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Rigidbody Object Shape Items

BOX:

Box.

Box-like shapes (i.e. cubes), including planes (i.e. ground planes).

SPHERE:

Sphere.

CAPSULE:

Capsule.

CYLINDER:

Cylinder.

CONE:

Cone.

CONVEX_HULL:

Convex Hull.

A mesh-like surface encompassing (i.e. shrinkwrap over) all vertices (best results with fewer vertices).

MESH:

Mesh.

Mesh consisting of triangles only, allowing for more detailed interactions than convex hulls.

COMPOUND:

Compound Parent.

Combines all of its direct rigid body children into one rigid object.

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