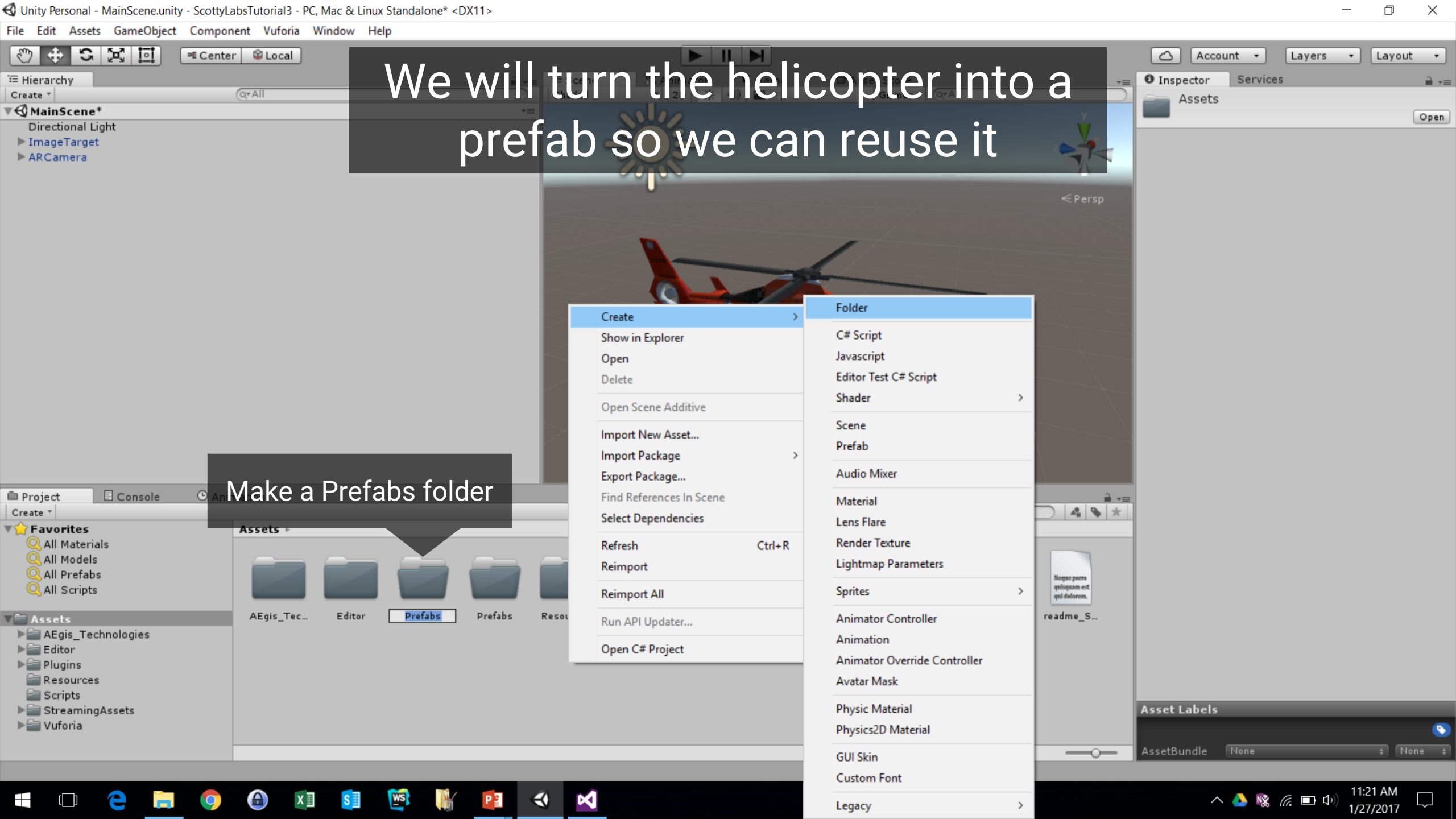


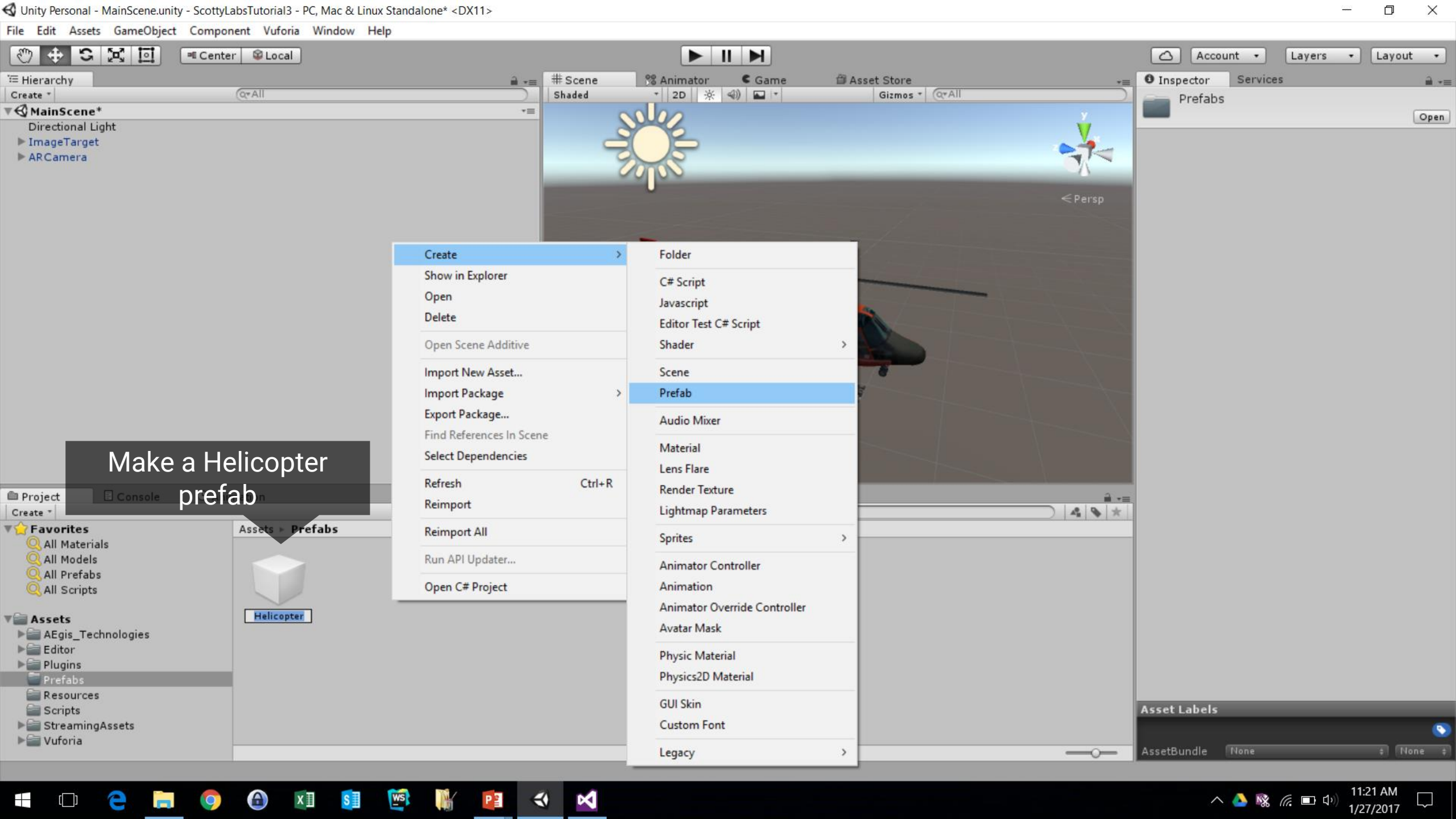
TUTORIAL 5

Saving Prefabs

