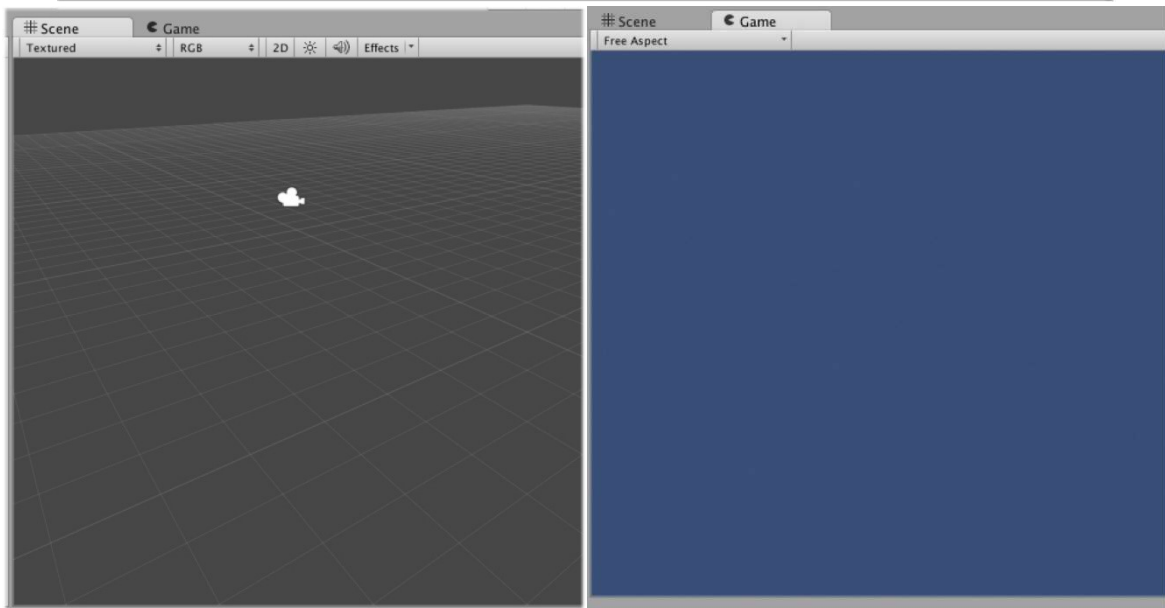
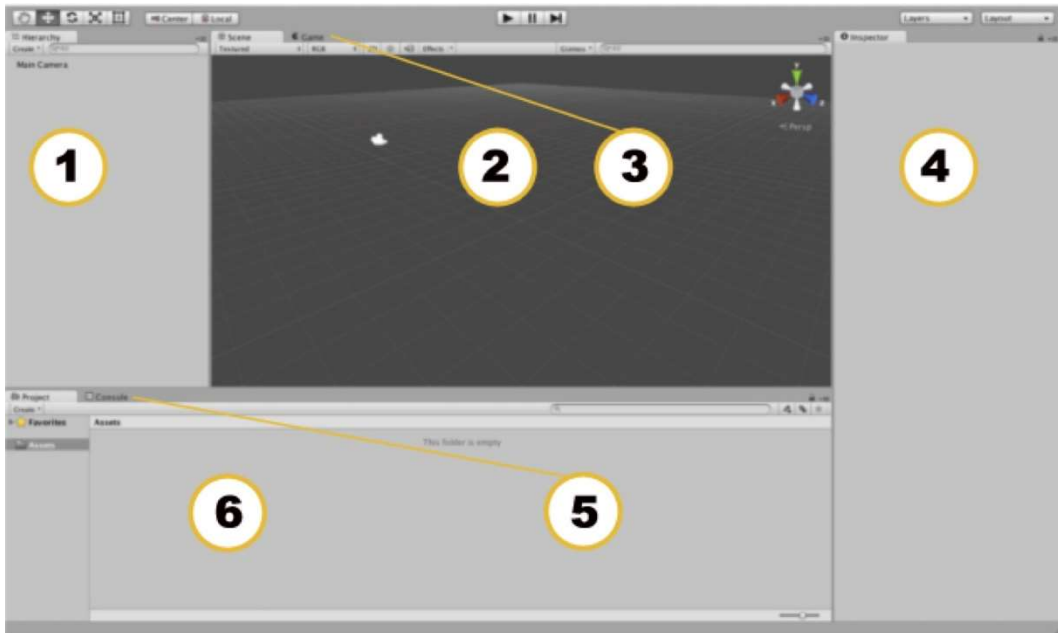
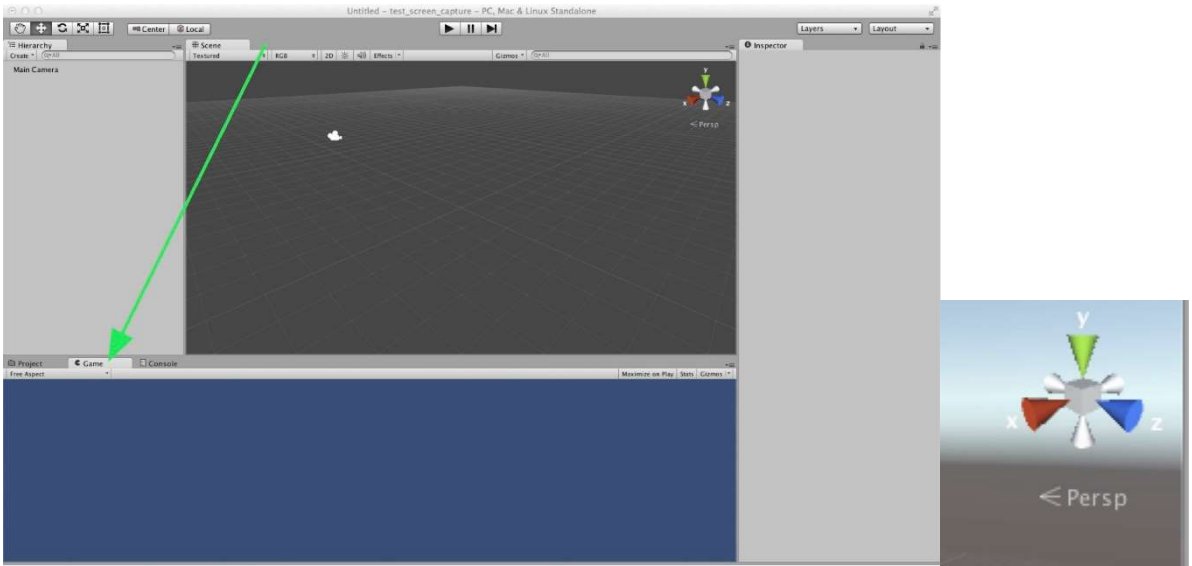


Unity from Zero to Proficiency: Color Images

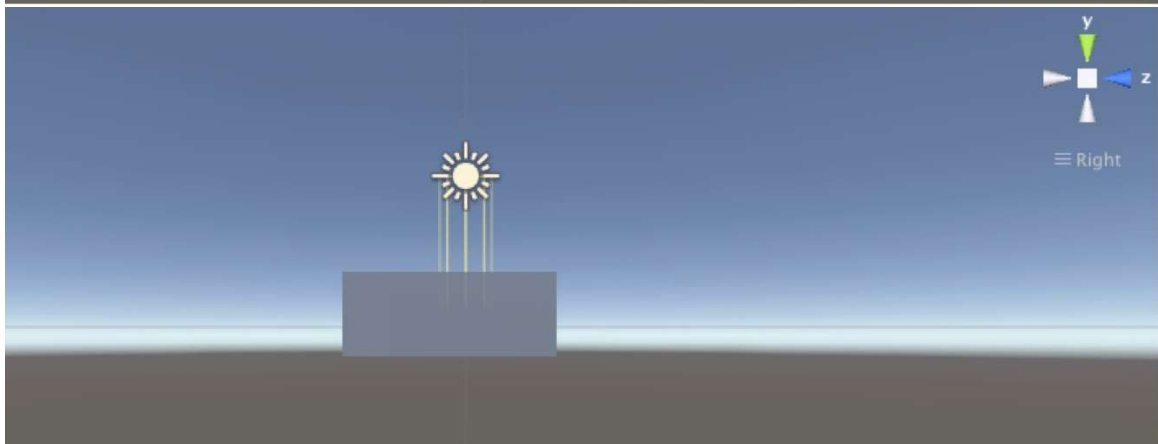
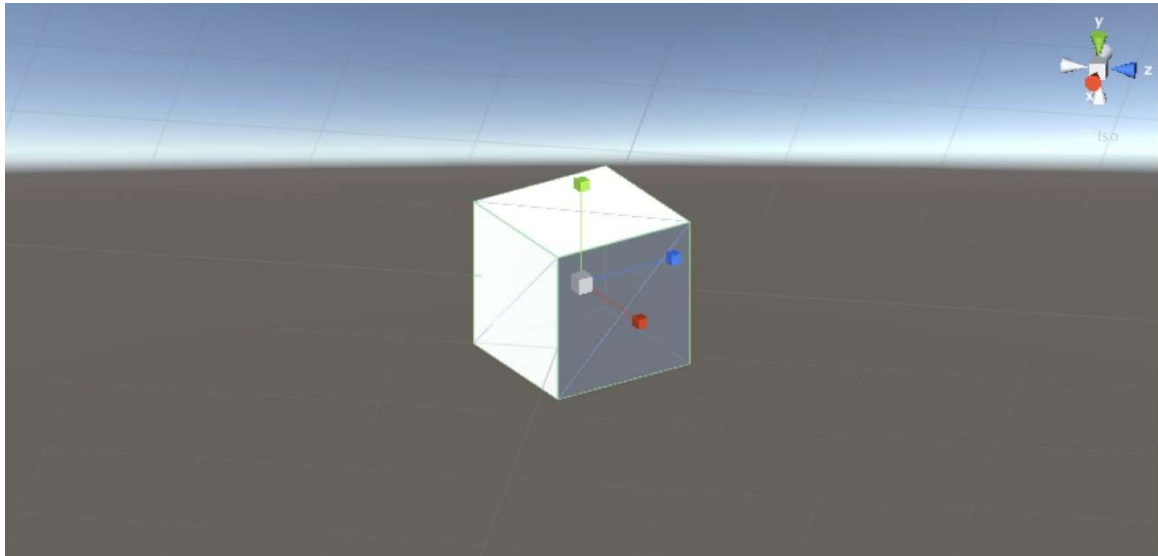


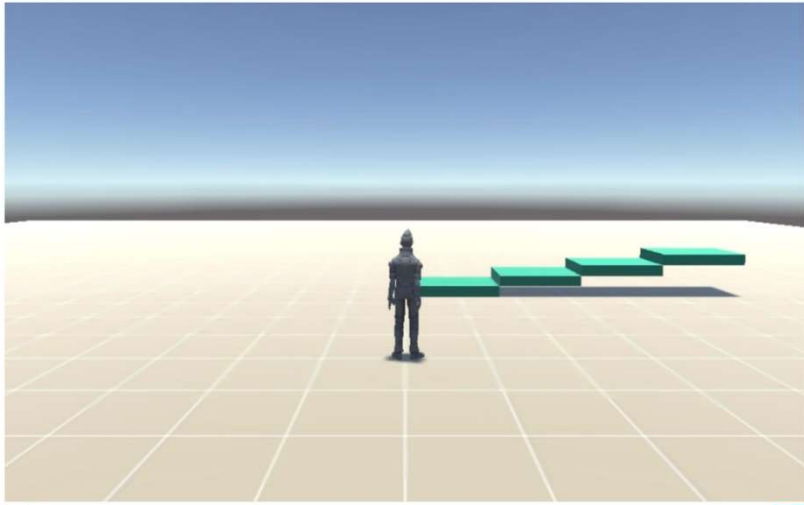


Unity Manual

Unity Manual

[+ Unity Overview](#)

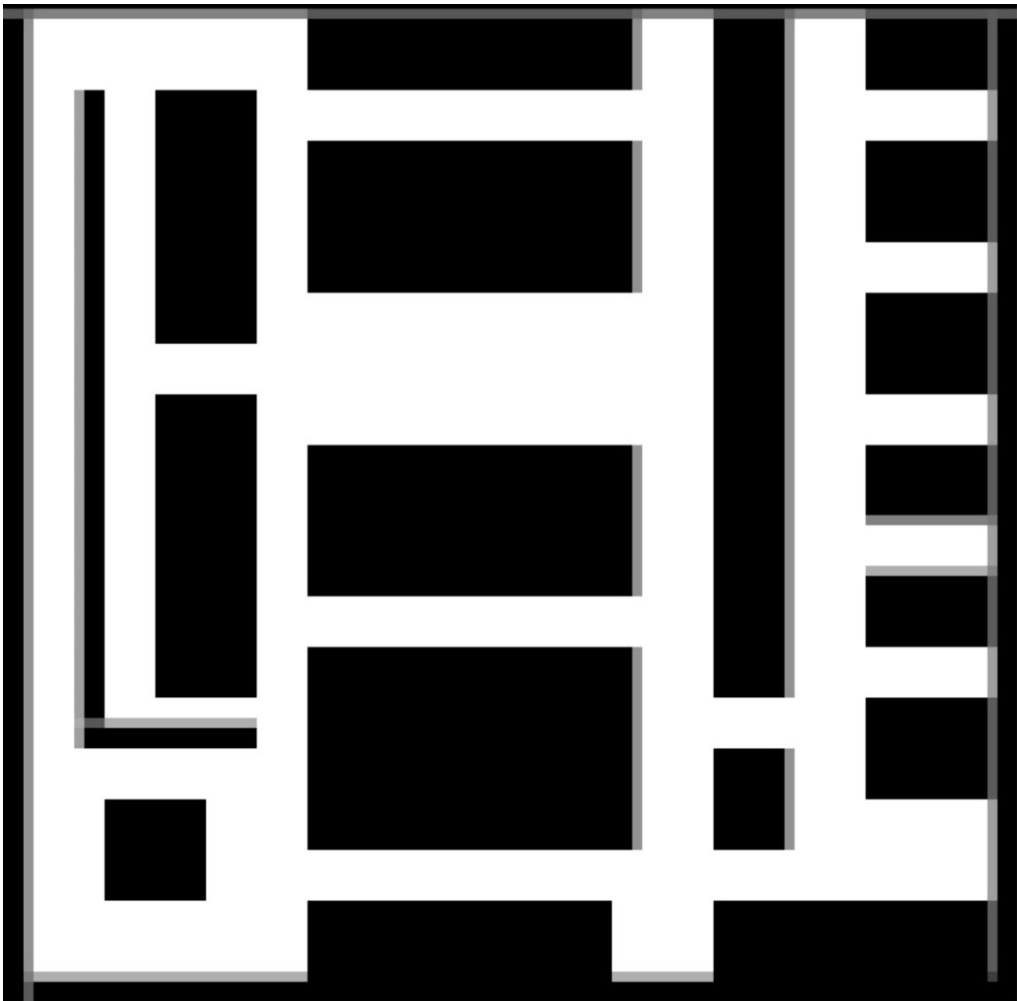


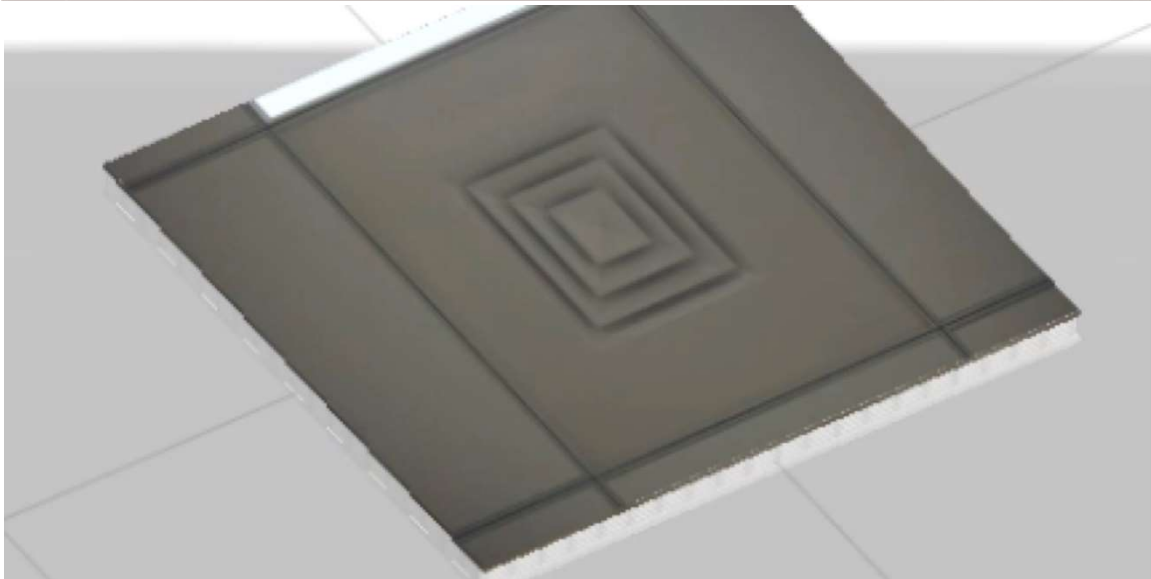
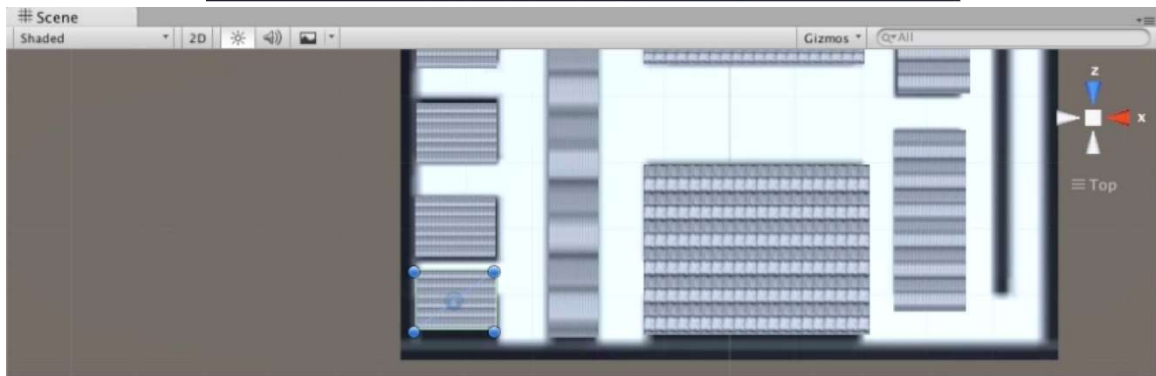
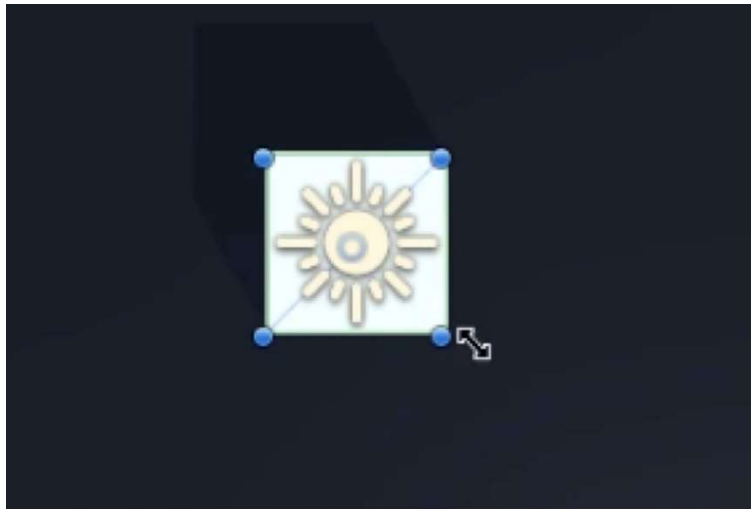


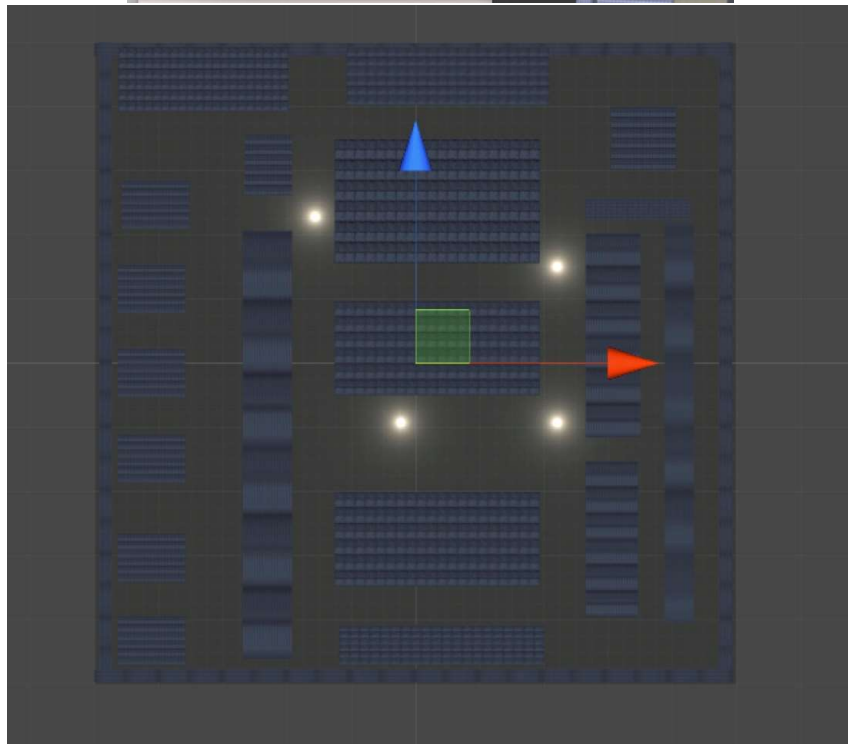
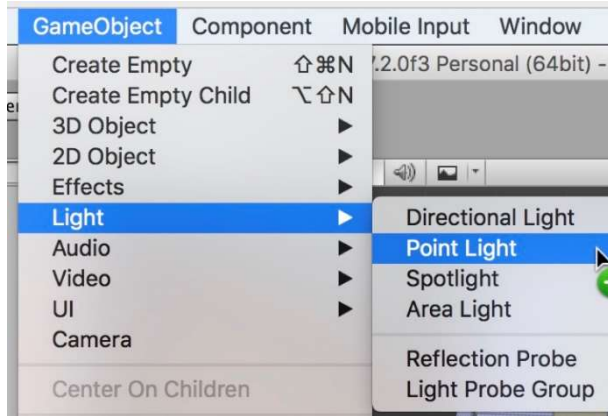
unity WebGL

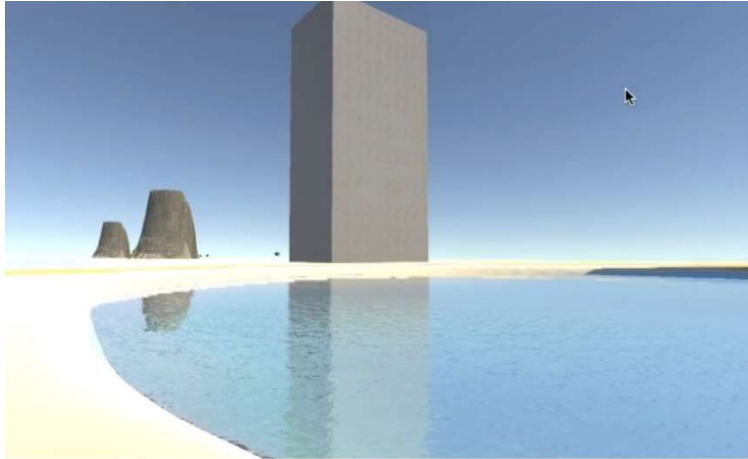
ZTP_Foundations

- ▶ Build
- ▶ index.html
- ▶ TemplateData

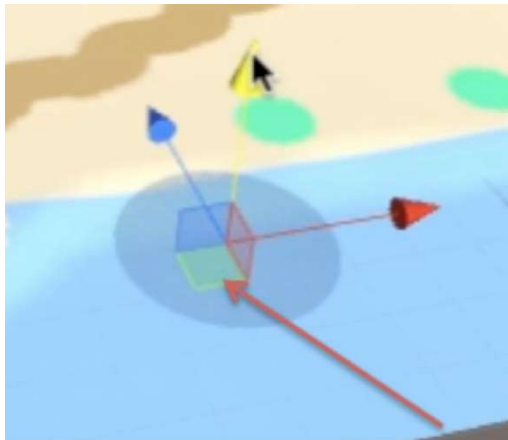
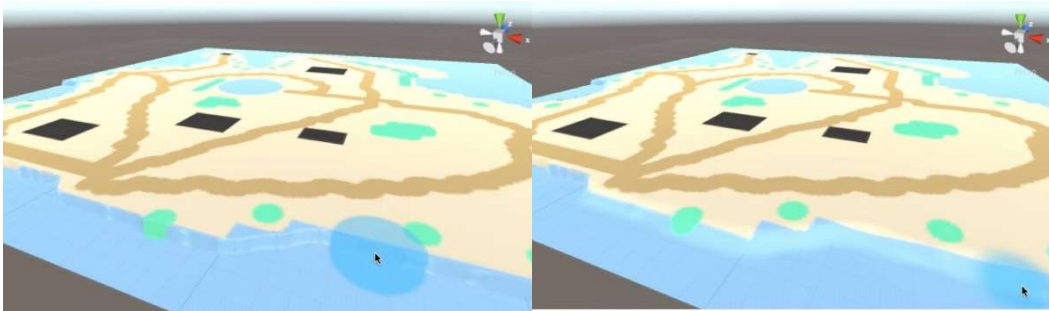


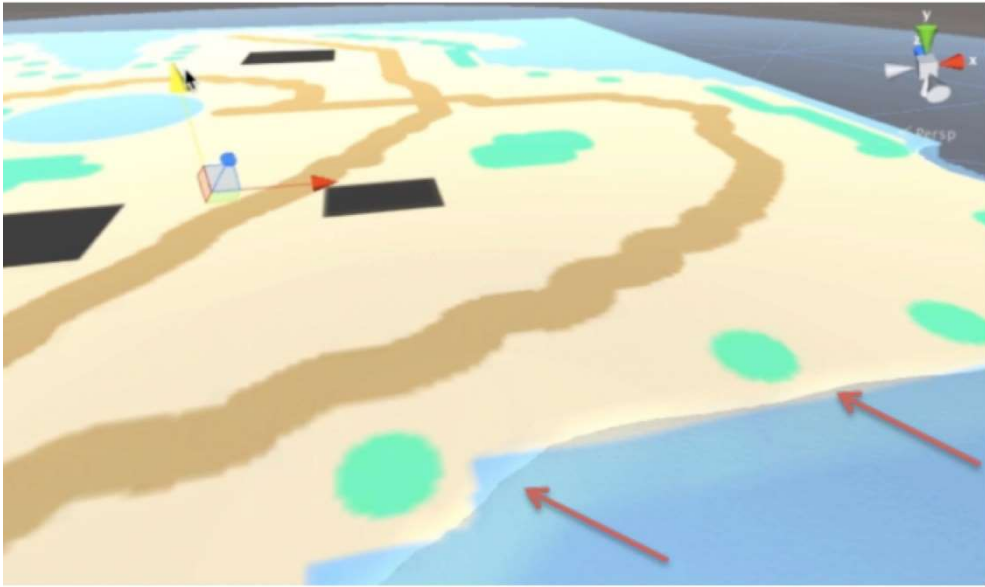


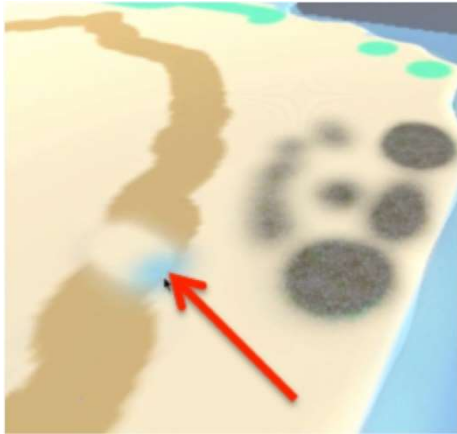












Add Grass Texture

Detail Texture: **None (Texture 2D)**

Min Width: 1

Max Width: 2

Min Height: 1

Max Height: 2

Noise Spread: 0.1

Healthy Color:

Dry Color:

Billboard:

Select Texture2D

grass

Assets Scene

- None
- GrassFrond01AlbedoAlpha
- GrassFrond02AlbedoAlpha**
- GrassHillAlbedo
- GrassRockyAlbedo

