Examples

Here are some simple examples showing the power of soft body physics.

A Bouncing Cube

The Process

First, change your start and end frames to 1 and 150.

Then, add a plane, and scale it five times. Next, go to the physics tab, and add a collision. The default settings are fine for this example.

Now add a cube, or use the default cube, then enter *Edit Mode* to subdivide it three times. Add a Bevel Modifier to it to smoothen the edges and then to add a little more, press R twice, and move your cursor a bit.

When finished, your scene should look like this:
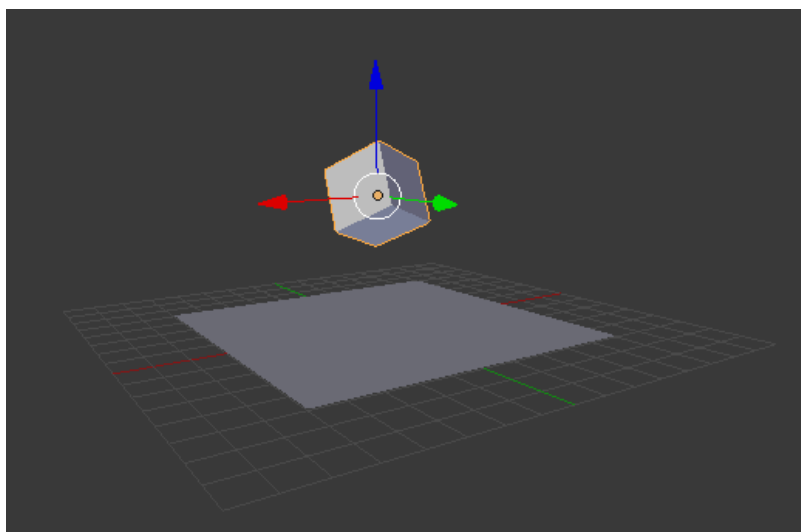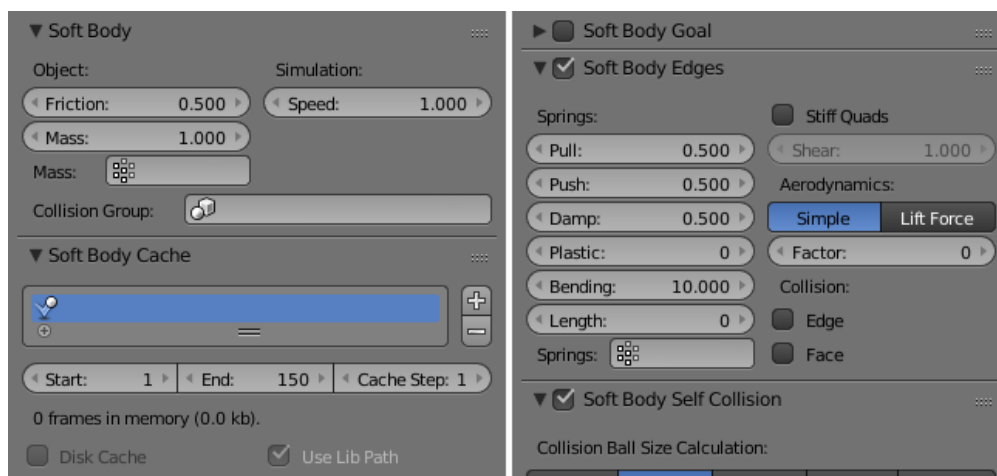

The scene, ready for soft body physics.

Everything is ready to add the soft body physics. Go to Properties ‣ Physics and choose *Soft Body*. Uncheck the *Soft Body Goal*, and check *Soft Body Self Collision*. Also, under *Soft Body Edges*, increase the Bending to 10.

Playing the animation will now give a slow animation of a bouncing cube. To speed things up, we need to bake the soft body physics.

Under *Soft Body Cache* change the values of your start and end frames. In this case 1 and 150. Now, to test if everything is working, you can take a cache step of 5 or 10, but for the final animation it is better to reduce it to 1, to cache everything.

> TODO
>
> Update image When finished, your physics panel should look like this:

| Compression: | No | Light | Heavy |

| | Manual | Average | Minimal | Maximal | AvMinMax |

Ball:

Bake	Bake All Dynamics
Calculate To Frame	Free All Bakes
Current Cache to Bake	Update All To Frame

◄ Size:	0.490 ►
◄ Stiffness:	1.000 ►
◄ Dampening:	0.500 ►

The physics settings.

You can now bake the simulation, give the cube materials and textures and render the animation.

The Result

The rendered bouncing cube

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