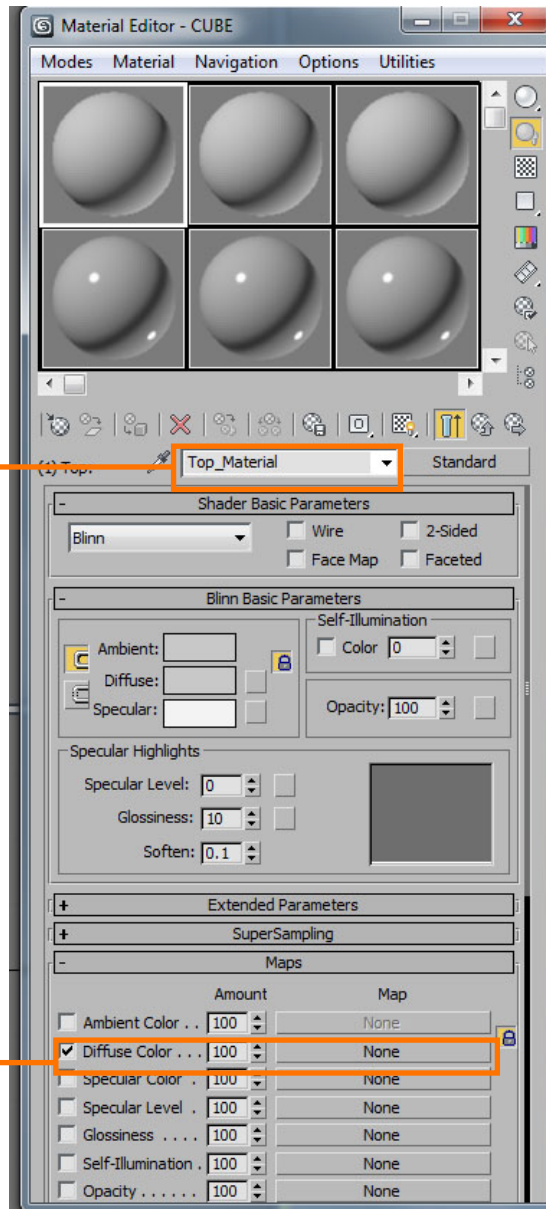**SoCal ROC**
Career Technical Education
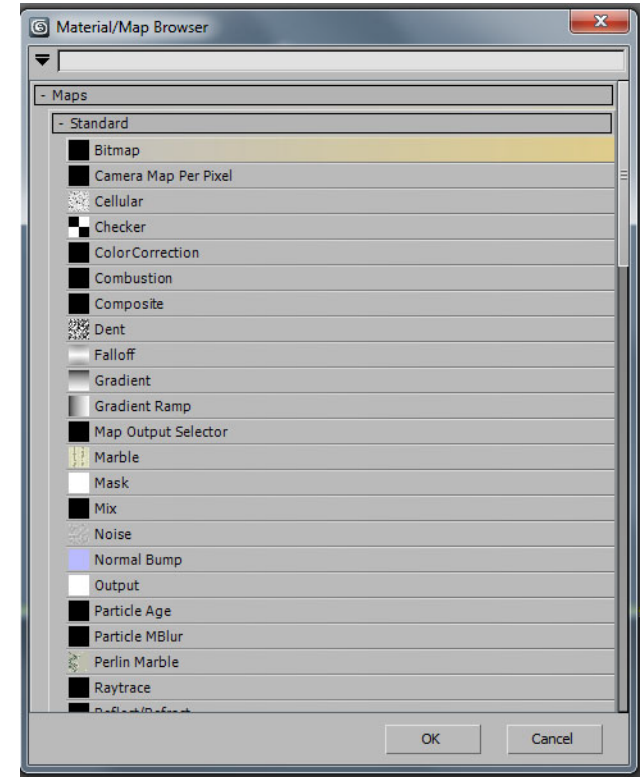
Multi-Sub-Object (MSO) Materials

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

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.

7. Click on the "Diffuse Color" slot.

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