**LESSON: PHYSICS ANIMATION**

**STEPS:**

1. Insert “Plane” – scale large enough to add more objects.
2. Insert “Ball” – scale down by clicking on colored box and then white dot and drag to increase or decrease size.
3. Insert “Box” – scale down
4. Insert “Torus” – scale down
5. Add rigid body tag to all objects including plane. Press play and notice how everything falls down.
6. Select rigid body tag from plane and change all linear and angular factors to zero. Press play and notice how objects fall and land on plane.
7. Select rigid body tag from box and change mass to 2.0. Notice how increasing weight causes the object to fall faster.

