

Installing Unity

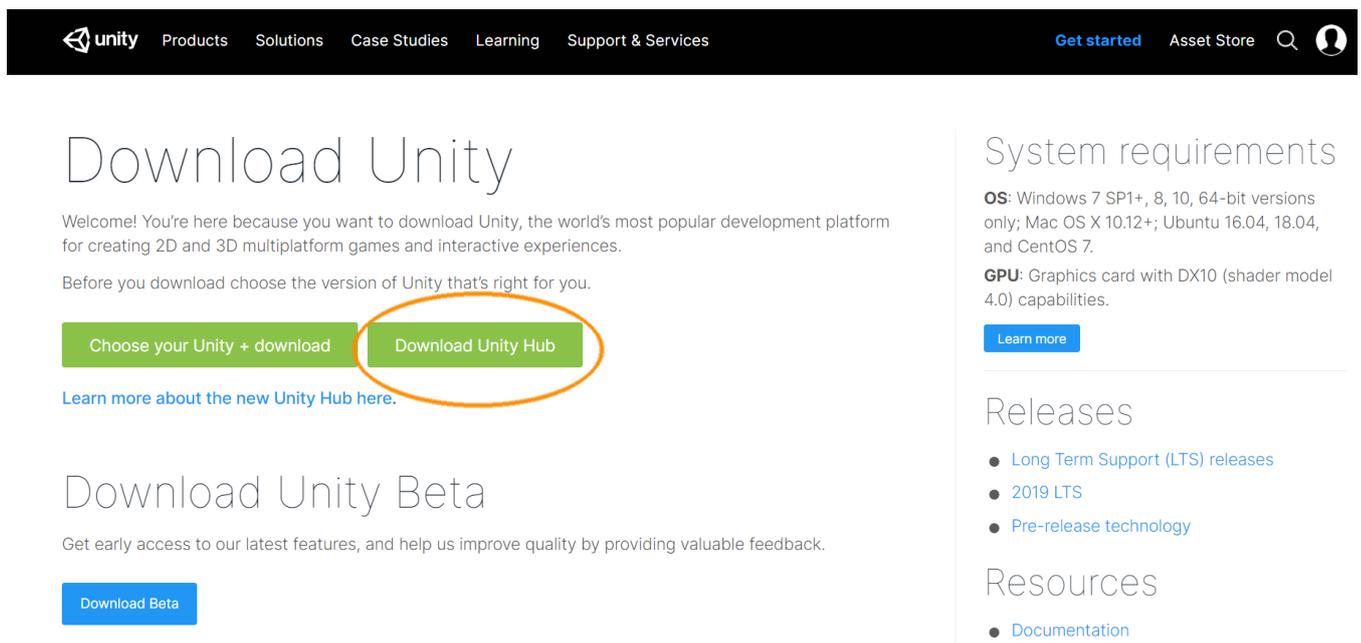
In this tutorial, we are going to guide you through the Unity installation process, please make sure to follow the 4 steps:

- 1-Downloading and installing the Unity Hub
- 2-Creating an account
- 3-Installing Unity
- 4-Activating a free personal license

Before we begin, there are a few things you need to be aware of:

1. Downloading and installing the Unity Hub.

Before clicking on the link below, please make sure that once you get to the download page, you click on the button that says "Download Unity Hub" as shown in the picture below.



