

How to Download and Install Unity (for Beginners)

Step-by-step instructions to get started with Unity 3D on your computer.

1. Go to the Official Unity Website

Open your browser and go to:

<https://unity.com/download>

2. Download Unity Hub

Unity is installed through a program called Unity Hub.

- On the download page, click “Download Unity Hub”.
- Wait for the installer to download.

3. Install Unity Hub

- Open the file you just downloaded (e.g., UnityHubSetup.exe on Windows or .dmg on Mac).
- Follow the instructions to install Unity Hub.
- When the installation finishes, open Unity Hub.

4. Create a Unity Account

- In Unity Hub, click on “Sign in”.
- If you don’t have an account, click “Create one” and fill in your information.
- After creating the account, sign in.

5. Choose a License

- After signing in, choose Unity Personal (free).
- Accept the terms and continue.

6. Install the Unity Editor

- In Unity Hub, go to the “Installs” tab.
- Click “Install Editor”.
- Choose the recommended version (Unity 2023.2.20f1 LTS).
- Click “Next”.

7. Add Modules (Very Important!)

- Check the box for your operating system's Build Support:
 - Windows users: check Windows Build Support (IL2CPP).
 - Mac users: check Mac Build Support.
- Also check:
 - Visual Studio (if you don't already have it).
 - WebGL Build Support (optional).
- Click "Install" and wait — this can take some time.

8. Create a New Project

- Go to the "Projects" tab.
- Click "New Project".
- Choose the template 3D Core.
- Give your project a name and choose where to save it.
- Click "Create project".

9. You're Ready!

Unity will open with your new 3D project.
We'll learn the interface and start creating in class.

***Note:** Demonstrations and explanations in this course will be based on the Unity configuration for PC (Windows). While Mac users can follow the content, the primary focus will be on the Windows environment.