**1. What is Prefab**?

Asset type that allows you to store a GameObject object complete with components and properties. The prefab acts as a template from which you can create new object instances in the scene. Any edits made to a prefab asset are immediately reflected in all instances produced from it but you can also *override* components and settings for each instance individually.

**2. What is Nested Prefab?**

instances inside other Prefabs. This is called **nesting** Prefabs. Nested Prefabs retain their links to their own Prefab Assets, while also forming part of another Prefab Asset.