Visualizing Math

From the “Building a Graph” tutorial at

https://catlikecoding.com/unity/tutorials/basics/building-a-graph/

Prefabs:

**Prefabs** are templates that are used by putting a **Game Object** in the **Project Window**. If you change it, all instances of it in the game will change as well. The position and rotation of the object are not affected by this, however. Size still is. Placed Game Objects can have the values of the prefab overwritten, but if a Component is added or removed, it breaks the relationship between the Prefab and Game Object.

Instantiate:

A function that is used to duplicate a **Prefab**. The input is a prefab or a Component of the prefab and the function returns a copy of the object. See <https://docs.unity3d.com/ScriptReference/Object.Instantiate.html> for more information.

Syntactic Sugar:

Code that is designed to function syntactically because it looks nice. For example, multiplying a struct by a float.

Attribute Type:

An **Attribute Typ**e is a way to attach metadata to code structures. An example of this is [Range()] which attaches a slider in the **Unity Editor.**

Custom Shaders:

A shader can be opened like a Script. It uses something that I don’t understand really.