

INSTALLING THE COMPATIBLE VERSION OF UNITY

Visit **unity.com** and click "Download." Download **Unity Hub** for your operating system. (Windows, Mac or Linux). Follow the instructions Unity Hub gives you and create or log in to your Unity account if necessary.

How to get started

STEP 1

Download the Unity Hub

Before you can start creating in Unity you'll need to download and install the Unity Hub. [Windows](#), [Mac](#), [Mac ARM64*](#), or [Linux](#).
*Requires Rosetta to be installed.

STEP 2

Install the Unity Hub

Once your download and install has completed, open the Hub and login or create a Unity account.

STEP 3

Install the Unity Engine

In the Hub, start a tutorial or open a new project. The latest version of the Unity Engine will download automatically.

System requirements

OPERATING SYSTEM

- Windows 10 (64-bit versions), 11
- macOS X 11+
- Ubuntu 24.04

GPU

Graphics card with DX10 (Shader Model 4.0) capabilities.

Unity Engine releases

If you require older versions of Unity for compatibility, revisiting favorite features, or exploring historical changes you can install these from the Unity Hub or manually download them from the Unity Engine [download archive](#).

After downloading Unity Hub, click "**Download archive**" to install older versions of **Unity Engine**.

6000.1.4f1	21. toukok. 2025	Read	INSTALL →
6000.1.3f1	14. toukok. 2025	Read	INSTALL →
6000.1.2f1	6. toukok. 2025	Read	INSTALL →
6000.1.1f1	29. huhtik. 2025	Read	INSTALL →
6000.1.0f1	23. huhtik. 2025	Read	INSTALL →

Download version **6000.1.2f1** of Unity Engine for best compability with the gallery tool.

Projects

Add ▾ New project

Q Search...

★	🔗	NAME	CLOUD	MODIFIED ^	EDITOR VERSION
★	🔗	oamk_galleria C:\Ohjelmointi\Unity\OA...	NOT CONNECTED	3 hours ago	6000.1.2f1 ▾ ⋮

In Unity Hub, choose that specific version for the Gallery project.