

Becoming a Unity Certified Associate

Activity Assignment 1

Follow the tutorial below, “Project Configuration with the Unity Hub,” to install Unity and configure your project before your first hands-on session. You will need an Internet connection; high-speed is recommended.

Installing a new version of Unity can take some time. Set aside 30 minutes for the installation and creation of your first project. You can use your computer for other tasks, or leave the computer unattended, while the operations complete.

Special instructions for this course appear below in green.

Project Configuration with the Unity Hub

The Unity Hub is a standalone desktop application that’s designed to streamline your experience with the Unity Editor. It serves as a central repository for all things related to Unity, from downloading and managing different versions of the Editor to keeping a list of all projects both on the user device and in the cloud. It also provides you with easy access to official Unity Learn materials. In this workflow, we will download and configure the Hub.

Installing the Unity Hub

1. Select the version of Unity you wish to work with (Personal, Plus, Pro) from the following link: <https://store.unity.com/>
2. Follow the installation instructions and, if prompted, sign in with your Unity account.

Installing a Version of Unity

1. Once the Hub is installed, click on the Installs tab in the left column of the window.
2. Click the **Add** button to install a new version of Unity (**Figure 01**).

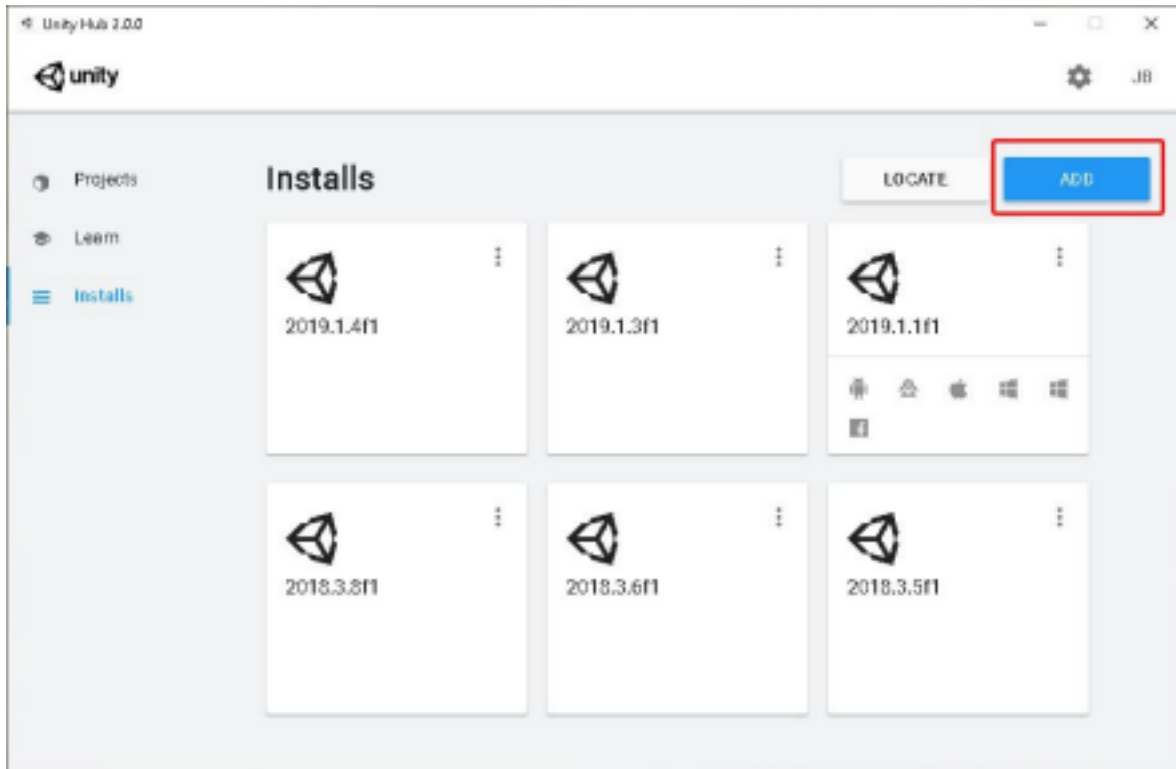


Figure 01: The Official Releases section lists all available versions of the Editor for download.

3. A window will appear with all available versions of Unity. Alpha, Beta, and Final versions are all shown in the same list (**Figure 02**). The type of install is denoted by the letter near the end of the version number.

