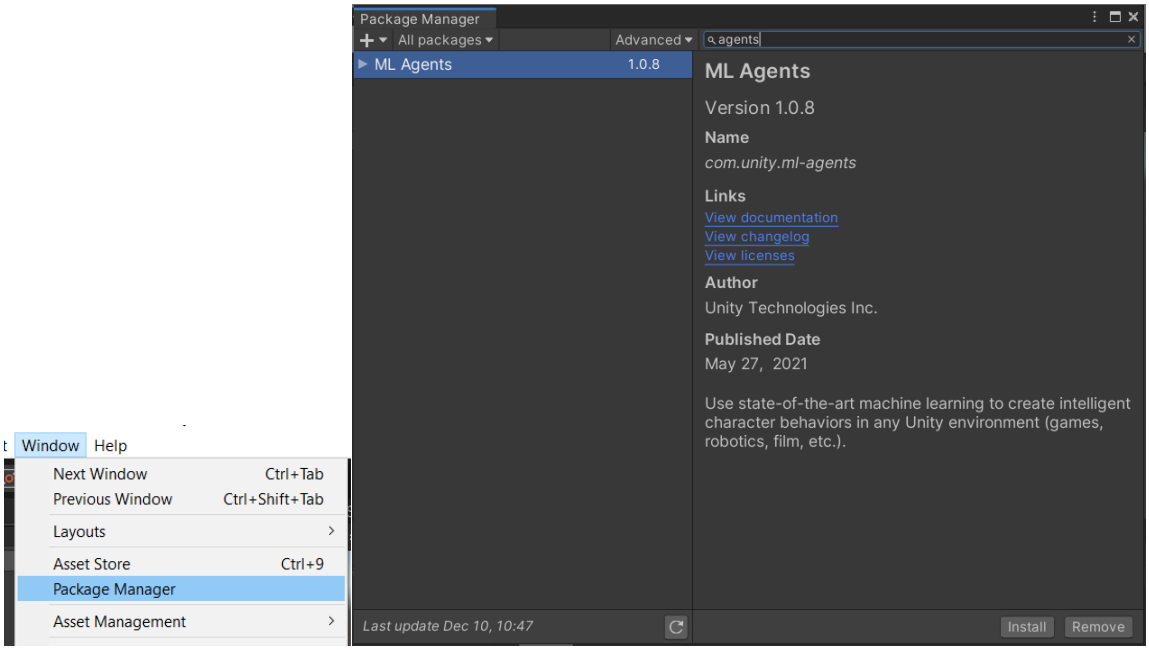
ML in unity

Step 1 – create a new 3d project in unity

Step 2 – open the package manager and search for “agents” then hit install.

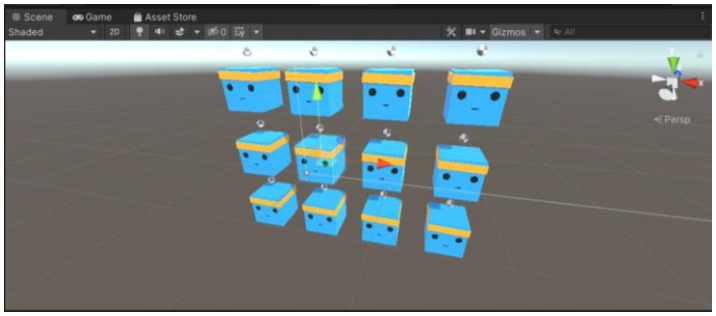


Step 3 – download example files from https://github.com/Unity-Technologies/ml-agents/tree/release_2_verified_docs in a zip format

Step 4 – extract the files from the zip folder and drag the projects file into unity.

Step 5 – Go to Project\Assets\ML-Agents\Examples\3DBall\Scenes and drag the 3DBall scene into the hierarchy

You should see the following screen appear



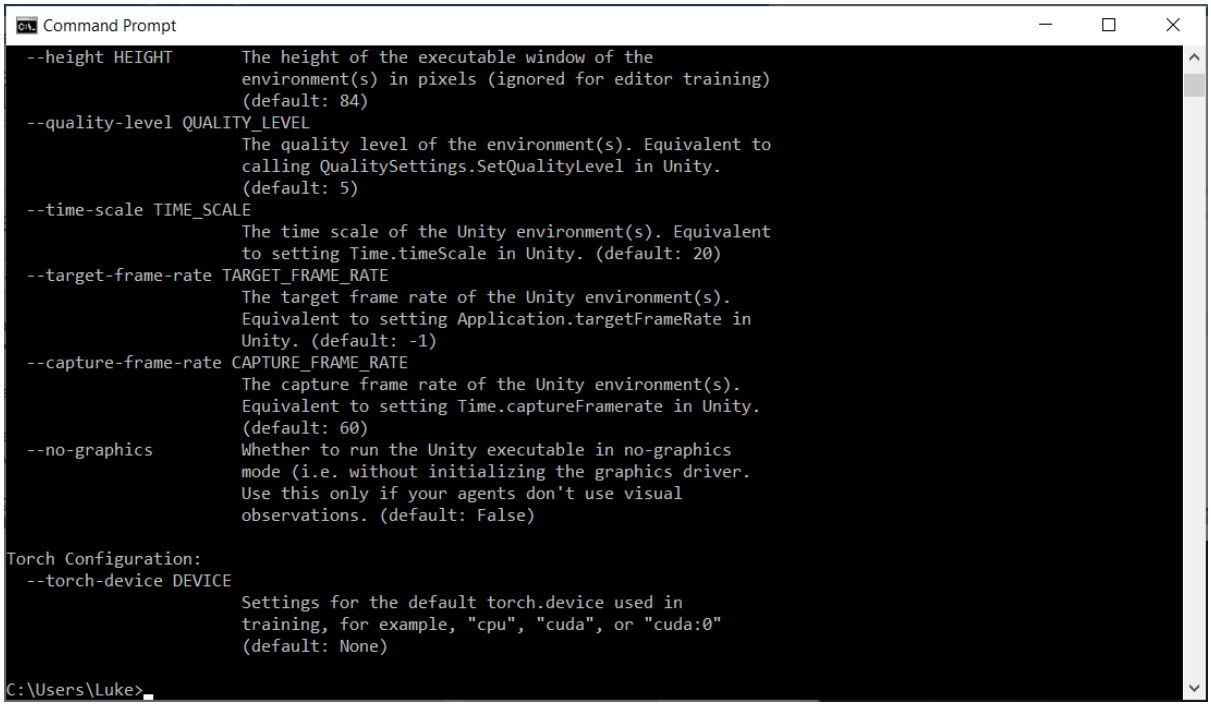
Run the model to see how the pre-trained demo performs.

Step 6 – select a random agent and remove the neural network and try running the game again to see what happens, it will now fail. Lets try to re-train the model.

Step 7 – download and install the latest 64 bit version of Python

Step 8 – go to the command line and type: pip3 install mlagents

Step 9 – check mlagents installed correctly by typing mlagents-learn –help you should see something along the lines of the screen below.



Step 10 – drag the config file into Unity

Step 11 – navigate to the config folder in your project in the explorer then type cmd to enter the command line in the folder.

Step 12 – to start the model learning type mlagens-learn config/trainer_config.yaml –run-id=MyFirstNN