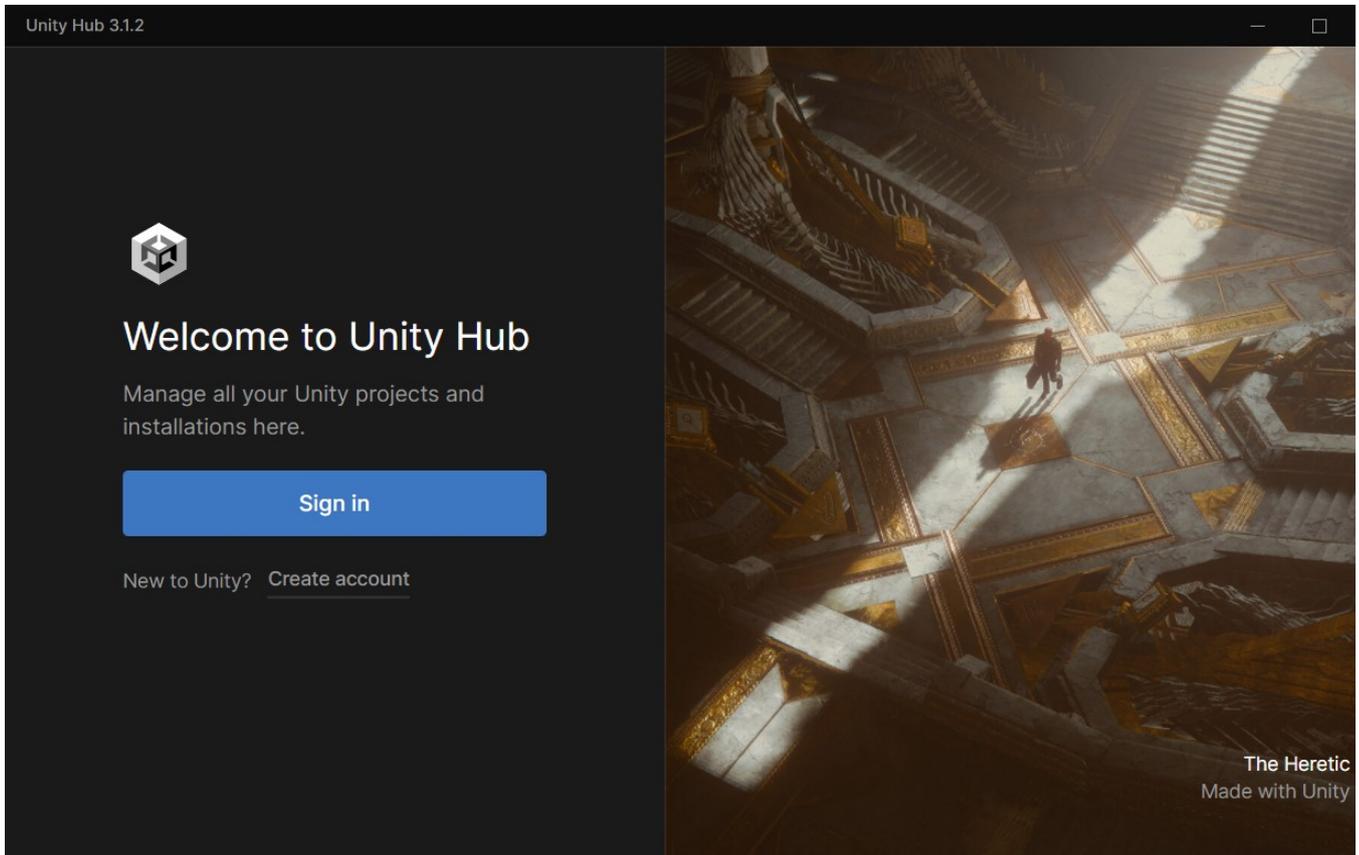
The screenshot shows the Unity website's download page. At the top, there is a navigation bar with the Unity logo and links for Products, Solutions, Case Studies, Learning, and Support & Services. On the right side of the navigation bar, there are links for 'Get started', 'Asset Store', a search icon, and a user profile icon. The main content area is titled 'Download Unity' and includes a welcome message and a link to 'Learn more about the new Unity Hub here.' Below this, there are two buttons: 'Choose your Unity + download' and 'Download Unity Hub', with the latter being circled in orange. There is also a 'Download Beta' button. On the right side, there are sections for 'System requirements' (listing OS and GPU requirements) and 'Releases' (listing Long Term Support (LTS) releases, 2019 LTS, and Pre-release technology). At the bottom right, there is a 'Resources' section with a link to 'Documentation'.

Go to the download page by clicking [here](#)

Just follow the instructions, once you finish, continue with step 2.

2. Creating an account.

Once you finish installing the Unity Hub you will see a screen that gives you a chance to either login or to create an account, click on "Create account".



This will take you to an online form where you can add your personal details and create your account.



Create a Unity ID

If you already have a Unity ID, please [sign in here](#).

Email	Password
<input type="text"/>	<input type="password"/>
Username	Full Name
<input type="text"/>	<input type="text"/>

I have read and agree to the [Unity Terms of Service](#)(required).

I acknowledge the [Unity Privacy Policy](#) [Republic of Korea Residents agree to the [Unity Collection and Use of Personal Information](#)](required).

I agree to have [Marketing Activities](#) directed to me by and receive marketing and promotional information from Unity, including via email and social media(optional).

I'm not a robot 



After finishing the registration process, you can go back to the Unity Hub and click "sign in", this will take you to another online form were you can log into your account.



Sign into your Unity ID

If you don't have a Unity ID, please [create one](#).

Email
<input type="text"/>
Password
<input type="password"/>



Once you are logged in, you will get a popup window asking if you want to open the Unity HUB, Select "Open the Unity Hub", you will be sent back to the Unity Hub.

Open Unity Hub?

https://api.unity.com wants to open this application.

