Using Blender 2.7 - **Topics - Rigid Body Constraints (hinge)**

Create a seesaw and make a bar that functions as a hinge

* Create a **plank** that is sitting on a **bar** (like a seesaw)
* Create an **object that will fall onto the plank**



Add the physics settings:

* Go to Physics tab on left
* Select the object that will fall onto the plank
* Click "Add Active" in Physics tab
* Select the plank
* Click "Add Active" in Physics tab
* Select the bar
* Click "Add Passive" in Physics tab (this makes it stay still but affect other objects)
* With the bar selected first, shift-click to select the plank so it is active (light green outline) but bar is still selected (dark green outline)
* Click "Connect" in physics tab
* Change type to "Hinge"

Change the axis of rotation (the z axis must be pointing the same way as the bar):

* Press z to change the viewport shading to Wireframe.
* If you look closely, you can see there is a new set of axes that are all green. That is the rigid body constraint.
* Select the rigid body constraint object so it is highlighted in light green:



* Rotate that constraint so that the z axis is pointing the same way as the bar (such as by pressing r then y then typing 90 then enter, if yours is oriented like the example above)