



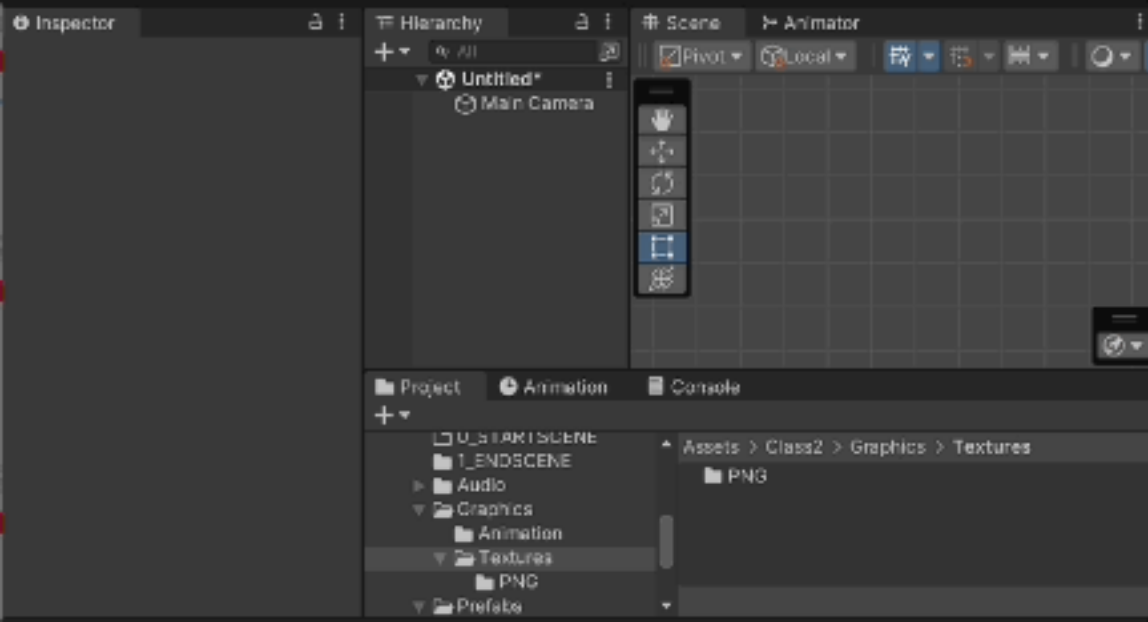


Method 1: Scene/Hierarchy view

Method 2: By script



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




```
// Delete from scene
```

```
public GameObject existingObjectInTheScene;
```

```
void Start()
```

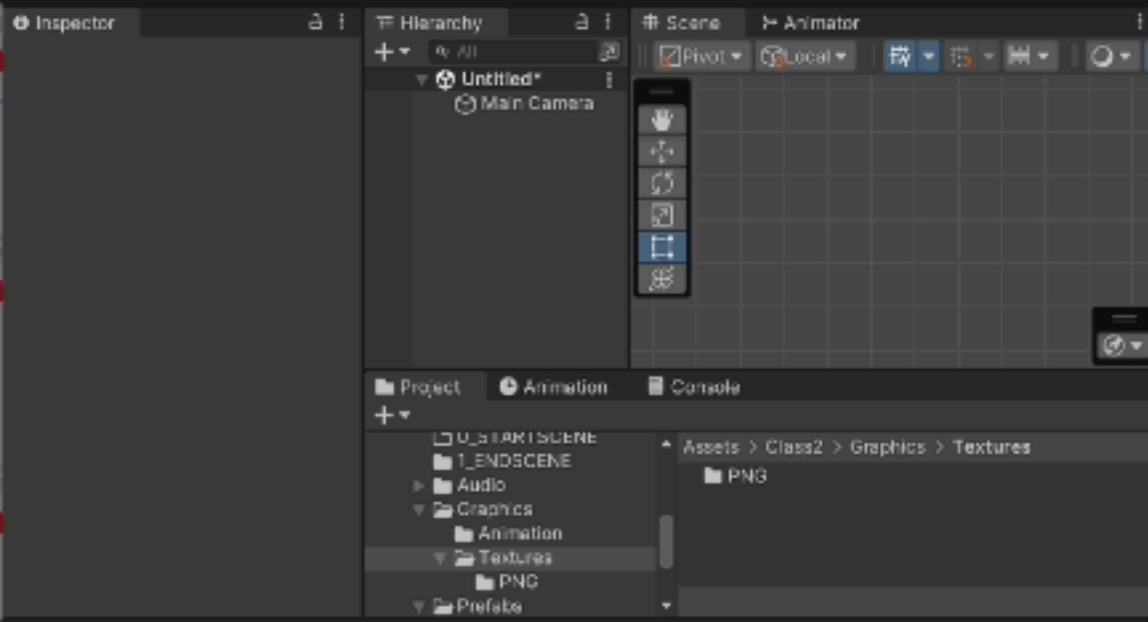
```
{  
    Destroy(existingObjectInTheScene);  
}
```

