

## Installation of Unity Editor

Hello Again! Welcome back!

In the last video, we created a Unity ID, and downloaded the Unity Hub.

In this video, we will learn to complete the installation of Unity Editor from Unity Hub.

After you have installed Unity Hub, you will see an icon of Unity Hub on your desktop. Click on it to open the application. Once the application opens, on the left panel of Unity Hub window, locate a tab named “Installs”. You will see there is no editor installed right now. So let us start adding one.

For this, you will have to click on the “add” button on the top right side of the window. Under the heading “Latest Official Releases” make sure you have selected version ‘2019.3.5f1’. Click on next. What we see is a list of platforms that you want to add to your editor installation. Scroll down the list and check “Windows Build Support” only if you are using windows, else select the platform appropriate to your operating system. In future, when you start making games for different devices, you will need to check the platforms accordingly. Example, for making mobile games on android you would be required to check Android Build Support. Remember to uncheck any file that is not required to avoid extra file download. Click on “Done”. The Unity Hub application will now download and install the editor on your computer. Make sure to always open the Unity Editor using the Unity Hub application. In future, when we work on different projects, Unity hub will help us list all our projects with individual names. Unity releases 3 software versions every year with new features. Right now, we are downloading the latest stable version, which means we are installing the best version of the Unity Engine, released in 2019.

Great! Unity Editor has been successfully installed on our system now. So, in this video, we completed installing Unity editor using Unity Hub. In the next video we will start our journey of creating our first project based on the ‘Life on Land’ theme.

Bye Bye! See you soon in the next video!