

Lab 1.1 Unity setup

Introduction

About Unity

Unity is a free game engine designed for small teams or indie game developers. With Unity, the developers can make PC games and console games (Switch, PS4, XBOX). Besides that, Unity also supports VR applications that can run on popular VR headsets such as Oculus Quest (which we will be using in this class) and HTC Vive. It also supports ARKit (on iOS devices) and ARCore (mainly Android devices, but also working on iOS devices), which we will use in project 4.

About this lab

In this lab, you will download and get familiar with Unity. Unity is relatively easy to use, and it won't take a lot of time. If you have any questions about this lab, you can attend the offline lab. Here are the things covered:

- Unity (and Hub) download and installation
- License activation and sample project creation

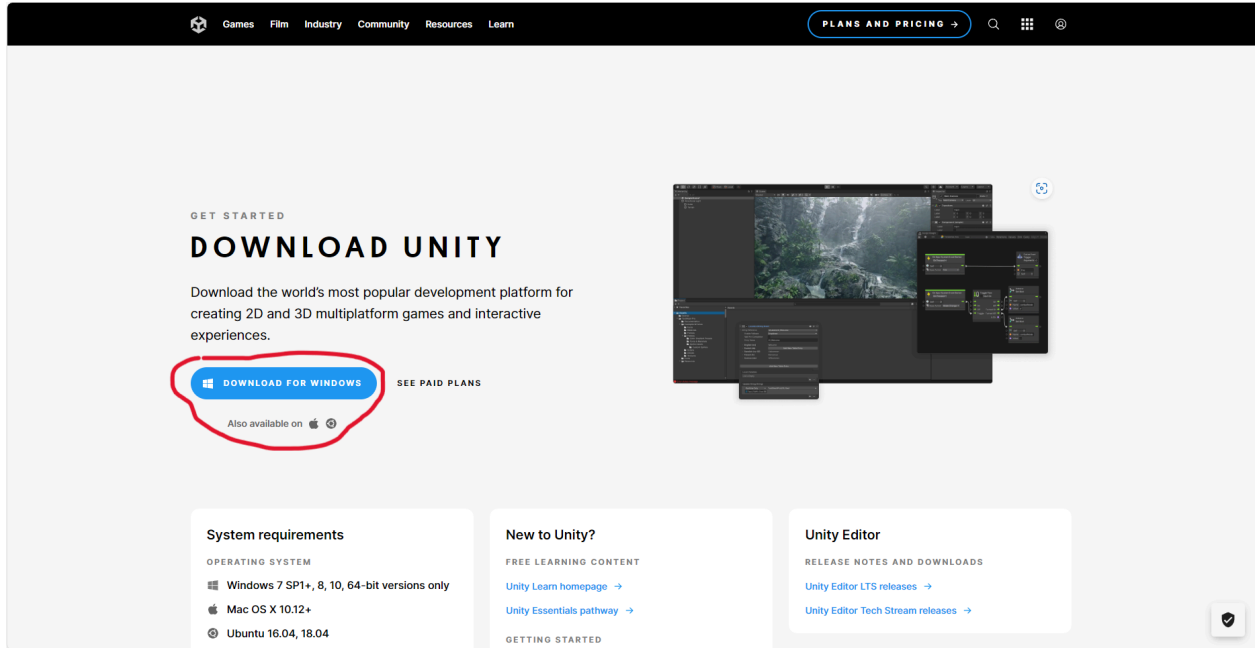
Real work

Download and install Unity

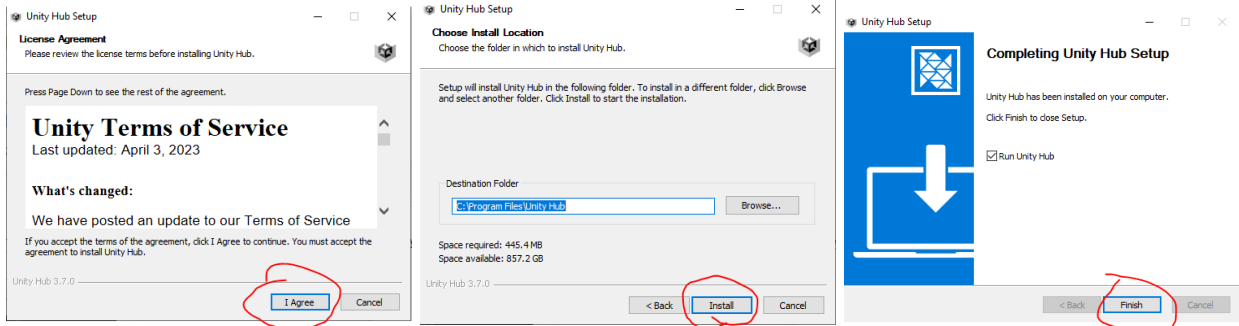
Although you can directly download and use the Unity engine, we highly recommend Unity Hub to manage your existing platforms. Since Unity decides to provide long-term support for several different platform versions, Unity Hub allows you to download and manage different versions. You can also add and remove applicable packages (such as iOS and Android support) if you forgot to do so during the installation.

