INSTRUCITONS

Installation of Unity Hub and Unity 6000.0.32f1 (please install exactly this version!!!)

1. Create Unity ID:

Go to the Unity website https://unity.com/download and create your Unity ID by clicking on the button on the top right (it is free to register).

The licenses and assets for Unity are then managed/stored via this account and Unity Hub can then be installed.



2. Install Unity Hub

Open the link to the Unity website and scroll down a bit to download Unity Hub: https://unity.com/download

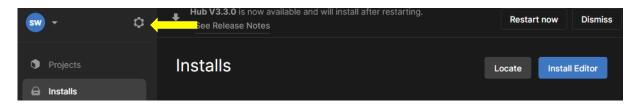
Unity Hub is an administration tool through which you can manage different Unity versions, projects and licenses.

Create with Unity in three steps

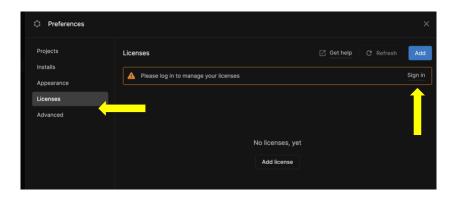


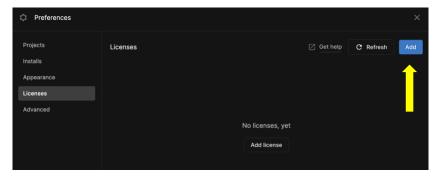
After installing Unity Hub, you may need to log in with your Unity ID and add a license. You can add a free personal license via Settings -> Licenses -> Add.

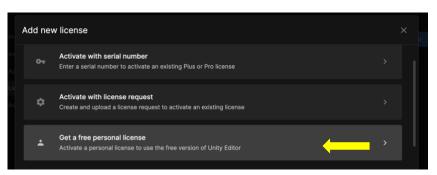
- 1. Open Unity Hub
- 2. Open the settings



3. Go to »Licences«, log into your Unity ID account and click on Add >> Get a free personal license.

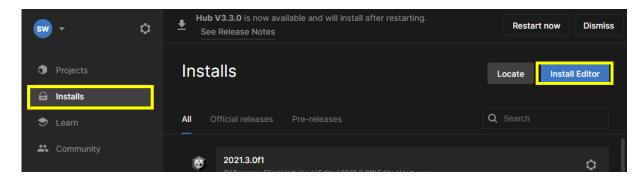




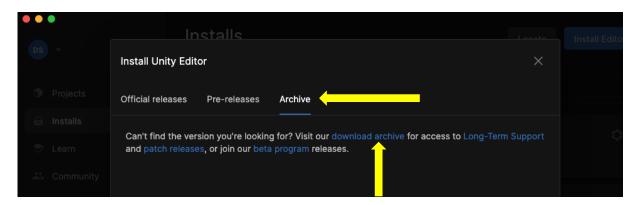


3. <u>Install Unity LTS version Unity 6000.0.32f1 (please install exactly this vesion!)</u>

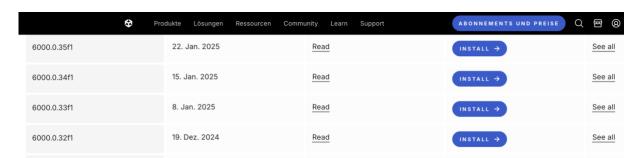
In the Unity Hub, go to Installs >> Install Editor



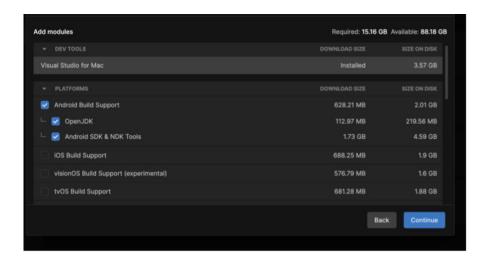
click on "Archive", and then on "download archive"



On the website scroll down to find the 6000.0.32f1 Version and click "Install" twice:



For the workshop you also need to install the Android packages, please tick the boxes like in the image and press continue.



!!Attention!! The Unity Editor is large (around 15 GB). The download therefore takes quite a long time. Also, make sure you have enough space on your computer!

4. Open the Unity Example Project (we will send you this beginning of November)

Once you have installed Unity Hub and Unity engine, please download the sample project from here:

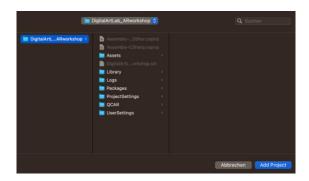
You will get the link in time before the workshop!

Unzip the project.

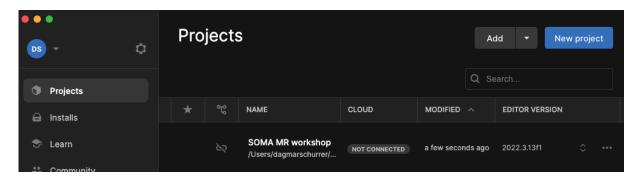
Open Unity Hub and go to Projects > Open > Add project from disk:



Navigate to the unzipped project folder, select the folder, and click on Add Project:



Now it should be added to your Project window in the Unity Hub, click it to open in Unity.



It can take quite a while when you open it for the first time.