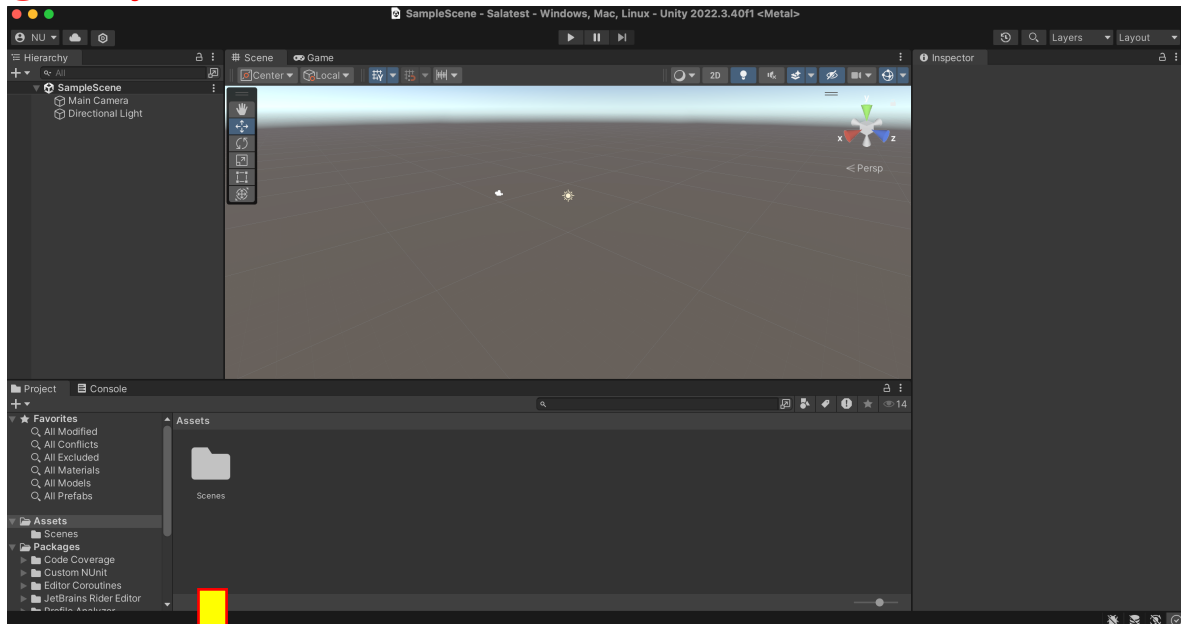
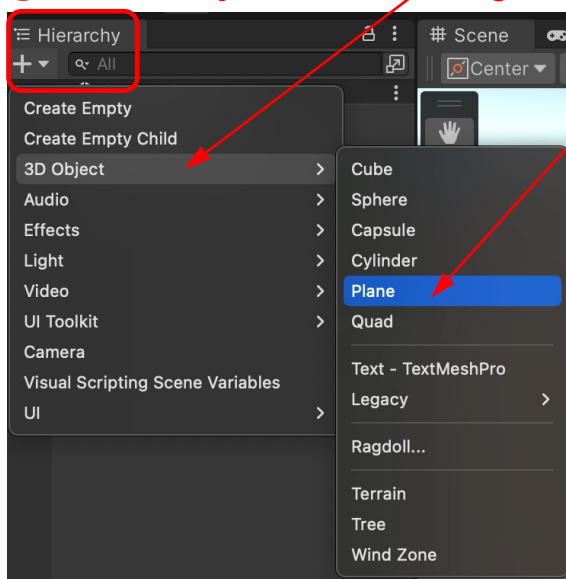