Add Grass Texture

Detail Texture: **GrassFrond02AlbedoAlpha**

Min Width: 1

Max Width: 2

Min Height: 1

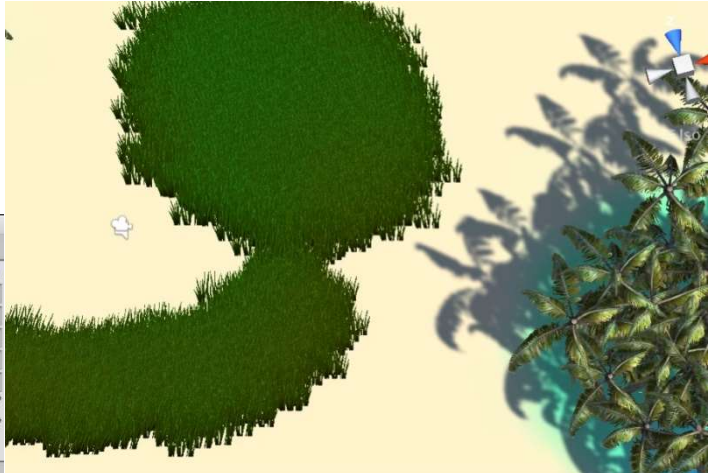
Max Height: 2

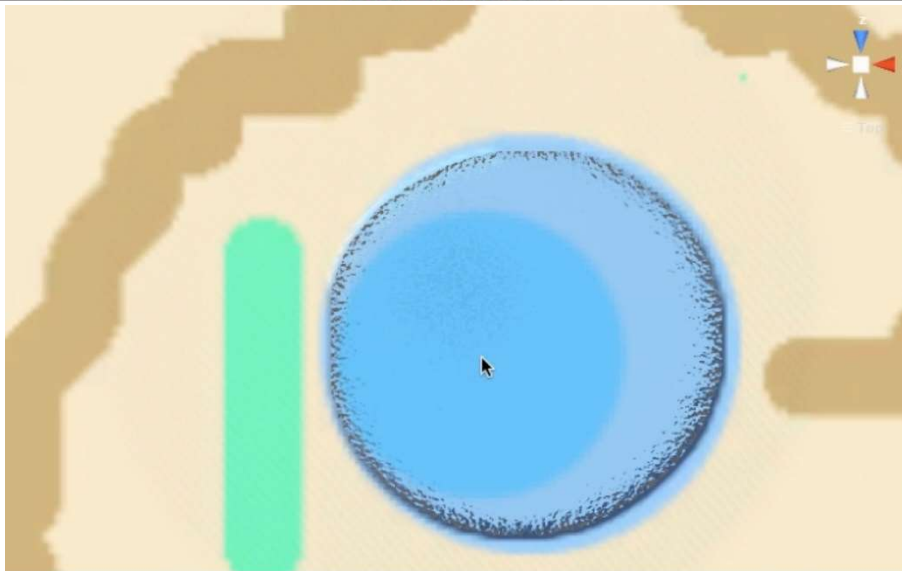
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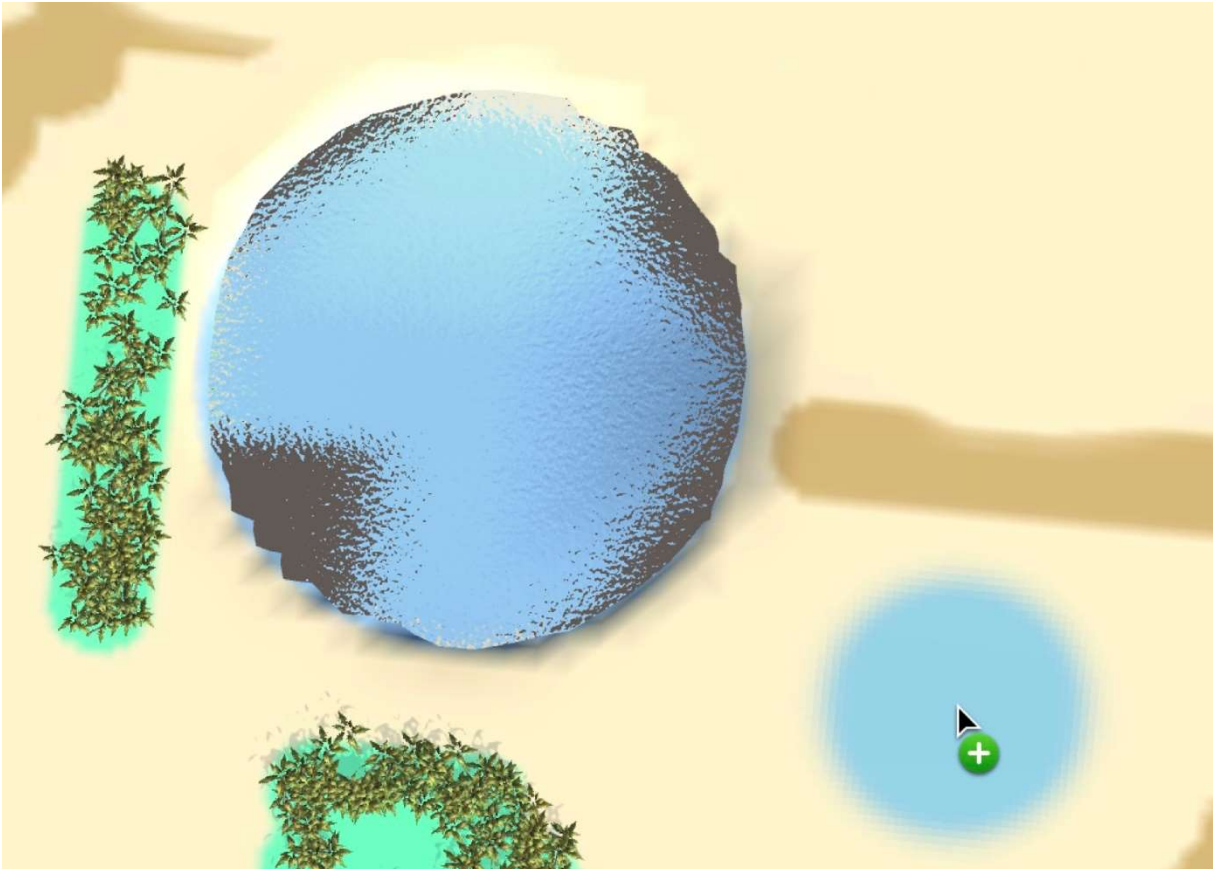
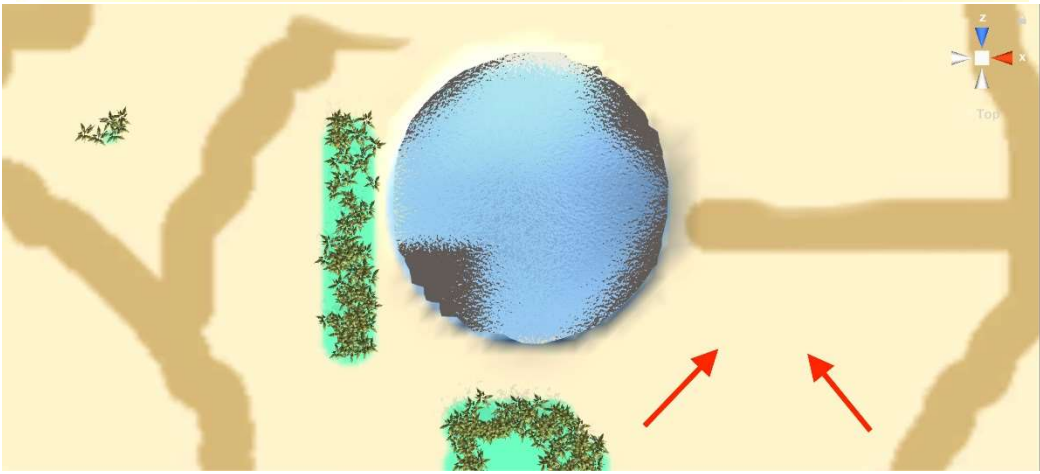
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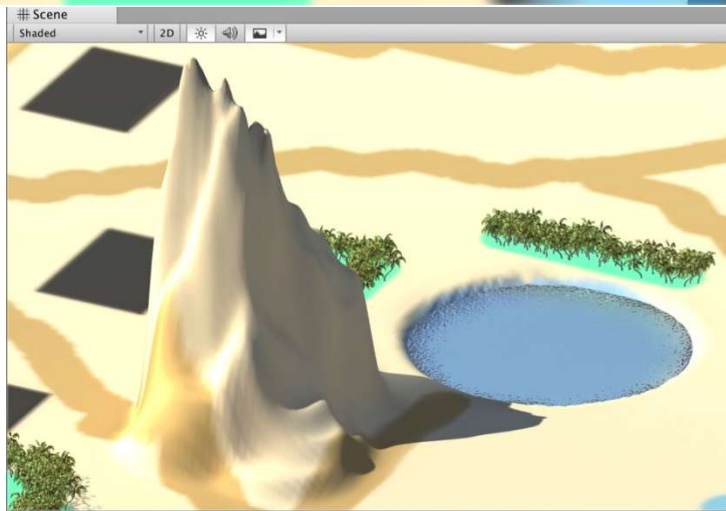
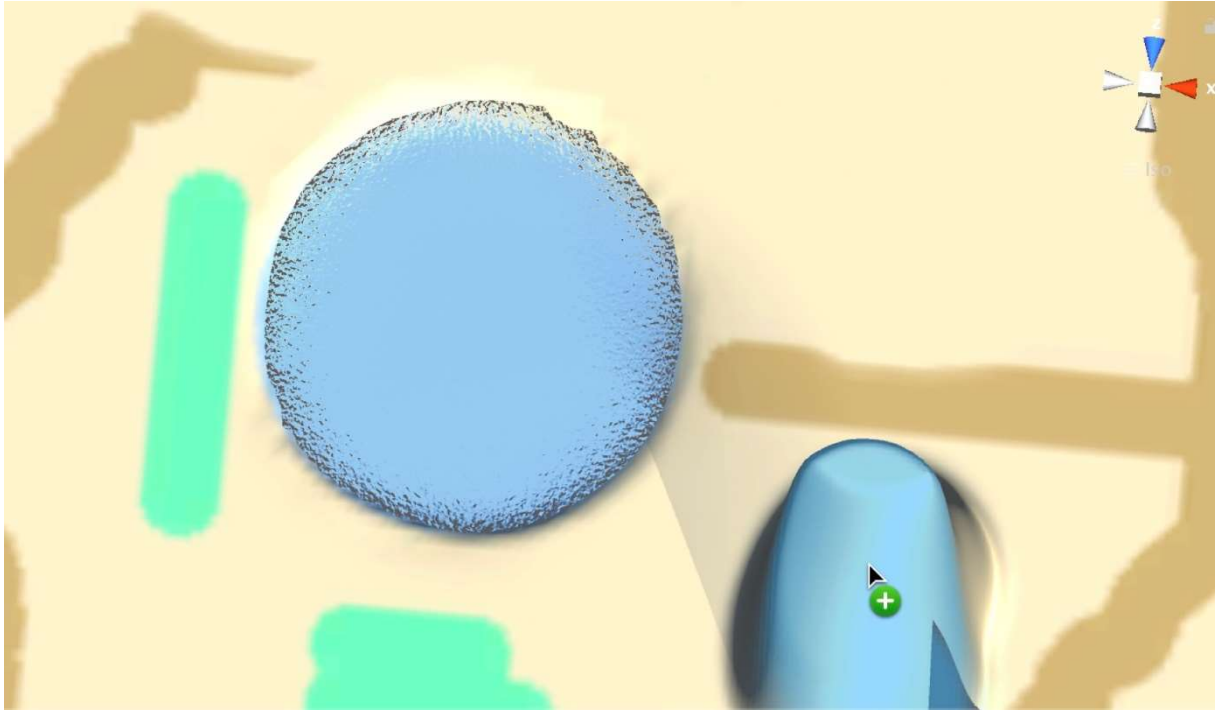
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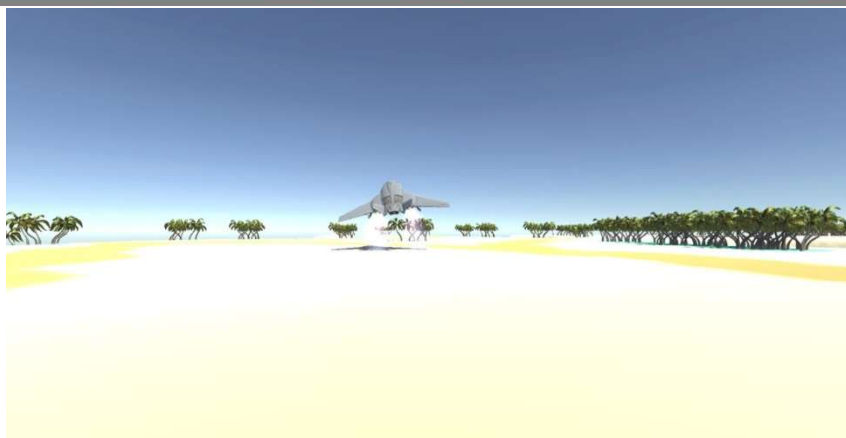
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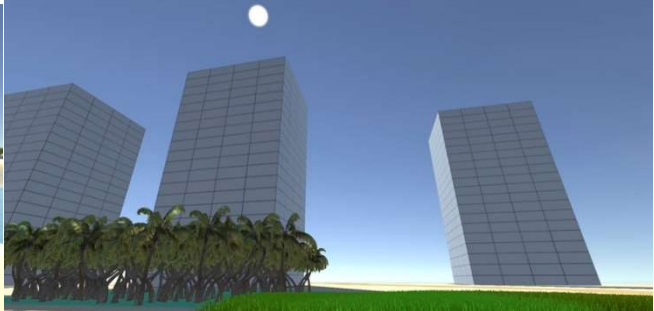
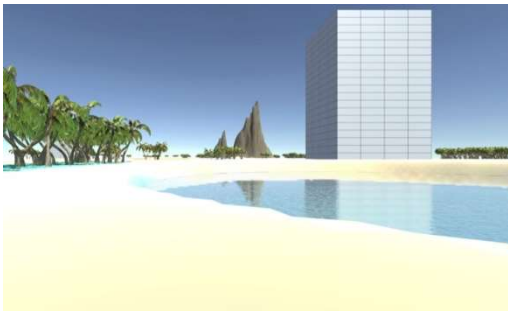
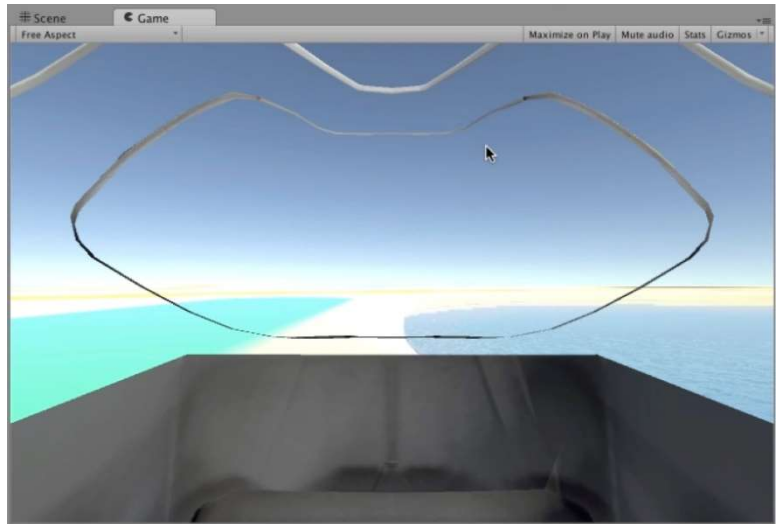


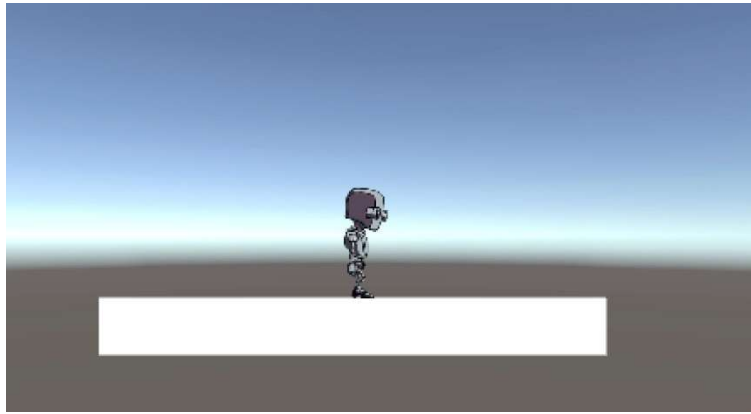
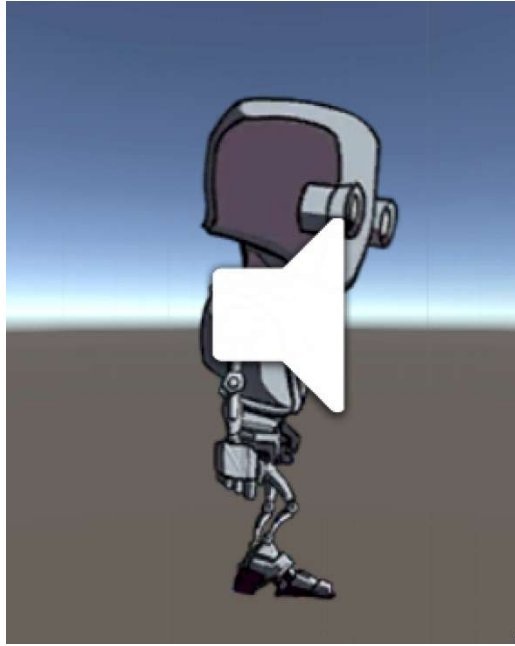












Unity Hub 3.3.0

Hub V3.4.2 is now available and will install after restarting.
See Release Notes

Restart now Dismiss

Installs

Locate Install Editor

All Official releases Pre-releases

Search

2021.3.13f1 LTS
C:\Program Files\Unity\Hub\Editor\2021.3.13f1\Editor\Unity.exe
WebGL Windows

The screenshot shows the Unity Hub 3.3.0 interface. At the top, a notification banner indicates that Hub V3.4.2 is available and will install after restarting, with 'Restart now' and 'Dismiss' buttons. The left sidebar contains navigation options: 'Projects', 'Installs' (highlighted with a green box), 'Learn', and 'Community'. The main area is titled 'Installs' and features a search bar and tabs for 'All', 'Official releases', and 'Pre-releases'. A card for the 2021.3.13f1 LTS version is displayed, showing the installation path and platform options (WebGL and Windows). A green box highlights the 'Locate' and 'Install Editor' buttons in the top right corner of the main area.

Install Unity Editor



Official releases Pre-releases Archive

LONG TERM SUPPORT (LTS)



2021.3.23f1 LTS
Recommended version

Install



2020.3.47f1 LTS

Install

OTHER VERSIONS



2022.2.16f1
Installed

Install

[Beta program webpage](#)

Install Unity 2021.3.23f1 LTS



Add modules

Required: **6.35 GB** Available: **28.15 GB**

DEV TOOLS	DOWNLOAD SIZE	SIZE ON DISK
<input checked="" type="checkbox"/> Microsoft Visual Studio Community 2019	1.27 GB	1.24 GB
PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
<input type="checkbox"/> Android Build Support	367.51 MB	1.88 GB
└─ <input type="checkbox"/> OpenJDK	145.91 MB	67.2 MB
└─ <input type="checkbox"/> Android SDK & NDK Tools	1.35 GB	4.29 GB
<input type="checkbox"/> iOS Build Support	413.3 MB	1.81 GB
<input type="checkbox"/> tvOS Build Support	409.01 MB	1.79 GB

Back

Continue

PF

Hub V3.4.2 is now available and will install after restarting.
[See Release Notes](#) Restart now Dismiss

Installs

Locate Install Editor

All Official releases Pre-releases

- 2022.2.16f1**
C:\Program Files\Unity\Hub\Editor\2022.2.16f1\Editor\Unity.exe
Windows
- 2021.3.13f1** LTS
C:\Program Files\Unity\Hub\Editor\2021.3.13f1\Editor\Unity.exe
WebGL Windows

Projects

Installs

Learn

Open ▼ New project

StartupProject	25/04/2023 13:36	Dossier de fichiers
Téléchargements	25/04/2023 12:51	Dossier de fichiers
Tracing	20/08/2022 17:11	Dossier de fichiers
Vidéos	17/08/2022 09:46	Dossier de fichiers

StartupProject

Open Annuler



There is a new version of the Unity Editor available for download.

Currently installed version is 2021.3.13f1
(9e7d58001ecf)

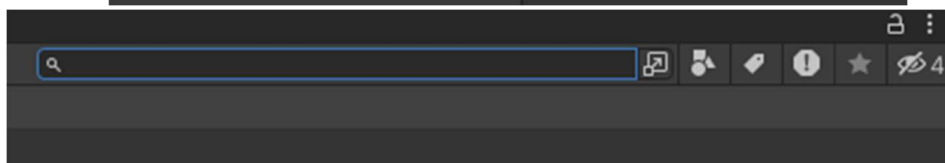
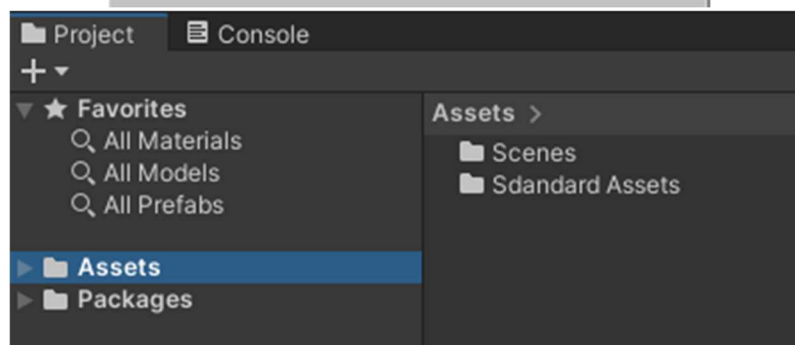
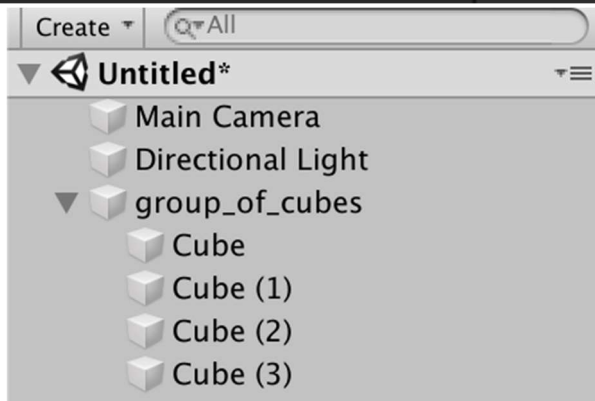
New version is 2021.3.23f1 (213b516bf396)

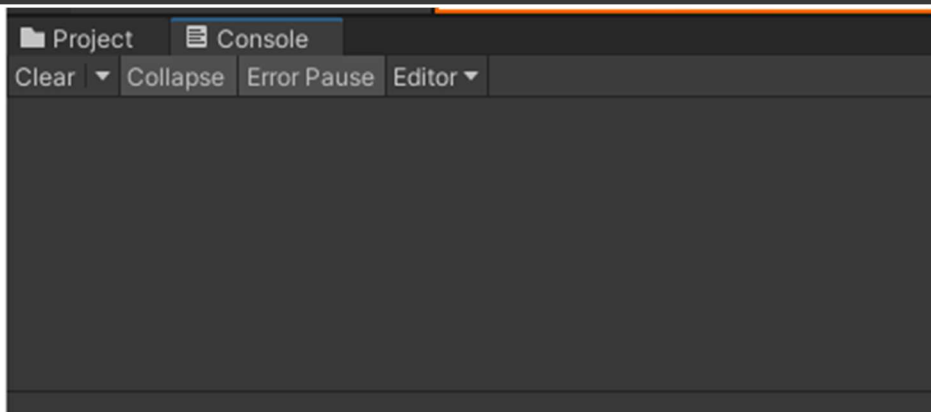
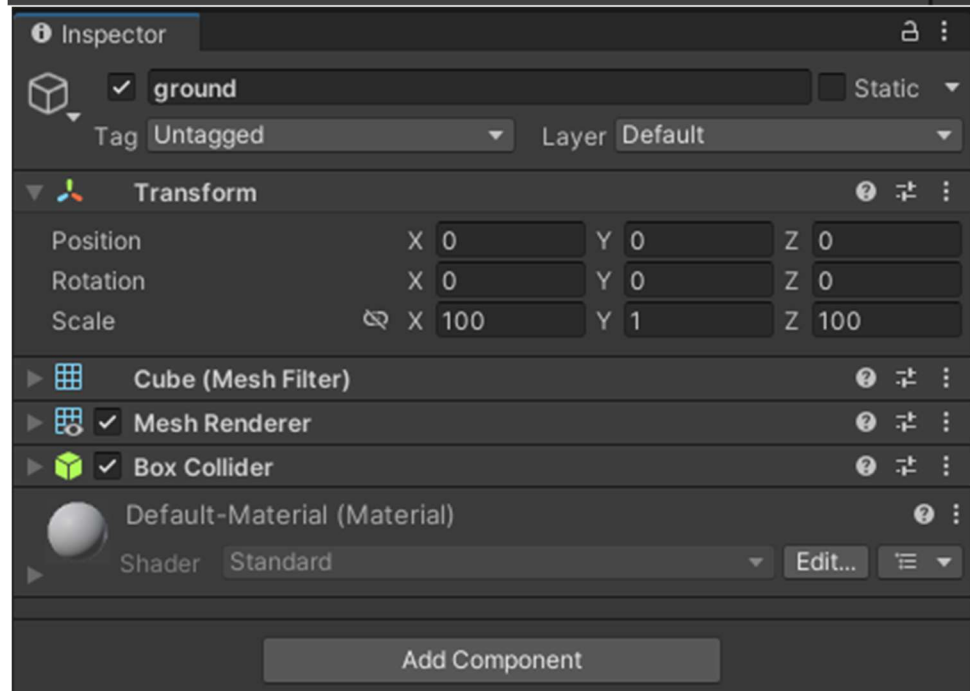
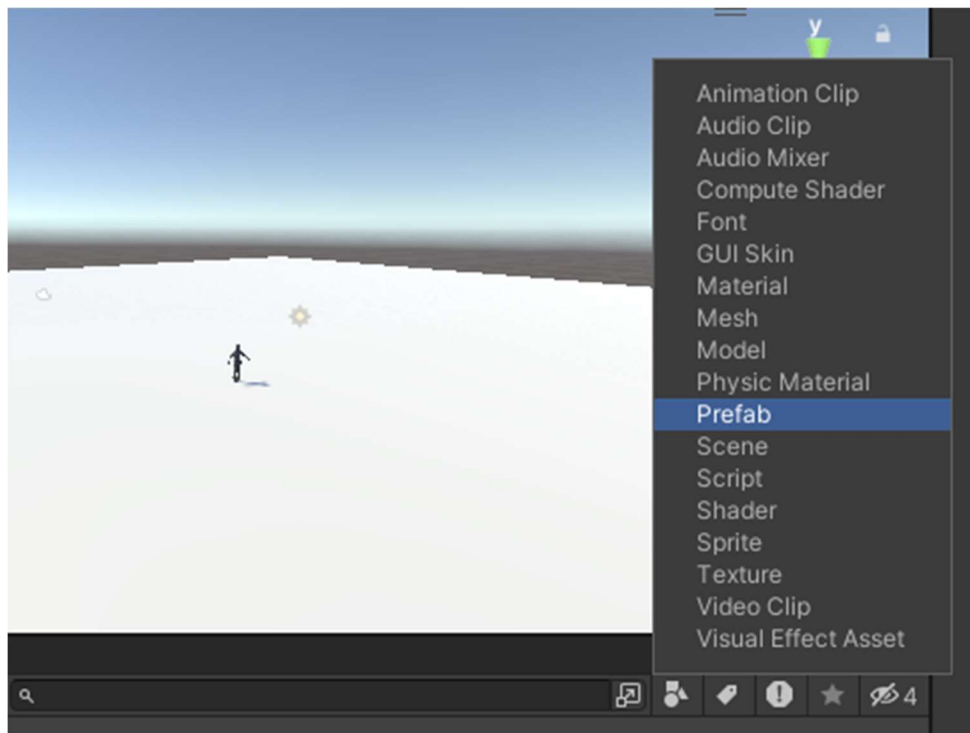
A new LTS version of Unity is available. Please update to the latest released version at your convenience. Release notes available on the download site.

Download new version

Skip new version

Check for Updates





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PUBLISHER OF THE WEEK

This week: 50% off Digital Ruby (Jeff Johnson) assets

Save 50% on assets from Digital Ruby (Jeff Johnson) and get a free gift in this week's Publisher Sale.

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New Scene

Scene Templates in Project

Empty **Basic (Built-in)**


3D

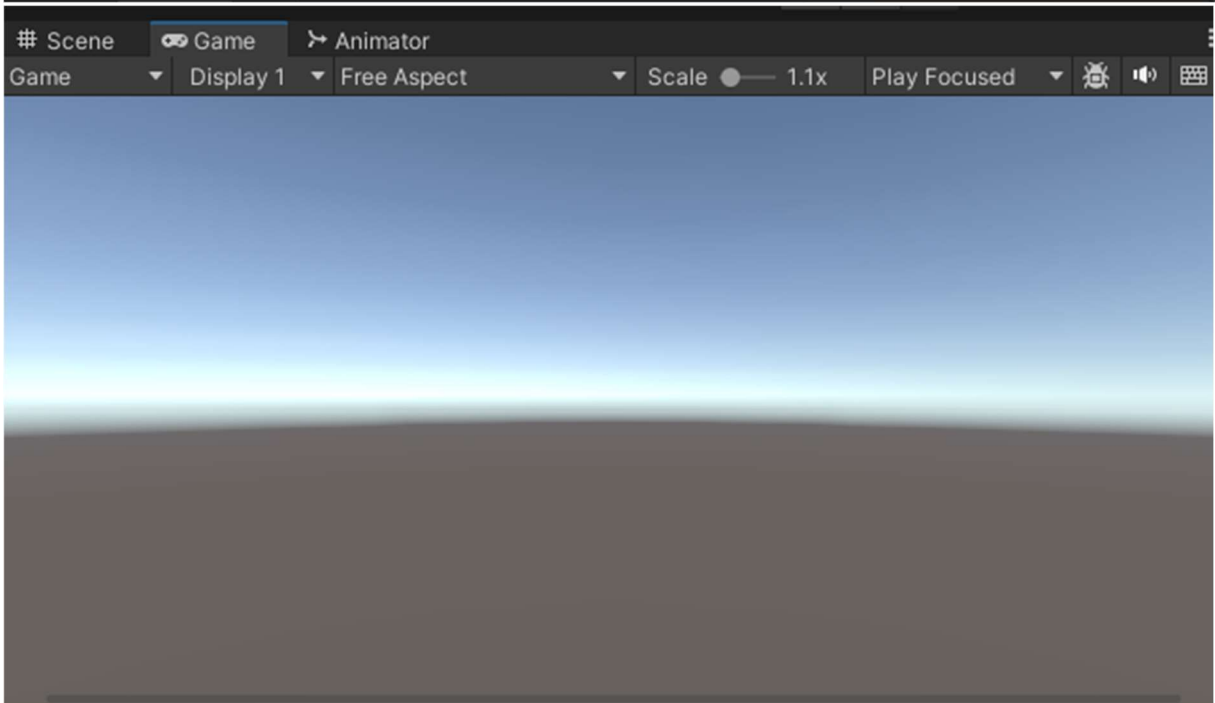
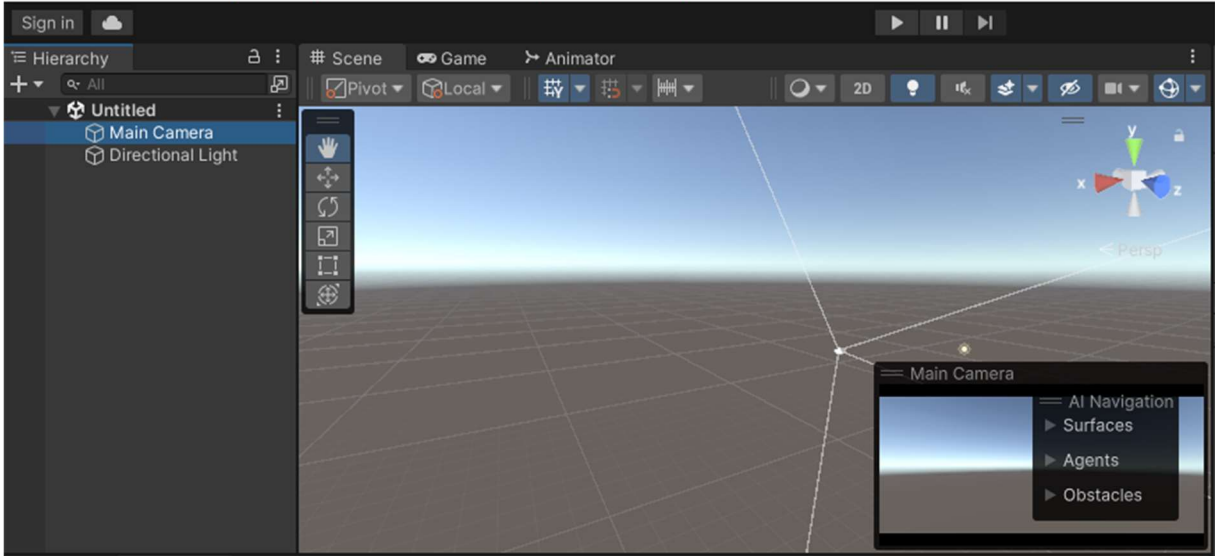


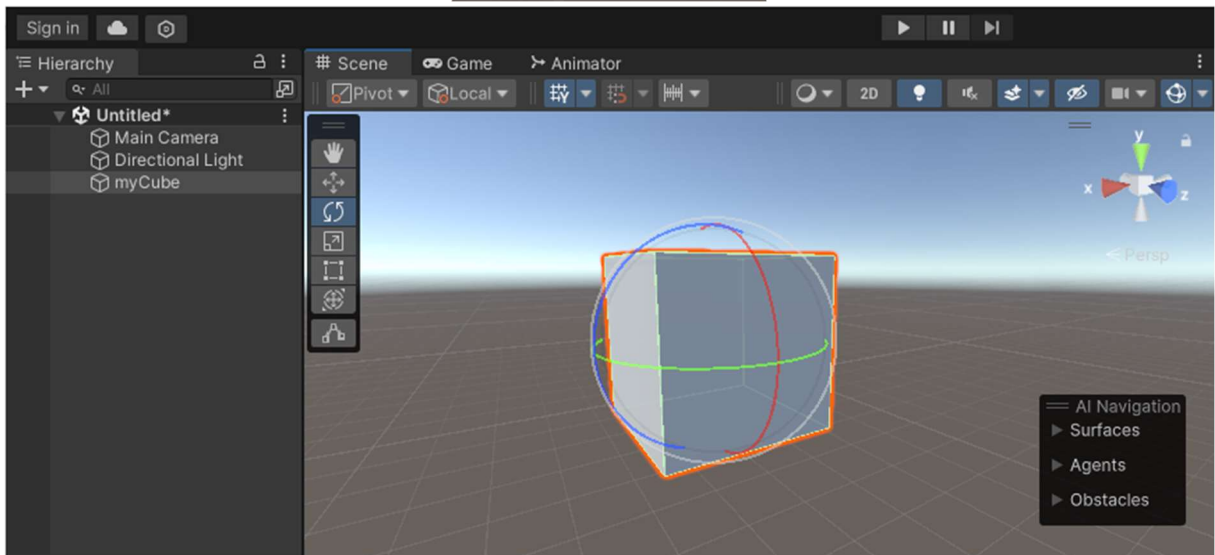
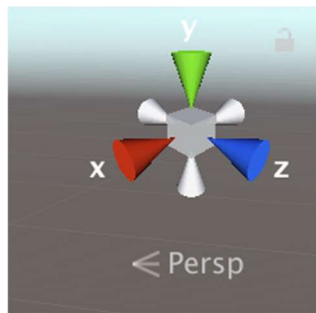
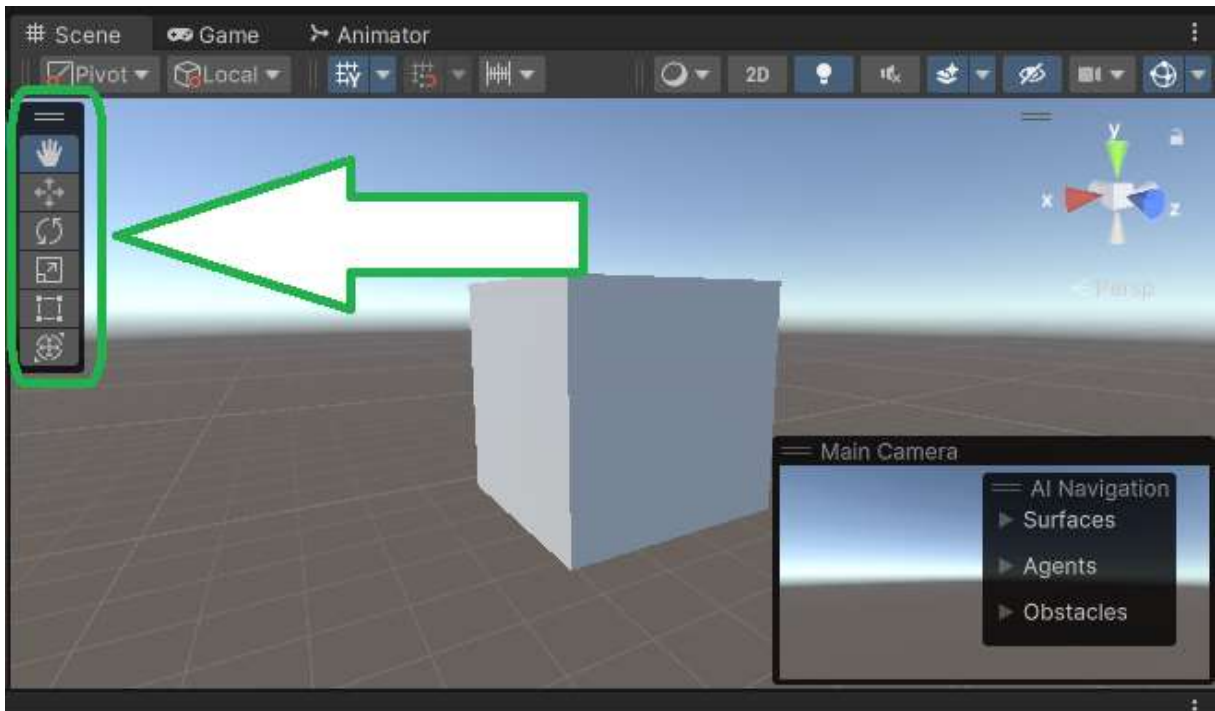
Basic (Built-in)

