



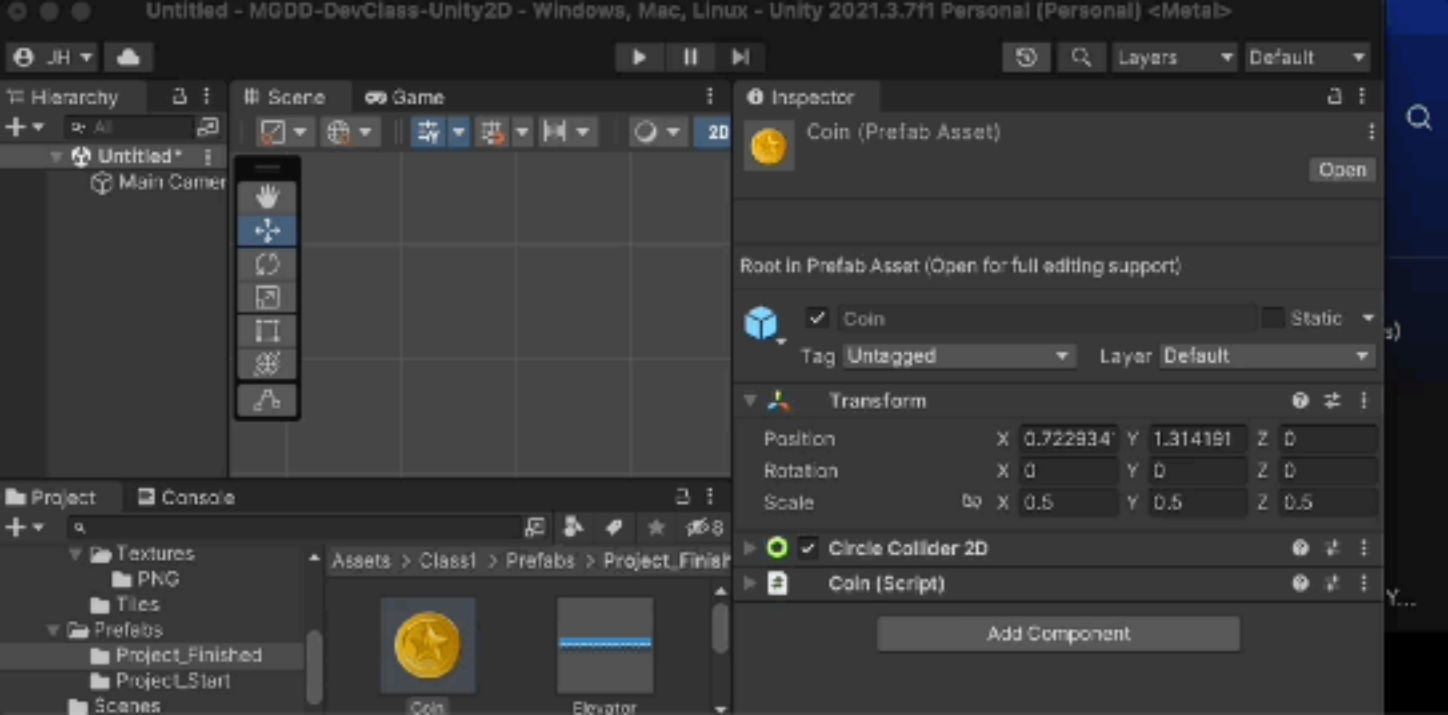




- Drag prefabs from Project view into a scene

