

Instantiate??



Prefabs

- A way to create linked copies of objects
- Watch [Unity tutorial](#)



Object.Instantiate

```
public static Object Instantiate(Object original);  
public static Object Instantiate(Object original, Transform parent);  
public static Object Instantiate(Object original, Transform parent, bool worldPositionStays);  
public static Object Instantiate(Object original, Vector3 position, Quaternion rotation);  
public static Object Instantiate(Object original, Vector3 position, Quaternion rotation, Transform parent);
```

Parameters

original	An existing object that you want to make a copy of.
position	Position for the new object (default Vector3.zero).
rotation	Orientation of the new object (default Quaternion.identity).
parent	The transform the object will be parented to.
worldPositionStays	If when assigning the parent the original world position should be maintained.

Returns

Object A clone of the original object.

Casting & Manipulating

```
// Spawning and casting
Vector3 spawnPoint = new Vector3(1f, 0f, 0f);
Quaternion spawnRotation = Quaternion.identity;
GameObject clone = (GameObject) Instantiate(Prefab, spawnPoint, spawnRotation, transform);

// Now we have a GameObject, rather than an Object. We can use any of the methods
// available on a GameObject:

// Apply a random scale
Vector3 randomScale = new Vector3(1f, Random.Range(1f, 3f), 1f);
clone.transform.localScale = randomScale;
```