**Aneesh Pavan Prodduturu**

**A scenario where two spheres are colliding with each other at the object level**

Create two spheres at the object level, and to move on to the geometry level of the first sphere, double-click on the first sphere node to move to the geometry level of the sphere node and set the center x-axis to -1 Click the letter “U” to go to the object level, and now go into the geometry level of the second sphere where we adjust the center x-axis to 1. Then come back to the object level and add the "rbd fractured object" option from the rigid bodies tool shelf to automatically create an autodop network. Then double-click on the autodop to go into the dynamic level of the autodop network node, where we can see spheres, rigidbodysolver, gravity, and more. where we adjust the force of gravity of one node to x-axis 2, and for the second gravity node, adjust the x-axis to -2 to collide with each other, merge them into a merge node, and connect the output of the merge node to the rigidbodysolver to collide with each other, and I have also added color nodes in between to make the spheres more attractive.

**A scenario where make right sphere animates, not fragment on a collision**

Create two spheres at the object level, and to move on to the geometry level of the first sphere, double-click on the first sphere node to move to the geometry level of the sphere node and set the center x-axis to -1 Click the letter “U” to go to the object level, and now go into the geometry level of the second sphere where we adjust the center x-axis to 1. Then come back to the object level and add the "rbd fractured object" option from the rigid bodies tool shelf to automatically create an autodop network. Then double-click on the autodop to go into the dynamic level of the autodop network node, where we can see spheres, rigidbodysolver, gravity, and more. where we adjust the force of gravity of one node to x-axis 2 and for the second gravity node, adjust the x-axis to 0 and then merge them into a merge node, and connect the output of the merge node to the rigidbodysolver and click “U” to go comeback to the object level and double-click on the second sphere where we can disable rbdmaterialfracture node by enabling the yellow tag to the node and go the autodop network and play to view the right sphere animates but not fragment

**A scenario where make rightSphere not animates, fragment on collision**

Create two spheres at the object level, and to move on to the geometry level of the first sphere, double-click on the first sphere node to move to the geometry level of the sphere node and set the center x-axis to -1 Click the letter “U” to go to the object level, and now go into the geometry level of the second sphere where we adjust the center x-axis to 1. Then come back to the object level and add the "rbd fractured object" option from the rigid bodies tool shelf to automatically create an autodop network. Then double-click on the autodop to go into the dynamic level of the autodop network node, where we can see spheres, rigidbodysolver, gravity, and more. where we adjust the force of gravity of one node to x-axis 0, and for the second gravity node, adjust the x-axis to -2, and then merge them into a merge node, and connect the output of the merge node to the rigid body solver, and as rbdmaterial fracture is enabled in this scenario, we can see the right sphere not animate and fragment on collision.

**A situation in which make makes right Sphere not animates, not fragment on collision**

Create two spheres at the object level, and to move on to the geometry level of the first sphere, double-click on the first sphere node to move to the geometry level of the sphere node and set the center x-axis to -1. Click the letter “U” to go to the object level, and now go into the geometry level of the second sphere where we adjust the center x-axis to 1. Then come back to the object level and add the "rbd fractured object" option from the rigid bodies tool shelf to automatically create an autodop network. Then double-click on the autodop to go into the dynamic level of the autodop network node, where we can see spheres, the rigid body solver, gravity, and more. where we set the force of gravity of one node to x-axis 0 and the x-axis of the second gravity node to -2, merge them into a merge node, connect the output of the merge node to the rigidbodysolver, and disable rbdmaterial fracture We can see in this scenario that the right sphere does not animate and does not fragment on collision.