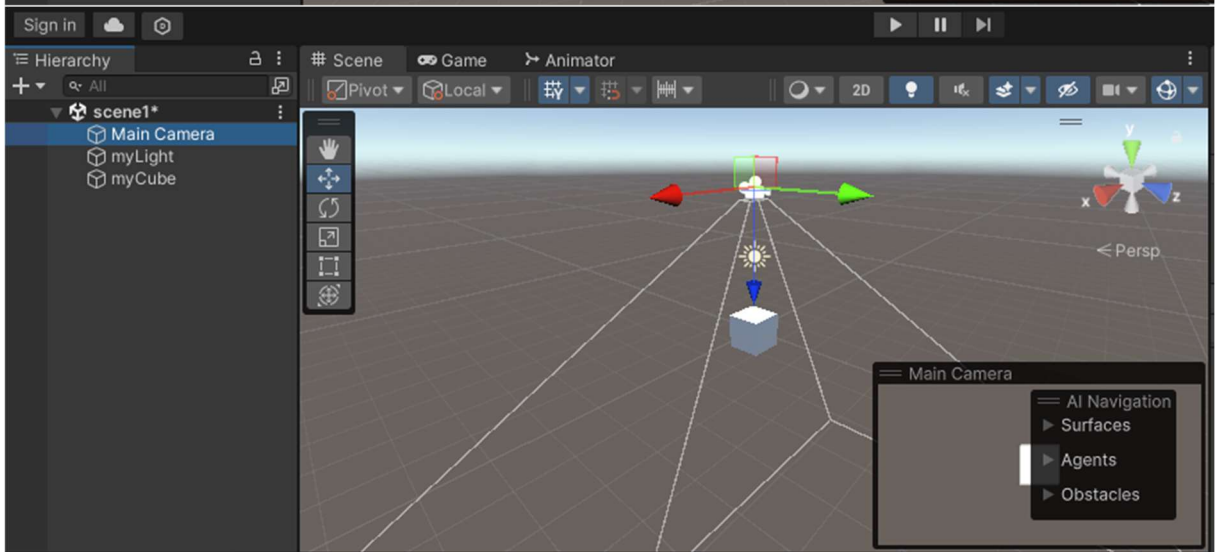
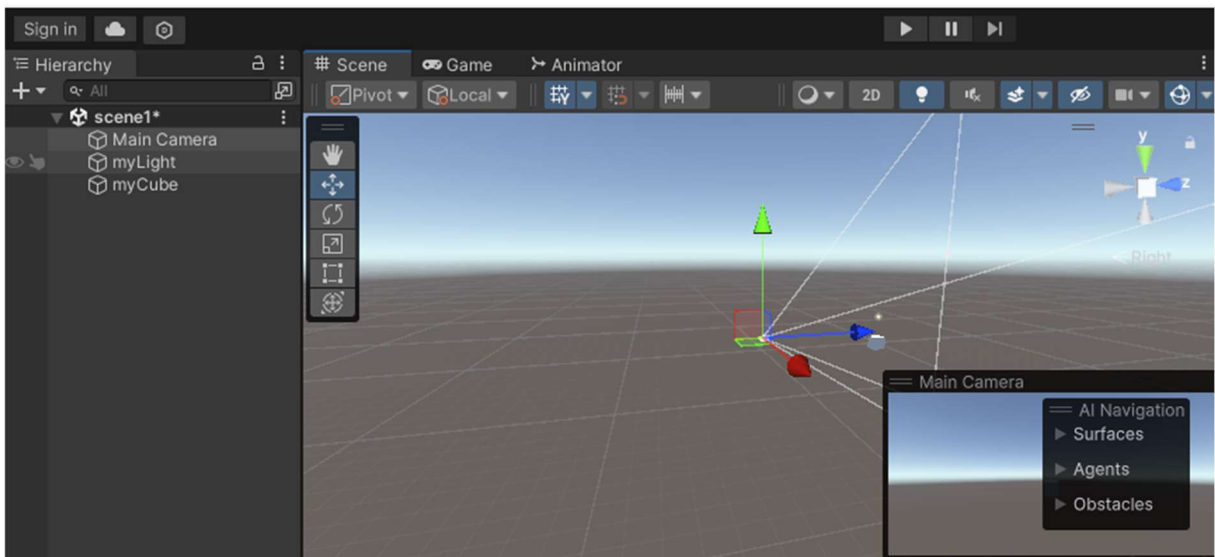
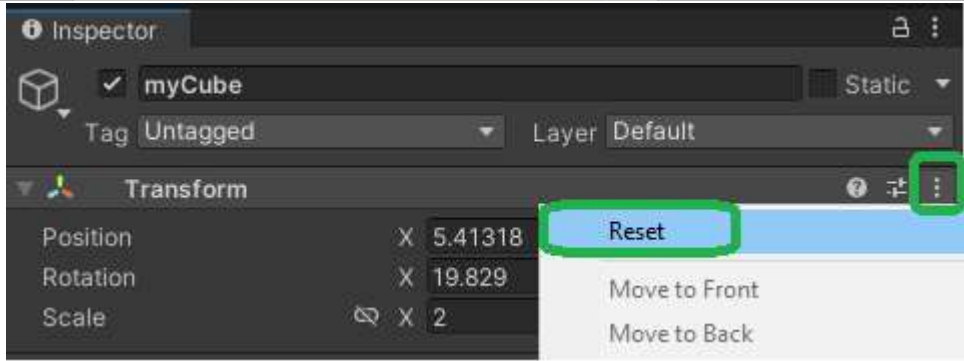
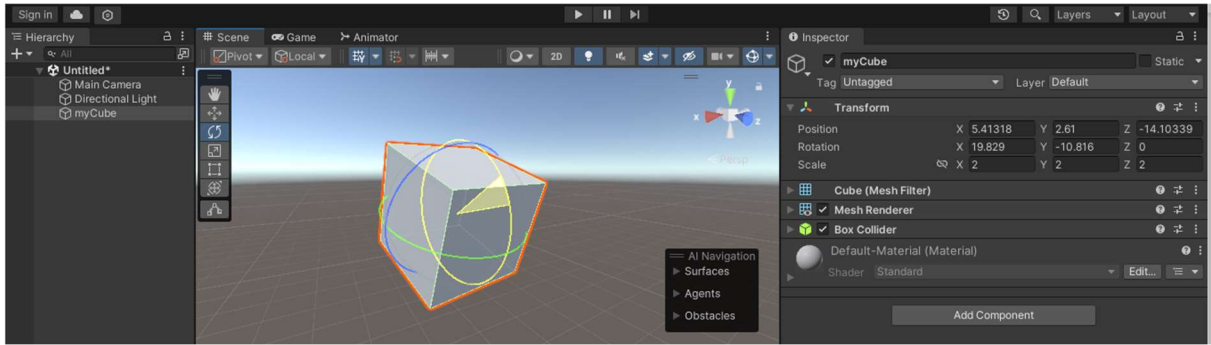
Description
Contains a camera and directional light, works with built-in renderer.

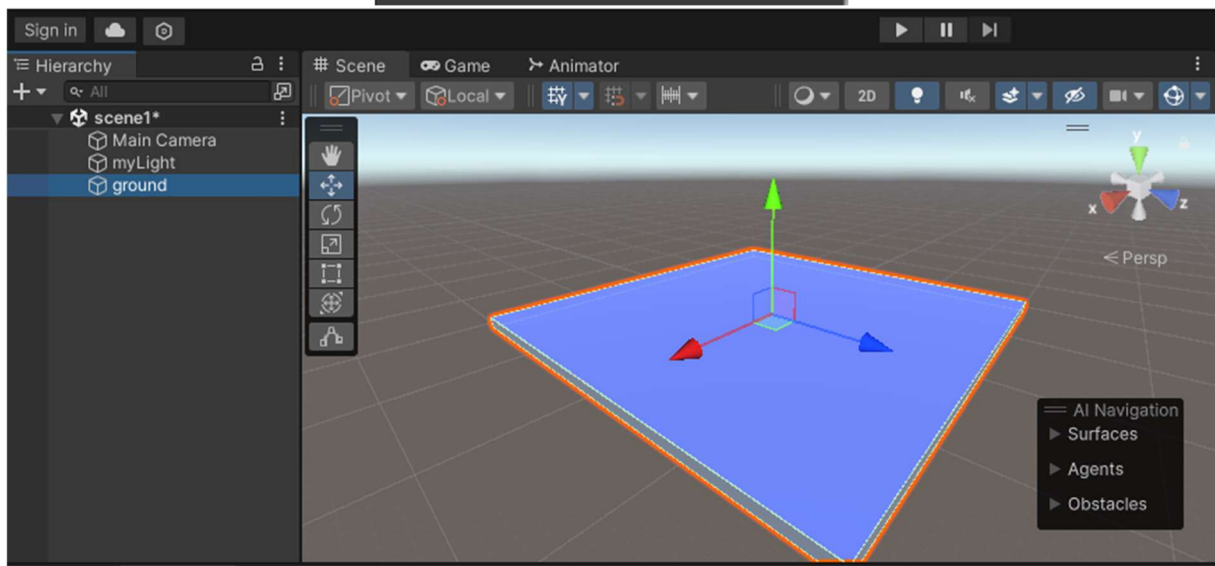
Load additively **Create** Cancel

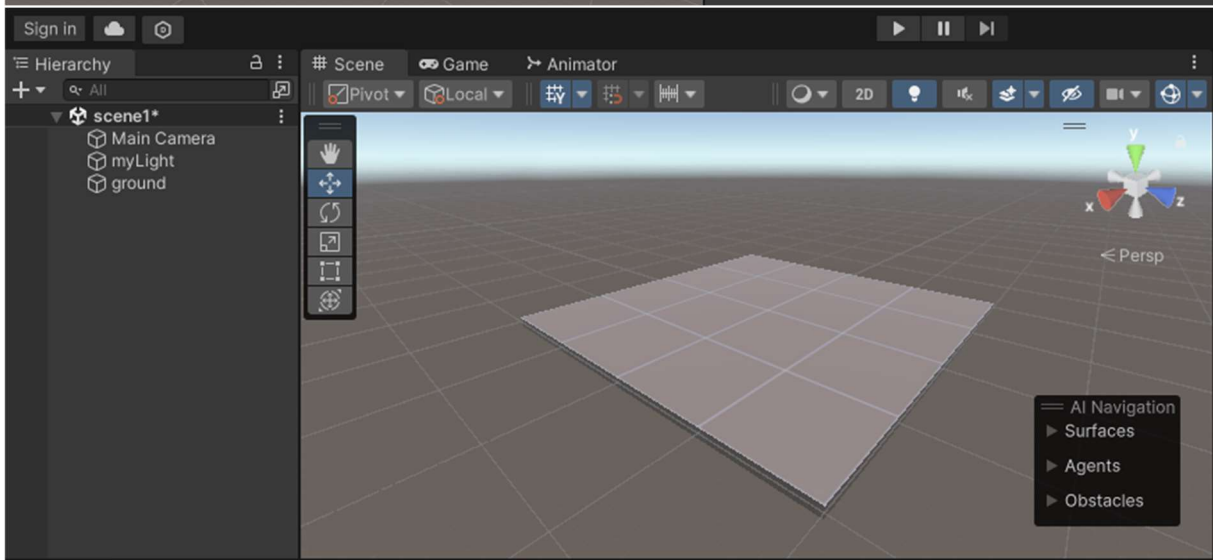
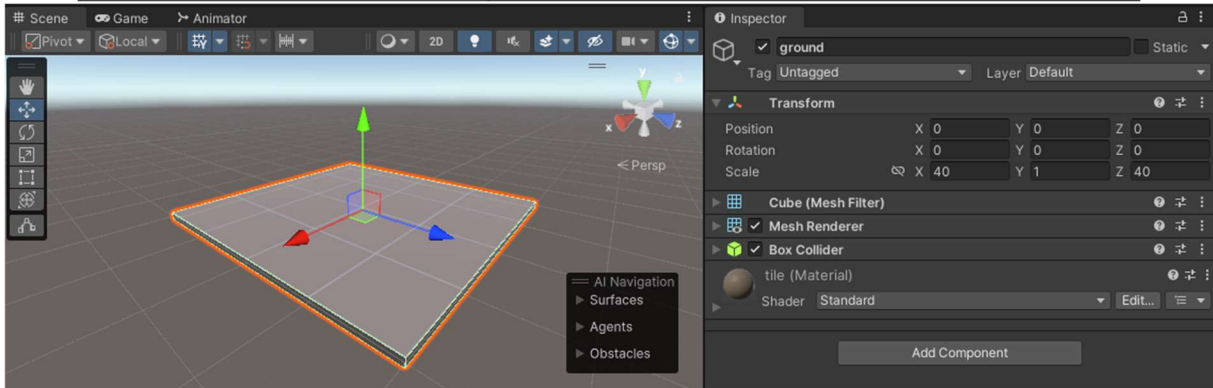
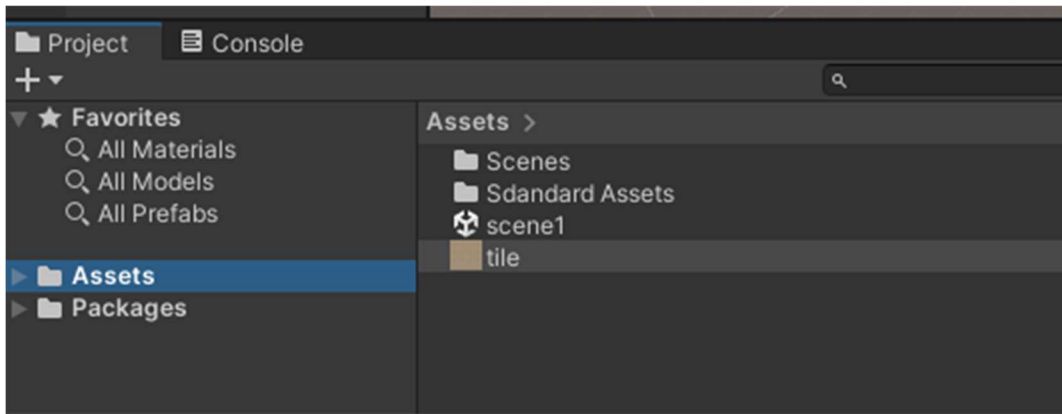
 To begin using a template, create a template from an existing scene in your project. [Click to see Scene template documentation.](#)

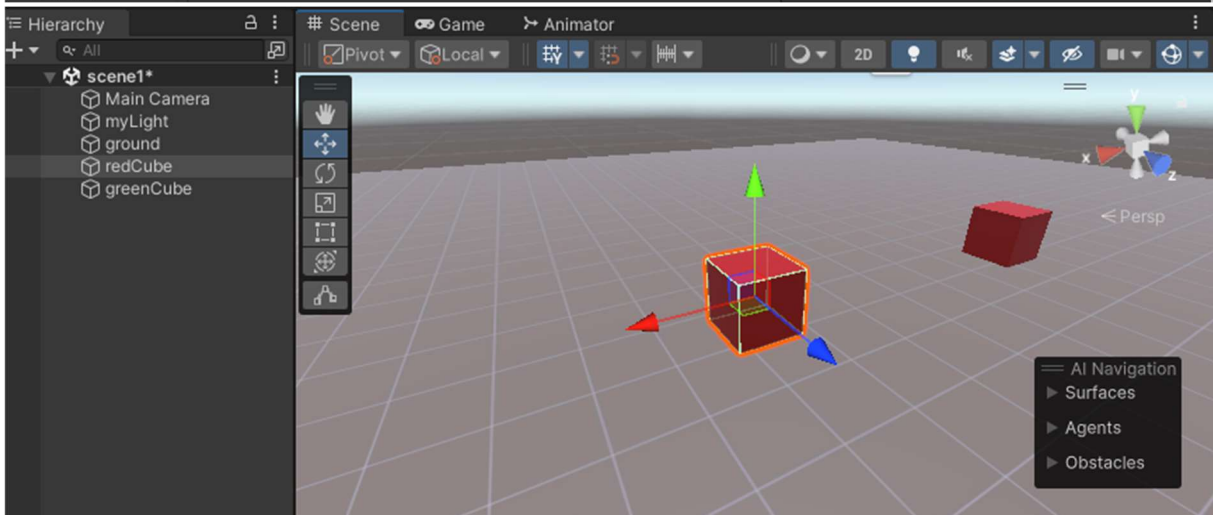
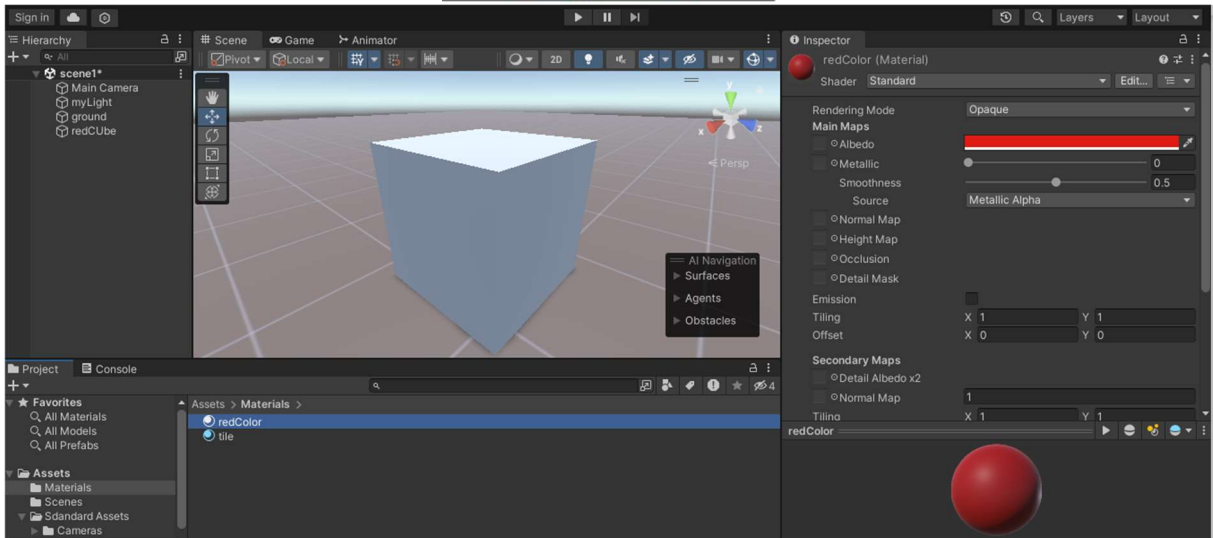
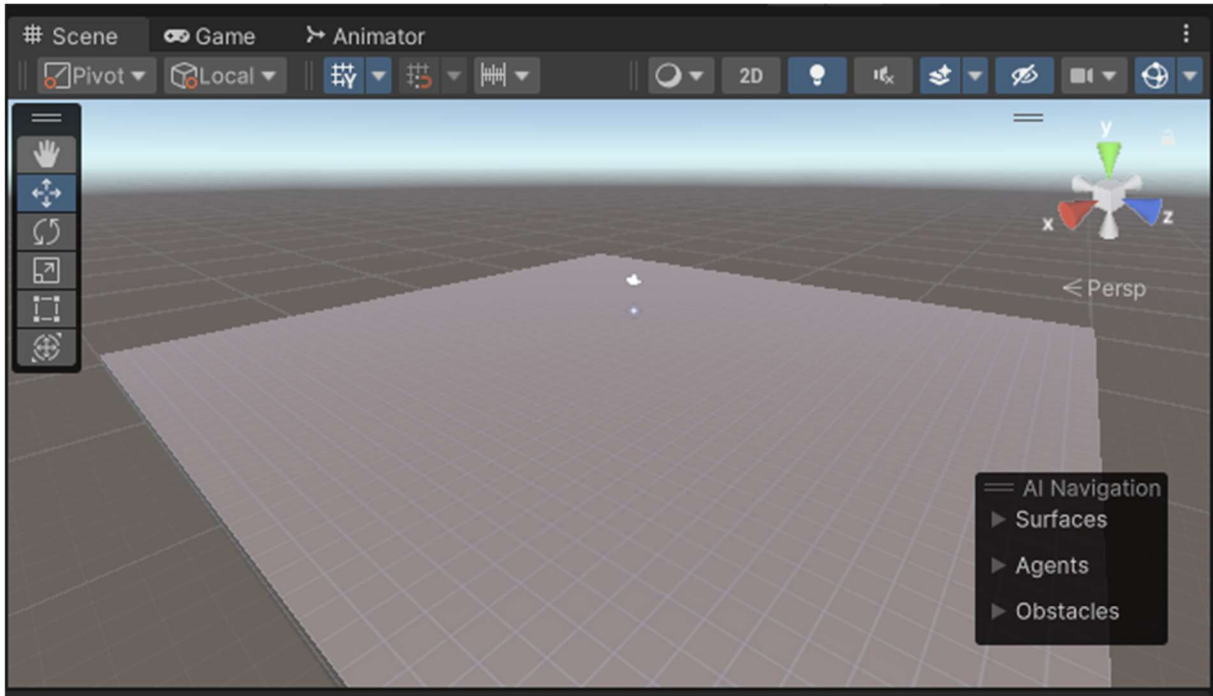


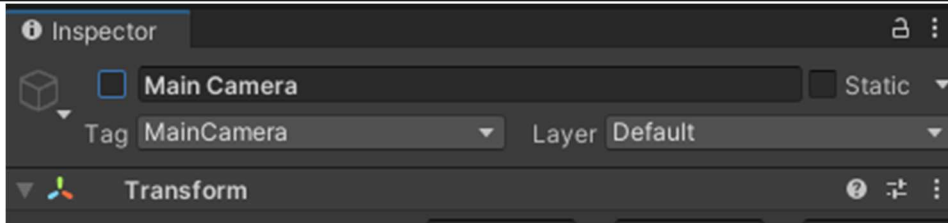
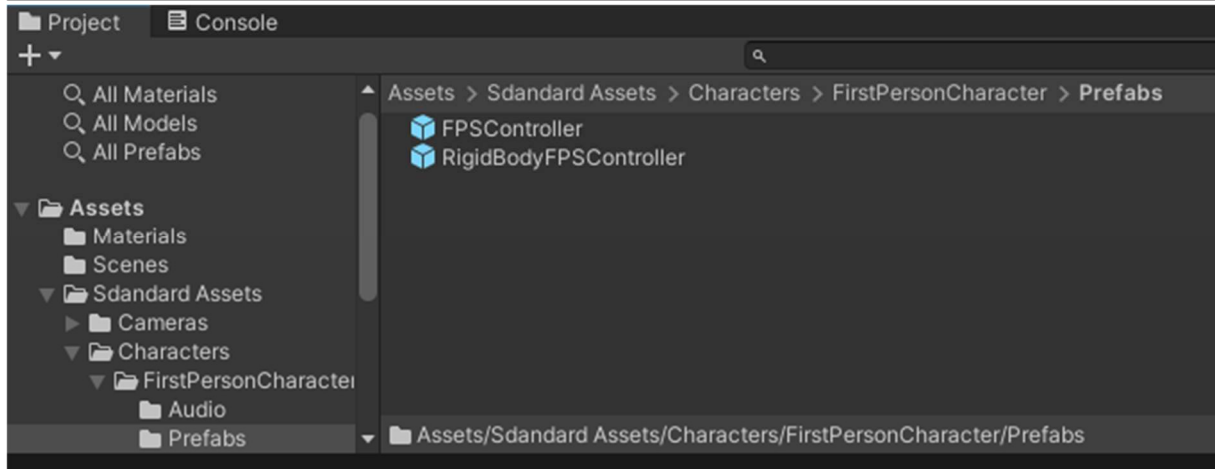
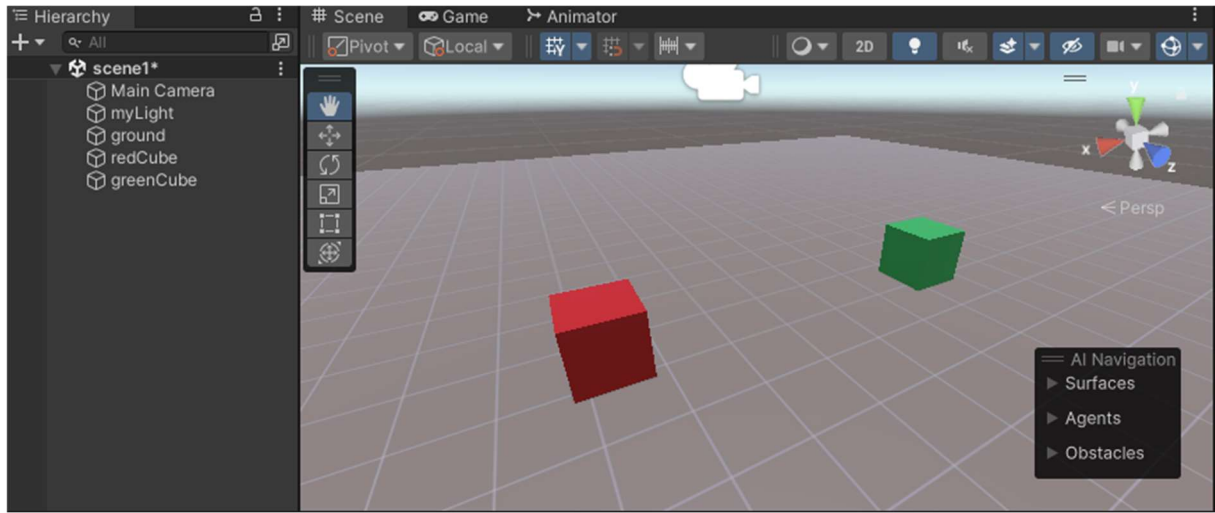


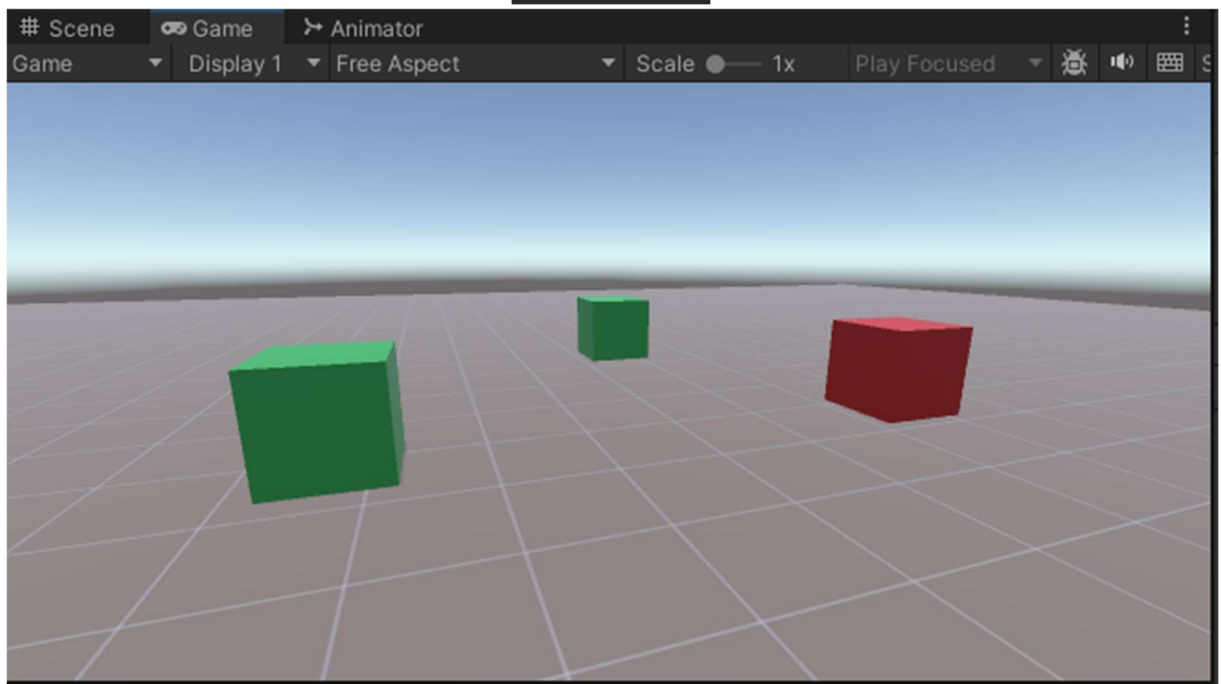
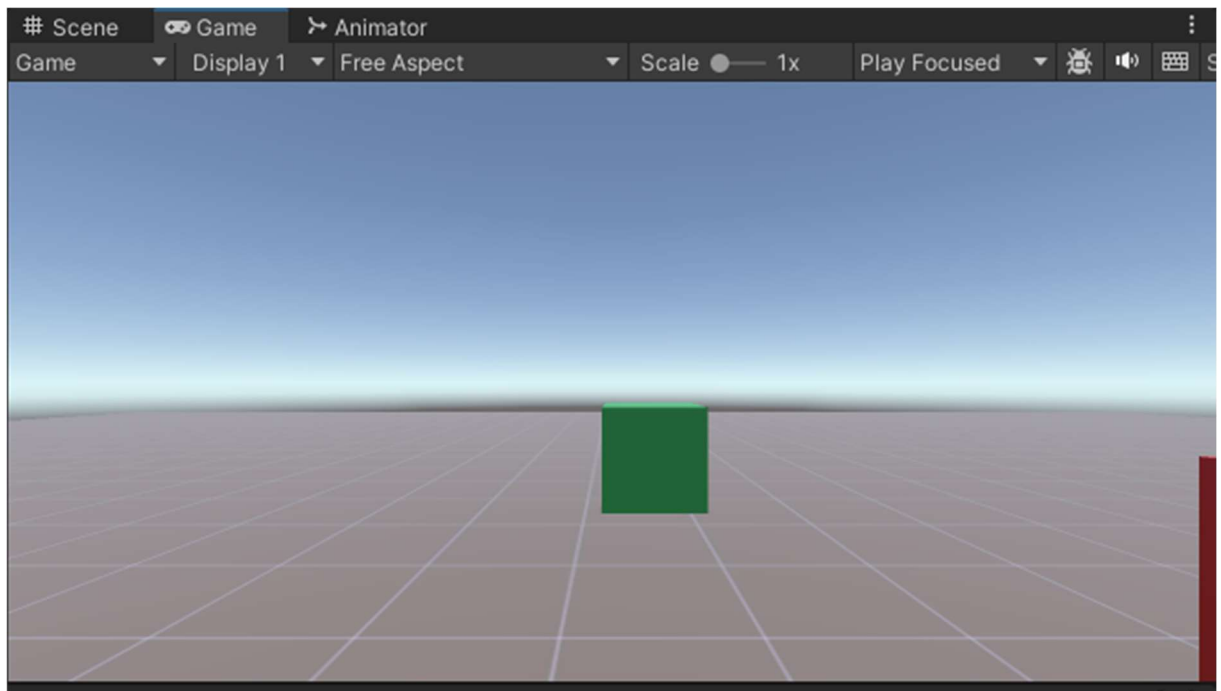


