

# NEW TECHNOLOGY IN IT APPLICATION DEVELOPMENT

PREFAB

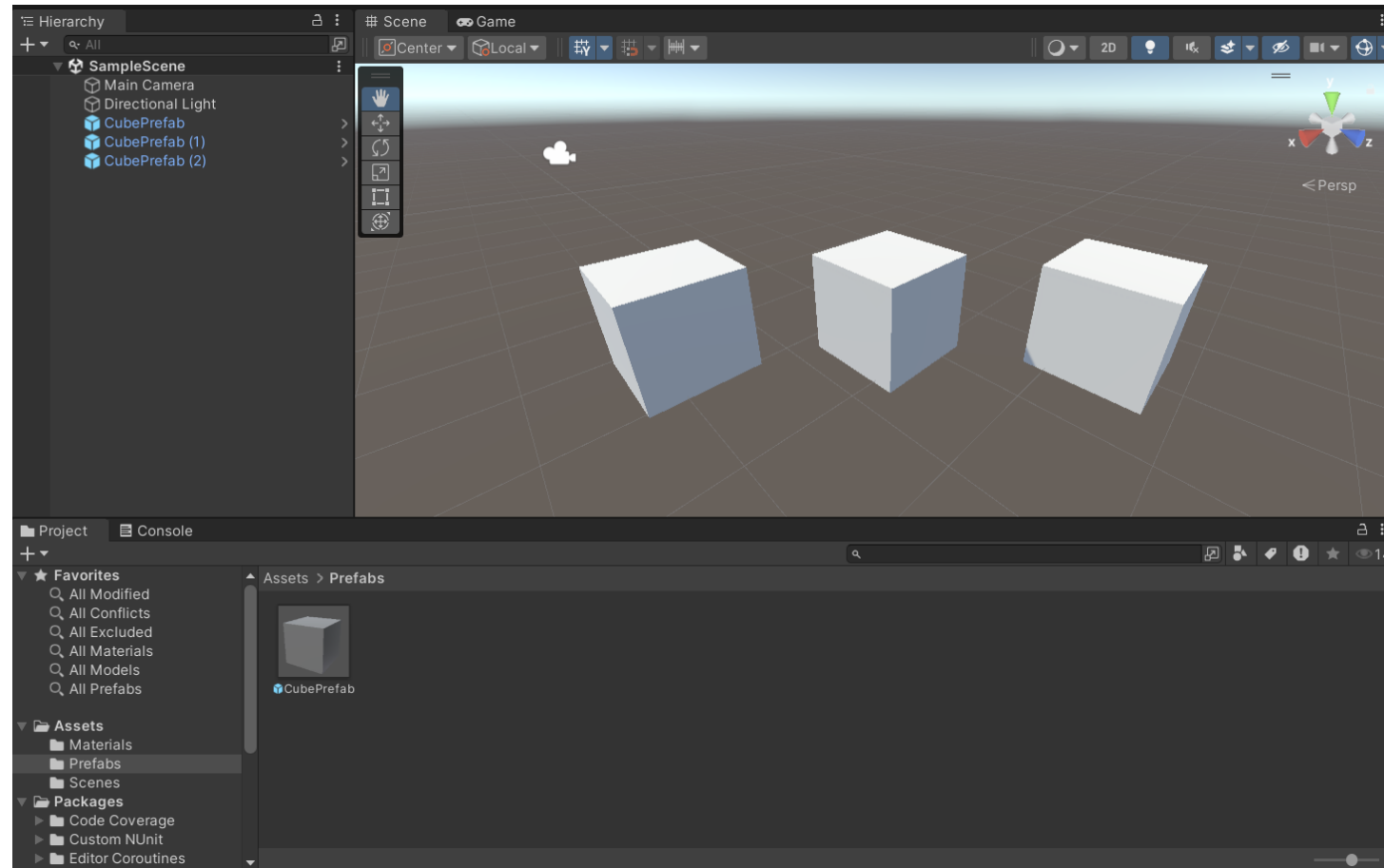
# Prefab

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- Unity's **Prefab** system allows you to create, configure, and store a **GameObject** complete with all its components, property values, and child GameObjects as a reusable Asset.
- Prefab Asset acts as a template from which you can create new Prefab instances in the **Scene**

