

Intro to Unity

Collider Component & Camera

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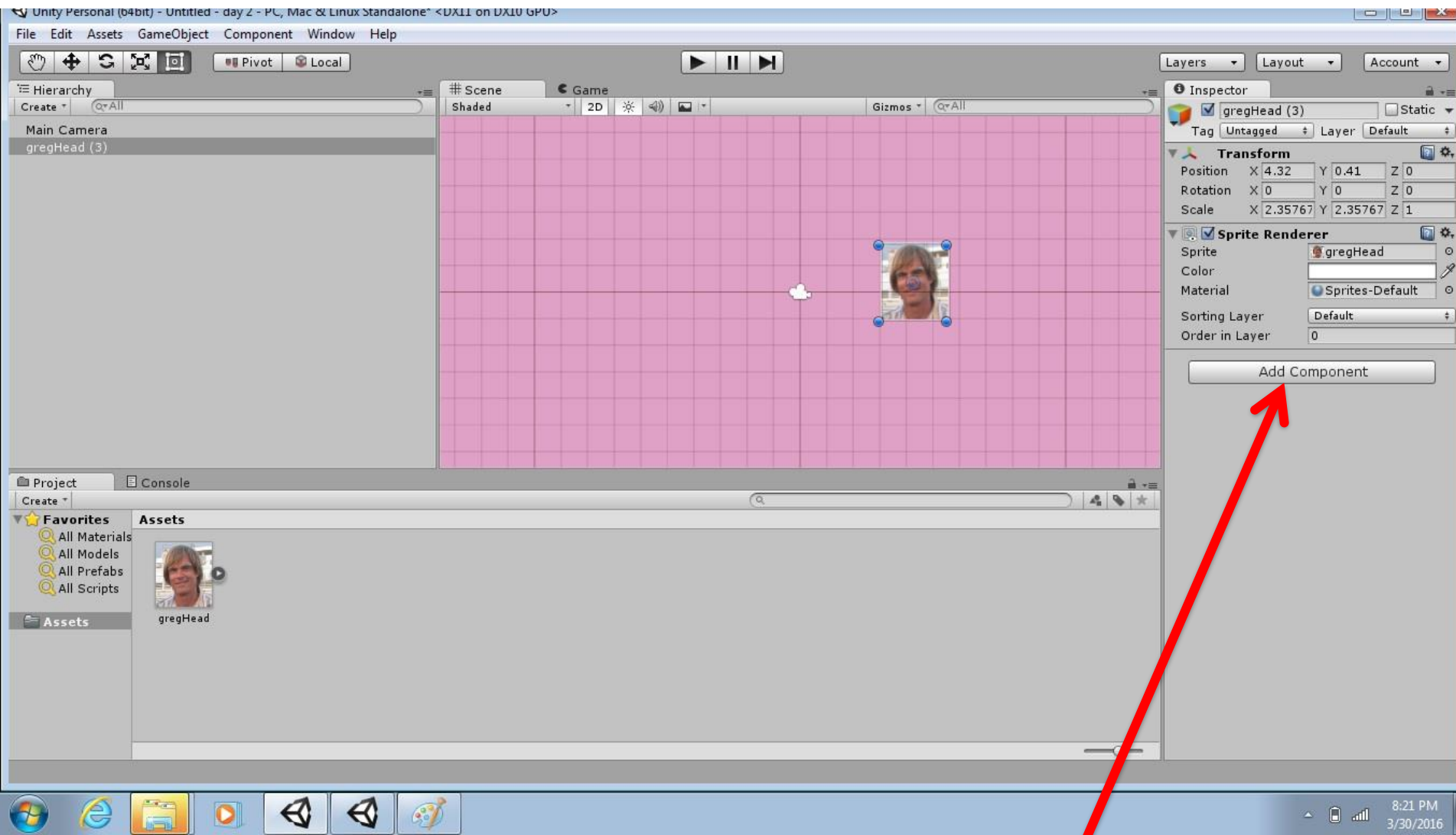
What are components?

