





GameObject.Find

transform.Find

FindObject(s)OfType<T>

Pros:

- Easy

Cons:

- VERY CPU Expensive
- Finding object by name
= trouble
- Bad practice


```
// Find an object in the scene
```

```
private GameObject objectReference;
```

```
void Start
```

```
{
```

```
    // store the reference in a variable from the start  
    objectReference = GameObject.Find("Player");
```

```
}
```

GO Identification: Find GO in scene

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transform.Find
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2. Collections

- Arrays
- Lists
- Dictionaries
- ScriptableObjects