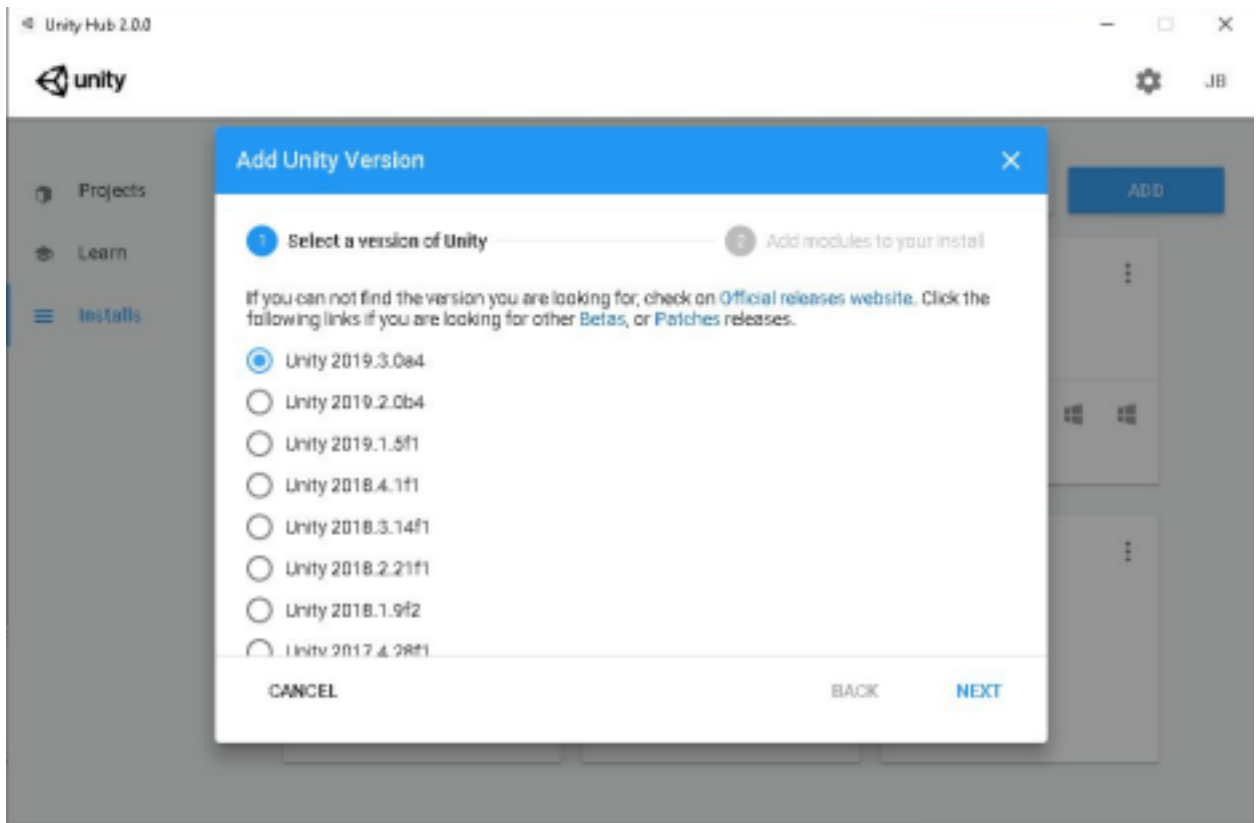


Figure 02: Selecting a new version of Unity

4. Select the version of Unity you'd like to install and click **Next (Figure 03)**. For this course, select version **2018.4 (LTS)**. LTS stands for long-term support. (The additional version numbers don't matter.)

