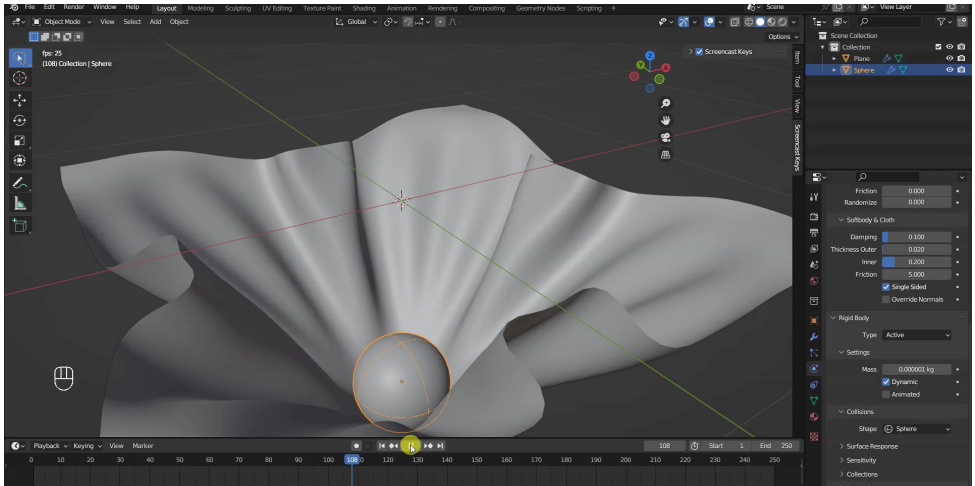


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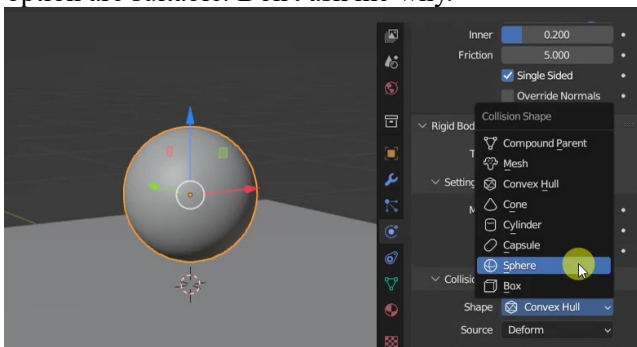
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Hi!

This short tutorial was created using Blender 3.6 and shows what to do, at least with this version of the software, to ensure that a **Rigid Body** object interacts correctly with a **Cloth-type** object, rather than passing through it.

I'll tell you right away which parameter to modify, and then you can decide whether to continue watching the video. The parameter to modify is the **Collision Shape** of the **Rigid Body** object because neither the default **Convex Hull** option nor the **Mesh** option are suitable. Don't ask me why.



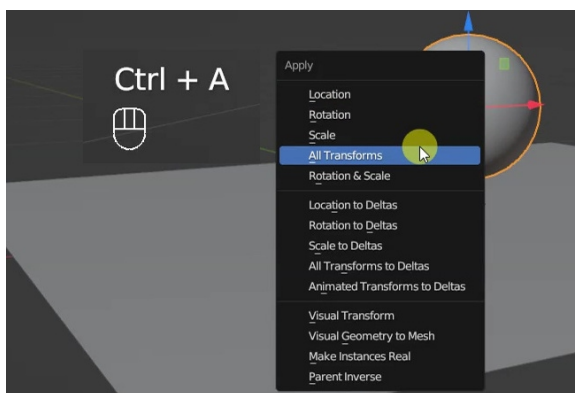
In the scene, there is a **Plane** with a good number of internal **subdivisions** to provide the Cloth simulator with a dense enough geometry to deform.

I then provide a **Cloth simulation to the object**, keeping the default settings, which work just fine.

There are several ways to prevent the Plane from falling into the void, but probably the simplest is to set the **Gravity Field Weight** parameter in the **Cloth** simulator tab to **0**.

I place a **Sphere** object above the Plane, resizing it as desired.

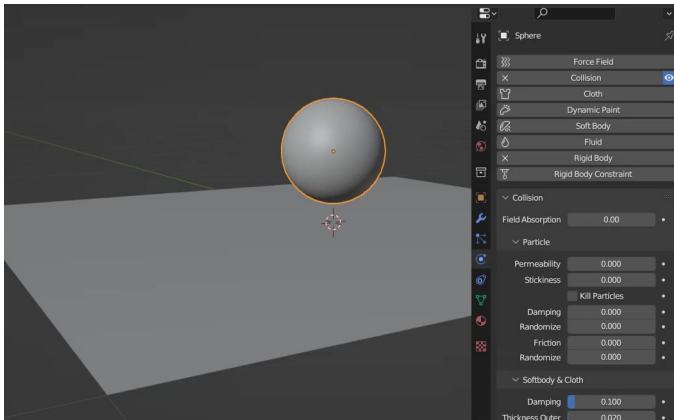
I **apply the Scale transformations** to both the **Sphere** and the **Plane** to avoid any issues with the physics simulation.



I provide the **Sphere** with both a **Rigid Body** simulation and a **Collision** simulation. The Rigid Body component **causes the Sphere to fall** into the void, impacting with the underlying Plane. **The Collision component** ensures that this object and **Cloth-type objects interact**.

However, when starting the simulation we notice that **the sphere passes through the Plane below**.

It's not a problem related to the simulation quality, the number of subdivisions of the Plane, or other parameters of the Cloth simulator because it's as if the sphere doesn't notice the presence of the Plane at all.



I go back to the first frame of the Timeline and change the **Collision Shape** of the **Sphere** from Convex Hull to **Sphere**, as mentioned at the beginning of the video.

This time, **the Sphere will interact with the Plane**, and from here, we can start modifying the various parameters of the Rigid Body and Cloth simulator based on our needs.

Well, that's all! I hope this short tutorial has been useful to you! See you soon!