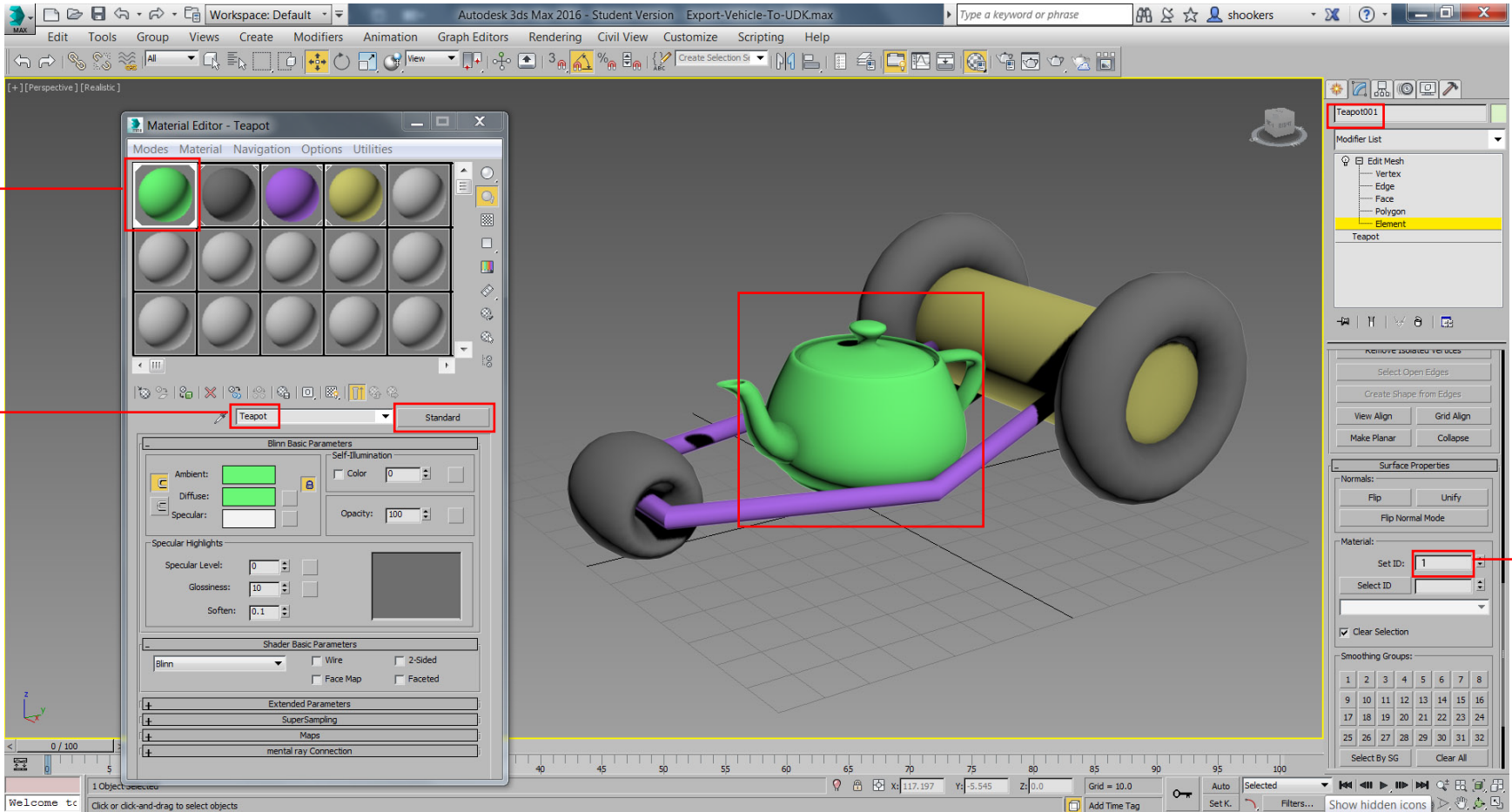


First you will assign a Material ID and color to each part then you'll "Attach" all the parts together

