Unity - Unit 1
Getting Started

Summary

In Unit 1, we'll go over downloading and installing the Unity Hub, the Unity Editor, and creating a Unity ID. We'll also cover creating a new project in Unity's Universal Render Pipeline (URP).

[Website Link](#)

Unit 1 Lesson 1.1

Getting Started with Unity

Part 1 & 2- Skip these sections as it's already downloaded to your computer

Part 3 - Sign In or Create a New Unity ID

A Unity ID is your user account with Unity. It allows you to connect with your Unity teams and resources. Your Unity ID also securely controls access to Unity services for you and your team members.

1. Sign in by clicking the Account icon in the top right of the Unity Hub (Figure 06).
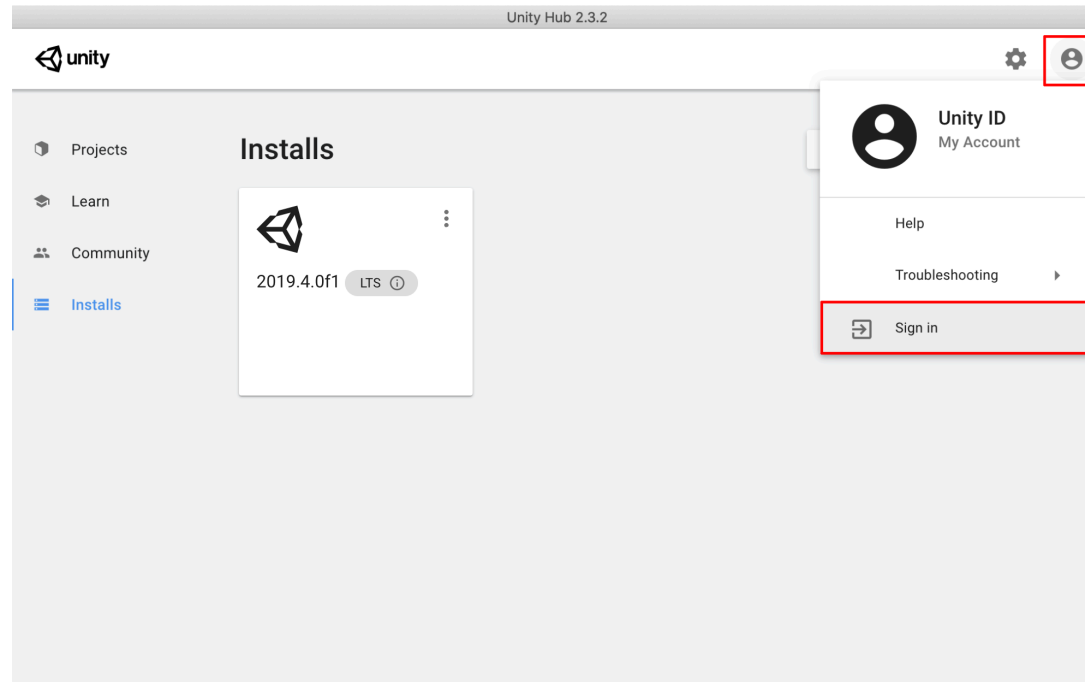
Figure 06: Signing in with a Unity ID

If you already have an account, sign in. Otherwise, you can sign in quickly through Google or Facebook or create a new Unity ID. After signing in, your account initials will appear in the top right of the Hub.

Unit 1 Lesson 1.2
Getting Started with Unity

Part 3 - Creating Your First Project

When you create a new project from the Unity Hub, new files and folders are added to a location you specify on your computer. These files include an Assets folder, library files, and the settings you will need to get started.

When creating a new project, there are several templates available depending on what type of project you're creating. For the Realtime Animated Storytelling Project, we will be using the **3D Sample Scene (URP)** template.

