## 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



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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

	✓ Max Velocity Enable			
Plugins	Max Velocity	10.00	(2)	
Material	-10 -10.1 -0.01 Default +0.01 -0.1 +1	1 +10	(2)	
Collision Trigger	Drag	0.10 Range	Scale X	10.000
Physics Object	(1) 201 [Default (0.01 (-0.1) (-	1X 10X	-1 -51 -001 Default	*.001 +.01 +.1 +1
Physics Control	Angular and g	0.05 Range 1X 10X	Scale Y	1.000
Animation	Mass	1.00	Scale Z	10.000
Move	-10 -1 -0.1 -0.01 Detout +0.01 -0.1 -1	+10	-1 -1 -01 Detault	.001 -01 (-1 ( +1)
Preset	✓ Use Gravity When Position Of	f	Scale	5.588
Control	Physics (3)		-1 -1 -01 -01 Default	+001 =01 =1 =1

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

	X Position -1101 0 +.01 +.1 Lock	0.6000 +1 nap .1	X Rotation -45 -55 0 +.5 +5 Lock	0.00 5 +45 Snap 1	
	Y Position -1101 0 +.01 +.1 Lock	-2.3543 +1 nap .1	45 ( <b>2</b> ) Lock	0.00 5 +45 Snap 1	
	Z Position -1101 0 +.01 +.1 Lock St	-1.0000 +1 nap .1	Z Rotation -45 -5 -,5 0 +,5 +5 Lock	0.00 5 +45 Snap 1	
	Pa X Local Position 0	orent Ato 0.0000	m Relative X Local Rotation 0	0.0000	
Plugins	Y Local Position 0   Z Local Position 0	-2.6043 0.0000	Y Local Rotation 0 Z Local Rotation 0	0.0000	
Material	Self X Relative Position	Self R	elative Self X Relative Rotation		
Collision Trigger	-1101 +.01 +.1	+1	-45 -55 +.5 +5	5 +45	
Physics Object	-1101 +.01 +.1	+1	Self Y Relative Rotation       -45     -5    5     +.5     +5	5 +45	
Physics Control	Self Z Relative Position -1101 +.01 +.1	+1	Self Z Relative Rotation       -45     -5     +.5     +5	5 +45	
Animation	Position None		Rotation Grid Mode		
Move Preset	Loca (1) ) Grid	0.100	Local Rotation Grid	15.00	
Control	Selec	et Alian T	o From Scene		

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.



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Go now to Physics Object (1) and make shure, 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 wont work

	Cube02				
	Static Friction 0.600	) 🗸 Collision			
	-1 -1 -01 -001 Default +001 +01 +1 +1				
	Dynamic Friction 0.600	) Bounciness 0.000			
	-1101001 Default +.00101 +.1 +1	-1101 -001 [Default +.001011 +1			
	Friction Combine Average	Bounce Average			
	✓ Max Velocity Enable				
Plugins	Max Velocity 10.00	2			
Material	-10 -1 -0.1 -0.01 Default +0.01 =0.1 =1 =10				
Collision Trigger	Drag 0.10	Scale X 1.000			
Physics	-0.01 Debut (0.01 =0.1 =1 =10	-1 -1 -01 -001 Default 0.001011 01			
Physics	Angular Stag 0.05	Scale Y 1.000			
Animation	10 11 41.1 40.01 Default +0.01 =0.1 +1 +10	-1 -1 -21 -001 Default +001 -21 -1 +1			
	Mass 1.00	) Scale Z 1.000			
Move	-10 -1 -0.1 -0.01 Default +0.01 -0.1 +1 +10	-1 -3 -01 -001 Dotaul +001 -01 -1 +1			
Preset	Vise Gravity When Position Off	Scale 1.000			
Control	V Physics				

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 groun again. Gravity is now activated.

		Cube02					
	V On Hide	den 🗸 I	nteractable	In Play	ossessable	Remove	
	Load Preset	Load Preset     Save Preset       Load Look     Save Look		et Reset Pose		Reset Look	
	Load Look			Load Pose	Save	Save Pose	
	Select Parent Atom From Scene	Parent Atom	Filter None			K 1/1	
	Select Link To	Link To Atom	Filter None		0	K] 1/1	
Plugins	From Scene	Link To	Filter None	_	2	K 1/1	
Material	On	Comply	Off Pa	rent Physics Hok	d Lock	Allow Possess/	
Collision Trigger	Desilies					Grab	
Physics Object	Position		~ (	<u> </u>		<u> </u>	
Physics Control	Rotation	<b>′</b>				$\checkmark$	
Animation	Comply Position		0.0010	Comply Rotation	n	5.0	
Move	at [ 001 [0001 [0000] [0	ofault [+3.000]+0.01	ot[+0.01]-0.1	-102 -12 -1 -0	1 Default +0.1	+1 +10 -100	
Preset	Comply Speed		10.0				
Control	<b>— (1)</b>	efeut( +0.1 ) +1	*10 +100				