

Drag

Reference

Panel:
Physics ▸ Force Fields

Type:
Drag

A *Drag* force field resists particle motion by slowing it down.

Options

TODO

Update image

A screenshot of a software interface titled "Force Fields". It features a dropdown menu for "Type" set to "Drag" with a small icon. Below it, a "Shape" dropdown is set to "Point". There are two rows of sliders: "Linear" and "Quadratic", both set to 1.000; and "Noise" and "Seed", both set to 0.000 and 1 respectively. Under "Effect point:", "Location" and "Rotation" are checked. Under "Collision:", "Absorption" is unchecked. A "Falloff:" section has three buttons: "Sphere" (selected), "Tube", and "Cone". Below that, a "Both Z" dropdown is set to "Both Z", and a "Power:" slider is set to 0.000. At the bottom, there are two unchecked checkboxes for "Minimum: 0.000" and "Maximum: 0.000".

UI for a Drag force field.

Linear

Drag component proportional to velocity.

Quadratic

Drag component proportional to the square of the velocity.