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Module  
Unity 2D Basics

Lesson  
Unity 2D Basics

Lecture  
2D Physics

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In this lecture we'll learn about the built-in physics in Unity

There are actually two physics engines – one for 2D and one for 3D

We'll be using the 2D physics engine exclusively in this course

- Recap
  - The Physics 2D engine in Unity lets us implement physics in our games without having to do the physics simulation ourselves
  - We can take advantage of the physics engine functionality from within scripts as well