

# Unity 2D Physics Fundamentals

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## EFFECTORS INTRO



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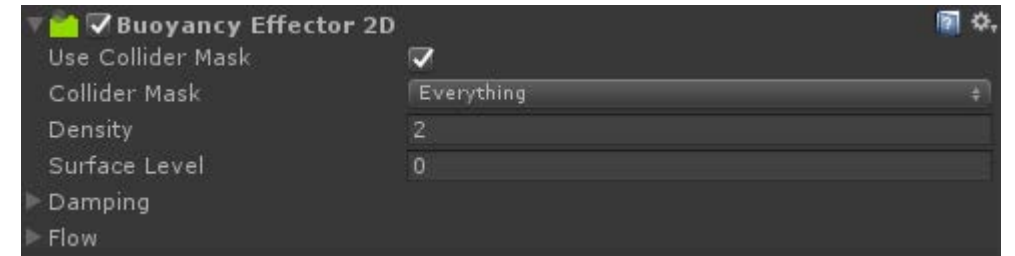
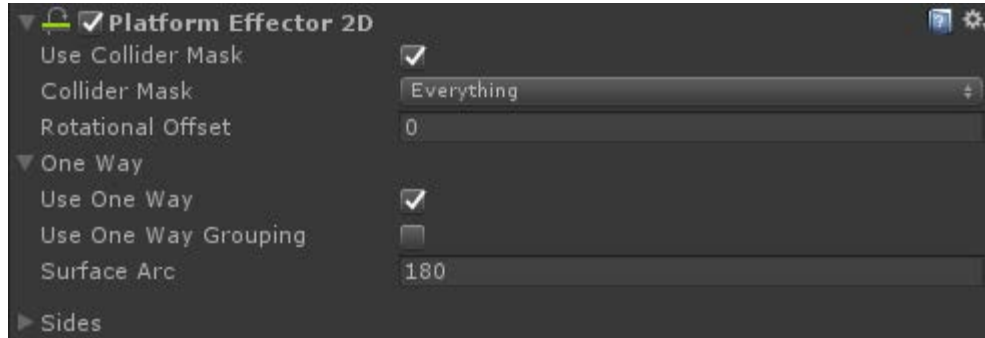


# Effectors

- Area parameter based
- Highly dependent on force and rigidbody's



# Effectors Types



# Effectors Types Cont.

