Rigid Body

Calculate Mass

Reference

Editor:
    3D Viewport
Mode:
    Object Mode
Menu:
    Object ‣ Rigid Body ‣ Calculate Mass

Calculate mass values for rigid body objects based on their volume and density. The volume is calculated automatically, the density needs to be given based on the object you want to simulate.

Material Preset

A list of preset density values for real-world materials, if a material is not given you can research the density and use the *Custom* preset to input the density manually.

Density

When the *Custom Material Preset* is selected, this is the input density, in kg/m^3, to use.