

Questions

Explain what is Prefabs in Unity 3D?

What is the difference b/n the methods Update, FixedUpdate & LateUpdate?

Which method will get called first by Unity - Awake or Start?

What is IsTrigger flag in Collider?

You need to move a GameObject, but the logic is heavy and it needs to run in background/separate thread to avoid app freeze. How will you do it?

What is a Shader?

Which of the following examples will run faster?

A) 1000 GameObjects, each with a MonoBehaviour implementing the Update callback.

B) One GameObject with one MonoBehaviour with an Array of 1000 classes, each implementing a custom Update() callback.

What component should you add if you wish to apply physics to a GameObject?