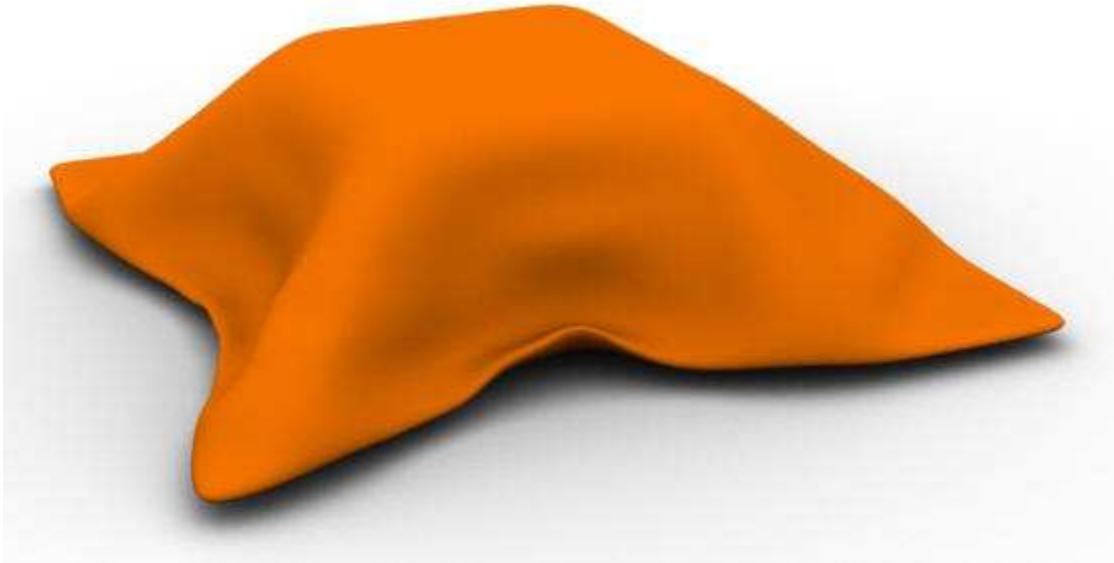


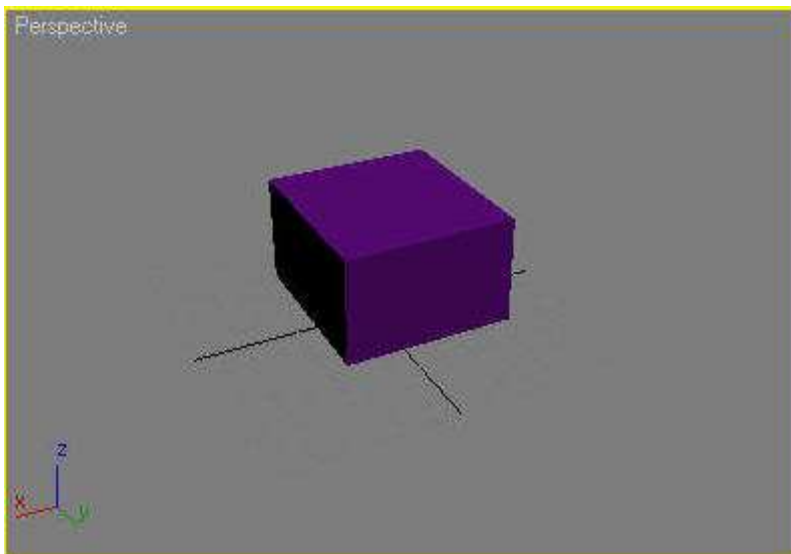
Reactor: Cloth



This tutorial shows you how to take advantage of reactor's physics simulations to make cloth. Reactor can calculate how cloth moves and bends, and we can make some things we couldn't possibly make before.

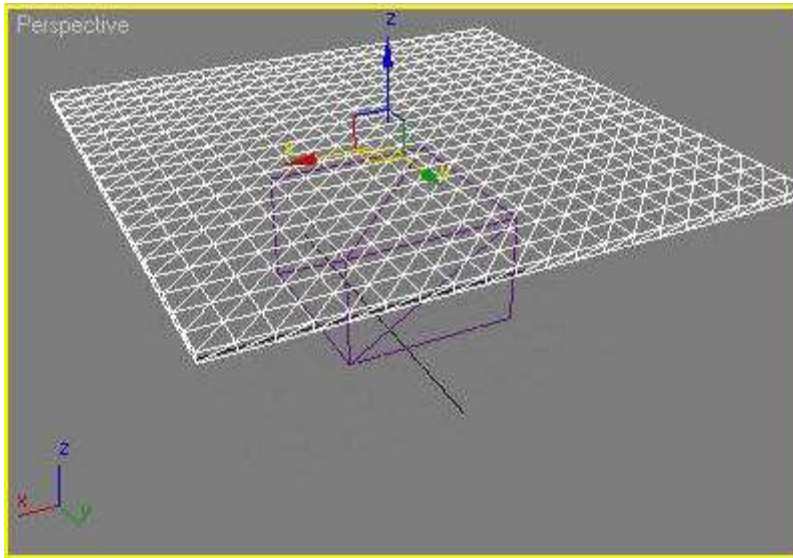
For starters, we will make a box to drape the cloth over.


Create a box in the perspective viewport.



Next, we will make the cloth. In the top view, choose create>standard primitives> plane. Drag it so it covers at least the box. Move it above the first box. You may find it easier to work in the front view for this.

From the command panel on the right, change the length and width settings to about 10 each. The higher the setting the denser the mesh.



This is the cloth object. To get reactor to use it, you have to apply a cloth modifier. Go to modifier button  and choose Cloth modifier from the reactor drop down list.

The only setting you will need to change is to put a check into the **"Avoid Self Intersections"**.

Now, all that's left to do is to add the objects to collections. Right click on your top toolbar and select Reactor. This will cause the reactor toolbar to appear. You may want to drag this off to the side.

Reactor collections are a group of objects that will be included in a simulation. Essentially, an object has to be part of a collection to be used in reactor.

Select the small box and click on the Rigid Body Collection icon (3 cubes). The object will automatically be added to a new rigid body collection.



Do the same for the cloth object. Select it, and add it to a new Cloth Collection (T-shirt icon).

Now, your simulation is all ready to go.

Click the Create Animation icon in the reactor toolbar. 

When it's done calculating it, you can play the animation.

To make the cloth smooth, you can apply a MeshSmooth modifier *after* the Cloth modifier, so you can simulate with the coarser mesh but end up with a smooth cloth. **DONE!**