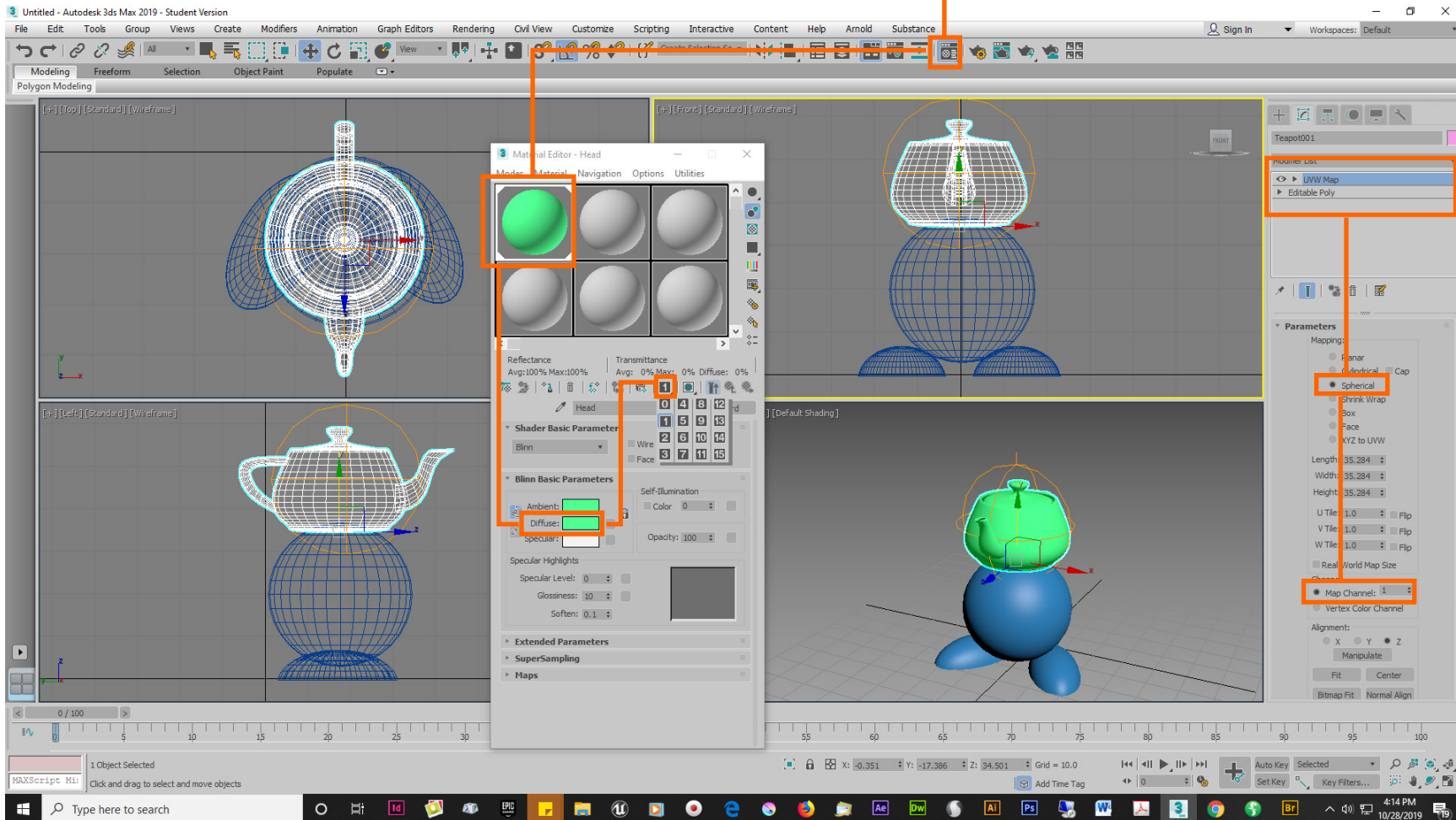


Setting Material ID's and UVW Maps

If you want several colors on your models you'll need to use Materials and a UVW Map modifier

