

SimpleRagdoll

Simple ragdoll comprises two systems to go from animated character to ragdoll. These systems make the ragdoll inherit the character's momentum and angular momentum, or any fraction of it you desire.

Tutorials for the two systems are shown here: <http://www.kavorka-racing.com/simpleragdoll-tutorials.html>.

Setup

Watch the tutorials on <http://www.kavorka-racing.com/simpleragdoll-tutorials.html>.

Parameters

velocityLerp

Smooths our spikes in the characters momentum. Lower value is more smoothing, but a value of zero will make the ragdoll keep none of the character's momentum.

keepAngularMomentum

The fraction of the characters angular momentum to be transferred to the ragdoll.

drag and angularDrag

Damp the ragdoll's limbs. Higher value is more damping.