Assignment 1: Installing and setting up Unity

**!!Please follow the git tutorial before completing this part!!**

For this class we will be using Unity to create VR applications. Unity is a game engine which allows us to combine real-time graphics and code to create games, movies, and interactive experiences. To get started we need to install it first. (Note this is for your personal computer. We recommend you install on your personal machine as the VR computers in the lab may not always be available. Unity is already installed on the machines).

To install Unity Hub:

1. Follow this link https://unity3d.com/get-unity/download
2. Select **Download Unity Hub**
3. **Run** the Unity Hub installer

Once you have Unity Hub installed we want to Open Unity Hub and download unity

1. **Run** Unity Hub
2. Find the tab on the left labeled **Installs**
3. Find the **blue** button on the top right that says **Add**
4. From there click on the link at the top that says **Download Archive**
5. Find version **Unity 2019.2.4** and press the **Green Unity Hub** button
6. Unity Hub will open again with a list of checkboxes
7. Make sure that **Documentation** is checked and either **Mac** or **Windows Build Support** are checked, depending on your computer.

Next we will create your first Unity Project:

1. In Unity Hub find the **Projects** tab on the left again
2. Select New Project and make sure you are using **2019.2.4**
3. Select the **LWRP Template**
4. Name your project, your **UWNetID-vr-project**
5. For file location, select the folder on your local computer where you have cloned your **git repo**.
6. Finally hit **Create** and wait for it to load
7. Once its done unity will open. Feel free to play around and learn the editor, but we will cover this more in class.

For Turn in:

1. Now that you have added your unity project, you need to commit your changes
2. Make a git commit and push your changes to your github repo (refer to the git guide on how to do this)
3. Send an email to the course staff with the link to your github repo.

**This assignment is due at 9:00 PM Wednesday 8/2**