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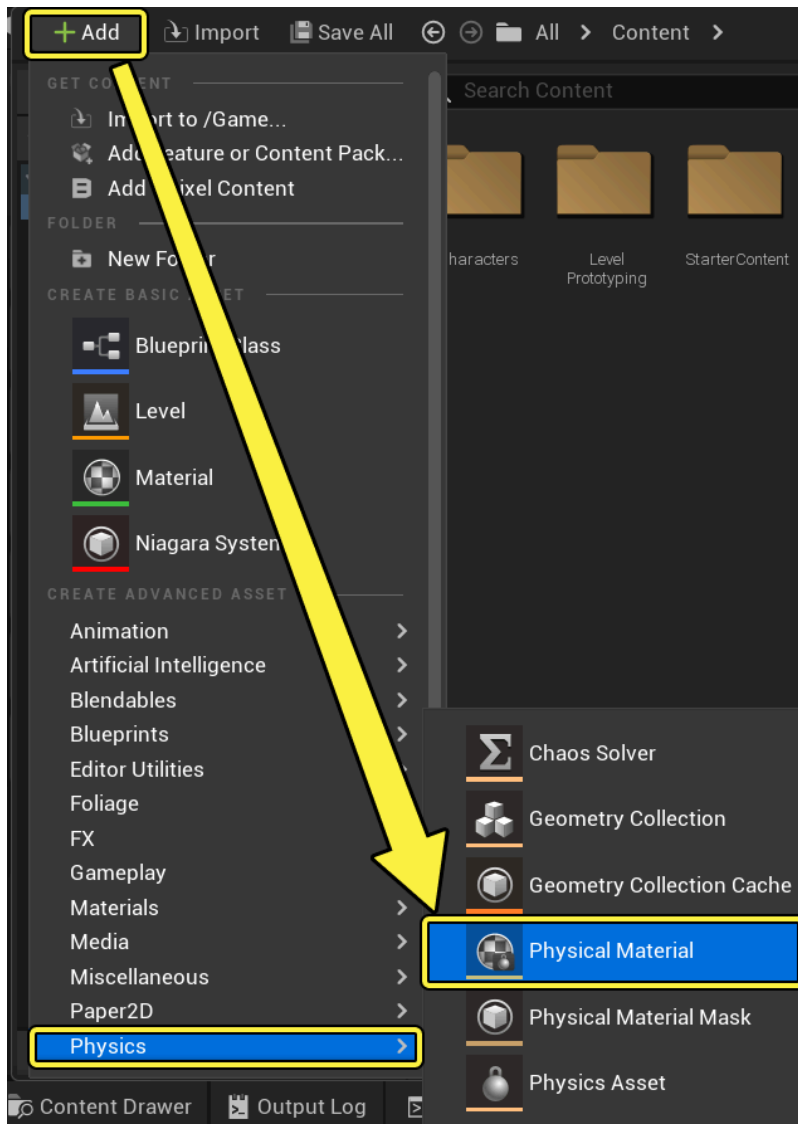
/ Create a Physical Material

Create a Physical Material

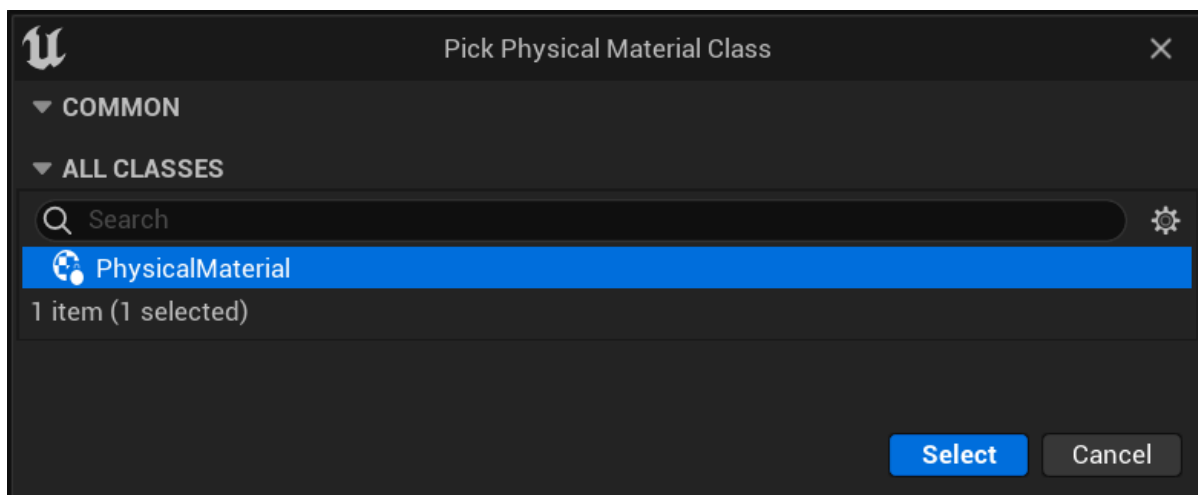
Tutorial on how to create Physical Material in Unreal Engine



