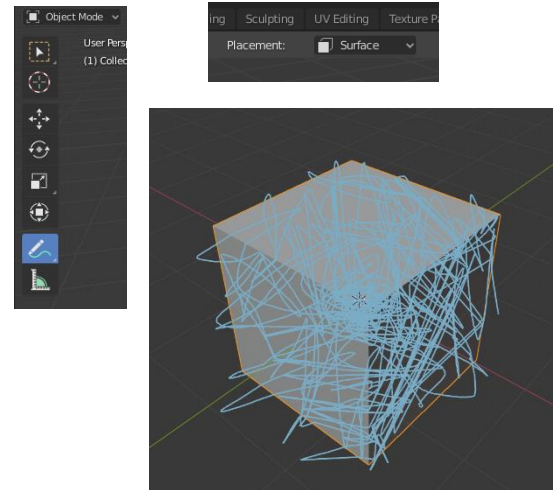


How to destruct an object in Blender

1. Go into object mode and choose the **Annotate** tool.

Make sure you selected **Placement: Surface**

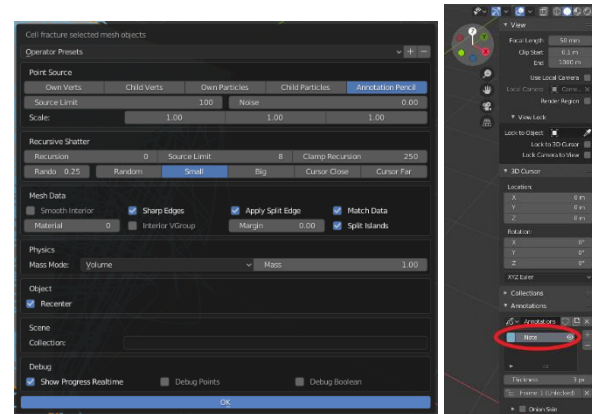
Then draw some lines on your object like in the picture.



2. Press **F3** and type in **Cell fracture selected mesh objects**
(If this doesn't work, go to **Edit → Preferences → Add-ons** and install the **Cell Fracture** Add-on)

Now choose **Annotation Pencil** and press **OK**.

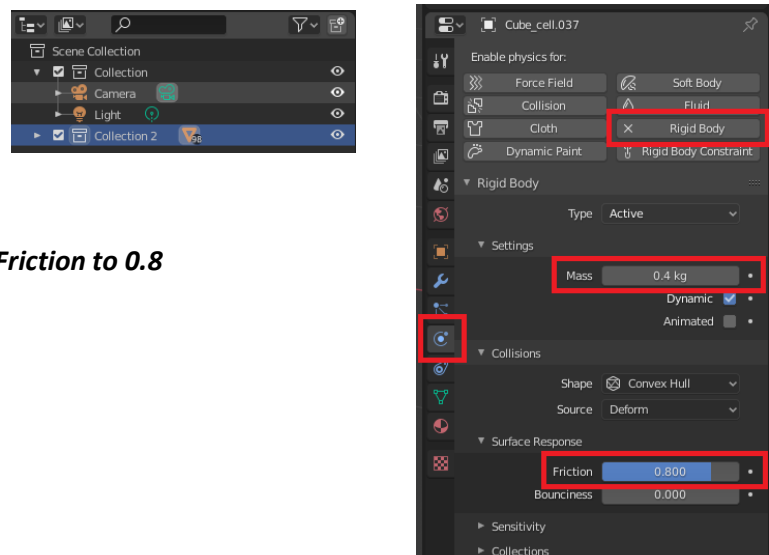
You can hide the Annotation lines, if you go to the **View Options → Annotations** and click on the eye



3. Make a new **Collection** and put all your Cell Fragments in there.

Now select one Fragment, go to the **Physics Tab** and apply **Rigidbody** to it.

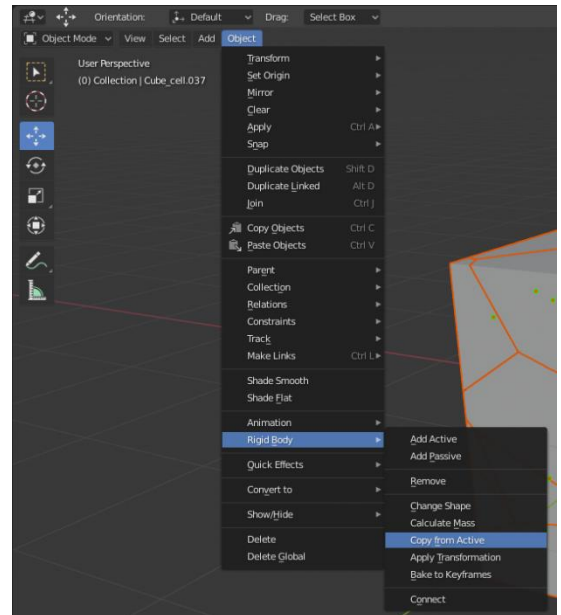
Change the **Mass to about 0.4kg** and the **Friction to 0.8**



- Now rightclick on the Collection and Press **Select Objects**

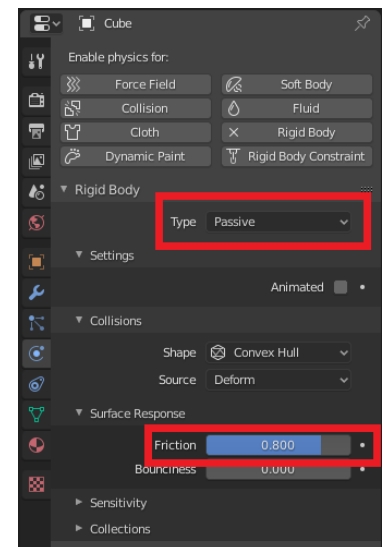
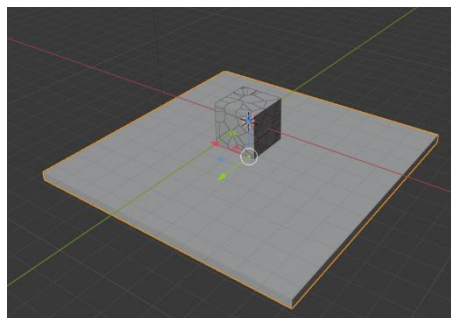
Then go to

Object → Rigidbody → Copy from active



- At last you have to make a ground and apply passive rigidbody Physics to it, that the Object can collide with the Ground

Change the **Rigidbody Type** to **Passive** and The **Friction** to about **0.8**



Play back your animation with **Space** on your keyboard and enjoy!