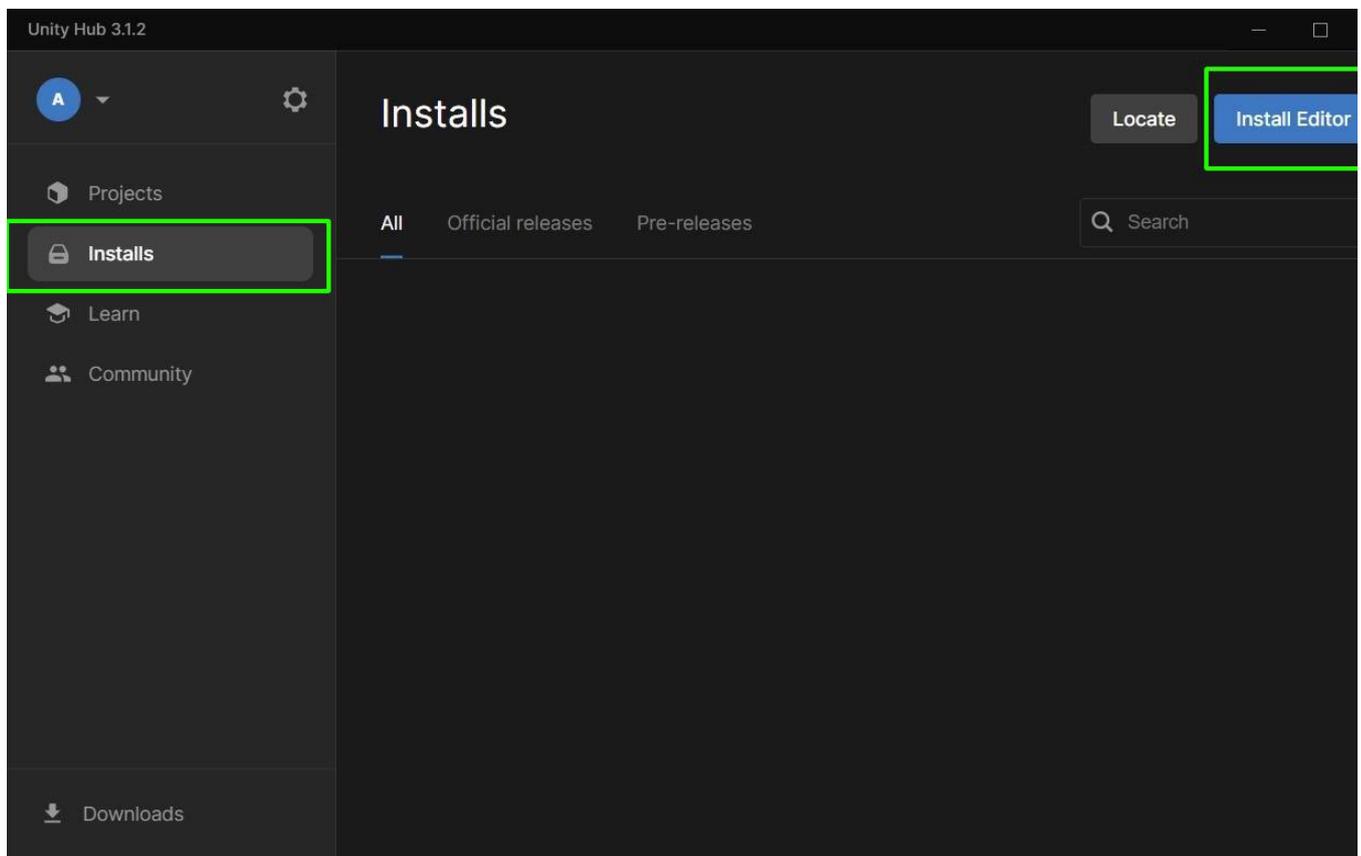
Always allow api.unity.com to open links of this type in the associated app

