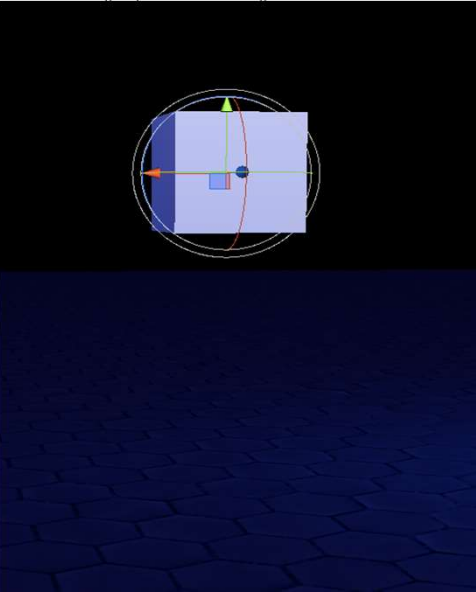


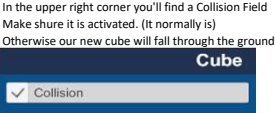
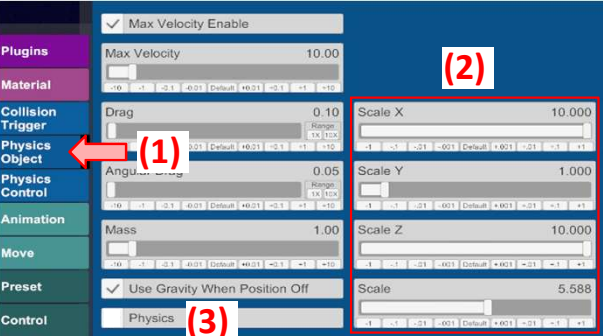
VAM Add gravity to an object

If you add an object to the scene, in this case a cube, it will stay midst in the air where he was put
But we want to add gravity and make it fall to the ground

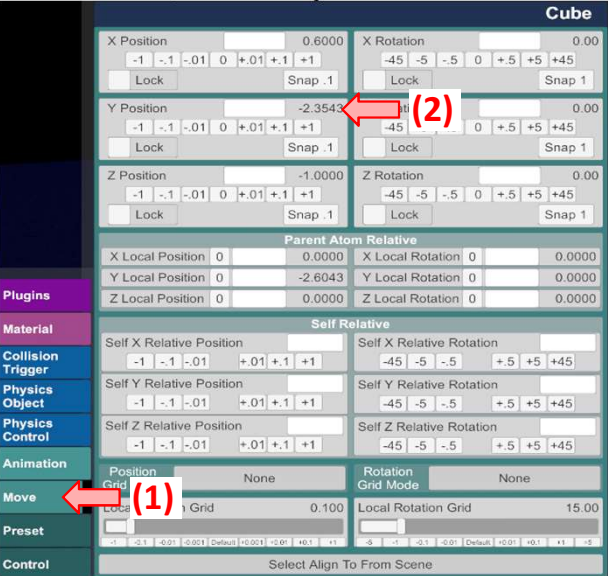


Ok, first add a cube by click on Open Add Atom Menu
then select Shapes on the left side and Cube on the right
then click Add Atom
(Described in more detail, how to create a cube in my give an object a texture tutorial)

The first cube will be the ground, so we make it bigger
For that, got to the Physics Objects Tab (1) and set the Scale X, Y, Z as shown (2), more ore less
Also disable Physics (3) this makes the ground solid, otherwise he will move if something presses against it

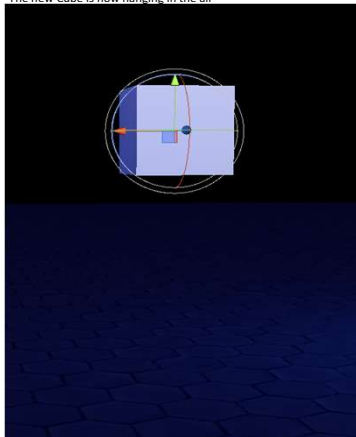


Go now to the Move Tab (1), then we lower the Y Position (2)
Otherwise the next cube we add, will collide with the existing cube

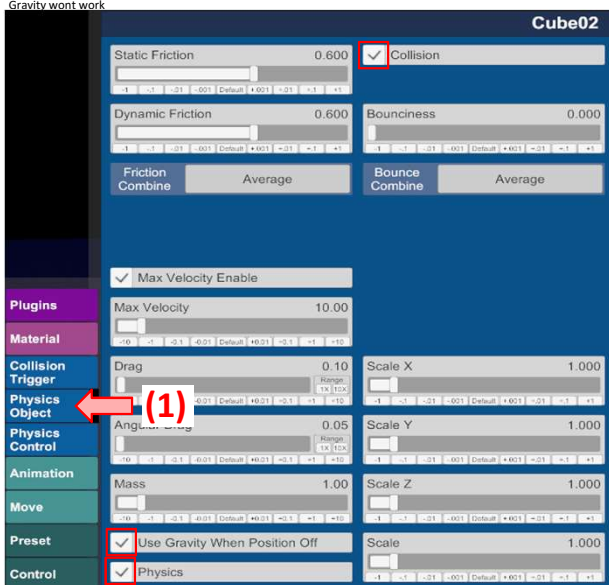


In my case, the cube is layered with a texture, but this is not necessary
If you want to give it a texture, there i already made a tutorial how to do that.

The new Cube is now hanging in the air



Go now to Physics Object (1) and make sure, Collision, Use Gravity When Position Off and Physics are activated.
If Collision or Physics are inactive, the cube will fall through the ground, if Use Gravity When Position Off is inactive Gravity won't work



Go now to the Control Tab (1), and activate Position Off (2)

As soon as you activate it, you will see the cube falling to the ground

You can lift him up and let go again and he will fall to the ground again. Gravity is now activated.

