# Steps to Setup & Use Unity

1. **Download & Install .NET Core 3.1 SDK**
   https://dotnet.microsoft.com/download



2. **Install an IDE/Editor. Pick your poison.**
   Visual Studio, Visual Studio Code, Rider, etc
   Recommendation is VS Code:
   https://code.visualstudio.com/

3. **Download & Install Unity Hub**
   Unity Hub is really helpful to easily access all your projects, tutorials, and install different Unity versions.
   https://unity3d.com/get-unity/download

# Download Unity

Welcome! You're here because you want to download Unity, the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.
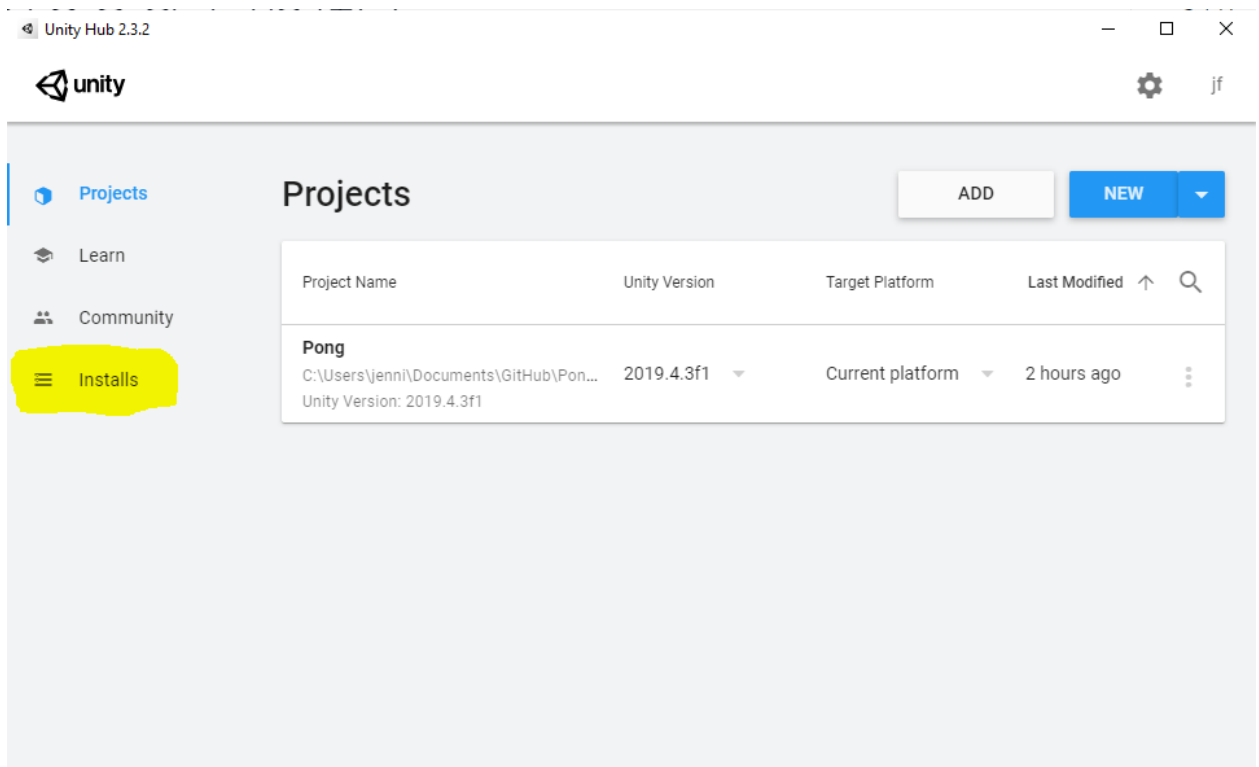
Before you download choose the version of Unity that's right for you.
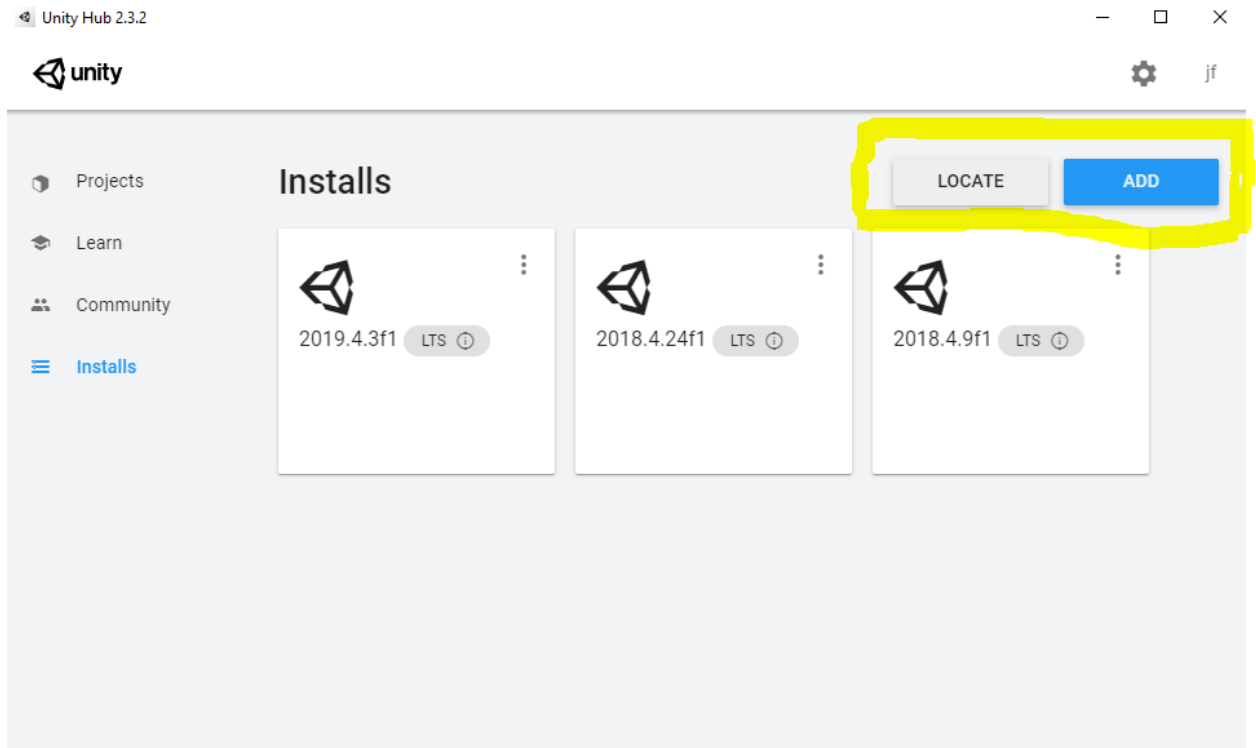
Choose your Unity + download      Download Unity Hub