Open Unity Hub

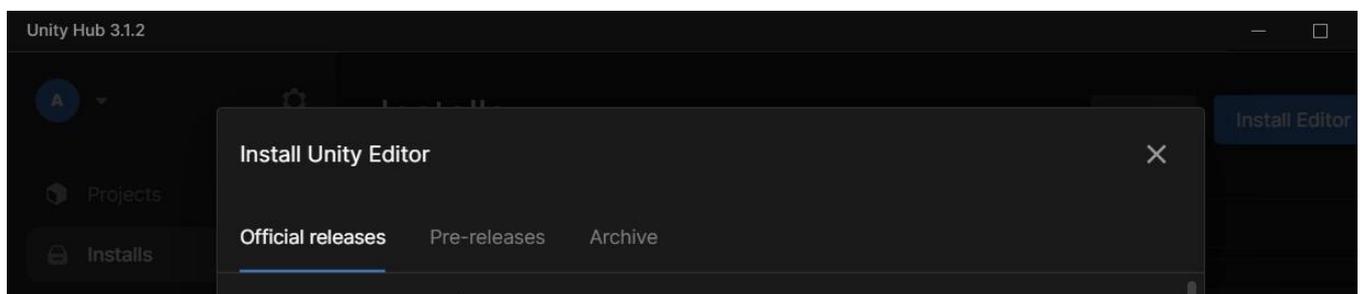
Cancel

3. Installing Unity.

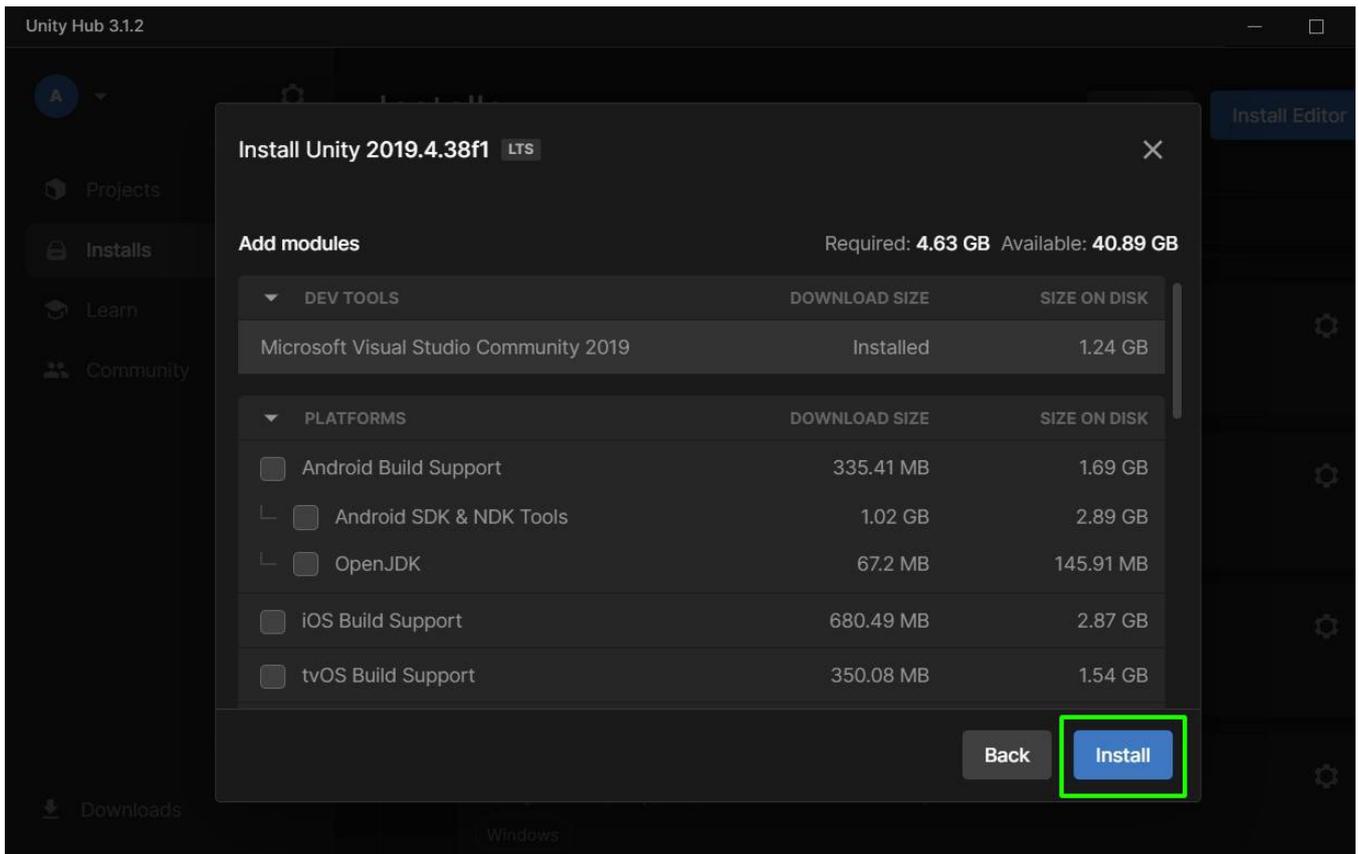
Click on the "Installs" tab and then click on the "Install Editor" button.



We recommend installing Unity 2019.4, alternatively, you can choose Unity 2020, just be aware that your interface will look slightly different from the one shown during the workshop.