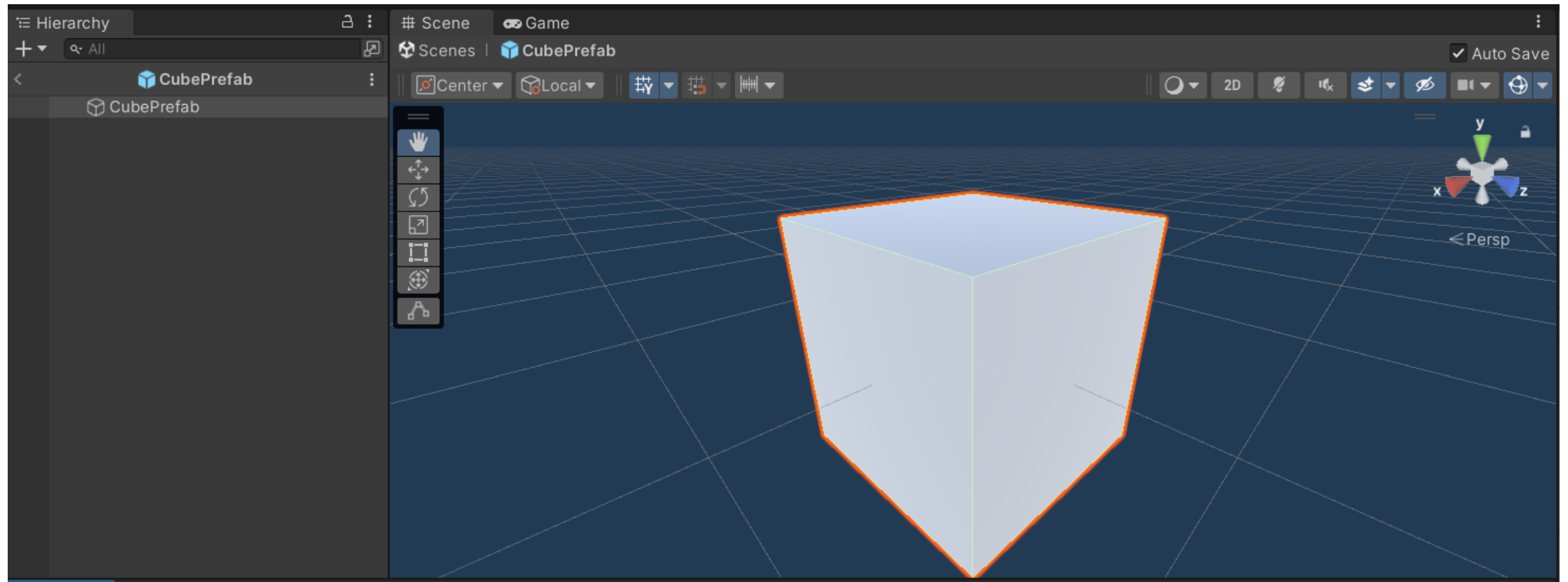
# Prefabs

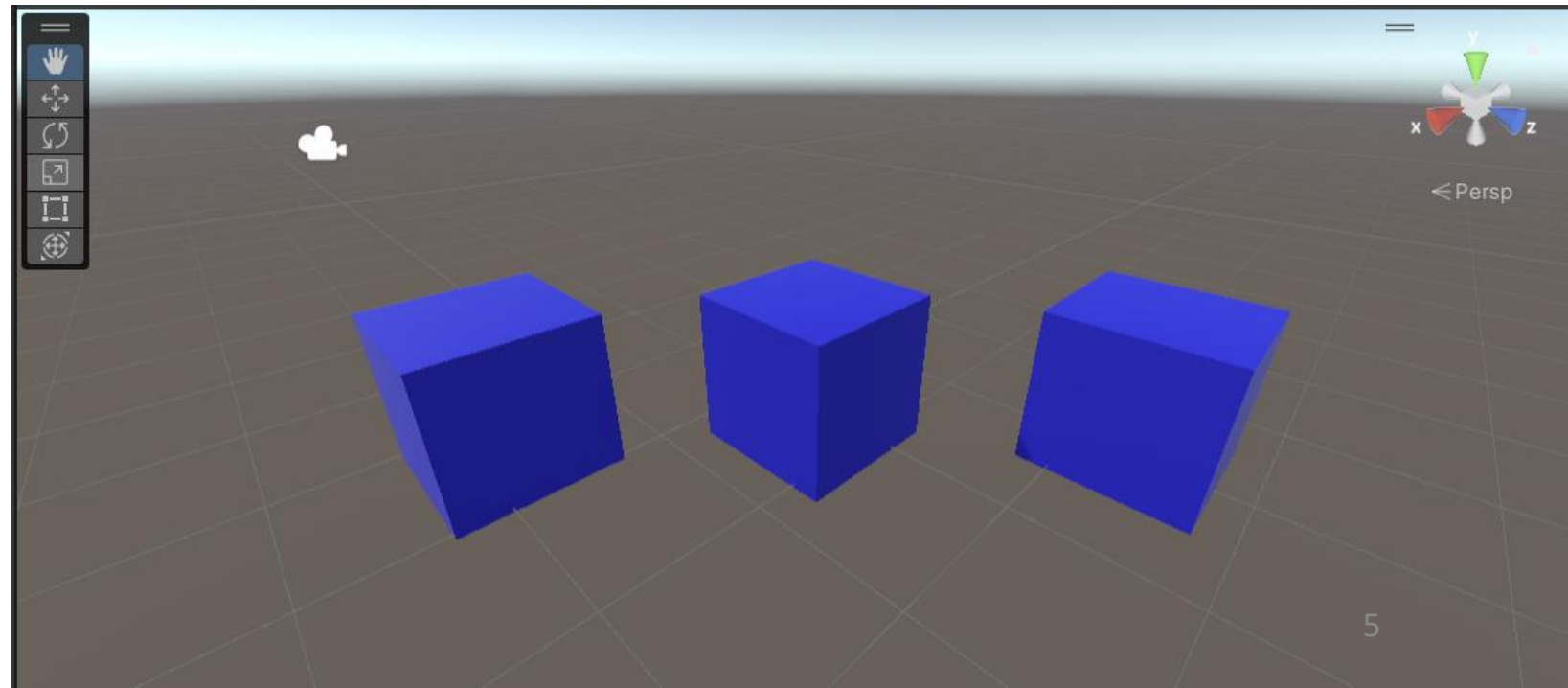
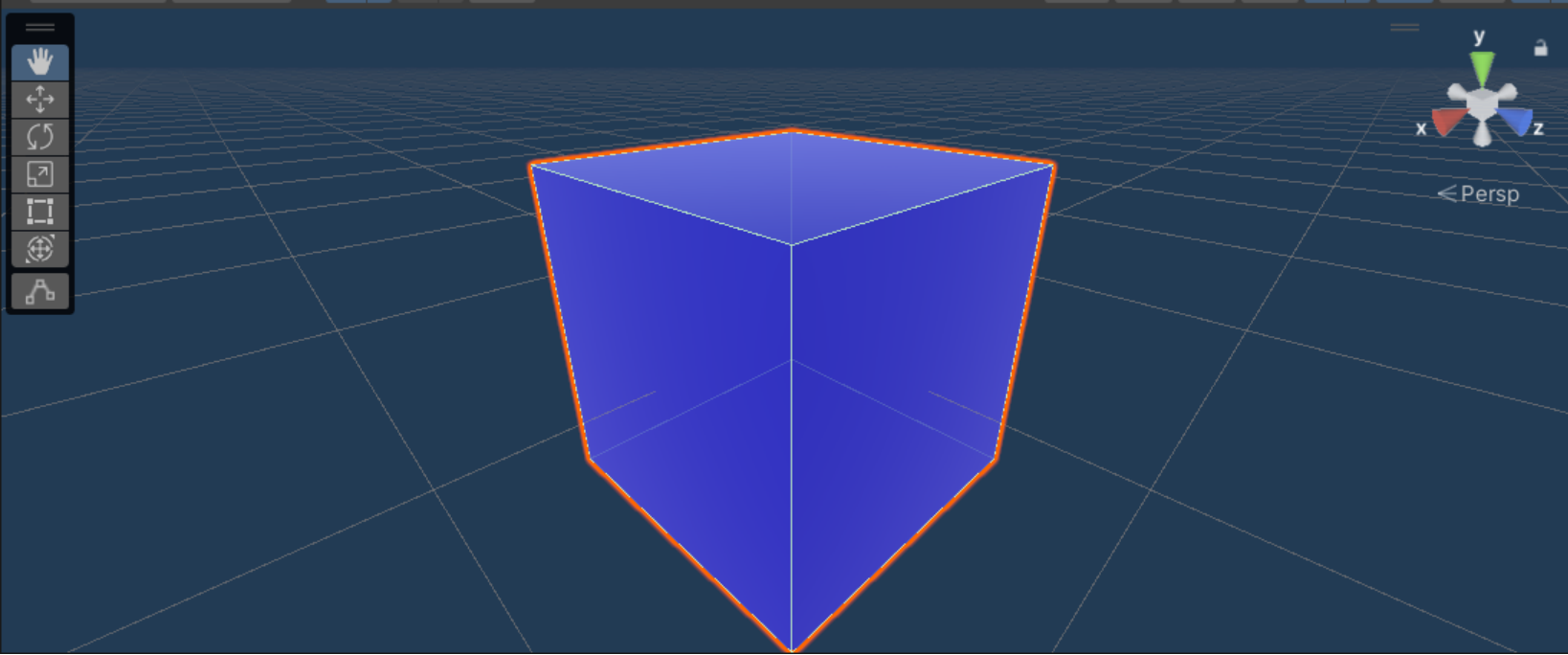
