

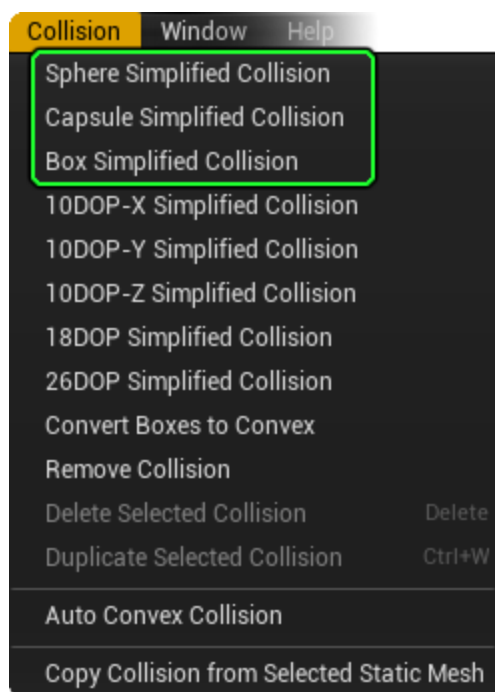
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Add Simple Collision to a Static Mesh

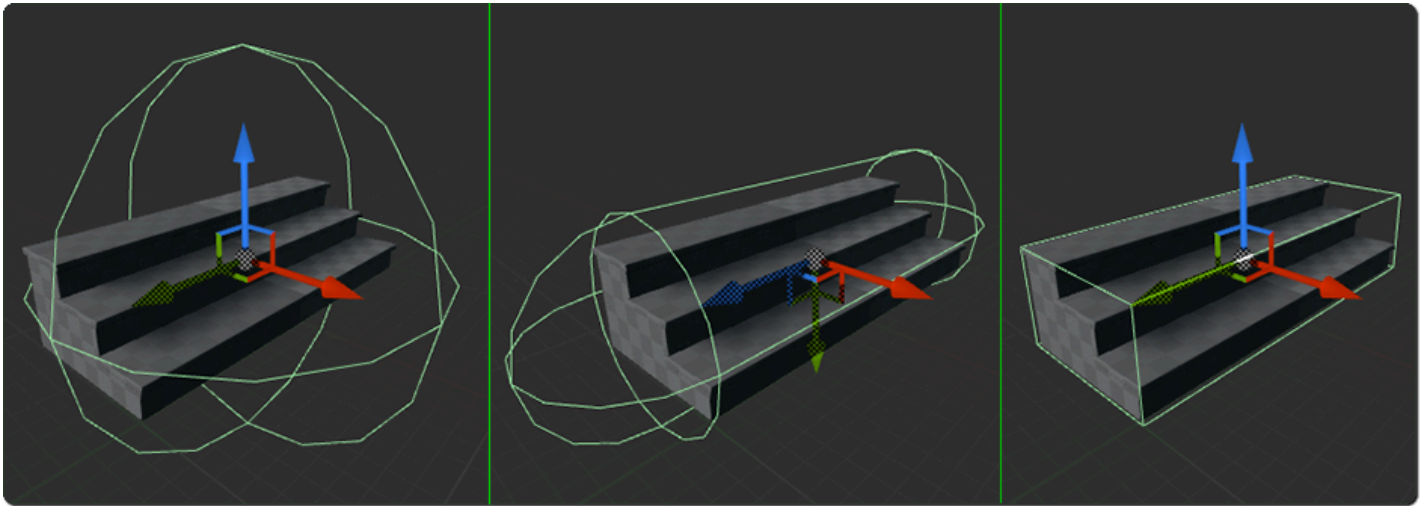
Content guide to creating and setting up collision geometry.



Steps



These options create basic collision shapes:



Once a simple collision shape is created, it can be moved, rotated, and scaled into the desired position. You can create more than one collision shape for more complex Static Meshes.

Control	Action
W, E, R	Switch between Translation, Rotation, and Scale tools.
Delete	Will delete the currently selected Physics Body or Bodies.
F	Will focus on the currently selected Physics Body or Bodies.
Ctrl + Left Click	Adds a Physics Body to the selection.
Alt + Left Drag (On a manipulation widget)	Duplicates a Physics Body.