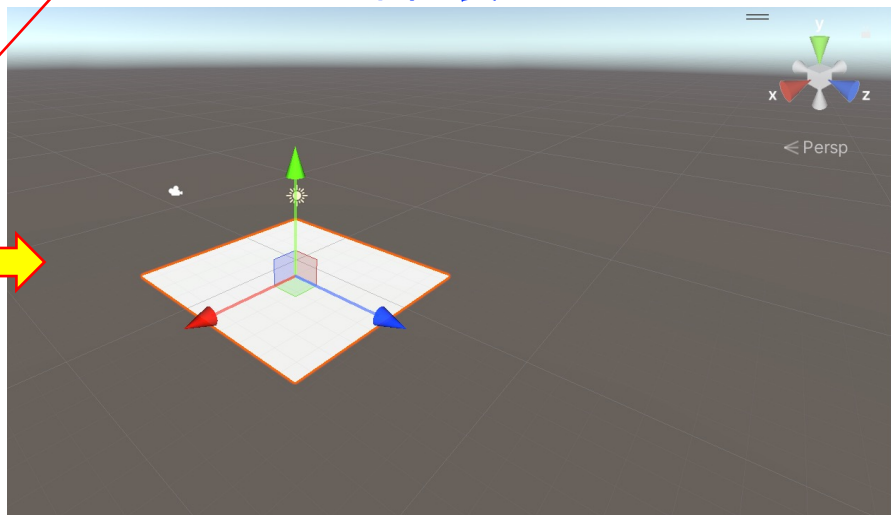
①Unity Hub起動→ 3Dで新しいプロジェクト作成



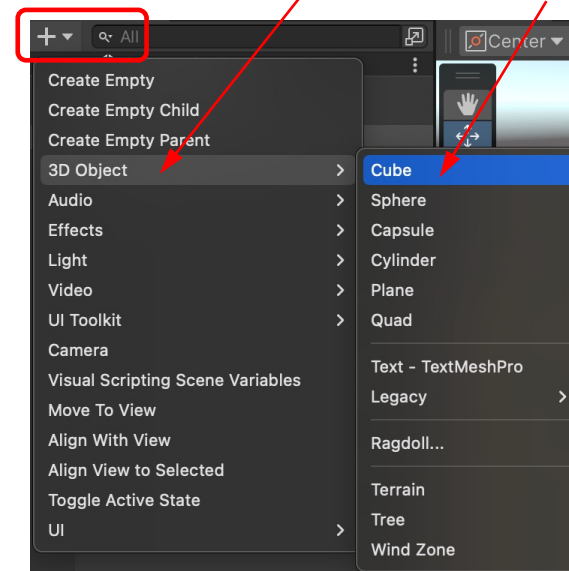
②Hierarchy + → 3D Object → Plane選択



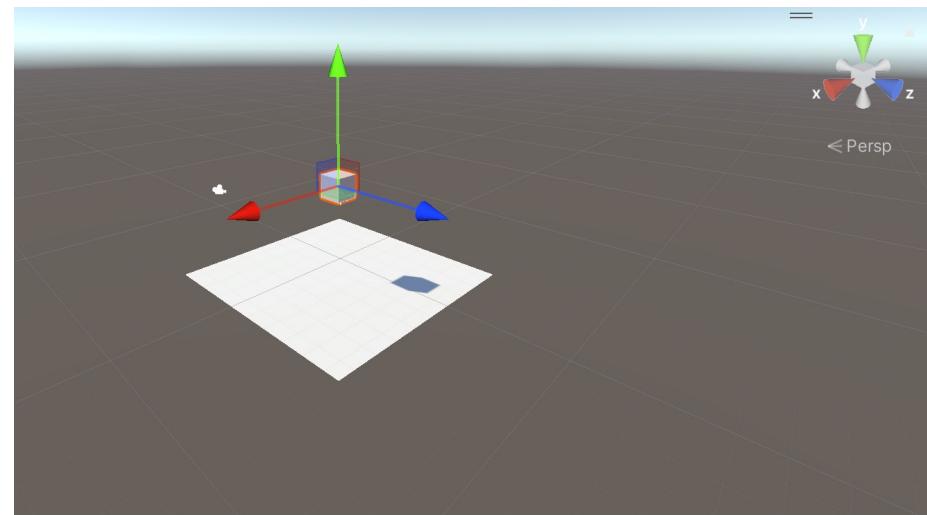
平面表示



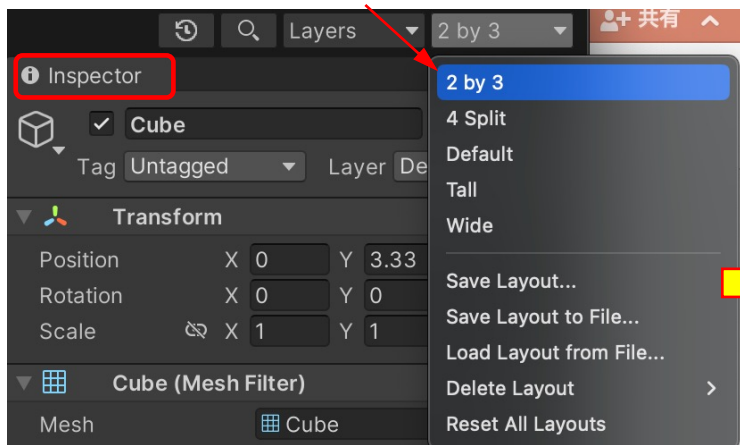
