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# Creating a New Physics Asset



This how-to covers the procedures for creating a new Physics Asset.

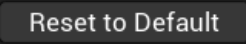



There are two ways to create a new **Physics Asset**: on import or by using the context menu in the **Content Drawer**. Below are the steps and interfaces for both methods.

## Steps





When a Skeletal Mesh is imported, there is an option to generate a Physics Asset for it as it is imported. Once the imported file is processed, a new Physics Asset will be generated using the default properties, which can be modified using the **Physics Asset Editor**.

FBX Import Options

Import Skeletal Mesh 

Current Asset: /Game/SampleVehicleMesh\_S2-9





▼ Mesh

Skeleton	<div>None</div> <div>None ▼</div> <div></div>	
Skeletal Mesh	<input checked="" type="checkbox"/>	
Import Mesh	<input checked="" type="checkbox"/>	
Import Content Type	Geometry and Skinning Weights. ▼	

▼ Advanced

Create Physics Asset

☒

Physics Asset	<div>None</div> <div>None ▼</div> <div></div>	
Vertex Color Import Option	Replace ▼	
▶ Vertex Override Color	<div></div> <div></div>	
Update Skeleton Reference...	<input type="checkbox"/>	
Use T0 As Ref Pose	<input type="checkbox"/>	
Preserve Smoothing Groups	<input checked="" type="checkbox"/>	
Import Meshes in Bone Hie...	<input checked="" type="checkbox"/>	
Import Morph Targets	<input type="checkbox"/>	
Import Mesh LODs	<input type="checkbox"/>	
Normal Import Method	Compute Normals ▼	
Normal Generation Method	Mikk TSpace ▼	
Compute Weighted Normals	<input checked="" type="checkbox"/>	
▶ Thresholds		

▼ Animation

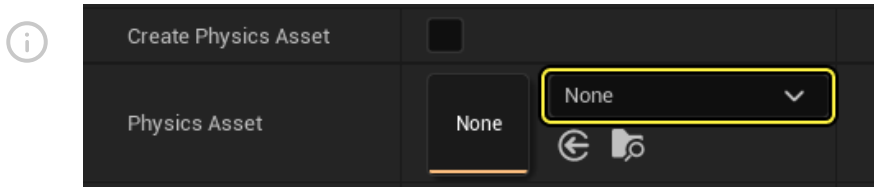
Import Animations	<input type="checkbox"/>	
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Import All

Import

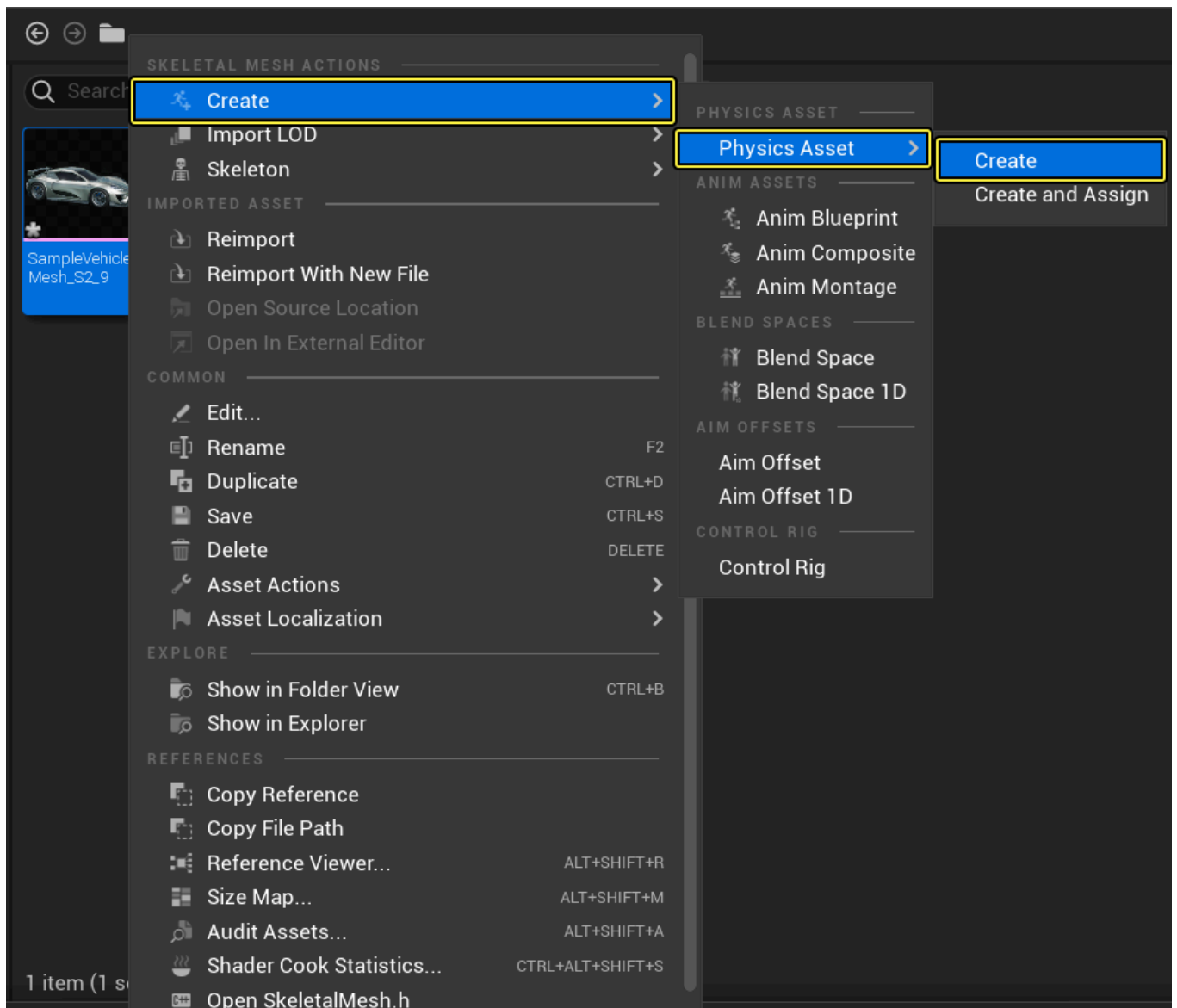
Cancel

You can choose to use an existing Physical Asset by disabling the **Create Physics Asset** checkbox, then selecting the appropriate Physics Asset using the dropdown menu.





However, you can follow these steps if you need to create a Physics Asset for a Skeletal Mesh at a later time:

1. in the **Content Drawer**, find the Skeletal Mesh asset to which you wish to add a Physics Asset.
2. Right-click on the **Skeletal Mesh** to open the **Context Menu**, then select **Create → Physics Asset → Create**.



3. Adjust the properties to your liking.

New Physics Asset

▼ Body Creation

Min Bone Size	<input type="text" value="20.0"/>	
Primitive Type	<input type="text" value="Capsule"/> ▼	
Vertex Weighting Type	<input type="text" value="Dominant Weight"/> ▼	
Auto Orient to Bone	<input checked="" type="checkbox"/>	
Walk Past Small Bones	<input checked="" type="checkbox"/>	
Create Body for All Bones	<input type="checkbox"/>	
Disable Collisions by Default	<input checked="" type="checkbox"/>	

▶ Advanced

▼ Constraint Creation

Create Constraints	<input checked="" type="checkbox"/>	
Angular Constraint Mode	<input type="text" value="Limited"/> ▼	

Create Asset

Cancel

4. Click **Create Asset**.

## Result

Upon creating a **Physics Asset** you will find it in the same folder as the **Skeletal Mesh** it is based on.