- 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

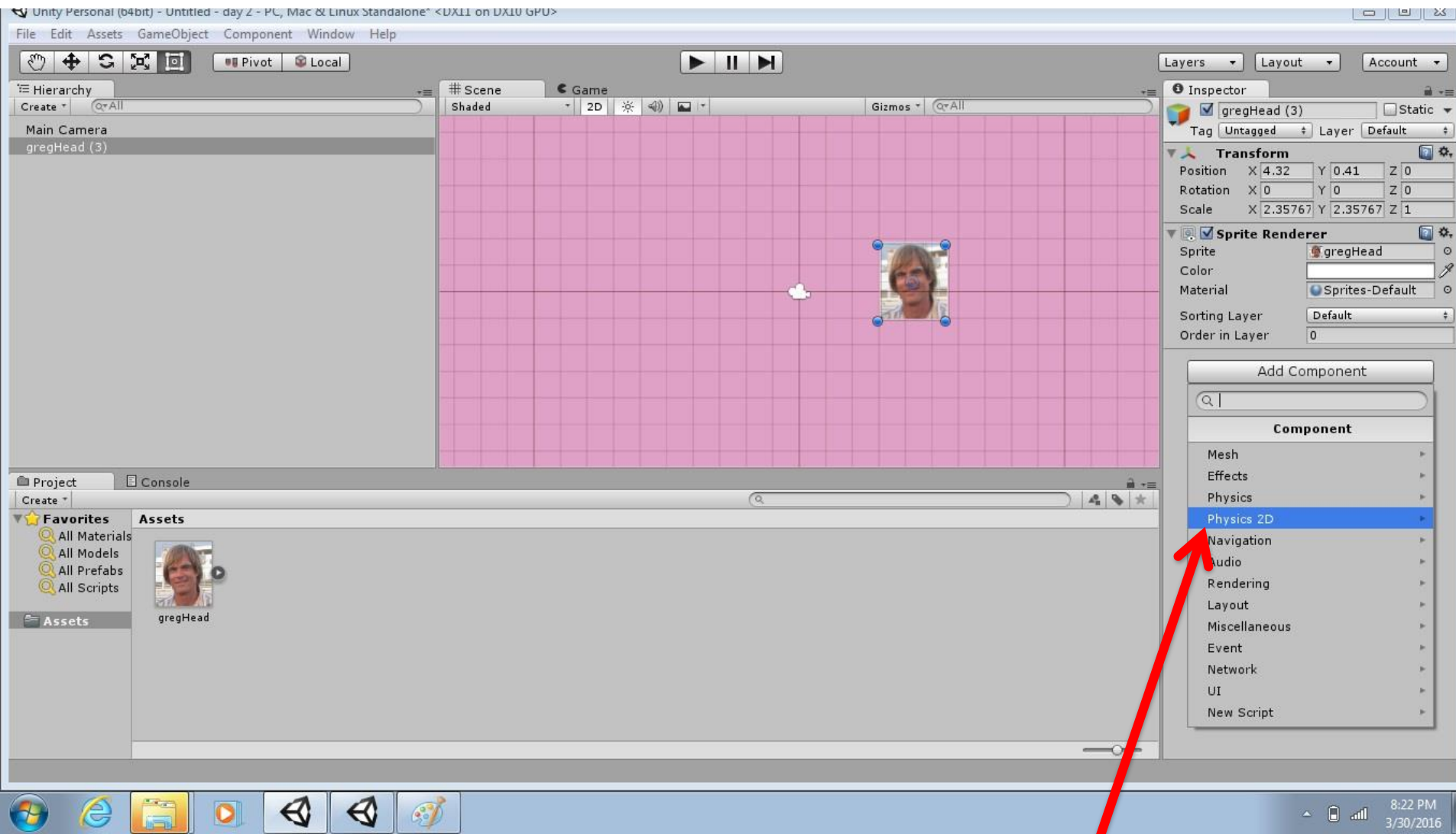
Box Collider Component

- Let's make our GameObject bounce when it hits other GameObjects that have a collider component
- Note: if the GameObject doesn't move (like the ground, no need for a rigid body component).