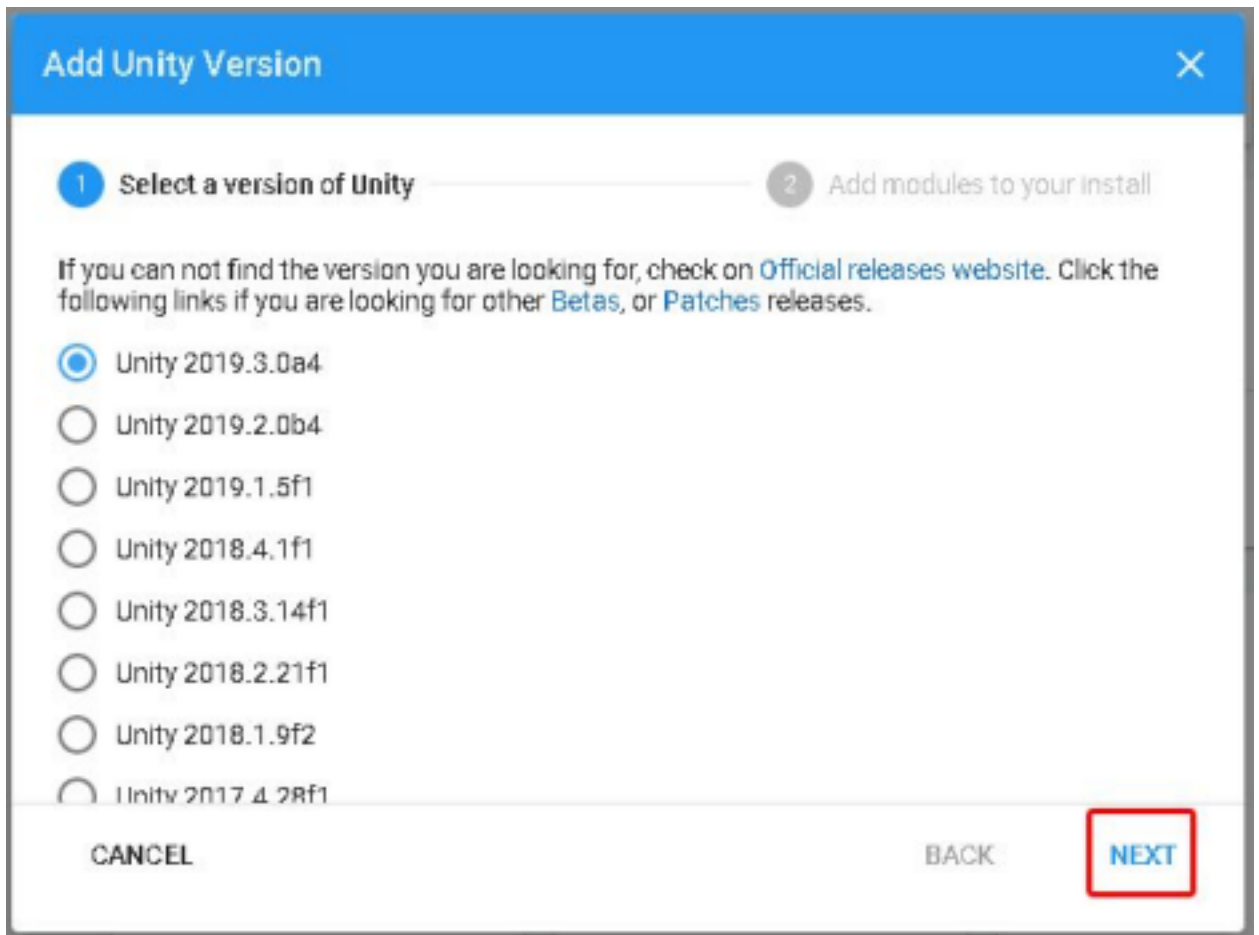


Figure 03: Installing a new version of Unity

5. Select the modules you'd like to install and click **Done (Figure 04)**.
For this course, accept the defaults; don't select additional modules.