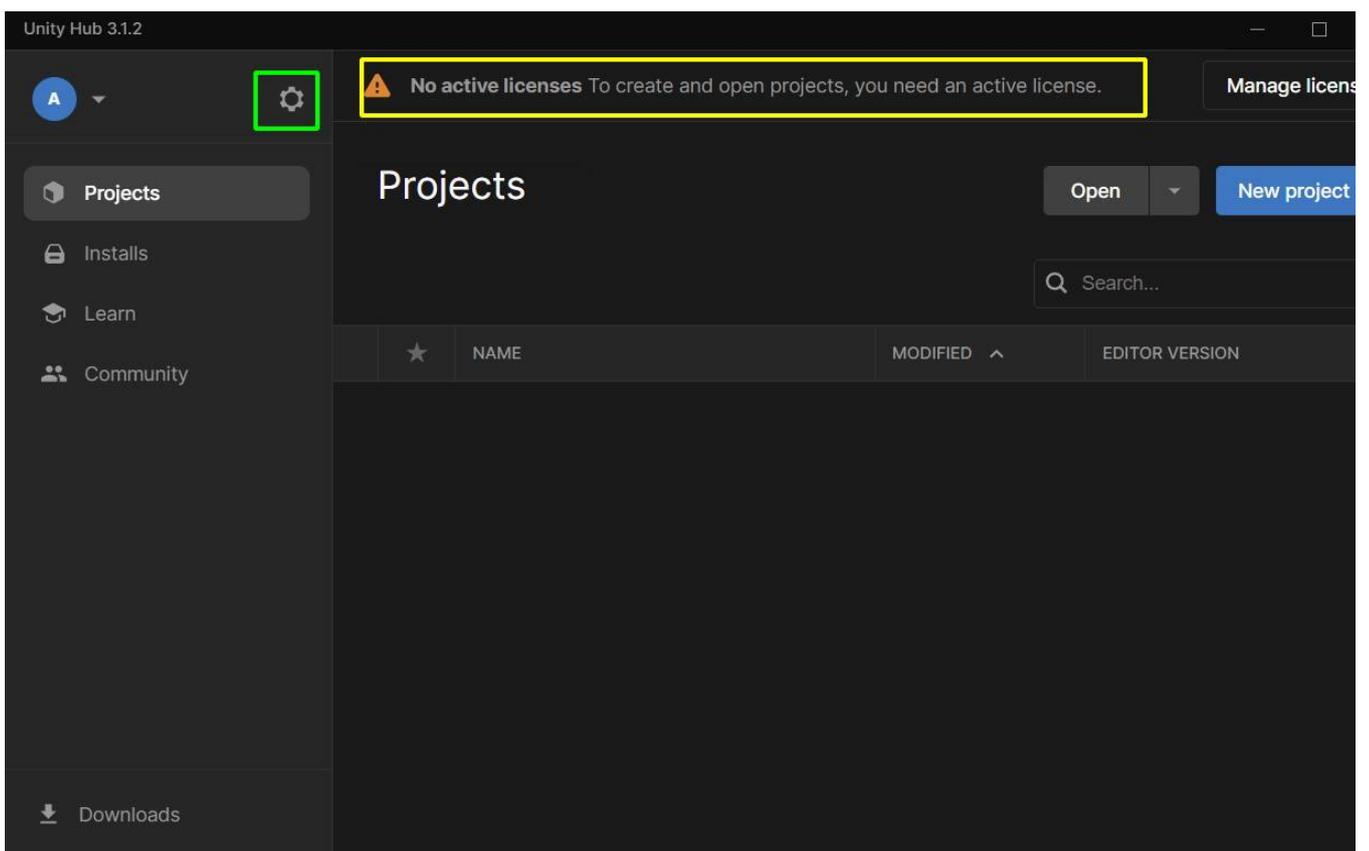


You will then see another screen with a list of modules you can add to the installation, you won't need any of those for now so just Hit Install.