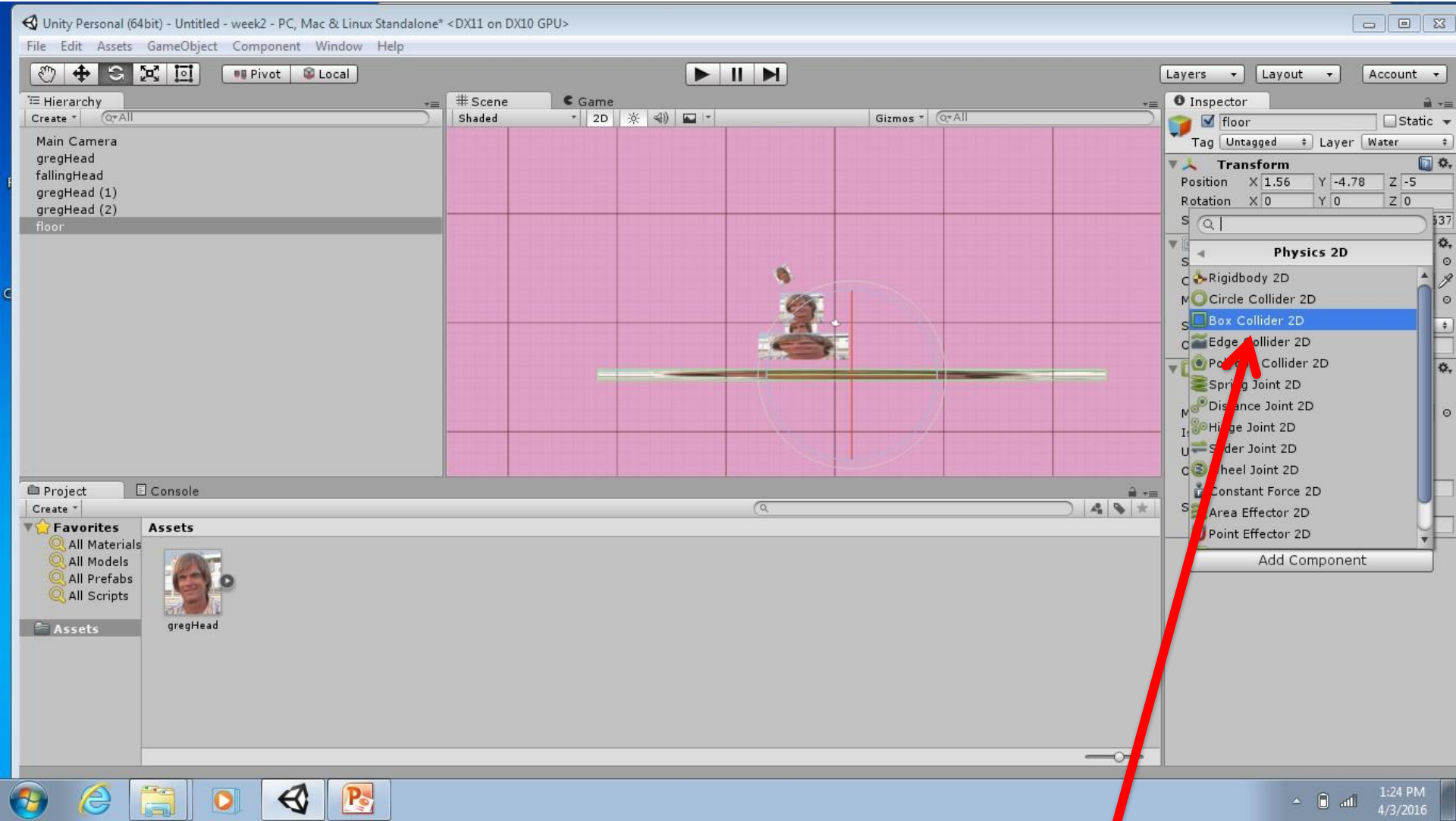
Select “Add Component”



Select "Physics 2D"



Select “Box Collider 2D”



Lab

- Pinball...