Learn more about the new Unity Hub here.
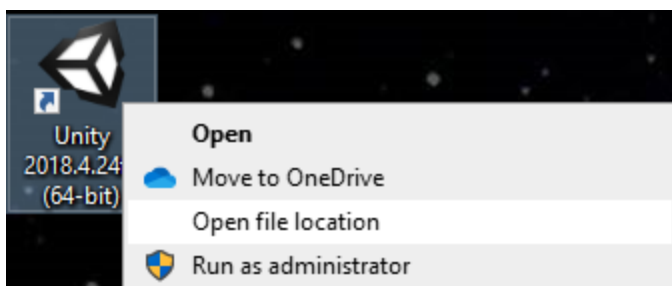
On the left hand side, choose Installs:



Here you can choose Locate to find the Unity Versions you have Installed already, or choose Add to download different Unity Versions.
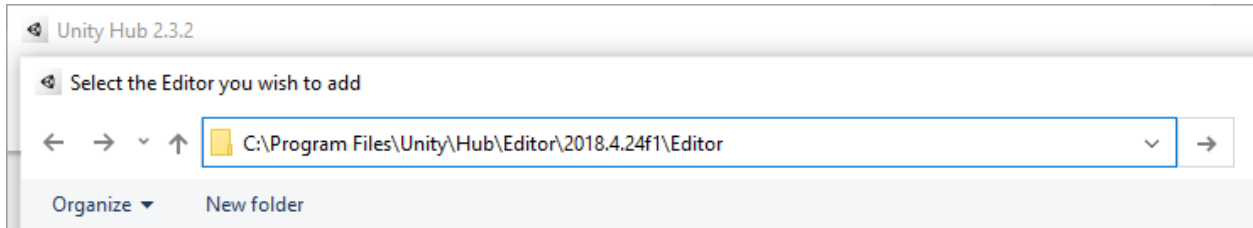
**To Locate an Already Installed Version:**

