

Welcome to Week 6 - Unity Concepts - Prefabs!

This week we will take a deep dive into creating and customizing Unity Prefabs and Prefab Variants.

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Part 1 - Popup Introduction

1.1 - Compare Prefab & Prefab variant

- Read this document: [Copy of How to Use Prefab Variants](#)
 - Look at the visual differences between prefab & prefab variant
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Part 2 - Image Popup Variant

For this section, we will focus specifically on understanding how the "Text Popup" works.

2.1 - Image Popup Variant Modification

- Locate the ImagePopup prefab in Assets
- Create a ImagePopup variant prefab from ImagePopup prefab
- Add image to Image folder
- Change default image to chosen image

2.2 - Exercise

1. Create a ImagePopup Variant Prefab from ImagePopup Prefab
 2. Add Image to ImagePopup Variant Prefab
 3. Add text to ImagePopup Variant Prefab
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Part 3 - Text Popup Variant

Learn [how to use prefab variants](#).

3.1 - Text Popup Variant Modification

- Locate TextPopup prefab in Assets
- Create a TextPopup variant prefab from TextPopup prefab
- Customize TextPopup variant: <https://eac-ualr.atlassian.net/wiki/spaces/360Intro/pages/3080356019>
 - Change text
 - Change color of popup
 - Change size

3.2 - Exercise

1. Create a text popup variant
 2. Add the text to the text popup
 3. Change the color of background
 4. Change the size of the popup variant
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Part 4 - Popup Implementation

4.1 - Adding Popup to C360

- Increase number of prefabs in C360 list
- Add Created Popup

- Add Nickname for the popup to appear in C360 project
- Add Popup icon that will display in the C360 project
- Place the Popup within the project
- Test the popup placement within the project

4.2 - Exercise

1. Add Popup to the C360 project prefab list
2. Place Popup within the project