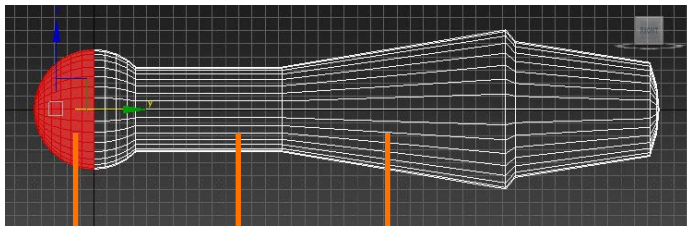


MULTI-SUB OBJECT MATERIALS

In placing multiple materials onto a single object it is important that each material must be set to an ID number that matches the ID number on the UVWMap and on the object.



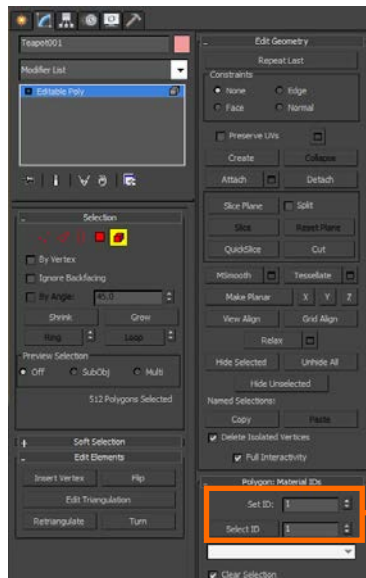
1. First assign unique Material ID numbers to the polygons on your model



