SoCal ROC
Career Technical Education

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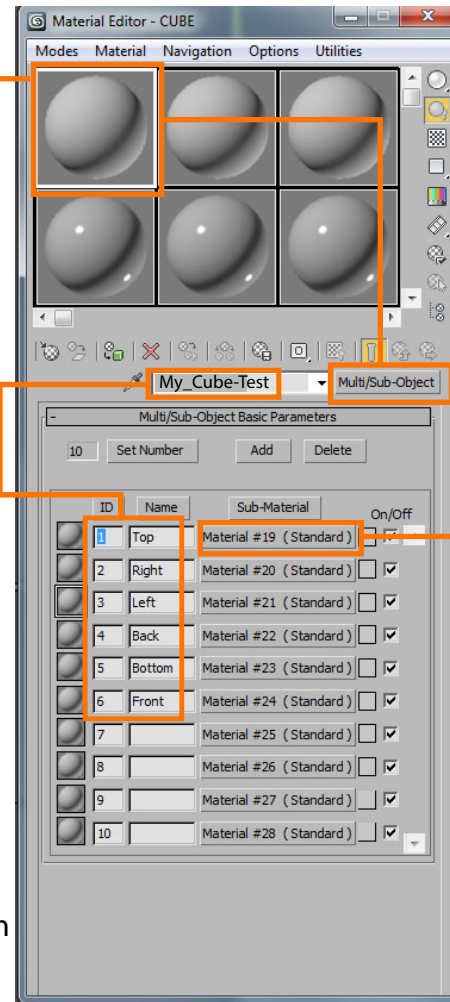
The first step is to give each side of the cube a unique "ID" number.

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

These ID's are going to match the Map Channels you will set next.
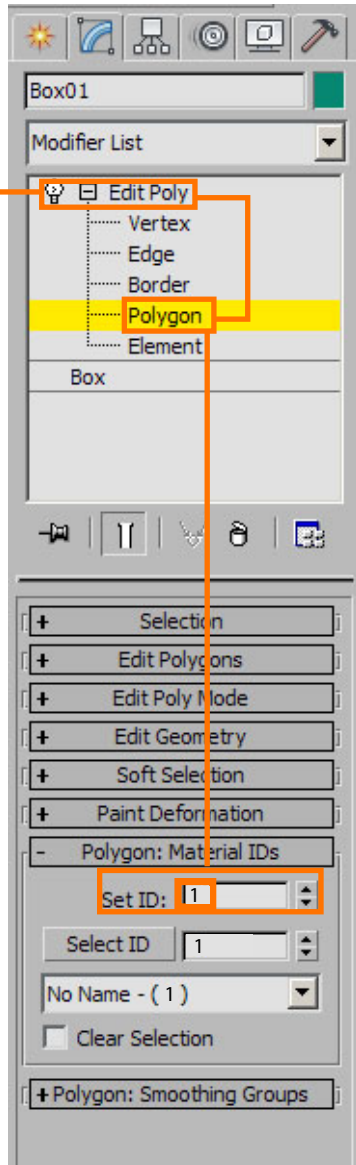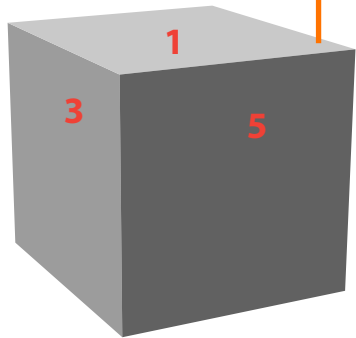
2. Set up a MSO

3. Make sure to name the materials & the slots to match the ID's on the cube (mesh).

Keeping these named properly will save you a lot trouble in the future.

Always name them a name you can identify. And, get into the habit of NOT leaving empty spaces between words. UDK will accept material named with empty spaces!

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

5. Click on the first slot.