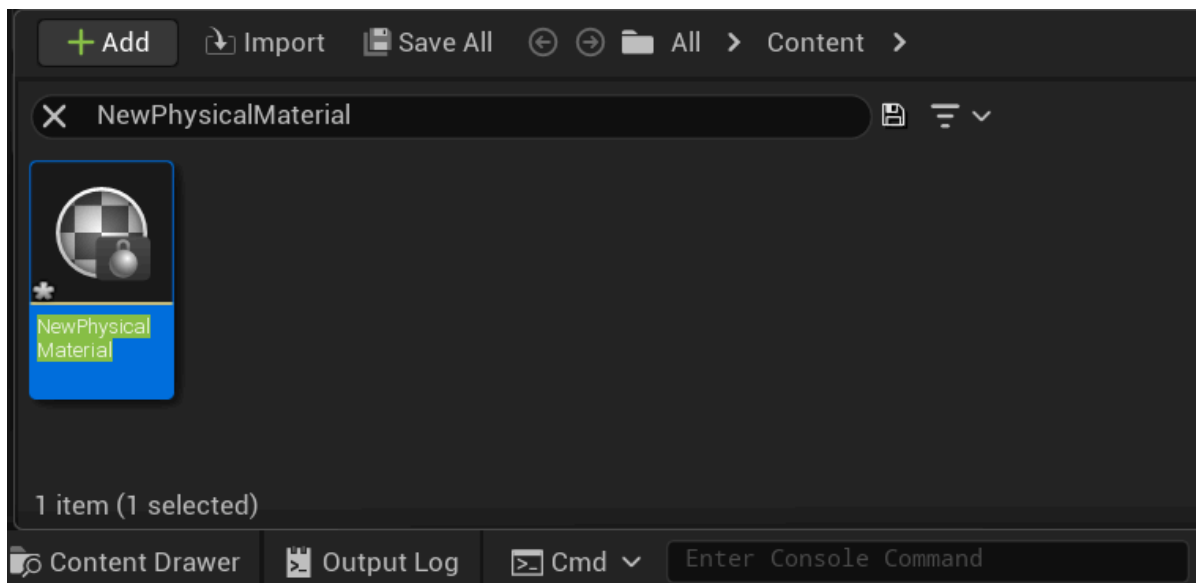
1. From the **Content Drawer**, click **+Add** → **Physics** → **Physical Material** or right-click in the **Content Drawer** → **Physics** → **Physical Material**.



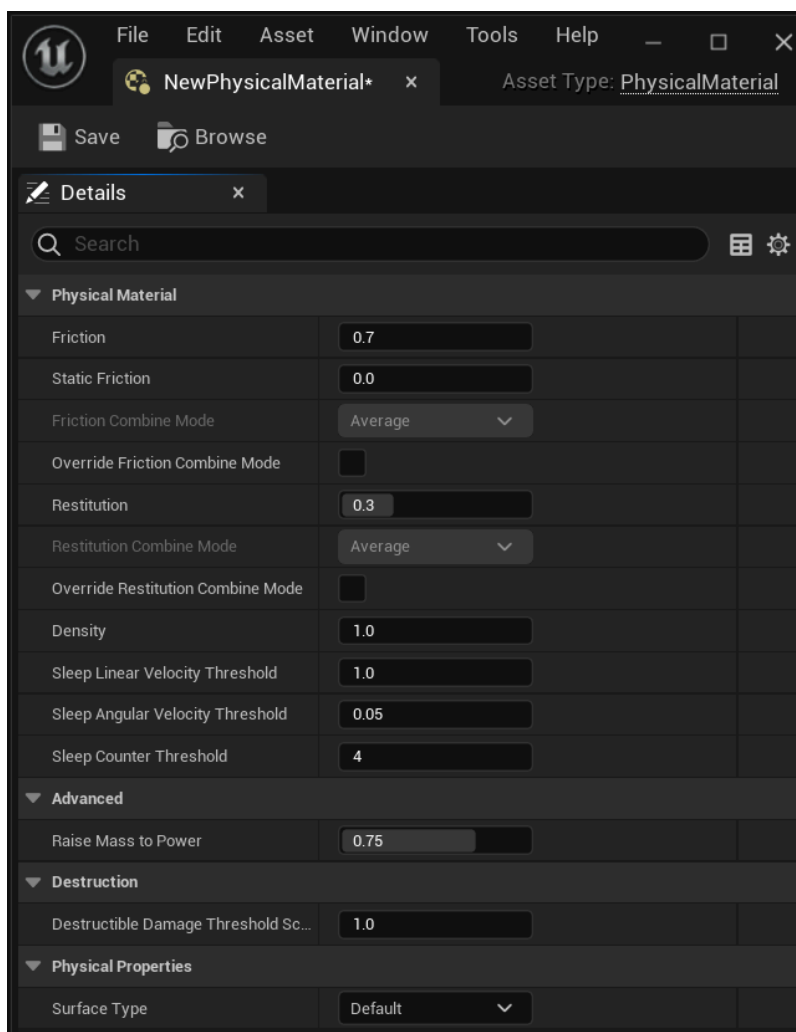
2. Select the **Physical Material Class**.



3. Double-click the new **Physical Material** to open it.



4. Adjust the **Properties**.



5. Click **Save**.

See the [Physical Material Reference](#) for information on the properties in the Physical Material.