

# Multi-Materials - 3D Max to Unreal 4

Many of the assets you build in 3D Max will have multiple parts and each part will require a unique/separate material. This PDF shows how you can apply three materials onto one object.

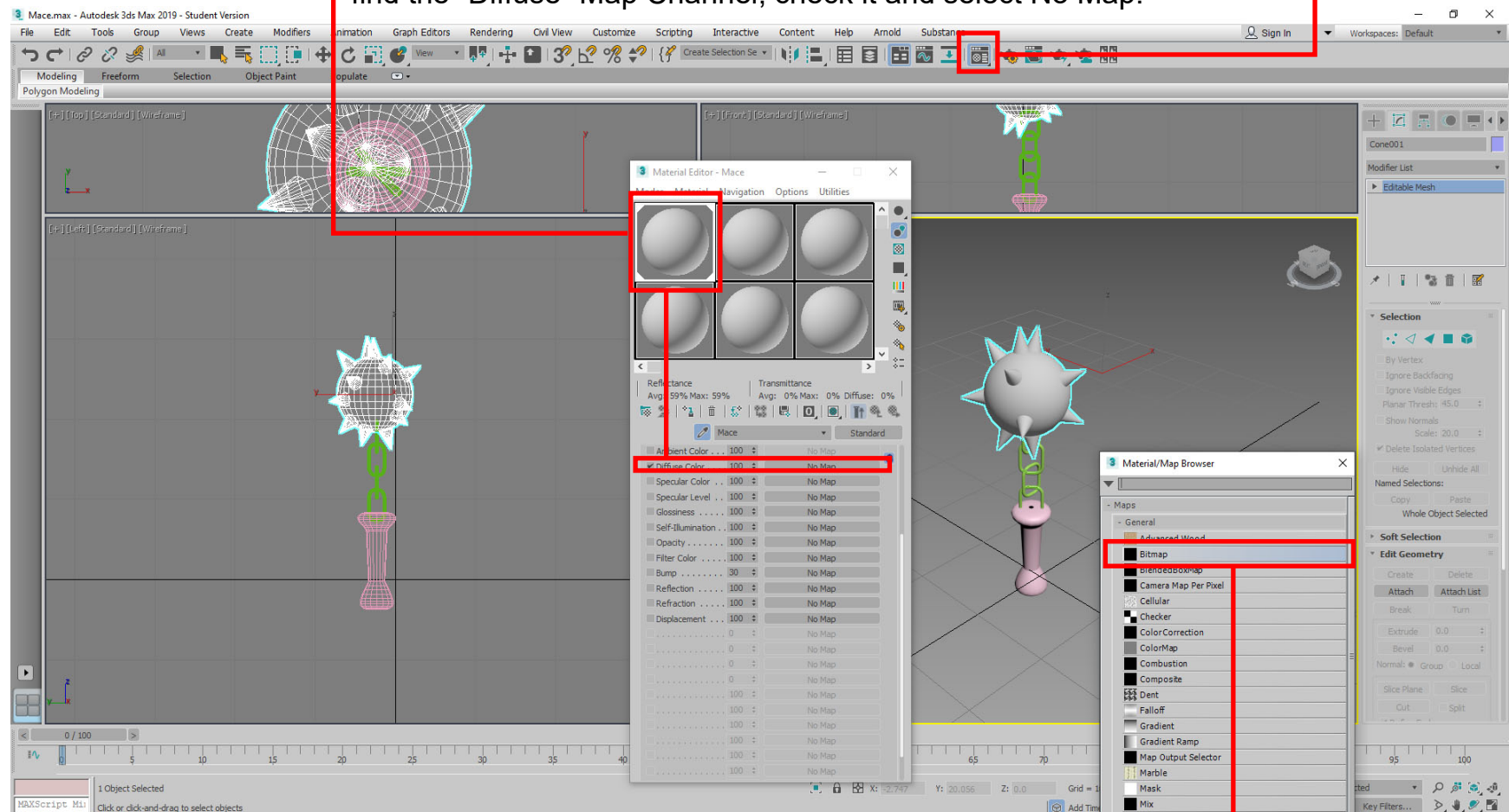
Below is typical three element gear asset. It has a head, links of chain, and a handle. Each element will have a unique material.