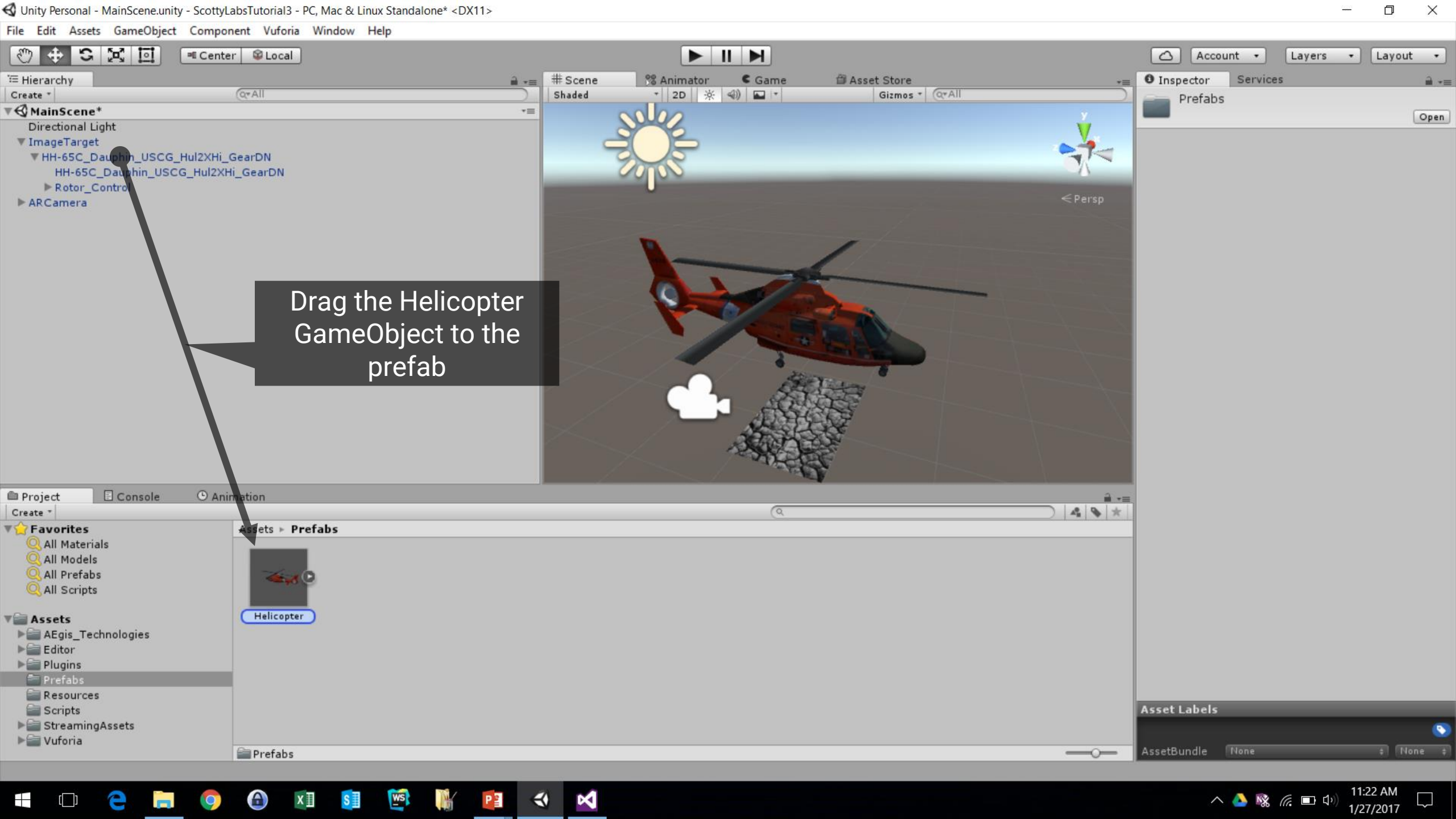


We will turn the helicopter into a
prefab so we can reuse it

Make a Prefabs folder



Make a Helicopter
prefab



Drag the Helicopter
GameObject to the
prefab

