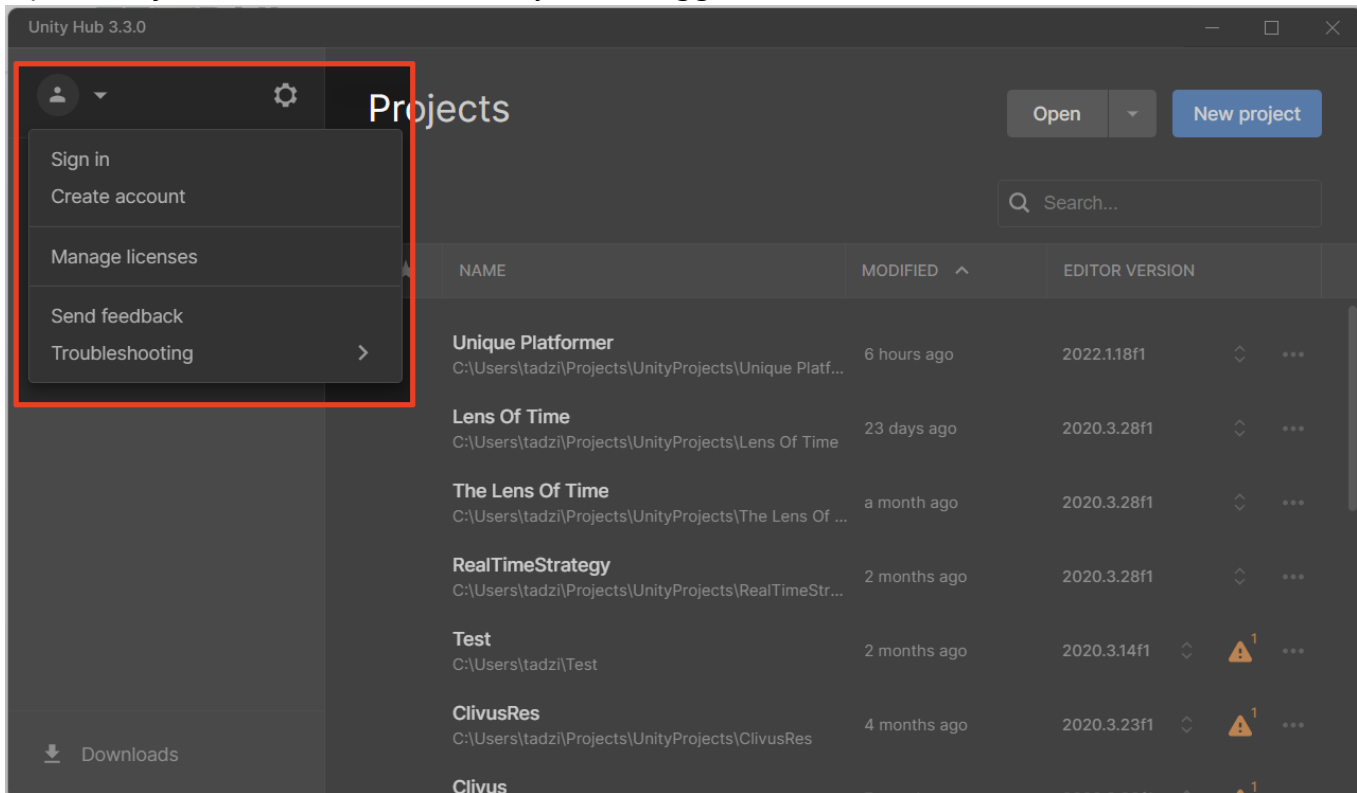


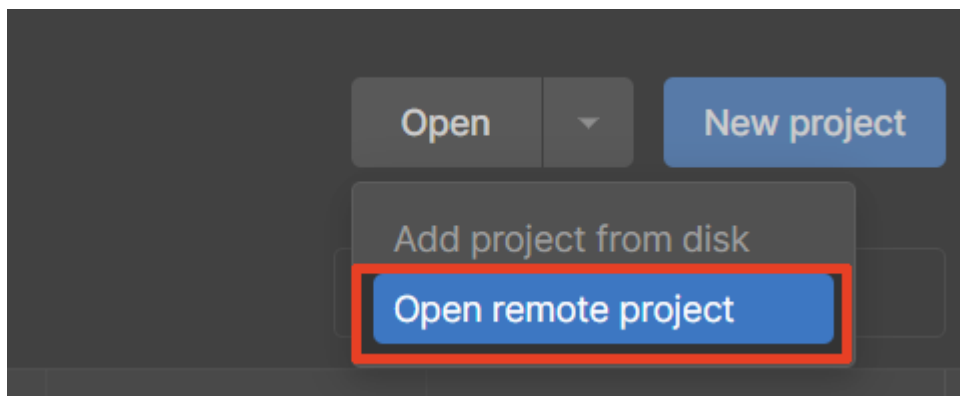
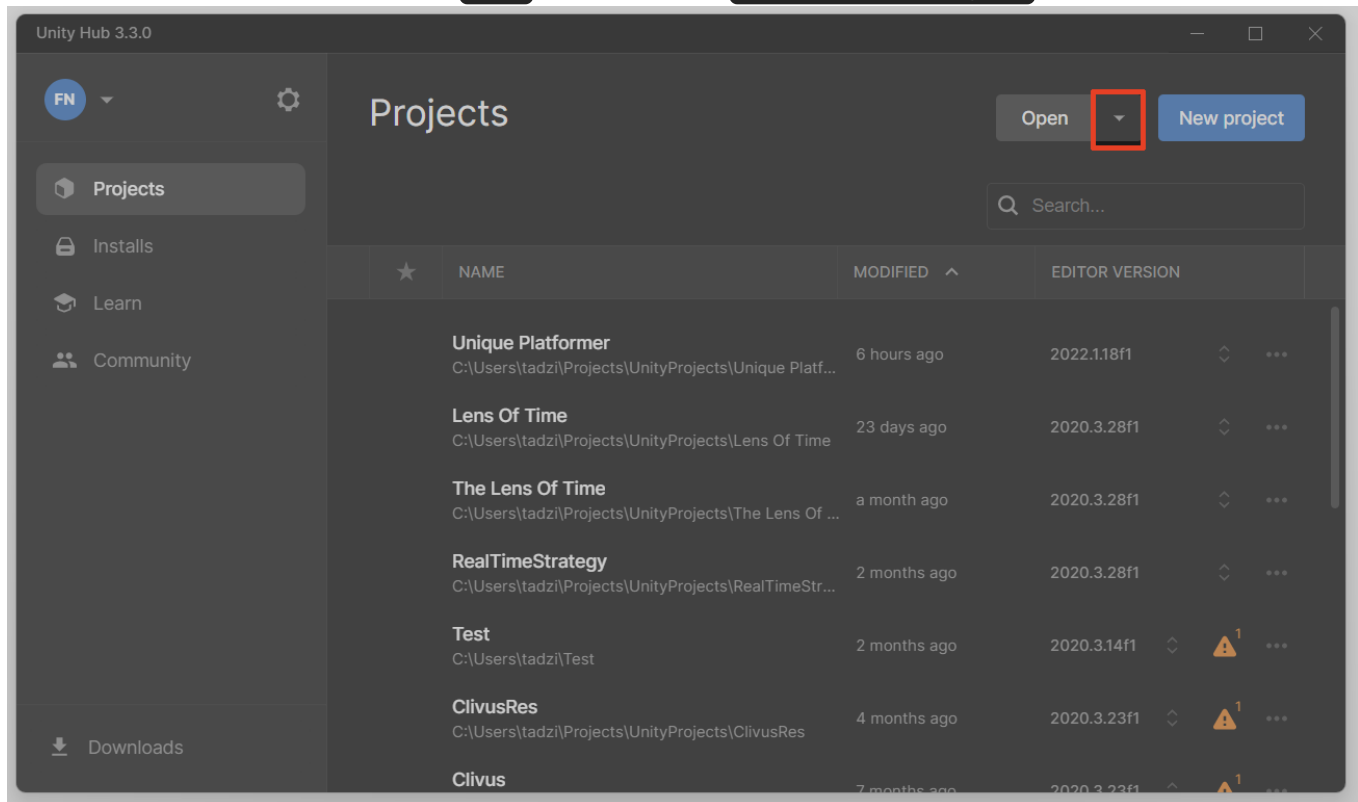
Requirements:

- Joined Plastic Organization
- Created and Initialized Plastic Repository

Open **Unity Hub**, and make sure that you are logged in.