1. Find and save three textures from the web.



2. Open the Material Editor

3. Select the top left sphere and find the "Diffuse" Map Channel, check it and select No Map.



4. Click "Bitmap" on the Material Browser. Locate and open your first texture. The texture will appear on the sphere and the second level will open..

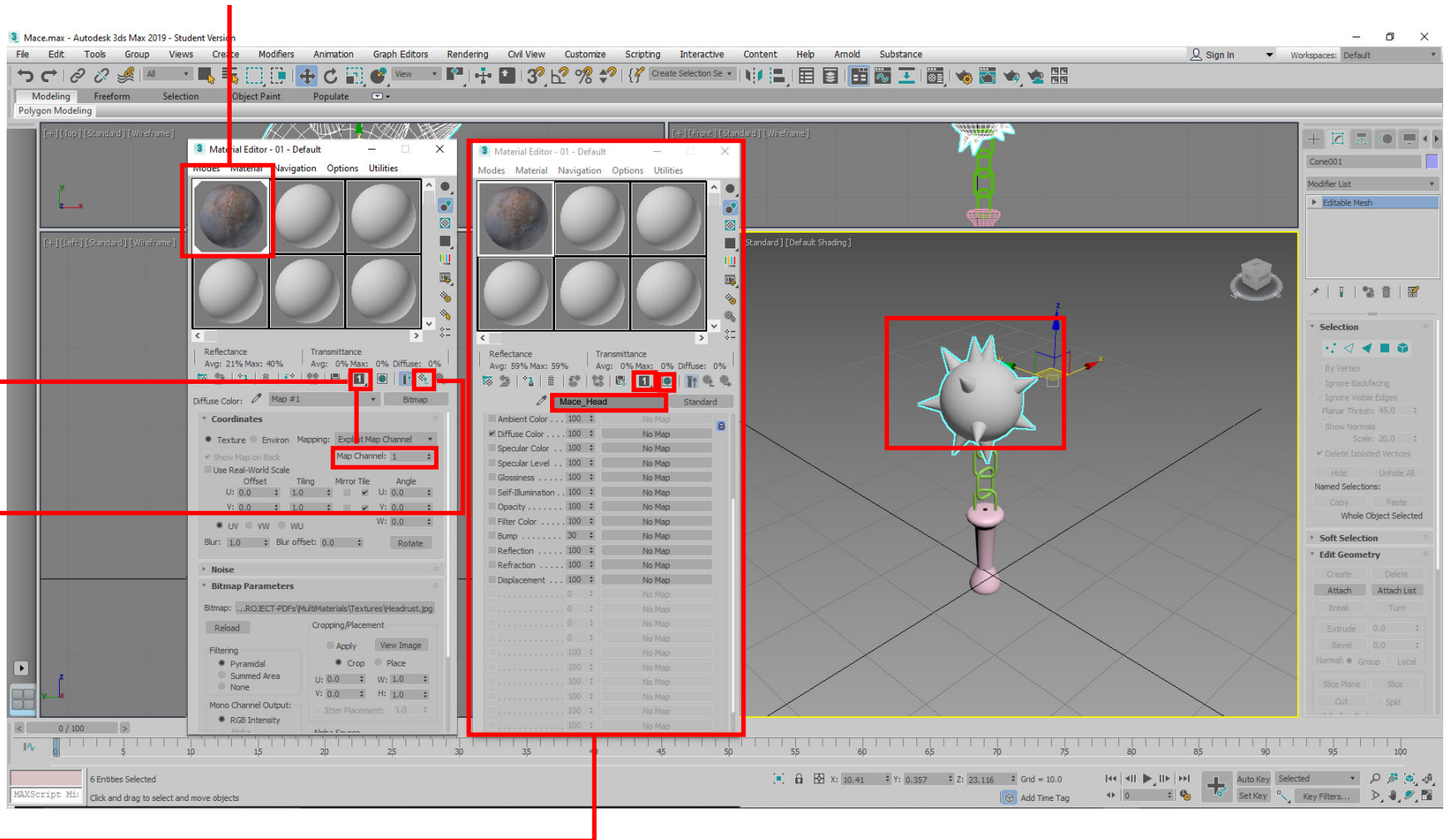
# Multi-Materials - 3D Max to Unreal 4

When you open a new texture you are taken to the second level.

