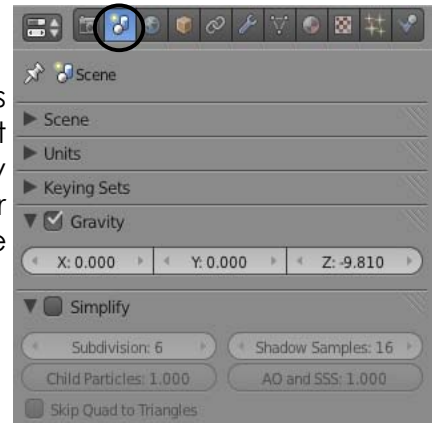


## Chapter 21- Game Engine Basics

### Scene Panel:

The most important setting for the game in this panel is the “Gravity”. By default, it is set to real gravity, but what if you want to make a game set in space where gravity isn't an issue? You will want to set gravity to zero or something really low. Maybe you want to make a game where objects are pulled to something in the X axis.



### Render Panel:

Just like rendering a picture to see your output, this is where you enable the game to play. You can press the “Start” button here or just press “**P**” to play in a viewport.

Your end result of making a game is for that game to be played as a standalone (*not in Blender*). This means saving the game as an executable that can launch itself, free of Blender. You can set the size of the game, the color depth, Frames-per-second (FPS), and full screen effects.

Since games rely heavily on sound effects, the game engine has setting features that deal with how the sound is played as well.

It's now time to apply some physics to the sphere. Add a Cone to the scene so the ball has something to deflect off of as it falls. Switch to a shaded view and select the UV Sphere. Rotate your view slightly so you can see what happens when we apply the physics. You want to see the ball drop and how it drops. Now go to the *Physics* panel so we can change some setting.