1. Open the Material Editor. Select a sphere . Set the color. Assign a unique Material ID Number.

2. Apply a UVW Map modifier and set the Material ID matching the same ID number on the new material.



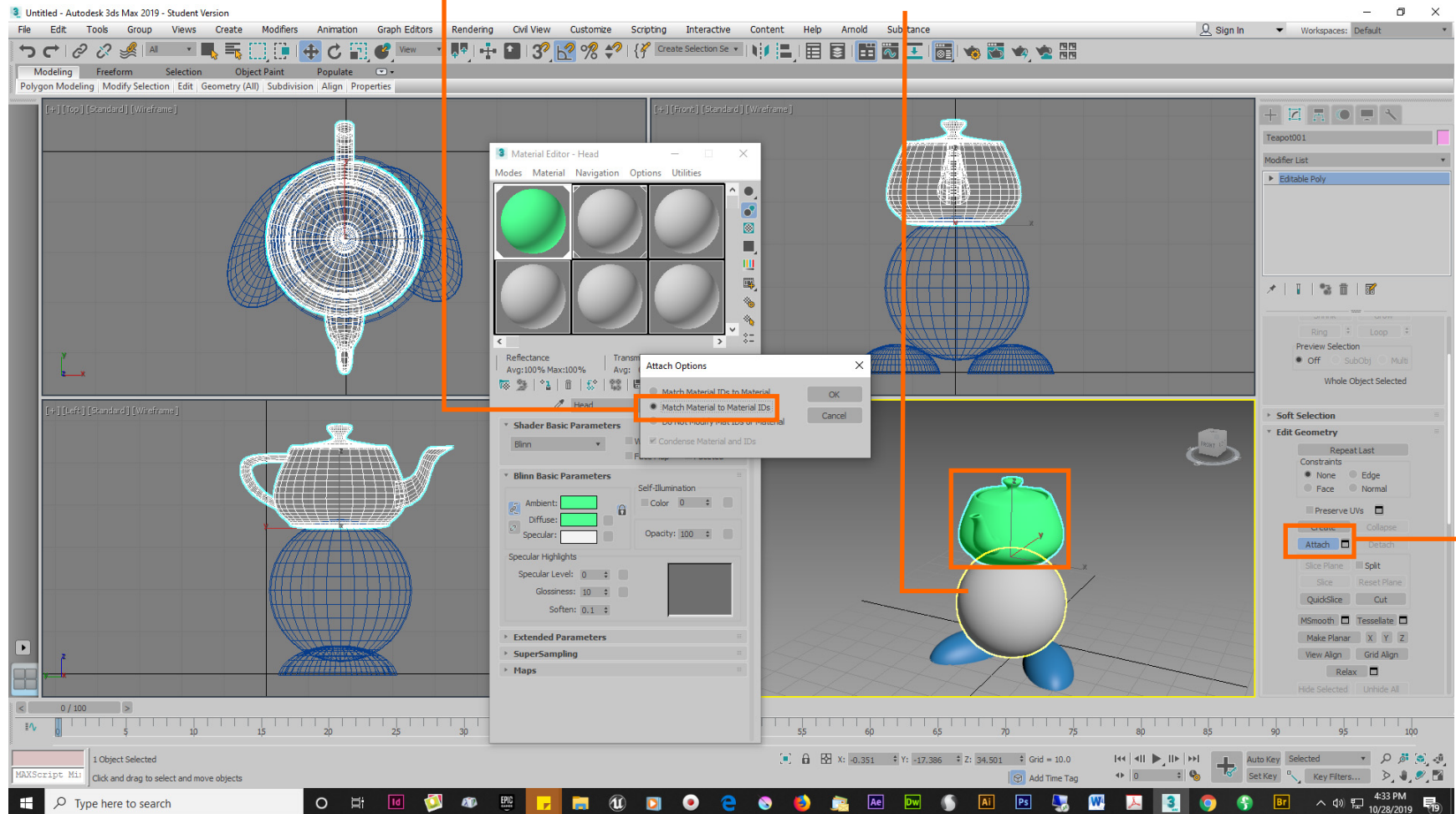
Repeat this process for all the parts of your model. Assign a new Material ID to each part.

Next you'll attach the various parts (Head, Body, Feet, etc.) into one object.

3. Convert any part (in this case the teapot) into an Editable Poly. Click the attach button.

5. Attach Options pops up. Select the second option

4. Select the part you to attach (in this case the sphere).



Attach the other parts in the same way.