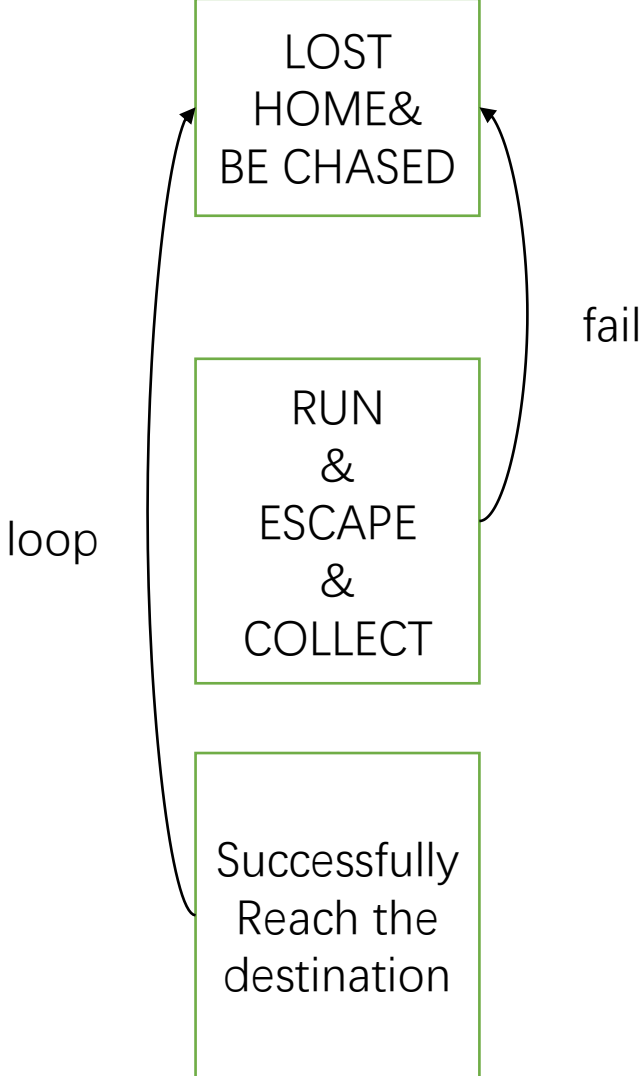
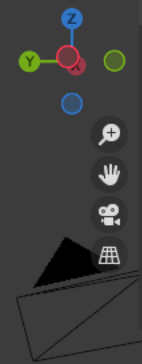
