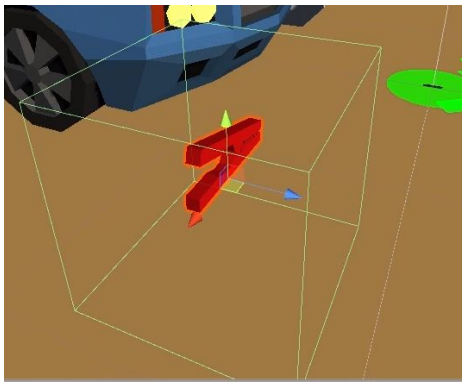
4.4 Modify Clamp Collider

We don't want the clamp to collide as though it is in a box!



Activities:
Step 1: Modify the Box Collider

Length:	10 minutes
Overview:	Change the Collider to be more clamp-sized, not a huge box
Project Outcome:	The clamp collides as we would expect, rather than appearing to float because the collider is too big.
Learning Objectives:	The students will be able to: - Adjust the Box Collider values - Explain what a collider is
Prerequisite:	Previous tutorial steps (Sections 1-3)
ISTE Student Standards	6d "customize the medium for the intended audiences"
Video	https://vimeo.com/349085410

OR

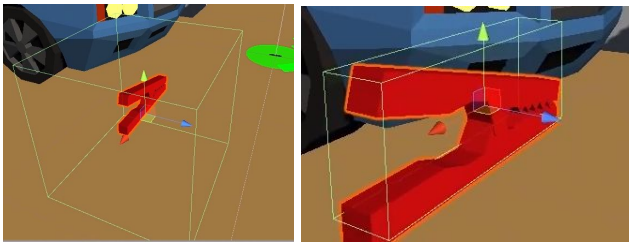
Step 1: Modify the Box Collider

1. With DefaultMesh still selected, locate the Box Collider component. Try "scrubbing" the values by clicking directly on the X and dragging left

- **Explain** A "collider" determines where the shape will collide with other objects. Though a shape may look small, it is the collider that

or right to see how it affects the collider in the scene.

2. I used the values for Size of X-0.52, Y-0.22, Z-0.11, and set the Center Y to 0.16.
3. Play test to see how the clamp collides with the ground or cube tables.



Before and After adjusting the Box Collider

determines where it bumps into things.

End of Lesson

Recap

Key concepts:

- The Collider determines where an object will hit other objects

Key skills:

- Modifying values of a Box Collider to resemble the size of the mesh.

Key terms:

- **Collider:** Determines the shape of an object for physical collisions