Dynamics

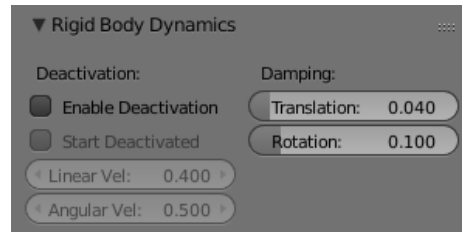| Reference |
| --- |
| **Panel:**
    Physics ‣ Rigid Body ‣ Dynamics |

> **TODO**
>
> Update image
>
>
>
> Rigid Body Dynamics panel.

Used to control the physics of the rigid body simulation. This panel is available only for *Active* type of rigid bodies.

Damping Translation

    Amount of linear velocity that is lost over time.

Rotation

    Amount of angular velocity that is lost over time.

Deactivation

Enable deactivation of resting rigid bodies. Allows the object to be deactivated during the simulation (improves the performance and stability, but can cause glitches).

Start Deactivated

    The rigid body starts deactivated. It will be activated when in proximity of moving active rigid body objects. The proximity check uses the object's bounding box to determine if a moving object is close enough to activate it.

Linear Velocity

    Specifies the linear deactivation velocity below which the rigid body is deactivated and the simulation stops simulating the object.

Angular Velocity

    Specifies the angular deactivation velocity below which the rigid body is deactivated and the simulation stops simulating the object.