Tutorial 4 - Spawning an object on trigger

**Setting up the scene**

1. Create a cube and stretch it out to create the platform. Create a capsule for the player, then create a sphere to represent the object we will spawn.
2. We will also need to create an empty game object which will be the spawn point.
3. Name all the objects accordingly and use materials to make them stand out from the scene. For now I will call the object Sphere.
4. Create a new script on the Sphere.

**Building the code**

1. First we need a “public Transform SpawnPoint”. This is where the object is going to spawn from. And we also need a “public GameObject Sphere” This is for what it’s going to spawn.

public Transform SpawnPoint;

public GameObject Sphere;

1. We’re going to use OnTriggerEnter because the player will be colliding with the object to spawn another. Under OnTriggerEnter we need to instantiate the game object, which is the sphere. We also need to set the position and rotation of the object we are going to spawn.

void OnTriggerEnter ()

{

Instantiate(Sphere, SpawnPoint.position, SpawnPoint.rotation);

}

1. Make sure you drag the empty game object into the “Spawn Point” section under the script, and also drag the Sphere into the “Sphere”. Under the Sphere Collider make sure “Is Trigger” is ticked. The Sphere object should be spawned after colliding with the first sphere object.

Reference:

Lurony “Unity 5 - How To Spawn Objects Using Trigger”

<https://www.youtube.com/watch?v=_Xrw2EEhzI4>