



Professional Training

Unity Certified Associate Game Developer Certification

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.

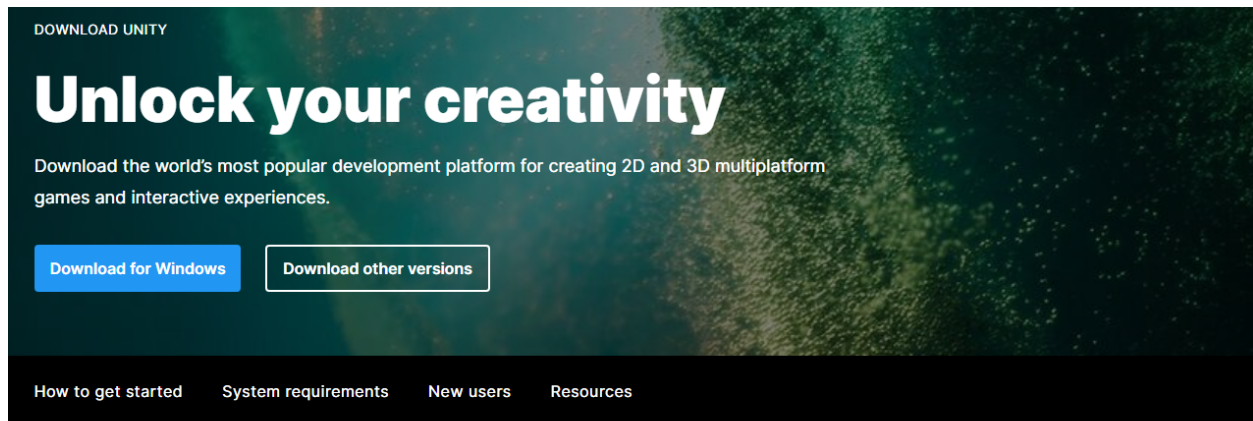
Special instructions for this course appear below in blue.

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.

Download the setup wizard

1. Go to the [Unity download page](#).



Create with Unity in three steps

1. Download the Unity Hub

Follow the instructions onscreen for guidance through the installation process and setup.

[Download for Windows](#)
[Download for Mac](#)
[Download for Linux \(beta\)](#)

2. Choose your Unity version

Install the latest version of Unity, an older release, or a beta featuring the latest in-development features.

[Visit the download archive](#)

