

# Multi-Sub-Object (MSO) Texturing

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

3. Opening the "Material Editor"

4. Select the first "Material Sphere"

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

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

2. Select the different sides of the cube. You'll see that each side has its' own ID number.

6. Select each side of the cube and give it its' own material sphere.

**NOTE:** If you are doing 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.

