Let's get you started!

Thank you for downloading Unity.

Unity 2017.3.1f1 Download Assistant

Choose Components

Choose which Unity components you want to download and install.

- [x] Unity 2017.3.1f1
- [x] MonoDevelop / Unity Debugger
- [x] Documentation
- [x] Standard Assets
- [ ] Example Project
- [ ] Microsoft Visual Studio Community 2017
- [ ] Android Build Support
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Description

Unity Editor including MonoDevelop for building your games

Download size: 510M

Install space required: 2.7GB

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- Answers

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- Most popular assets
- Must-have beginner assets
- Asset Store

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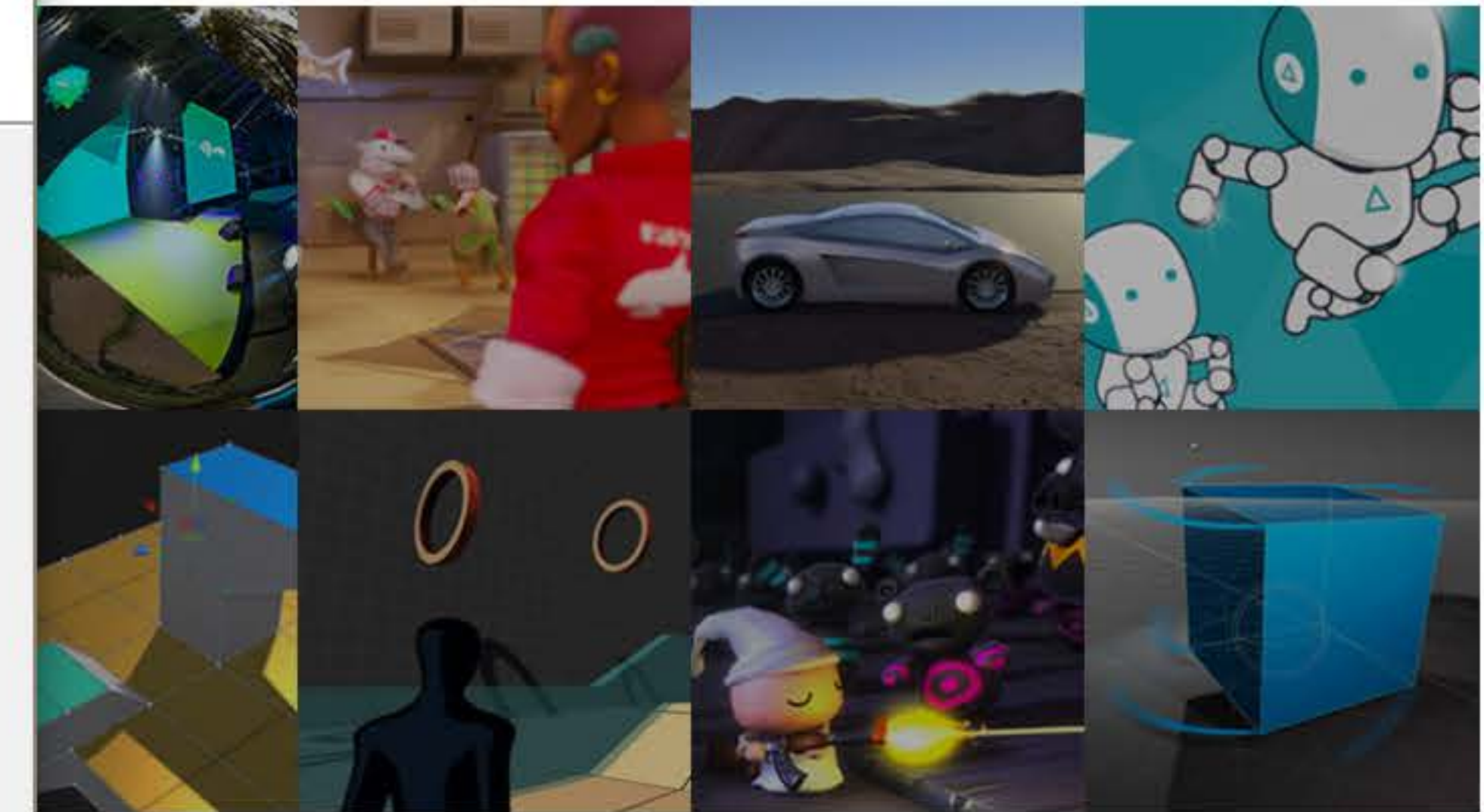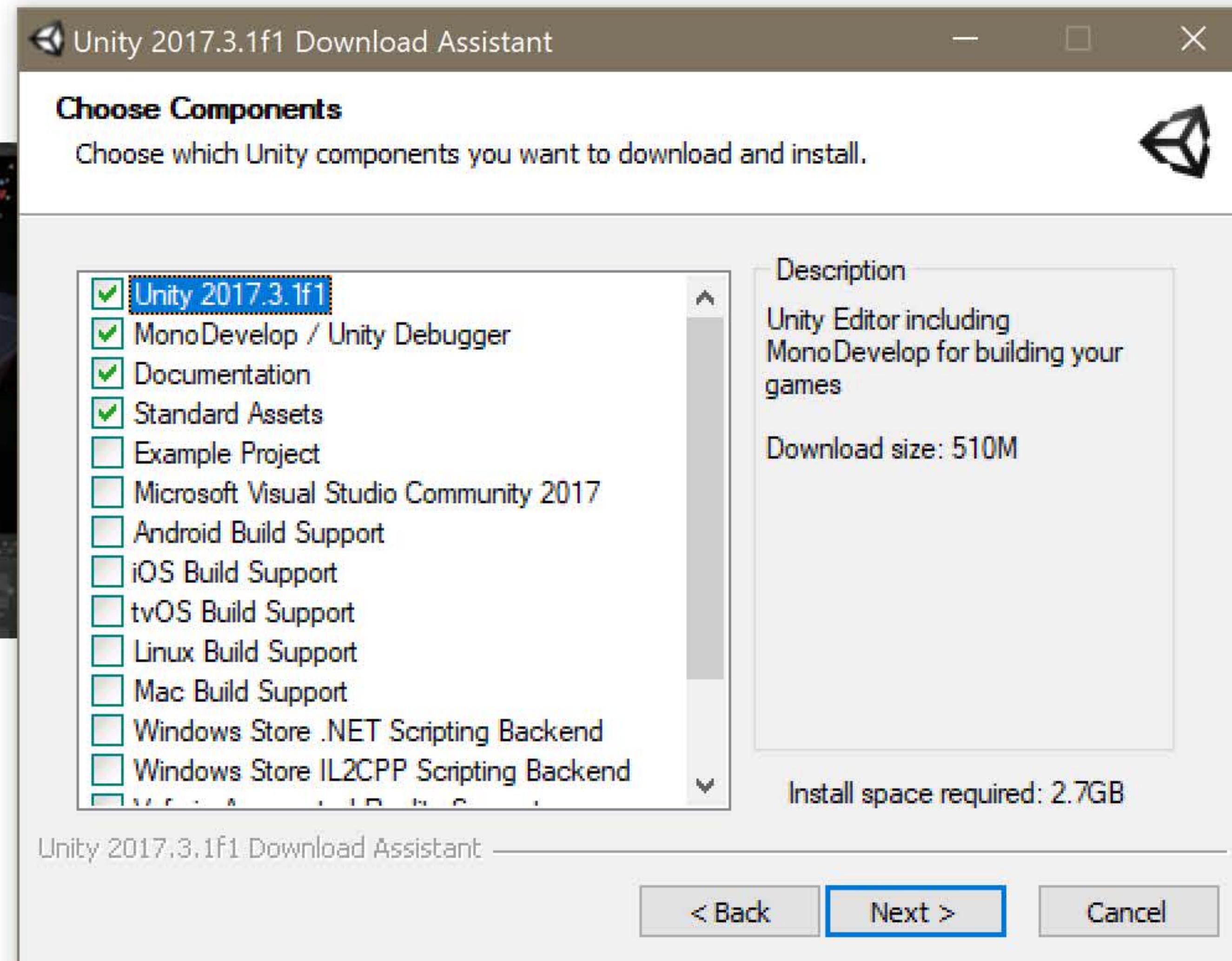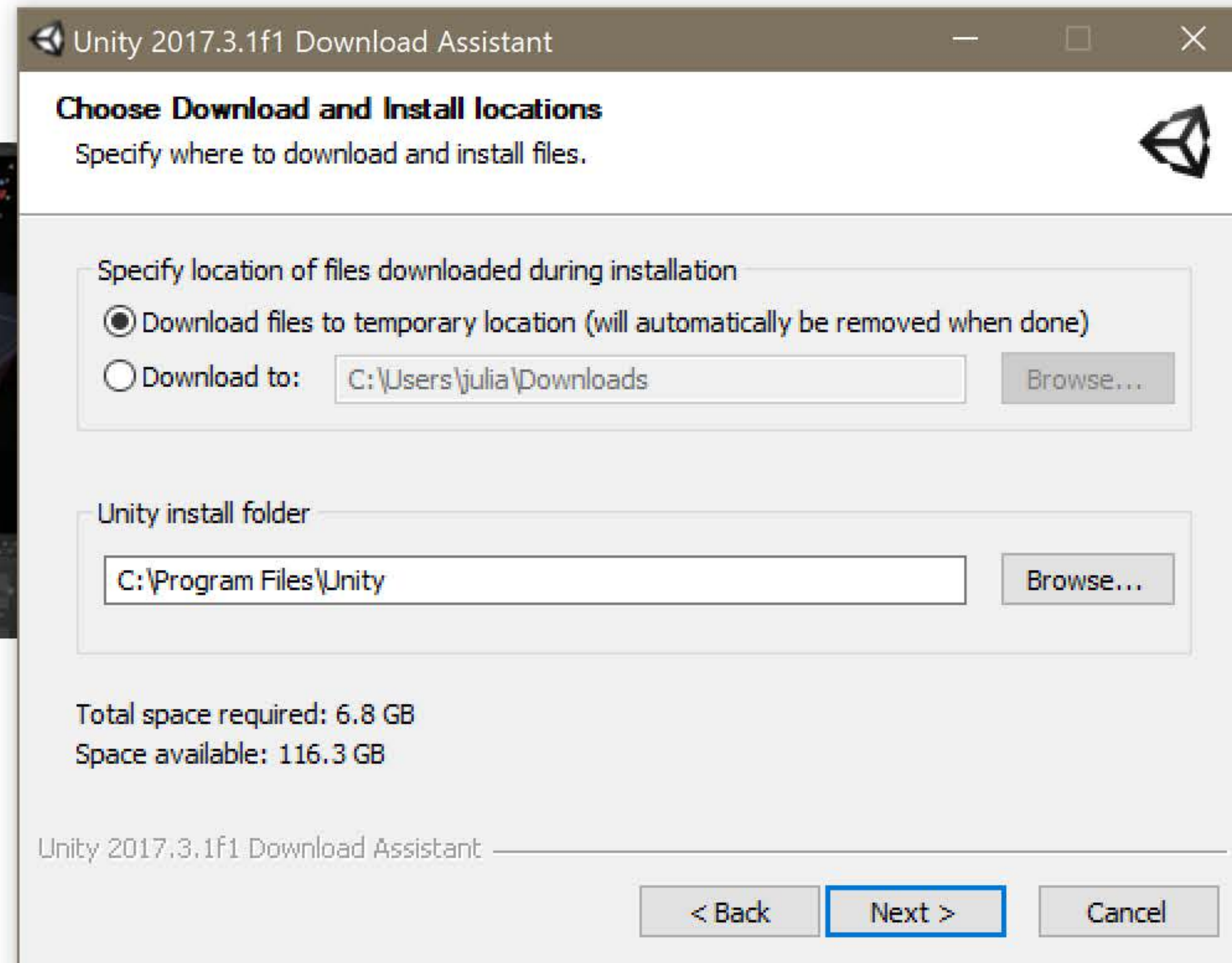If your download didn't start, please use our installation assistant.
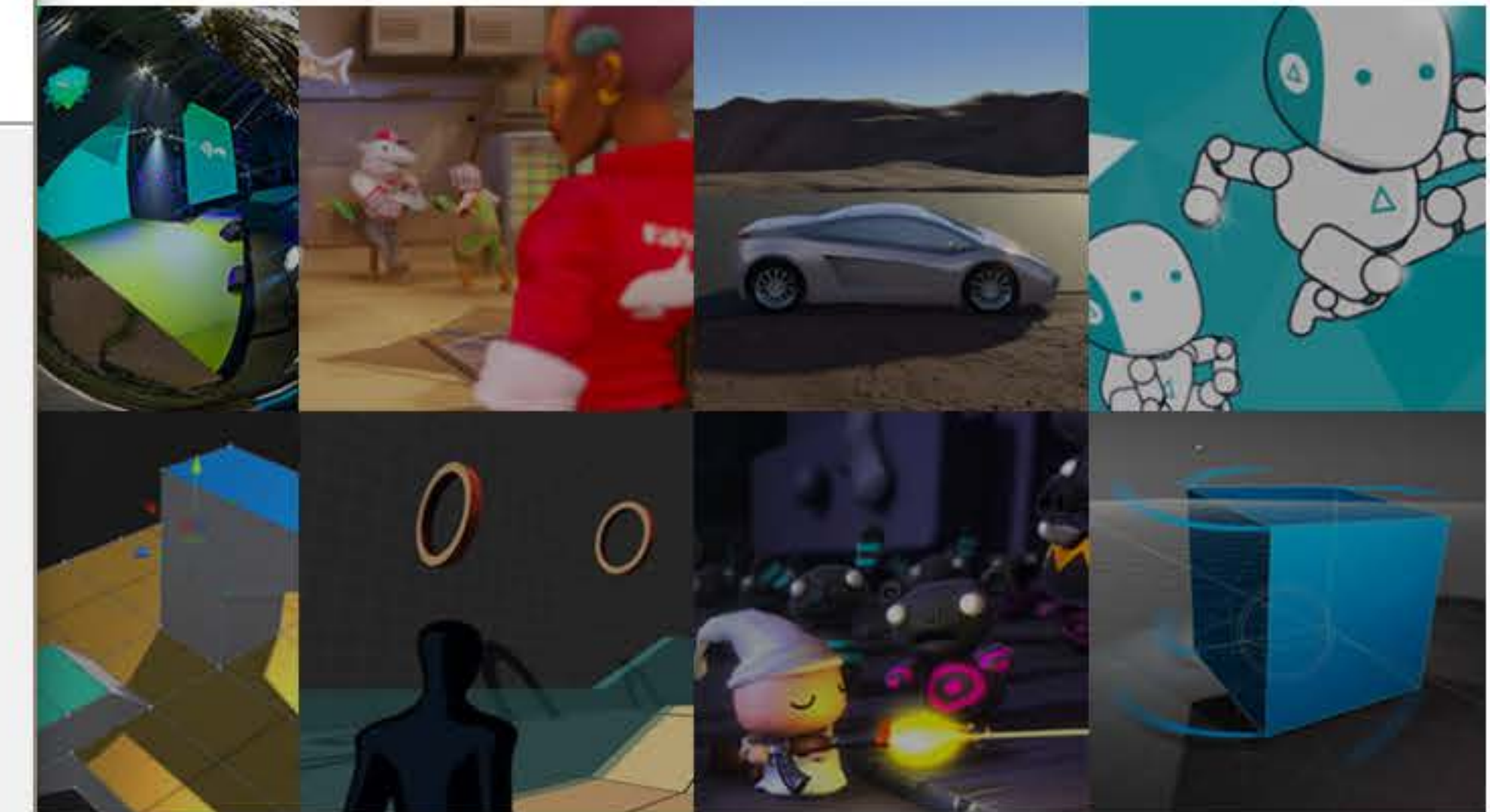
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Choose Download and Install locations
Specify where to download and install files.

