The UDK Game Engine allows for the import of Multi-Sub-Object textures. This allows you to place multiple materials onto a single mesh object.

1. First, model your Plasma Armament.

2. On the "Edit Poly" panel, open "Polygon ID's".

9. Drag the new colored spheres into the slots in the "Multi Sub" material panel

8. Use "Standard" Slots to create different colors/textures.

7. Name the slots to match the ID numbers.

3. Select all of the "Grip" polygons and set the ID number to "2".

4. Continue by selecting the various parts of the armament and setting each with its' own ID number.

5. Open the "Material Editor" and select a sphere.

6. Set the material type to "Multi/Sub-Object" and name it *Plasma-Armament.*