Physics Bodies

Describes how to use Physics Bodies (Body Instance) for physics simulation.
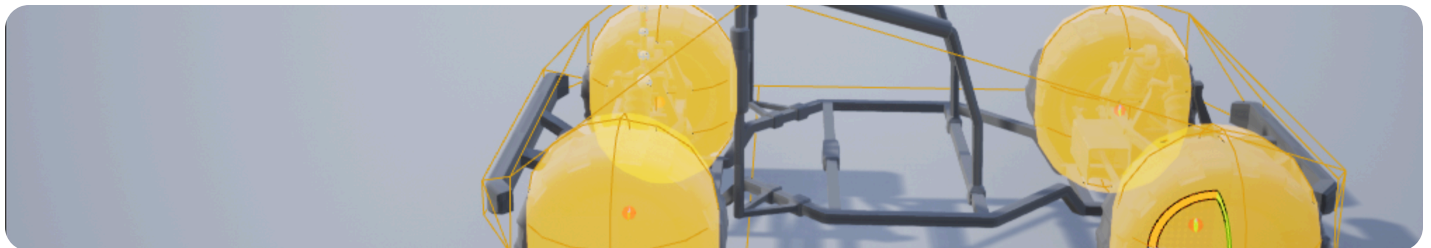
Given the ever increasing complexity of 3D meshes, proxy shapes must be used to drive physics simulations in real time 3D rendering applications; Physics Bodies (Body Instances) are the simplified 3D meshes that Unreal Engine uses for physics simulations. They can be formed of boxes, spheres, capsules, or convex hulls.

The following links have information on Physics Bodies.

Essentials

Physics Bodies Reference

Physics Body, or Body Instance, property reference.