1. Before your computer will recognize the 2019 Unity Software, we have to open it. Go to your desktop (or search in computer search bar) for 2019 Unity and click on it to open it. Don't open the "Unity HUB", just "Unity".
   a. This should then open the hub automatically (without opening the software)
2. With the Projects tab selected in the Unity Hub, click the New button at the top right of the window.
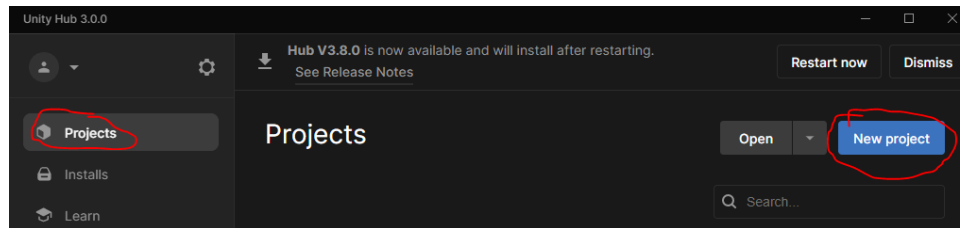
3. If you have multiple versions of Unity installed, there will be a drop-down at the top centre of the window that will allow you to select version **2022.1.22.** Next, select "All templates" on the left panel, and then locate the **3D Sample Scene (URP)**. Type in the project name. Let's call it *Unit1_StarterFiles*. Next, specify the folder location by clicking on the Select Folder button which is represented by three dots. Lastly, select Create (Figure 01).

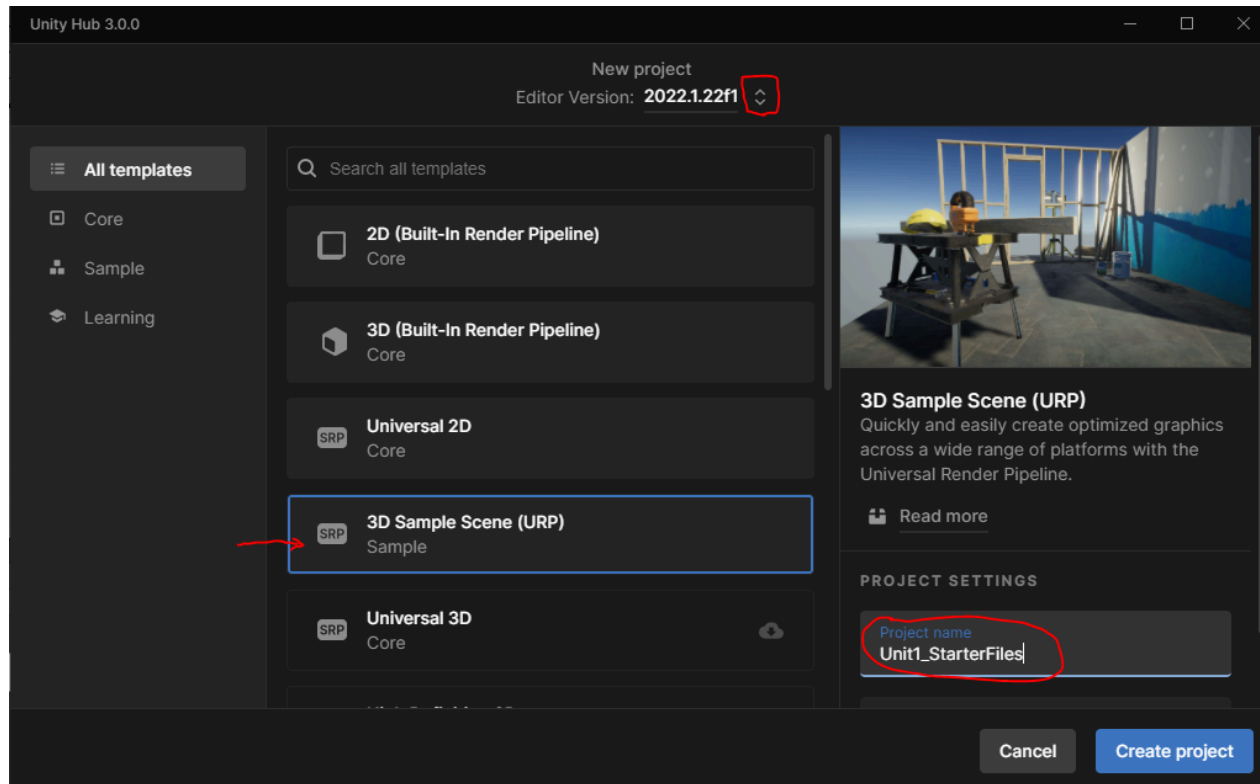   **You may need to select "Standard (URP)" when opening new file**

Figure 01: Creating a new Universal Render Pipeline project

It may take a few minutes for the project to configure and open. When it opens for the first time, you'll see a sample Scene containing a construction set with a workbench (as seen below). We will delete this Scene as well as its associated folder.

