

# Unit 04b: Prefabs

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## Introduction

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Some parts of working with Unity need their own unit. Creating Prefabs is one of those parts. It's a critical piece of Unity development to understand.

## Goal

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This unit is solely to make sure you understand the idea of Prefabs, and the process to create them.

## Process

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We've seen how everything that exists in the game world exists in the Hierarchy as a `GameObject`, and how you can attach Components to those `GameObjects` to add functionality.

**Prefabs** are Unity's manner to package up those `GameObjects` and associated Components into a **referenced template**.

It's a *template*, because once you've made a Prefab, it's super easy to duplicate it. Those duplicates are called *instances*.

Those instances are *referenced*, which means that when you change the Prefab, every instance of that template picks up the new settings. So you are able to make changes across all duplicates of a Prefab very easily.

Lastly, Prefabs allow us to create new complete `GameObject` packages on the fly during gameplay using *instantiation*. We'll look into how that works later.

For now, we are going to make a Prefab from the wall, so we can make more walls as needed.

1. Make sure you still have a `wall` object in your Hierarchy, and that it's still at position `{0, 0, 0}`. It should also have a `Cube` child.
2. In your Project panel, navigate into the Prefabs folder in your named folder.
3. Back in the Hierarchy panel, select your `wall` object. Then drag it from the Hierarchy panel into the Project panel.

## Wrap-Up

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## Further Material

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