Steps (Windows):

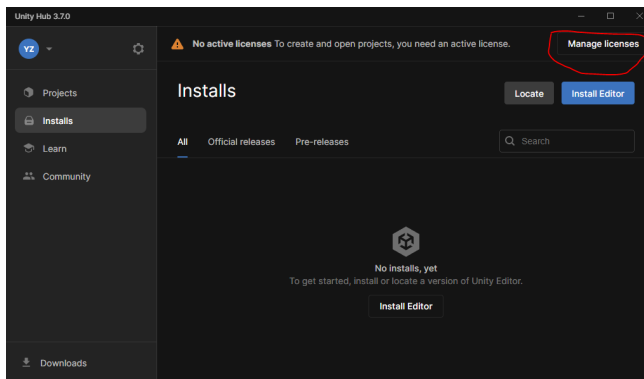
1. Download and Install Unity Hub from Unity's website with the .exe file. (The version of Unity Hub shouldn't be relevant, and just install the latest version). ([Start Your Creative Projects and Download the Unity Hub](#))



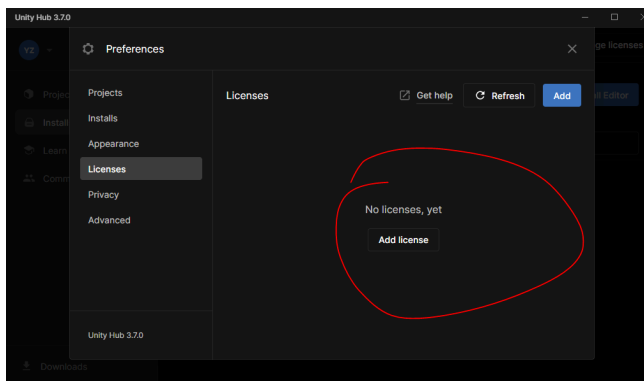
2. Agree with the agreement (of course) and install. You can install it in a different directory.



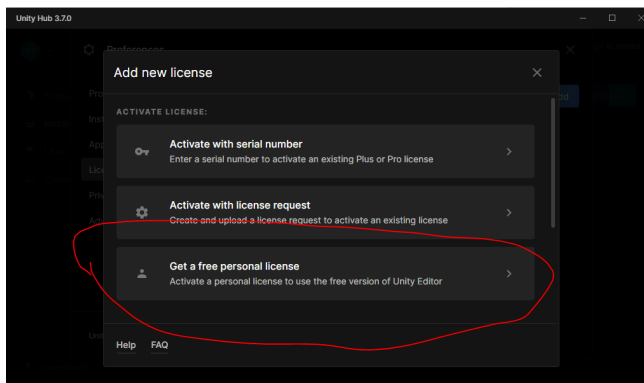
- You will then see this page after Unity Hub is installed and signed in to your account (create one if you don't have one). The next step would be activating the license. First click the "Manage licenses" button



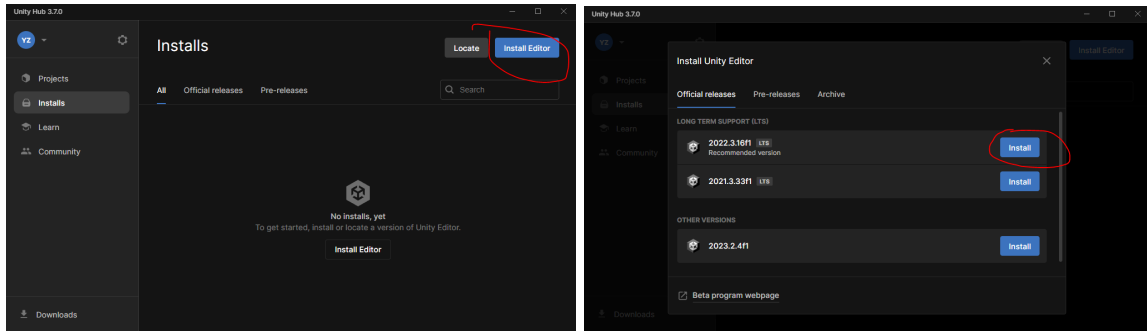
Then add a personal license.



