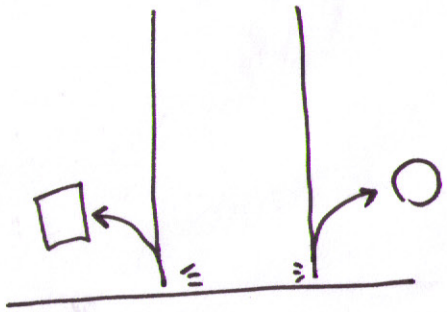
Rigid body simulation

USING Box2D



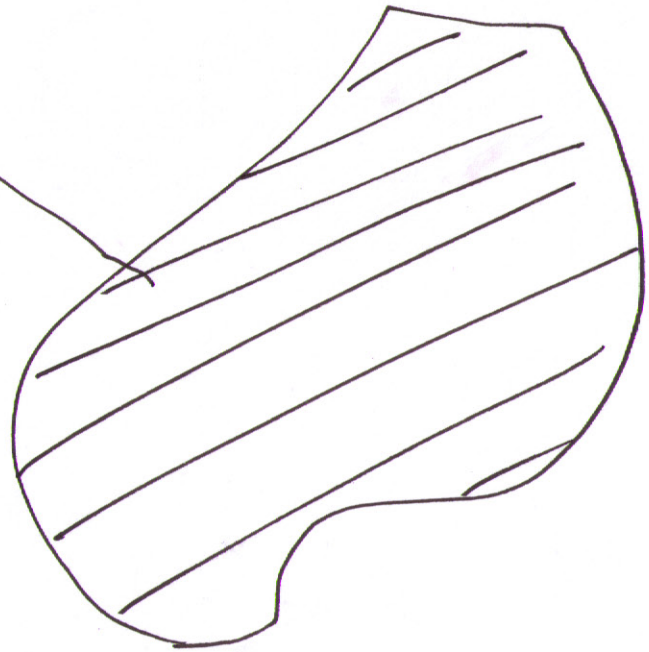
another type of physics simulation

- 2D
- Collisions] touching (collision test)
- Contact]
- Density]
- Fraction] parameters
- Damping]
- Restitution]
- Joint] spring
- SVN] input from other software
- Force] gravity ....

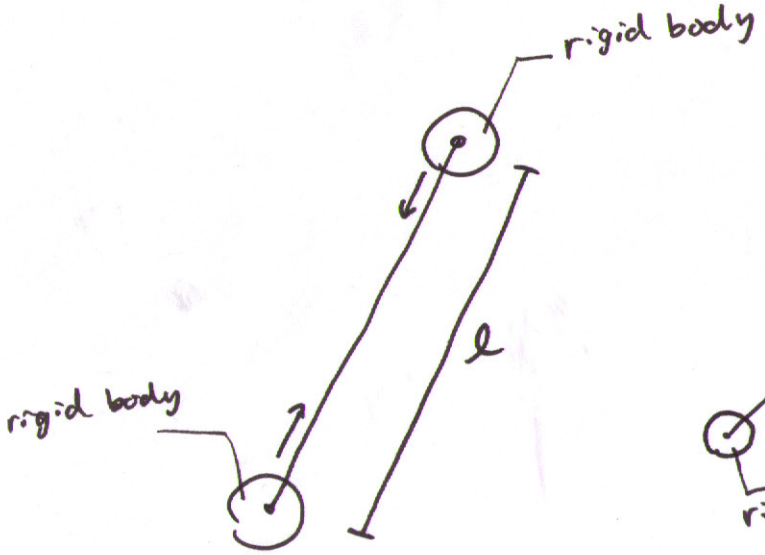
Collisions

Parameters for Rigid Body.

1. shape (mass)
2. density (weight)
3. friction (slippery)
4. restitution (bouncy)
5. damping (feather)