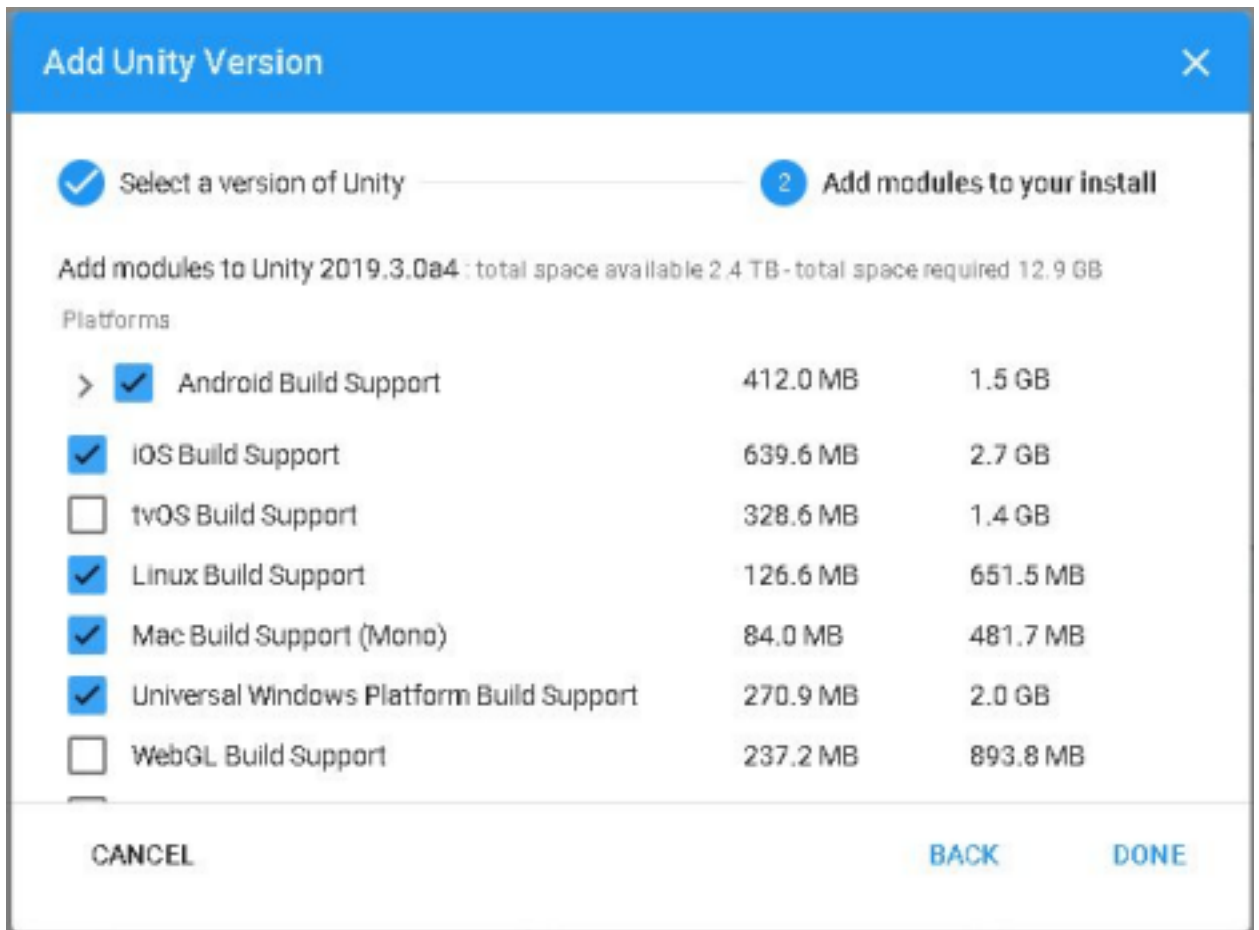


Figure 04: Adding modules to the new Unity installation

Managing Multiple Versions of Unity

The Hub allows you to manage multiple versions of Unity on your machine without the need to manually configure different folder structures in your program files. It also allows you to quickly uninstall versions you no longer use. To delete a version of Unity with the Hub, simply locate the version you wish to remove in the Installs tab, click on the three dots in the upper-right corner of the version's tile, and select Uninstall (**Figure 05**).

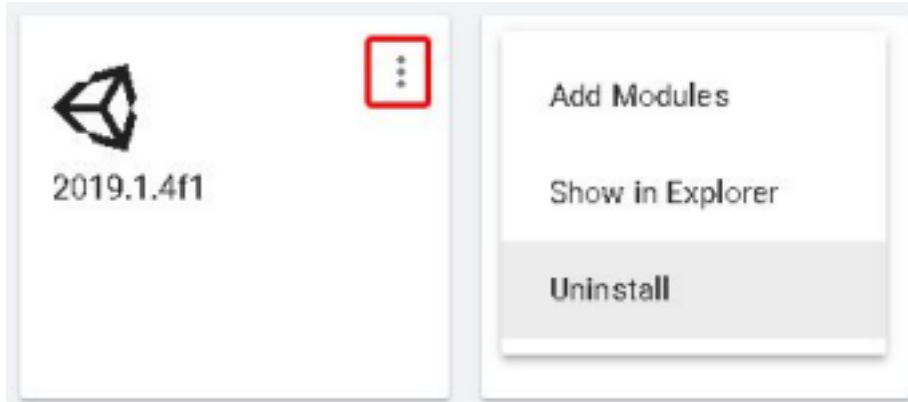


Figure 05: Click on the three dots in the upper-right corner of the tile for the version of Unity you wish to uninstall.