③Hierarchy + → 3D Object → Cube選択



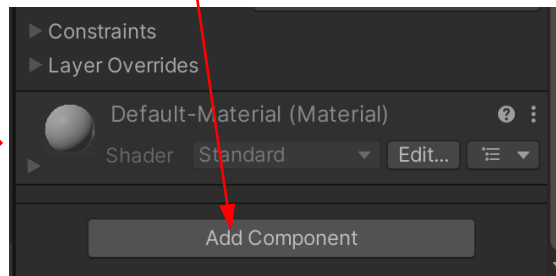
キューブ表示



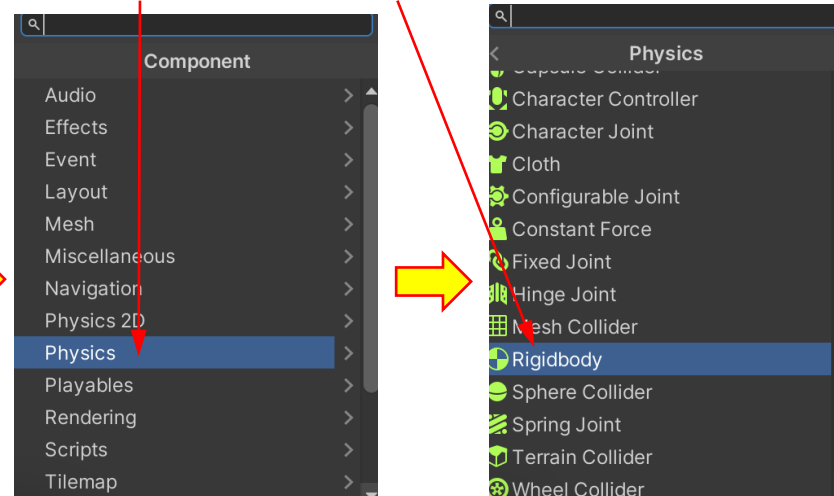
④Inspector → 2 by 3選択



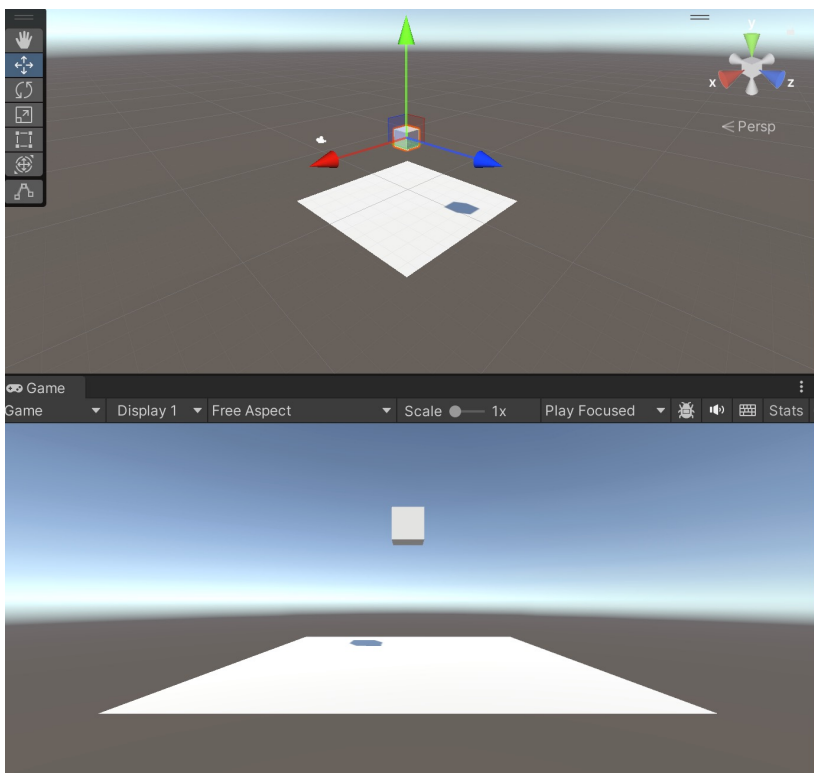
⑤ Inspectorの下部にある
Add Componentクリック



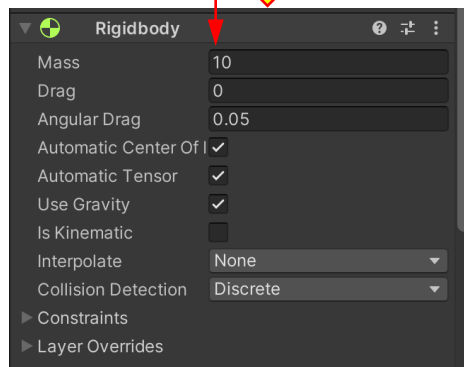