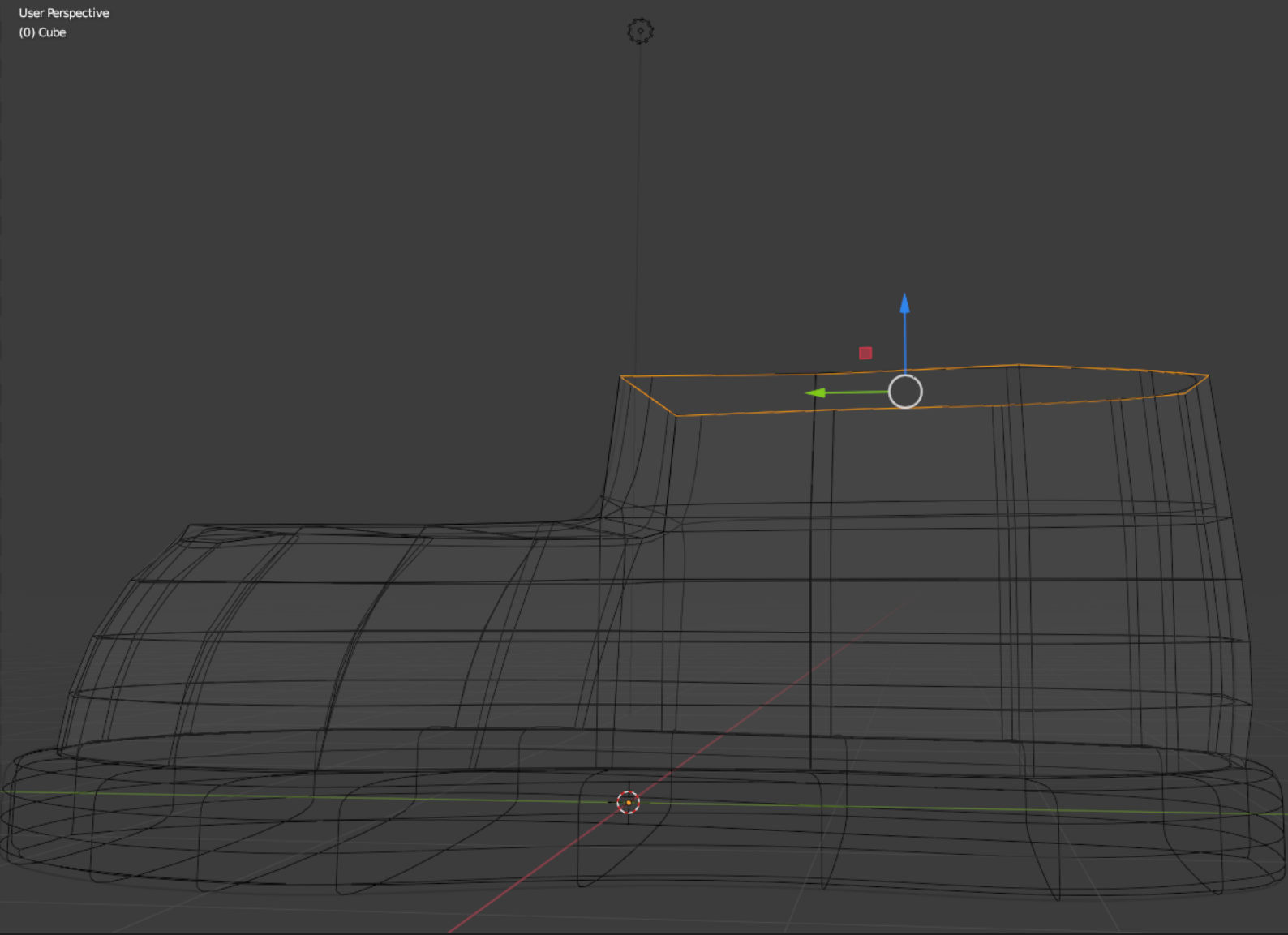


