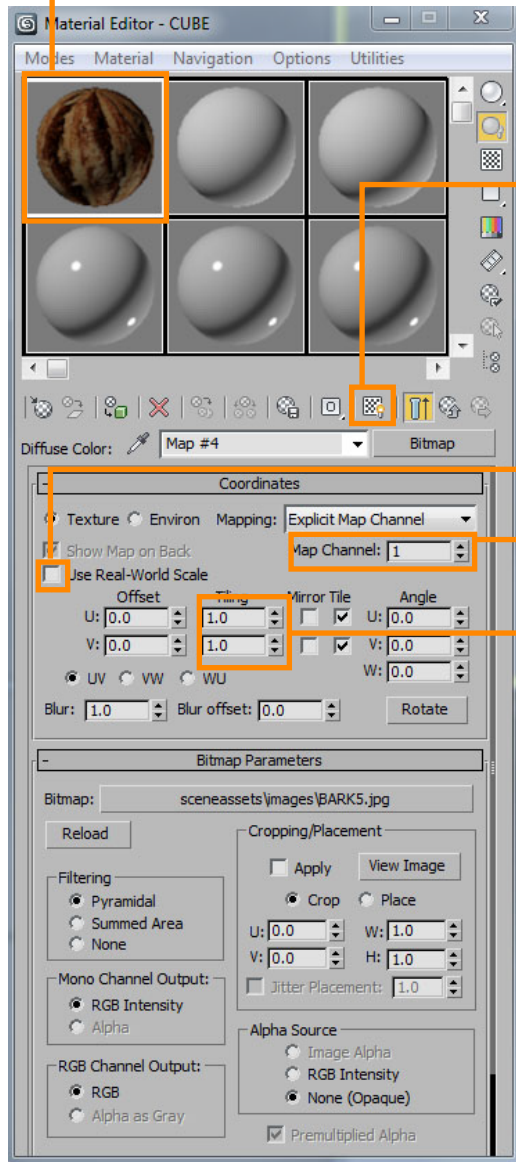**SoCal ROC**
Career Technical Education

3D Character Design

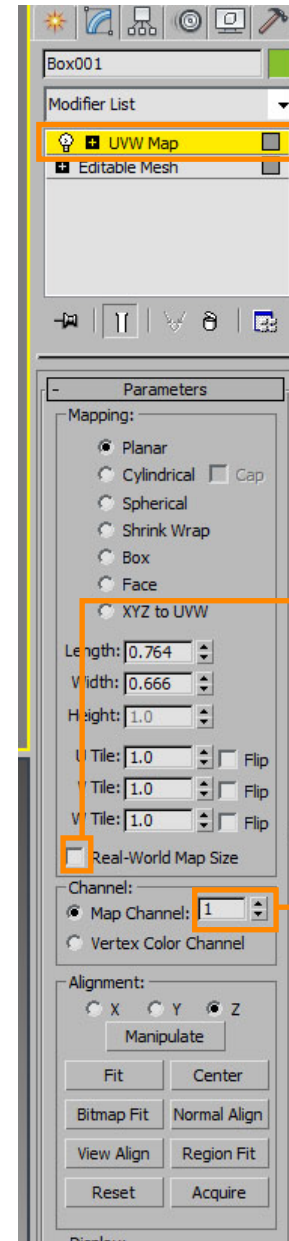**When you select the texture from your "H" drive it will appear in the window**

9. Make the following settings:

a. Turn on Viewport.

b. Turn off "Real World".

c. Set this number to match the Material ID number.

d. Make sure these are set to 1.

10. Select the polygons on your model (the polys that you want to apply the sub material to).

11. Apply a UVWMap

12. Turn off "Real World".

13. Set the UVWMap to match the ID of the Material ID

Follow the same process for all the materials on your model.