

If rigid body kinematics component on, it'd not do colliding, gravity being affected and together stuff

Physic Material

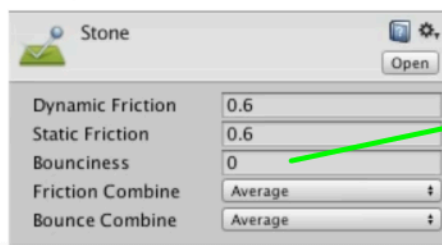
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SWITCH TO SCRIPTING

The **Physic Material** is used to adjust friction and bouncing effects of colliding objects.

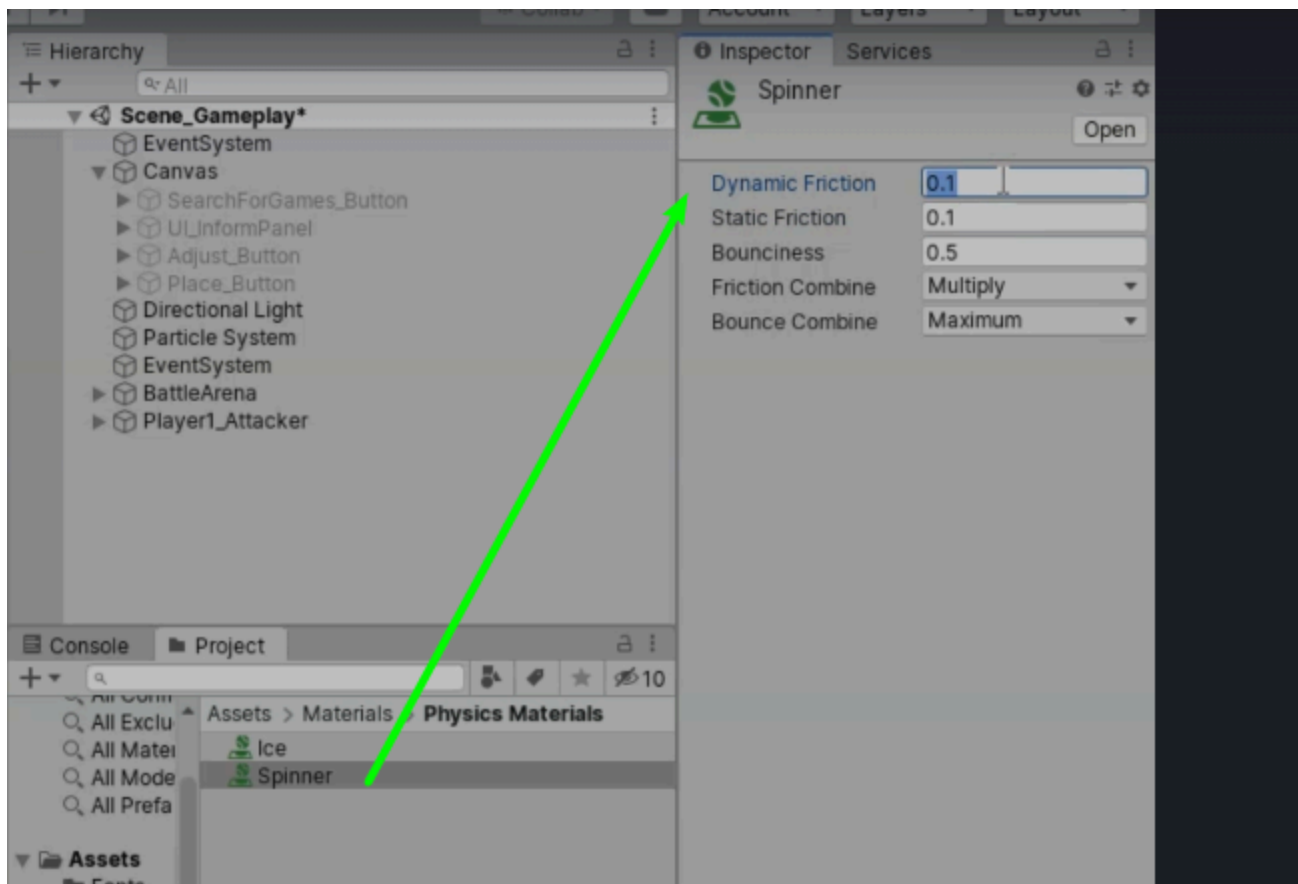
