Objects and Physics

Most objects in your game will have physics applied to it.

Blender uses the Bullet Physics engine that simulates all 'real' movement and reations of objects in a game world.

No Collision – the Player can walk through it, this is good for grass and other objects that you want the player to go through without stopping.

Static – used for the ground, trees and any other object that doesn't have to move during play.

Dynamic – Used for the Player.

Rigid Body – for hard objects – crates, bricks in walls or anything that has to look like it is solid and heavy

Soft Body – for soft things, flags, material, water.

Occlude – we won't use this. It slows down the game a lot.

Sensor – used to make an object act like a trigger.

Navigation Mesh – for setting enemy paths.

In our games we will be mostly using Rigid Body, Dynamic, Static and Sensor.

To add physics to an object, you myst make sure you have changed the renderer over to Game Engine, then press this button.