


Only one person needs to create organization. If one of you teammates gone through this steps go to **Joining Organization** instruction.

Visit <https://www.plasticscm.com/>


We answer 90% of questions in less than 1-hour. Contact us: we are [here](#) to help.


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Create without compromise

Unity Plastic SCM is a [version control](#) and [source code management](#) tool built to improve team collaboration and scalability with any engine. It offers optimized workflows for artists and programmers, as well as superior speed working with large files and binaries.



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 Key benefits of Unity Plastic SCM

Go to pricing


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What you are interested in, is a free tier of Plastic SCM.

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Free Cloud Edition

\$0 / month

Up to three users

Join for free

5 GB of Cloud Storage Included

✓ Distributed (Push/Pull)

✓ Gluon (GUI for Artists)

✓ Proxy Server

✓ Forum and Community Support

Cloud Edition

\$7

user/month

Buy

5GB of Cloud Storage Included

✓ Distributed (Push/Pull)

✓ Gluon (GUI for Artists)

✓ Proxy Server

✓ Forum and Community Support

✓ Email Support

Enterprise Edition

\$23

user/month
(30-day trial available)

Buy

✓ Distributed (Push/Pull)

✓ Gluon (GUI for Artists)

✓ Proxy Server

✓ Encrypting data back and forth

✓ Encryption in-rest and in-flight

You can create a free organization, without credit card, or bank account.

Free Cloud Edition

\$0 / month


Up to three users


[Join for free](#)


5 GB of Cloud Storage Included

- ✓ [Distributed \(Push/Pull\)](#)
- ✓ [Gluon \(GUI for Artists\)](#)
- ✓ [Proxy Server](#)
- ✓ [Forum and Community Support](#)

Remember to sign in with your Unity ID.



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VERSION CONTROL FOR TEAMS BORN DISTRIBUTED

Includes all the client software + Cloud server + Cloud storage


You are creating a Plastic Cloud Edition subscription

First 3 users and 5GB are free.
After that, price depends on user count and total repository storage.
Check pricing and conditions [here](#).



Account settings

Please enter your email and password. If you don't have an account, we'll create a new one for you!

 SIGN IN WITH UNITY ID

Email *

Password *

☐ I have read and agree to the [Plastic SCM Terms of Service](#) (required). *

☐ I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#)] (required). *

☐ I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media (optional).

Have a discount code?

Enter your code:

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Personal details

First Name *

Last Name *

Address *

Zip Code *

Country *

United States

VAT Number

Company *

* For European companies only

Payment details (optional)

Enter your payment details if you want to buy now [show payment details](#)

Plastic Cloud settings

Organization name *

✗ Please choose an organization name

Datcenter *

Select the datacenter that is closest to you to speed up data transfer.

[FINISH SIGN UP](#)

There are additional informations you need to fill.

In **Personal Details** you can set **Company** to "*None*"

Q: Why they want my address?

A: They need that for documents like invoice or receipt.



VERSION CONTROL FOR TEAMS BORN DISTRIBUTED

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Personal details

First Name * Last Name *

Address *

Zip Code * Country *

VAT Number Company *

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Payment details (optional)

Enter your payment details if you want to buy now [show payment details](#)

