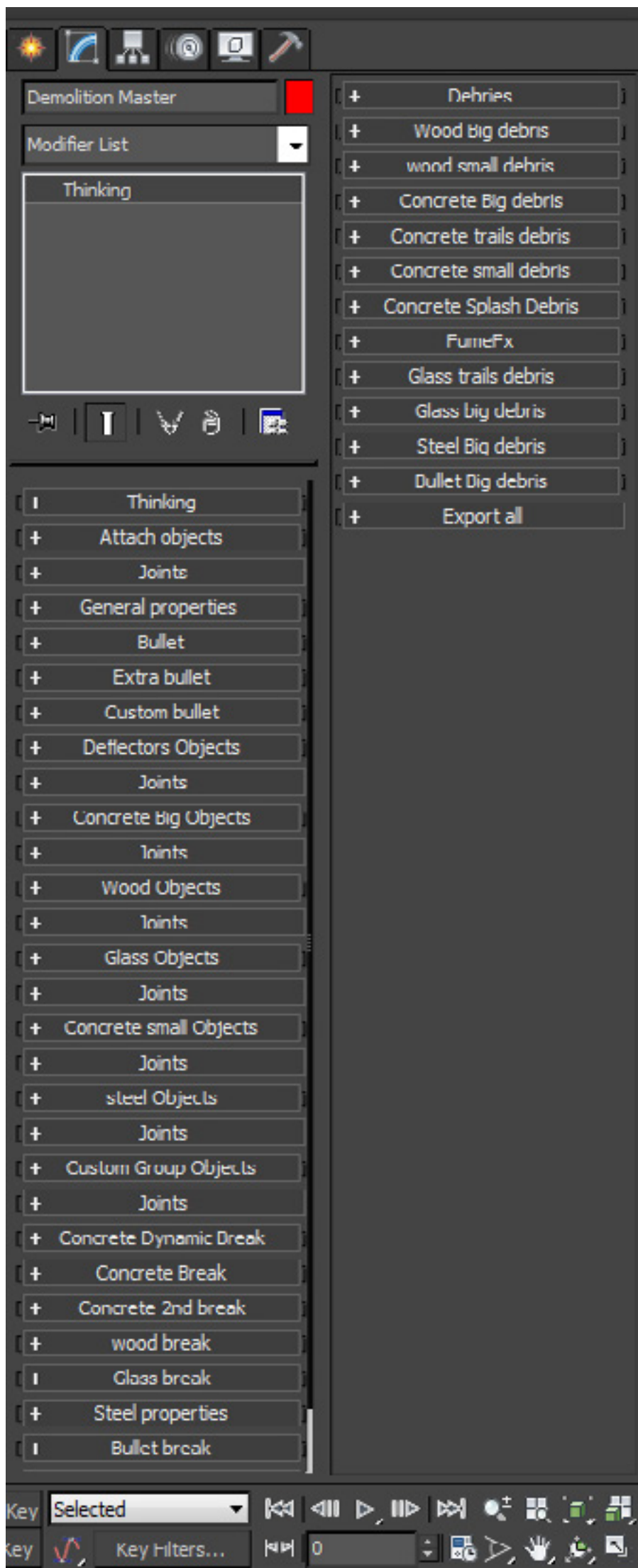
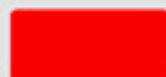


Demolition Master Interface





General
Properties



Object
Types



Joints



Debris



Extra

- General properties

Dyn solver Bullet Physic ▾

Ground ☒

gravity 400.0 ▴ ▾

wind 0.0 ▴ ▾

Atractor 0.0 ▴ ▾

Atrac time 0.6 ▴ ▾

Kill frags ☐

z kill -1.0 ▴ ▾

+ Bullet

+ Extra bullet

+ Custom bullet



General
Properties



Object
Types



Joints



Debris



Extra

- steel Objects

Pick UP REM. DOWN

Group All

Track
☐ None
☐ Object To Partide
☐ Partide To Object
☐ Initial Velocity

Instance Shape ☐

Use Subtree ☐

Hide

Changes Affect All

- Steel properties

Deformation No deform

Mass 200.0

Fric lev 0 15.0

Rad to lev 1 50.0

vel to lev 1 25.0

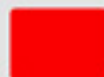
+ Steel properties

+ Concrete Big Objects

+ Wood Objects

+ Glass Objects

+ Concrete small Objects

[illegible]



General
Properties



Object
Types



Joints



Debris



Extra

- Debris

mult. gravity

Deflector

Conc. Big ☐

Conc. Small ☐

Conc. Trail ☐

Conc. Splash ☐

Conc. FumeFx ☐

Wood Big ☐

Wood Small ☐

Glass Impact ☐

Glass trails ☐

Steel Big ☐

Bullet big ☐

kill particles ☐

z position

+ Wood Big debris

+ wood small debris

+ Concrete Big debris

+ Concrete trails debris

+ Concrete small debris

+ Concrete Splash Debris

+ Glass trails debris

+ Glass big debris

+ Steel Big debris

+ Bullet Big debris



General
Properties



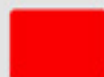
Object
Types



Joints



Debris



Extra

- FumeFx

smoke dur. 10.0

Life Span 18 [T]

Part./s 350.0

Speed 0.5

Min. size 5.0

Min. velocity 10.0

- Export all

Quality 100.0

☐ Scale Without Size

☒ Active Time Segment

☒ Range 0

To 250

Export Remove