# ①Unity Hub起動→ 3Dで新しいプロジェクト作成



## ②Hierarchy + $\rightarrow$ 3D Object $\rightarrow$ Plane選択







## ③Hierarchy + $\rightarrow$ 3D Object $\rightarrow$ Cube選択

+ • • All Create Empty Create Empty Child Create Empty Parent		E <sup>2</sup> [Cepter ▼ : ;
3D Object	>	Cube
Audio	>	Sphere
Effects	>	Capsule
Light	>	Cylinder
Video	>	Plane
UI Toolkit	>	Quad
Camera Visual Scripting Scene Variables Move To View Align With View Align View to Selected Torople Active State		Text - TextMeshPro Legacy > Ragdoll Terrain
	>	Tree Wind Zone





### ④Inspector → 2 by 3選択

🗢 Game

ame

<u> </u>	D, Layers		2 by 3 🔻 📕
Inspector			2 by 3
Cube			4 Split
		r De	Default
Tag ontagged	Laye		Tall
🔻 🙏 🛛 Transform			Wide
Position X	0 Y 3	3.33	
Rotation X	0 Y 0	C	Save Layout
Scale 🛇 X	1 Y 1	1	Save Layout to File
			Load Layout from File
▼ III Cube (Mesh	Filter)		Delete Layout
Mesh	I Cube		Reset All Layouts

→ 下図はカメラから見た風景

🔻 Scale 🗕 🗕 1x 🛛 Play Focused 🔻 🎽 🕪 🥅 Stats

x

### ⑤ Inspectorの下部にある Add Componentクリック



# ⑦Massの数値を変えてみる

	Rigidbody		8	랴	
Mass		1			
Drag		0			
Angula	ar Drag	0.05			
Autom	atic Center Of	1.2			
Autom	atic Tensor	· •			
Use G	ravity	· •			
ls Kine	ematic				
Interpo	olate	None			•
Collisi	on Detection	Discrete			•
Consti	raints				
Layer	Overrides				
•	Rigidbody		0	규	:
V 🕂 Mass	Rigidbody	10	0	÷	:
▼ 🕂 Mass Drag	Rigidbody	10 0	•	ᅷ	:
Mass Drag Angula	<b>Rigidbody</b> ar Drag	10 0 0.05	Ø	÷	:
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Mass Drag Angula Autom Autom Use G Is Kine Interpo Collisi	Rigidbody ar Drag natic Center Of natic Tensor ravity ematic olate on Detection	10 0 0.05	0	7 2	: 
Mass Drag Angula Autom Autom Use G Is Kine Interpo Collisi	Rigidbody ar Drag natic Center Of natic Tensor ravity ematic olate on Detection raints	10 0 0.05	0	÷	•

#### ⓑ Physics → Rigidbody D J $\gamma$ D



# 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

Create Empty		T ★ Favorites As
Create Empty Child		O All Conflicts
3D Object	>	Cube
Audio	>	Sphere
Effects	>	Capsule
Light	>	Cylinder
Video	>	Plane
UI Toolkit	>	Quad
Camera		
Visual Scripting Scene Variables		
UI	>	Legacy >
		Ragdoll
		Terrain
		Tree
		Wind Zone



🔻 🕂 🛛 Rigidbody	<b>9</b> ∓
Mass	1
Drag	0
Angular Drag	0.05
Automatic Center Of I	
Center Of Mass	
X 0 Y	0 Z 1
Automatic Tensor	
Use Gravity	
Is Kinematic	
Interpolate	None
Collision Detection	Discrete
► Constraints	
► Layer Overrides	

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

重心を高くする

# ①▶をクリックすると、シリンダーが落下し、倒れる

