

Unit 3: Physics

Lesson 1: Colliders

Activity 3 (🕒 10' minutes): Gap text

Fill the gaps with the words you've heard in the video.

Colliders are a component that allows the GameObject to which they are attached to _____ to other colliders, provided that one of the GameObject has a _____ component.

Colliders come in various shapes and types, and are denoted in the scene view by a green _____. They can have the following primitive shapes: a _____, a _____ and a _____. For more complex shapes you have two options: you can either combine several of these primitive shapes together by applying primitive colliders to different objects in our hierarchy; the other option is to use a **mesh** collider, which will fit the exact shape of the mesh that you specify.

Since it will fit the exact shape of the mesh, then it may be providing a too detailed collision mesh and affecting _____. This is the reason why it is often better to make a _____ setup instead.

When collisions occur in the game engine, one collider _____ another and an event called *OnCollisionEnter* is called. When the colliders are still in contact *OnCollisionStay* is called, and it happens several times. As we continue to step through, eventually, *OnCollisionExit* is called when the two colliders are no longer in _____.