1. Add and "Edit Mesh" modifier to each part of your vehicle and assign a unique Mat ID number

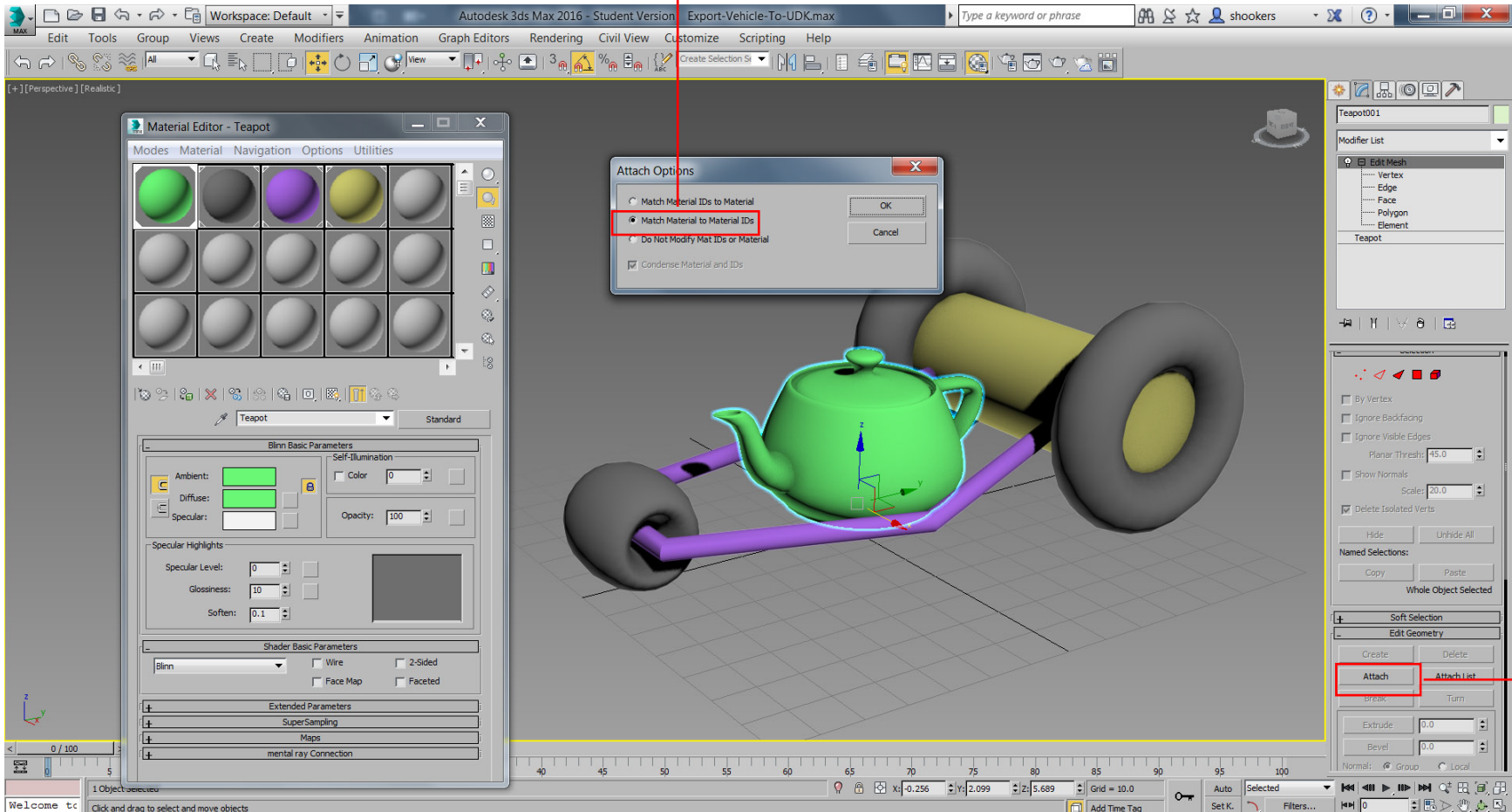
2. Assign a "Standard" material to each part and give it a temporary color, just to distinguish one part from another. Make sure to name the material properly - NO SPACES!



