Career Technical Education
SoCal ROC ADVANCED VIDEO GAME DESIGN

When you place a Rigid Body (a bottle, a barrel etc.) into your level it comes with a set of default characteristics. These include: mass, how much it will bounce when hit by a projectile, etc. You can enhance and override these default settings with a "Physical Material".

Adding a "Physical Material" to your scene lets you change the weight of the mesh, add a sound effect when hit, control the amount of friction applied when the object slides across the floor, and more.

1. First place a "UT Rigid Body" mesh into your level/package. If you don 't have one available, just use the "Barrel" mesh from the UDK library.

2. Right click in the Asset Browser and select "New Physical Material".

3. In the pop-up box find your level/package. Make a new group and call it, "Physical Materials". Name the new Physical Material "Barrel-PM".