To add features to an installed version of Unity, select **Add Modules** in the same menu.

Setting up Projects With Unity Hub

1. Launch Unity Hub and click the **New** button in the upper-right of the window (**Figure 06**).
2. In the new project configuration window, give the project a name and select where it should be saved on your computer.

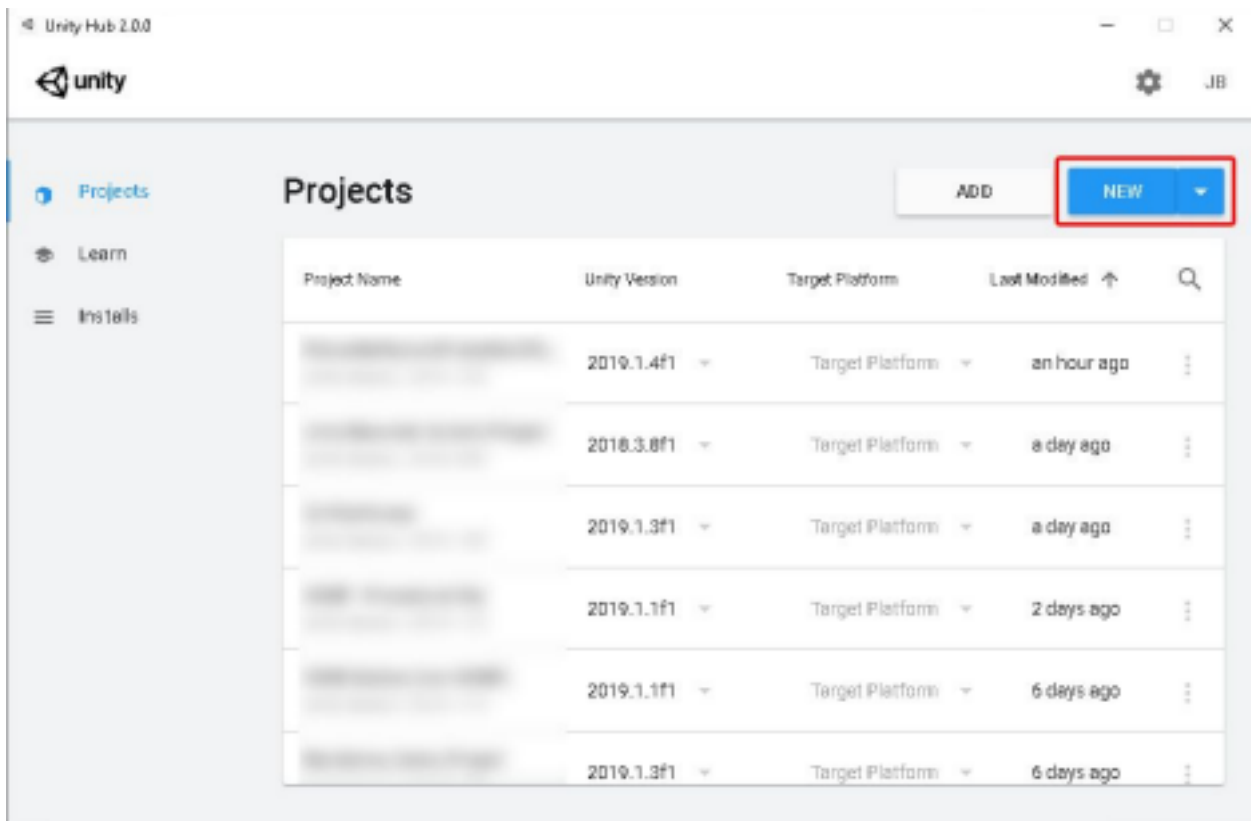


Figure 06: Create a new project by clicking the New button at the top of the Hub.