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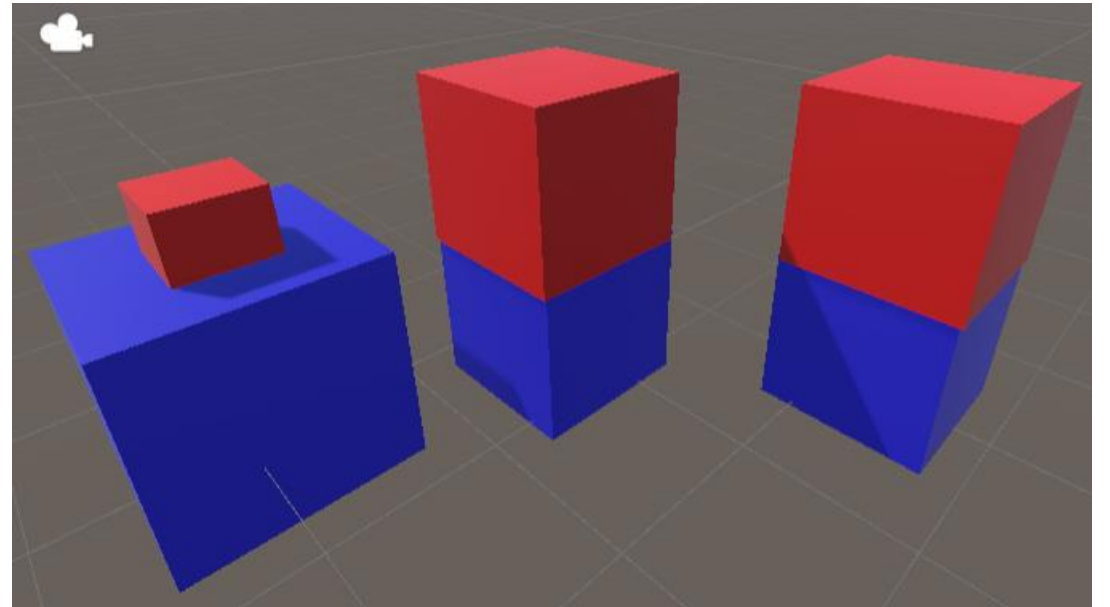
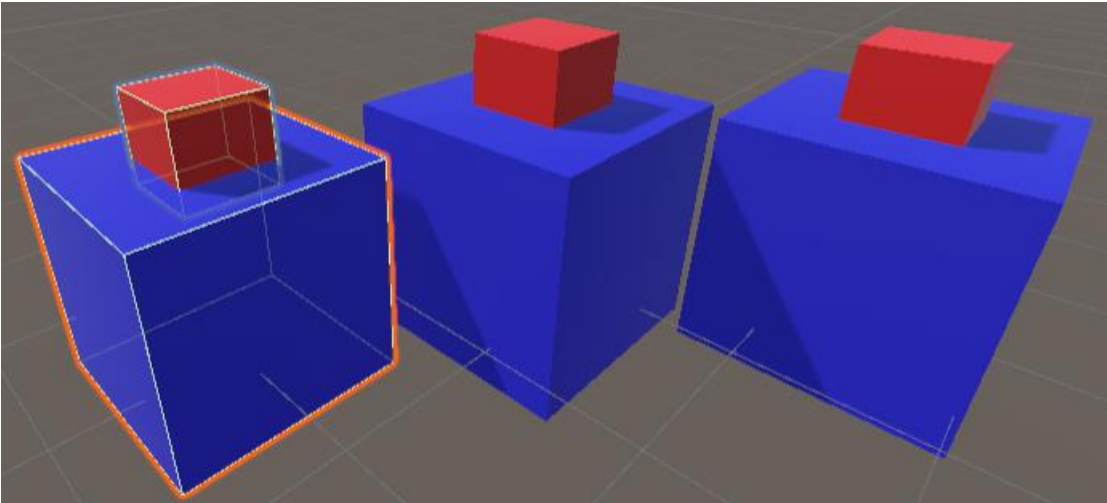
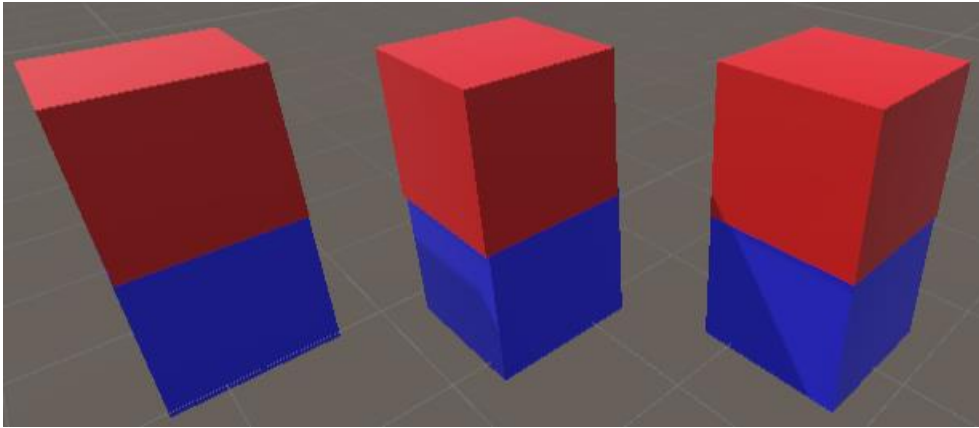
# Prefabs

