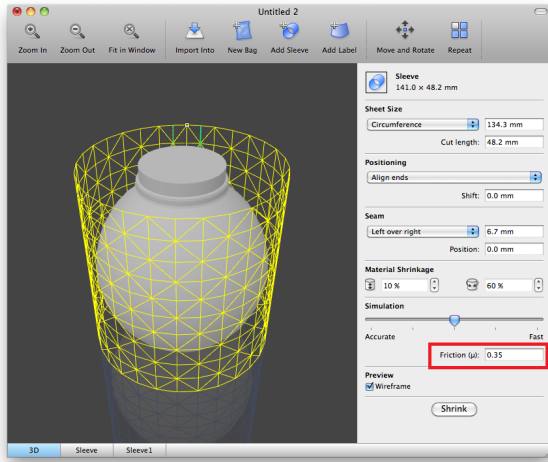


# KB172008899: Studio Toolkit for Shrink Sleeves - Friction Material Shrinkage option: is the coefficient of friction static or kinetic

## Question

Is the coefficient of the Material Shrinkage option **Friction** static or kinetic?



Article information	
Applies to	Studio Toolkit for Shrink Sleeves all versions
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Author	LMJ
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Contents
<ul style="list-style-type: none"><li>• <a href="#">Question</a></li><li>• <a href="#">Answer</a></li></ul>

## Answer

The friction value that the user can enter in the user interface of Studio Toolkit for Shrink Sleeves is used internally (in the physics simulation engine), as the coefficient of both static and kinetic friction. It's an approximation: in reality materials actually have different static and kinetic friction coefficients.

If the user happens to have actual measured physical parameters (such as static and kinetic friction coefficient values of his or her shrink sleeve material), as a first approximation we suggest to enter the static friction coefficient in the Studio Toolkit for Shrink Sleeves user interface.

However, for some 3D model shapes, the user may want to use a higher or lower friction value to steer the shrink simulation towards a better prediction. The end goal is to find a perfect match to the physical mock-up.