Physical Materials

Assets applied to physically simulated primitives, directly or via materials, used to configure and control physical properties used by the simulation.

Physical Materials are used to define the response of a physical object when interacting dynamically with the world. Physical Materials are fairly easy to use. Creating one will give you a set of default values, identical to the default physical material that is applied to all physics objects. Examples of this would be a character's dead body (ragdoll), a movable crate, and so on.

Physical Materials Topics

Physical Materials User Guide

Guide to the creation and application of Physical Materials in Unreal Engine.

Physical Materials Reference

Assets applied to physically simulated primitives directly or via materials used to configure and control physical properties used by the simulation.

Physical Material Tutorials

Various tutorials focused on the creation and usage of Physical Materials.