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Assign a Physical Material in the Static Mesh Editor

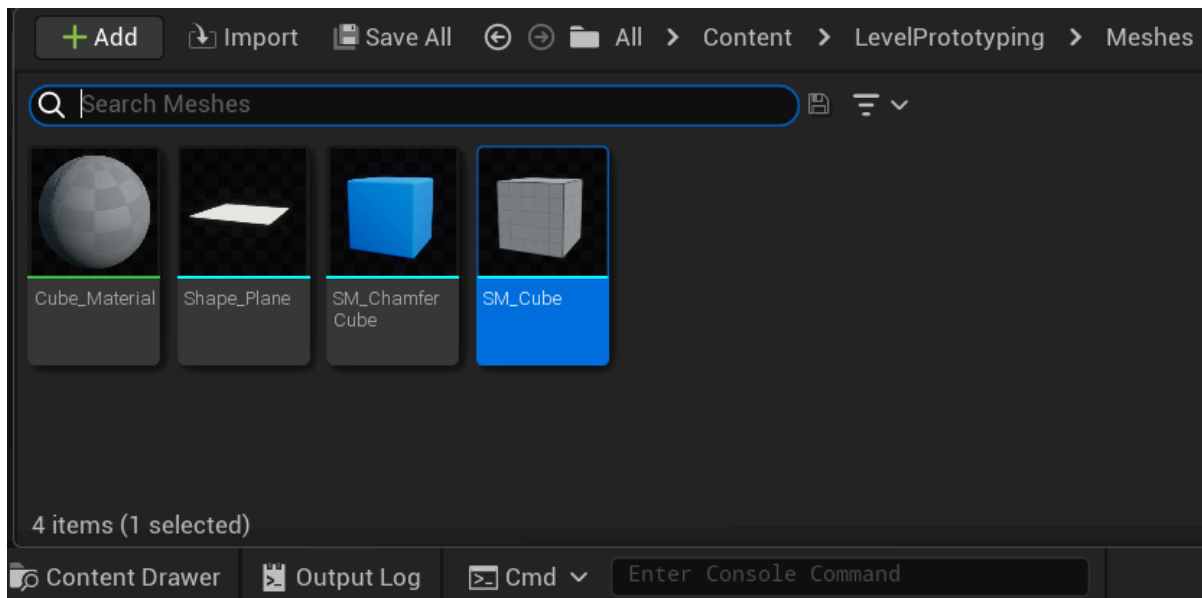
Physical Materials User Guide: the creation and application of Physical Materials.



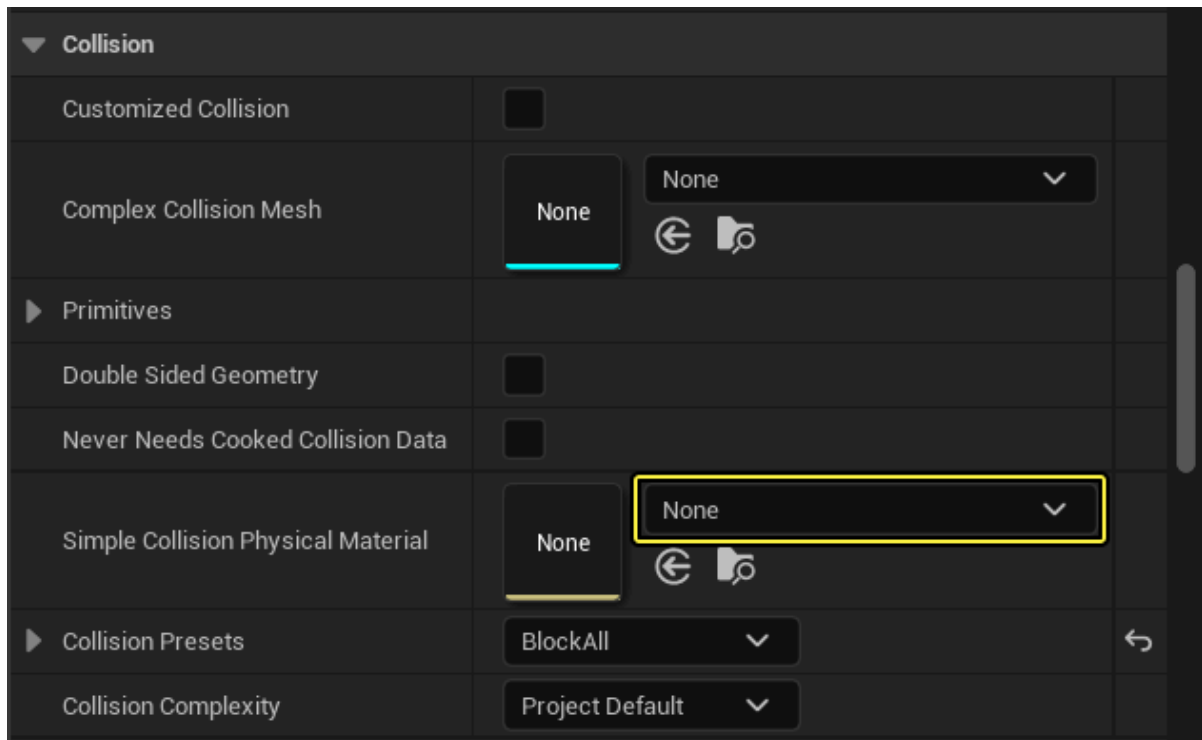
Static Meshes have both **Simple Collision** (the Physics Bodies that you create in your 3D art package or in the StaticMesh Editor) and **Complex Collision** (per poly collision) which can be composed of several different materials each with their differing Physical Materials. To set the Complex Collision Physical Material see: [Assign a Physical Material to a Material](#).

To set the Simple Collision Physical Material for a Static Mesh:

1. Double-click a **Static Mesh** in the **Content Drawer** to open it in the **Static Mesh Editor**.



2. Use the **Simple Collision Physical Material** dropdown in the **Collision** category to select the desired Physical Material.



3. Click **Save**.