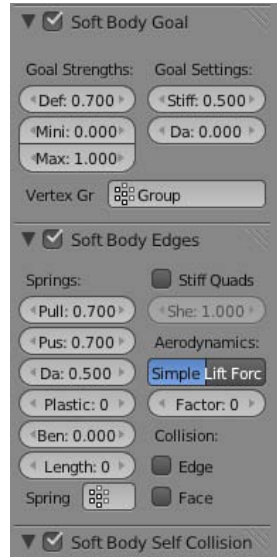
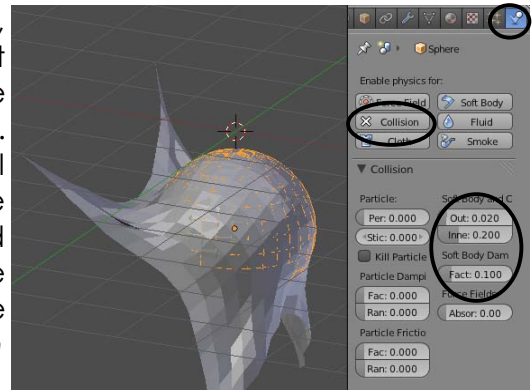


Chapter 18- Object Physics

In order to have the Soft Body react to the sphere, we need to apply a Collision to the sphere. Select the Sphere and press the “Collision” button in the Physics panel. Press “Alt-A” to test out the physics. The plane should now react to the sphere. You will notice that you have a few settings that can be tweaked such as simulated thickness and dampening. Other things you can do to make the reaction look better is to *Subdivide* the plane higher, *Smooth* the objects or apply a *Subdivision Surface* modifier.



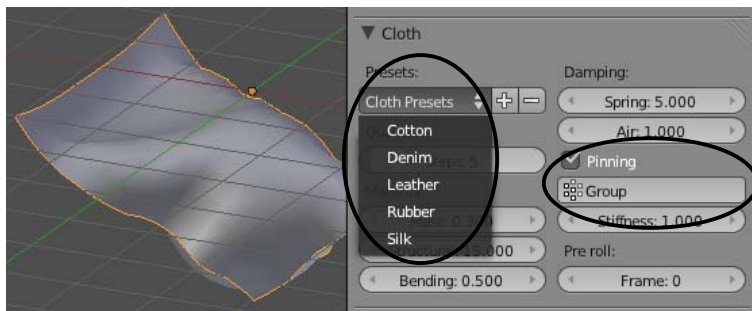
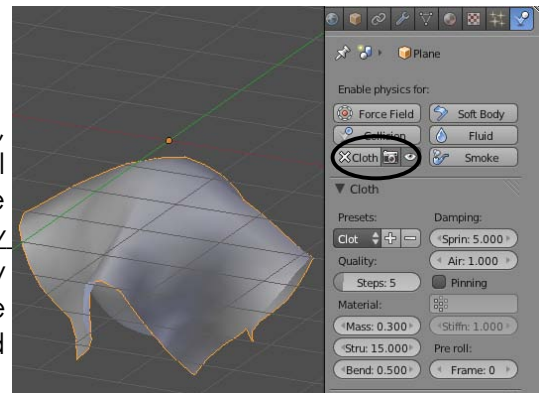
There are also many other settings that can be adjusted for the plane in the *Soft Body* panel. For example, if the plane appears too stretchy, you can adjust the *Pull*, *Push* and *Dampening* of the *Spring* settings under “*Soft Body Edges*”. Pressing the “*Stiff Quads*” button will give you some rigid effects as well.

Some other settings of interest include setting *Self-Collision* factors to prevent the mesh from intersecting itself and *Field Weights* to control gravity. If you want wind blowing the mesh, add an empty and add a *Wind Force Field* to it as discussed in the *Particles* chapter.

If you find that things are not updating for you or you would like to create a Bake for the physics, these issues can be addressed in the *Soft Body Cache* panel.

Creating Cloth Effects

Although Soft Bodies can be used for cloth, Blender has made it easier by giving you actual cloth effects. We'll start by reusing the same object from above and removing the *Soft Body* effect and adding a *Cloth* effect. Without any vertex groups, the cloth will fall and react with the sphere (still has Collision on it) well. I've also used “*Smooth*” from the *Tool Shelf* for both objects.



You can also use groups as before by checking the “*Pinning*” box and choosing the vertex group. You can also select various material types to simulate. There are several other settings similar to what was discussed before.