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Prefabs

Jordi Linares



Prefabs

- A **Prefab** is just a template of a **GameObject**
- After creating a **GameObject** (and adding some components, for example) it's very common to create a **Prefab** from it, specially if we need several instances of this **GameObject** and/or its dynamic creation/destruction
- Creating a **Prefab** in **Unity** is very simple, just dragging and dropping our **GameObject** from the hierarchy view over the project view. With that, a new **Asset** (the prefab) will be created (it's a good practice to create a specific folder for the **Prefabs**)
- From that moment, we can create as many **GameObjects** as we want from the **Prefab** (template), just by dragging and dropping it over the hierarchy or scene views. After that, if we change the properties of the **Prefab**, all gameobjects created from it will be also modified.
- The instances of prefabs appear in a different color in the hierarchy view (blue) instead of white
- Prefabs will be also very useful when we have to dynamically create object instances in our scripts (for example bullets when shooting)



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