5. Set the ID panel to "1" in both places.

6. Click the Back to Parent button.

This takes you back to the top level of the Material Browser



7. Back in the Parent Level you will set 3 items.

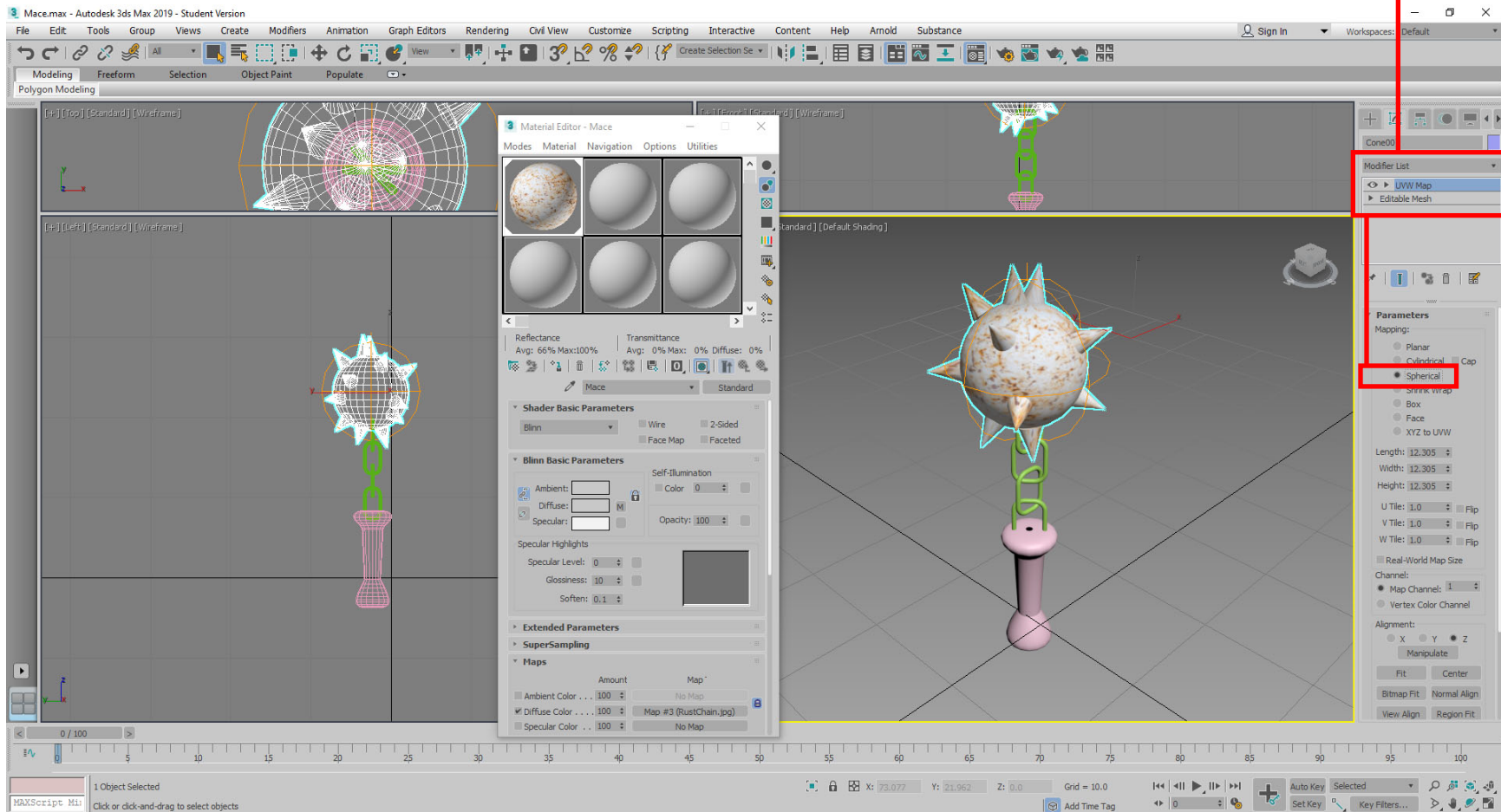
- Name the Material
- Set the ID Channel to "1"
- Click the Show in Viewport button.