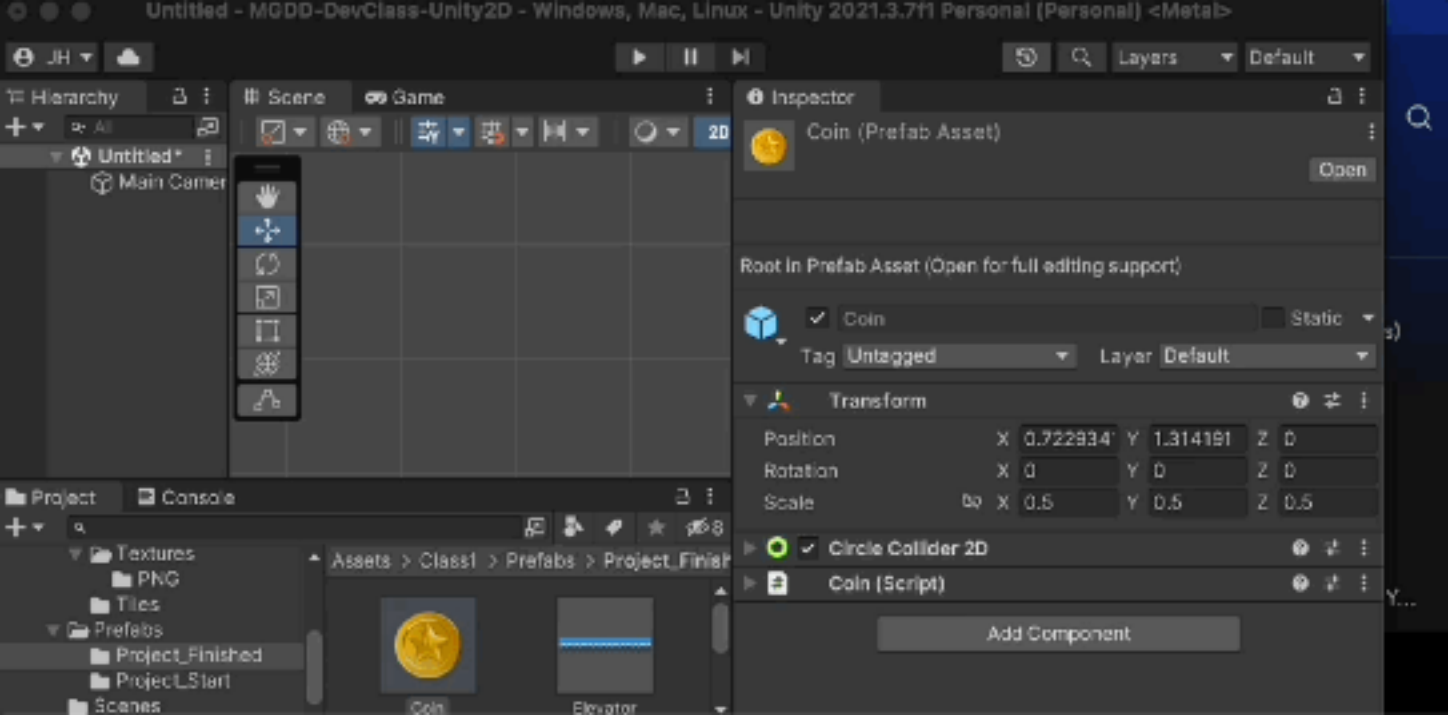
Learn how to work with prefabs! They are powerful, but can get complicated.