Plastic Cloud settings

Organization name *

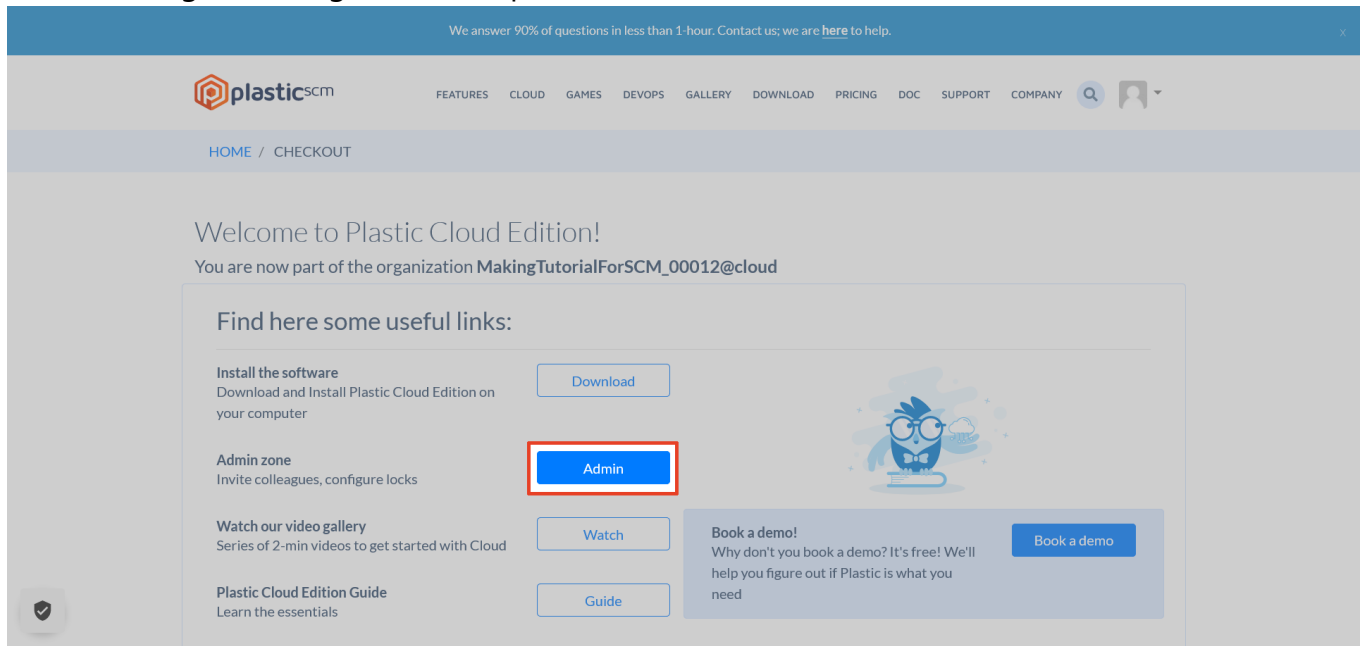
✗ Please choose an organization name

Datcenter *

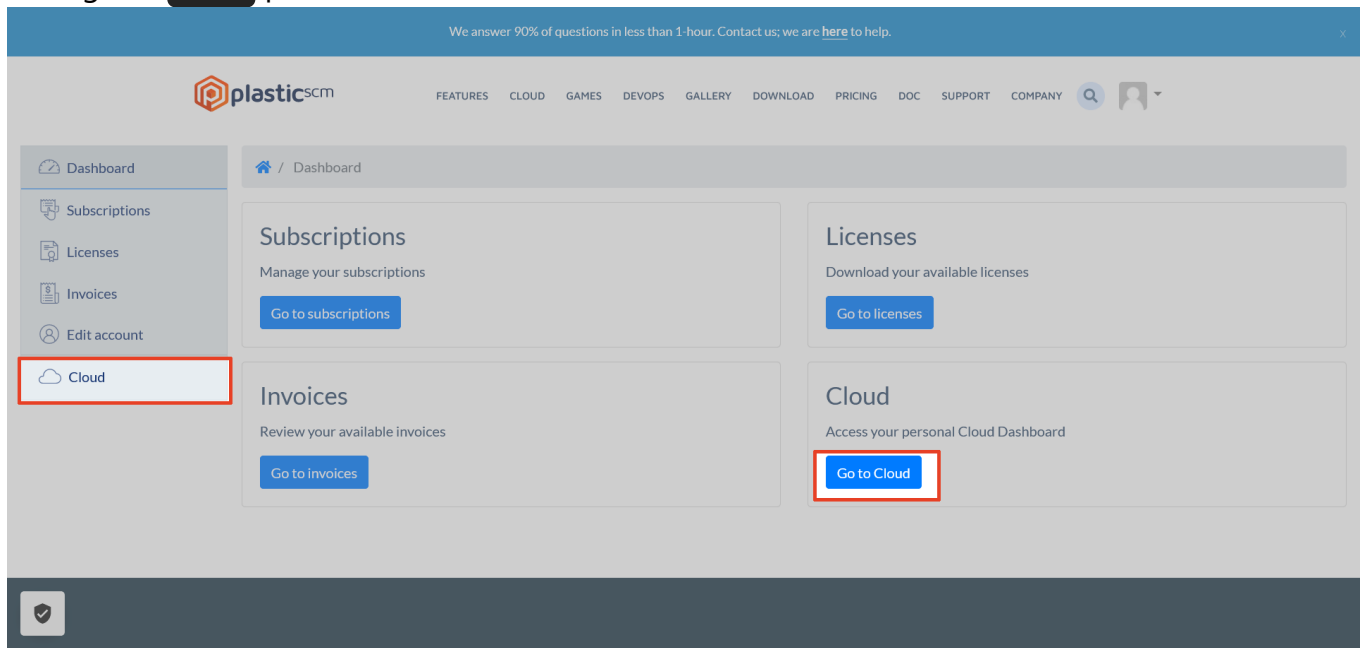
Select the datacenter that is closest to you to speed up data transfer.