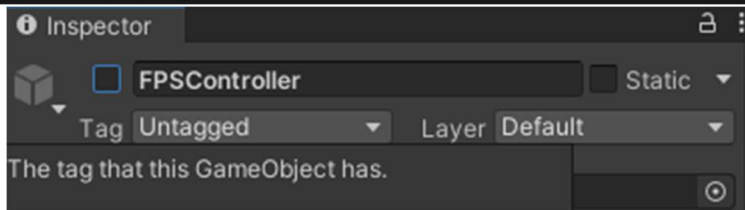
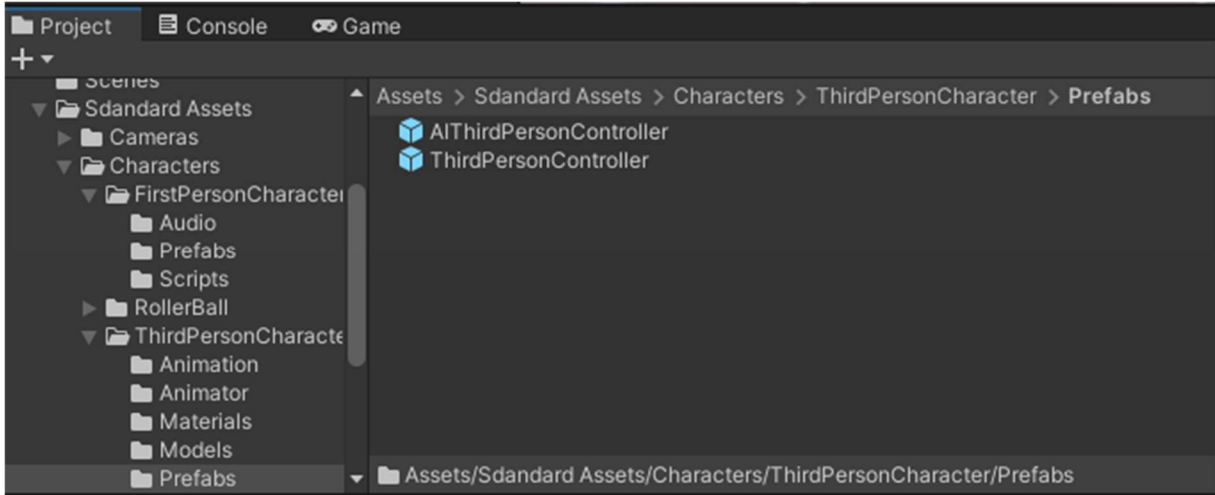
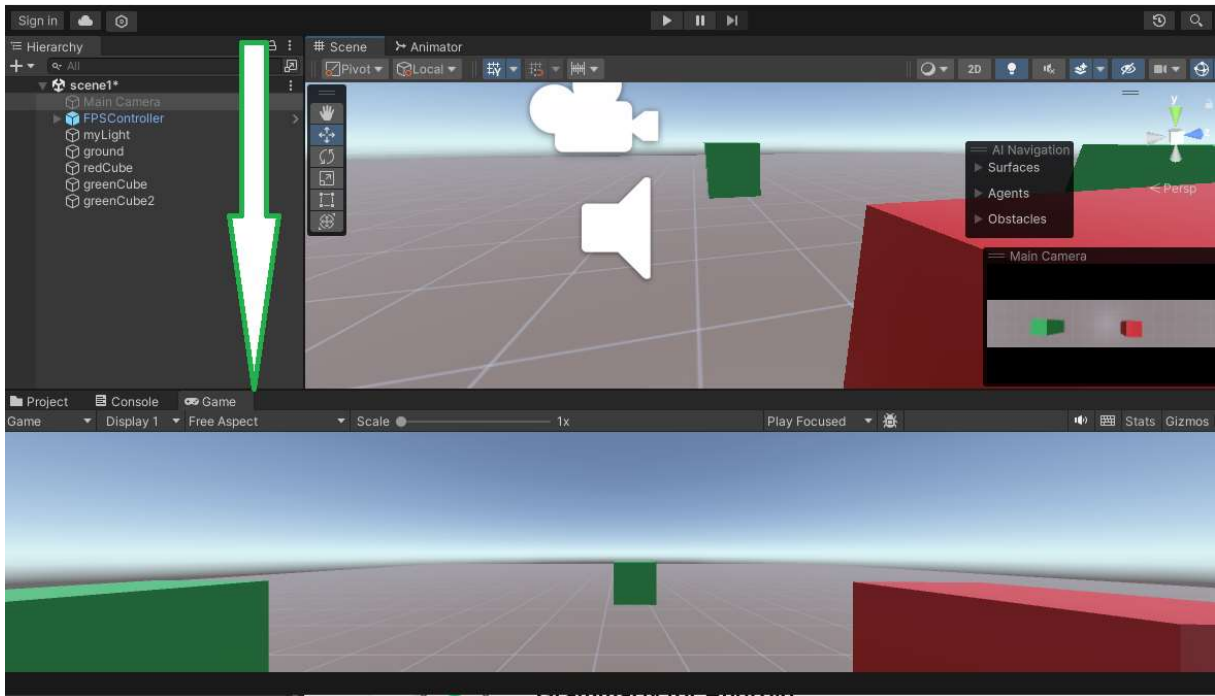


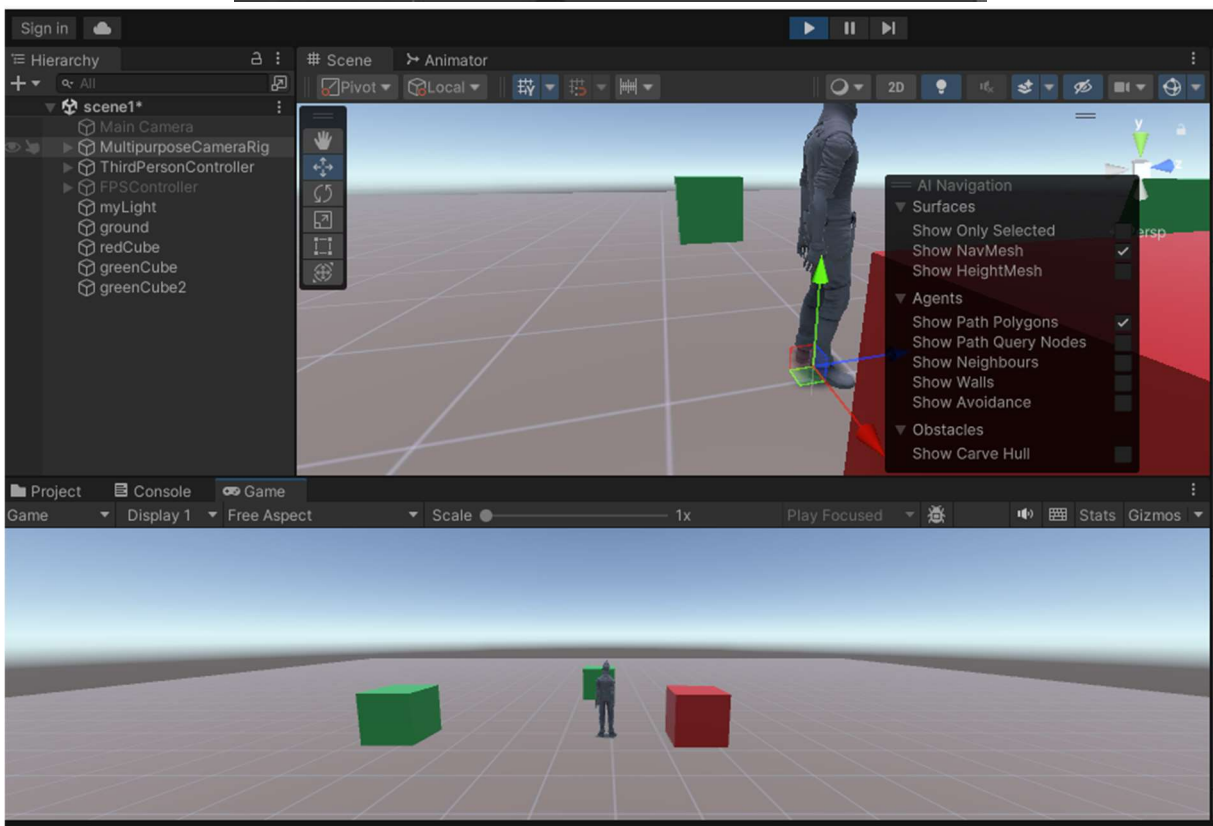
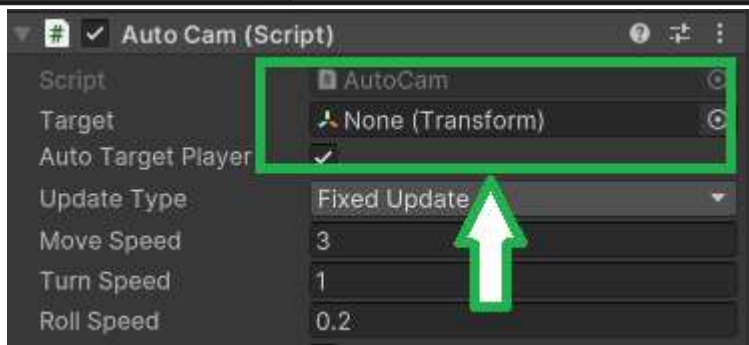
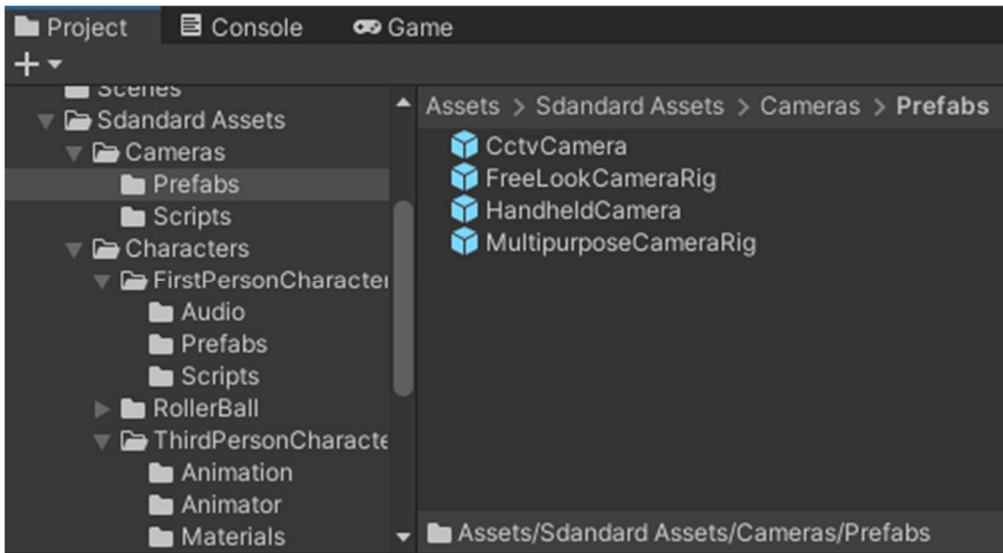


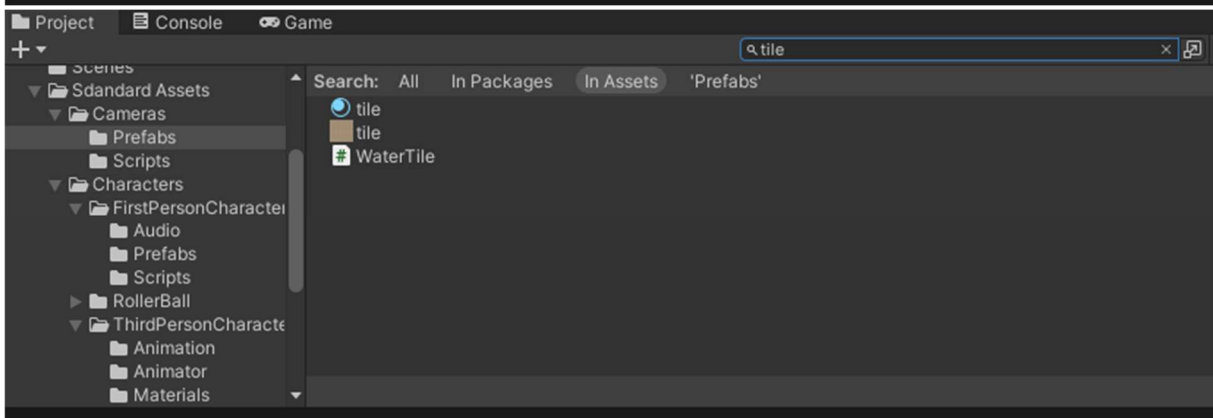
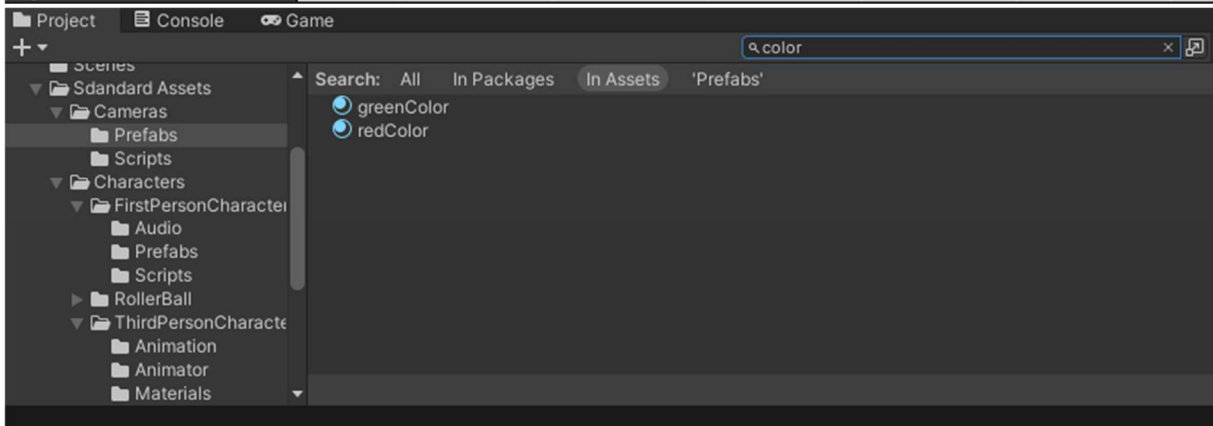
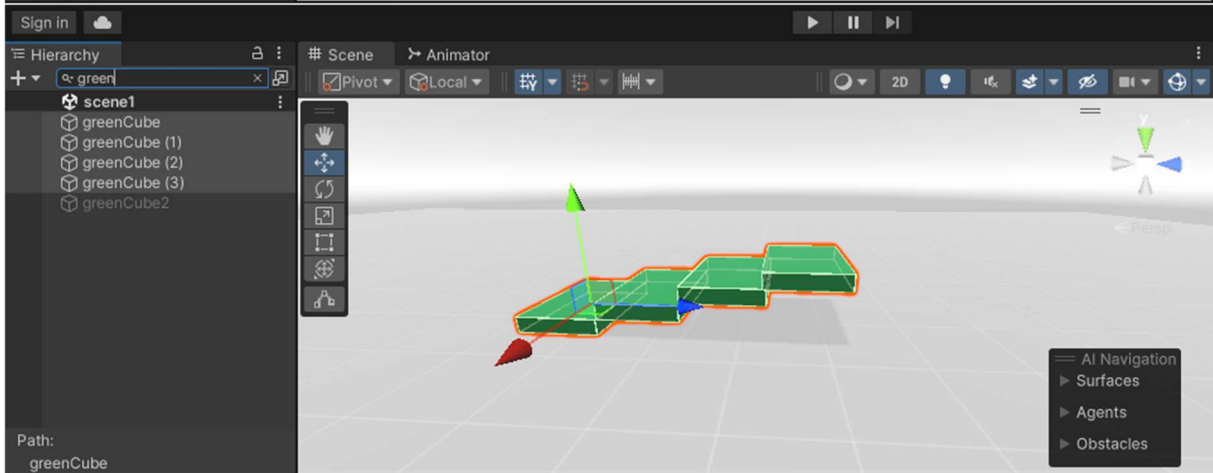
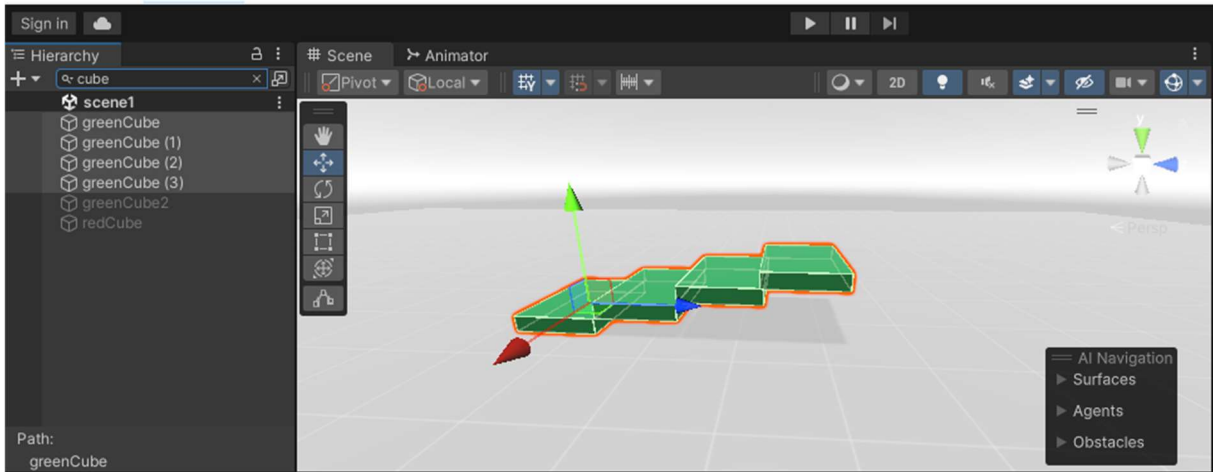


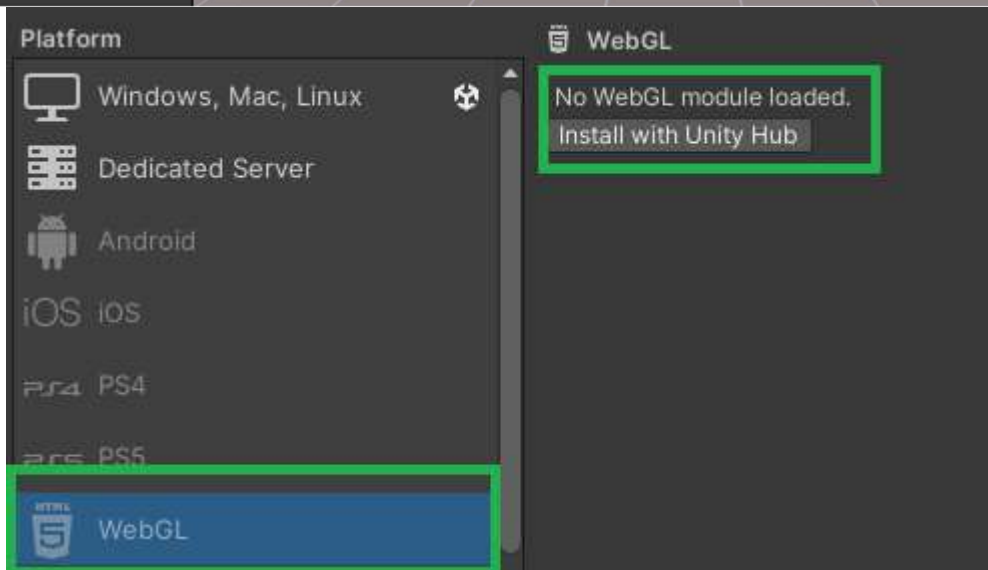
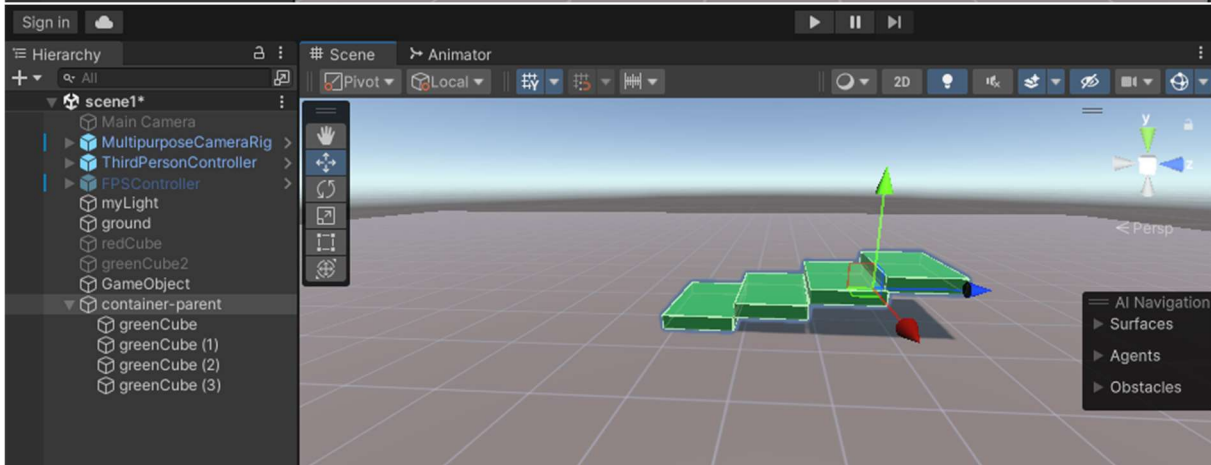
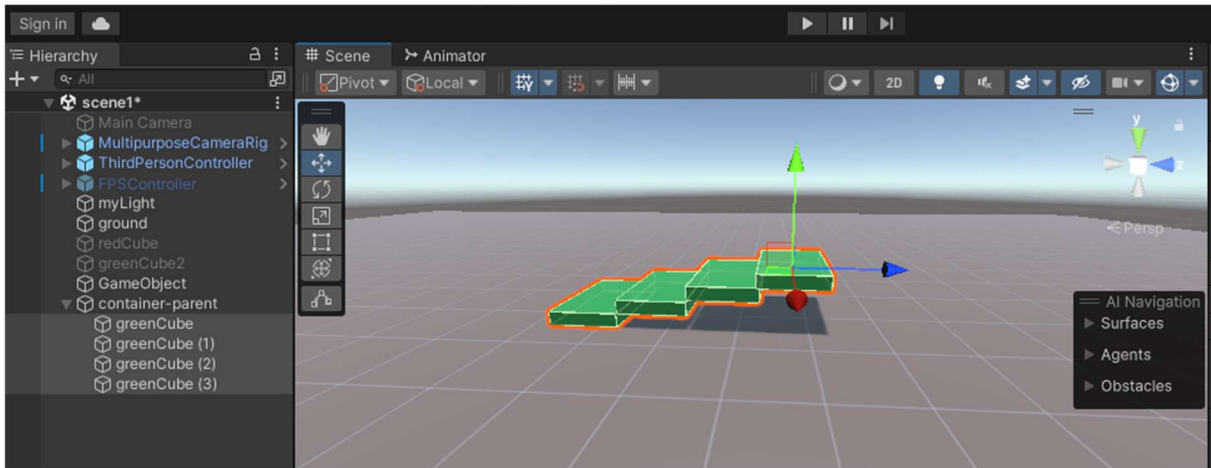
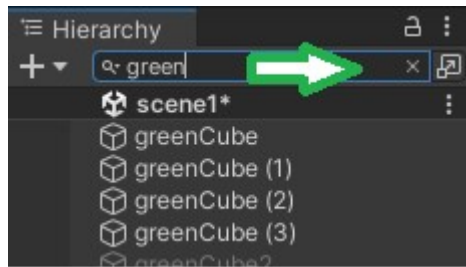












Add modules for Unity 2022.2.16f1



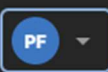
Add modules

Required: **2.53 GB** Available: **28.28 GB**

	DOWNLOAD SIZE	SIZE ON DISK
<input type="checkbox"/> Mac Dedicated Server Build Support	337.75 MB	1.84 GB
<input type="checkbox"/> Universal Windows Platform Build Support	286.08 MB	1.97 GB
<input checked="" type="checkbox"/> WebGL Build Support	558.68 MB	2.53 GB
<input type="checkbox"/> Windows Build Support (IL2CPP)	87.73 MB	377.48 MB
<input type="checkbox"/> Windows Dedicated Server Build Support	170.52 MB	764.15 MB
LANGUAGE PACKS (PREVIEW)		
<input type="checkbox"/> 日本語	2.78 MB	2.78 MB

Install

Unity Hub 3.3.0



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2022.2.16f1

In progress (2 of 3 completed)



RECENT

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ACTIVE

RECENT

2022.2.16f1
Install complete



Platform

- Windows, Mac, Linux
- Dedicated Server
- WebGL**
- Android
- iOS
- PS4
- PS5
- Universal Windows Platform

WebGL

Texture Compression Use Player Settings

Development Build

Code Optimization Runtime Speed

Autoconnect Profiler

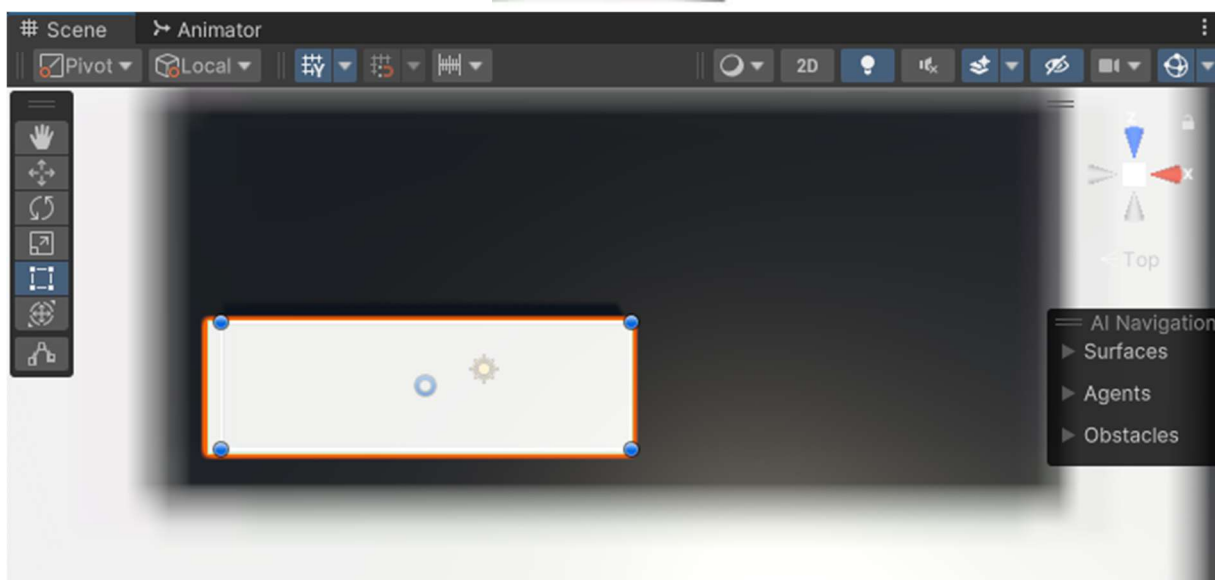
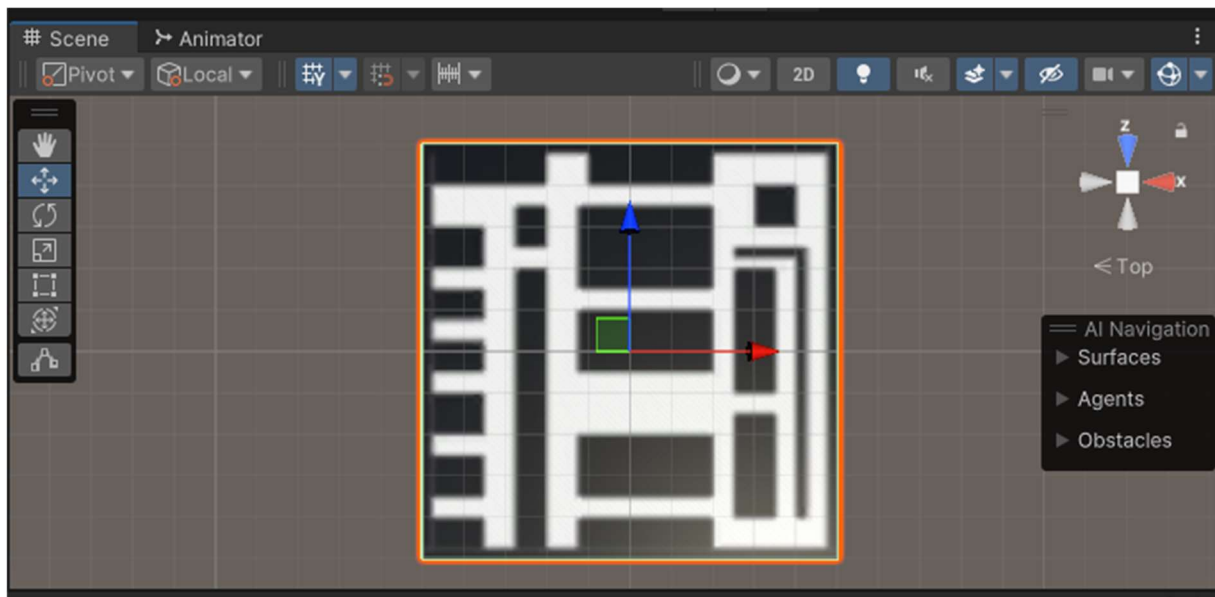
Deep Profiling

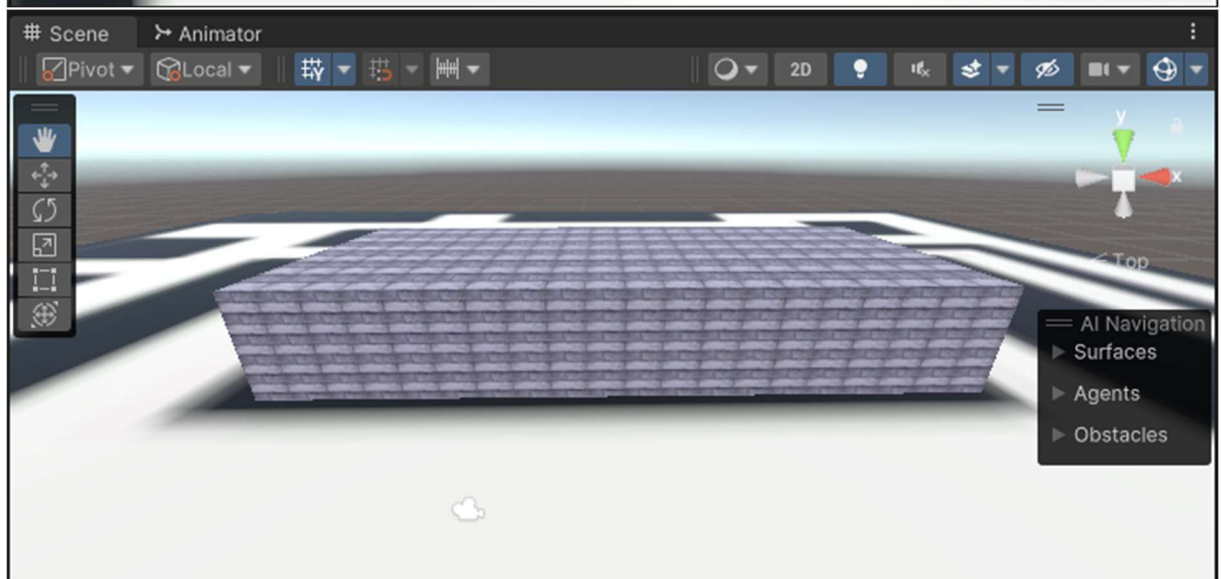
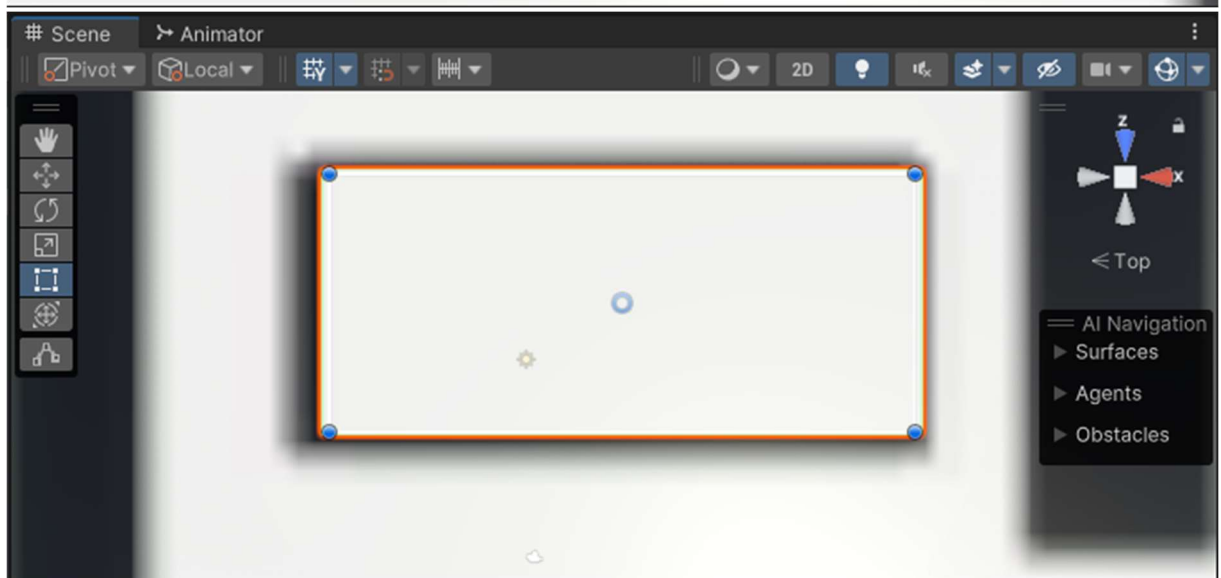
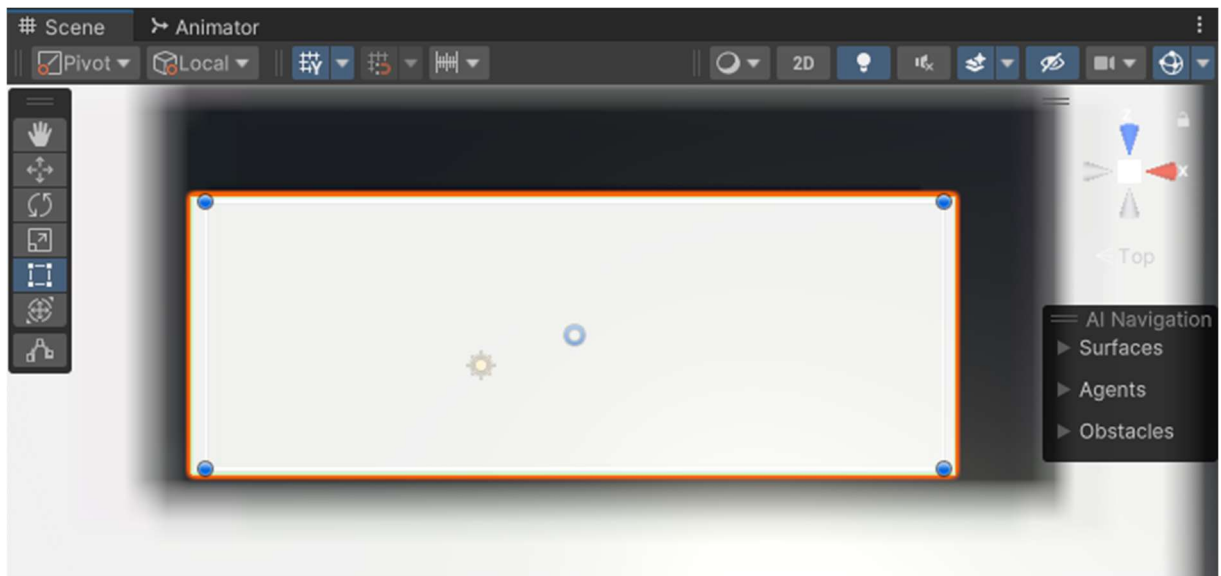
Asset Import Overrides