Flow chart





User Perspective
(0) Cube



Transform	
Median:	
X	-0.02128 m
Y	-0.44856 m
Z	7.9098 m
Global Local	
Vertices Data:	
Mean Bevel Weight	0.00
Edges Data:	
Mean Bevel Weight	0.00
Mean Crease	0.00

- Scene Collection
 - Collection
 - Camera
 - Cube
 - Cube.001
 - Empty
 - Light

Cube ▾

Subdivision

Add Modifier

Subdivision

Catmull-Clark Simple

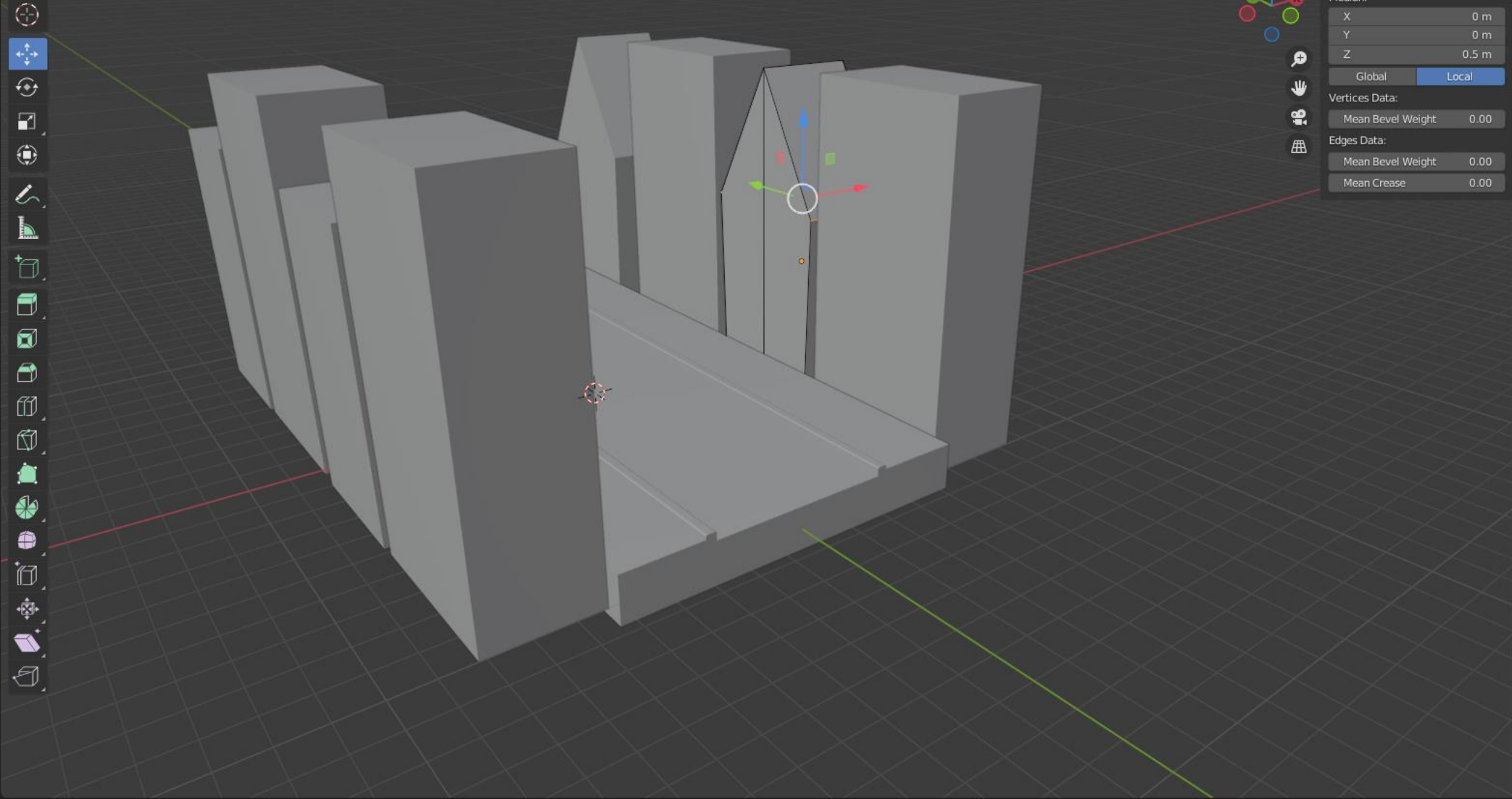
Levels Viewport 2

Render 1

Optimal Display

Advanced

User Perspective
(1) Cube.002



Transform

Median:

X	0 m
Y	0 m
Z	0.5 m

Global Local

Vertices Data:

Mean Bevel Weight	0.00
-------------------	------

Edges Data:

Mean Bevel Weight	0.00
Mean Crease	0.00

- Scene Collection
 - Collection
 - Cube
 - Cube.001
 - Cube.002**
 - Cube.003
 - Cube.004

Scene

Camera

Background Scene

Active Clip

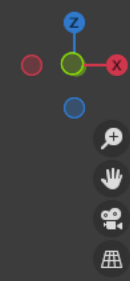
- Units
- Gravity
- Keying Sets
- Audio
- Rigid Body World
- Custom Properties

Playback Keying View Marker

1 Start 1 End 250

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

User Perspective
(48) Collection | Armature



▼ Transform

Location:

X	-0 m
Y	-0 m
Z	1.9905 m

Rotation:

X	0°
Y	180°
Z	0°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

Dimensions:

X	0.196 m
Y	0 m
Z	1.51 m

Scene Collection

- Collection
 - Armature
 - Cube

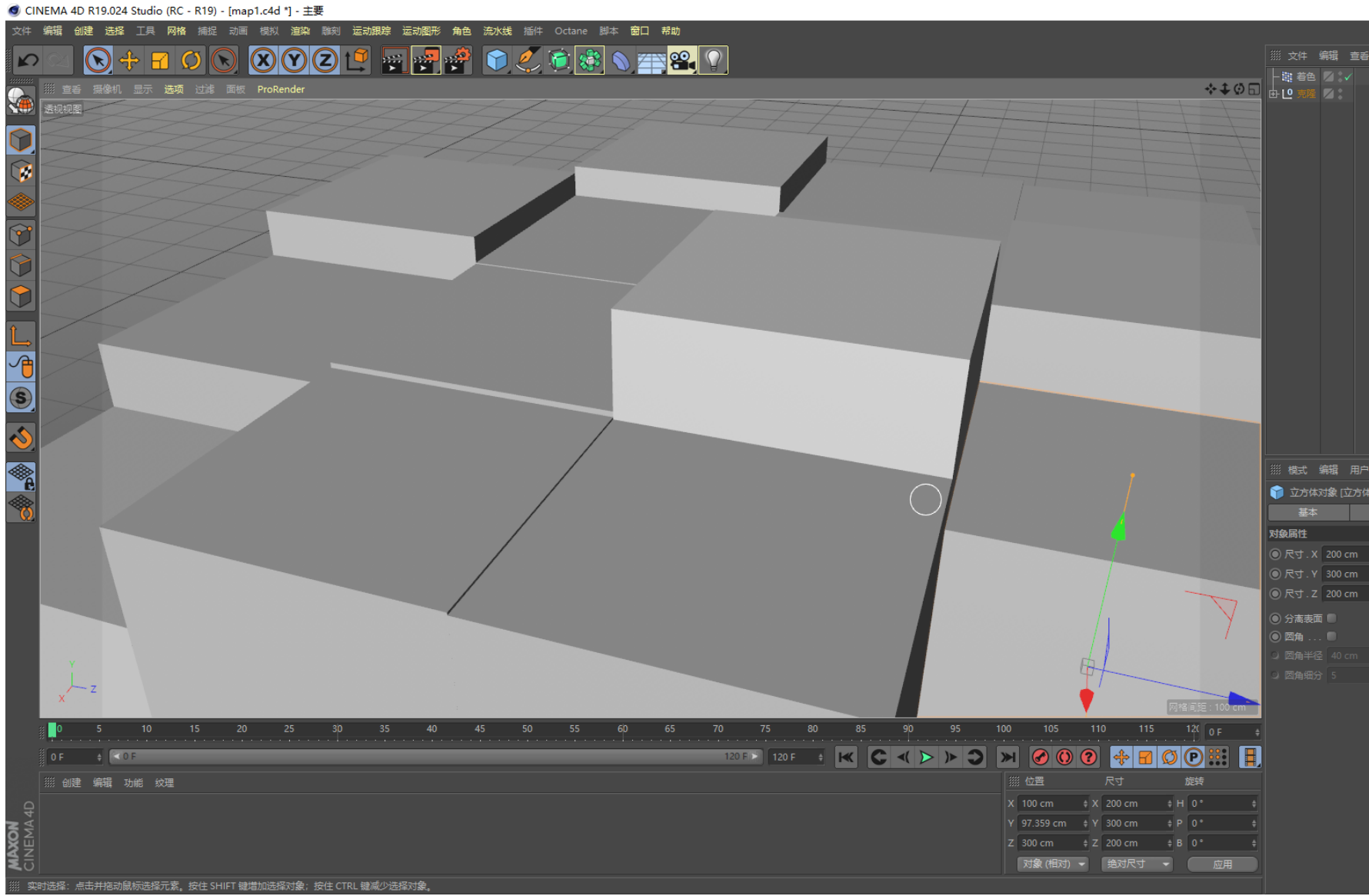
▼ Add Bone Constraint

Armature Bone.003

Playback Keying View Marker

48 Start 1 End 250

