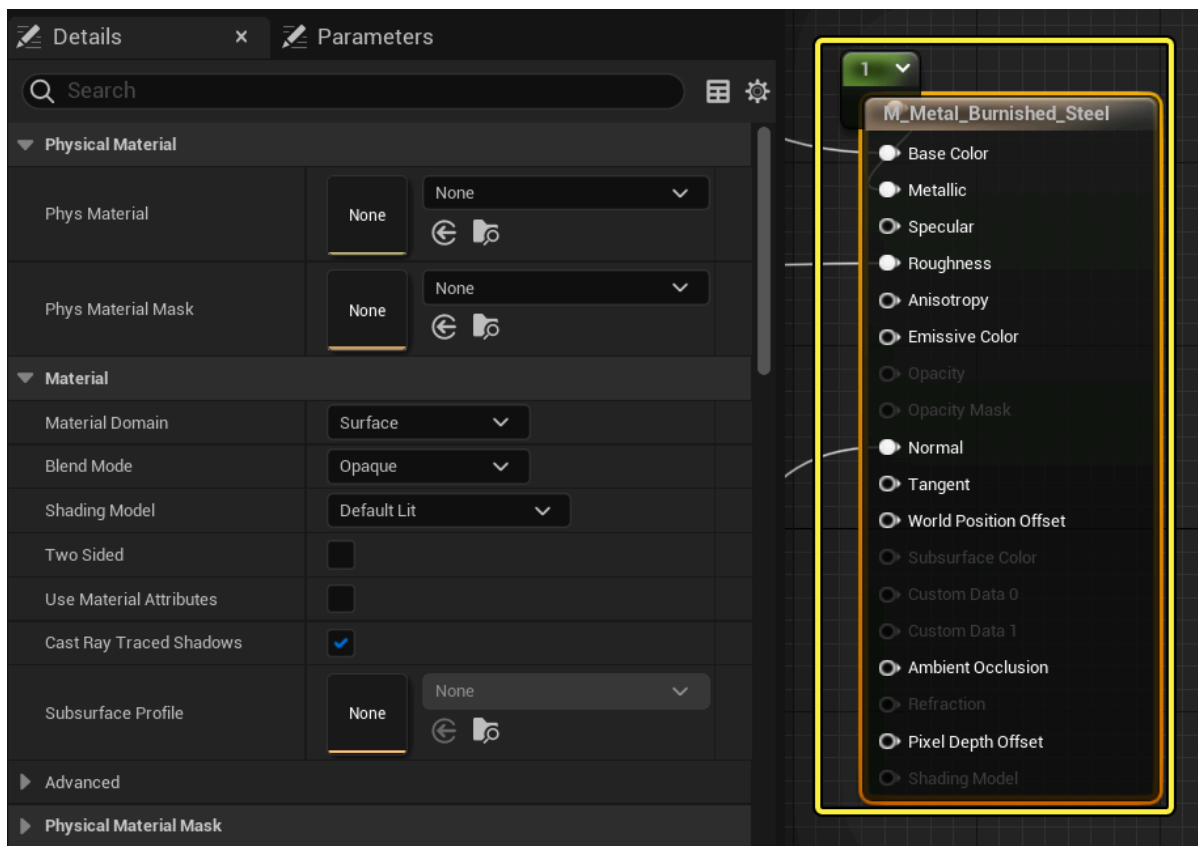# Assign a Physical Material to a Material

