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Cube > Component = Transform, Qube (Mesh Filter), Mesh Renderer, Box Collider. Sphere > Component = Transform, Sphere (Mesh Filter), Mesh Renderer, Sphere Collider.Kapsul > Komponen = Transform, Kapsul (Mesh Filter), Mesh Renderer, Capsule Collider.Plane > Component = Transform, Plane (Mesh Filter), Mesh Renderer, Mesh Collider.

Quad > Component = Transform, Quad (Mesh Filter), Mesh Renderer, Mesh Collider.