Unity 2D Physics Fundamentals

2D COLLIDERS

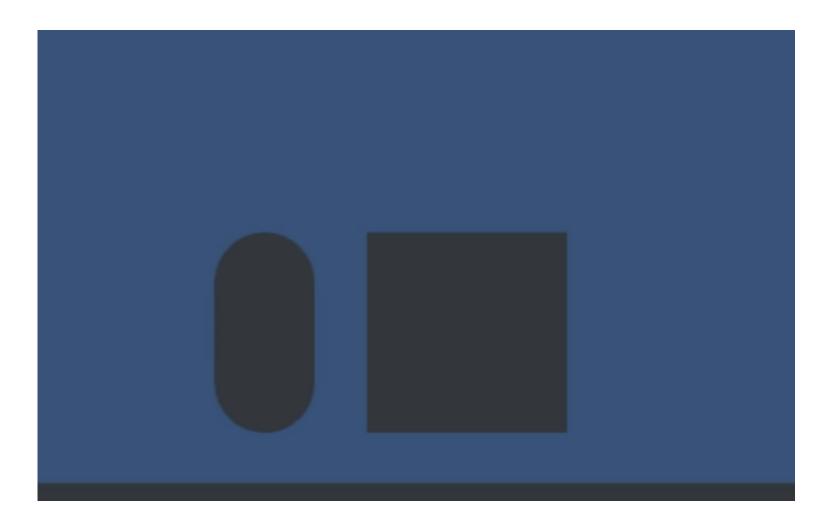**Michael Taylor**
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Collider and Physics Components

Colliders

- **Solid**

- **Detectable**

- **Triggerable**

Collider and Physics Components cont.

Physics

- **Gravity**

- **Mass**

- **Friction**

- **Drag**

2D vs 3D

3D

- Uses the X,Y, and Z coordinates

2D

- Only uses the X, and Y coordinates

2D vs 3D cont