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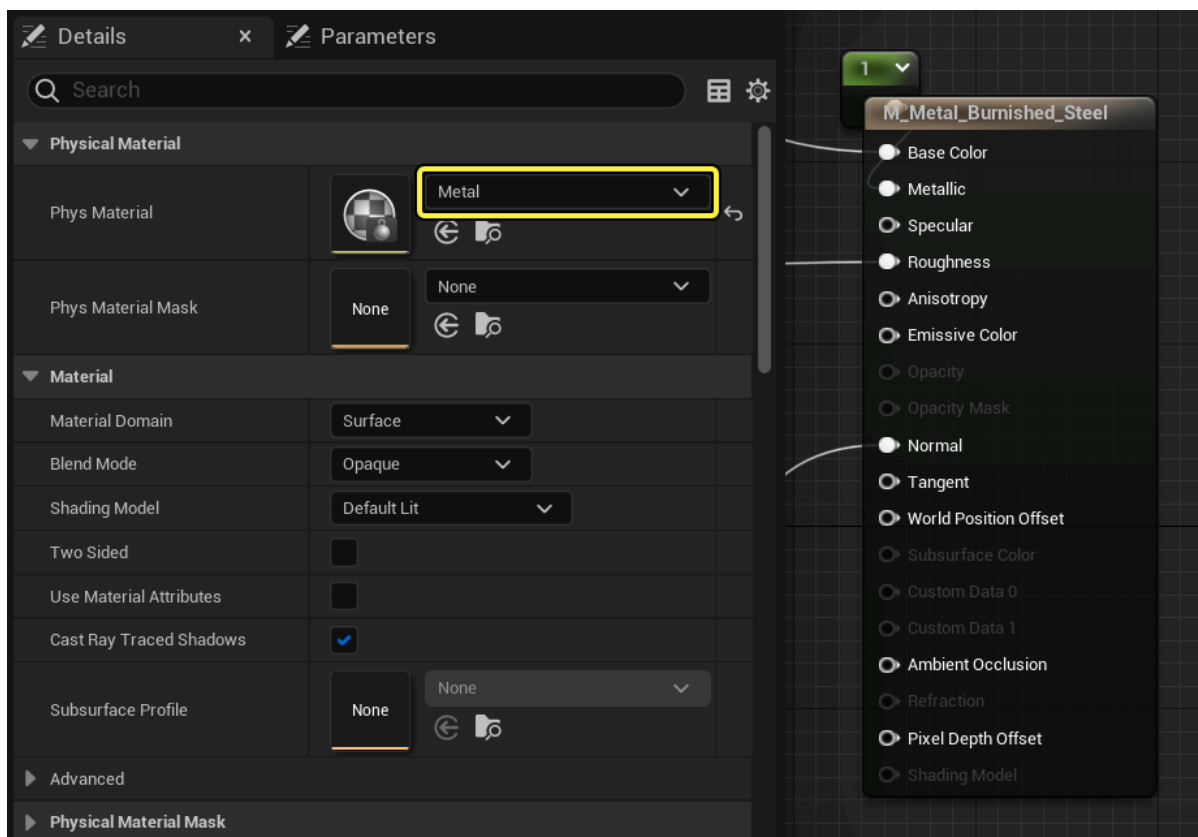

1. Open or create a new **Material**.
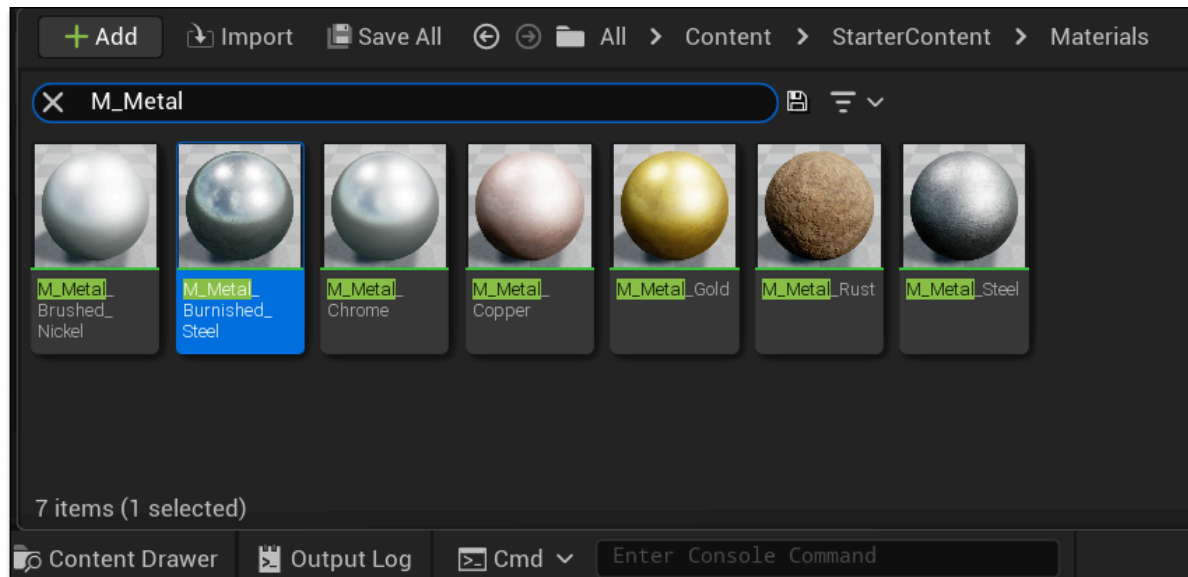
2. In the **Material Blueprint**, select the main material node.

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

4. Click **Save**.