SoCal ROC
Career Technical Education
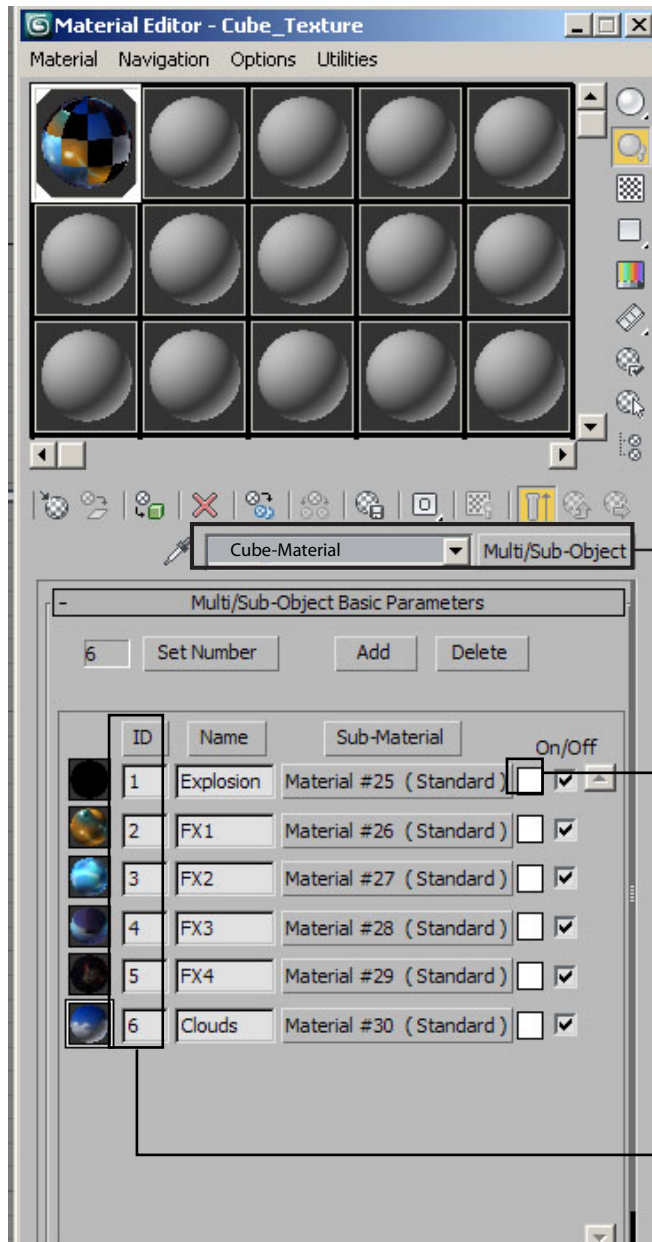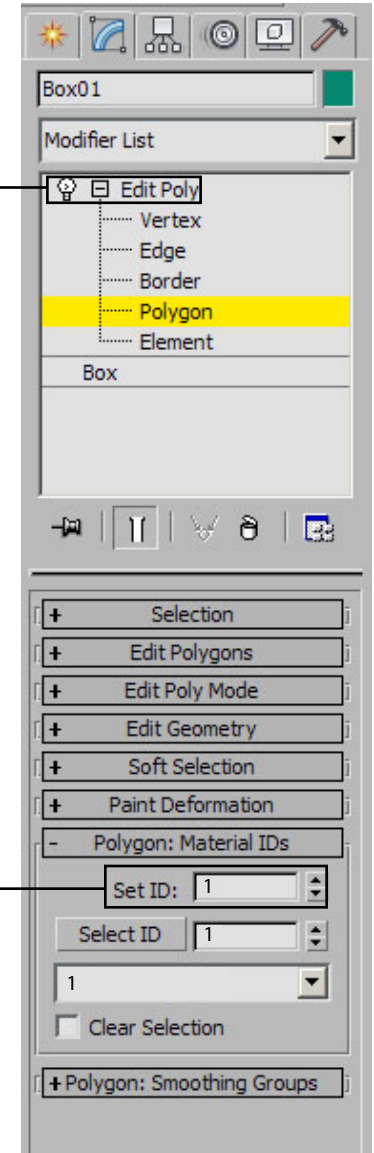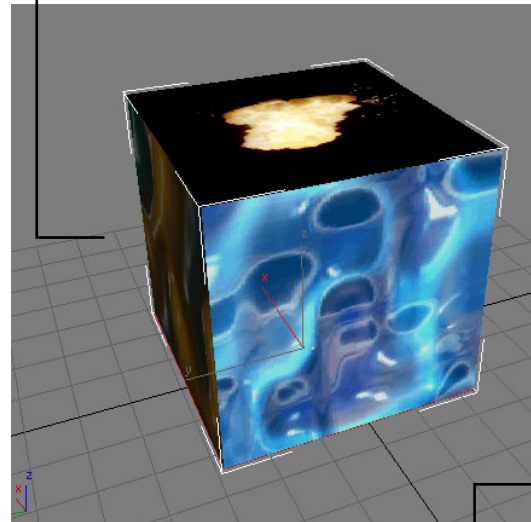
3D Modeling & Animation

Multi-Sub-Object (MSO) Materials

Multi-Sub-Object textures allow you place multiple textures onto a single object.

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

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

3. Opening the "Material Edtior" and select "Multi Sub-Object" from the list. Name it "Cube_Material".

4. Apply a Video Clip to each "ID" slot on the Multi Sub-Object panel

5. Place the "Cube_Material" on the cube

6. You'll see that the ID numbers on the MSO Panel match the ID numbers on the "Edit Poly" modifier when you select a polygon on the cube. You can change the ID numbers if you want.