

New project

Editor Version: 2021.3.18f1 LTS

All templates

★ New

□ Core

■ Sample

🎓 Learning

🔍 Search all templates



2D
Core



3D
Core



2D (URP)
Core



Runner Game
Core

NEW ★



3D Mobile
Core



2D Mobile
Core



Test Track
Sample



2D

This is an empty project configured for 2D apps. It uses Unity's built-in renderer.

[Read more](#)

PROJECT SETTINGS

Project name

Location

C:\



Cancel

Create project



MQ

Experimental Packages In Use

Layers

Layout

Hierarchy

Scene

Game

SampleScene

Main Camera

NavMesh

Layout

GameFloor

Pond

Agent

Hand

Move

Rotate

Scale

Grid

2D

Light

Audio

Video

Camera

Target

Nav Mesh

Show NavMesh

Show HeightMesh

Inspector

NavMesh

Tag Untagged

Layer Default

Transform

Position X 0.41615 Y 0.44833 Z 0.01915

Rotation X -89.98 Y 0 Z 0

Scale X 1 Y 1 Z 1

Navigation Surface

R = 0.5

H = 2

45°

Agent Type Humanoid

Collect Objects All

Include Layers Everything

Use Geometry Render Meshes

Advanced

Nav Mesh Data NavMesh-NavMesh

Clear

Bake

NavMesh CollectSources2d

Override By Grid

Use Mesh Prefab None (Game Object)

Compress Bounds

Override Vector X 1 Y 1 Z 1

Rotate Surface to XY

Add Component

Project

Console

Assets

Scenes

Agent

MQ

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Move

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Wireframe

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Camera

Target

Inspector

GameFloor

Tag Untagged

Layer Default

Transform

Position X -0.4149 Y -0.4542 Z 0

Rotation X 0 Y 0 Z 0

Scale X 22.8390 Y 10.0172 Z 1

Sprite Renderer

Sprite Square

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 0

Navigation Modifier

Ignore From Build

Override Area

Affected Agents All

Sprites-Default (Material)

Shader Sprites/Default

Edit...

Add Component

Project

Console

Assets

Scenes

Agent

Assets

Scenes

Agent

MQ

Experimental Packages In Use

Layers

Layout

Hierarchy

All

SampleScene

- Main Camera
- NavMesh
- Layout
 - GameFloor
 - Pond
 - Agent

Scene

Game

Hand

Move

Rotate

Scale

Reset

Grid

Wireframe

2D

Light

Audio

Video

Camera

Target

Inspector

Pond

Static

Tag Untagged

Layer Default

Transform

Position X -0.4 Y 0 Z -0.0191

Rotation X 0 Y 0 Z 0

Scale X 3.2429 Y 3.2429 Z 3.2429

Sprite Renderer

Sprite Circle

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 0

Navigation Modifier

Ignore From Build

Override Area

Area Type Not Walkable

Affected Agents All

Sprites-Default (Material)

Shader Sprites/Default

Edit...

Add Component

Project

Console

Favorites

All Materials

All Models

All Prefabs

Assets

Scenes

Agent

Assets

Scenes

Agent

Nav Mesh

Show NavMesh

Show HeightMesh

MQ

Experimental Packages In Use

Layers

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Hierarchy

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SampleScene

Main Camera

NavMesh

Layout

GameFloor

Pond

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Hand

Move

Rotate

Scale

Grid

Wireframe

2D

Light

Audio

Video

Camera

Target

Inspector

Transform

Sprite Renderer

Nav Mesh Agent

Agent (Script)

Sprite

Color

Flip

Draw Mode

Mask Interaction

Sprite Sort Point

Material

Additional Settings

Sorting Layer

Order in Layer

Agent Type

Base Offset

Steering

Speed

Angular Speed

Acceleration

Stopping Distance

Auto Braking

Obstacle Avoidance

Radius

Height

Quality

Priority

Path Finding

Auto Traverse Off Me

Auto Repath

Area Mask

Script

Agent

Project

Console

Favorites

All Materials

All Models

All Prefabs

Assets

Scenes

Packages

Assets

Scenes

Agent

