

Developer

/ Documentation

/ Unreal Engine ▾

/ Unreal Engine 5.4 Documentation

/ Making Interactive Experiences

/ Physics

/ Physical Materials

/ Physical Material Tutorials

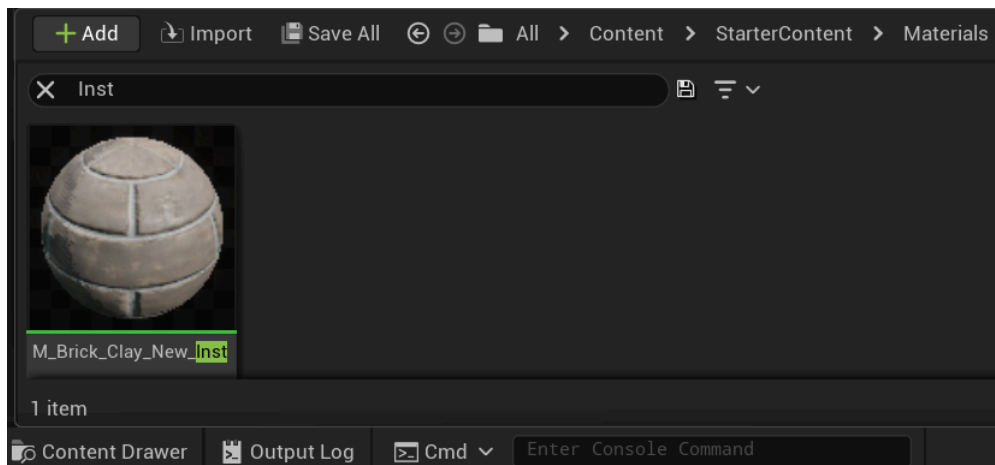
/ Assign a Physical Material to a Material Instance

Assign a Physical Material to a Material Instance

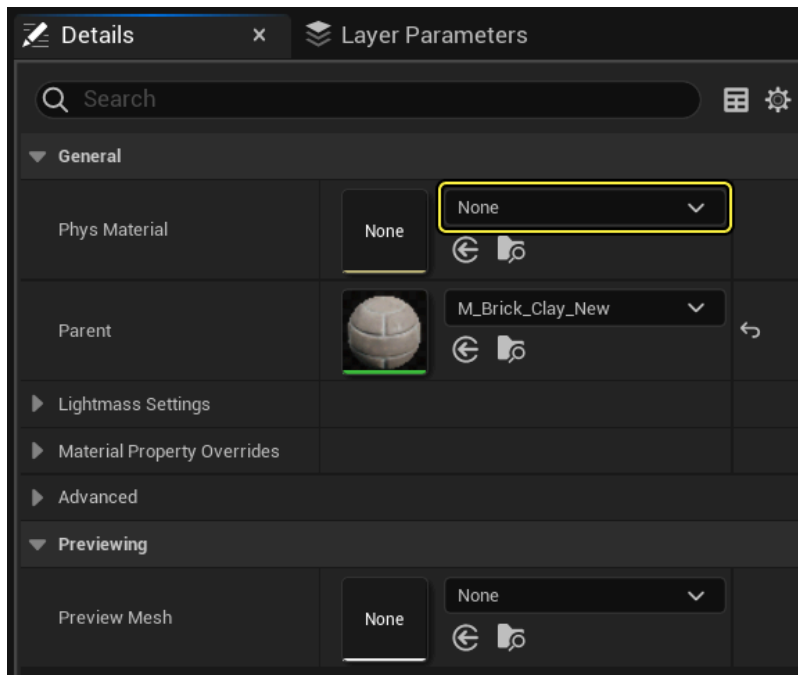
Tutorial on how to assign a Physical Material to a Material Instance in Unreal Engine



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



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



3. Click **Save**.