Gravity

Reference

Panel:
> Scene ‣ Gravity

Gravity is a global setting that is applied to all physics systems in a scene. It can be found in the scene tab. This value is generally fine left at its default, -9.810 on the Z axis, which is the force of gravity in the real world. Changing this value would simulate a lower or higher force of gravity. Gravity denoted measurement $m \times s^{-2}$.

Gravity is applied in the same way to all physics systems.

Gravity is practically the same around the entirety of planet *Earth*. For rendering scenes on The Moon, use -1.622 $m \times s^{-2}$ on the Z axis. Another popul gravity value might be for Mars which has a gravitation acceleration of -3.69 $m \times s^{-2}$ on the Z Axis.

> Note
>
> The gravity value per physics system can be scaled down in the *Field Weights* tab.