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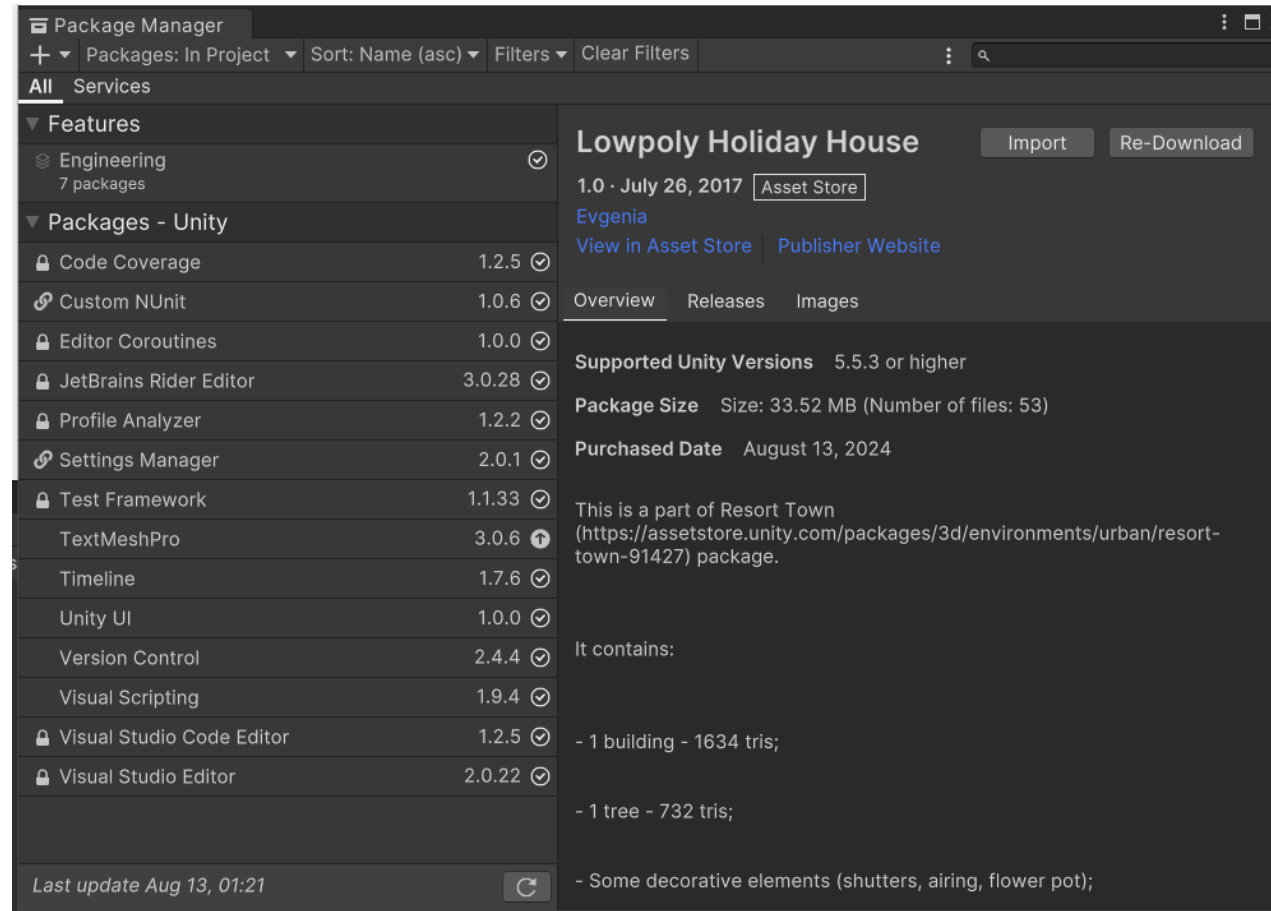




