
Module
Unity 2D Basics

Lesson
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Lecture
Prefabs

In this lecture we'll learn about prefabs

- What's a prefab?
 - A prefabricated game object
 - In other words, a game object we've configured the way we want, then saved as a prefab
- What are they good for?
 - Easily adding instances of the prefab to a scene in the editor
 - Easily adding instances of the prefab to a scene from a script (spawning)

- Recap

- Prefabs are saved game objects and we learned how to create them
- Prefabs can be easily added to a scene in the editor
- Prefabs can be easily spawned into a scene from a script