

Multi-Sub-Object (MSO) Texturing

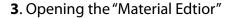
Multi-Sub-Object textures allow you place multiple textures (Colors, JPEGS, AVI Movies) onto a single object.

and select "Polygon".

1. Make a box and apply an "Edit Poly" modifier

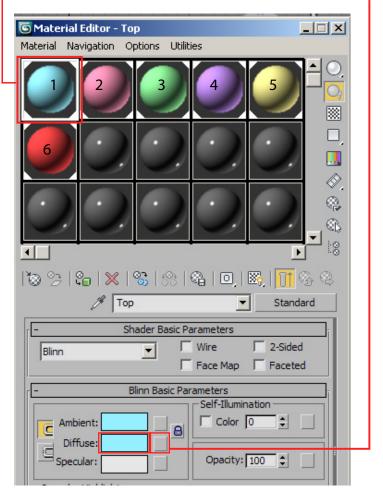
2. Select the different sides of the cube. You'll

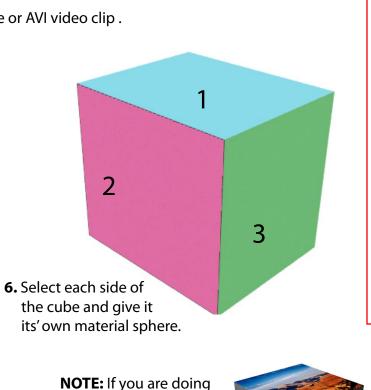
see that each side has its' own ID number.



4. Select the first "Material Sphere"

5. Either give the sphere a "Diffuse" color, JPEG image or AVI video clip.





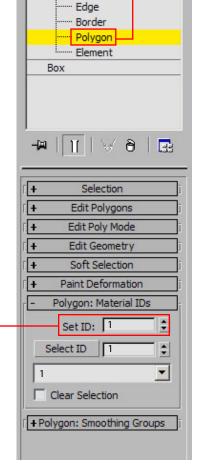
the "Basic Skills" project

you will need to place

six different Video clips

onto each sphere. The clip can be found on the

"J" drive.



Box01

Modifier List

Vertex