

# Rigid Body Animation

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ICG 2020 Final  
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View this report online: [https://github.com/c88tm/ICG2020\\_Final](https://github.com/c88tm/ICG2020_Final)

## Intro

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Being inspired by [Marble run videos](#), I want to recreate one of the race tracks with Blender and its physic engine.

## Why Blender

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Blender is a free open source 3D modeling tool. It 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

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

I basically followed [this youtube video](#) to create the marble. Mixing different shader components to get the glassy texture.

## Results

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Image Preview:



[Imgur Video link](#)