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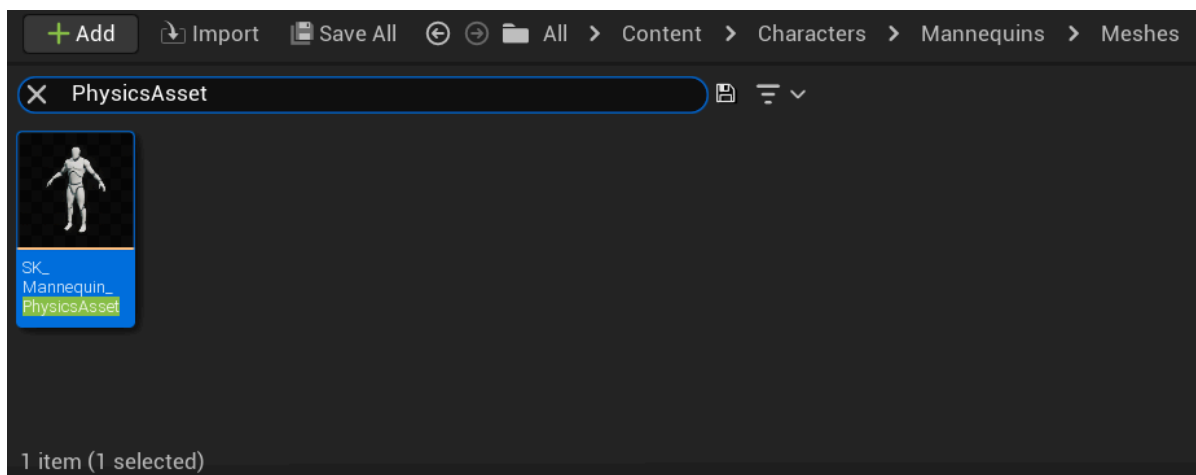
Assign a Physical Material to a Physics Asset

How to assign a Physical Material to the entirety of a Physics Asset using the Physics Asset Editor.

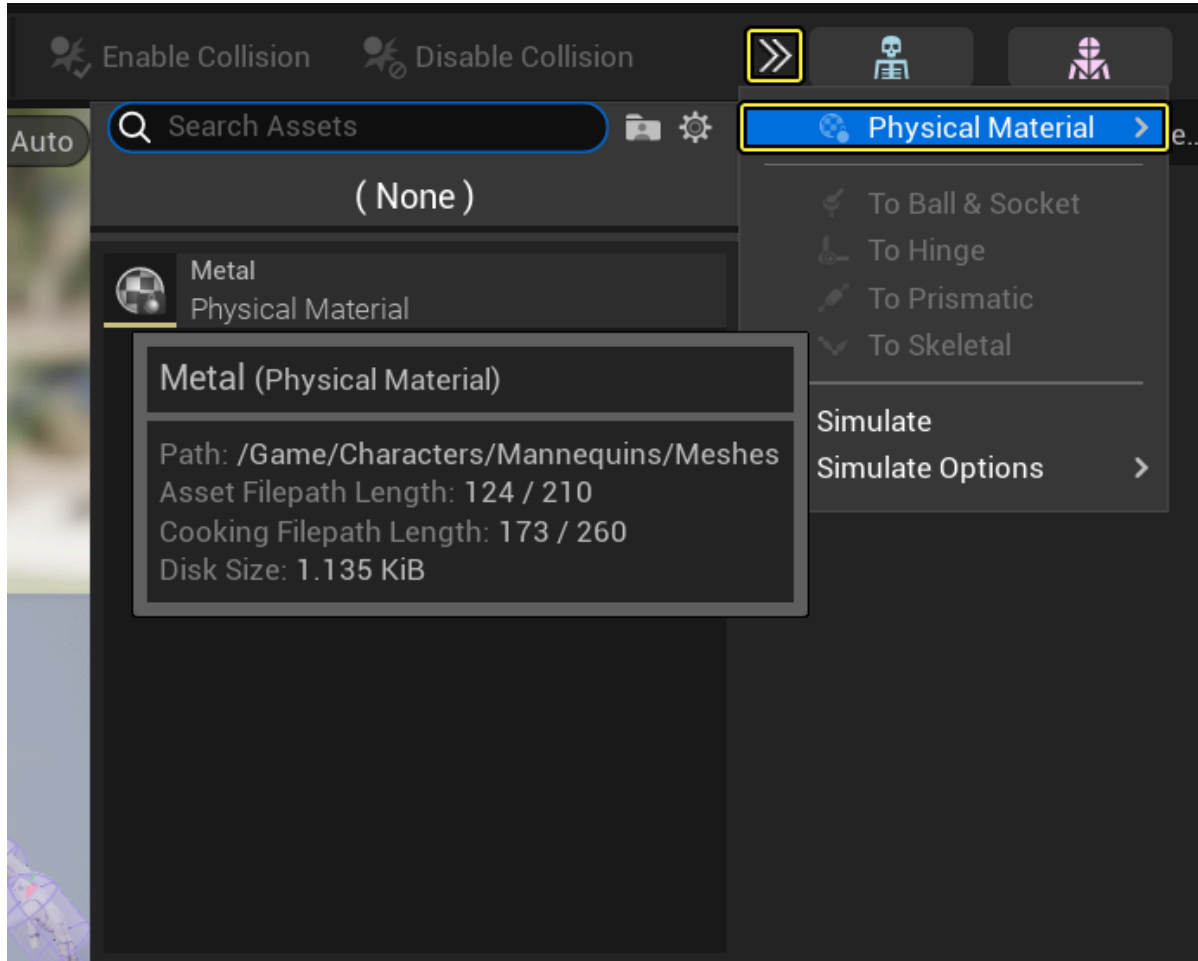


The following steps detail how to set the **Physical Material** of all **Physics Bodies** in a **Physics Asset** at once.

1. Double-click a Physics Asset in the **Content Drawer** to open it in the **Physics Asset Editor**.



2. In the main menu of the Physics Asset Editor, click **Toolbar** to expand the **Dropdown** menu and select the **Physical Material** to apply.



3. Click **Save**.