8. Now drag the material sphere from the Material Browser onto the Mace head

# Multi-Materials - 3D Max to Unreal 4

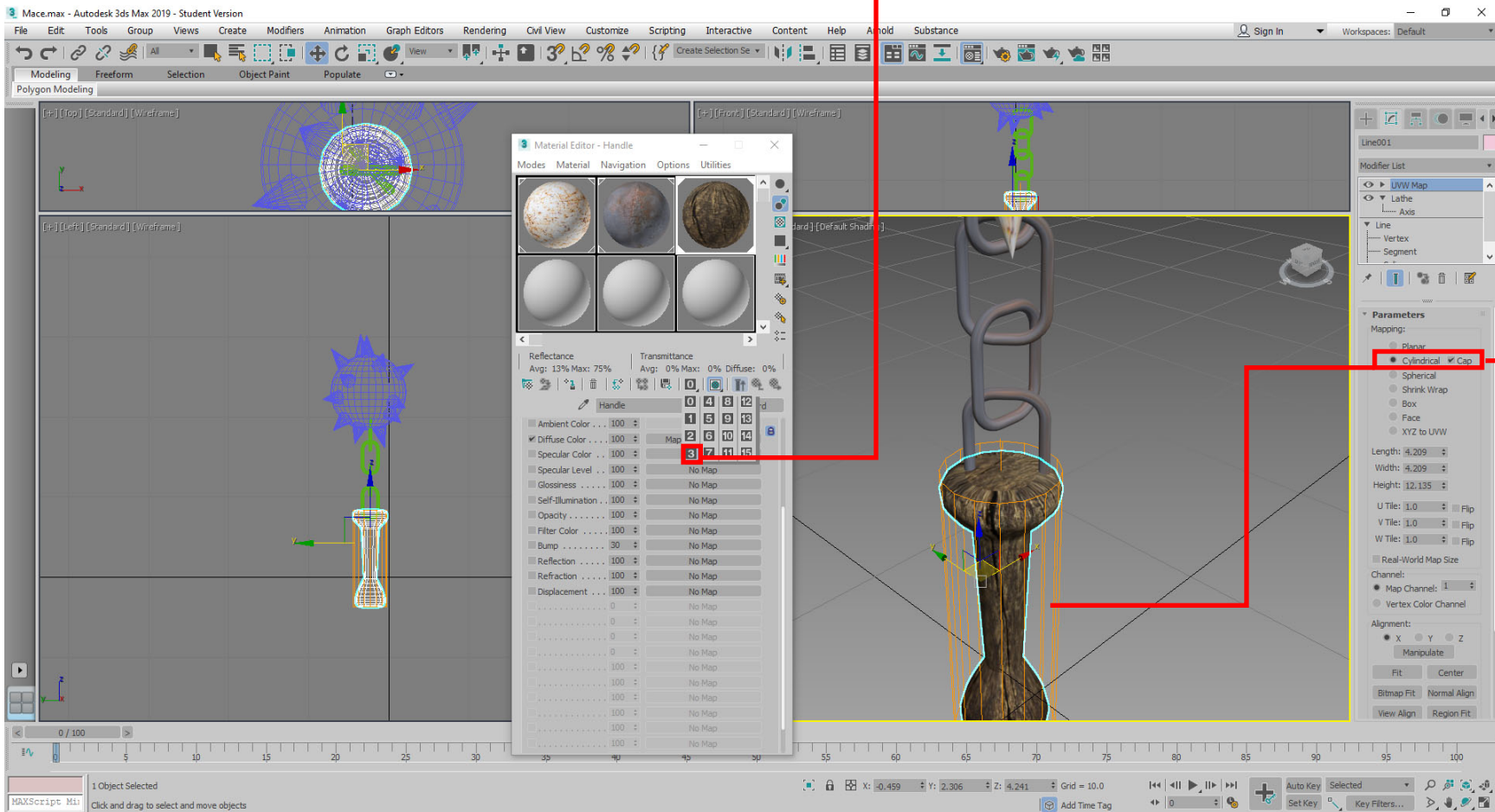
**You're not done yet! The material needs a set of instruction telling it how it should wrap around the mace head. This is called a UVW Map.**

9. Select the Mace Head. In the Modify Panel drop the list and find UVWMap



# Multi-Materials - 3D Max to Unreal 4

Repeat the previous steps for the chain and the handle **BUT!!! Give them different Mat. ID Channels**

