

Building a World

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World

→ The term used to describe a collection of robots and objects (such as buildings, tables, and lights), and global parameters including the sky, ambient light, and physics properties.

Static

→ Entities marked as static, are objects which only have collision geometry.
→ All objects which are not meant to move should be marked as static, which is a performance enhancement.

Dynamic

→ Entities marked as dynamic, are objects which have both inertia and a collision geometry.