[FINISH SIGN UP](#)

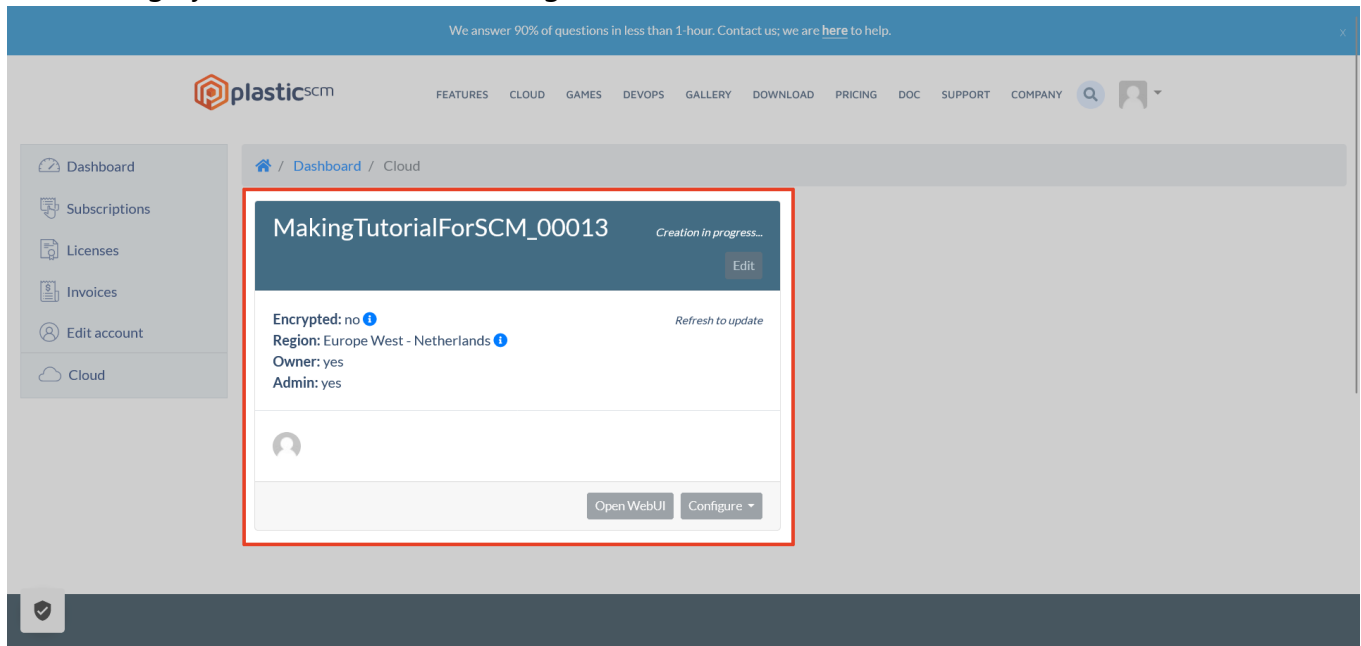
After creating account go to admin panel.



