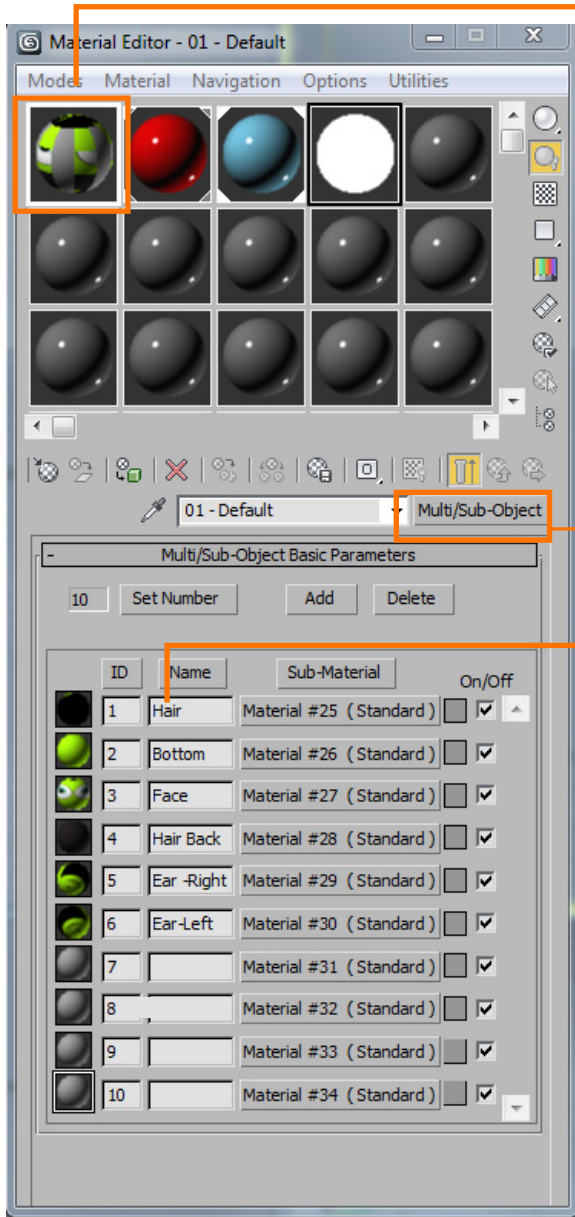# Multi-Sub-Object (MSO) Materials

3D Character Design

Multi-Sub-Object materials allow you place multiple textures (Colors, JPEGS, AVI Movies) onto a single object. This a simple intro to this process uing only one texture.

The first step is to give each side of the cube a unique "ID" number.

1. Select the box/cube used for the head.

2. Select the different sides of the cube. You'll see that each side has its' own ID number. You may use these or change them to suit your needs.
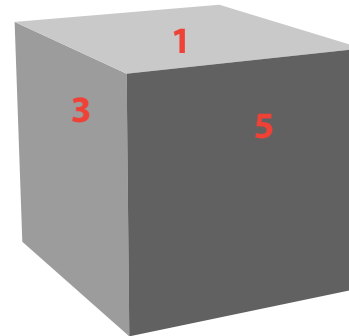
3. Next, select a sphere and set it to "Multi Sub-Object" by clicking.

4. You'll have 6 sides to texture so label them with easy to understand names.

NOTE: Keep all the numbers consistant.

5. Place the new material onto the Blockhead cube.

You won't see anything yet. Not until you place the UVWMaps onto each side of the cube. Turn to page 2.