3. Click the “Attach” button on the first part then click on the another part.

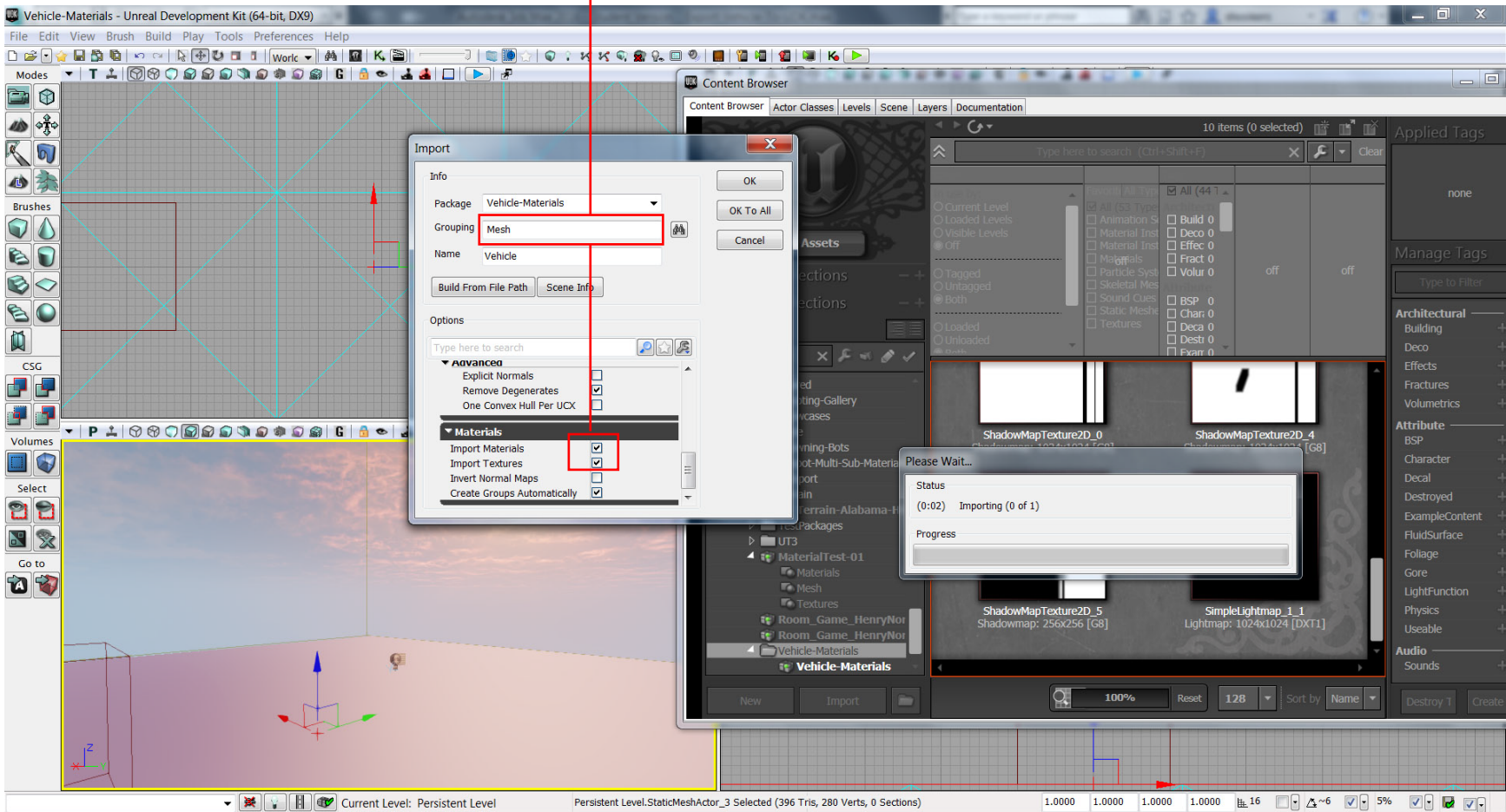
A dialog box will appear. Select the second button and click OK.

That second part is now part of the first part. Continue clicking “attach” and the second button until all the parts are united.



4. EXPORT THE VEHICLE AS AN FBX. FILE

5. Import the vehicle into your UDK level.



7. Double click the color box to open the color selector. Pick a new color.

6. Select one of your imported materials and open (double click) into the Material Editor.

8. save.