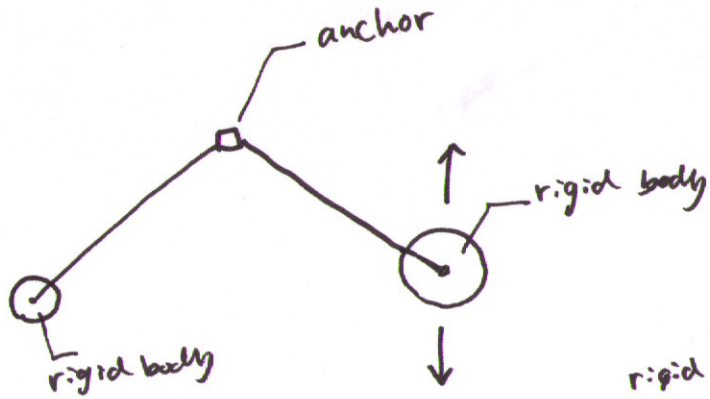


Joint



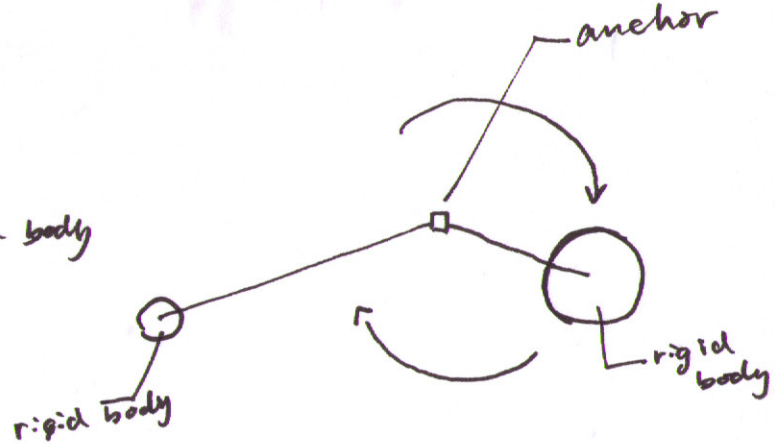
Distance Joint

(like a normal spring between 2 objects)



Prismatic Joint

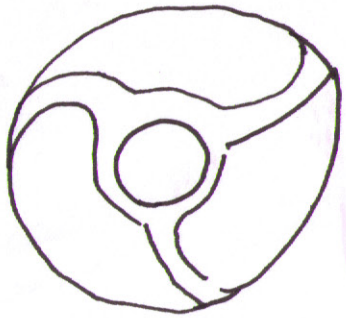
(constrain the movement to specific axis)



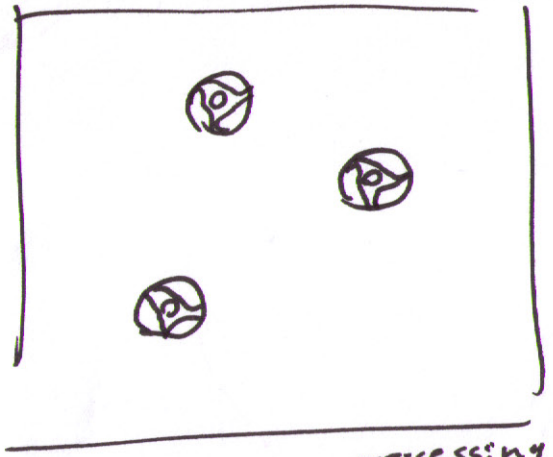
Revolute Joint.

(rotate around anchor point)

SVN

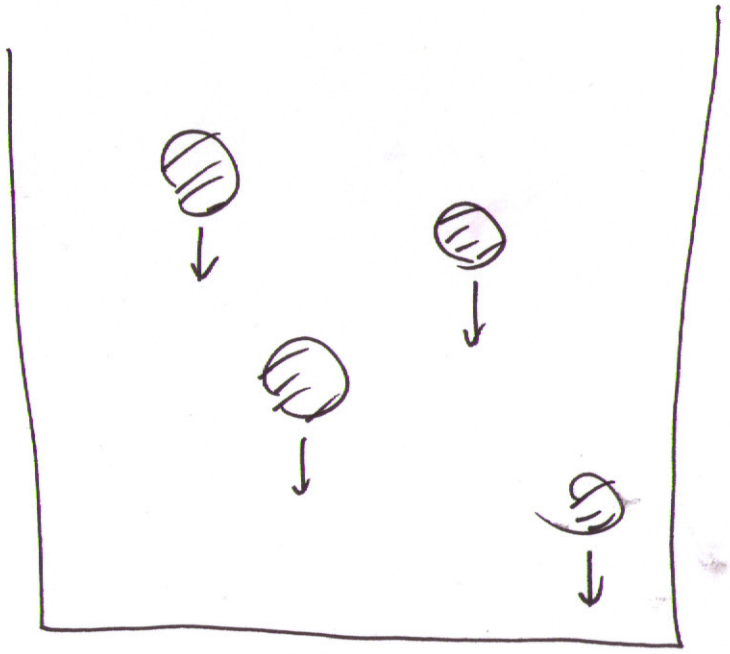


Vector profile made in
Illustrator
(SVN format)



