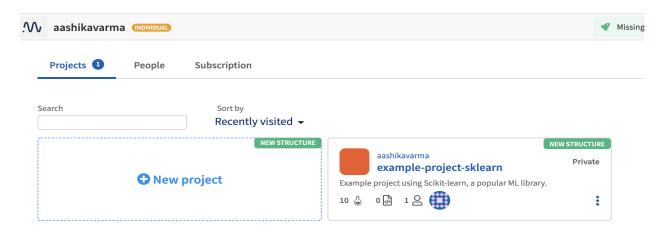
The recommended method is to append this command to your ~/.bashrc or ~/.bash_profile files. That way you don't have to worry about it every time you start a run - Neptune will pick up the API token from the environment.

You can also export the NEPTUNE_API_TOKEN environment variable, by running this command in your terminal.

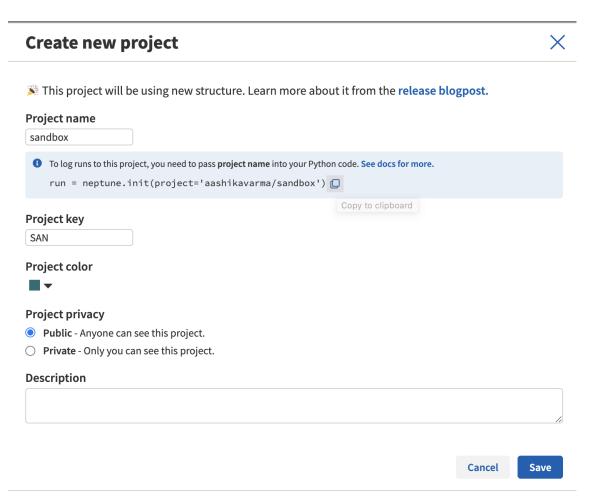
I want to generate new API token

Close

4. To create a new project, click on the **New project** icon and enter the details as shown in the screenshot below.



Here, we name our **new project as sandbox and set the privacy to public**



Upon creating the project successfully, you'll be able to see it in the projects tab as shown below.

Thus our username here is **aashikavarma** and the project name is **sandbox**

