# Intro to Unity

Components 1

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What are components?

- Components make GameObjects do things
- These include
  - Colliders, which let objects collide
  - Rigidbody, which applies physics
  - Animators, which animate the object
  - Meshes, which let you see the object
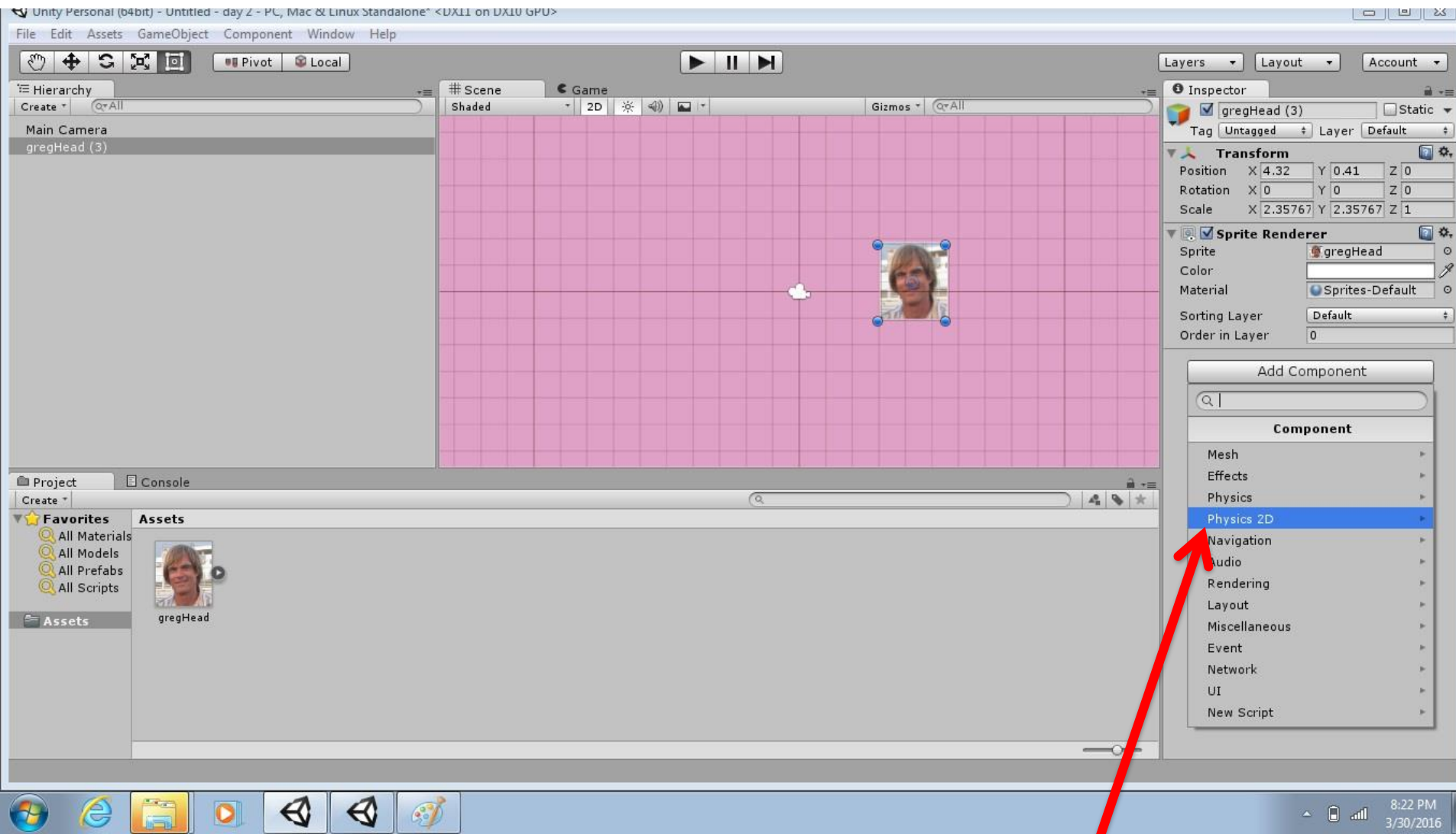 - Scripts, which YOU get to write to make objects do specific behaviors

