

Multi-Sub-Object (MSO) Materials

3D Character Design The key to placing MSO's is making sure the Map Channels on the MSO, the Sub Materials and the UVWMap settings match the Material ID on the Model. This simple cube with MSO tutorial will show you the process.

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

NOT leaving empty

 Begin by giving the polygons on your mesh ID's.

> These ID's are going to match the Map Channels you will set next.



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In each slot of the MSO, you will place a separate material.

5. Click on the first slot.

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spaces between words. UDK will accept material named with empty spaces!



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Next you will apply a UVWMap to all 6 sides of the cube.

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6. A new "material" panel will pop open. Name the new material

	Material Editor - CUBE
	Modes Material Navigation Options Utilities
	Top_Material Standard
	Blinn Wire 2-Sided
	- Blinn Basic Parameters
	Ambient: Self-Illumination
	Specular Highlights
	Specular Level: 0 😂
7. Click on the "Diffuse Color"	Glossiness: 10 ¢
slot	+ Extended Parameters
5101.	[+ SuperSampling]
	- Maps
	Amount Map
	Ambient Color 100 🗘 None
	Diffuse Color 100 C None
	Specular Level , 100 None
	Glossiness 100 + None
	Self-Illumination . 100 🗘 None
	Opacity 100 🗘 None

8. The Material Browser will pop open. Select "Bitmap" and find the texture you are going to use to build the material. It should be in your folder on the "H" drive.

NOTE: UDK (the game engine we use here at SoCalROC) requires that materials/textures be made according to some specific rules. They are:

- Names must not have any gaps. Example "Cube Material" will not work but "Cube_Material" will work.
- Materials must be in "Targa" file format. JPEG's will not work.
- Materials and Textures must be sized in "Powers of Two". See the poster in our classroom.

Powers of Two are: 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048



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3D Character — When you select the texture from your "H" drive it will appear in the window

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