Specify location of files downloaded during installation

◉ Download files to temporary location (will automatically be removed when done)

◯ Download to: C:\Users\julia\Downloads   [Browse...]

Unity install folder

C:\Program Files\Unity   [Browse...]

Total space required: 6.8 GB
Space available: 116.3 GB

Unity 2017.3.1f1 Download Assistant

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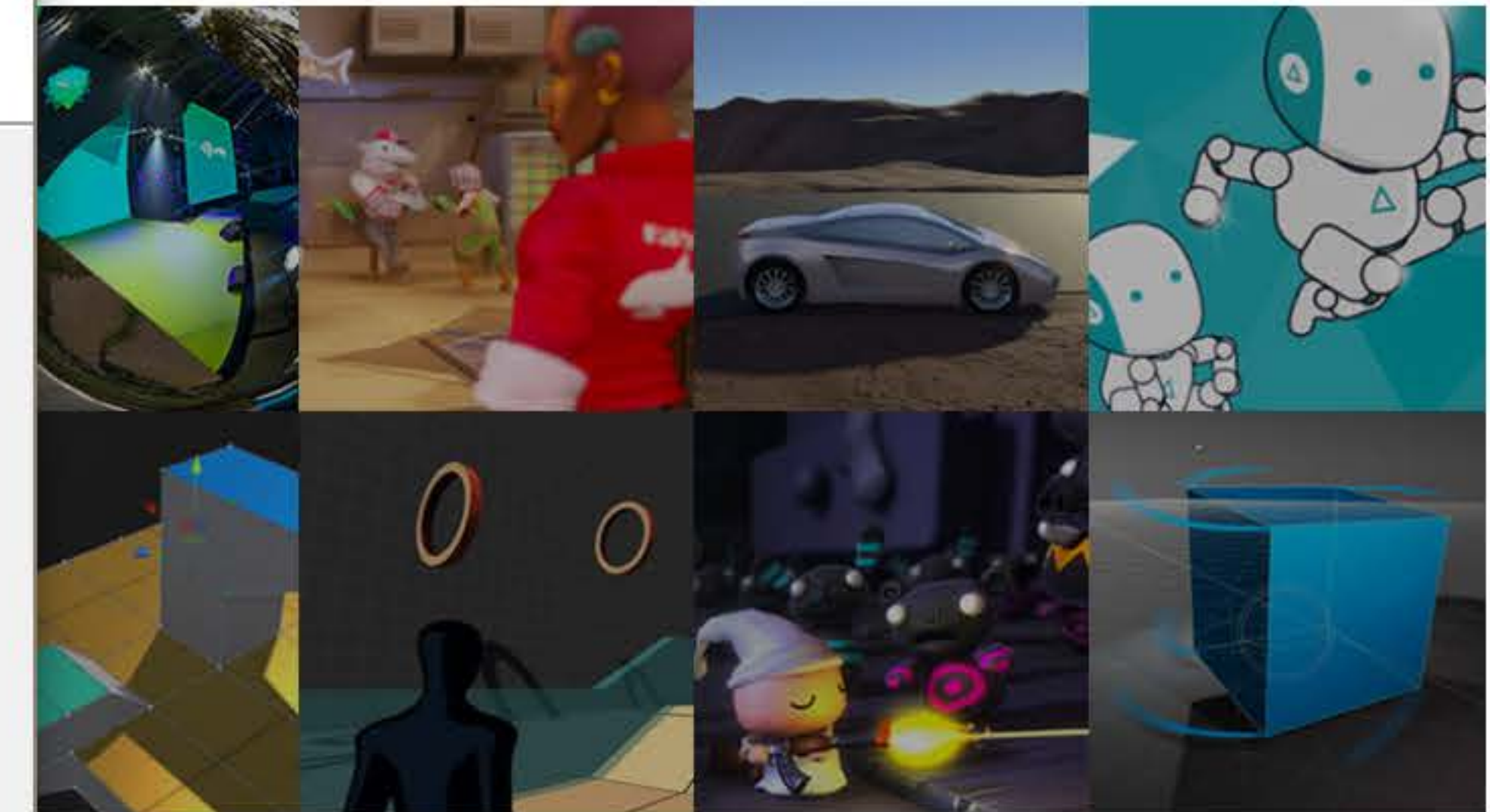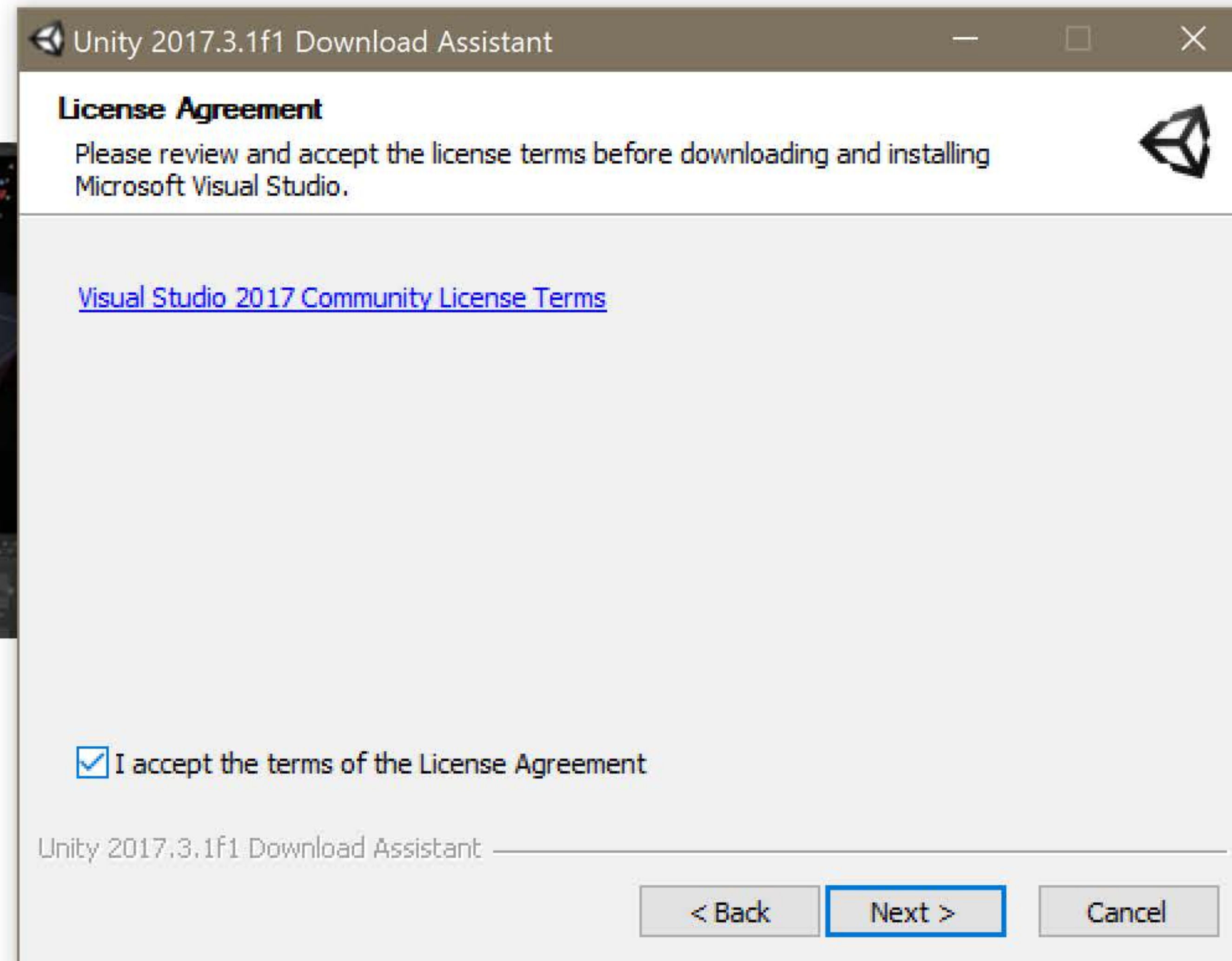If your download didn't start, please use our installation assistant.

