**Aneesh Pavan Prodduturu**

**Q: How do I use the RBD bullet solver node to collide a doughnut with a wall?**

**A:**

To begin, we can create the network pane geometry from objects and add the grid node to the network pane. Then change the orientation to the YZ plane to place the grid, or wall, vertically. We can now add the torus node into the network editor pane and increase the uniform scale to 2 and the center x-axis to 7, then add a new node color to add our desired color (I am going with bounding box), then add the "rbd material fracture" node and connect the output of the color node to the first input of "rbd material fracture" to fracture the doughnut, and then connect the first output of "rbd bullet" to a To actually collide with the grid that we previously created, we need to connect the output of the grid to the fourth input of the “rbd bullet solver” node, which is the collision geometry input. As collision geometry is switched ON by default on this node, we don’t need to make any more changes for collision and can just connect the first output of the “rbd bullet solver" and the output of the grid node into a merge node and play the animation to see the collision of a doughnut into a wall.