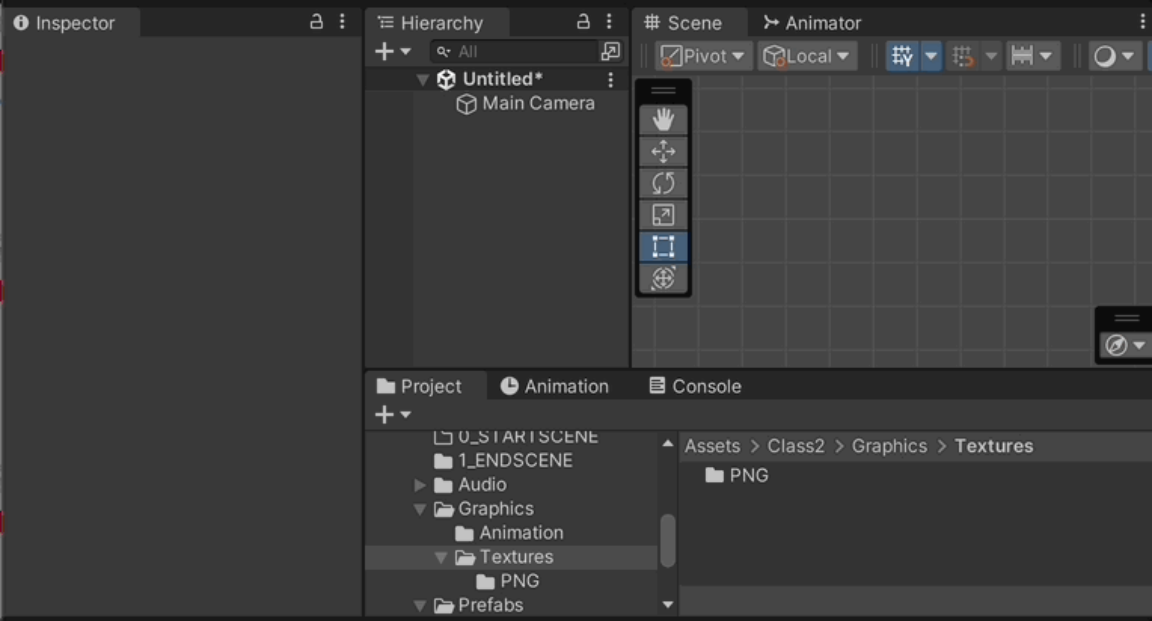
```
// Create from Prefab, put in scene
```

```
public GameObject objectPrefab;
```

```
void Start()
```

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

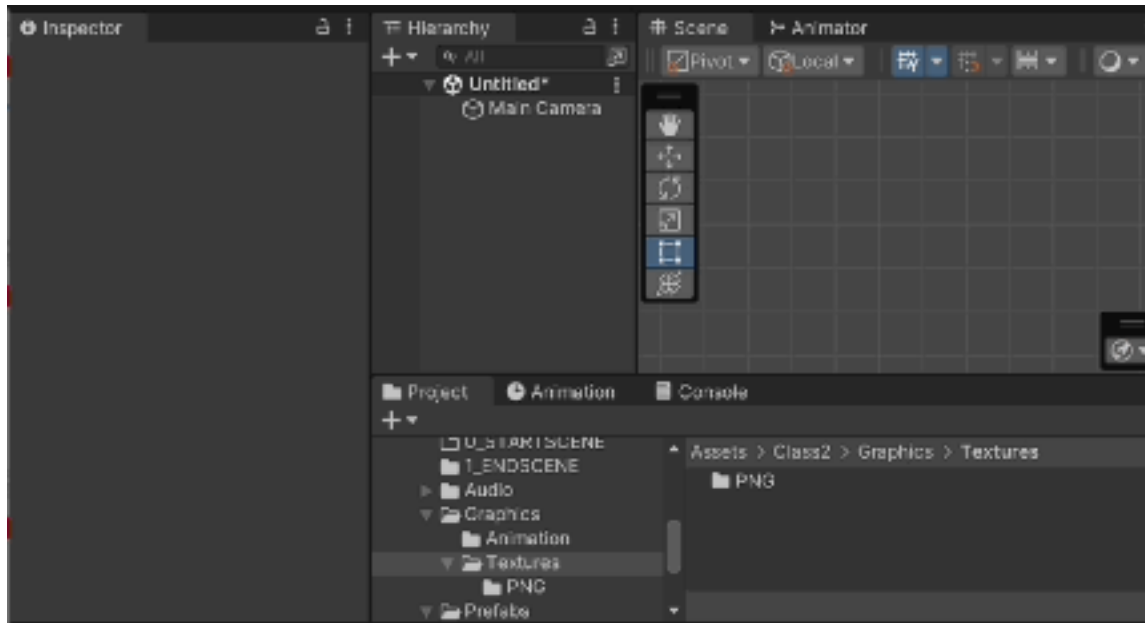




Creating / Destroying GameObjects

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);
}
```



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Server:

CMI – Minor Game Design
& Development