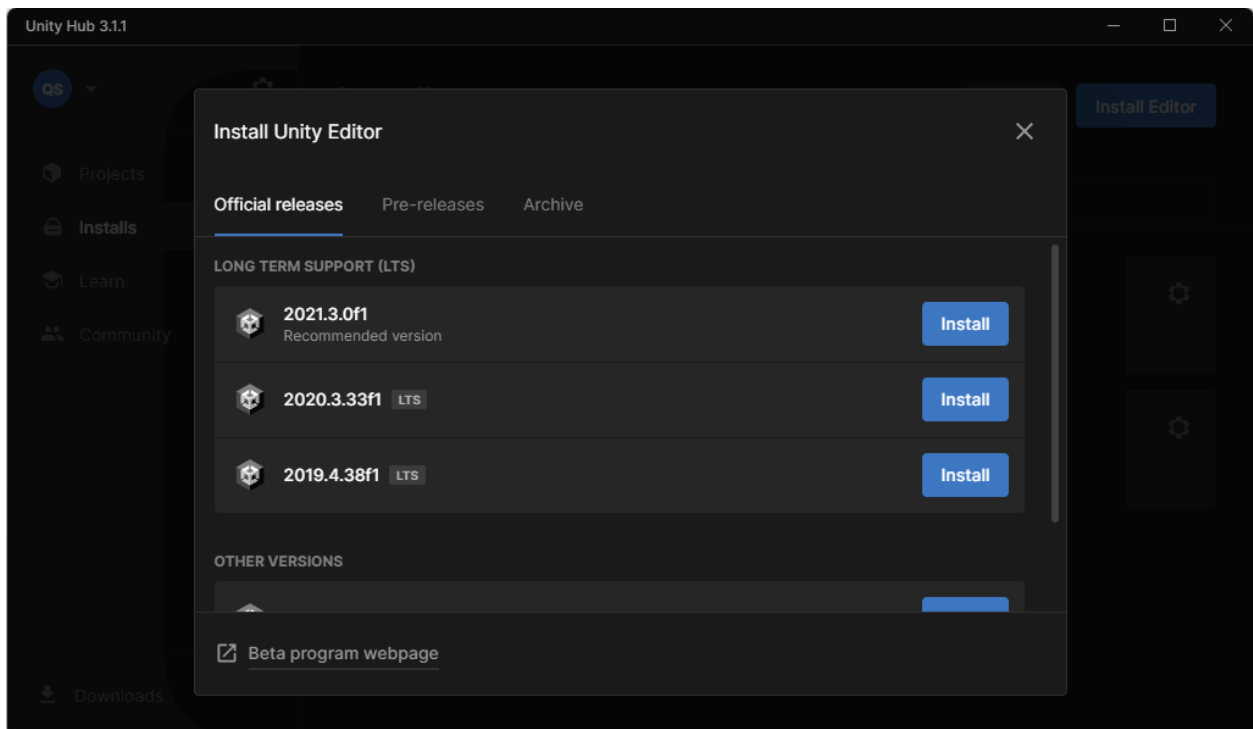
3. Start your project

Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.

2. Under **1. Download the Unity Hub**, select the option for your operating system. A file will download named **UnityHubSetup**. This file name might vary depending on the Hub version and your operating system.

Install and launch the Unity Hub

1. Locate the UnityHubSetup file you downloaded previously.
2. Launch the **UnityHubSetup** installer.
3. Follow your platform instructions to install the Unity Hub.
4. *The Unity Hub installation wizard will guide you from here to install the latest long-term support version of the Unity Editor.*
5. Open the Unity Hub application.
6. Choose an install location then select **Install** to install the Unity Editor.



The Unity Hub will guide you from here.

For this course, select version **2021.3 (LTS)**. LTS stands for long-term support. (The additional version numbers don't matter)

Add a module to your most recent install

Modules are additional components you can add to a Unity version install. These generally include support for various platforms, such as Android or iOS, for which you can build applications with Unity.

1. Open the Unity Hub and select the **Installs** tab.
2. Find your most up-to-date **LTS install**, and select its three-dot icon.
3. Select **Add Modules**.
4. Scroll the list to find **Microsoft Visual Studio Community 2019**, and select it.
5. Select **NEXT** to continue, and add the module to your install.

Manage Multiple Installs of the Unity Editor

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 01**).