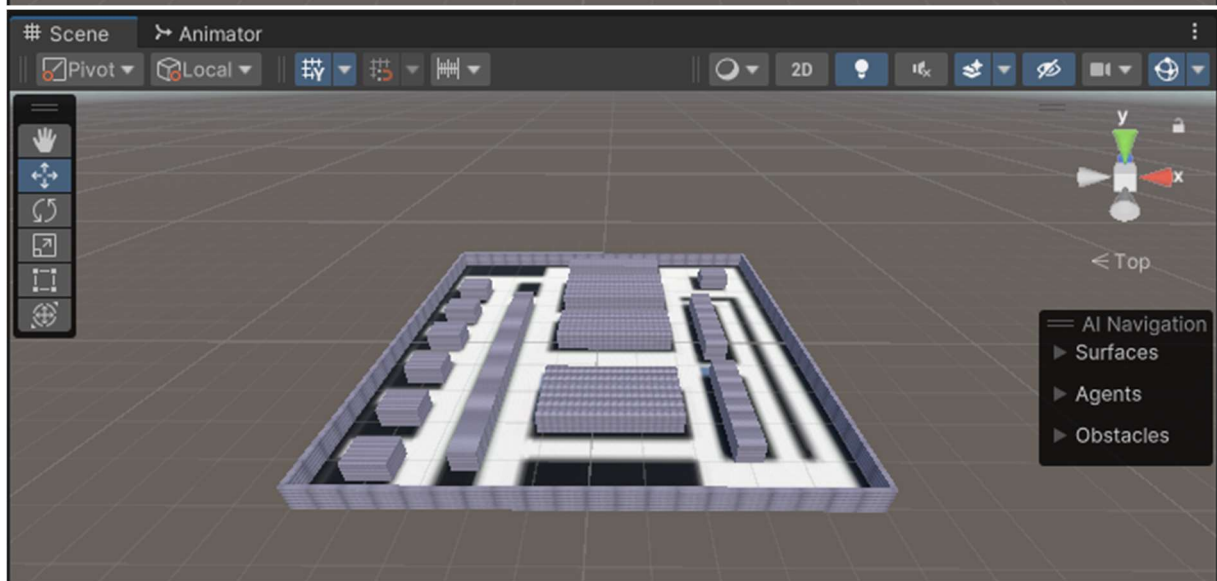
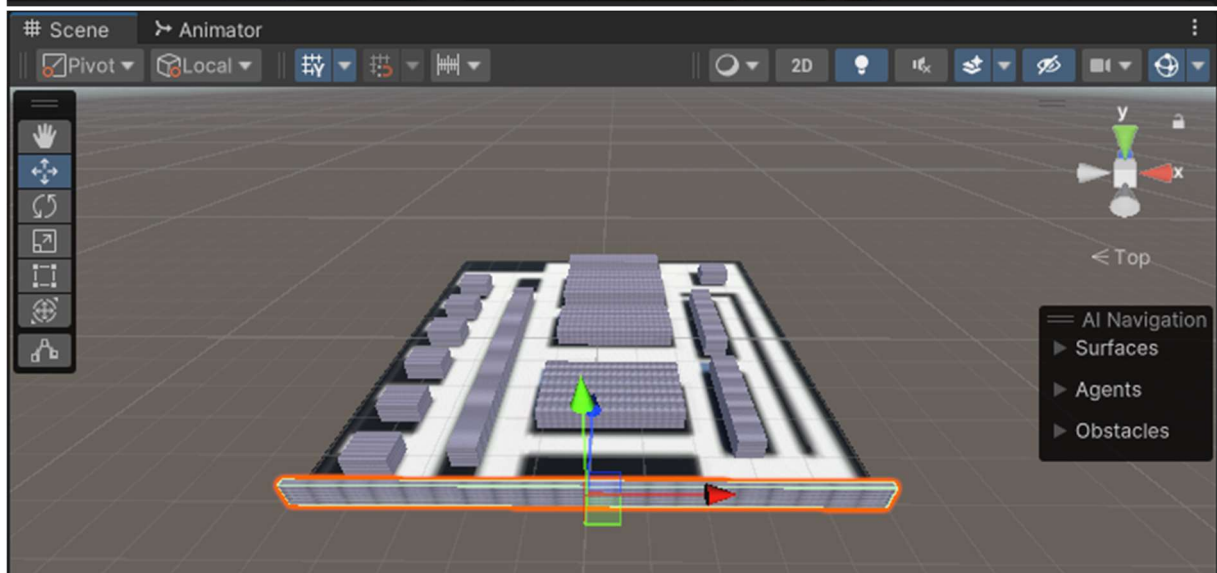
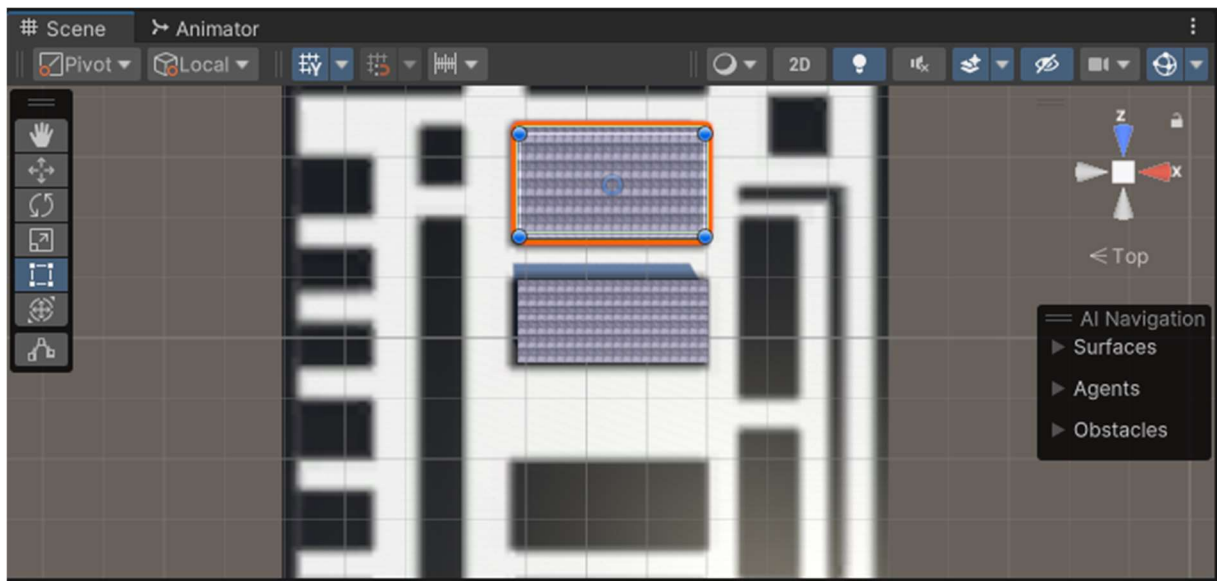
Max Texture Size No Override

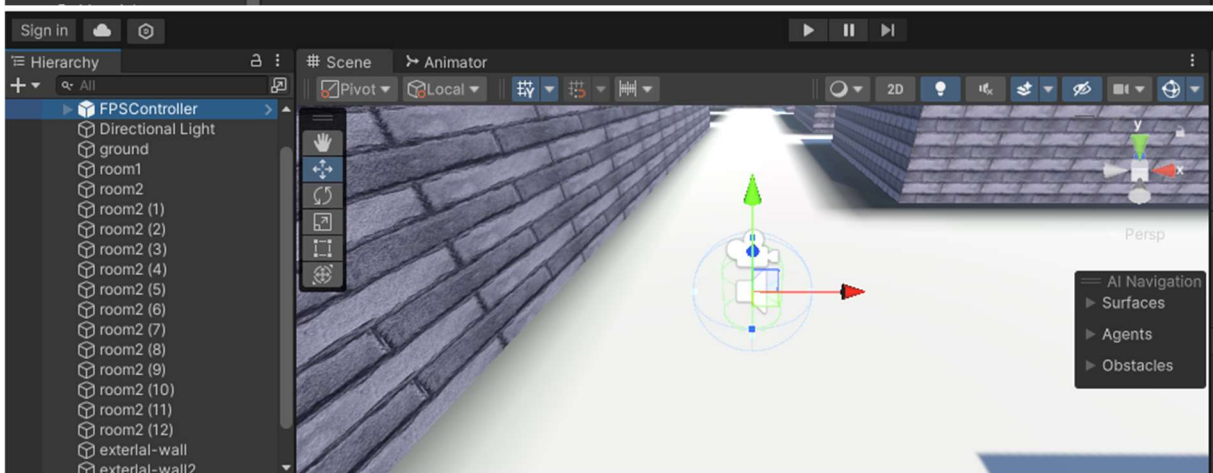
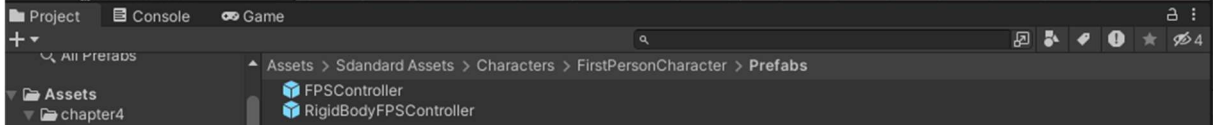
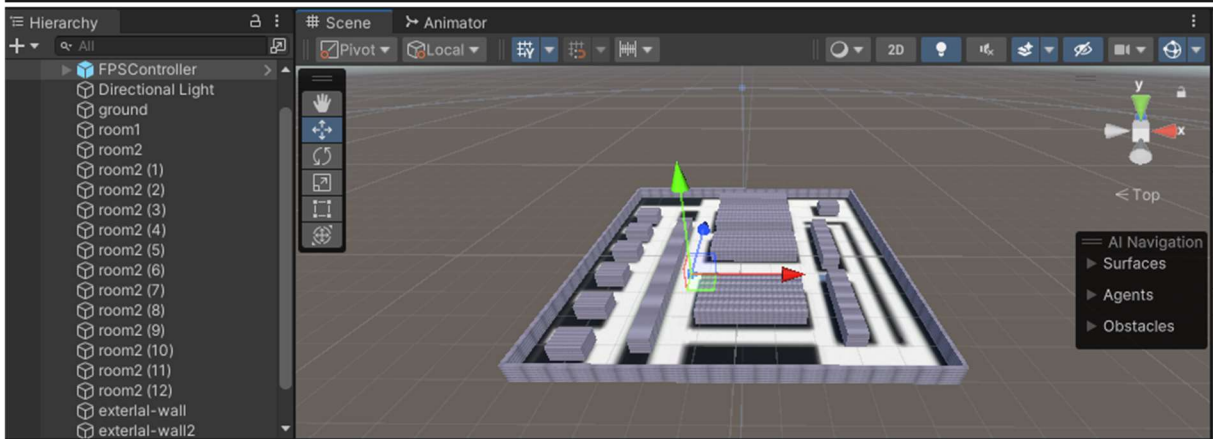
Texture Compression No Override

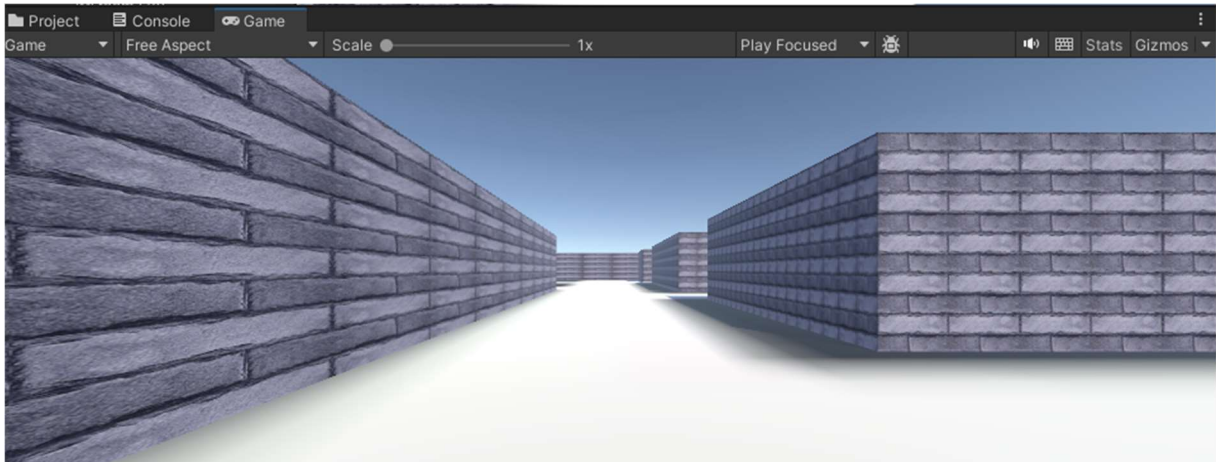
[Learn about Unity Cloud Build](#)











Inspector panel for a selected object:

- Cube (Mesh Filter)
- Mesh Renderer
- Materials: 1
 - Element 0: gameMap

Inspector panel for another selected object:

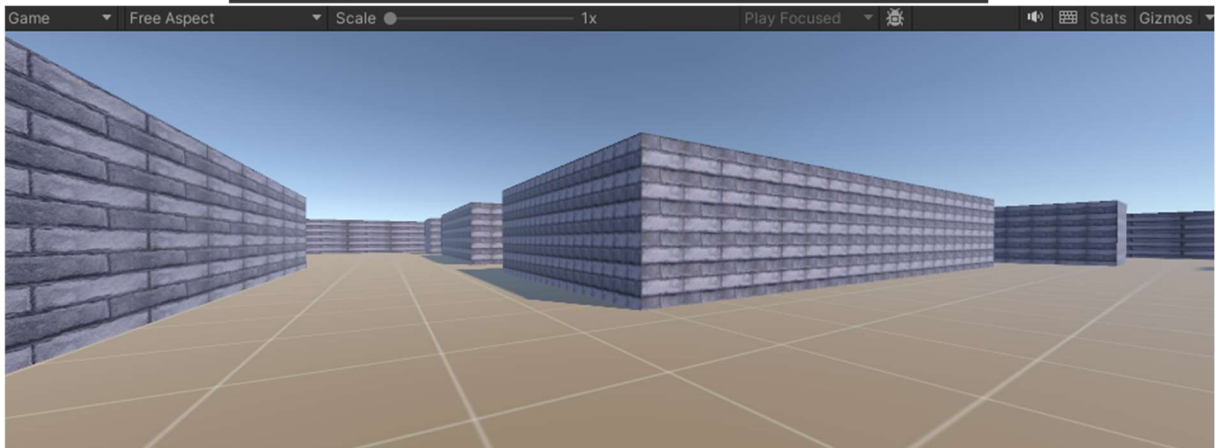
- Cube (Mesh Filter)
- Mesh Renderer
- Materials: 1
 - Element 0: tile
- Lighting
- Probes
- Additional Settings

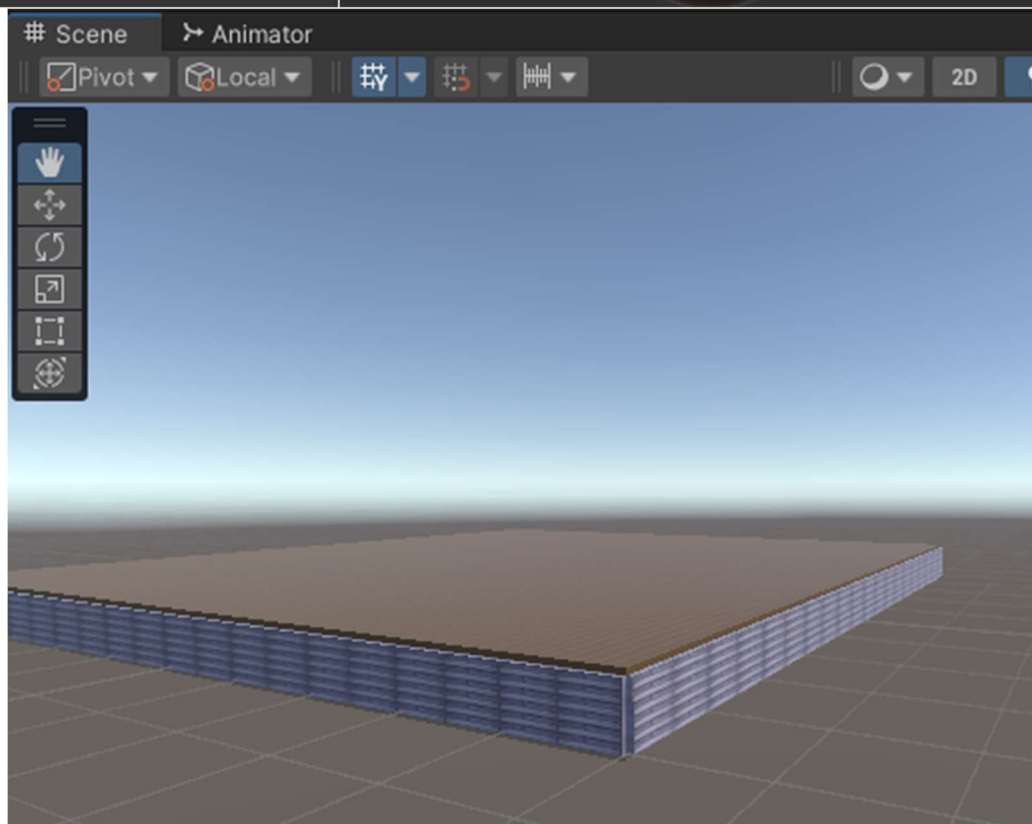
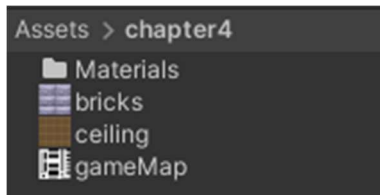
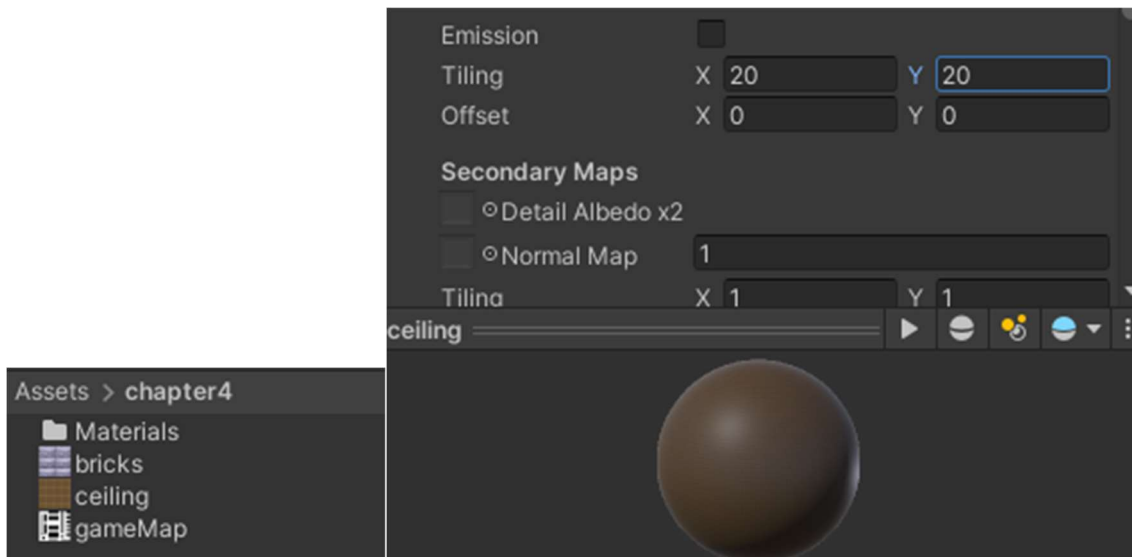
Select Material dialog box:

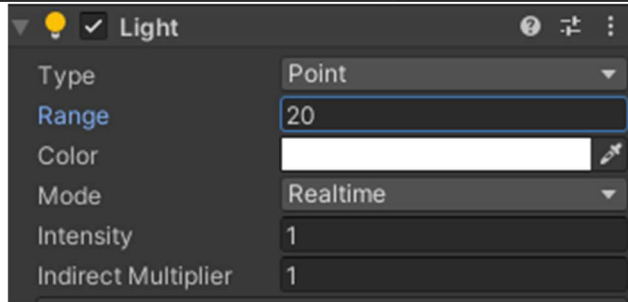
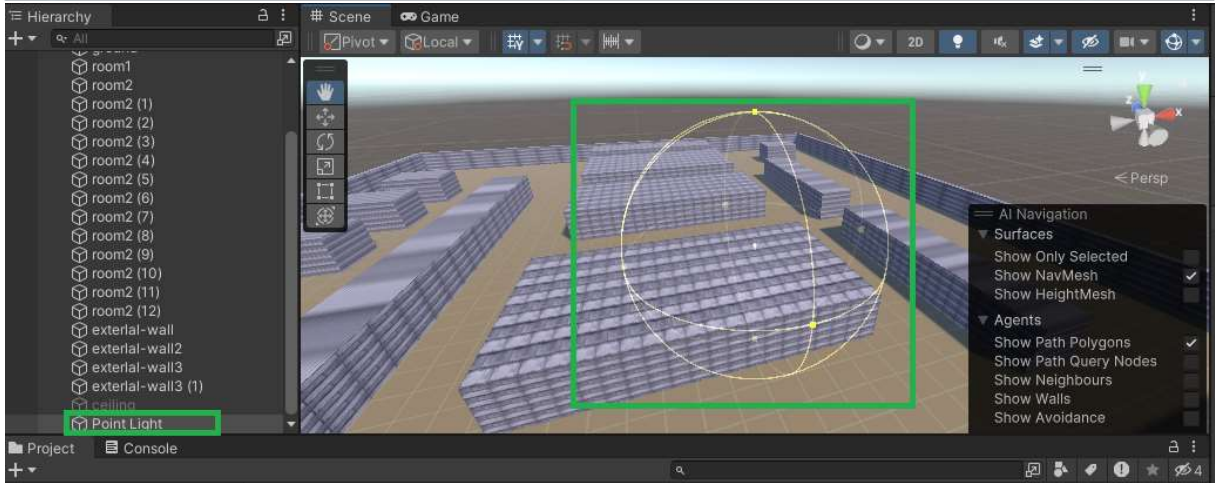
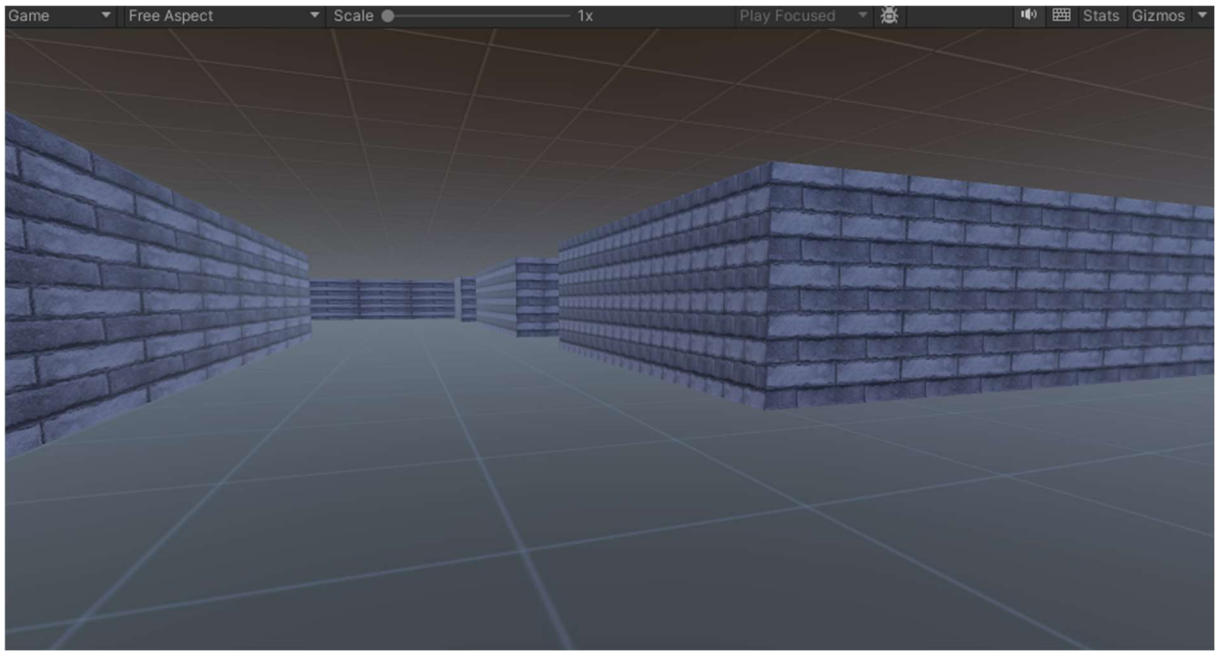
- Search: tile
- Assets
- Scene
- None
- tile

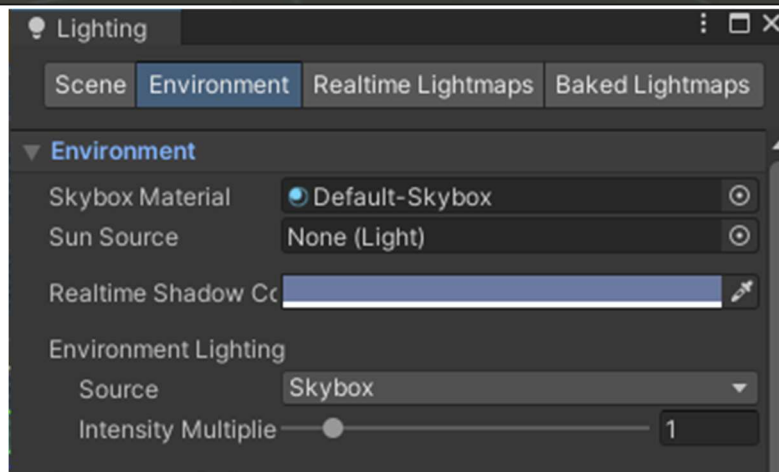
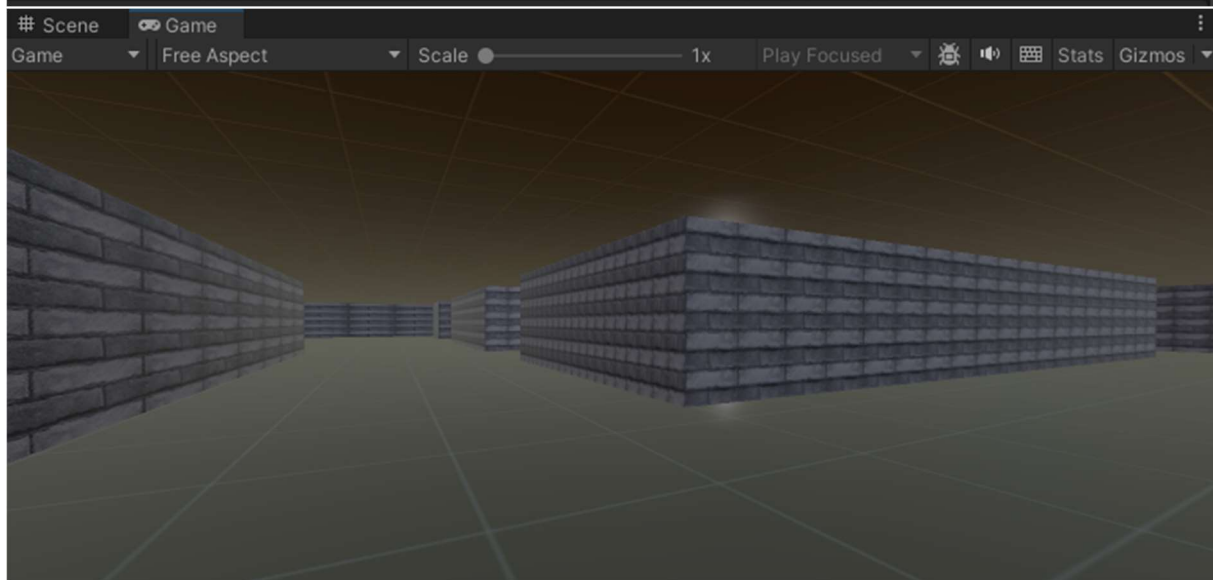
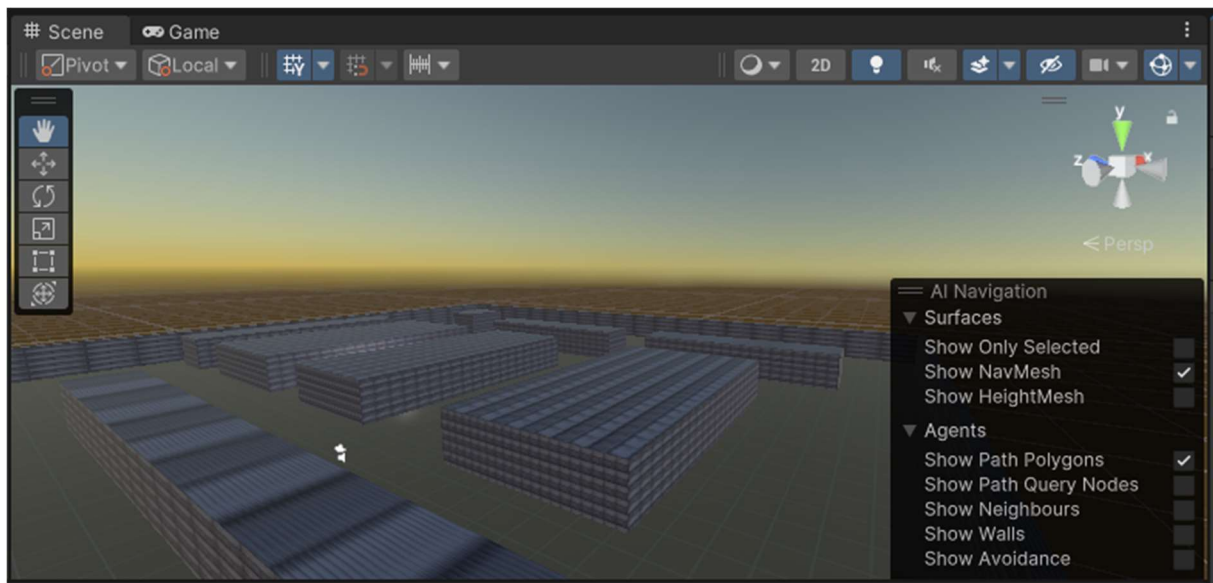
Inspector panel for a third selected object:

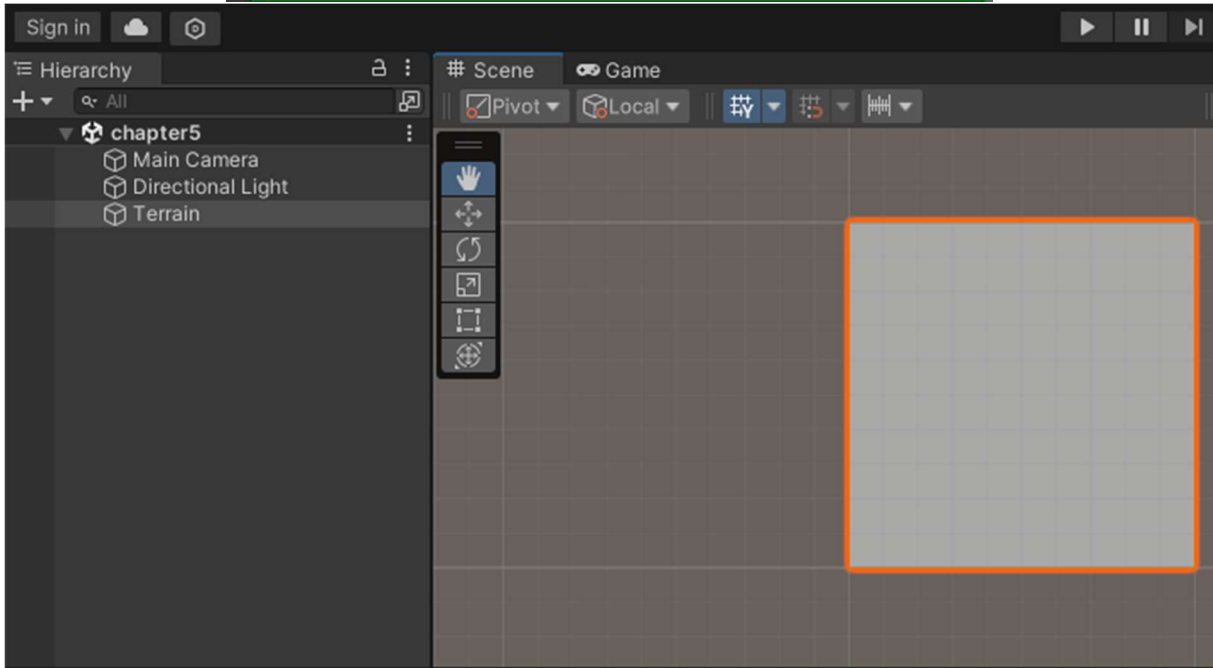
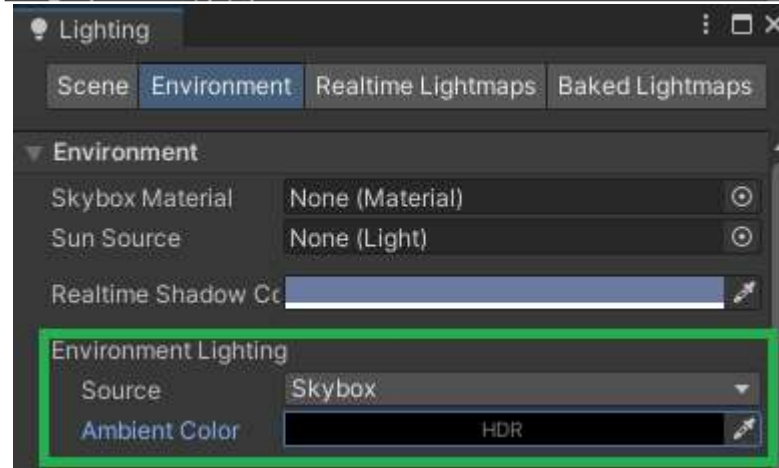
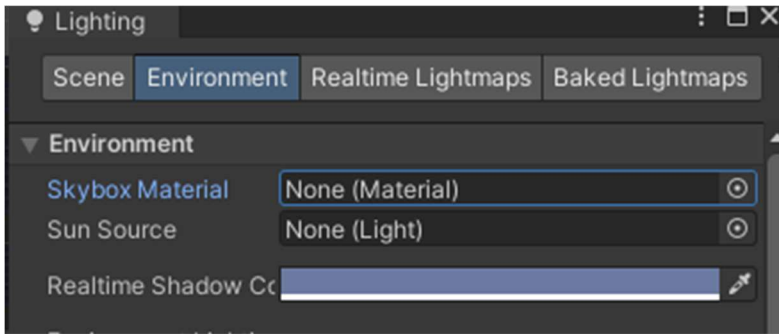
- Mesh Renderer
- Materials: 1
 - Element 0: tile
- Lighting

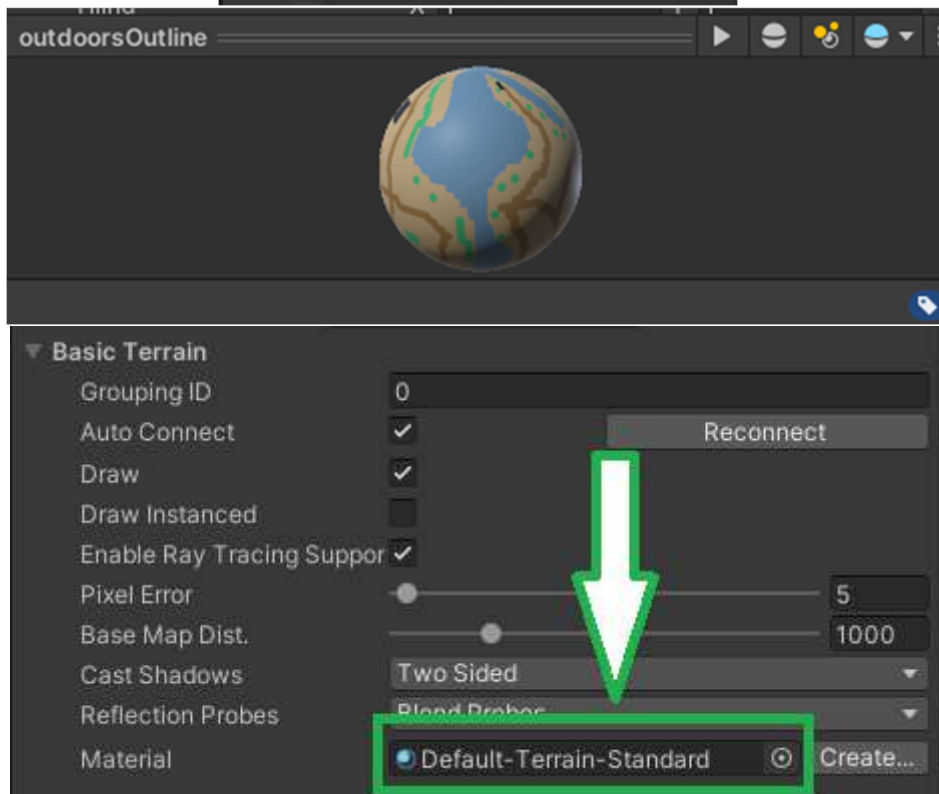
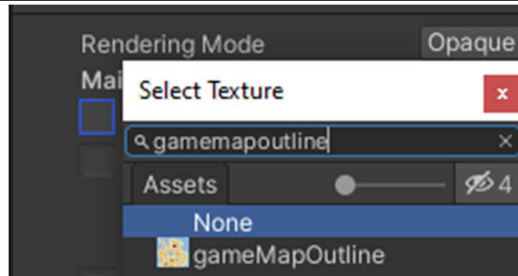
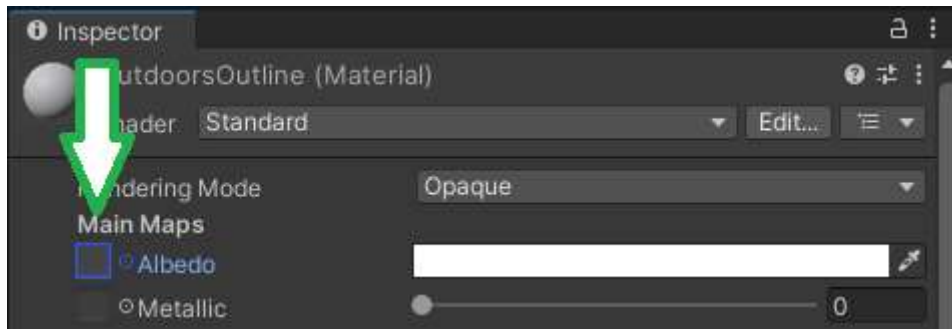


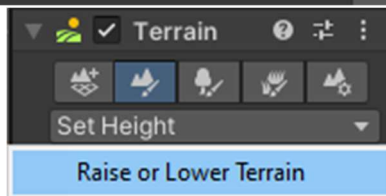
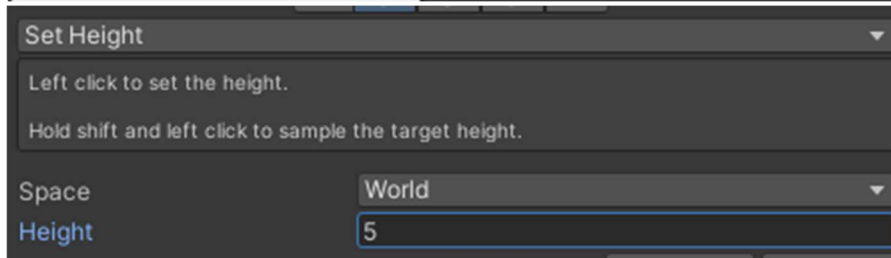
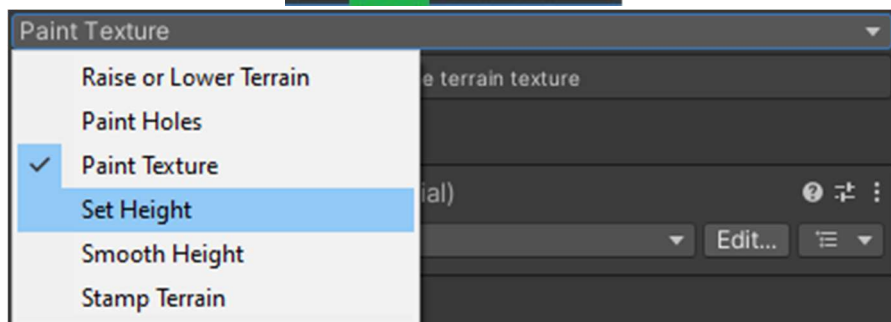
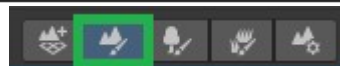
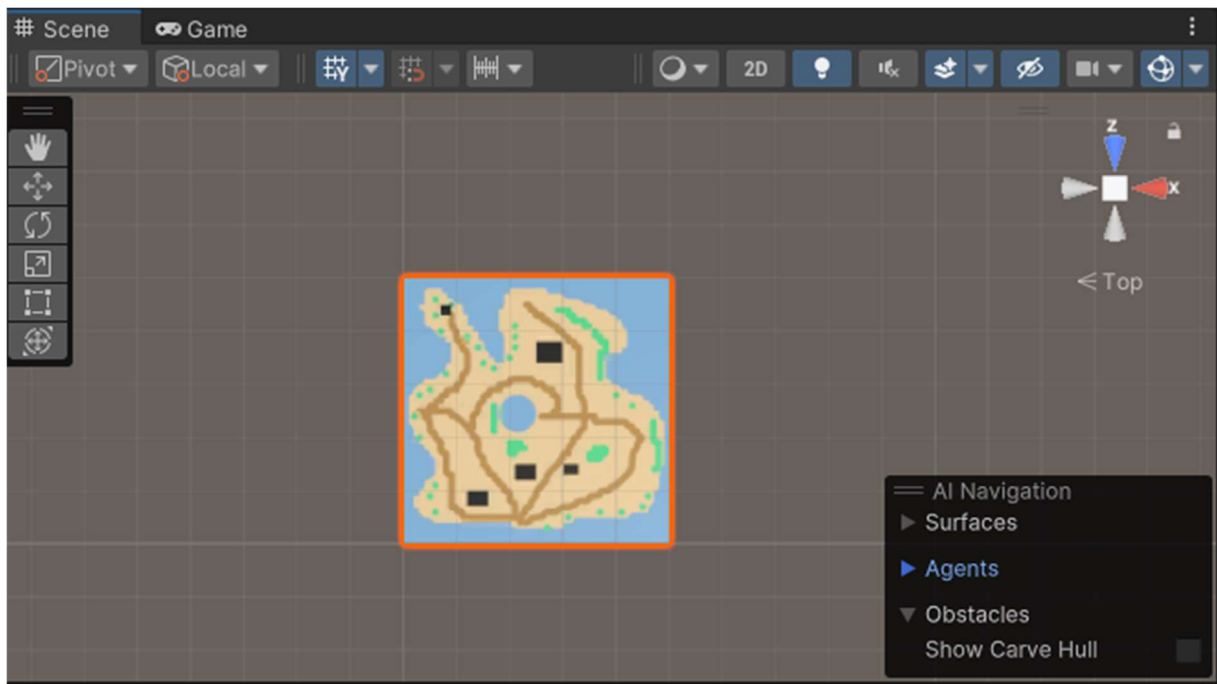


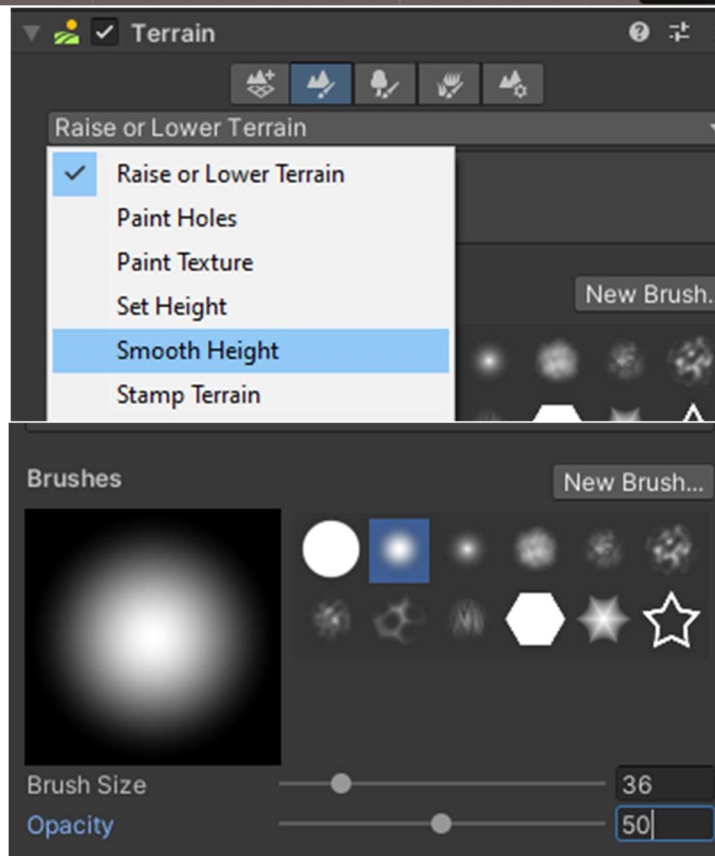
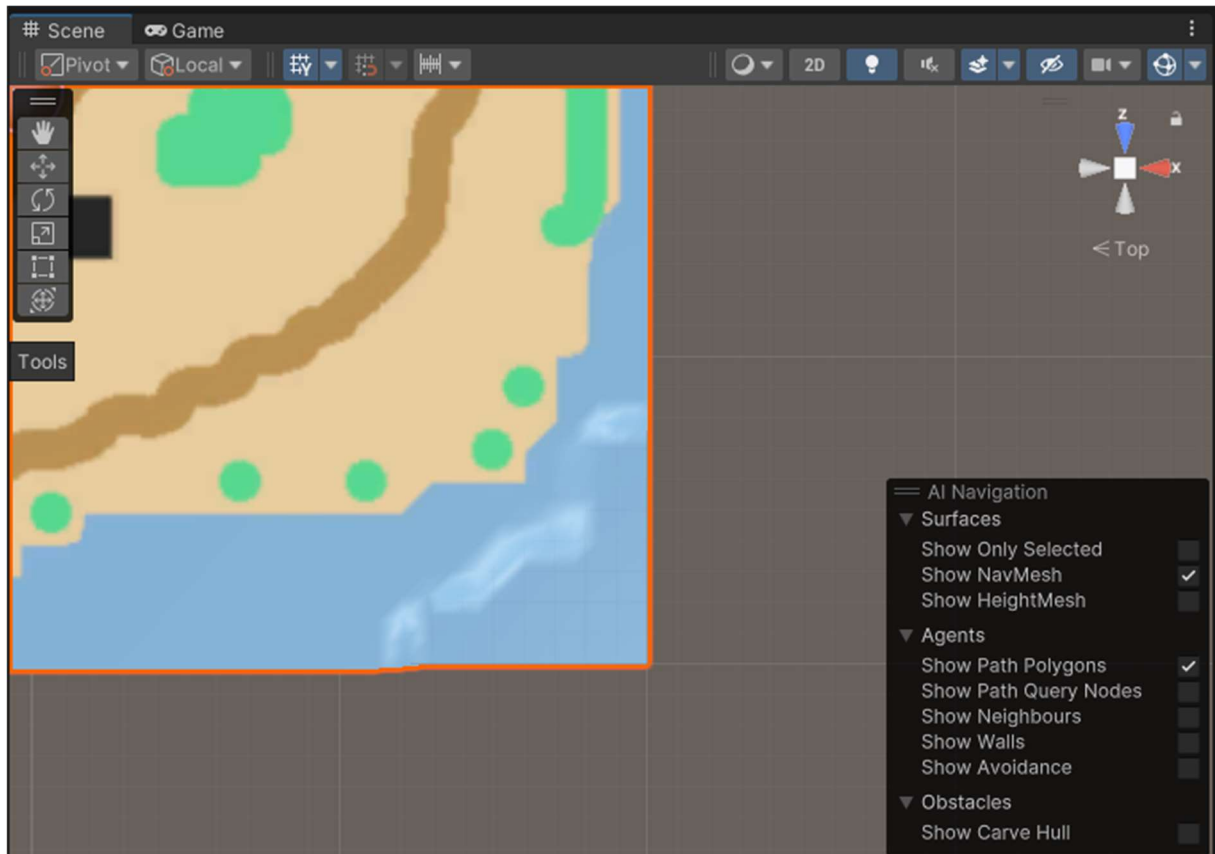


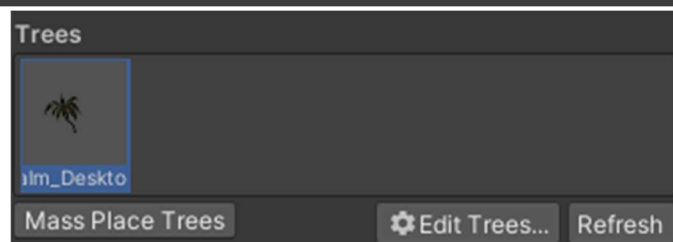
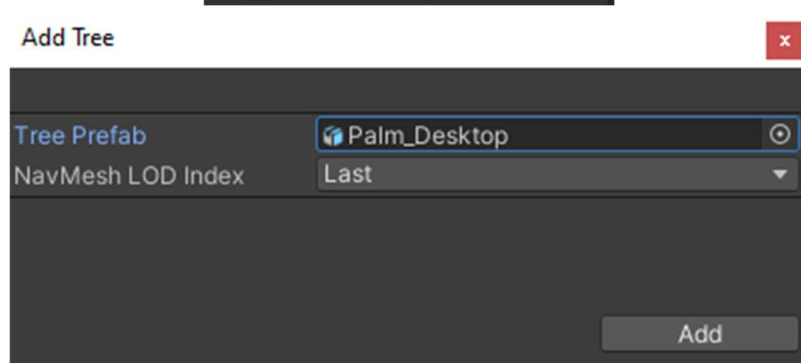
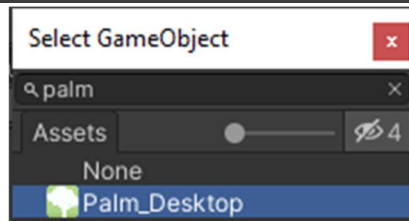
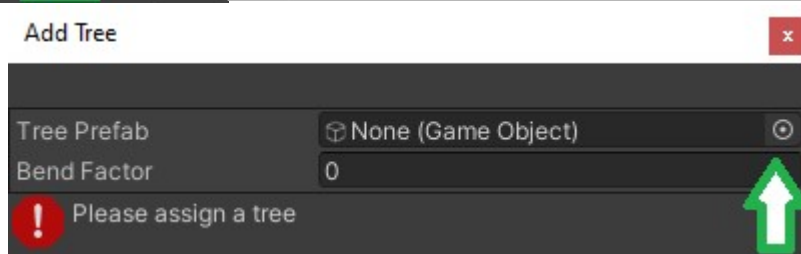
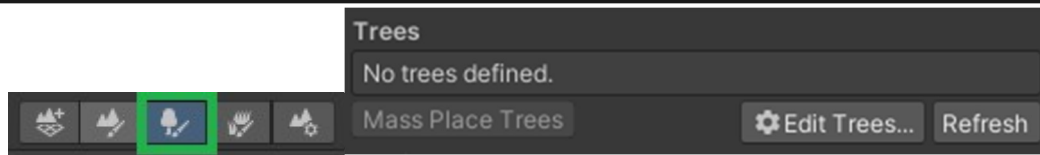
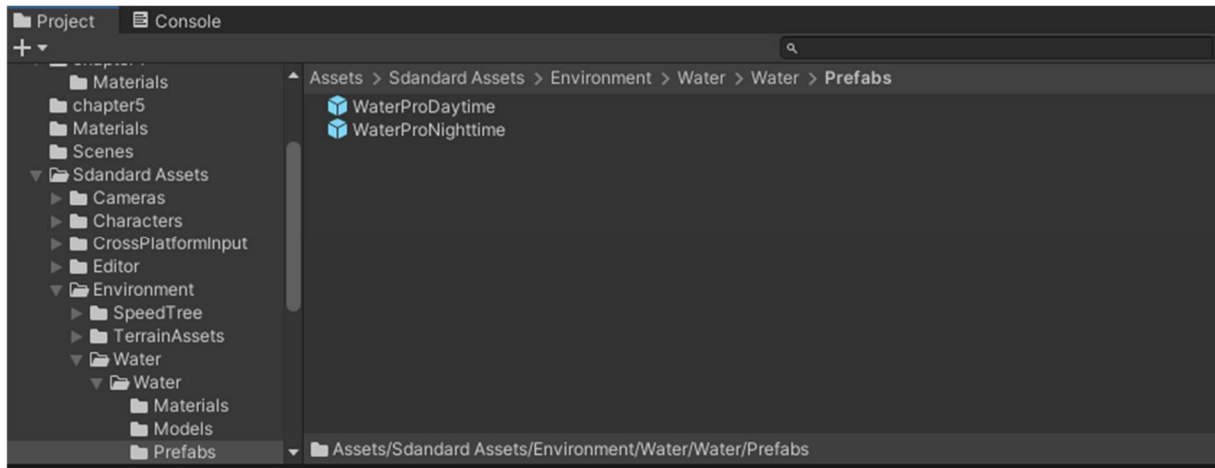


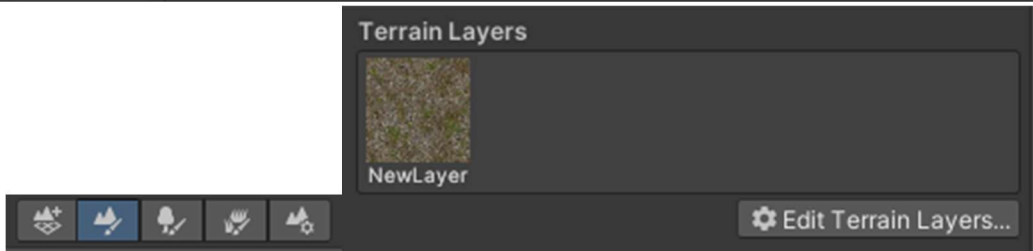
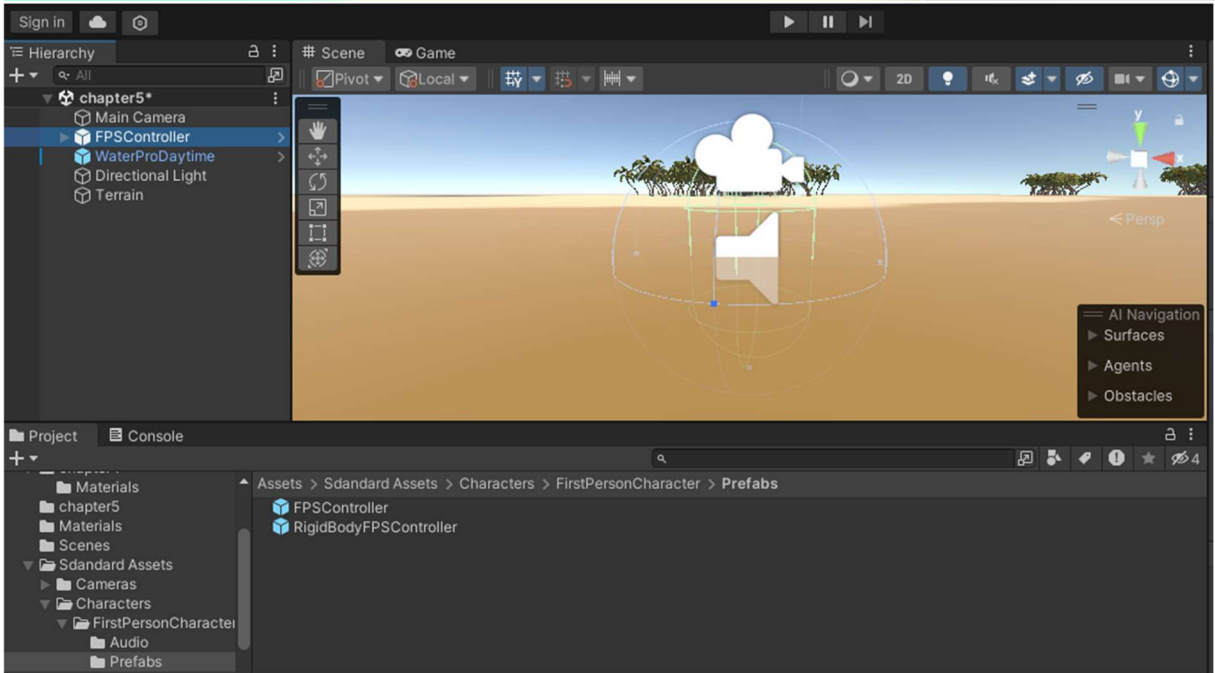




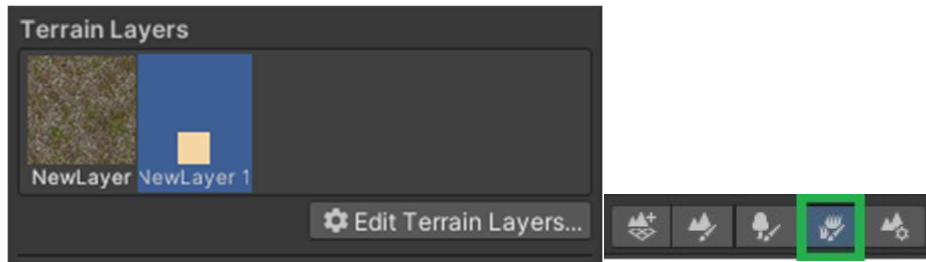








Terrain Layers



NewLayer NewLayer 1

Edit Terrain Layers...

Details

No Detail objects defined.

Detail patches current

Detail instance dens


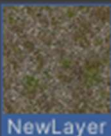
Brushes

Terrain

Raise or Lower Terrain

- Add Detail Mesh
- Add Grass Texture
- Edit
- Remove

Terrain Layers



NewLayer NewLayer 1

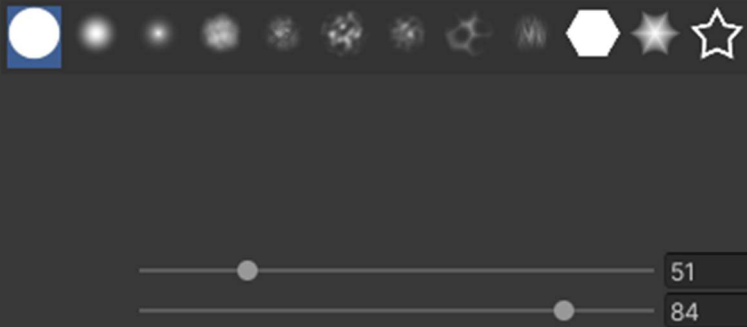

Edit Terrain Layers...