Next go to **Cloud** panel.

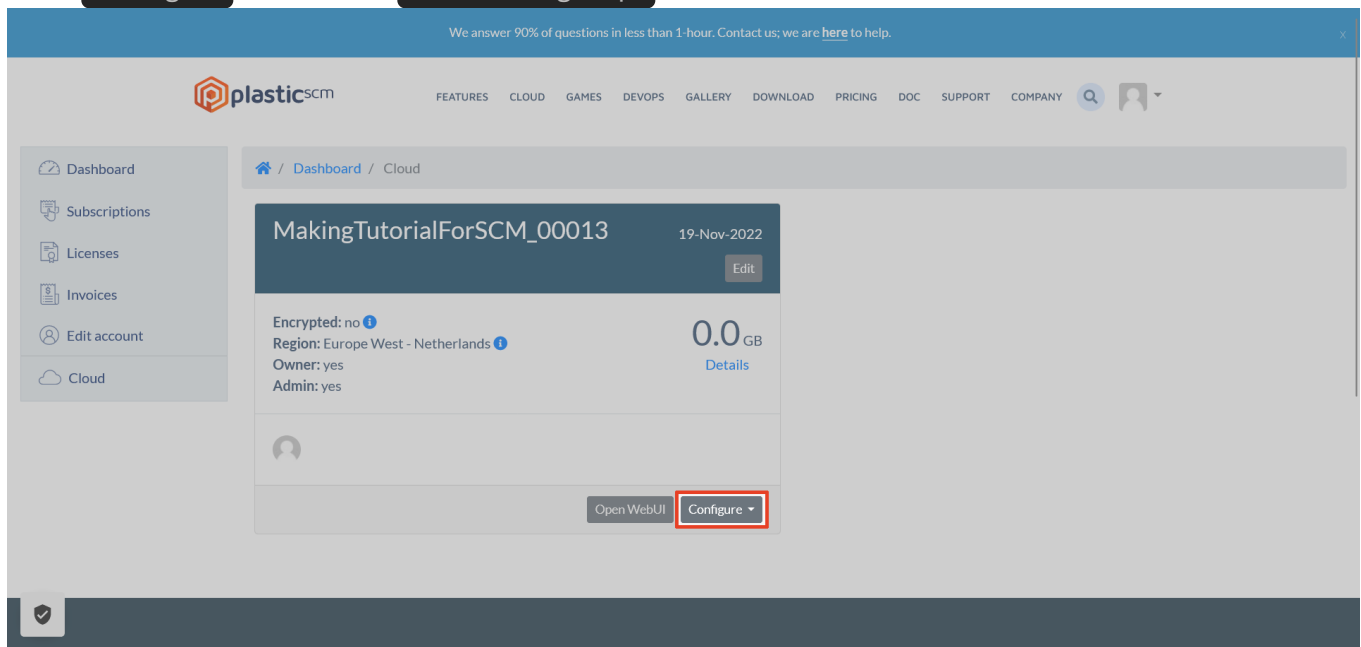


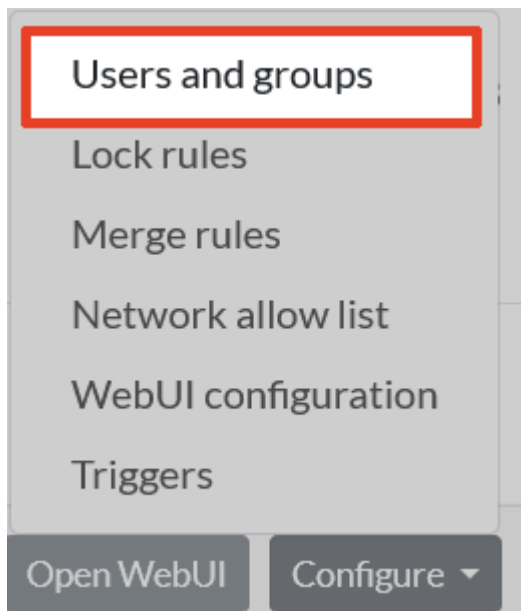
At this stage you should see something like that.