3. By default, clicking New will create a project for the latest installed version of Unity. To create a project for another installed version of Unity, click the triangle on the New button to show a list of installed versions (**Figure 07**). Select one to create a new project for that version of Unity. **For this course, use 2018.4.**

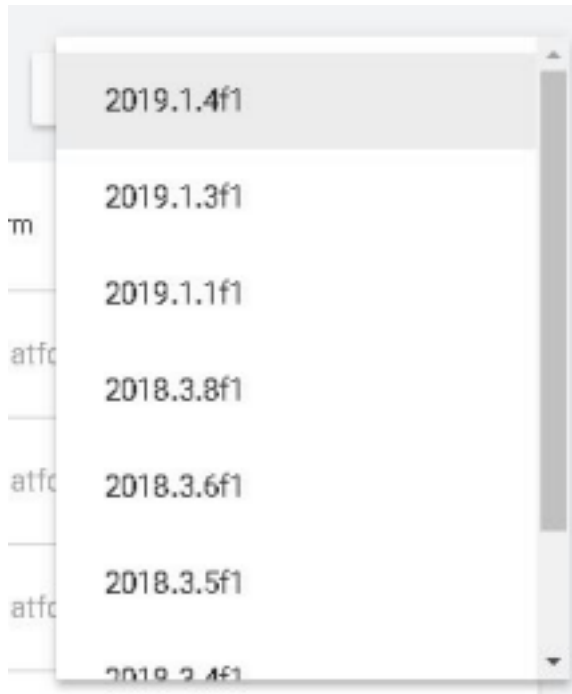


Figure 07: Selecting a Unity version for the new project

4. Select the desired template type for the project depending on your needs. The 3D and 2D templates automatically set up both the Scene view and camera to work as they should for the selected project type, while the Lightweight Render Pipeline and HD Render Pipeline import the necessary plugins to make the most out of each pipeline (**Figure 08**).

For the first hands-on session of this course, select 3D.

Give your project a memorable name.