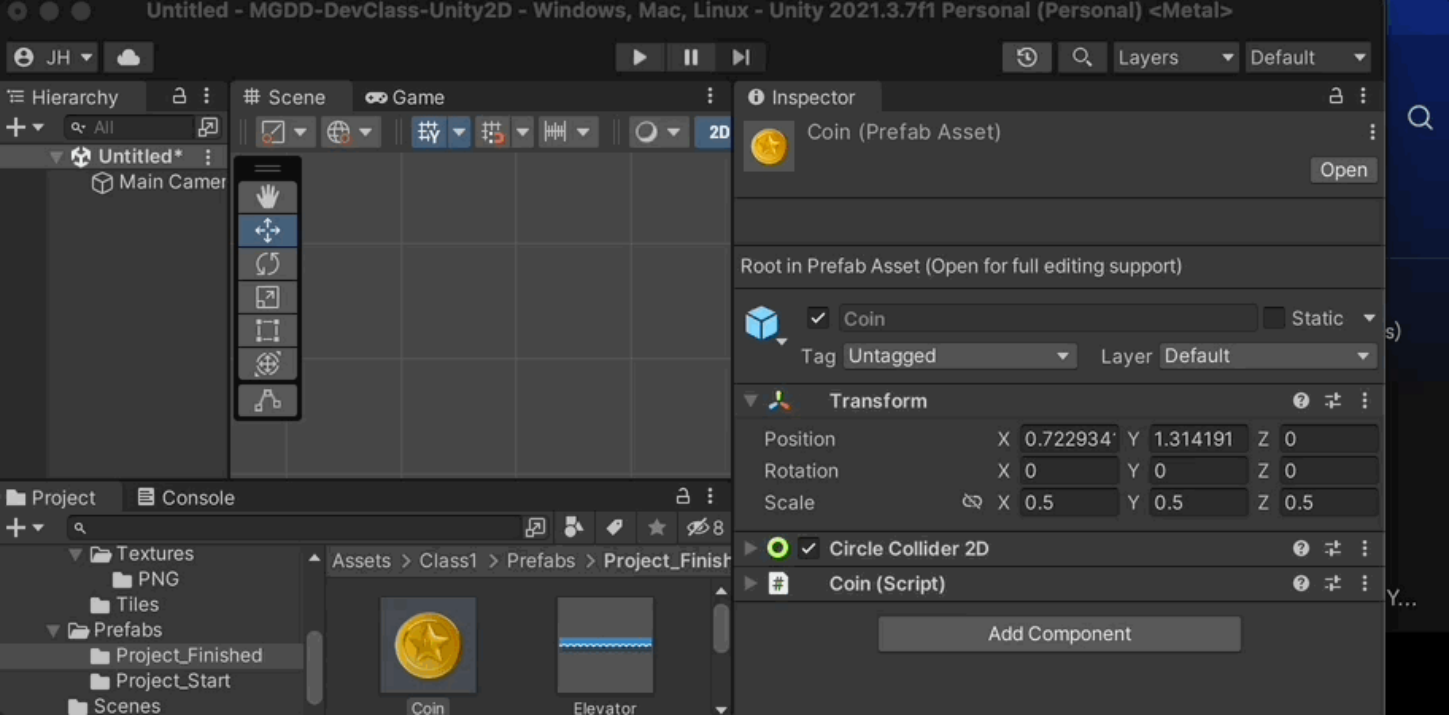




See our Github page for selected tutorials using prefabs.