Click on Locate and find where you installed Unity on your computer. If you don't know where this is, if you have a shortcut, right click and select "Open File Location"
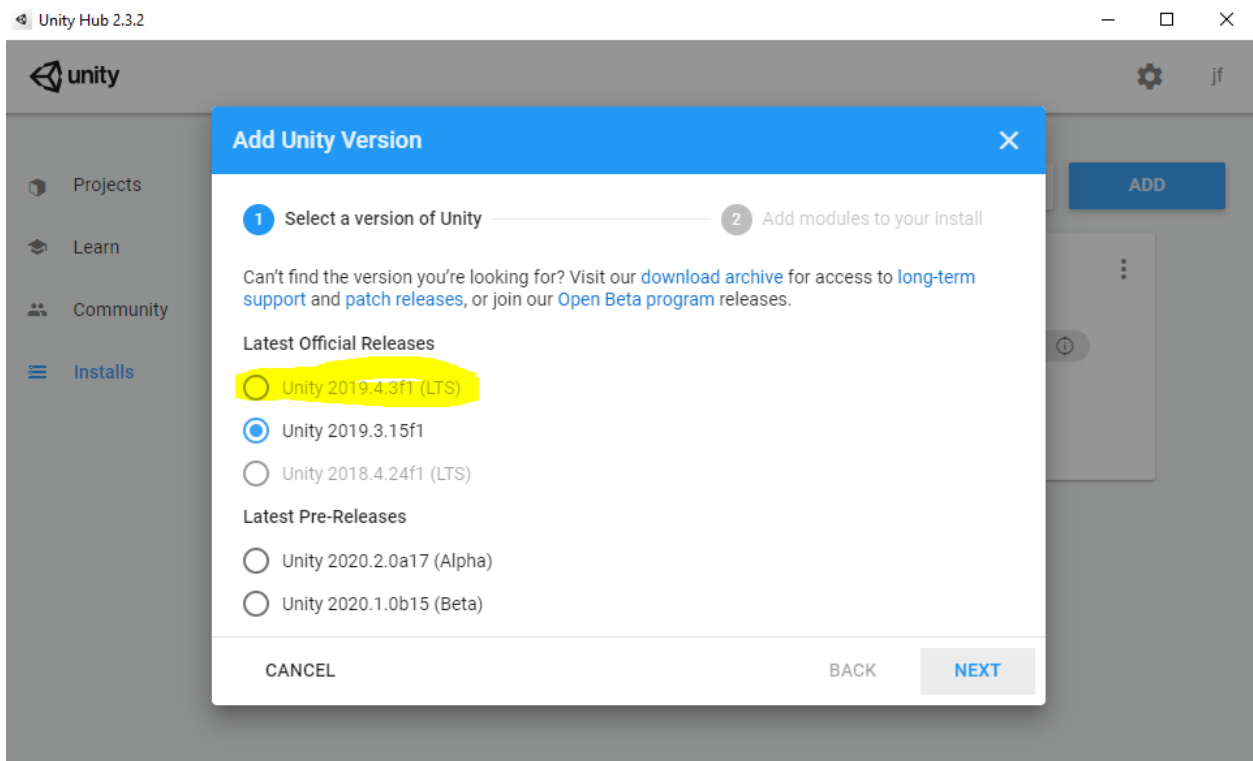


Then copy the address bar of the file location that you opened and paste it into the address bar of the box in unity.
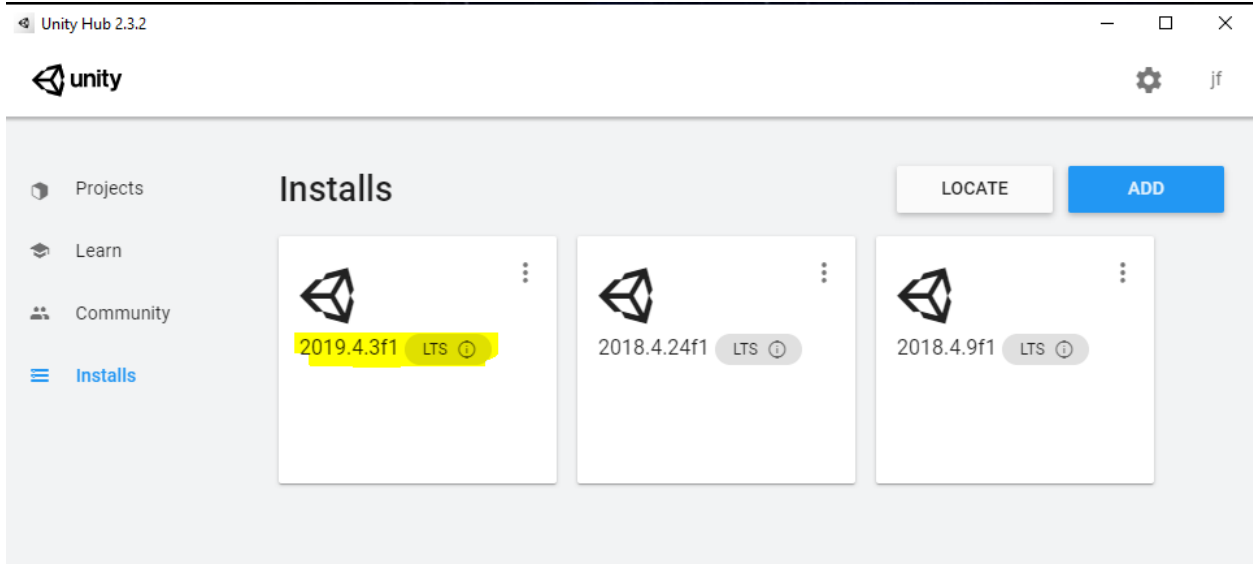
Repeat this for each version you have downloaded.