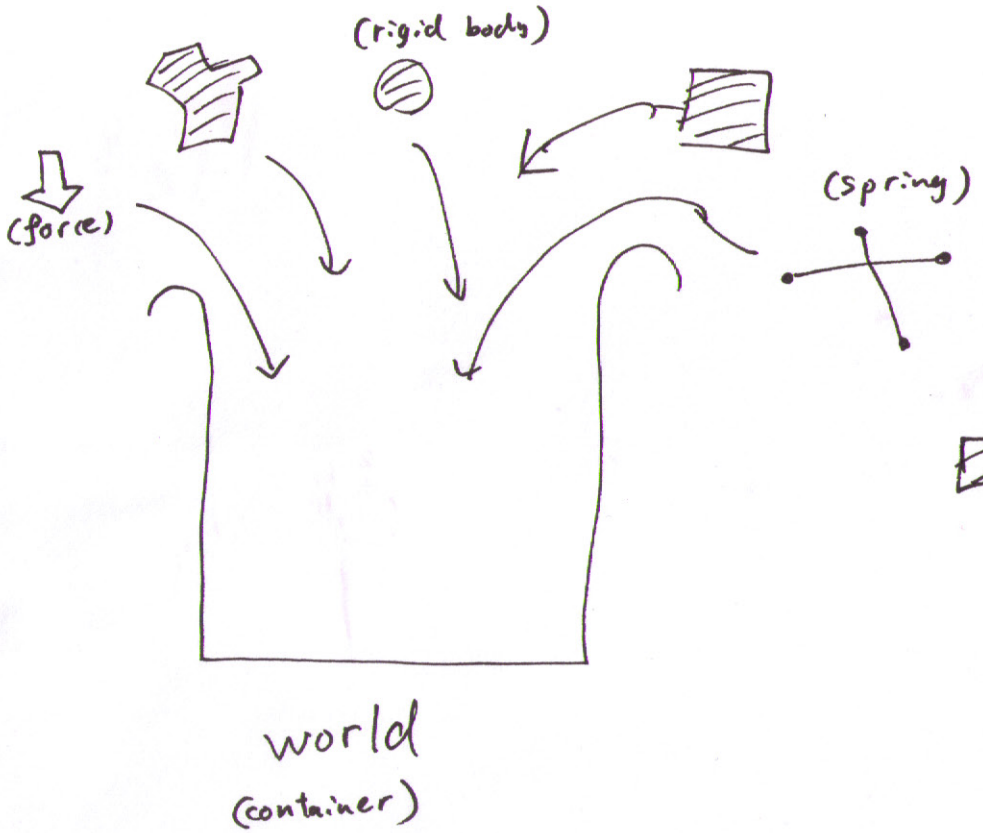
use in processing
as rigid body.

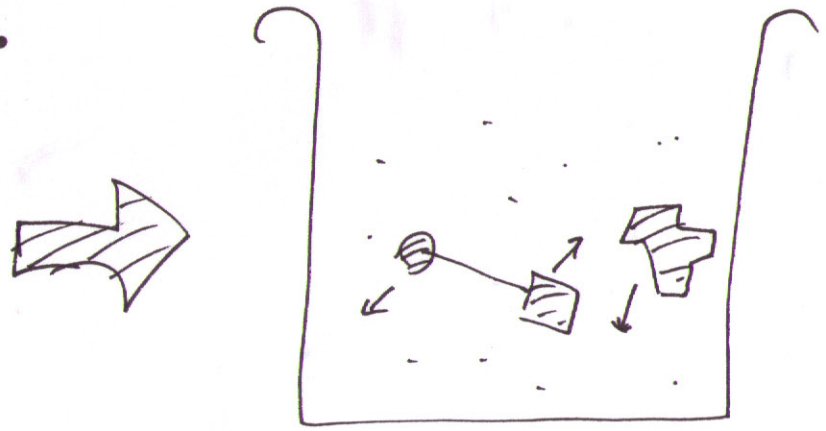
force



ex. gravity

Howto





1. setup the world (container) with necessary elements

2. make reaction. (similar to particle system)