

Creating First Project

Hello! Hope you're doing good! In the last video, we successfully installed the editor from unity hub. Now it is time to begin our very first 3D game project called 'Second Life'.

Before proceeding any further, you must make sure that your Unity editor has been installed properly. You can check this, by clicking on the Installs menu on the left pane inside Unity Hub. You will then see a thumbnail which signifies that Unity has been properly installed. Since the screen is visible to you now, you will be able to see the version info of the Unity editor at the bottom of the thumbnail. A few icons also showcase the platforms like "Windows" or "Android" information that is currently installed alongside the editor.

I hope you are as excited as I am to see how the Unity Editor looks like and how the top-notch professionals use it to make video games like Temple Run, Monument Valley, Subway Surfers, etc. So fasten your seatbelts and focus on the screen now, as we are about to launch the first project!

Let us now go ahead click on the 'Projects' menu on the left panel. Click on 'New' button to open the Project creation window. On the left we would get to see a few thumbnails. These are pre-defined templates which you can use later while making video games. Some games are 2 dimensional like the Tetris. By Default, the 3D template is selected and we would stick to it as our purpose is to create a 3D game. You can read about the difference between the various project templates of the Unity editor in the Editor documentation. You can go to [Docs.unity3d.com](https://docs.unity3d.com) to know about it in more detail.

We must begin by adding a name to our project. In the project name field, I am going to type "Second Life" and click on the 'Create' button to create a blank unity project. Unity Editor takes some time to launch itself as it gathers all information and assets available within the project. So, allow it sometime to load successfully. Now your new project is loaded successfully and is ready to use.

This is getting very exciting! In the next video we would learn about the different terminologies that we will frequently come across while making the project with Unity.

Bye bye! See you soon in the next video!