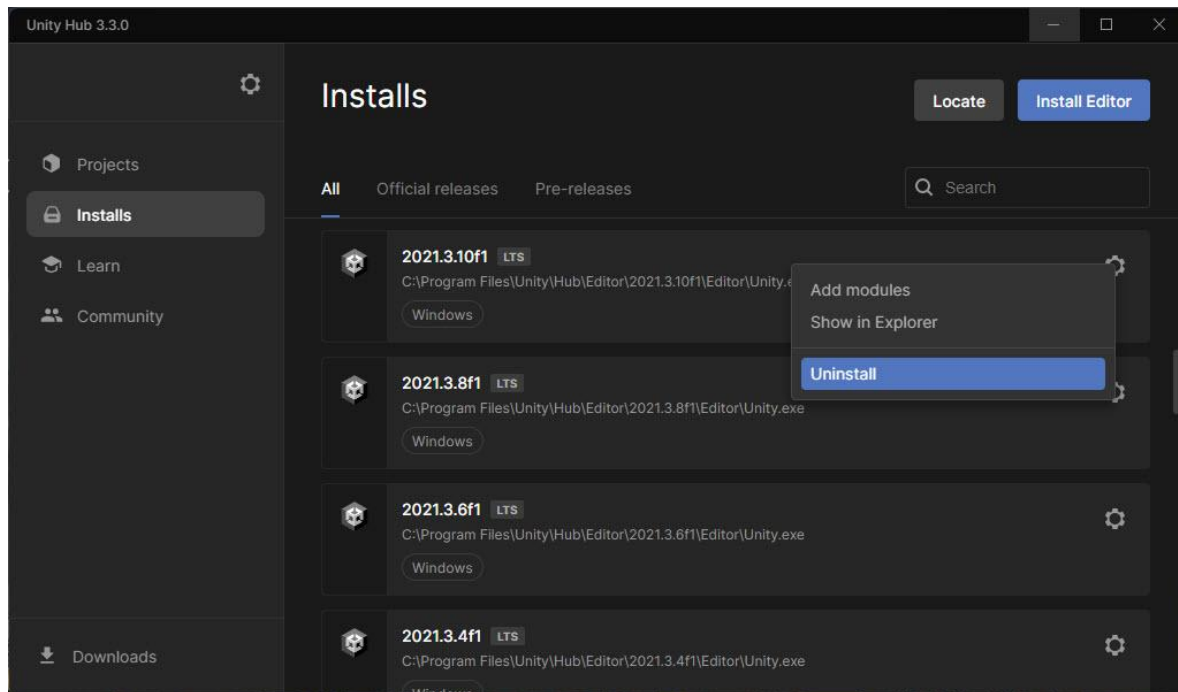


Figure 01: Click on the cog-wheel in the upper-right corner of the tile for the version of Unity you wish to uninstall.

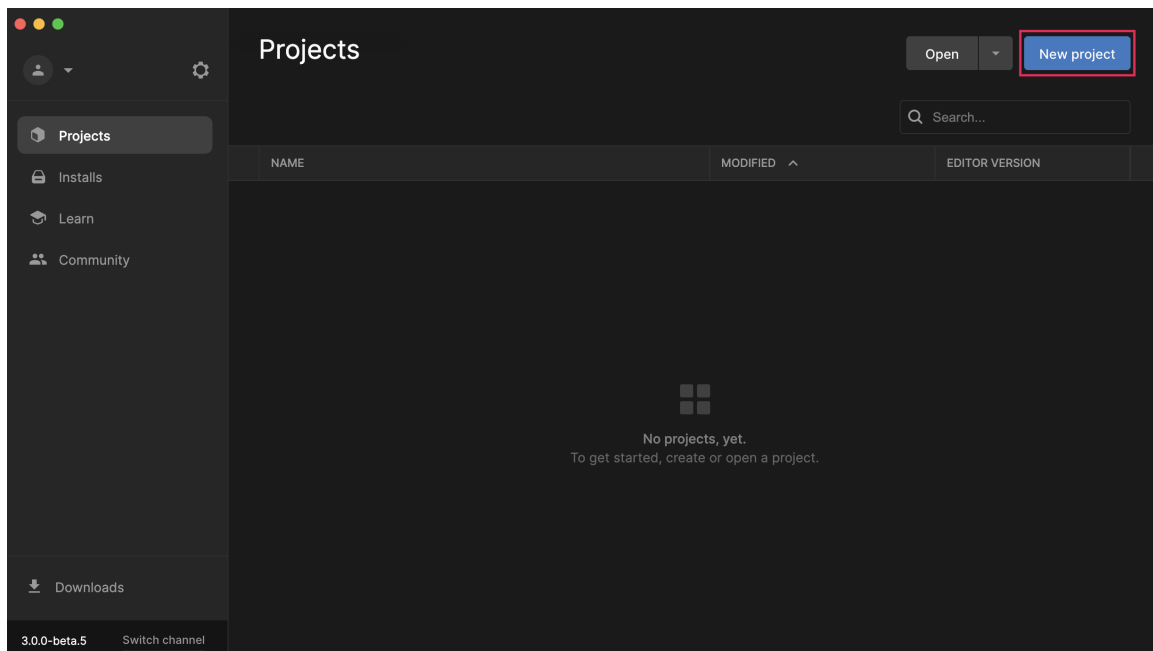
To add features to an installed version of Unity, select **Add Modules** in the same menu.