4. In the Project window, you'll see the project's files and folders. With the ExampleAssets folder selected (under Assets), right-click and select Delete. Confirm to delete again in the popup window (Figure 02).
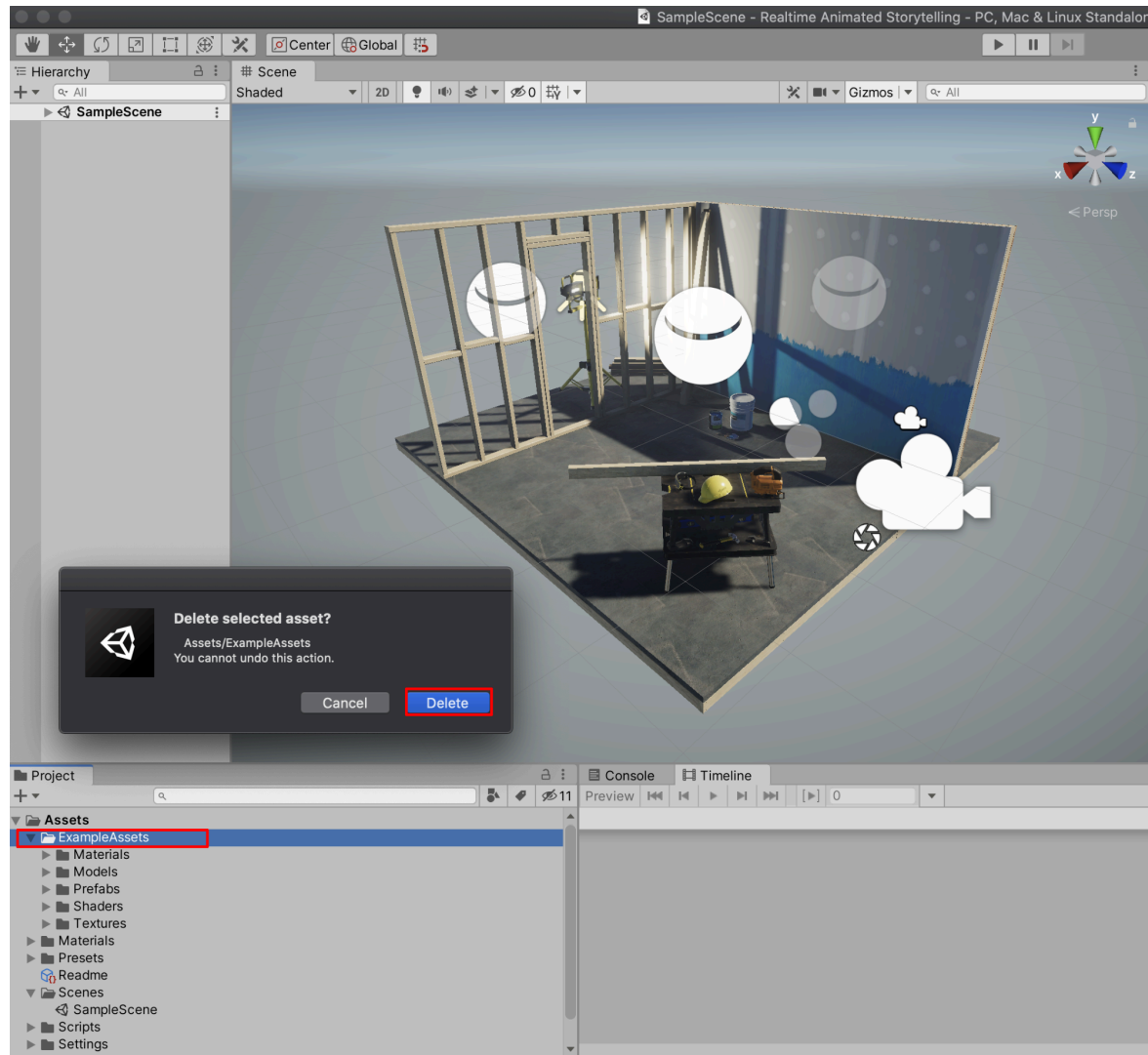
3. **Create a new Scene by selecting File > New Scene. DON'T MISS THAT STEP.** Don't save any changes to the currently open SampleScene.

4. Save the new Scene by selecting File > Save As. Select the Scenes folder inside the Assets folder. Name the Scene *Unit1* and select Save.

5. Next, delete the SampleScene file from the project. In the Project window, inside the Scenes folder, select SampleScene, right-click, and then select Delete.

Congratulations! You've successfully installed the Unity Hub, the Unity Editor, signed in with a Unity ID, created a new URP project and saved a new empty Scene. In the next unit, we'll build a city in that empty space!

Save your work and then go to the unity [website](#)

and mark Tutorial 1.2 and Unit 2 as complete.