New Layer (Terrain Layer)

Open

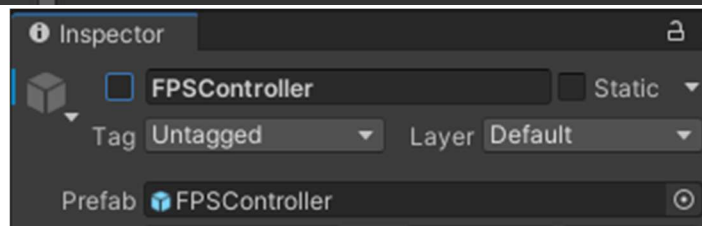
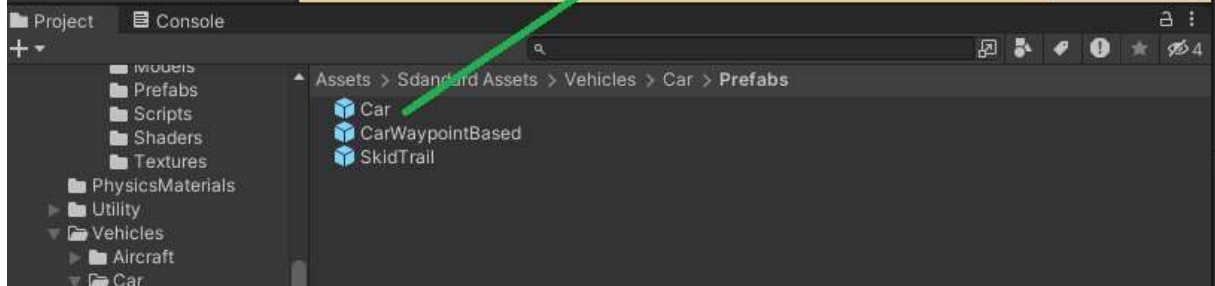
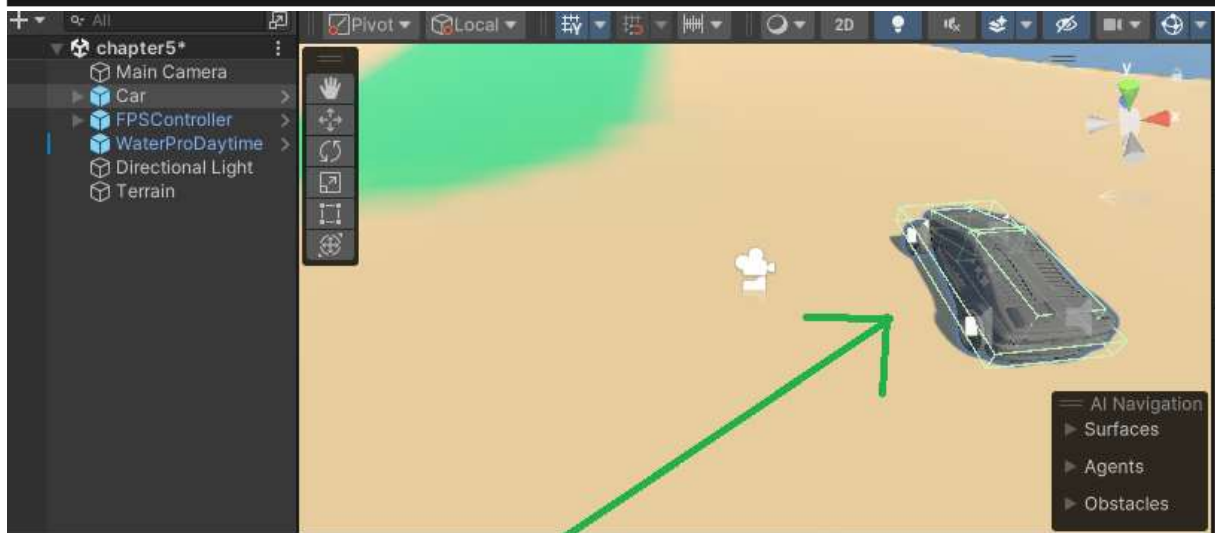
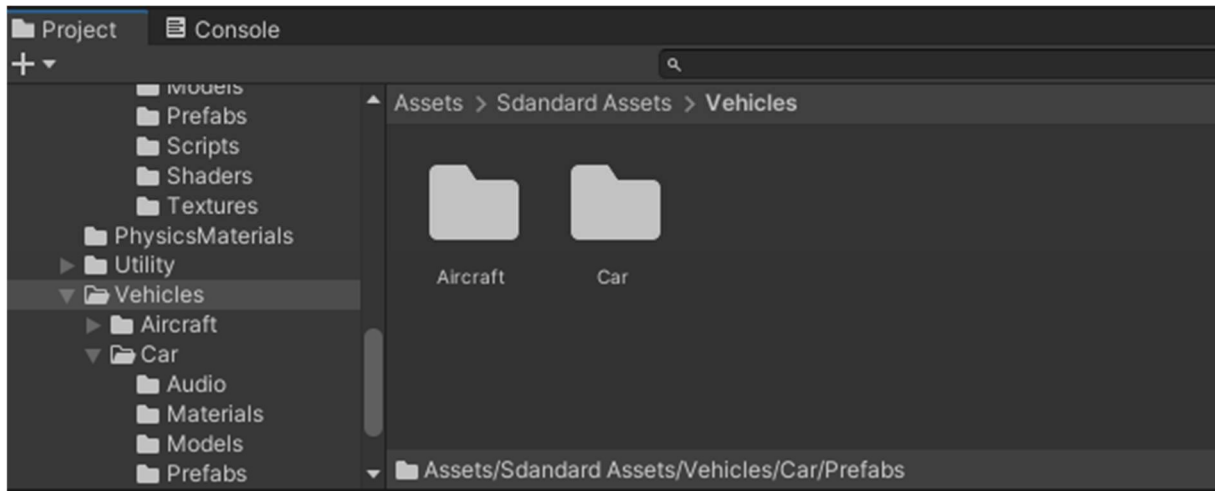
Brushes

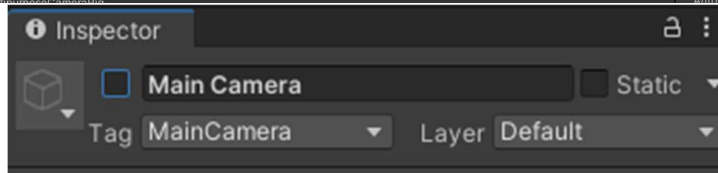
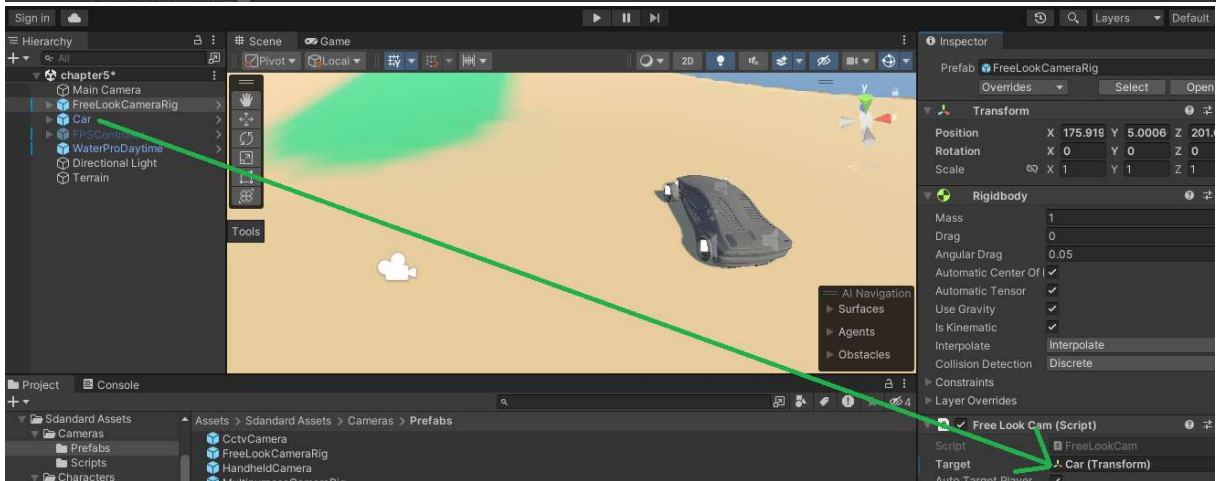
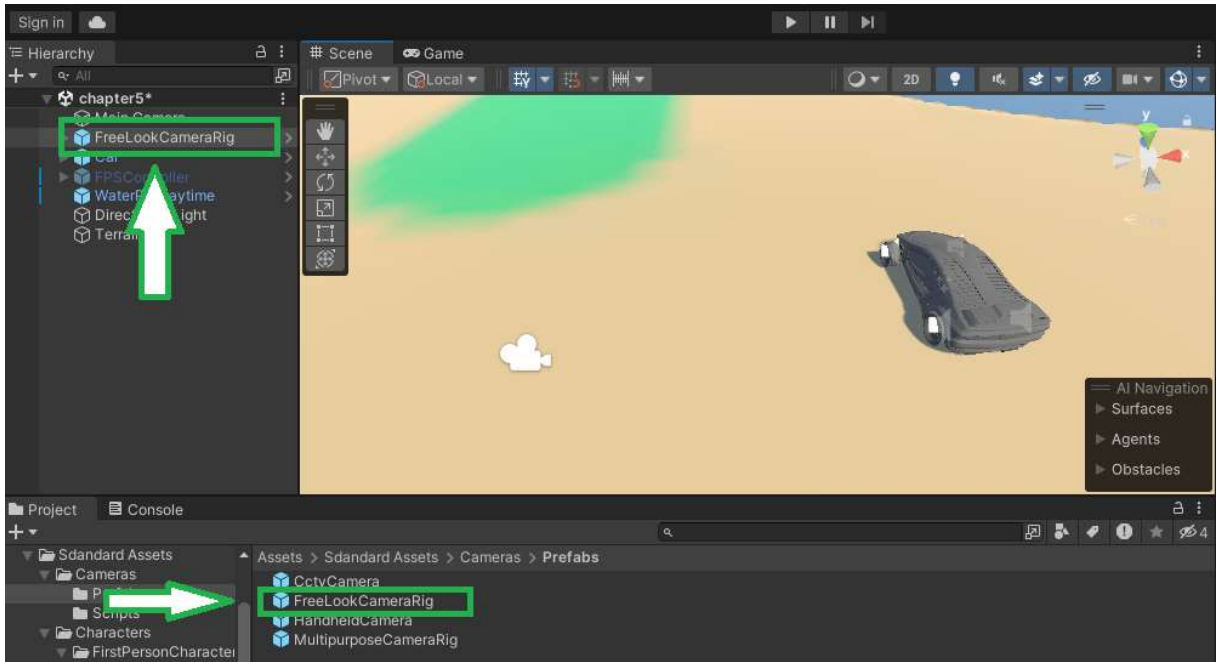
New Brush...

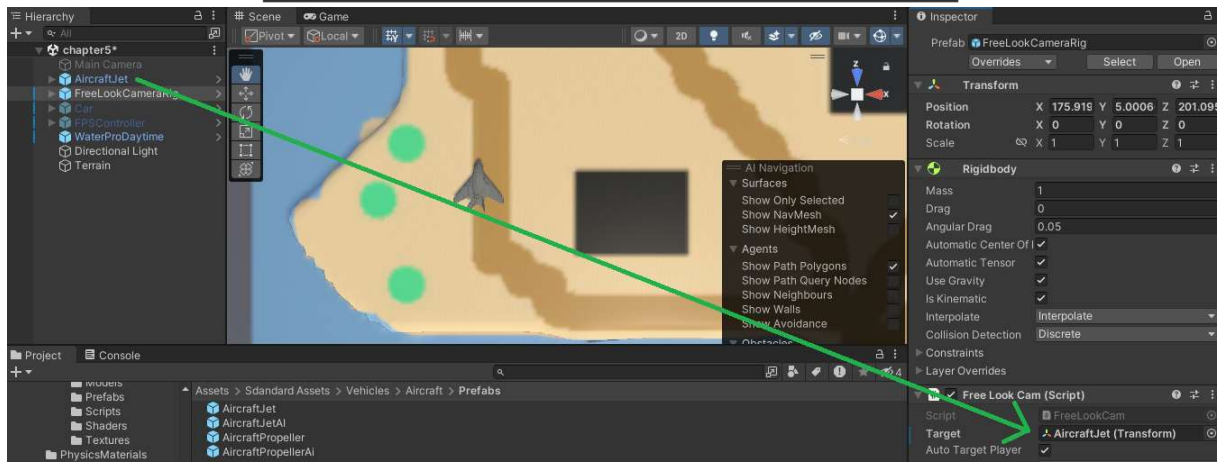
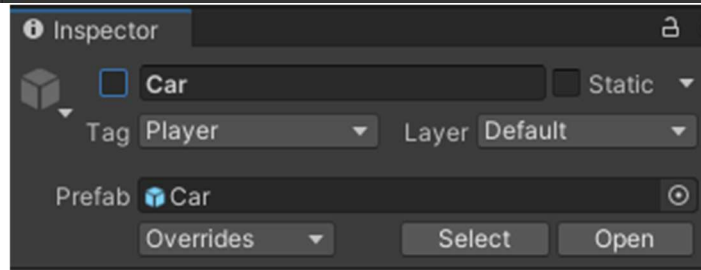
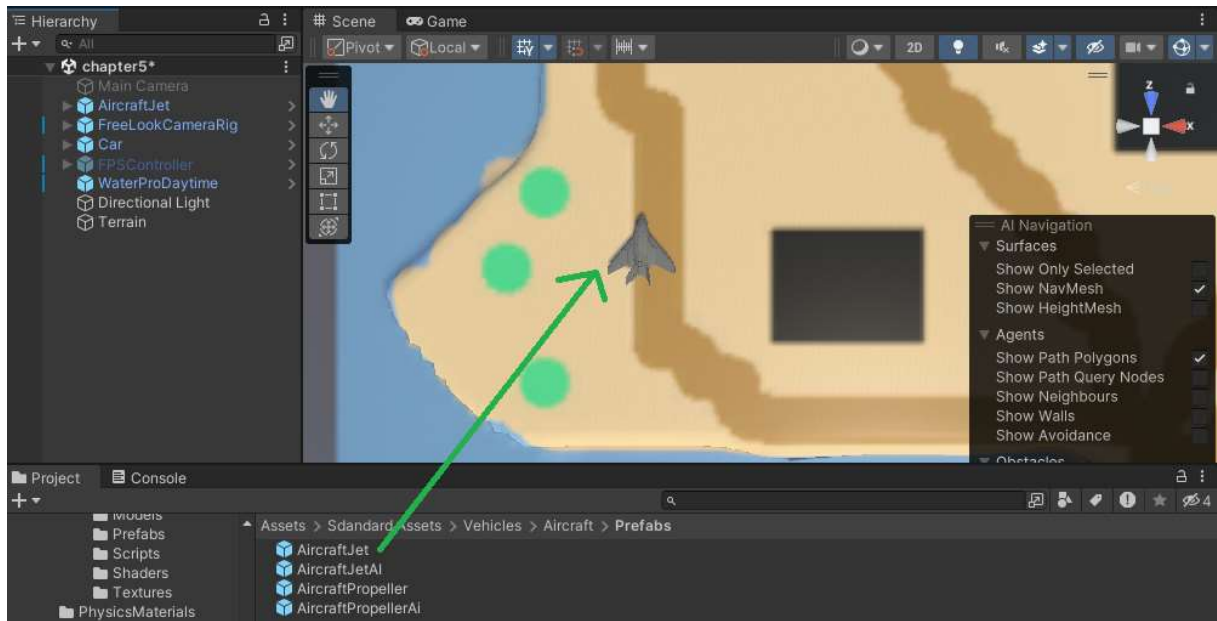


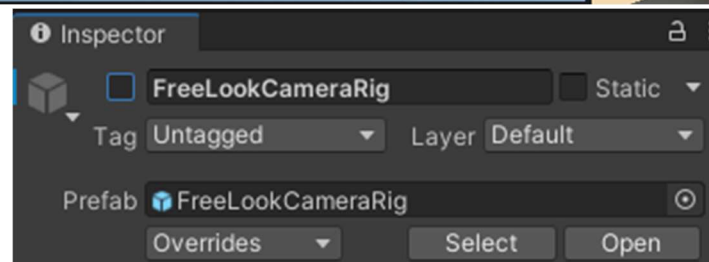
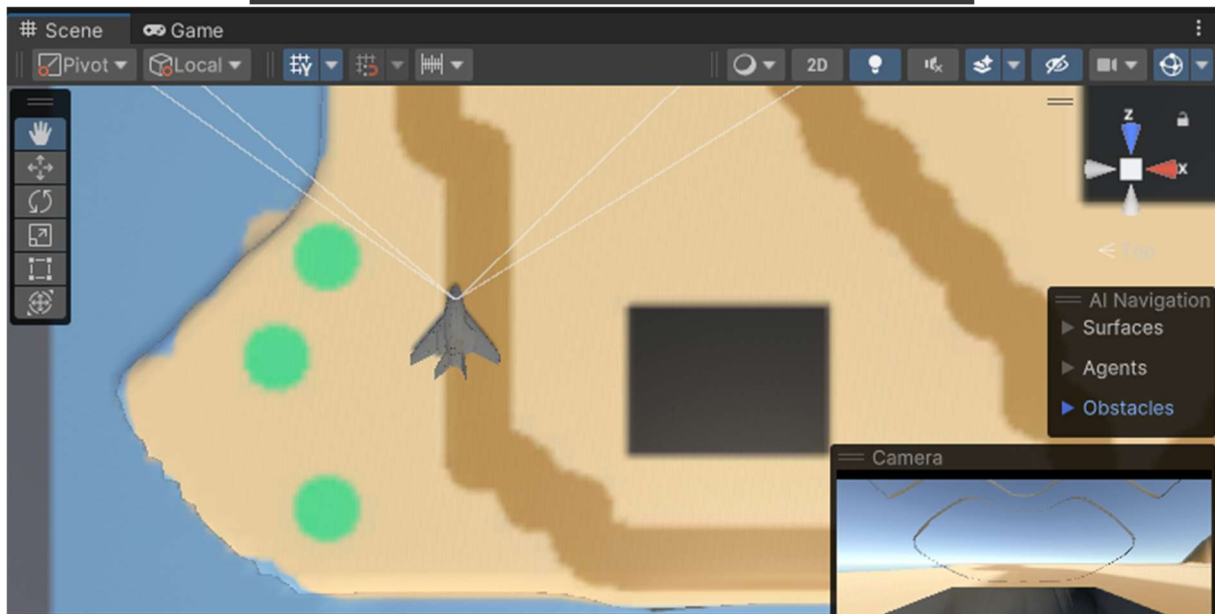
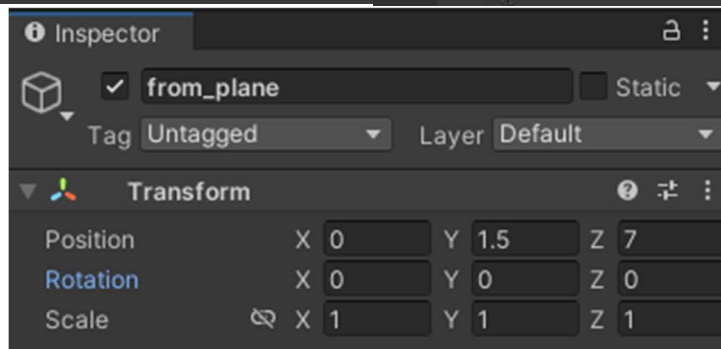
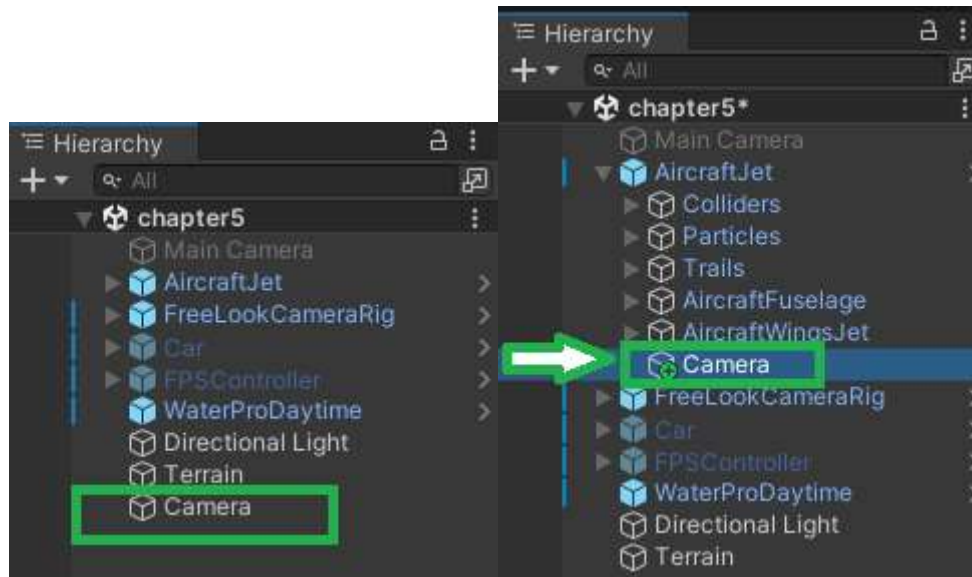
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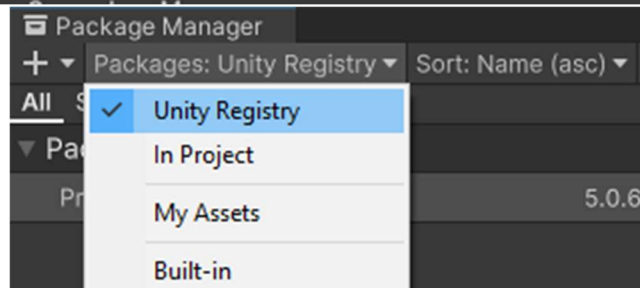
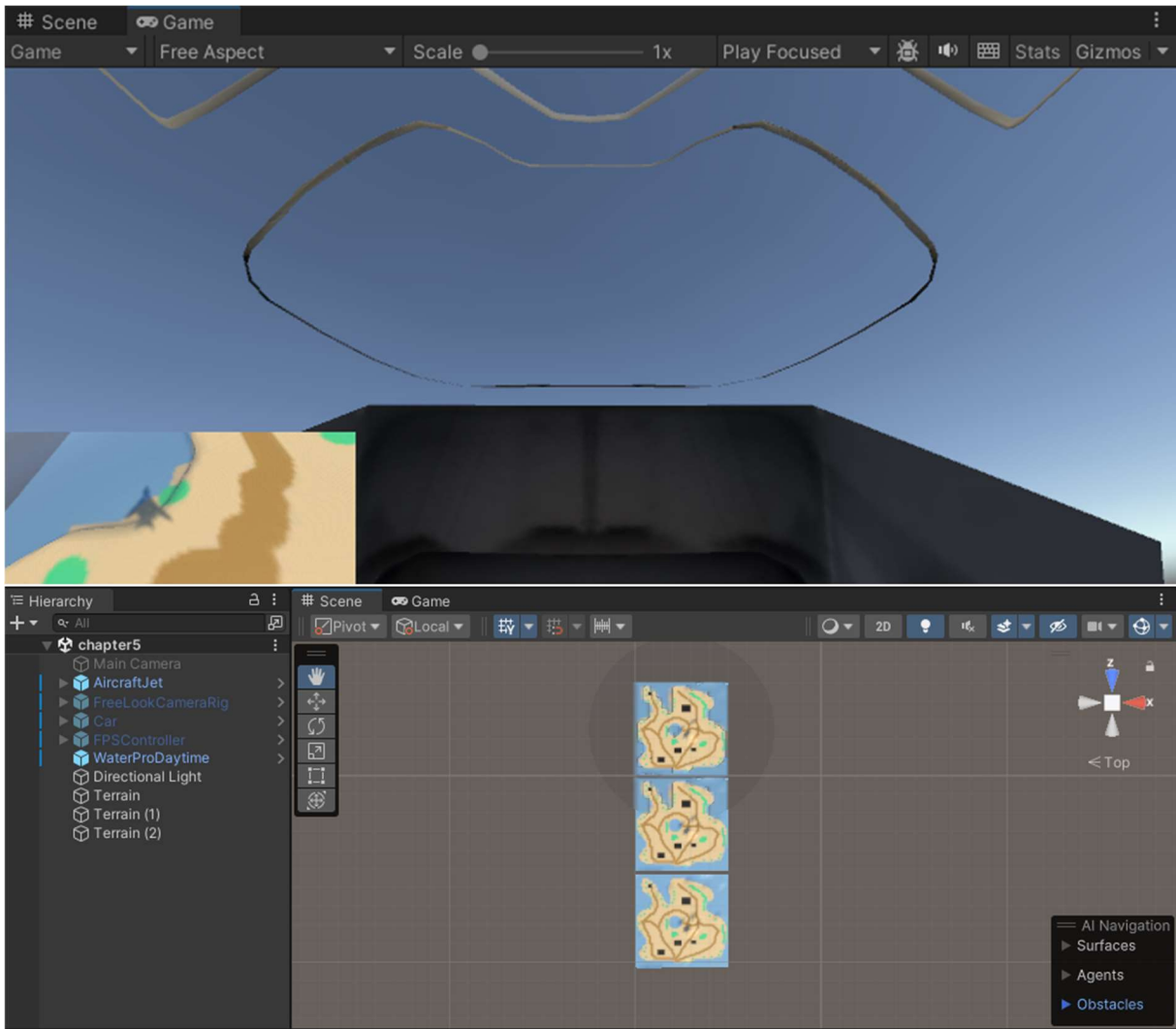
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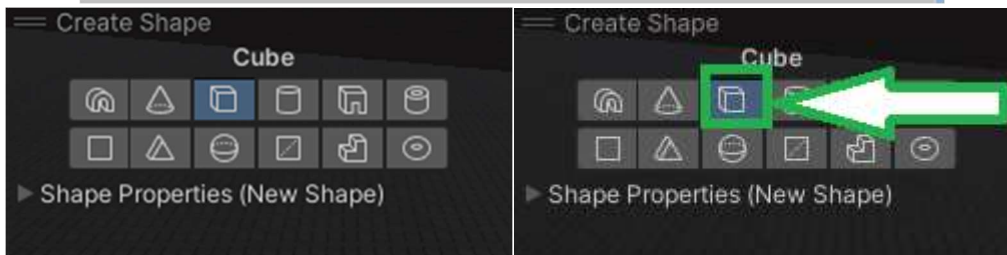
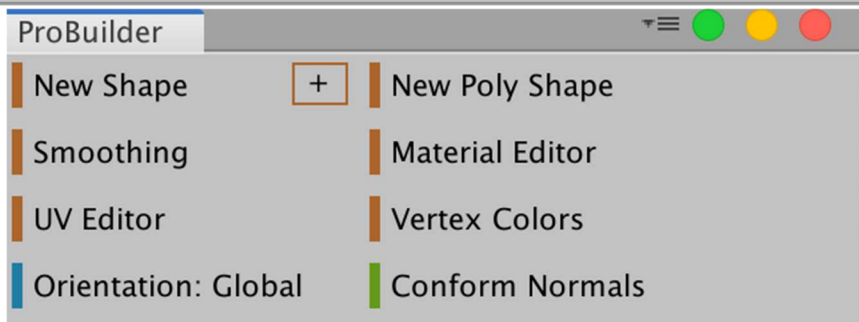
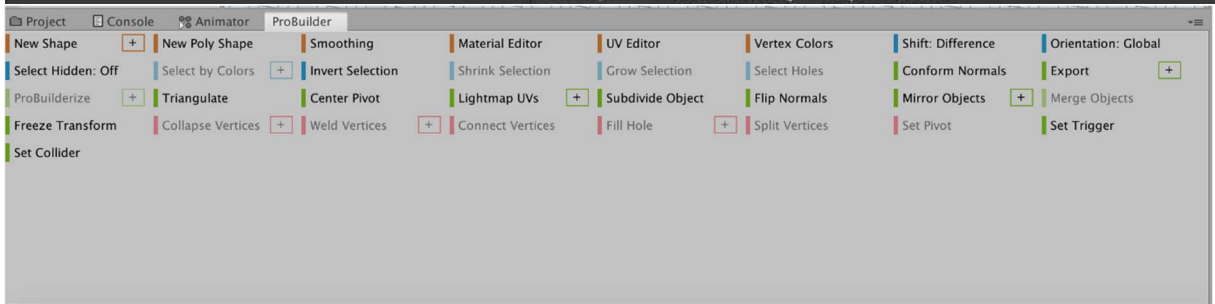
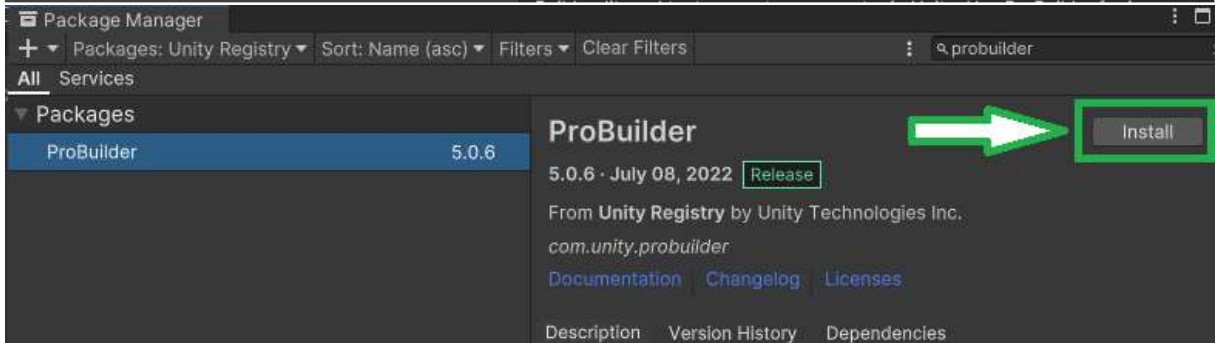
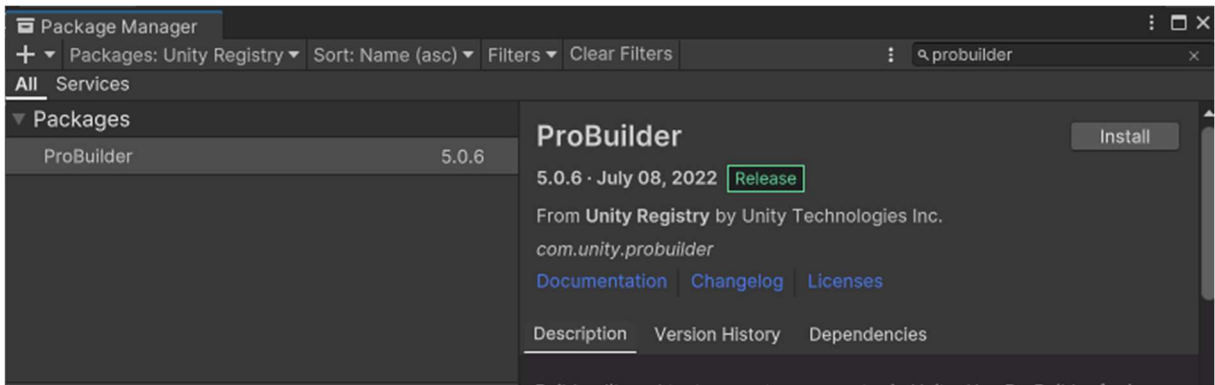


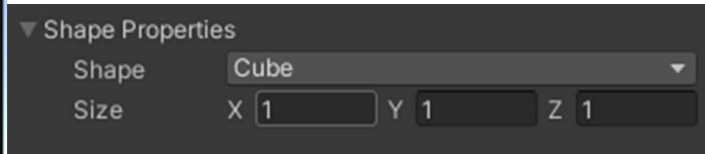
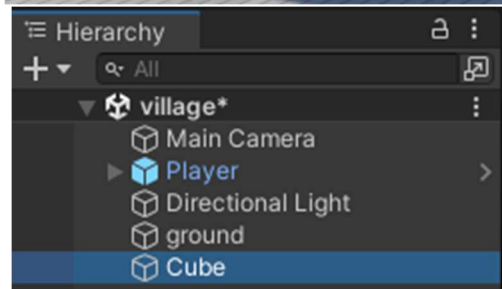
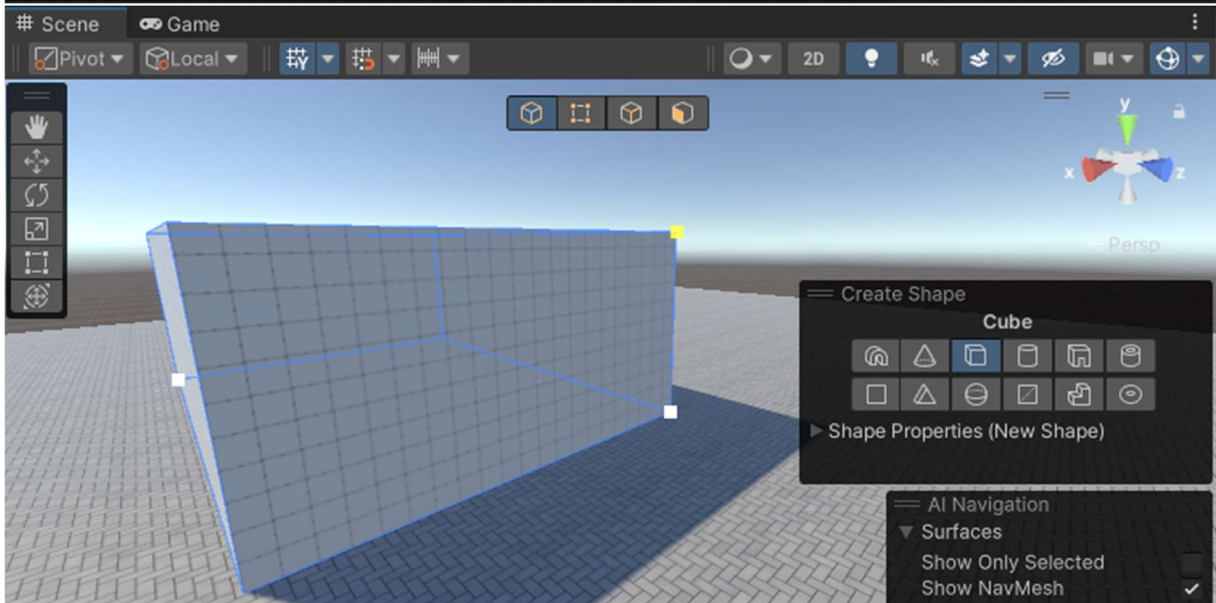
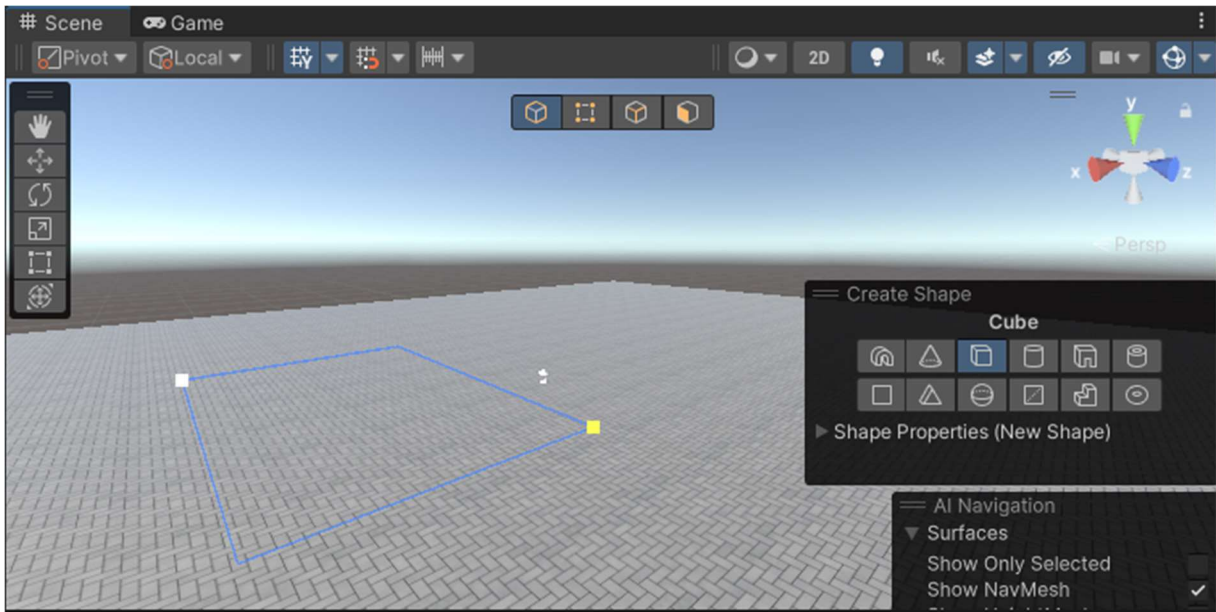