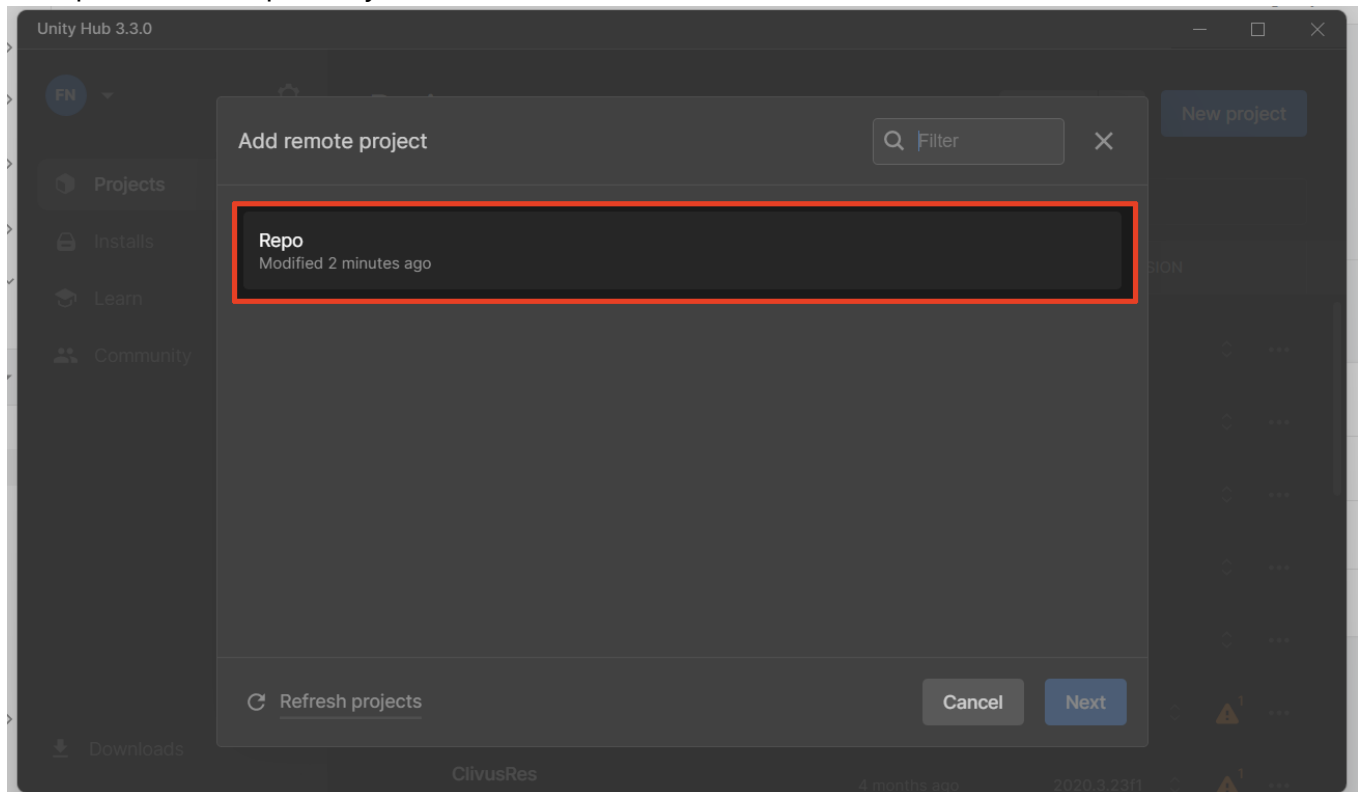
Next click on that arrow next to **Open**. And click on **Open remote project**