# Prefabs



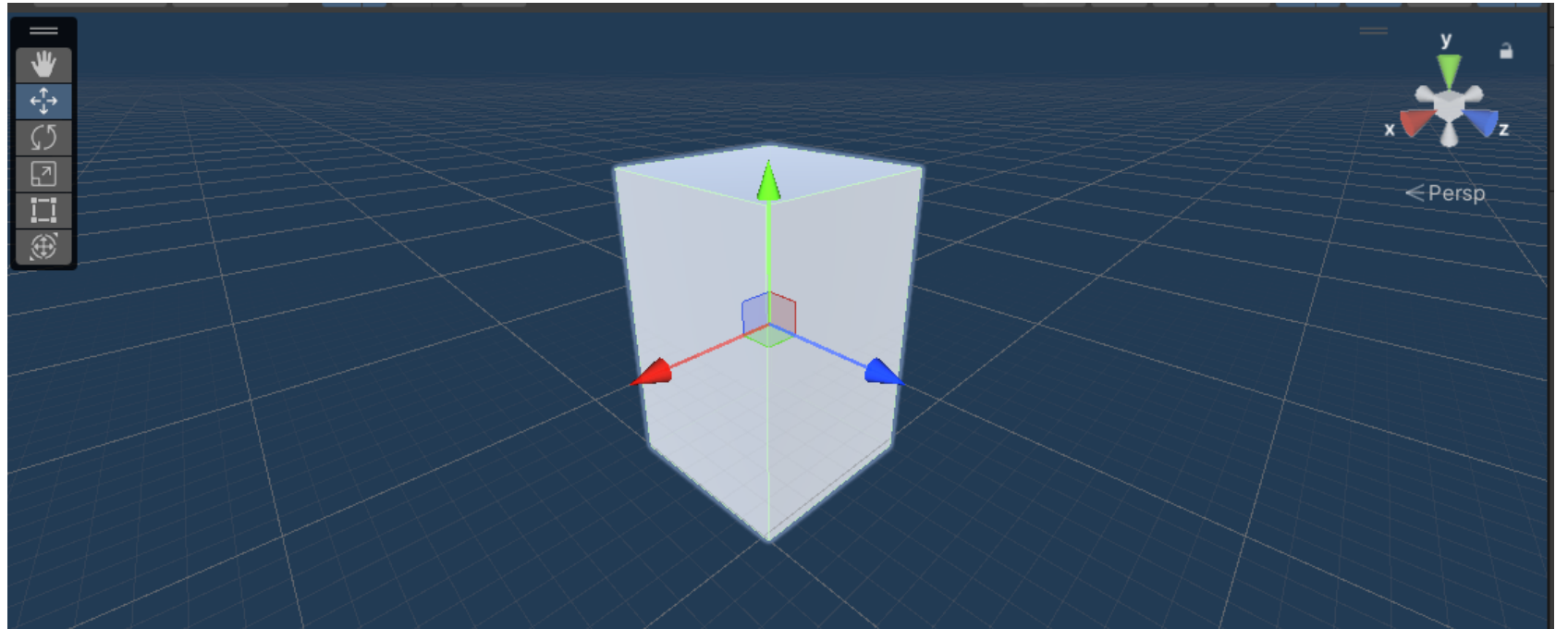
# Download and import asset store



# Asset store

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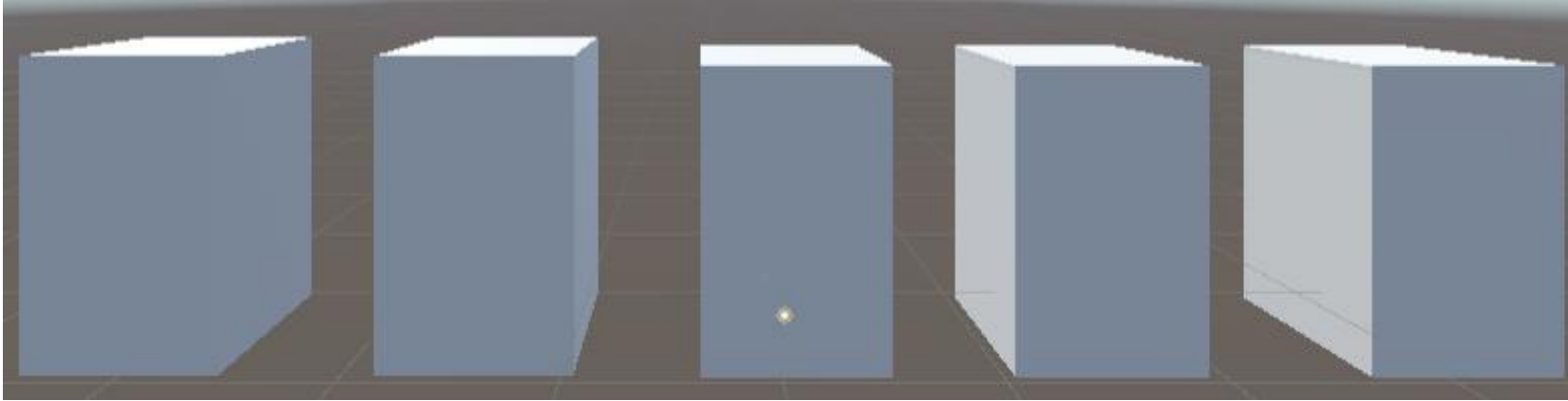
- Empty object (Building)
  - Cube object (Model)





# Asset store

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# Prefab Variant

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- Clone the base prefab to create prefab variant



# Prefab Variant

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- Two prefabs separate together