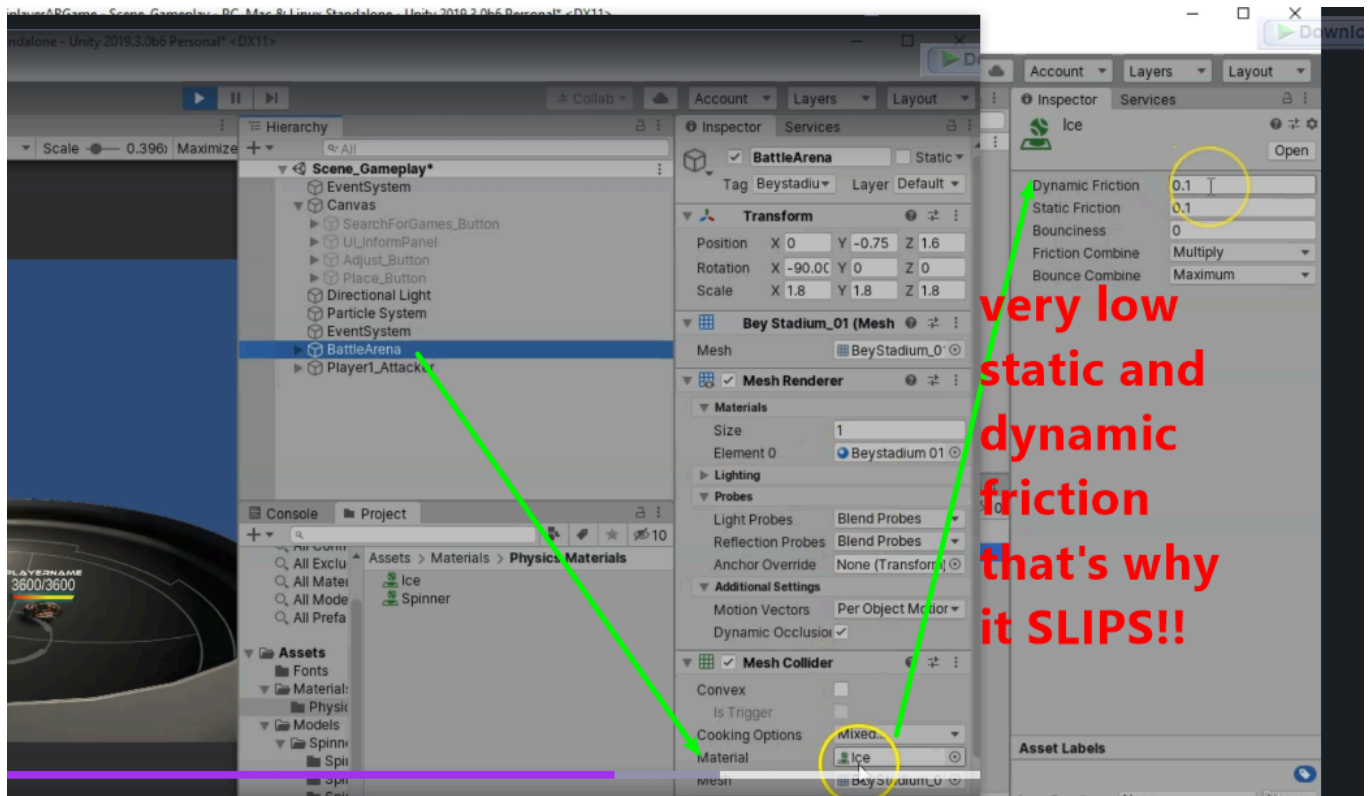
To create a Physic Material select **Assets > Create > Physic Material** from the menu bar. Then drag the Physic Material from the Project View onto a **Collider** in the scene.

Properties



Bounciness=1 will always be bouncing around, if it fell down once from height

To make spinner-top slip on arena



??? Pink