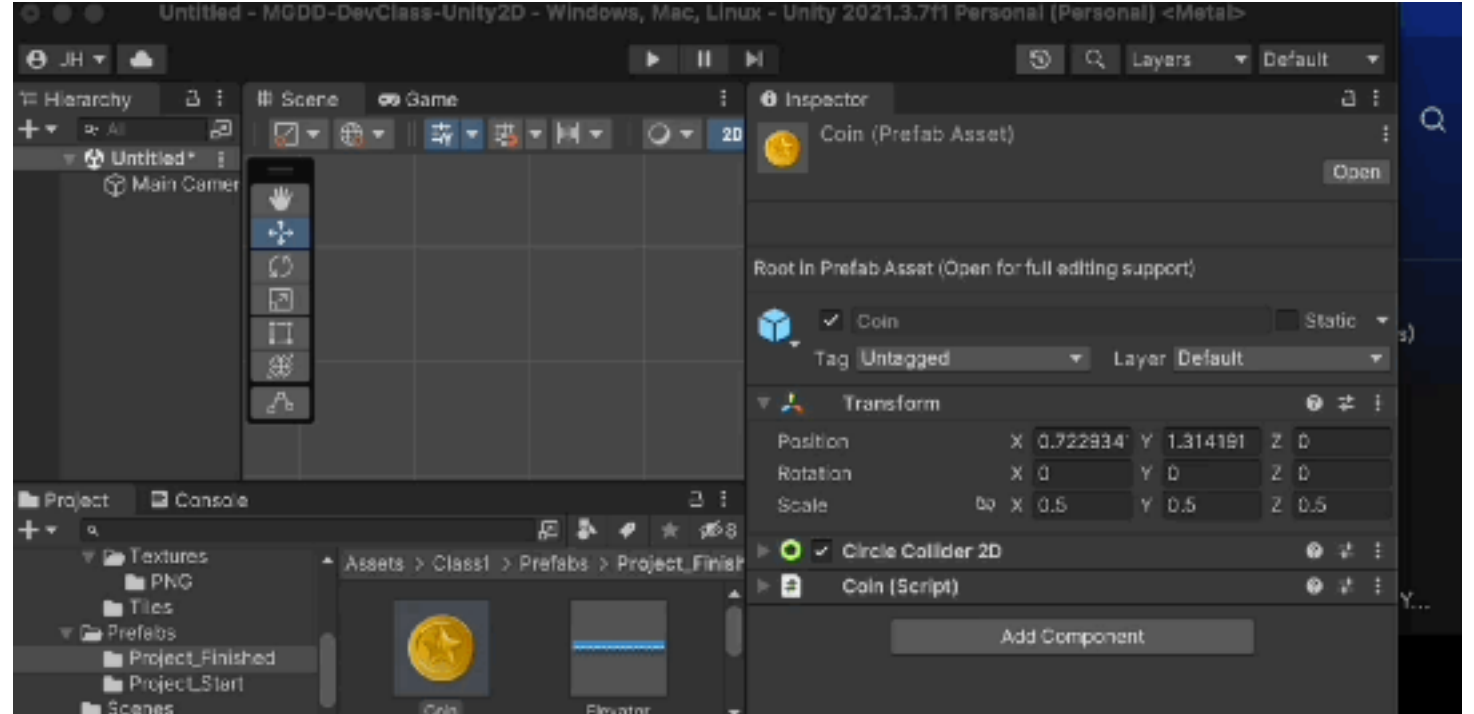




# Using Prefabs

- Drag prefabs from Project view into a scene

Learn how to work with prefabs! They are powerful, but can get complicated.



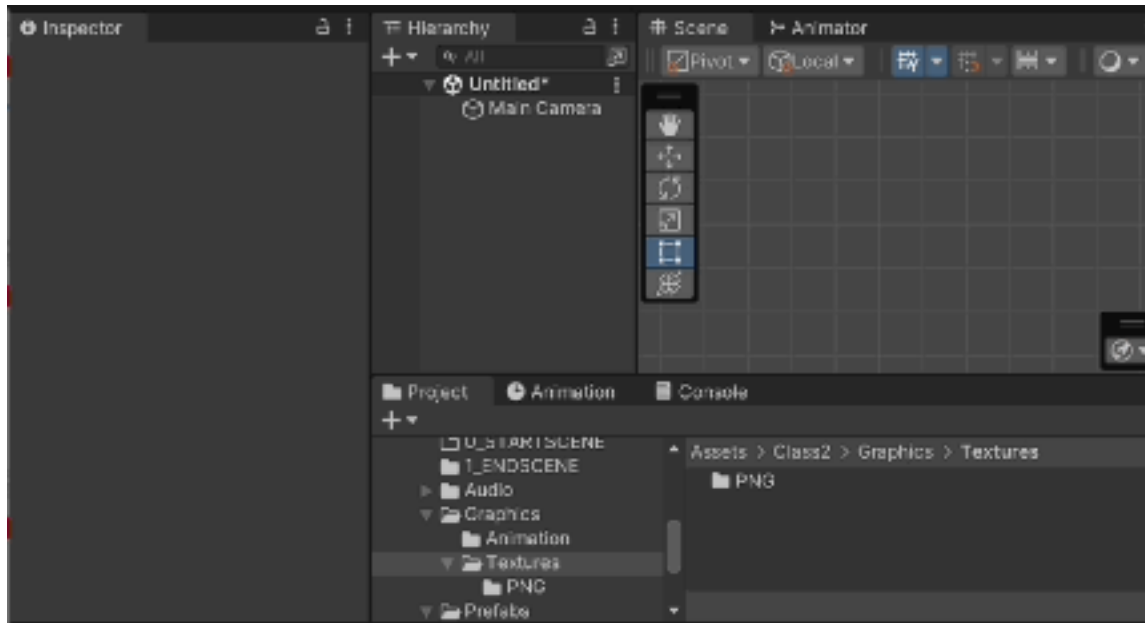
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# Creating / Destroying GameObjects

## Method 1: Scene / Hierarchy view

Tip: dragging a PNG file into a scene will create a new GameObject



## Method 2: By script

```
// Delete from scene
public GameObject existingObjectInTheScene;

void Start()
{
    Destroy(existingObjectInTheScene);
}

// Create from Prefab, put in scene
public GameObject objectPrefab;

void Start()
{
    Instantiate(objectPrefab);
}
```