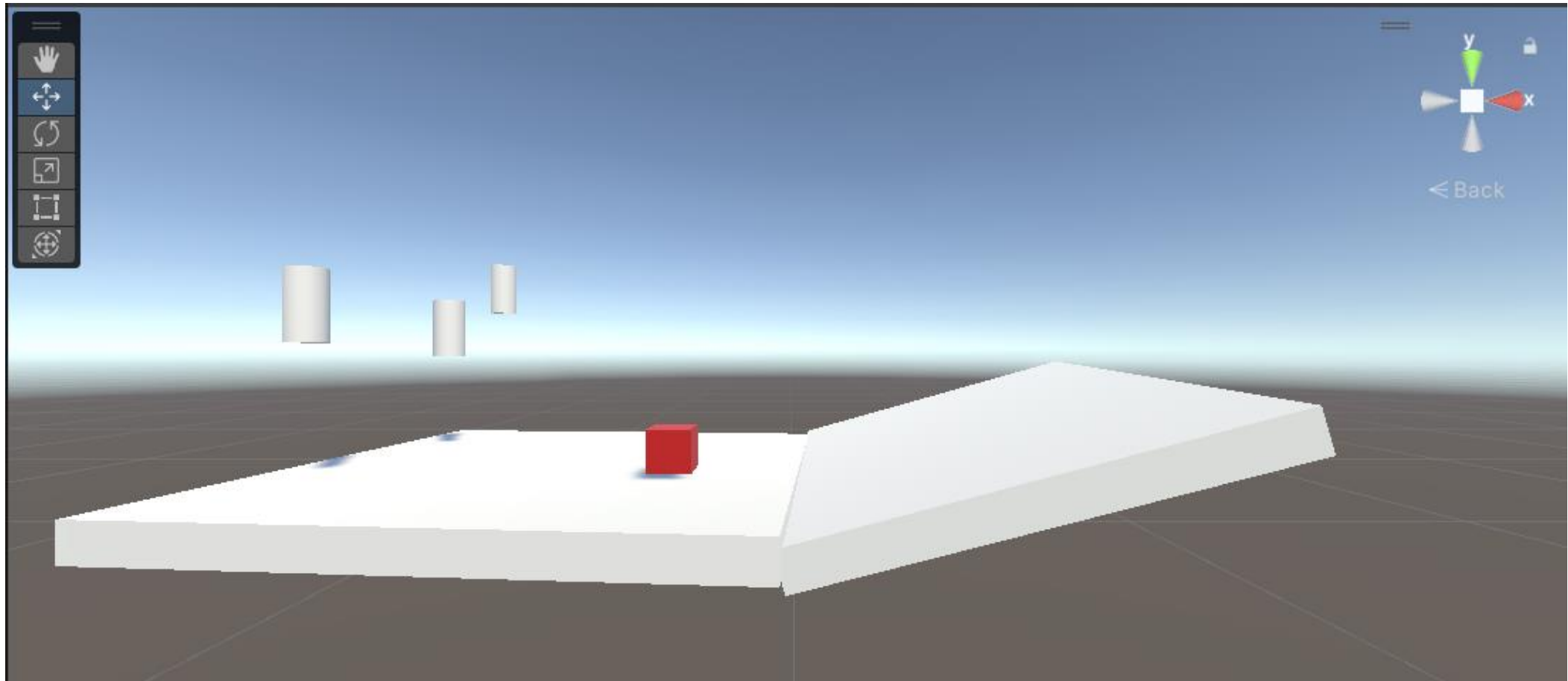
# Prefab Variant

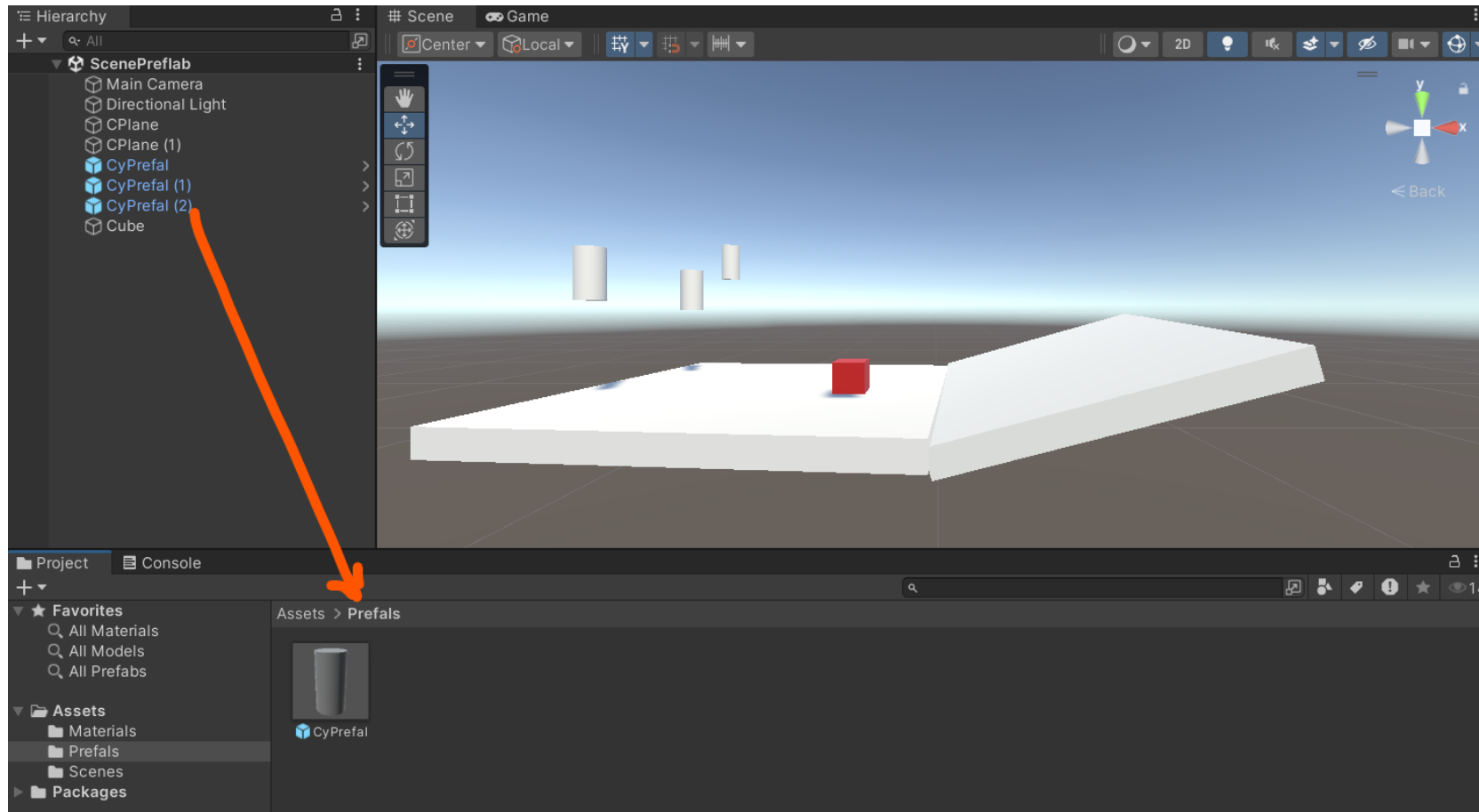
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- You can **right-click** on a Prefab in the Project view and select **Create > Prefab Variant**. This creates a variant of the selected Prefab, which initially doesn't have any overrides. You can open the Prefab Variant in Prefab Mode to begin adding overrides to it.
- You can also **drag** a Prefab instance in the Hierarchy into the **Project window**

# Exercise

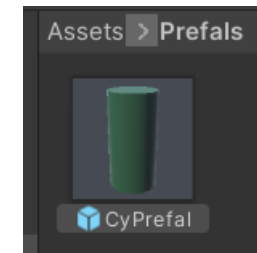
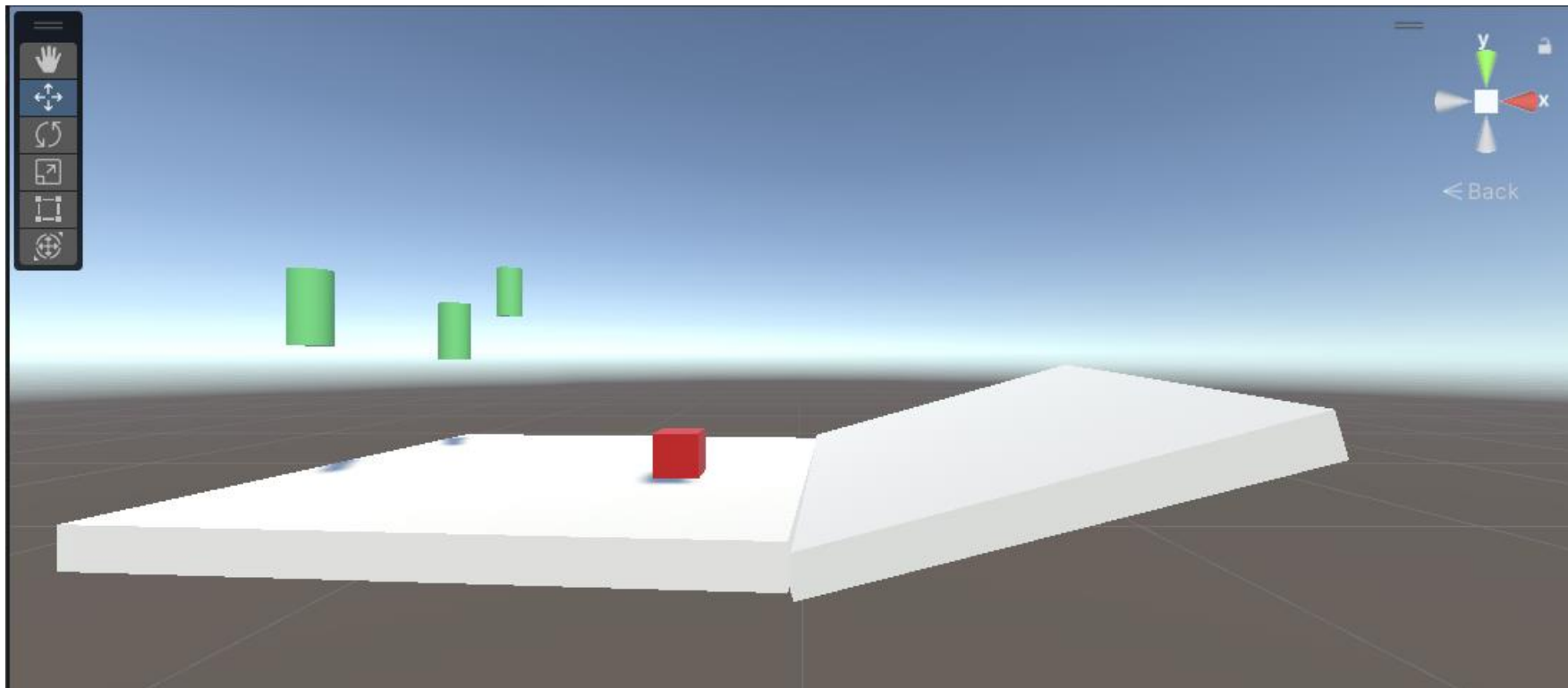
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# Update Prefabs