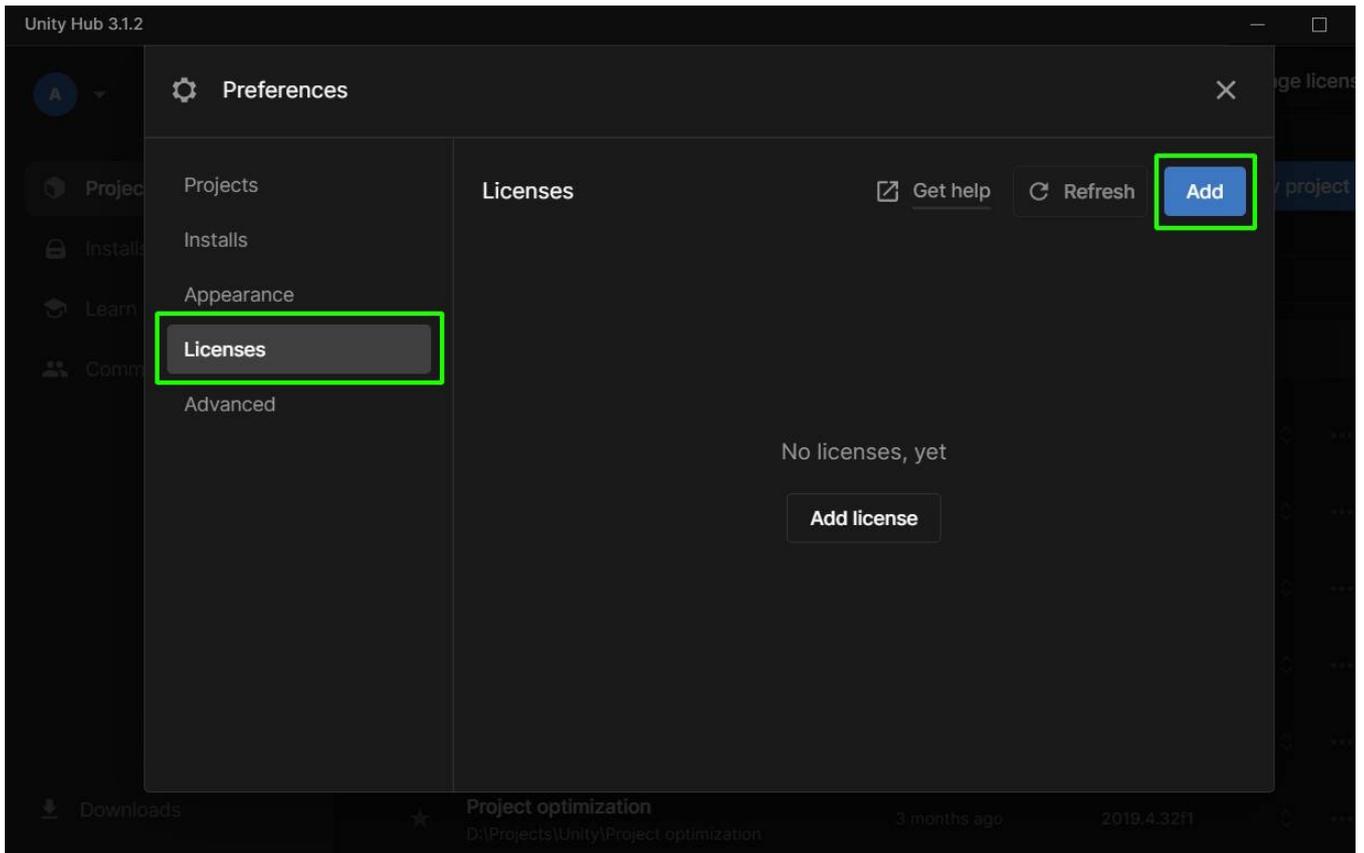


4. Activating a free personal license.

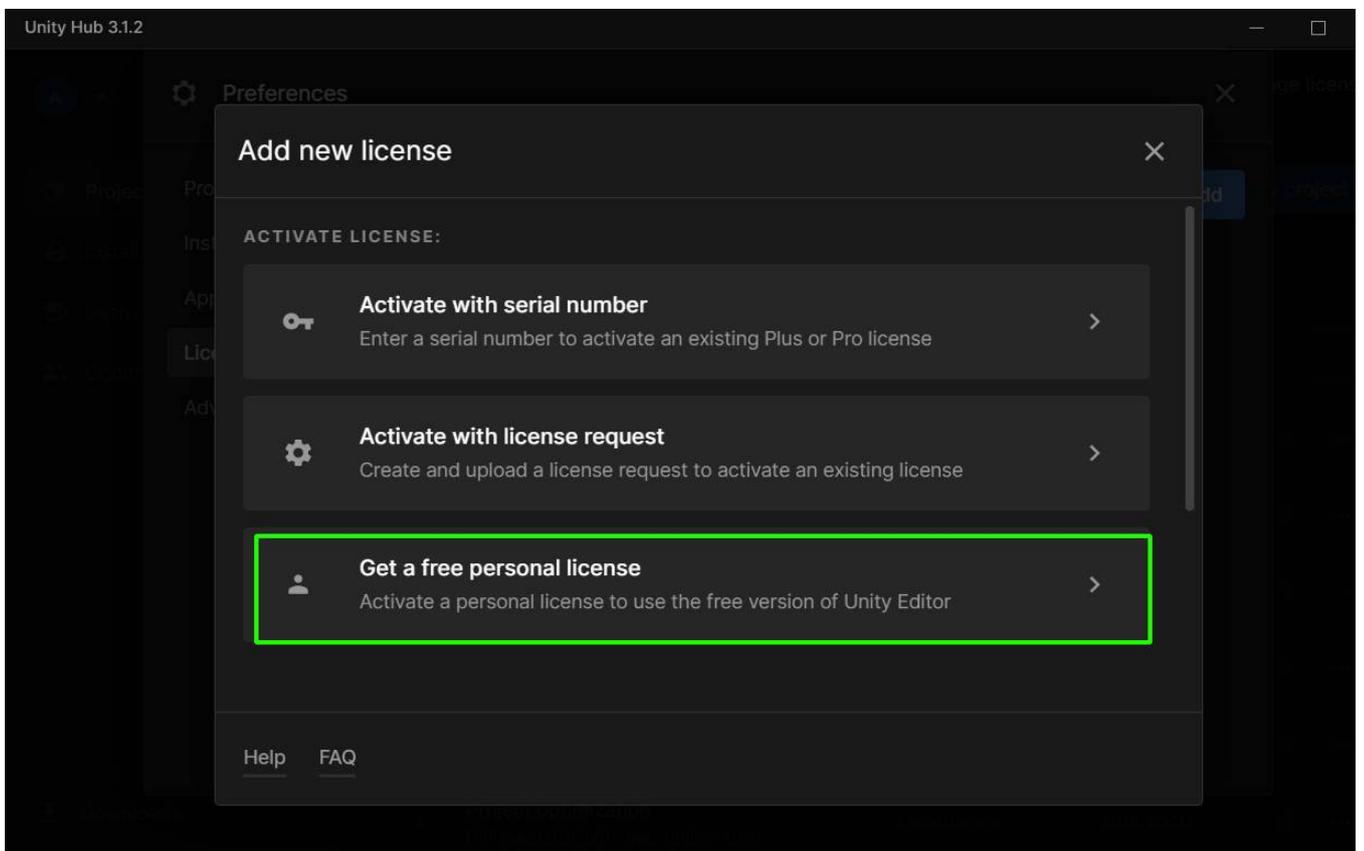
Once you finish the installation, click on the Projects tab, you will see a message stating that you don't have a valid license, we are going to activate your license now. Click on the gear icon, this will open a new window.