Create a new Unity project

Important: If the file path to a project on your computer is more than 260 characters or there are spaces in that filepath, you may encounter errors when initially opening your project from Unity Hub. This is due to operating system restrictions. To avoid encountering these errors, we recommend that you:

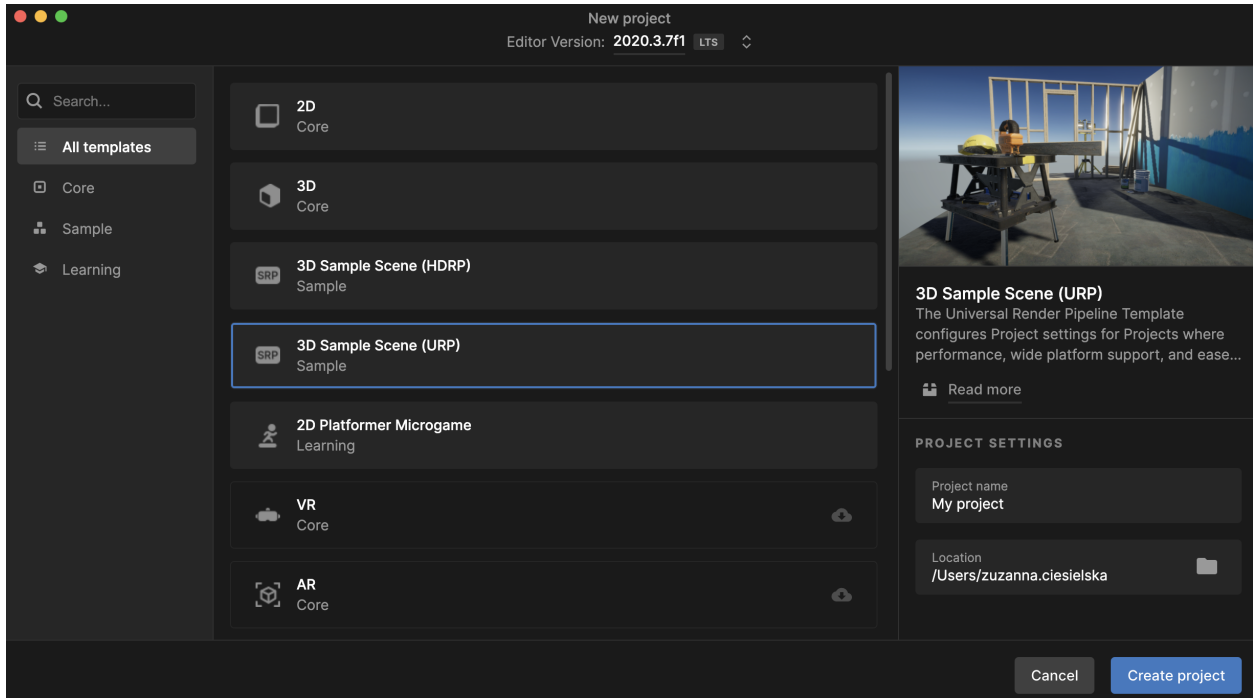
- Check that the folder you are organizing your Unity projects in isn't at the end of a long file path.
- Remove any spaces from the folder names in the file path to your Unity projects.
- Name your project without spaces. You can use underscores (_) if this is helpful.

1. Open the Unity Hub.
2. In the **Projects** tab, select **New project**.



3. Select the Unity version you'd like to use with the **Editor Version** dropdown.
4. Select the 3D Core Template.

Note: It may take a few moments for all the Templates to become visible in the available list. If a Template has a download icon (cloud with a down arrow), you'll need to select this and download the Template or update it before you can use it.



5. **Name** your project and set the location.

6. Select **Create Project**. Your project will open in Unity Editor — don't worry if this takes a few minutes.

Depending on the Template you select, you might see sample content. If you don't want to use this content, you can create a new Scene that only contains a Directional Light and Main Camera. To create the new Scene, start at the Unity Editor's main menu and select **Assets > Create > Scene**. Give your new Scene a name.

Importing the Project

1. Download the file **IntroTo3D-Assets.unitypackage** 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.unitypackage** 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 in the **Projects** tab. Click on your project to begin.