

[Rapier does not move RigidBody in expected direction](#)

[help](#)

[callmeclover](#) August 3, 2025, 2:25am 1

Hi! I have a `RigidBody` with the components (`Velocity`, `Transform`). When changing the rotation with `transform.rotation = ...`, the “forward” direction of the body remains the same when adding velocity. How come this happens? I can’t use angular velocity, because I’m rotating alongside a camera.

Thanks!

[jdahlstrom](#) August 3, 2025, 3:23am 2

Presumably the velocity given is in world space rather than model space.

[callmeclover](#) August 3, 2025, 5:14am 3

I understand that, but is there a way to fix it?

[jdahlstrom](#) August 3, 2025, 5:47am 4

As you’re talking about components, I presume you mean `bevy_rapier3d` specifically? [This Velocity](#) and `bevy`’s `Transform`?

[callmeclover](#) August 3, 2025, 5:52am 5

Yes, those are the components I’m using.

[system](#) Closed November 1, 2025, 5:52am 6

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