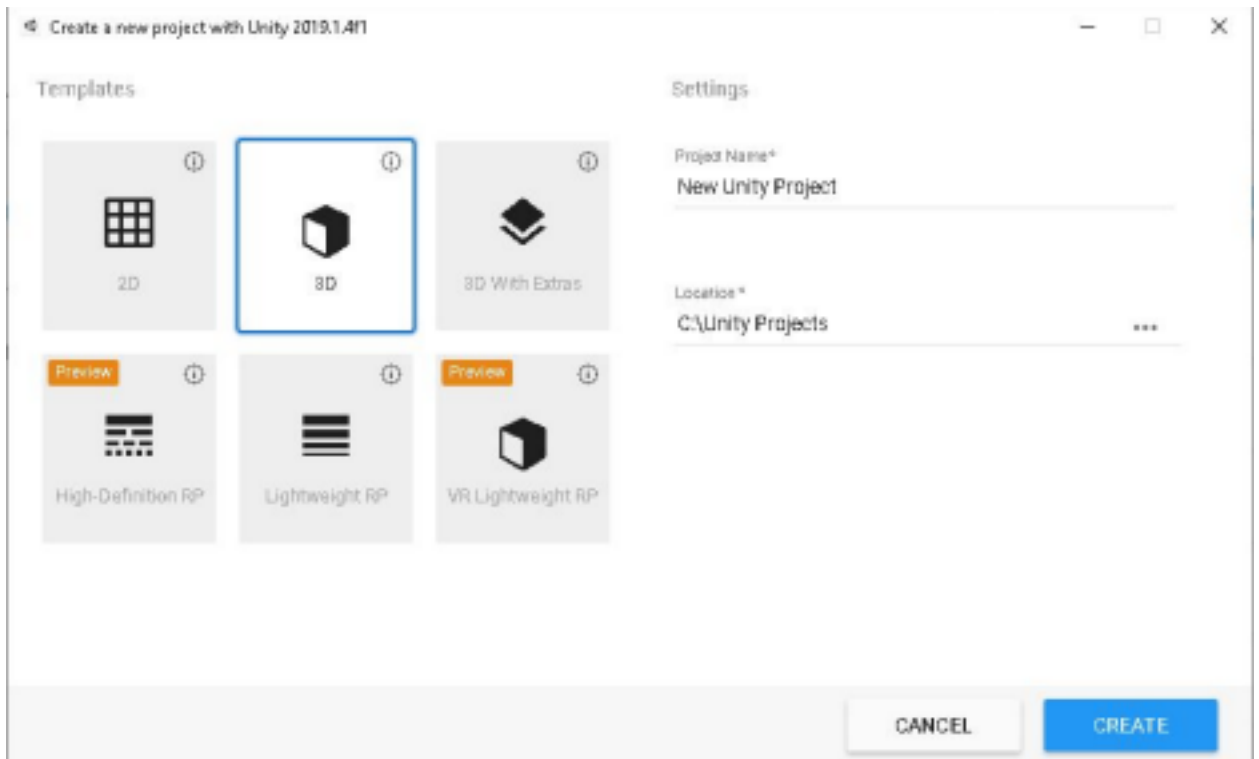


Figure 08: The set of template types available in the Hub

5. Click the **Create** button to complete your configuration and launch the Unity Editor (Figure 09).

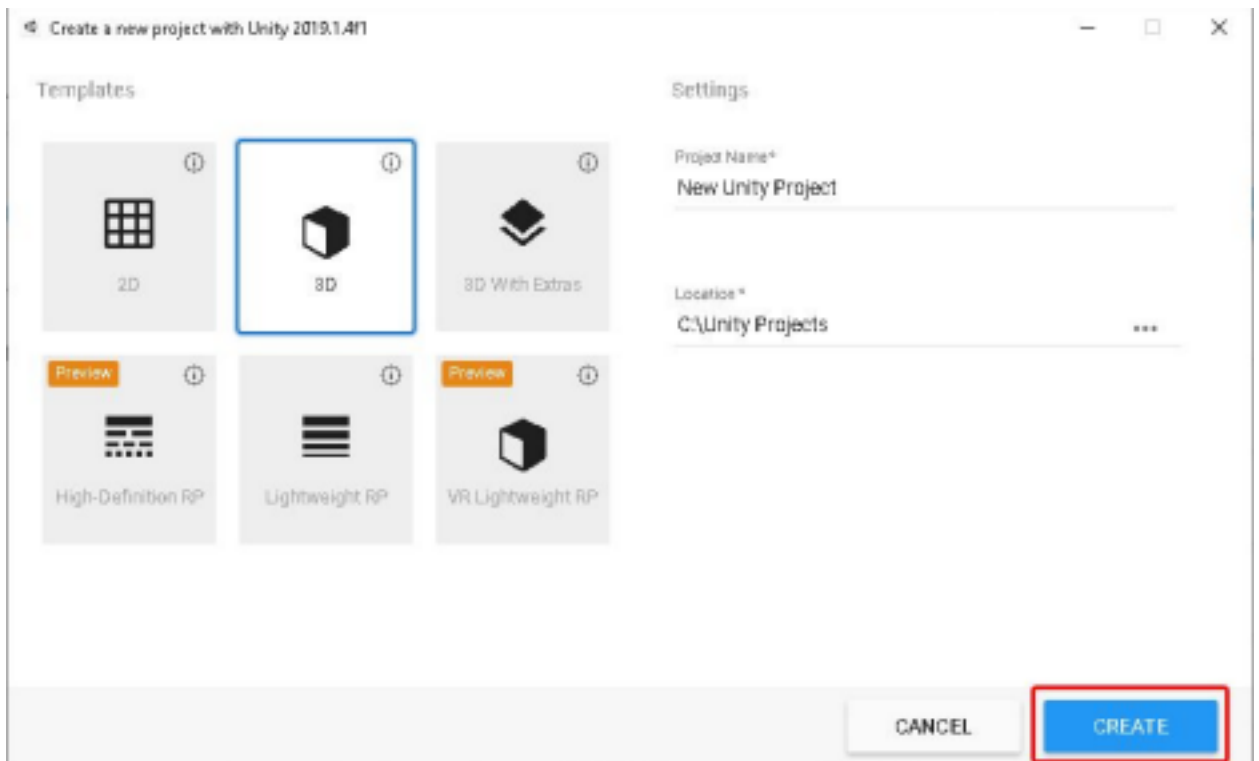


Figure 09: A completed project configuration window in the Hub. Clicking the Create button will launch the Editor.

You now have an empty 3D project.

Importing the Project

1. Download the file **IntroTo3D-Assets.unpackage** using the link provided by your instructor.
Note: It might be a **.ZIP** file instead; if so, download the **ZIP** and unzip it.
2. In Unity, go to Assets in the main menu, choose Import Package > Custom Package.
3. Locate and open the **IntroTo3D-Assets.unpackage** file.
4. In the Import Package dialog, make sure All is checked to import the entire project, and then click Import.
5. Go to File>Save Project to save. You can exit Unity.

When you open the Unity Hub for your session, your project will appear. Just click it to begin.