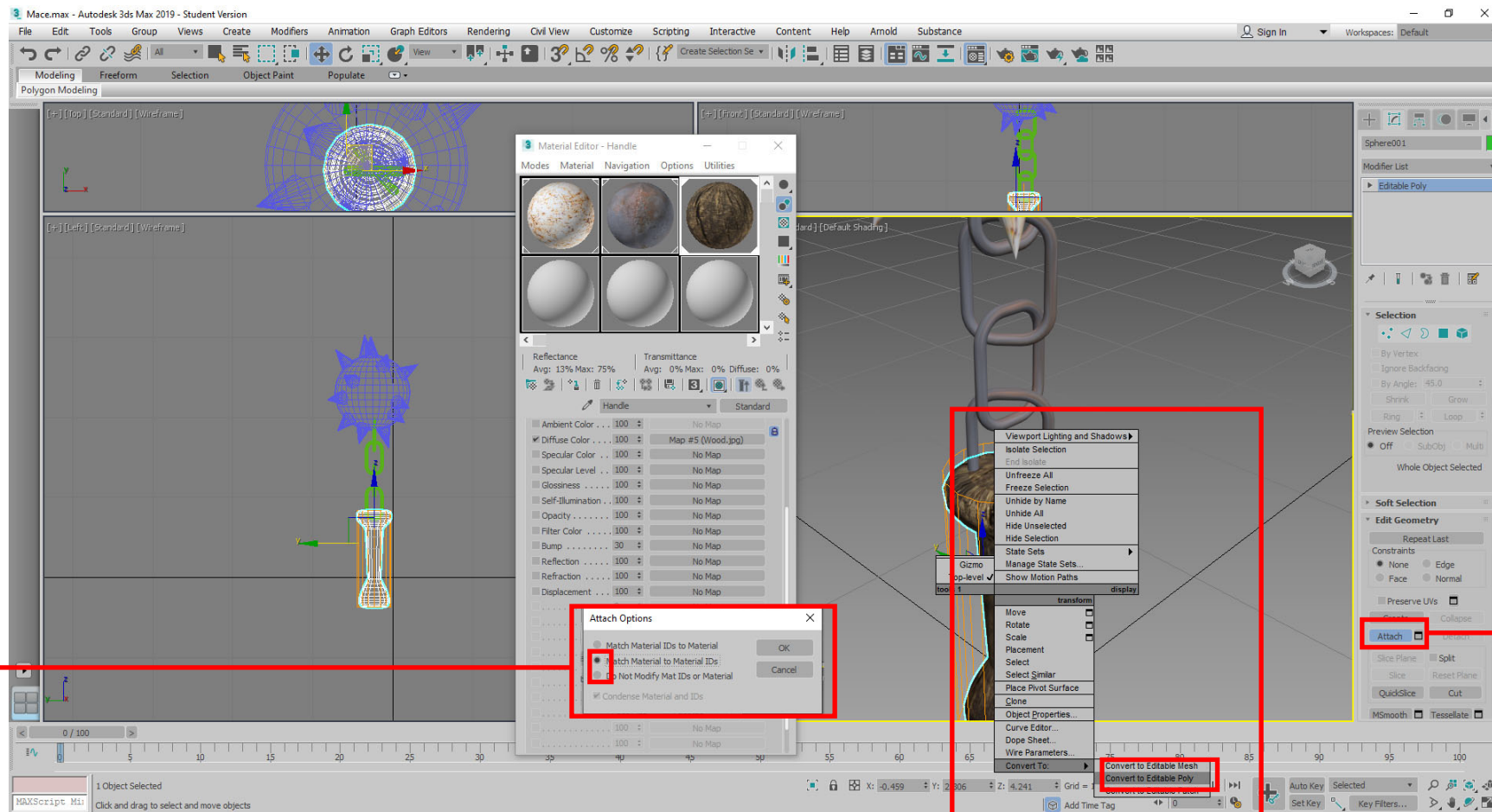


Try matching the shape of the UVW Map to the shape of the object



# Multi-Materials - 3D Max to Unreal 4

**You're almost done. We need to "Attach" all of shapes into one shape.**



10. Right click on any of the shapes and convert to "Editable Poly"

11. The Edit Poly panel opens. Select "Attach" and click on another shape.

12. From the "Attach Options" panel select the second option and click OK. Repeat step 11 and 12 for all the shapes.

**Done! Now export the file as an FBX and import it into Unreal4!**