Let's add your teammates to your project!

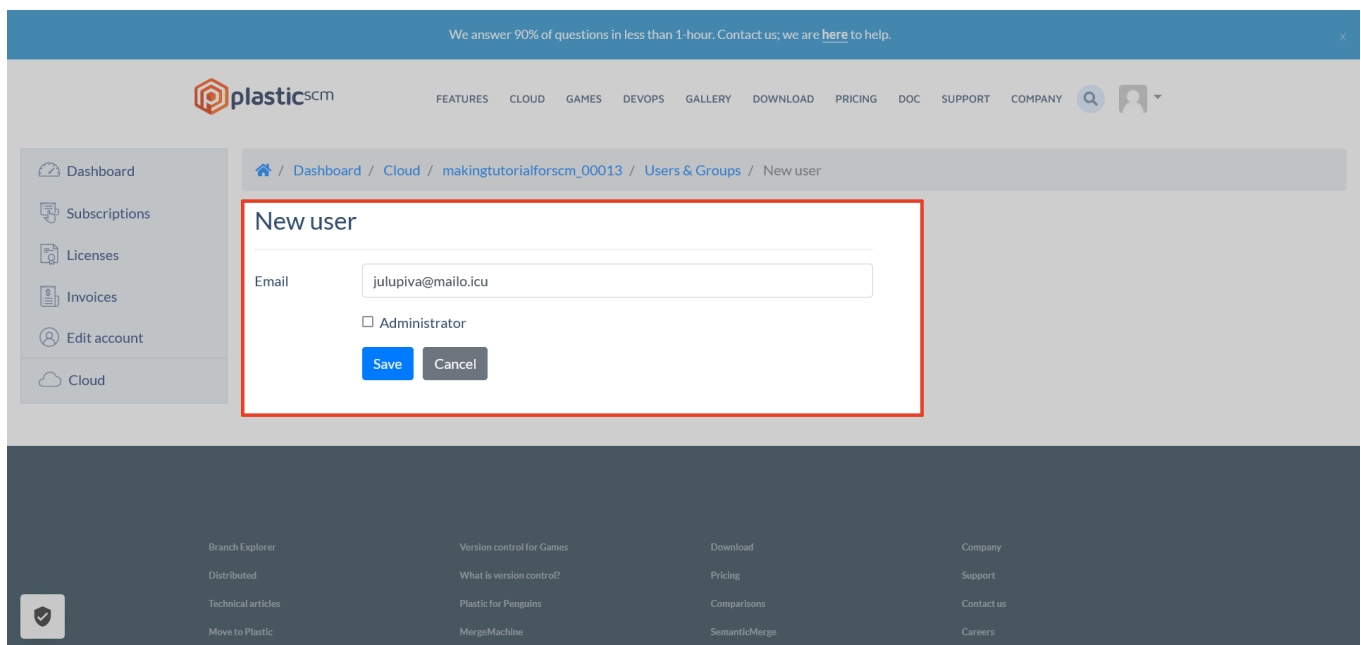
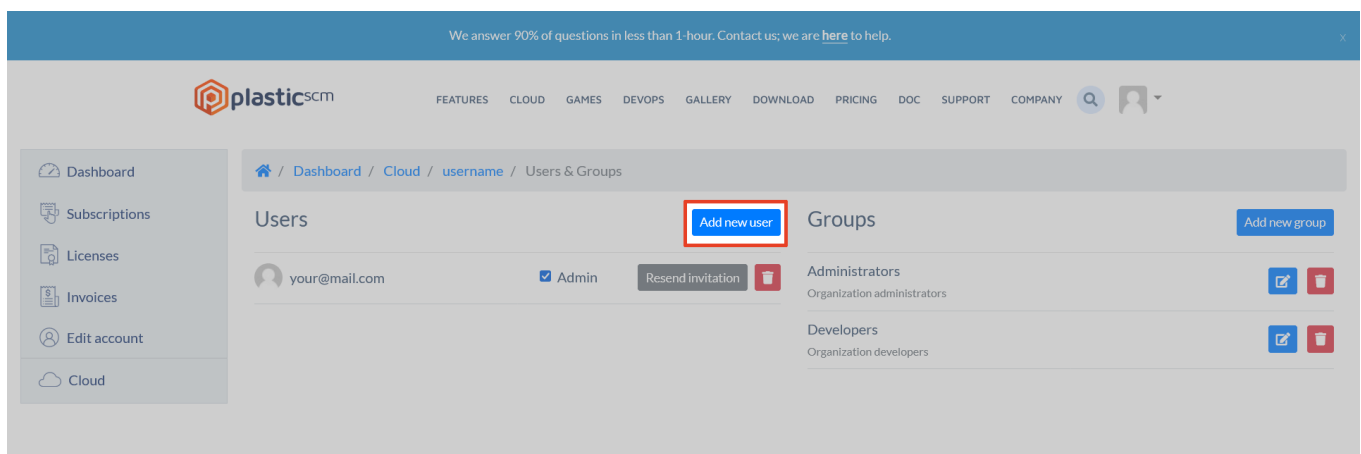
Click **Configure** And select **Users and groups**