Modify a Prefab Asset, the changes are reflected in all of its instances



# Instance overrides

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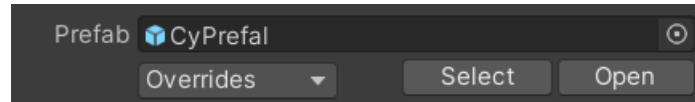
- **Instance overrides** allow you to create variations between **Prefab** instances, while still linking those instances to the same Prefab Asset
  - Choose **CyPrefal (2)**
  - CyPrefal (2) > Material\Yellow



# Editing a Prefab via its instances

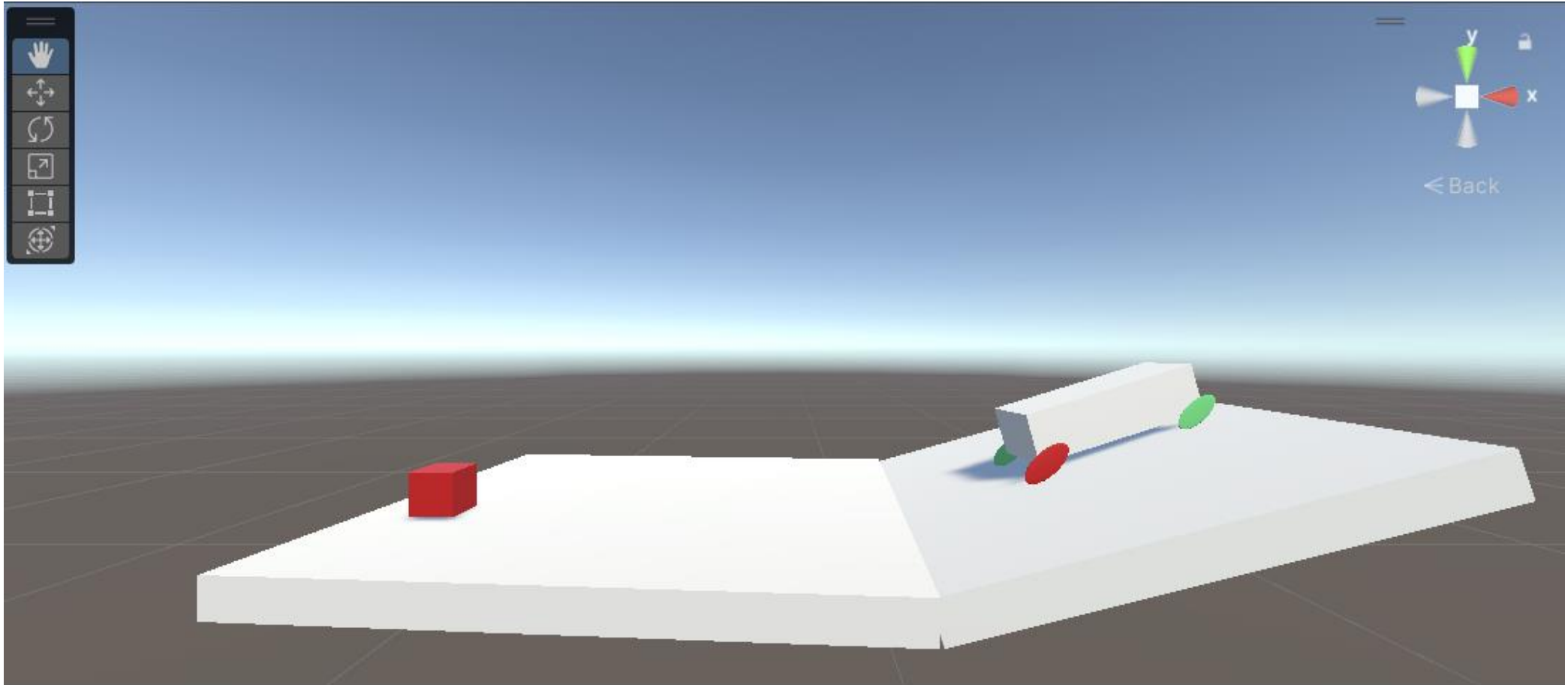
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- Overrides All