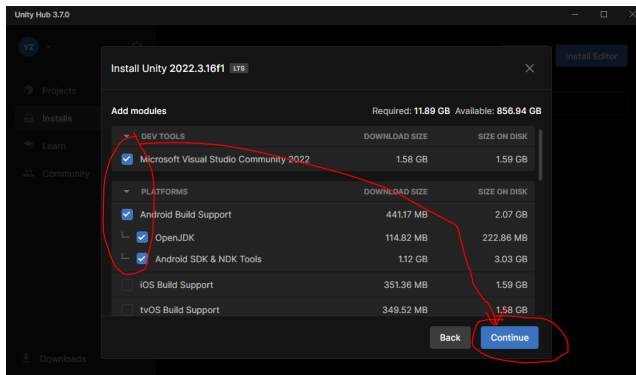
Finally choose the personal license.



4. Then install the recommended version of Unity from “Installs”. For this semester, we will use 2022.3.x. You may have a different version of 2022.3, but you will be fine.

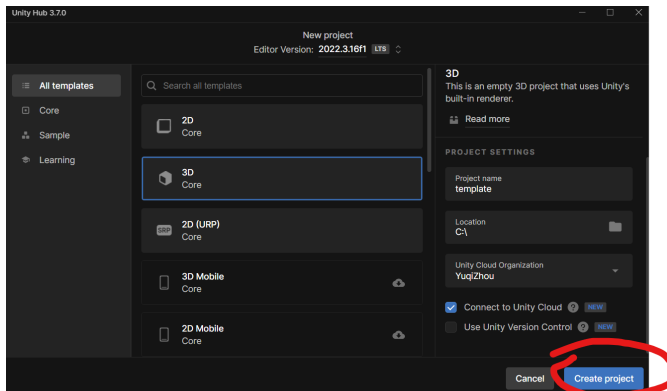


Install the Android support.

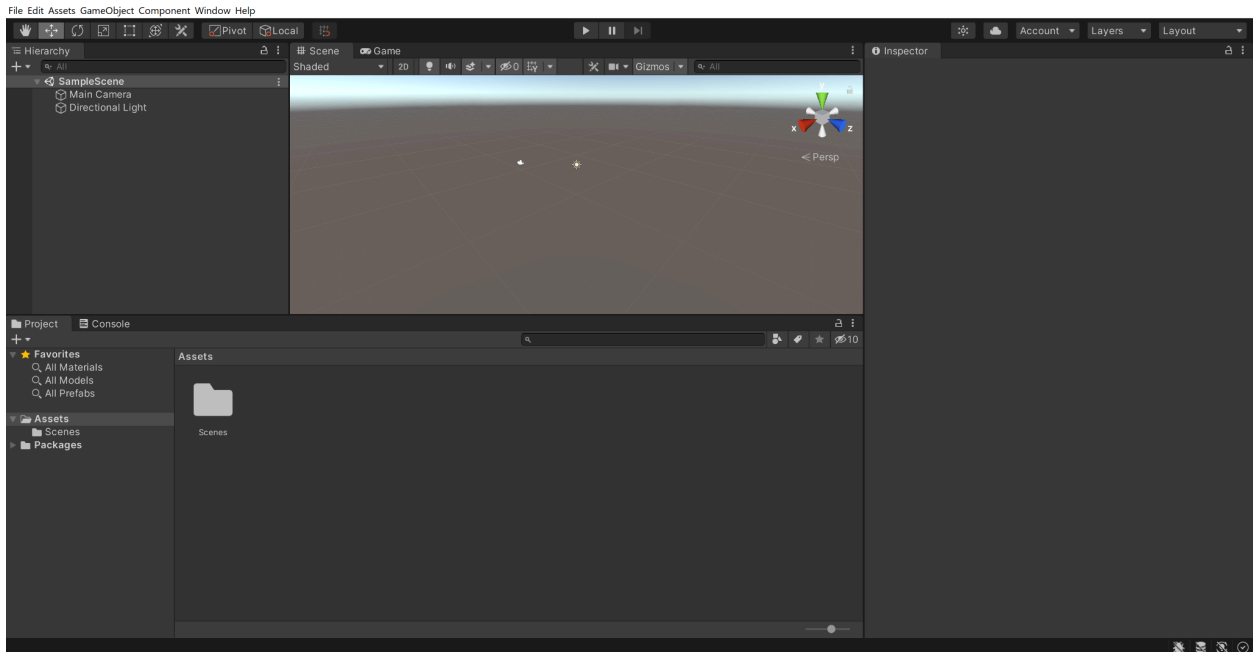


The installation will take a long time (don't be panicked).

5. Now it's time to work on your first project. Create a new project with the 3D template by clicking the “New project” button in the Projects panel. The 3D template is the default one. For organizations, please check: [Unity Organizations](#). Don't worry about the organizations, since we won't use them.



6. Then you will work on a scene like this:



I prefer to move the Game panel to the right of Scene to make it easier to manipulate. You can achieve this simply through dragging.

