

3D Character

Design

7.

Multi-Sub-Object (MSO) Materials

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

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

		G Material Editor - CUBE
		Modes Material Navigation Options Utilities
		(1) Top_Material Standard
Click on the 'Diffuse Color''		Specular Level: 0 \$ Glossiness: 10 \$ Soften: 0.1 \$
slot.		[+ Extended Parameters]
		i SuperSampling
		Amount Map
		Ambient Color 100 A None
		✓ Diffuse Color 100 ♀ None
		T Specular Color . 100 - 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.

Maps	
- Sta	ndard
	Bitmap
	Camera Map Per Pixel
	Cellular
2	Checker
	ColorCorrection
	Combustion
	Composite
232	Dent
E	Falloff
	Gradient
	Gradient Ramp
	Map Output Selector
ţ	Marble
	Mask
	Mix
	Noise
	Normal Bump
	Output
	Particle Age
	Particle MBlur
NI	Perlin Marble
	Raytrace
-	D-fl-+/D-f+

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