Rigid Body Component

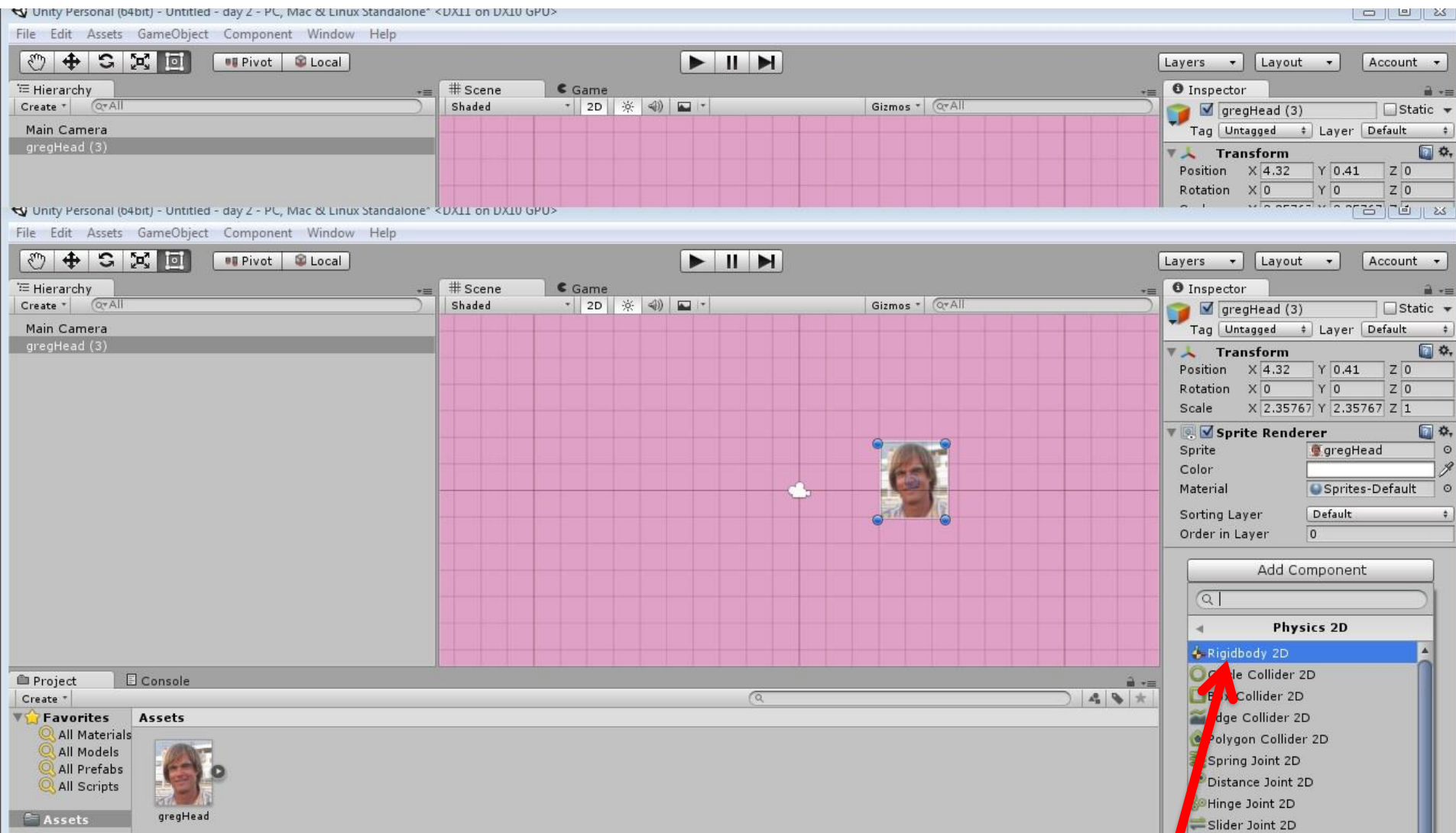- Let's make our GameObject move

  - add a rigid body component
