

# Dominos

Content: Rigidbody dynamics

Start by creating a groundplane:

**'Create>PolygonPrimitives>Plane'**

Scale it up using the **'ScaleTool'** (hotkey **'r'**)

Go into *shaded mode* (hotkey **'5'**)

Go to the **'Dynamics menu'**

Make it a 'passive rigid body'

**'Soft/RigidBodies>CreatePassiveRigidBody'**

Now create a polygon cube

**'Create>PolygonPrimitives>Cube'**

Scale it so the shape is more like a dominobrick

Move it up using the **'MoveTool'** (hotkey **'w'**) until it is placed slightly above the groundplane.

Duplicate it **'Edit>Duplicate'** (or hotkey **'CTRL+d'**)

Move the now active duplicate a bit

Continue doing so until you have a small line of dominos

Select all the dominos (not the plane!) and apply gravity to them **'Fields>Gravity'**

This automatically makes them **'ActiveRigidBodies'**

Try pressing the **play button** (in the lower right corner), then dominos should fall, collide, and finally stand on the groundplane.

To create some action, select the first dominobrick and use the **'RotateTool'** (hotkey **'e'**) to rotate it so that it will fall and collide with the next domino in line.

Press play and enjoy.

Luckily if something goes wrong, and you have to do is 'rewind' to frame 1, to get all the bricks upright again.. pheeew...