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Please review and accept the license terms before downloading and installing Microsoft Visual Studio.

Visual Studio 2017 Community License Terms

☑ I accept the terms of the License Agreement

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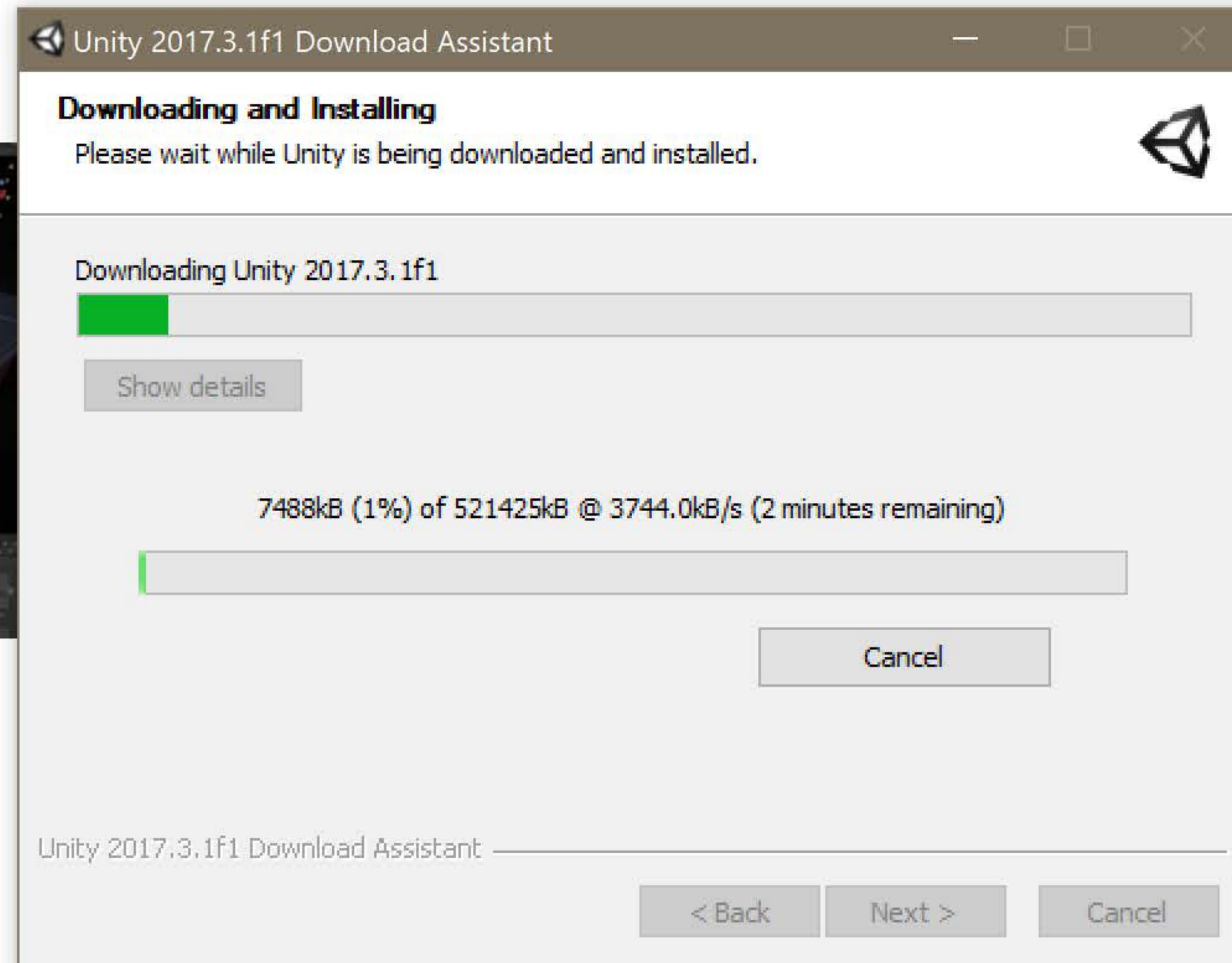# Let's get you started!

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Downloading and Installing
Please wait while Unity is being downloaded and installed.

Downloading Unity 2017.3.1f1

[progress bar]

Show details

7488kB (1%) of 521425kB @ 3744.0kB/s (2 minutes remaining)

[progress bar]