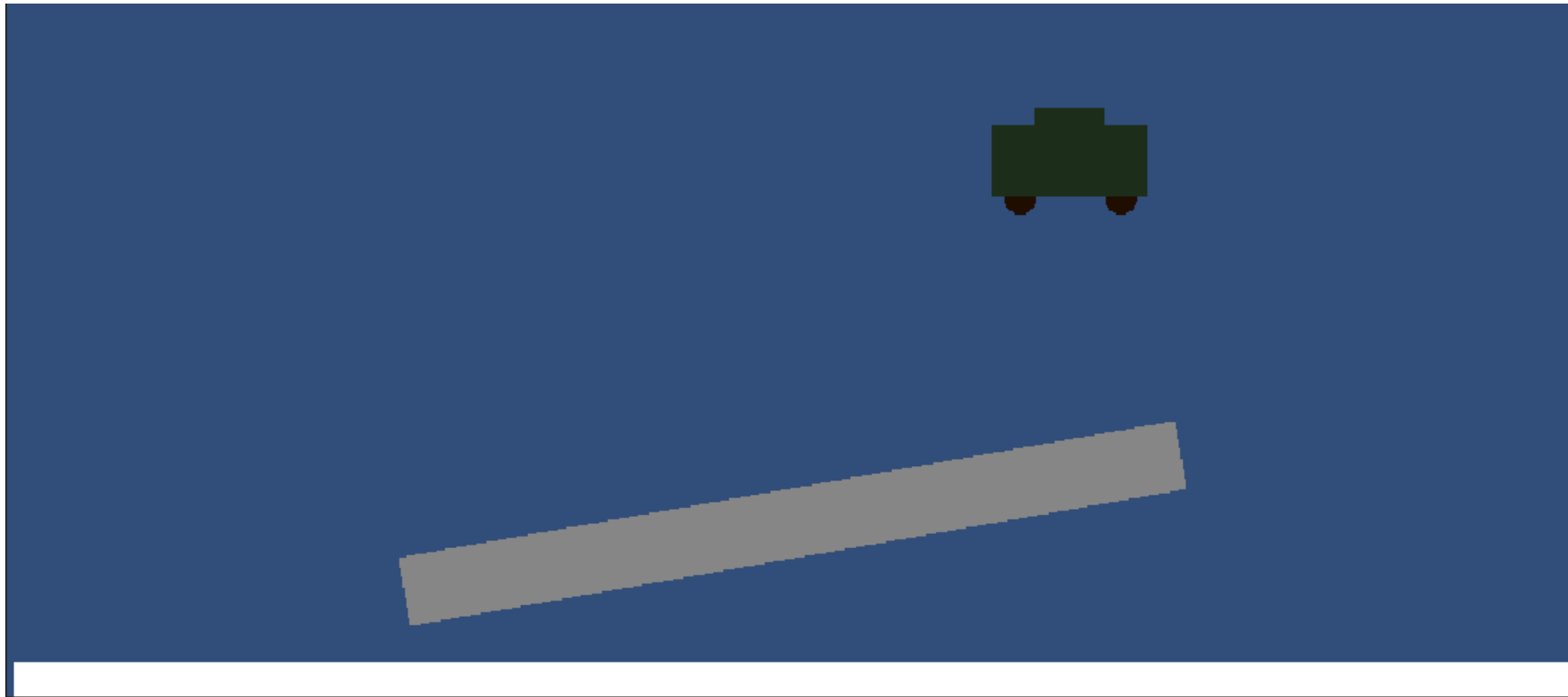
# Car Design

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# Car Design – 2D

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# Car Design – 2D

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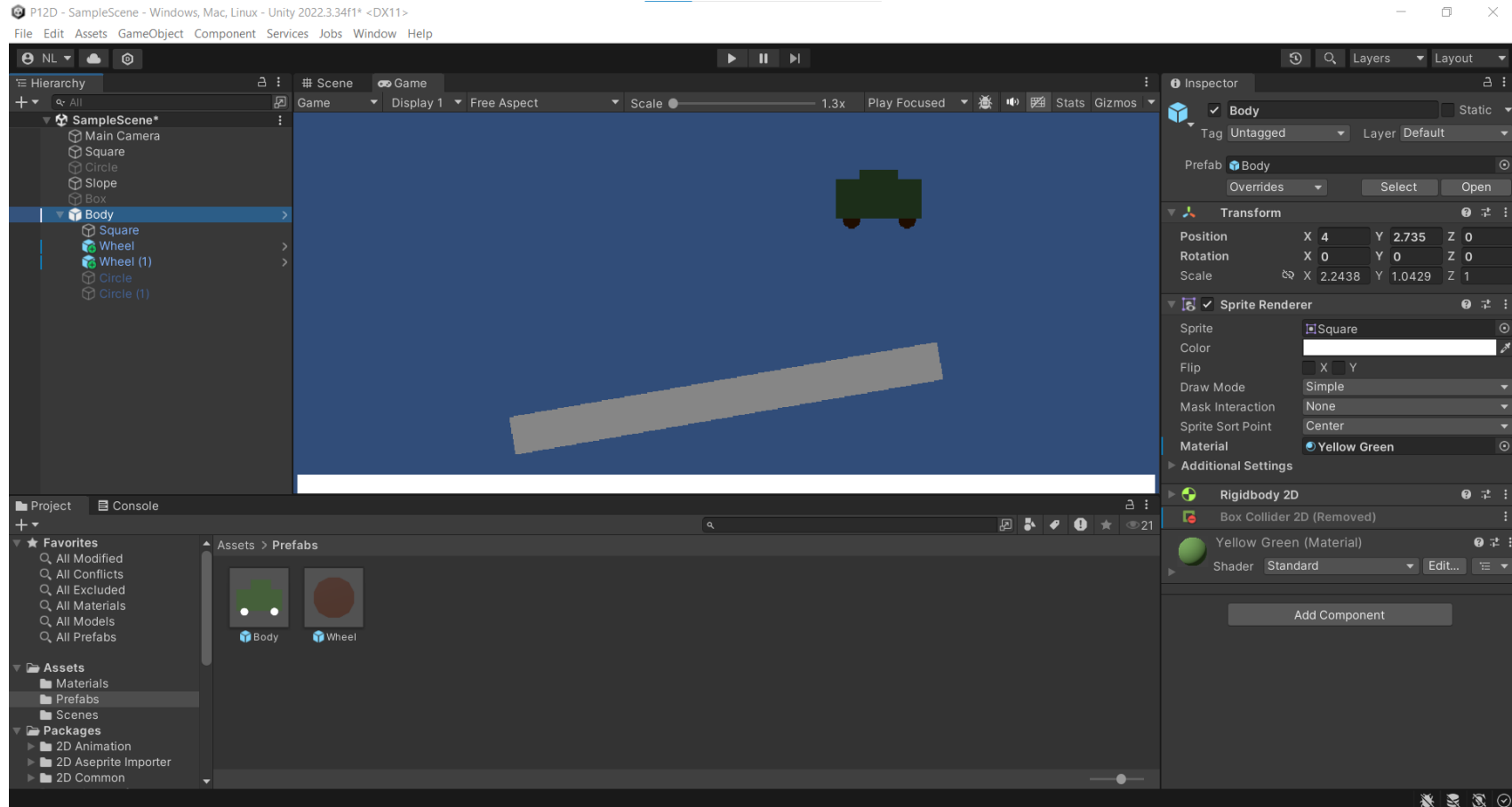
- Materials:
  - Brown
  - Yellow Green
  - New Physics Material 2D
- Prefabs:
  - Body
  - Wheels

# Car Design – 2D

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- Add component
  - Rigidbody 2D
  - Circle Collider 2D
- Add materials to Prefabs
  - New Physics Material 2D

# Car Design – 2D



# Car Design – 2D

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- First, make car jump
- Then, car slip