Module
Unity 2D Basics

Lesson
Unity 2D Basics

Lecture
Collision Detection and Resolution

In this lecture we'll learn about collision detection and resolution, and how colliders and physics materials help us with those

- Collision Detection
  - Detecting collisions between game objects
  - If both game objects have 2D colliders, the Physics 2D engine automatically does collision detection

- Collision Resolution
  - Doing something based on the fact that a collision has been detected
  - 2D Physics materials for the game object colliders determine how the Physics 2D engine resolves the collision
  - We can also do additional collision resolution ourselves

- Recap
  - 2D Colliders let the Physics 2D engine in Unity do collision detection
  - 2D Physics materials determine how collision resolution works from a physics perspective
  - We can add our own collision resolution code as well