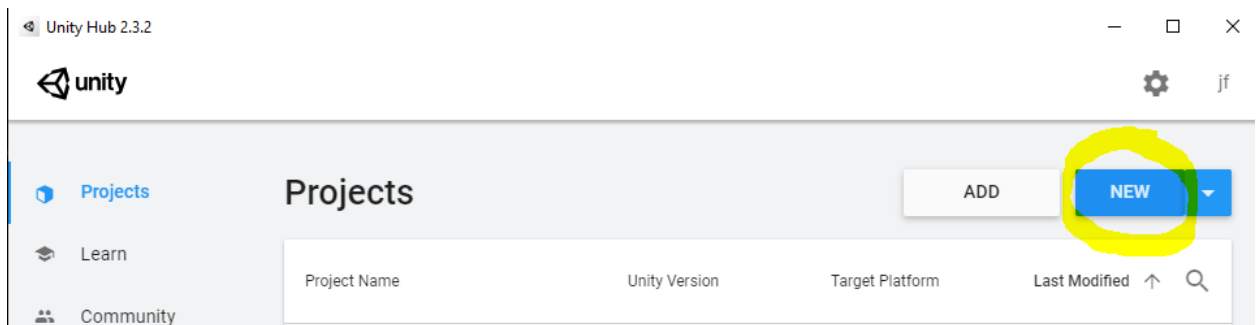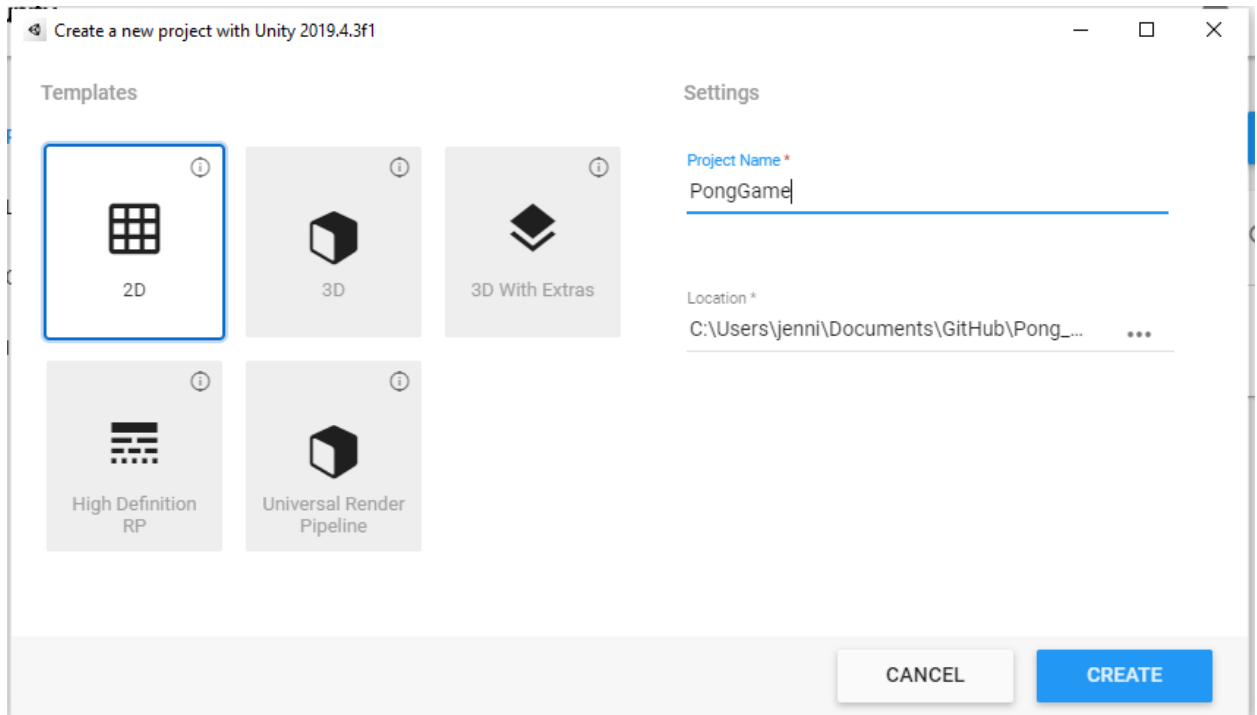**To Add a New Install:**

We are using version 2019.4.



Click Next and finish the installation. You will see it added to your install menu:

**4. Create your project by choosing Projects on the left side, and then new:**

Give your project a name and choose where you want it saved:



5. **Change Layout To Tall:**
   Window > Layouts > Tall