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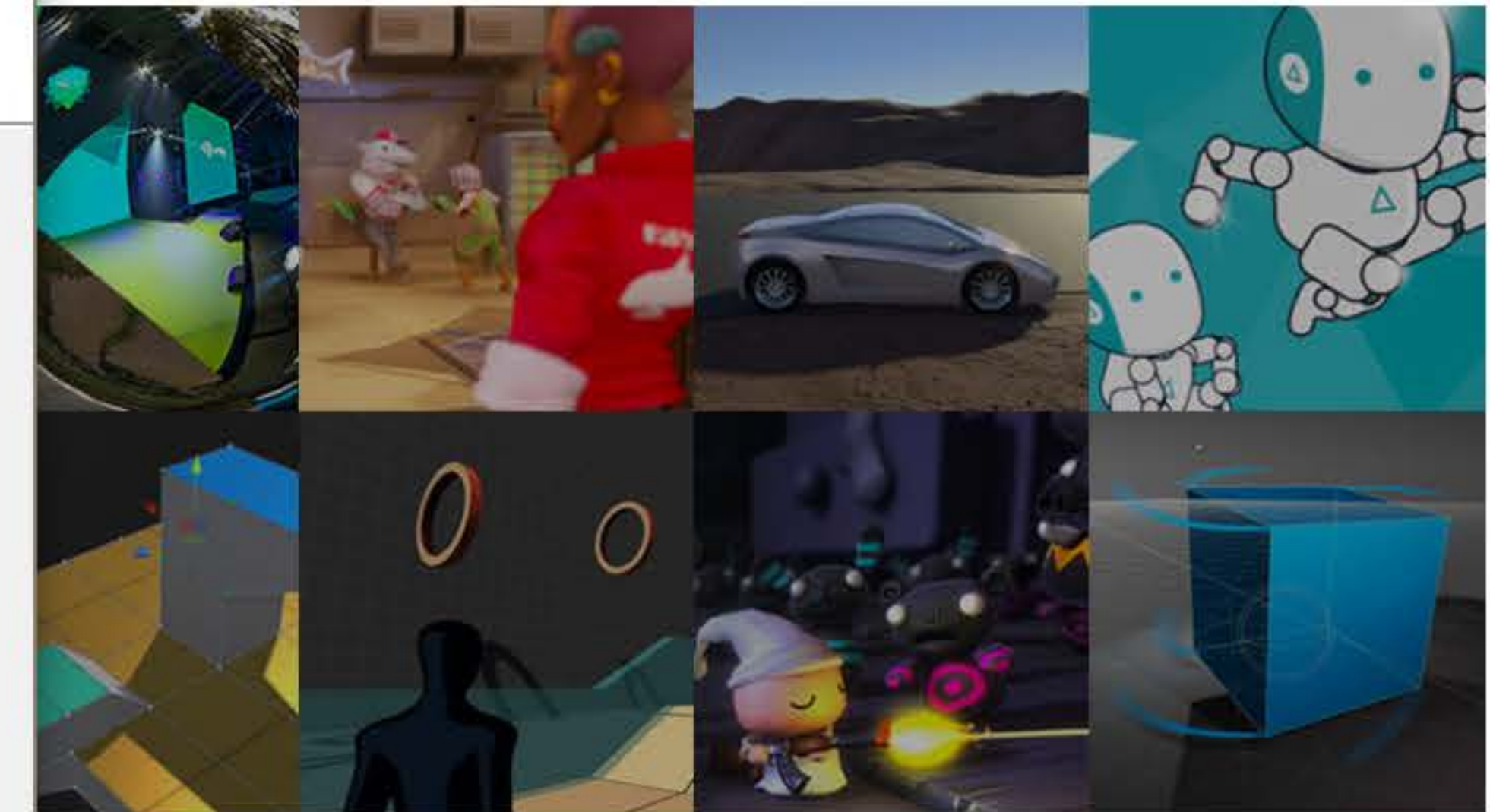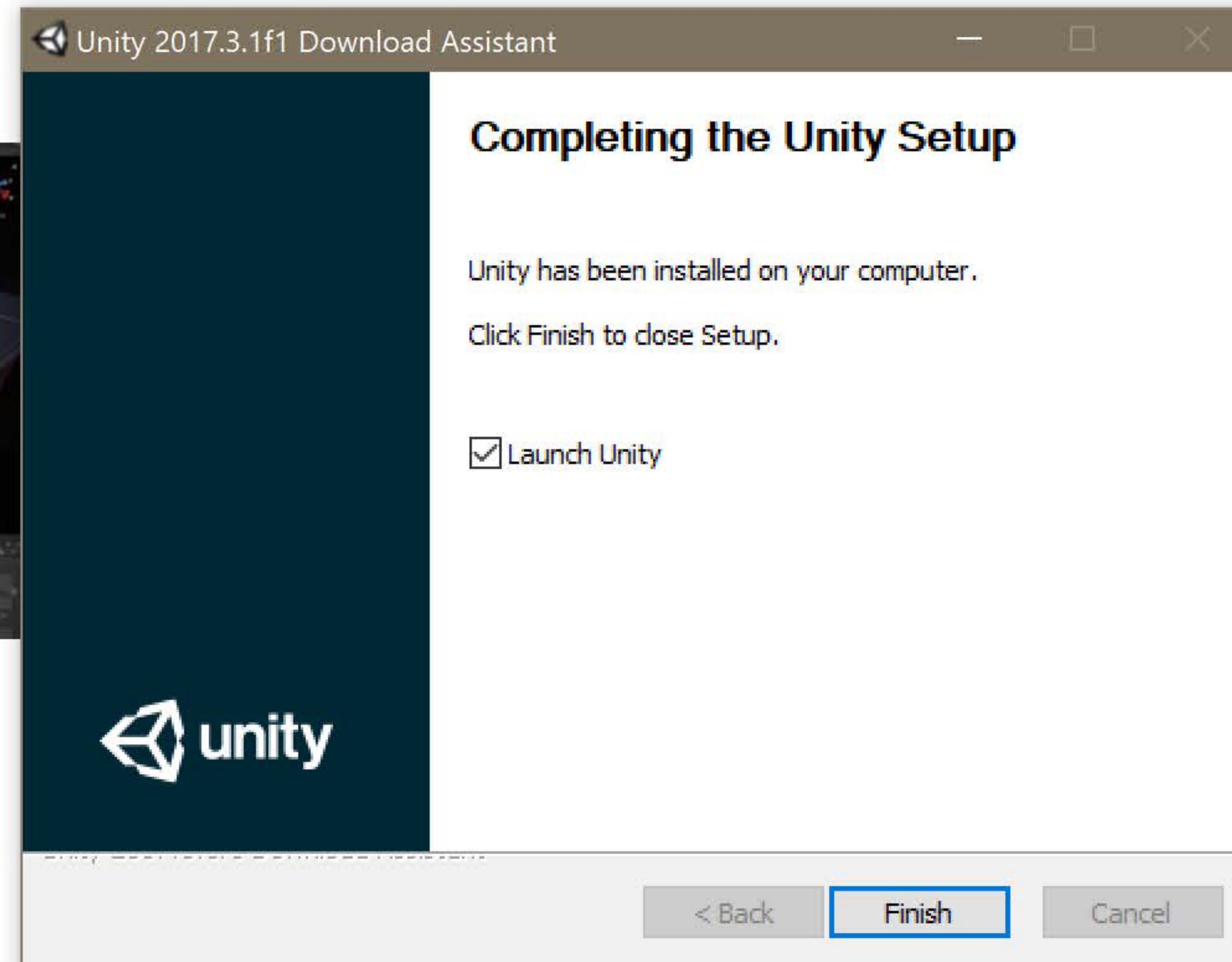
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Completing the Unity Setup