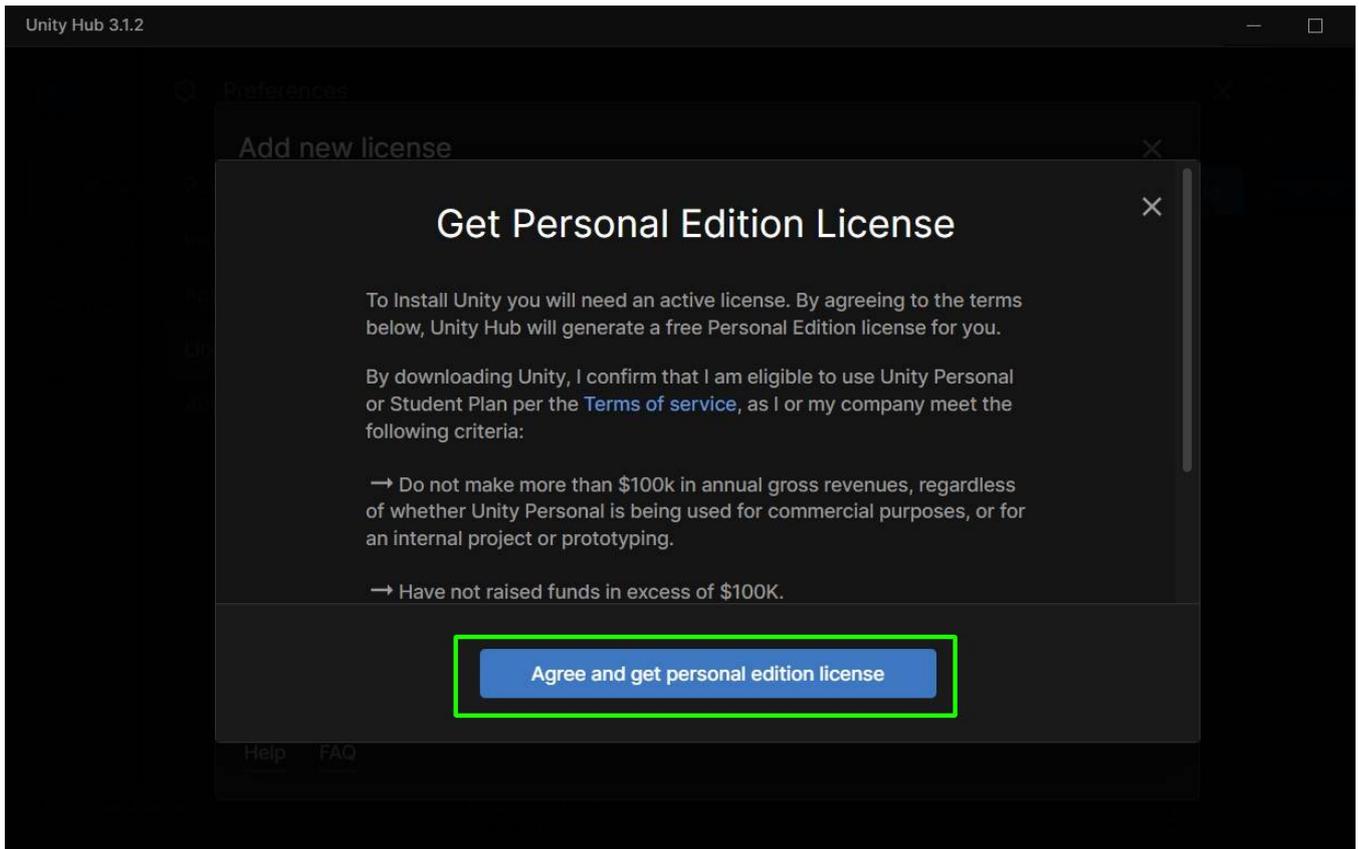
Select the Licenses tab and then hit Add