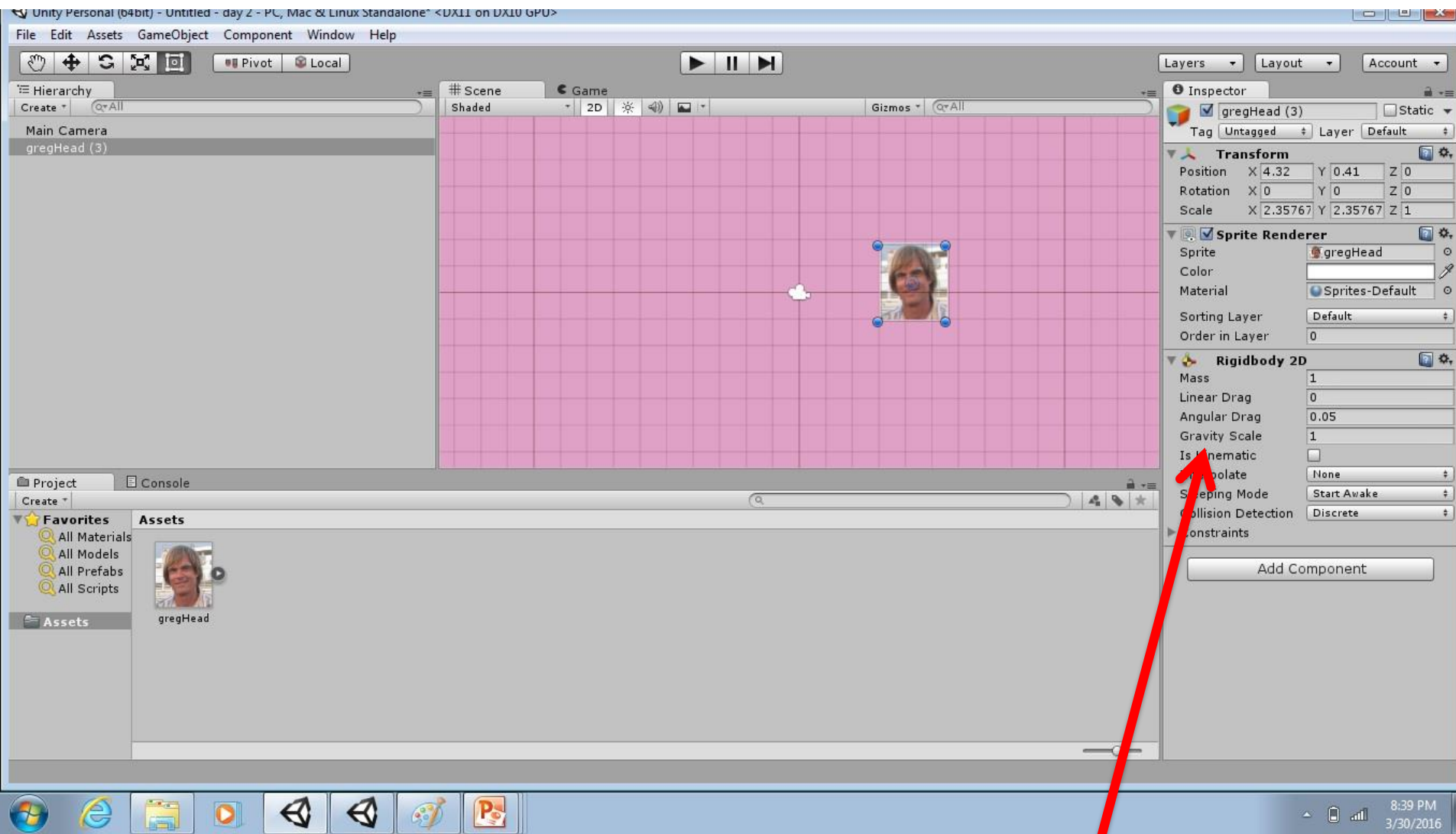
Select "Add Component"
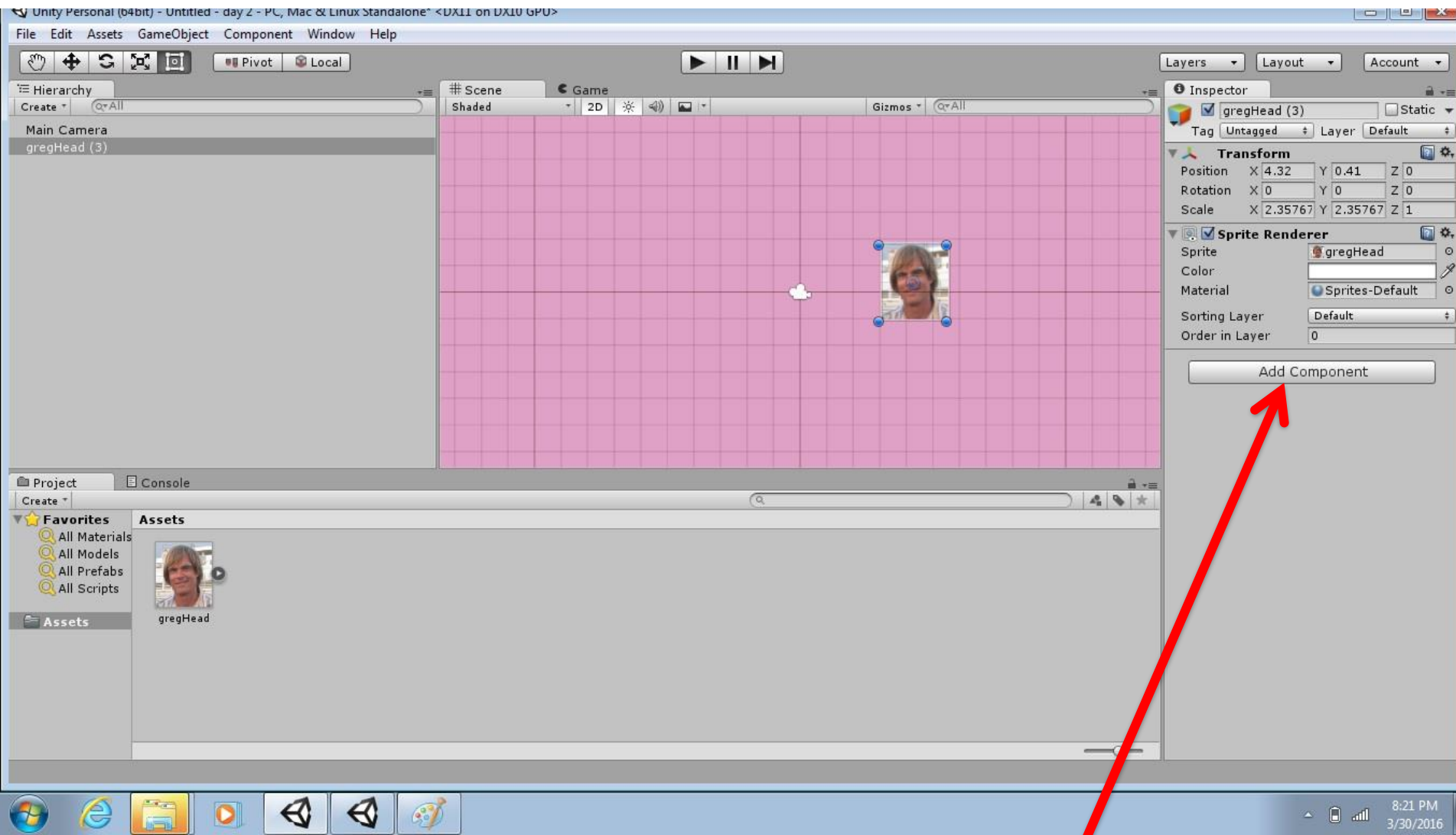
Select "Physics 2D"

Select "RigidBody 2D"

Adjust Gravity Affect

Lab

• Upgrade the previous "clock" lab so that each of the 12 GameObjects falls at a different speed.