# Prefabs

https://www.youtube.com/embed/r9l0jaRbL4o

Prefabs allow for an object and all its components to be saved into a single asset.
These are especially useful for things like light fixtures or pickupables! Combine a light source and a 3D model into a prefab! Combine a pickupable, its vrc_pickup script and its collider(s) into a prefab!

https://www.youtube.com/embed/FEA1wTMJAR0

Check out the Udon prefabs section [docs.google.com] of VRCPrefabs. I also recommend Vowgan's Collision Sounds [vowgan.booth.pm] , they are incredibly satisfying.

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