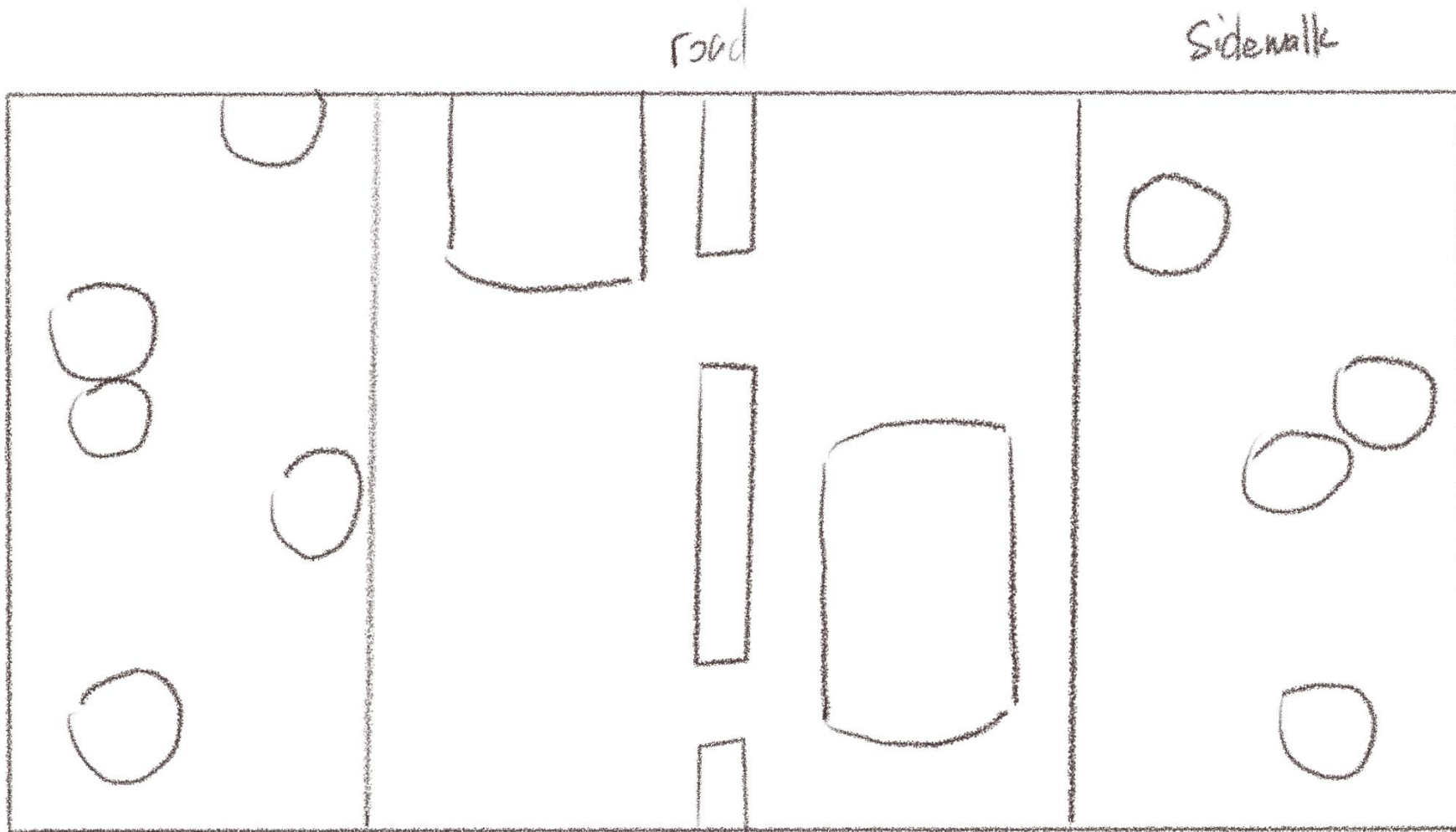
0 10 20 30 40 48 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250



The floor consists of many blocks, and each block moves up and down randomly.

Perspective in game





map