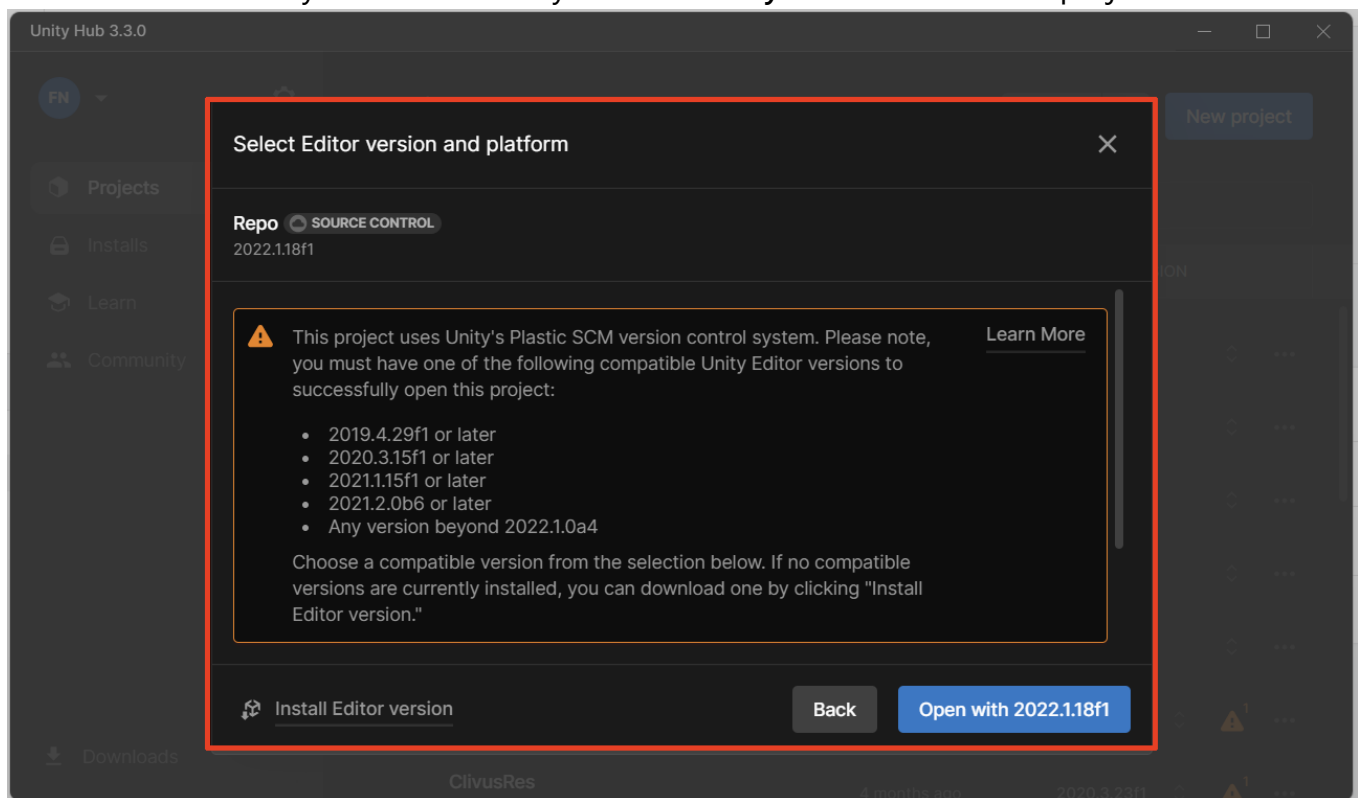
If everything was set up correctly, you should see available project.

Otherwise check if you are in organization at <https://www.plasticscm.com/>. And the project was

set up on **cloud** repository.



After selecting project you might see a warning. It simply says that Plastic SCM it not supported in old versions of Unity. Make sure that you select **Unity 2022.1.18f1** for this project.



After that you should see icon **Source Control** next to project name. This means that everything was set up correctly.

