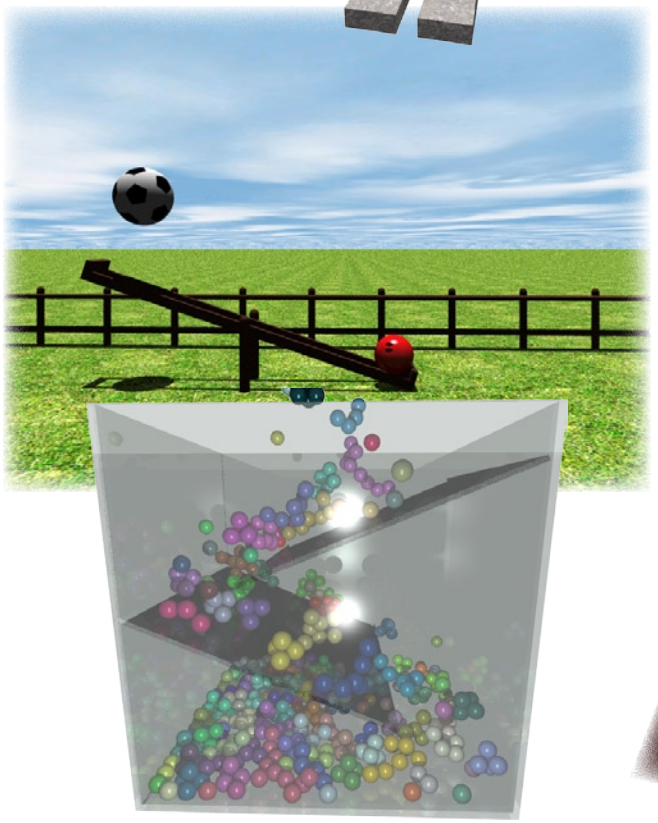
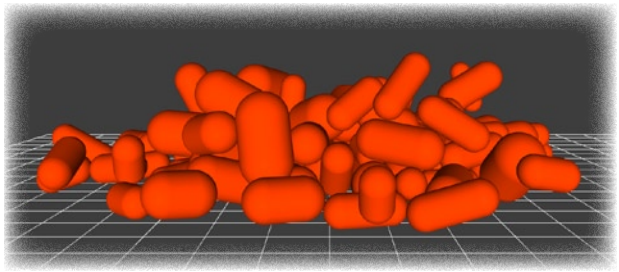
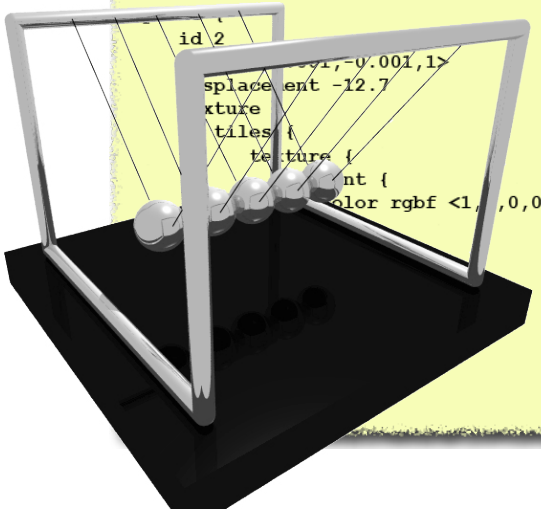
The e Rigid Body Physics Engine



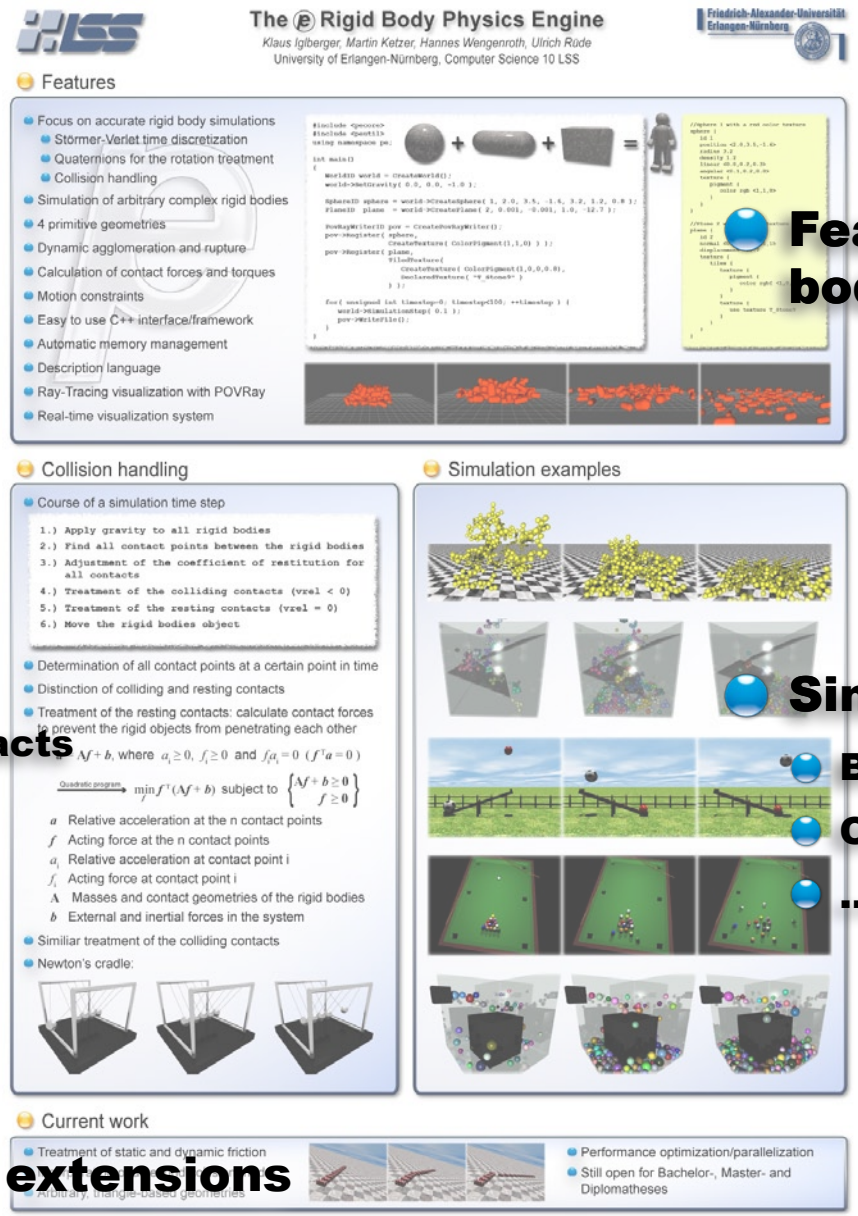


```
//Sphere 1 with a red color texture
sphere {
    id 1
    position <2.0,3.5,-1.6>
    radius 3.2
    density 1.2
    linear <0.0,0.2,0.3>
    angular <0.1,0.2,0.0>
    texture {
       pigment {
          color rgb <1,1,0>
       }
    }
}

//Plane 2 with a tiled texture
    id 2
                  ,-0.001,1>
 splace ent -12.7
 xture
  tiles {
      te ture {
                nt {
                olor rgbf <1,  ,0,0.8>
```



The ℮ Rigid Body Physics Engine



- **Features of the ℮ rigid body physics engine**
- **Collision handling**
  - **Simulation time step**
  - **Resting/Colliding contacts**
  - **Force calculation**
- **Simulation examples**
  - **Billard simulation**
  - **Object generator**
  - **...**
- **Current work / new extensions**