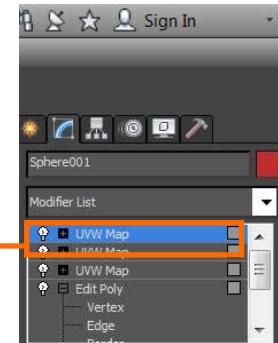
ID-1

ID-2

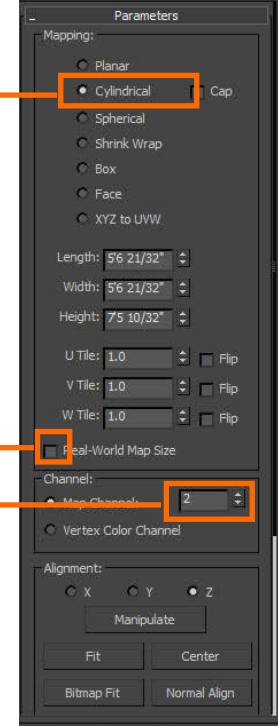
ID-3



2. Select each Material ID polygon group and apply a UVWMap.

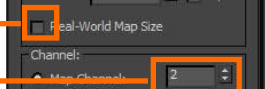


3. Set the best fitting map type.



4. Turn off "Real World"

5. Set the same ID Map number as that of the polygon group.

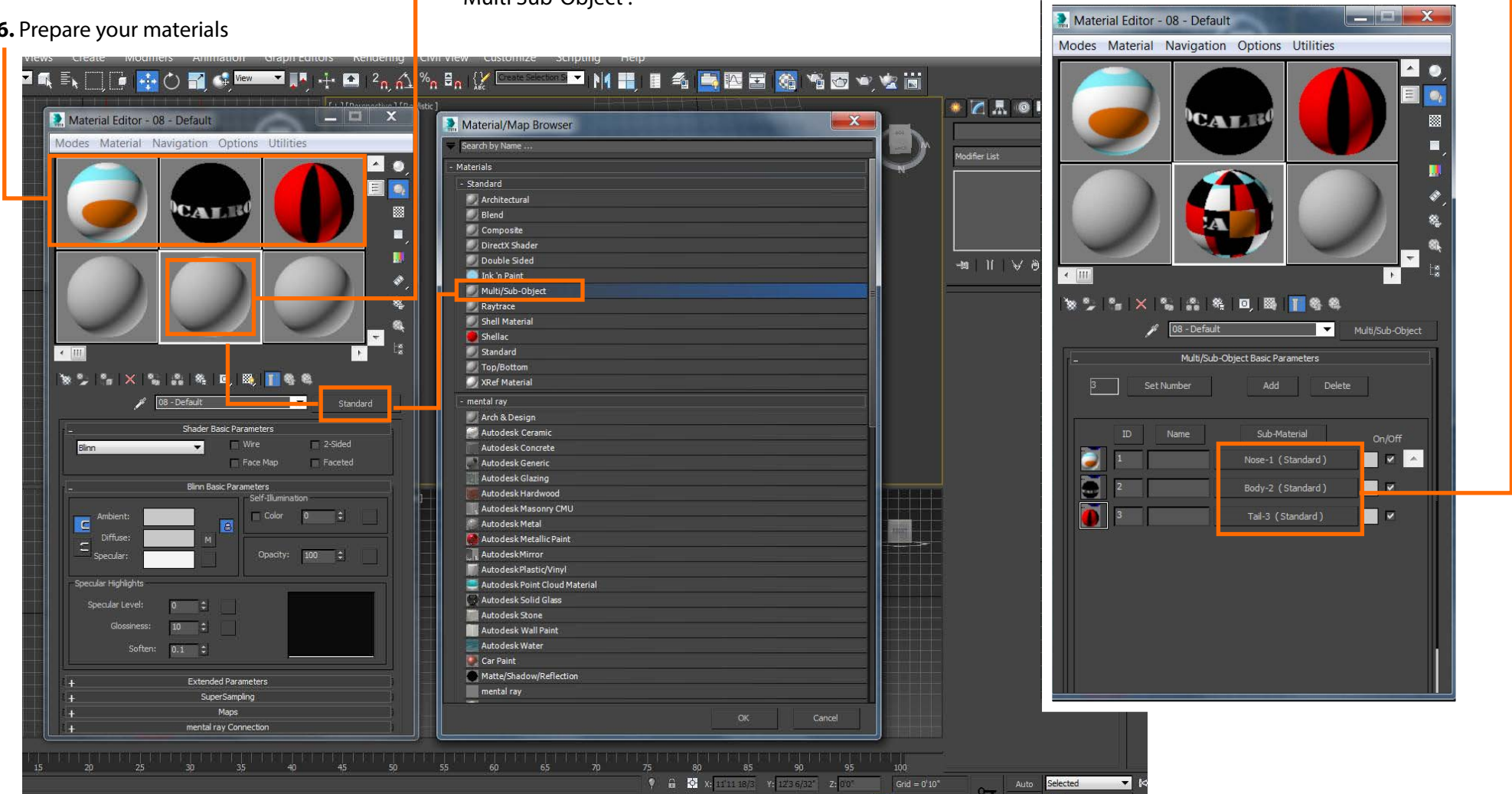


MULTI-SUB OBJECT MATERIALS

6. Prepare your materials

7. Set a material sphere to "Multi Sub-Object".

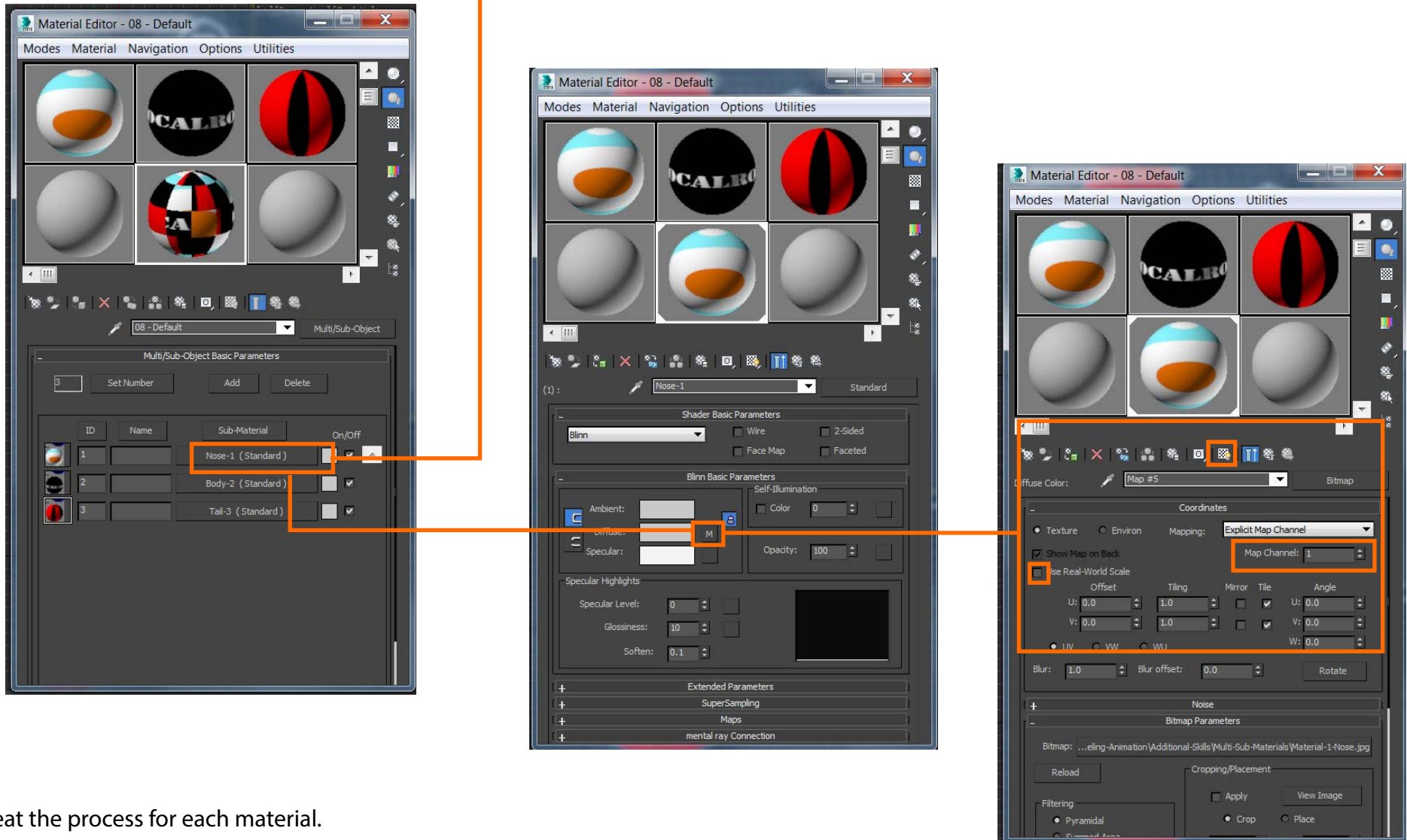
8. Drag your materials into the slots of the Multi Sub-Object sphere



MULTI-SUB OBJECT MATERIALS

In placing multiple materials onto a single object it is important to remember that each material must be set to an ID number that matches the ID number on the UVWMap and on the object.

9. Select a material and set the appropriate ID number to match that of the material ID on the object.



10. Repeat the process for each material.

MULTI-SUB OBJECT MATERIALS

In placing multiple materials onto a single object it is important to remember that each material must be set to an ID number that matches the ID number on the UVWMap and on the object.

11. Select your model and apply the Multi Sub-Object material.

