

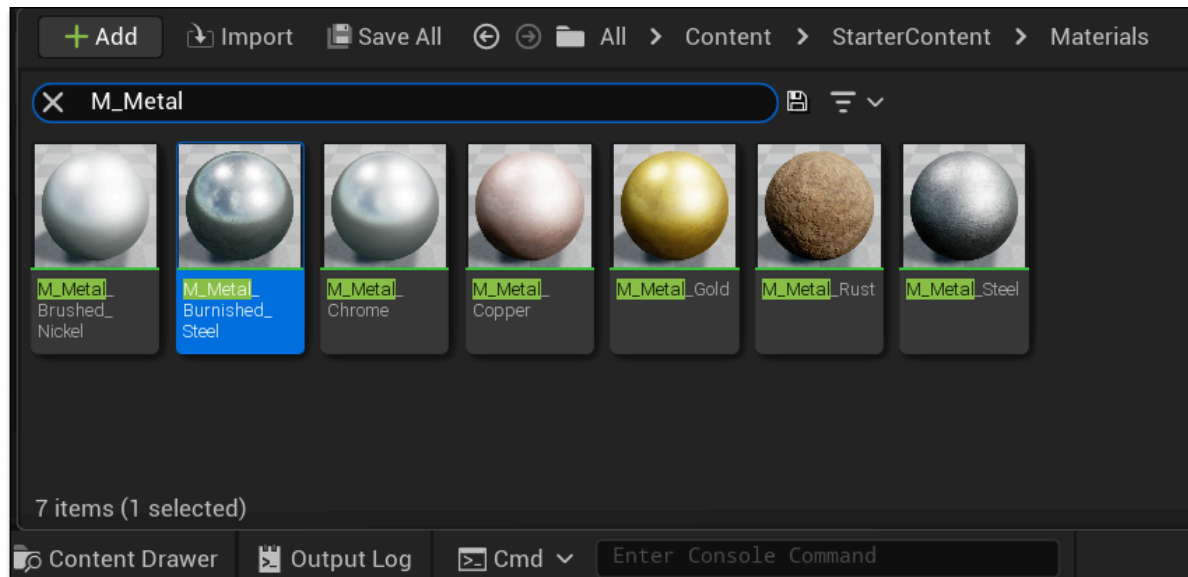
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Assign a Physical Material to a Material

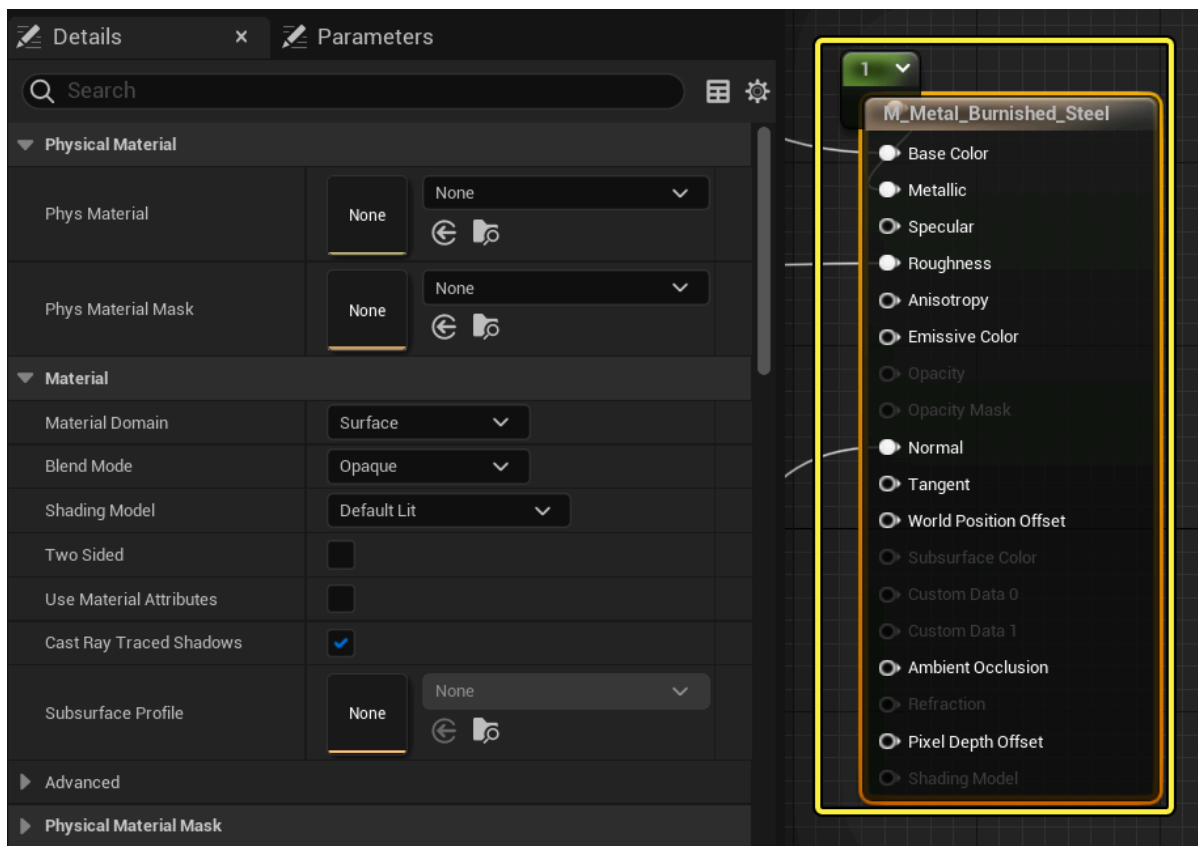
Tutorial on how to assign a Physical Material to a Material in Unreal Engine