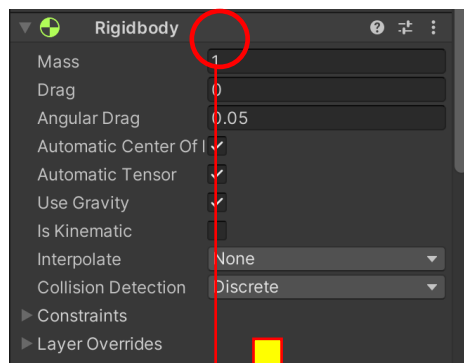
⑥Physics → Rigidbodyクリック



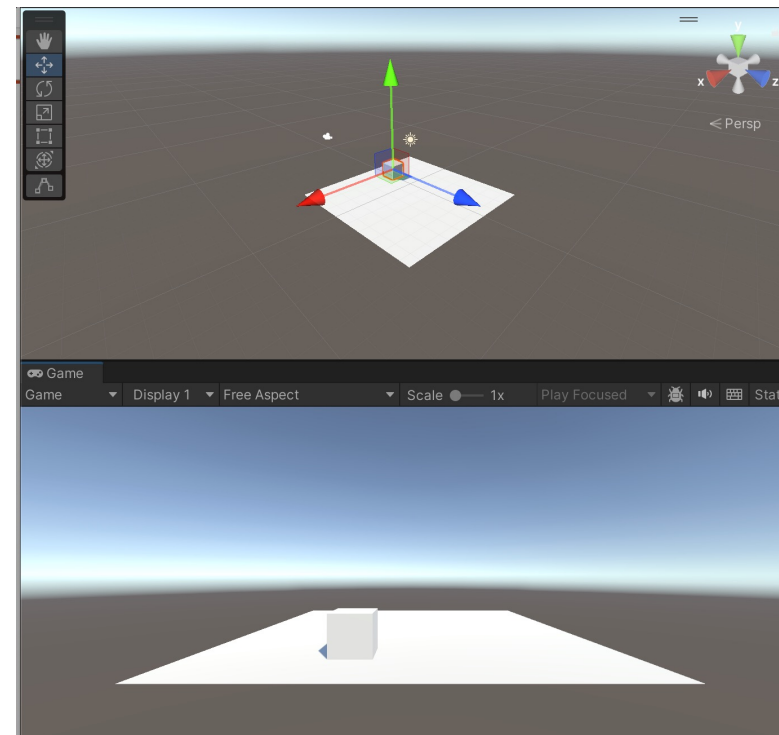
↓ 下図はカメラから見た風景



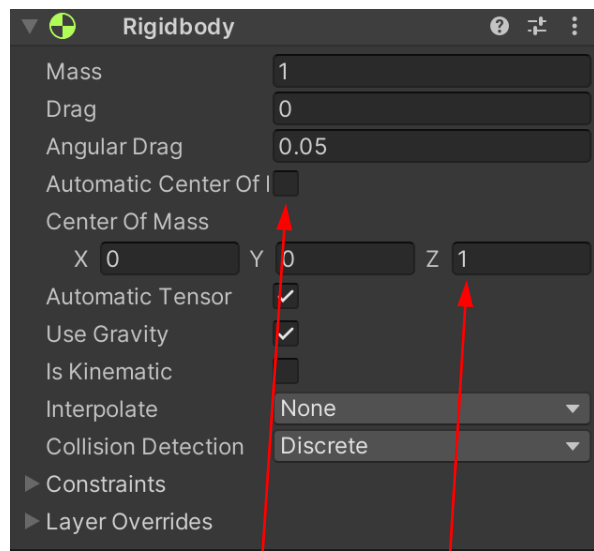
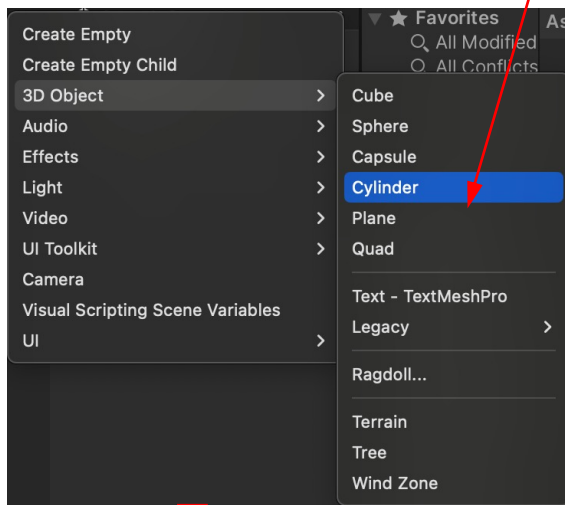
⑦Massの数値を変えてみる