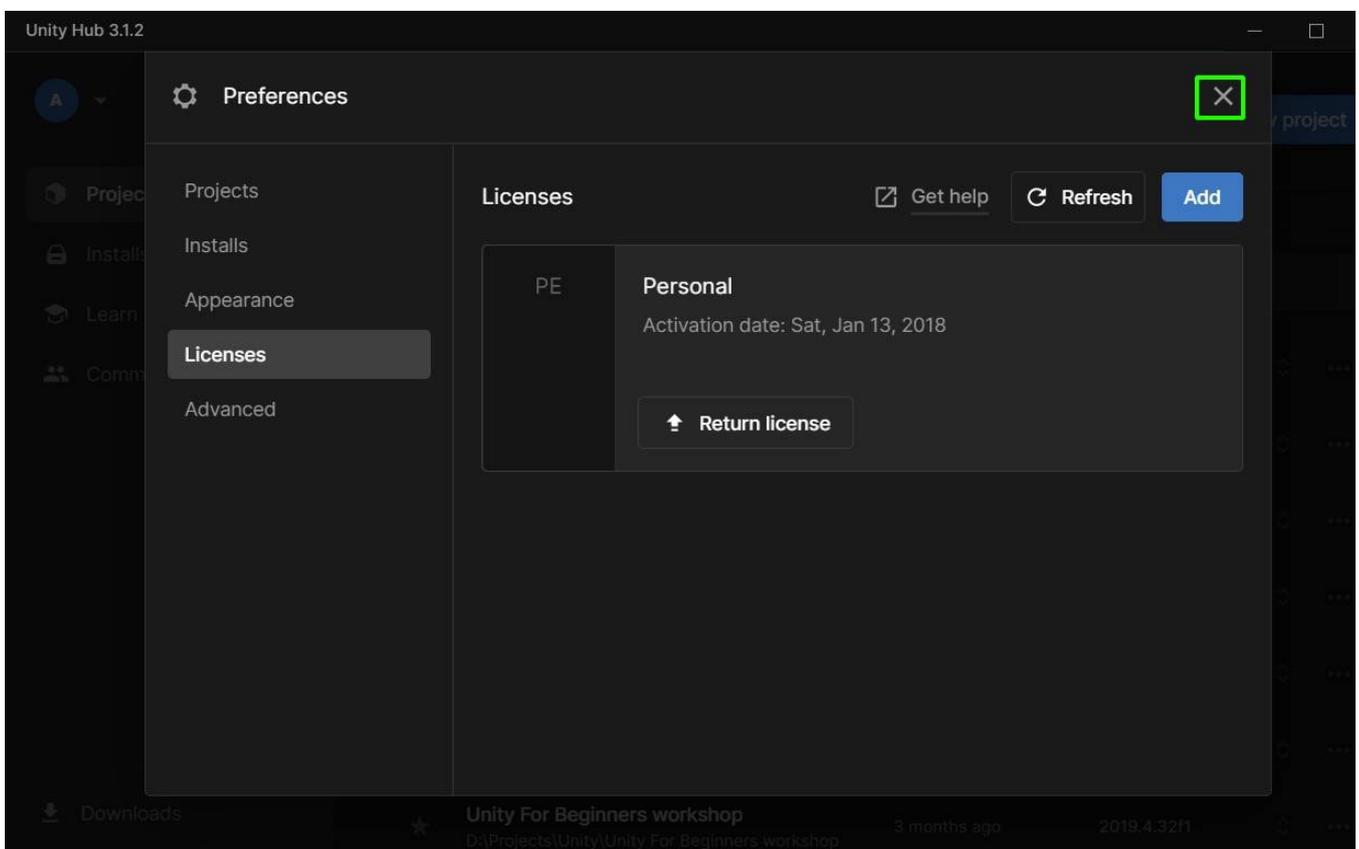
Click on the "Get a free personal license" option.



Read and agree to the terms



Close the window.



And that is it. Now you are all set and the software is ready for you to create your first project.

Revision #31

Created 26 October 2020 11:56:17 by Alejandro Escobar

Updated 29 April 2022 14:04:52 by Alejandro Escobar