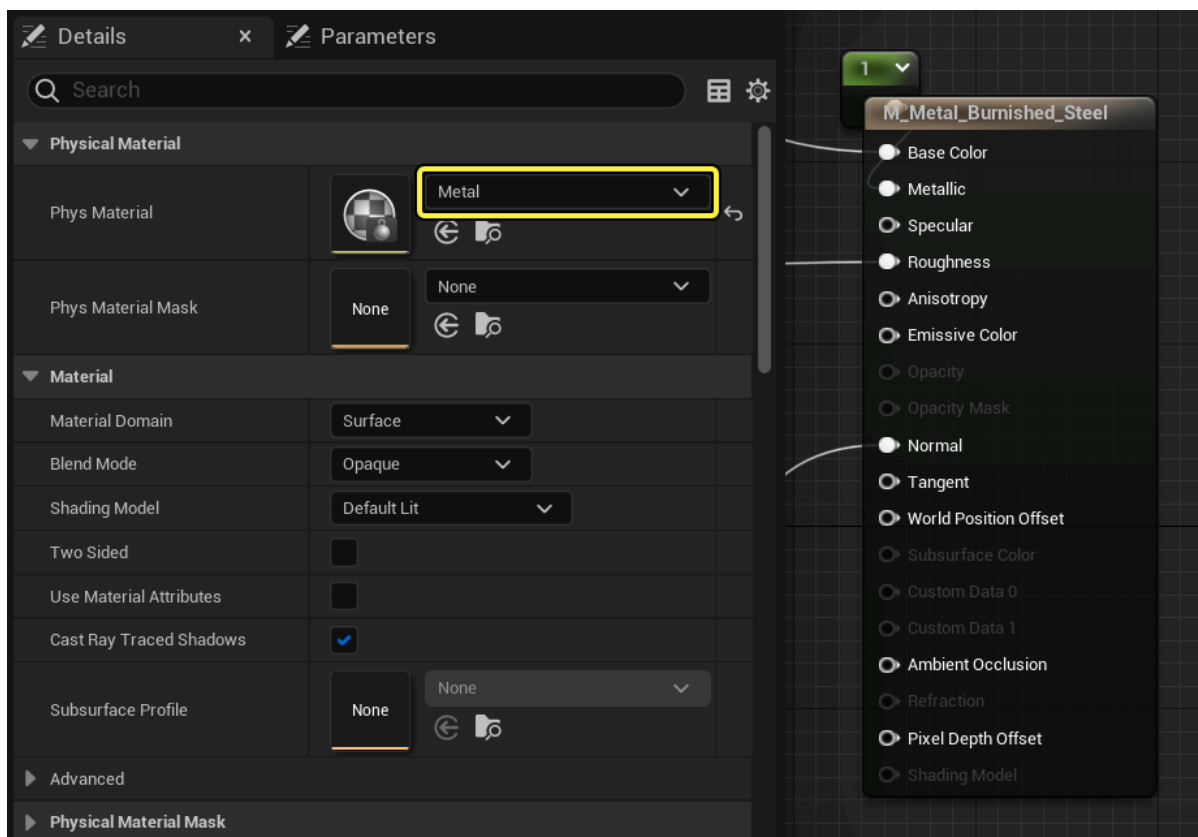
1. Open or create a new **Material**.



2. In the **Material Blueprint**, select the main material node.



3. In the **Details** panel, use the Physical Material dropdown to select or create a Physical Material.



4. Click **Save**.