# **Rigid Body Animation**

ICG 2020 Final B04902048 蔡毓聰

View this report online: https://github.com/c88tm/ICG2020 Final

### Intro

Being inspired by <u>Marble run videos</u>, I want to recreate one of the race tracks with Blender and its physic engine.

## **Why Blender**



Blender is a free open source 3D modeling tool. Its has powerful features and script-like UI to build things with. It also comes with a command line mode, which enables me to render images in gui-less environments such as CSIE workstation.

I once considered using unity, but since all I need is some physic simulation, Unity would be an overkill for me.

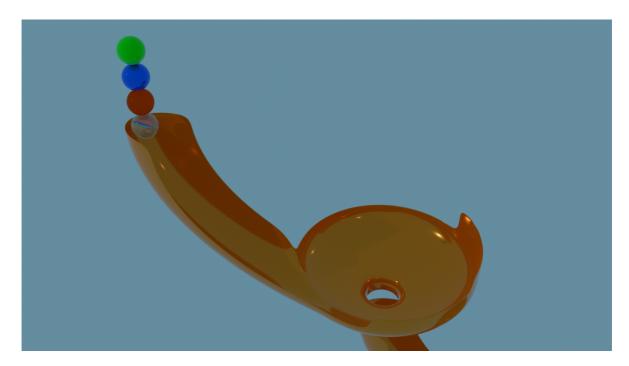
### **Process**

Most part of shader and lighting is handled by Blender, all I need to so is modeling and tweaking the texture of the marbles.

I basically followed <u>this youtube video</u> to create the marble. Mixing different shader components to get the glassy texture.

### **Results**

Image Preview:



<u>Imgur Video link</u>