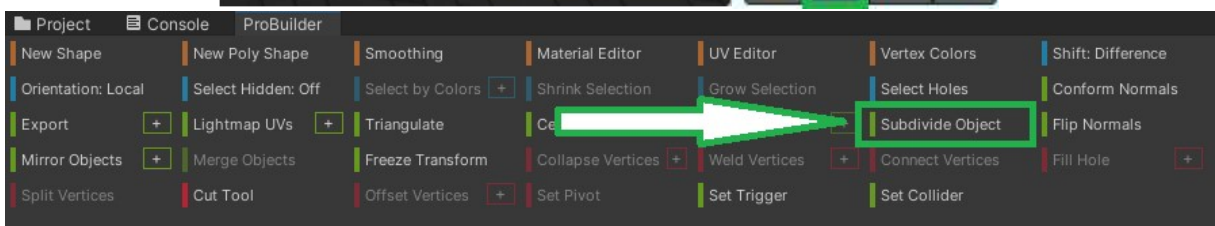
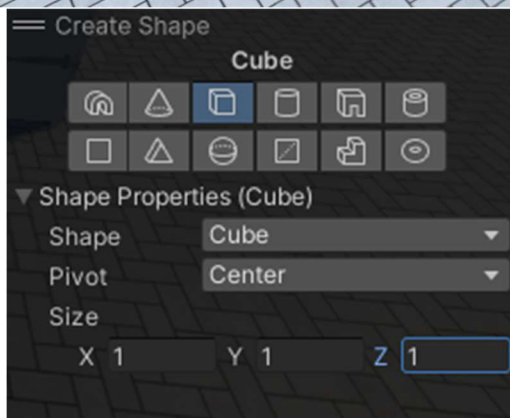
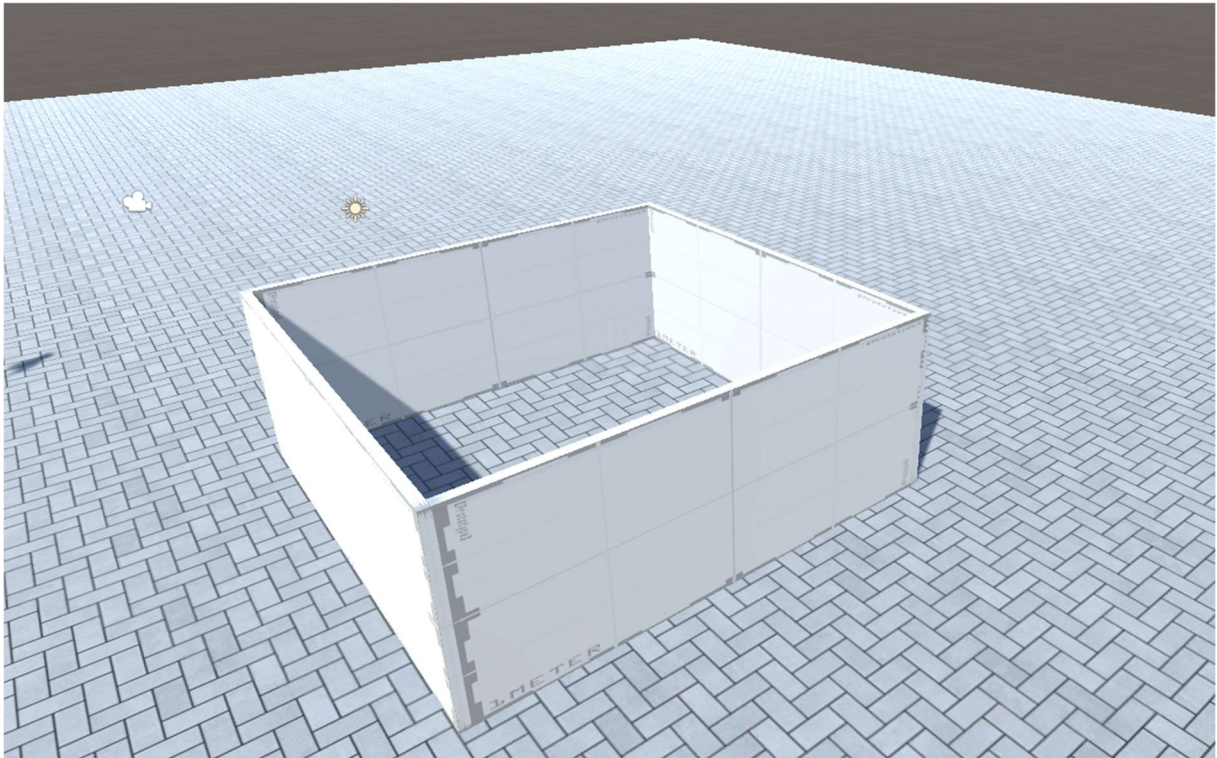
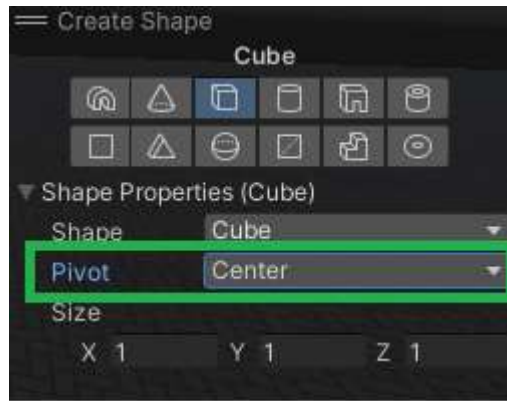


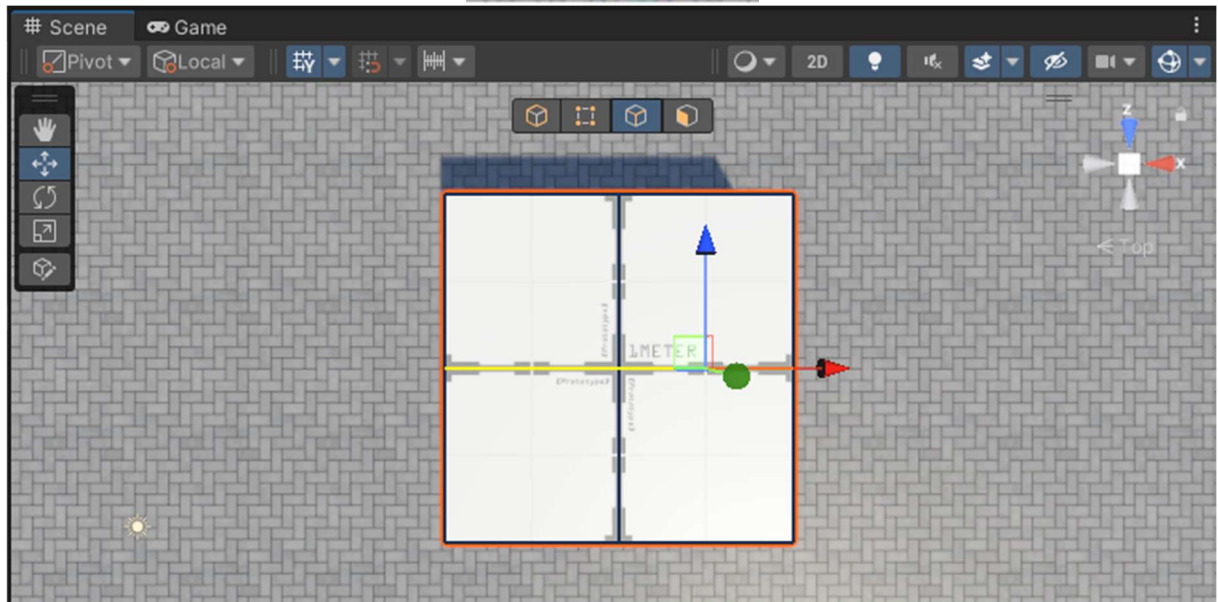
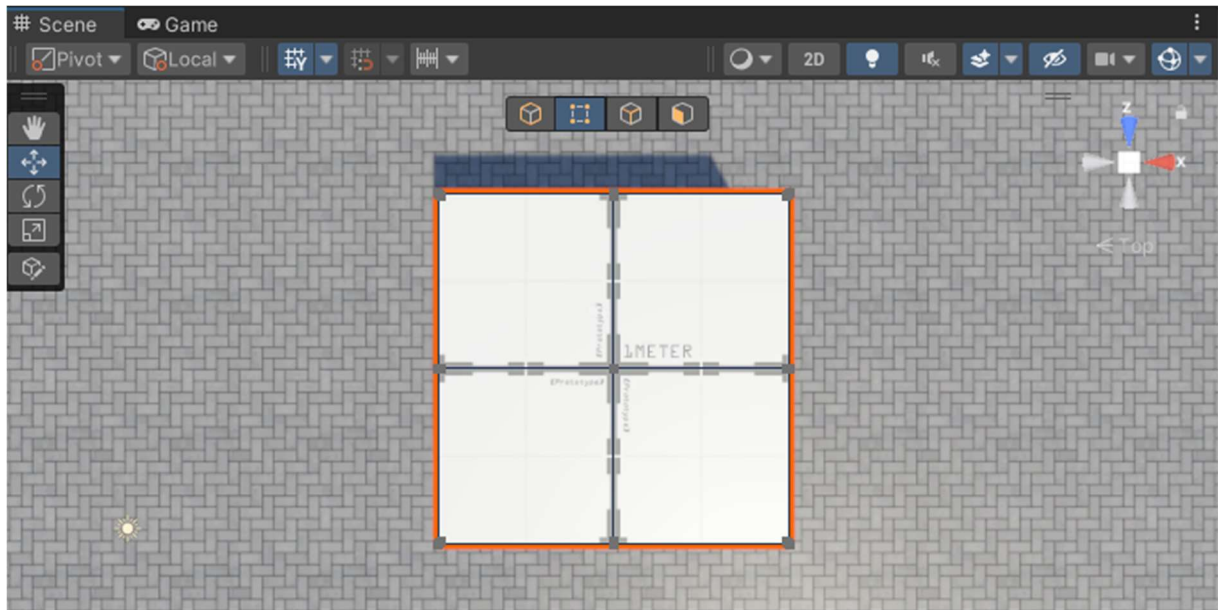


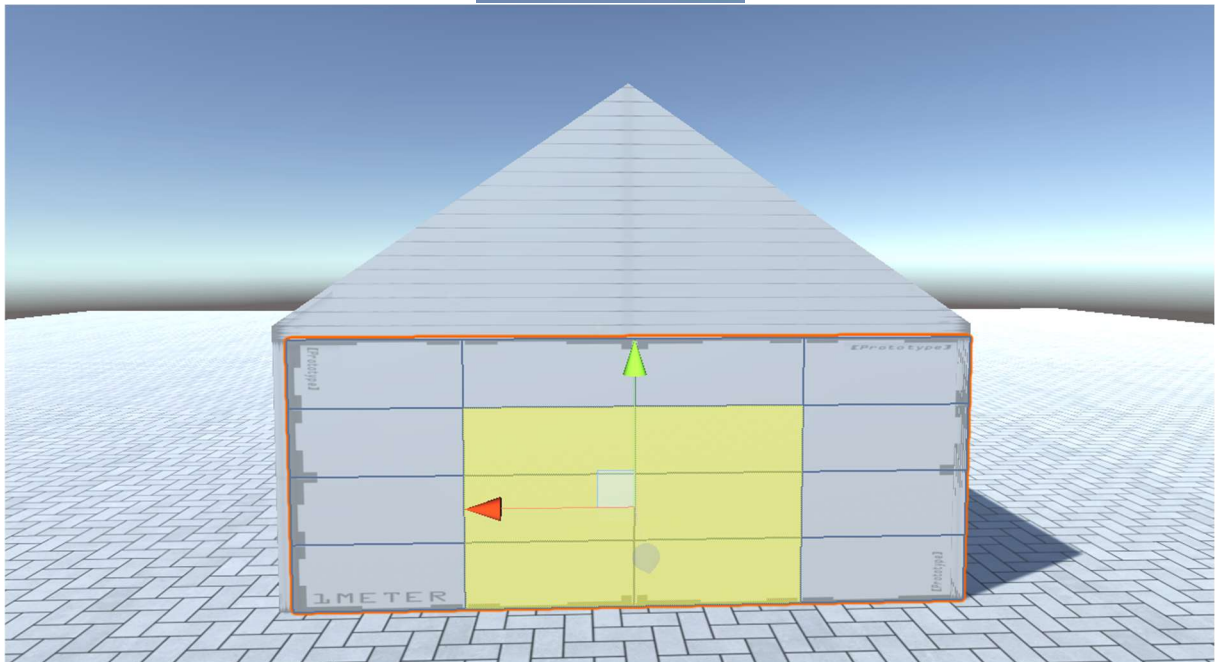
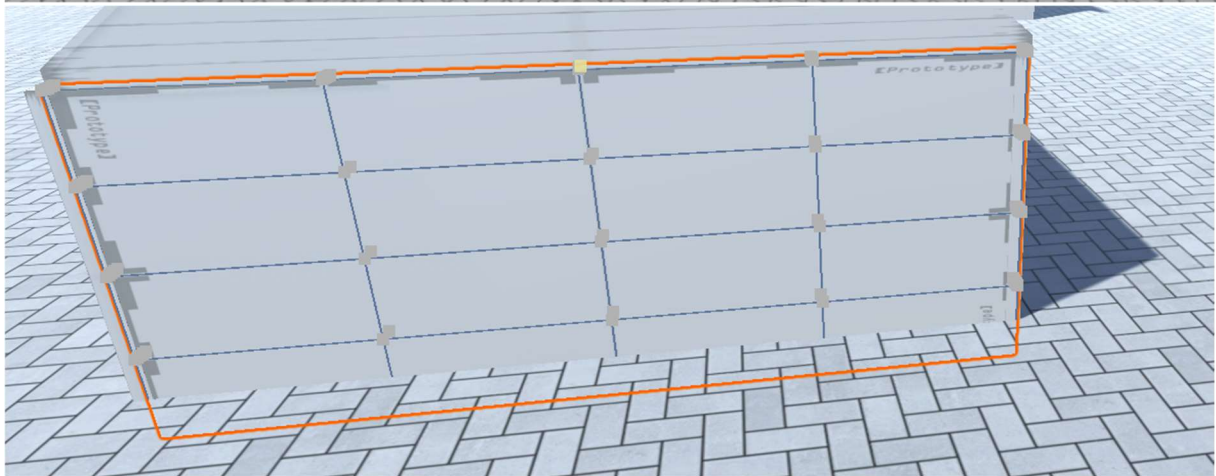
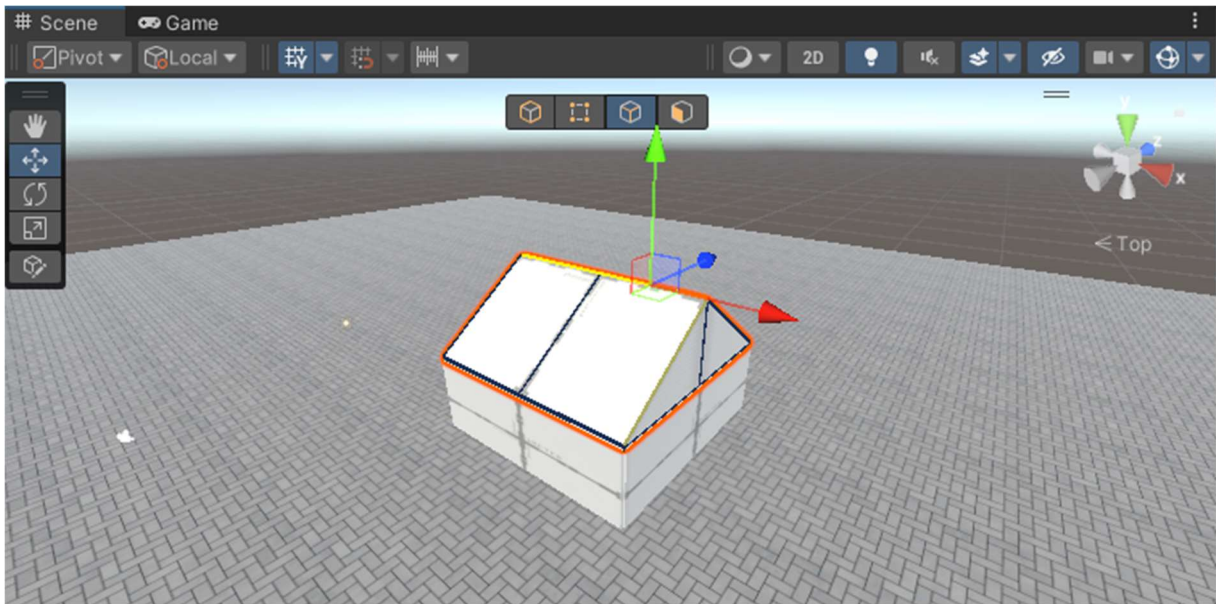


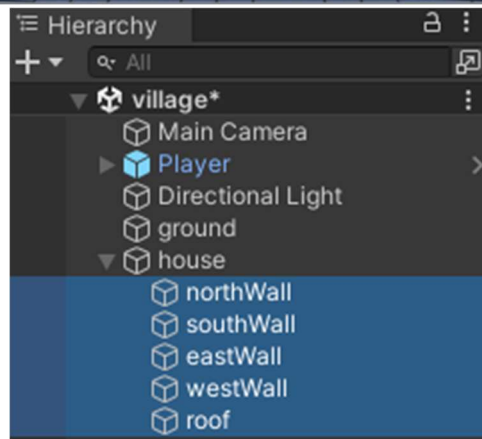
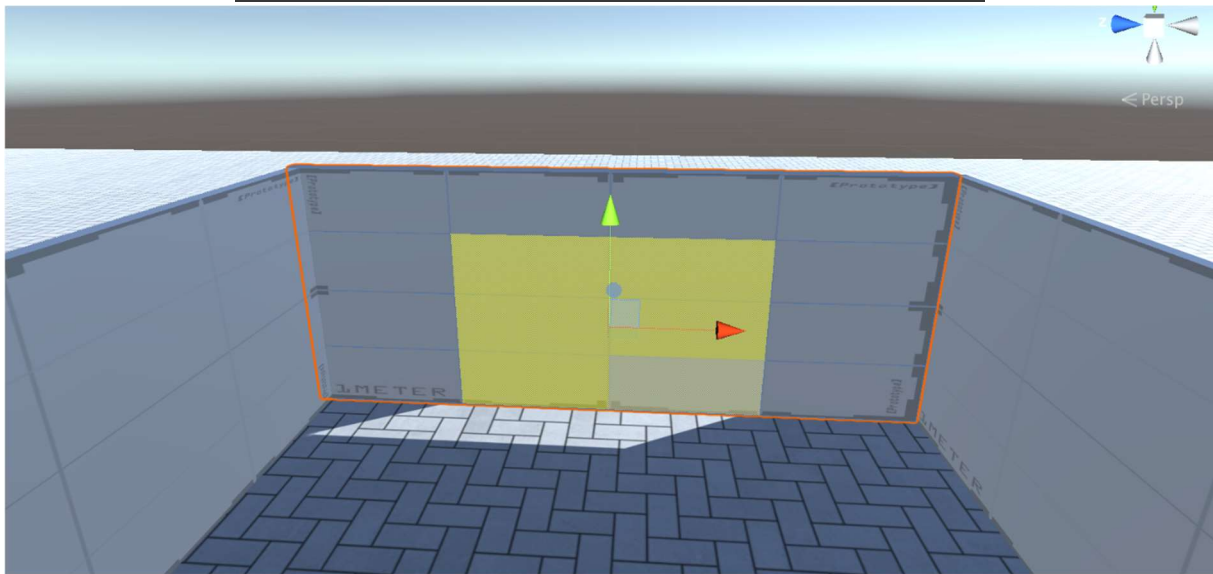
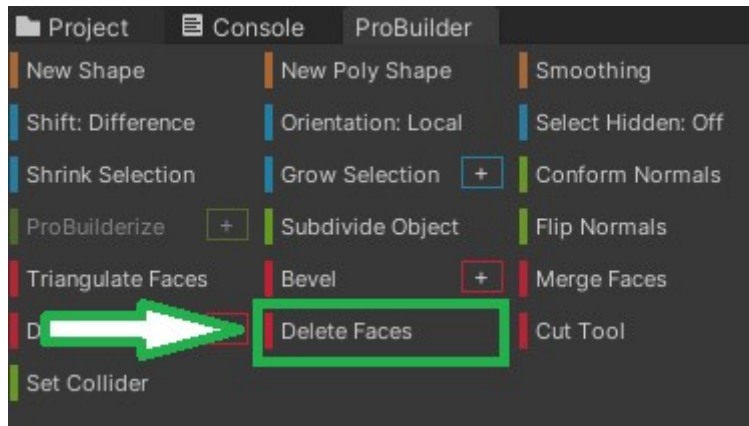












Inspector Navigation

roof_tiles

Shader ProBuilder/Standard Vertex Color

Color

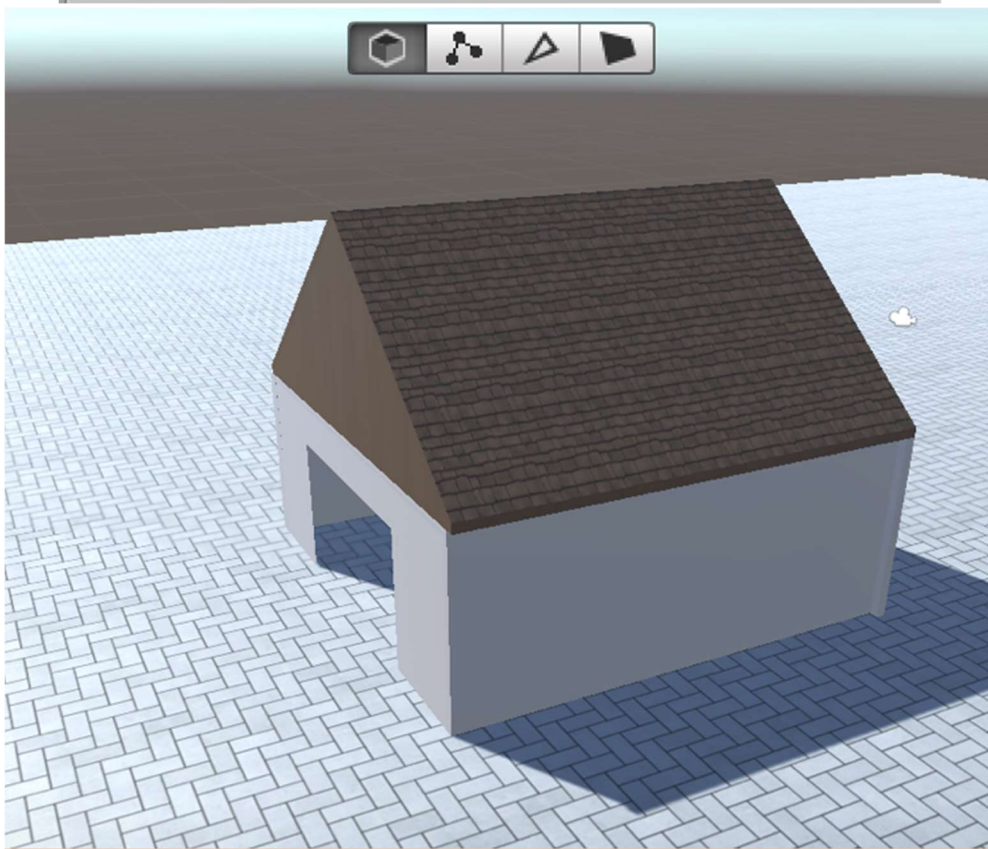
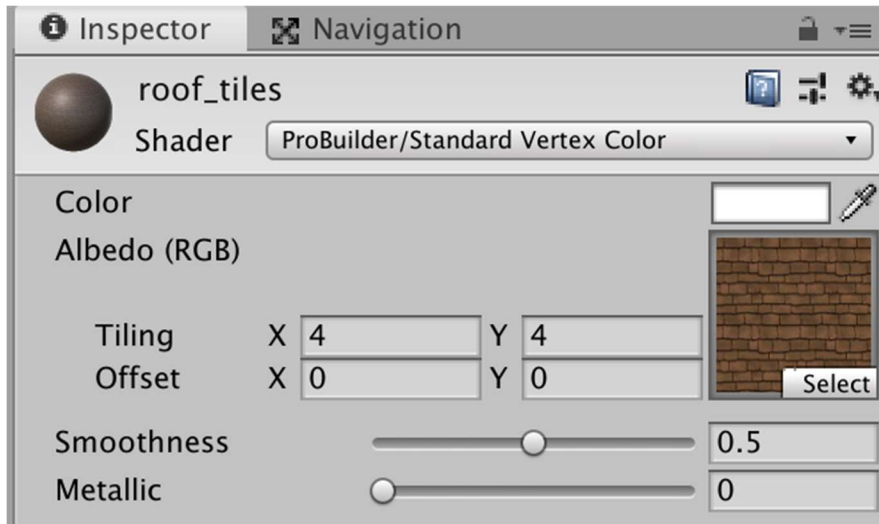
Albedo (RGB)

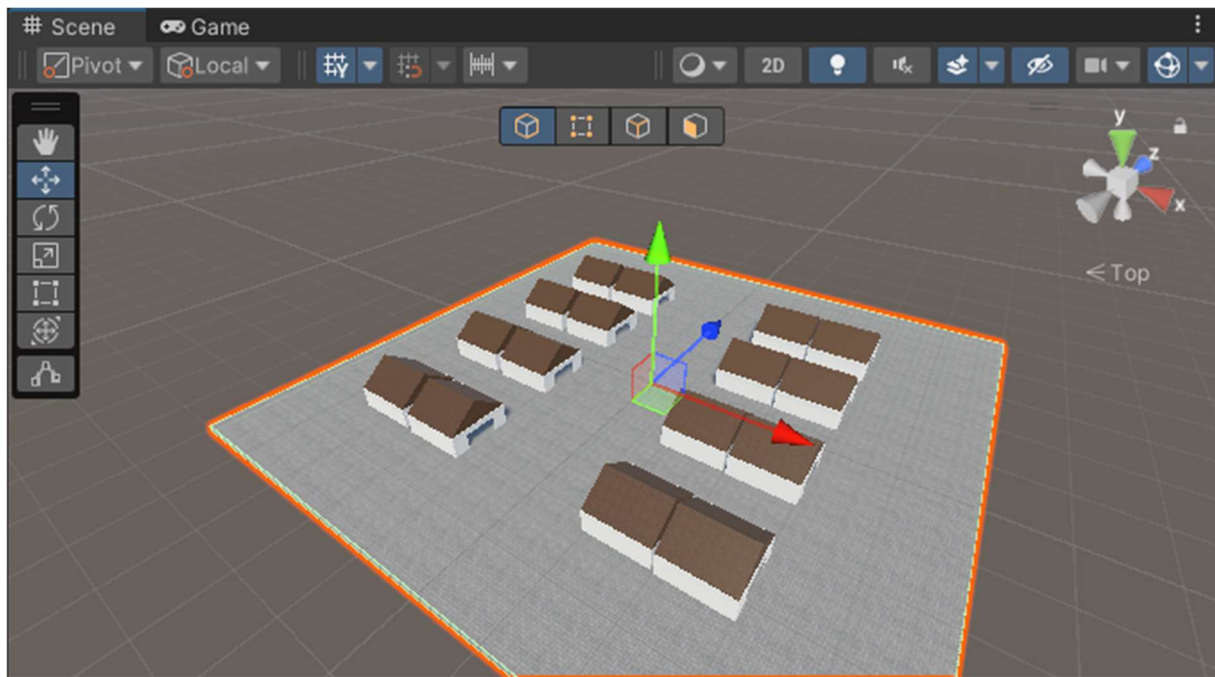
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Offset X 0 Y 0

Smoothness 0.5

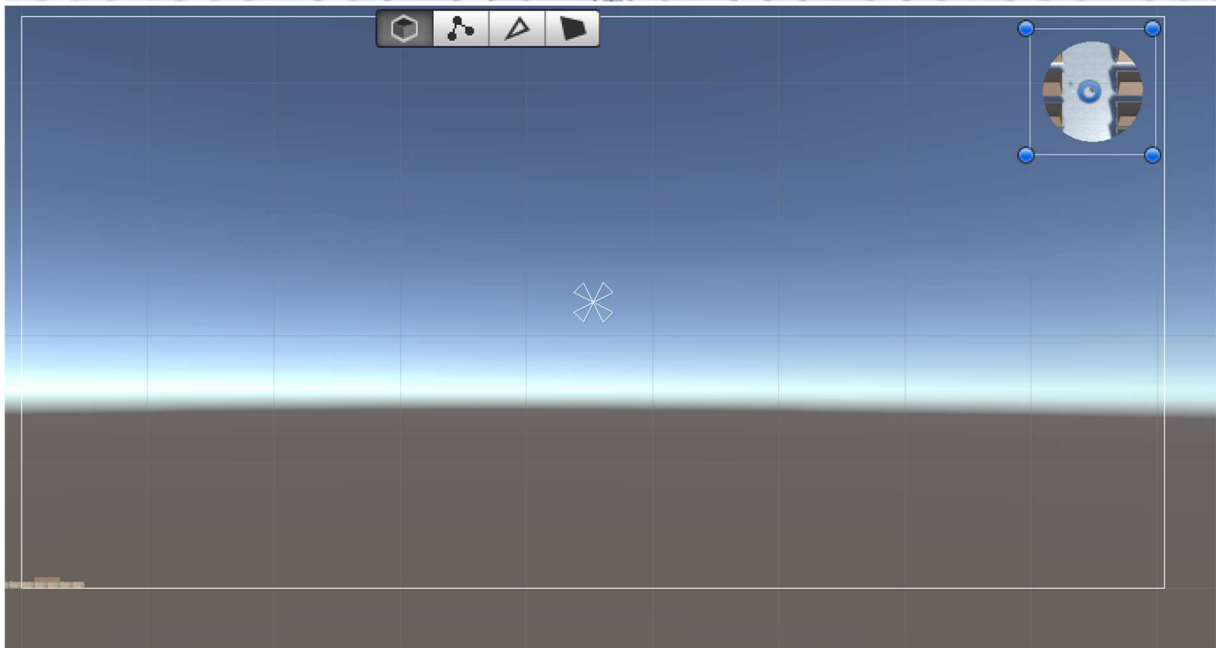
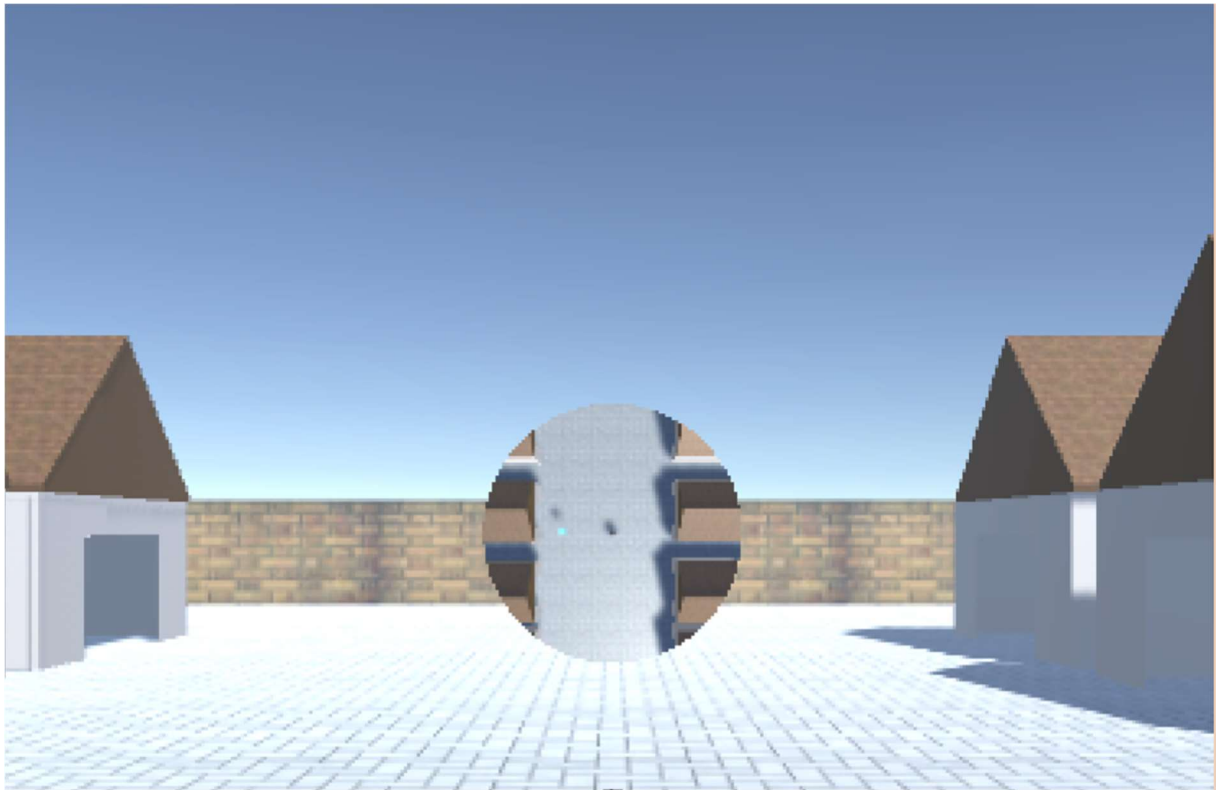
Metallic 0





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Target Texture	miniMapTexture
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HDR	Use Graphics Settings
MSAA	Use Graphics Settings
Allow Dynamic Resol	<input type="checkbox"/>

<input checked="" type="checkbox"/> Raw Image	
Texture	miniMapTexture
Color	
Material	None (Material)
Raycast Target	<input checked="" type="checkbox"/>
Raycast Padding	
Maskable	<input checked="" type="checkbox"/>



▼ Raw Image

Texture ▲ arrow

Color

Material None (Material)

Raycast Target

▼ Canvas

▼ mask

miniMap

arrow

EventSystem

☾ 2D    