Unity has been installed on your computer.

Click Finish to close Setup.

☑ Launch Unity

< Back   Finish   Cancel

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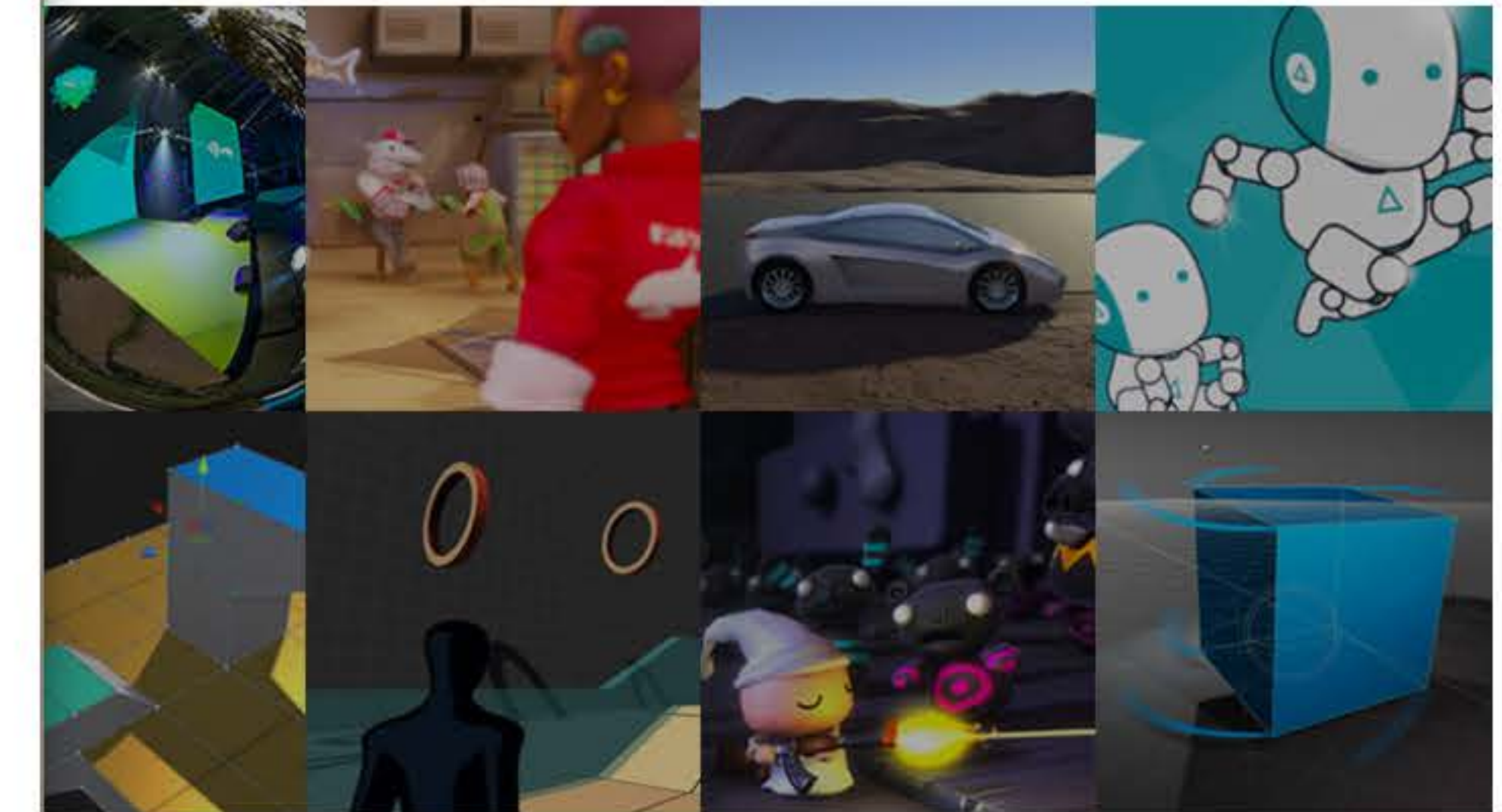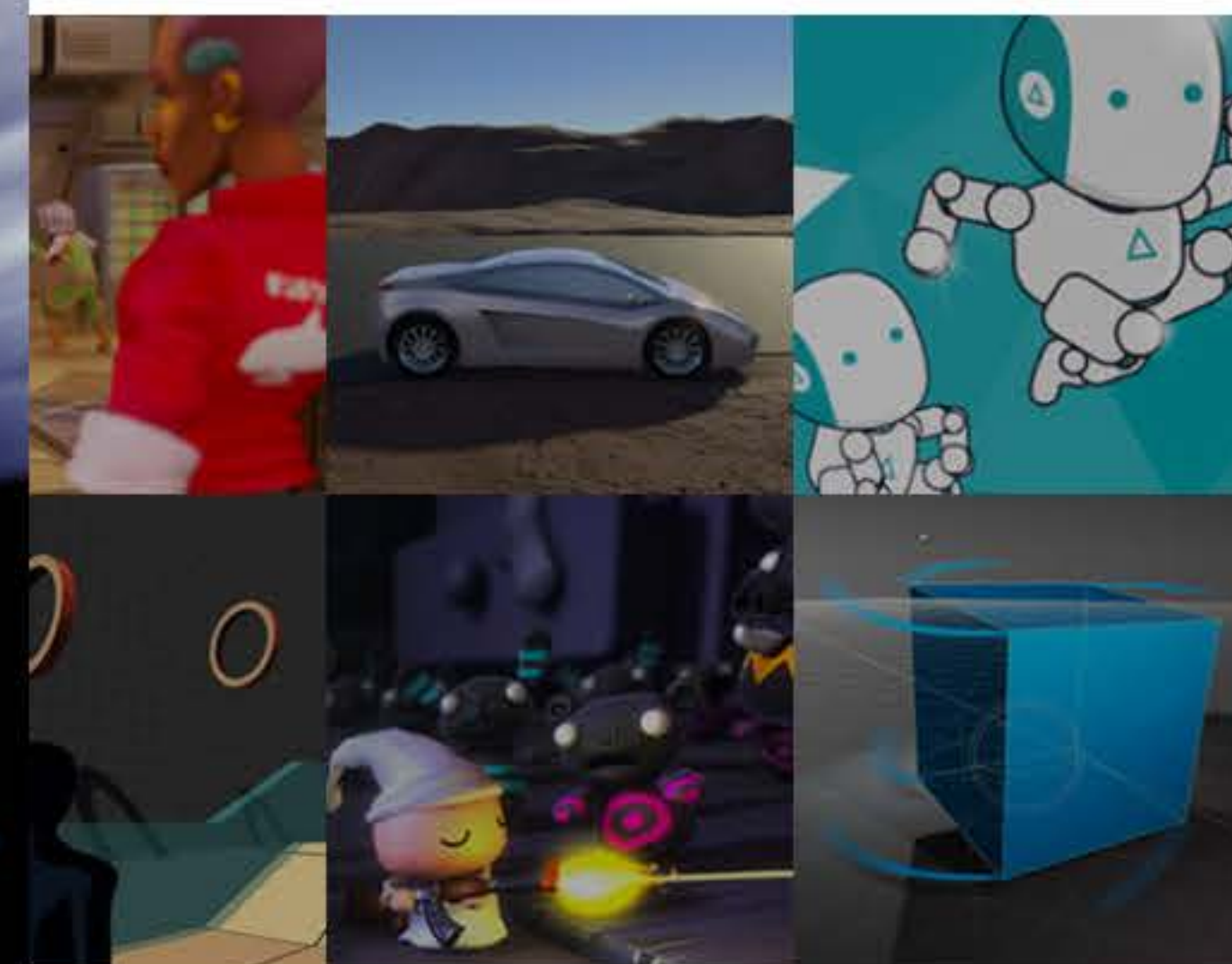
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Unity 2017.3.1f1