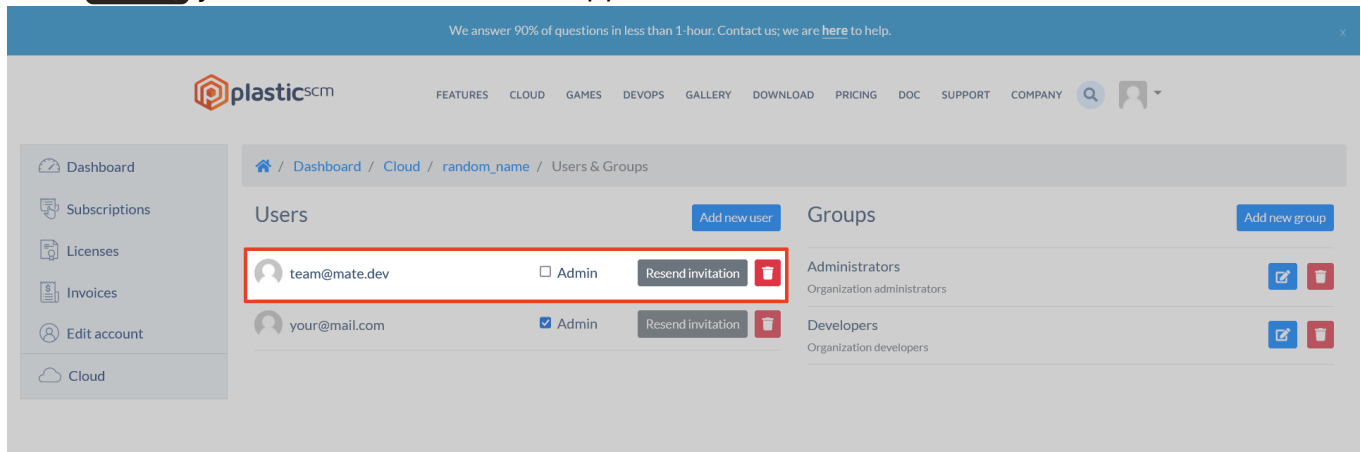


You should see this panel below.

Simply click **Add new user** and enter email. The same which is used for teammate's Unity account.



After **saving** you will see that new user appeared.



In order to finish invitation your teammate needs to login to Plastic SCM via **Unity ID**. Just send him **Joining Organization** instruction.