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Details. To use a Physics Material 2D, simply drag it onto an object with a 2D collider attached or drag it to the collider component in the inspector A Unity window that displays information about the currently selected GameObject, asset or project settings, allowing you to inspect and edit the values. More info See in Glossary. Note that for 3D physics, the equivalent asset is referred to as ...

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Property Function; Gravity: Set the amount of gravity applied to all Rigidbody 2D GameObjects The fundamental object in Unity scenes, which can represent characters, props, scenery, cameras, waypoints, and more. A GameObject's functionality is defined by the Components attached to it. More info See in Glossary. Generally, you only set gravity for the negative direction of the y-axis.

### **Unity - Manual: Physics 2D**

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