Reference	
Panel: Physics • Rigid Body • Dynamics	
TODO Update image	
Cpaate inige	▼ Rigid Body Dynamics
	Deactivation: Enable Deactivation Start Deactivated Damping: Translation: 0.040 Rotation: 0.100
	Linear Vel: 0.400 P Angular Vel: 0.500 P
	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.

Previous Collisions

Copyright ${\mathbb O}$: This page is licensed under a CC-BY-SA 4.0 Int. License Made with Furo

Rigid Body Wo

Last updated on 2025-05-10

View Source View Translation Report issue on this page