unity

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Please select one of the options below

○ The company or organization I represent earned **more than** $100,000 in
gross revenue in the previous fiscal year.

○ The company or organization I represent earned **less than** $100,000 in
gross revenue in the previous fiscal year.

● I don't use Unity in a professional capacity.

Why does Unity need to know this?   **Next**

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unity   ●————————●————————◉————————○   👤 My Account
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Quick and easy survey

Take a couple of milliseconds to help us improve the Unity engine!

Where are you located?*

| United States   ▾ |

| Select or search District, State or Outlying area...   ▾ |

In what capacity do you primarily use Unity?*

○ Professional - I use Unity for my work

○ Hobbyist - I use Unity in my free time

◉ Student - I use Unity as part of my education

○ Teacher/Instructor - I use Unity for educational purposes

What is your primary role?*

☐ Artist

Preferred language   English

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What is your primary role?*

- [ ] Artist
- [ ] Audio Designer
- [ ] Educator
- [ ] Executive
- [ ] Game Designer
- [ ] Indie/Generalist
- [ ] Producer/Manager
- [ ] Programmer
- [x] Student
- [ ] Other   specify

How would you rate your Unity skills?*

- ( ) Absolute beginner–never used Unity before

Preferred language   English

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Other   specify

How would you rate your Unity skills?*

● Absolute beginner–never used Unity before

○ Beginner

○ Intermediate

○ Advanced

○ Expert

Expected graduation date*

Select or search an option...

Name of educational institution*

Enter Text

Preferred language   English

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#Level Design
#Basic Game Theory
#Boundary Building

Go for simple
- platformer
- explorer

<u>Creating a scene</u>
Assets: anything you interact with

①create a terrain
- Game object → 3D → Terrain
- (w) → click on terrain → to the right, find a paintbrush
- ~~Assets~~ Assets → Import package → environment
- Edit texture → Add texture → 2D → (whatever you want)
② Add elevation
- △ → Brush size → Craft mountain range
③create a character (1st person)
- Game tab/Hit "play" → (esc) → Hit "play" again
- Assets → Import pack → characters
- FPS controller → Drag to your chosen starting point
- Move tool → click on camera → set height to 1.8 m
④ Control sounds

Assignment: consume 3 diff. projects in the VR room.
- vive carnival
- oculus lab: teleport around the mountain peak

Access: *New Git-hub link
select "Building Access"
on yen. class use.
    588.001

Download Unity
    Personal use
    check: ~~####~~ Unity 2017, MonoDevelop, Documentation,
        Standard Assets
    create Unity ID

select "hand tool" (Q)
hold "option" to rotate
(w) move tool