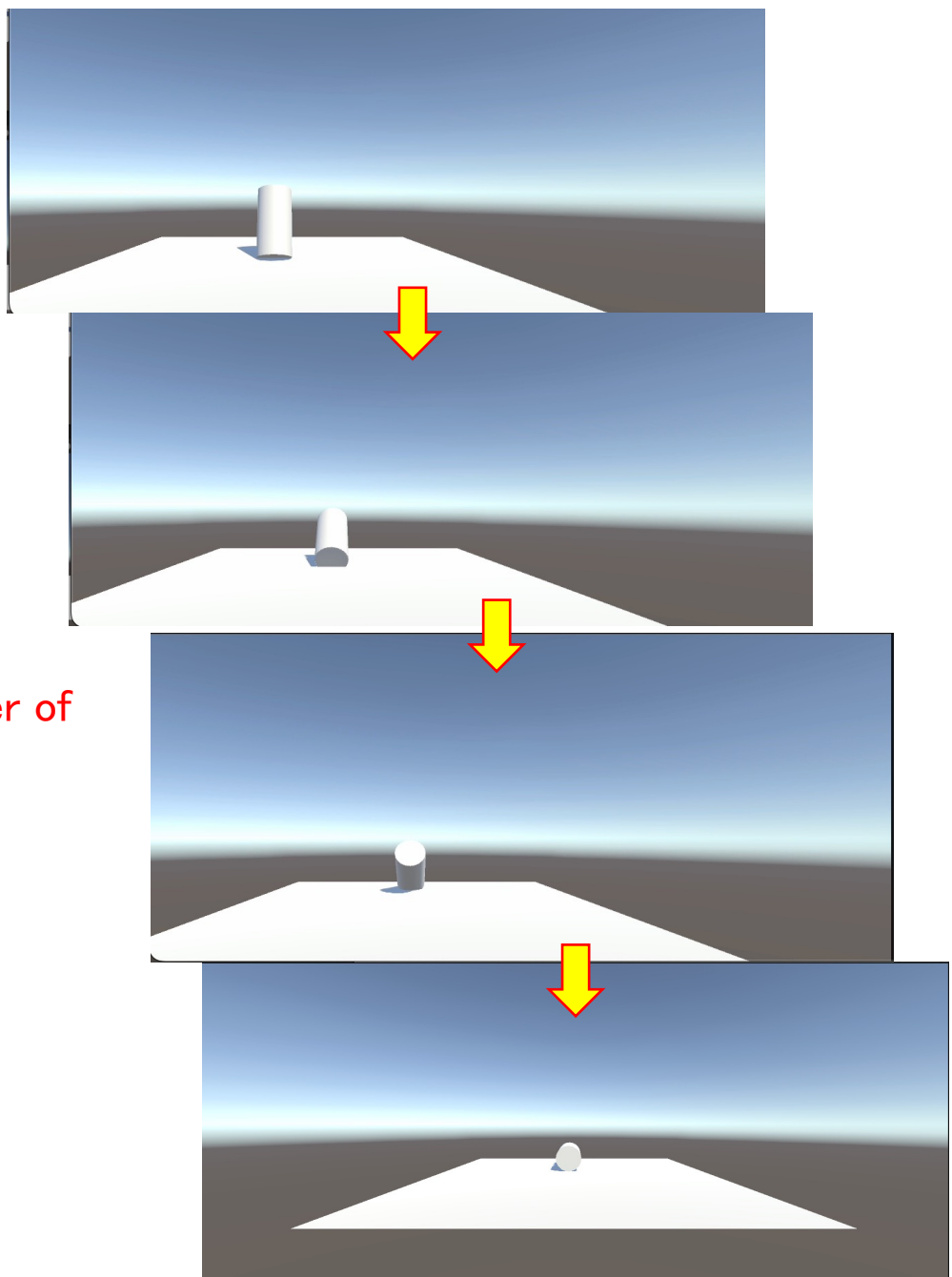
⑧▶をクリックすると、キューブが落下する



⑨ Hierarchy + → 3D Object → Cylinder 選択



⑪ をクリックすると、シリンダーが落下し、倒れる



⑩ Rigidbody → Automatic Center of Mass のチェックを外す
→ Center Of MassのZを1にする

重心を高くする

