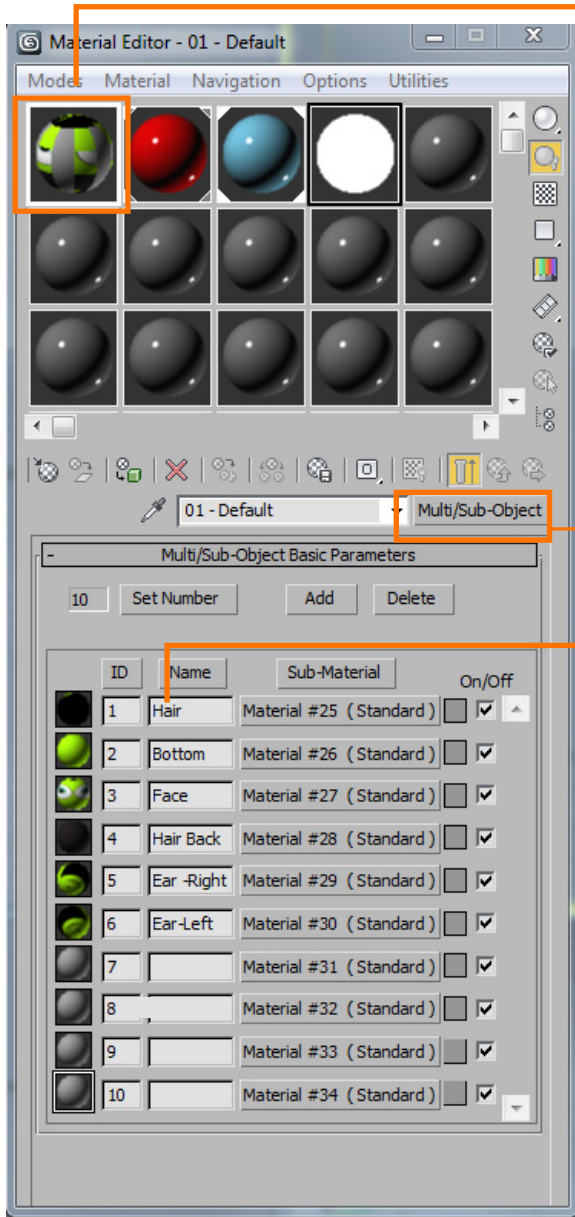


Multi-Sub-Object (MSO) Materials

3D Character Design

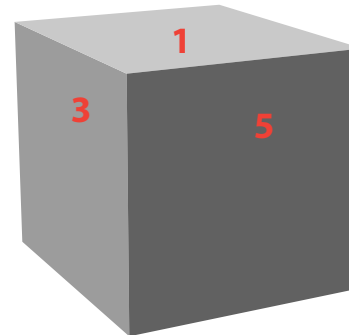
Multi-Sub-Object materials allow you place multiple textures (Colors, JPEGs, AVI Movies) onto a single object. This a simple intro to this process using only one texture.

The first step is to give each side of the cube a unique "ID" number.



1. Select the box/cube used for the head.

2. Select the different sides of the cube. You'll see that each side has its' own ID number. You may use these or change them to suit your needs.



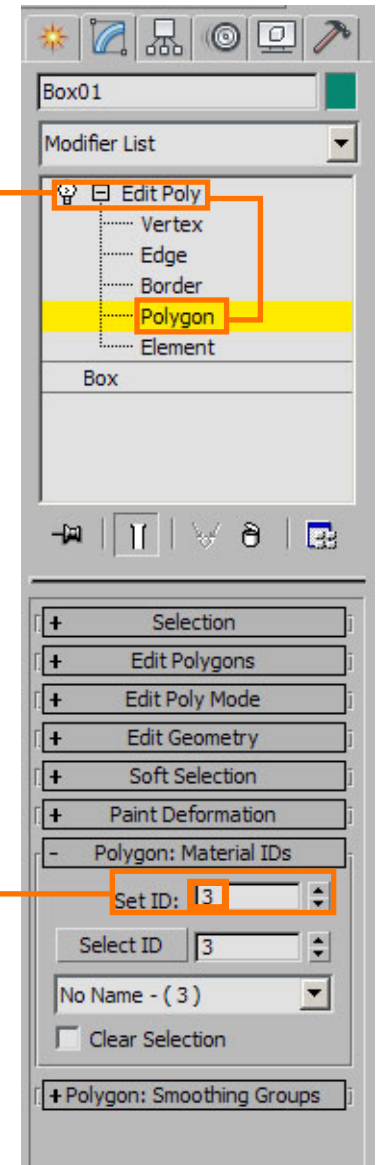
3. Next, select a sphere and set it to "Multi Sub-Object" by clicking.

4. You'll have 6 sides to texture so label them with easy to understand names.

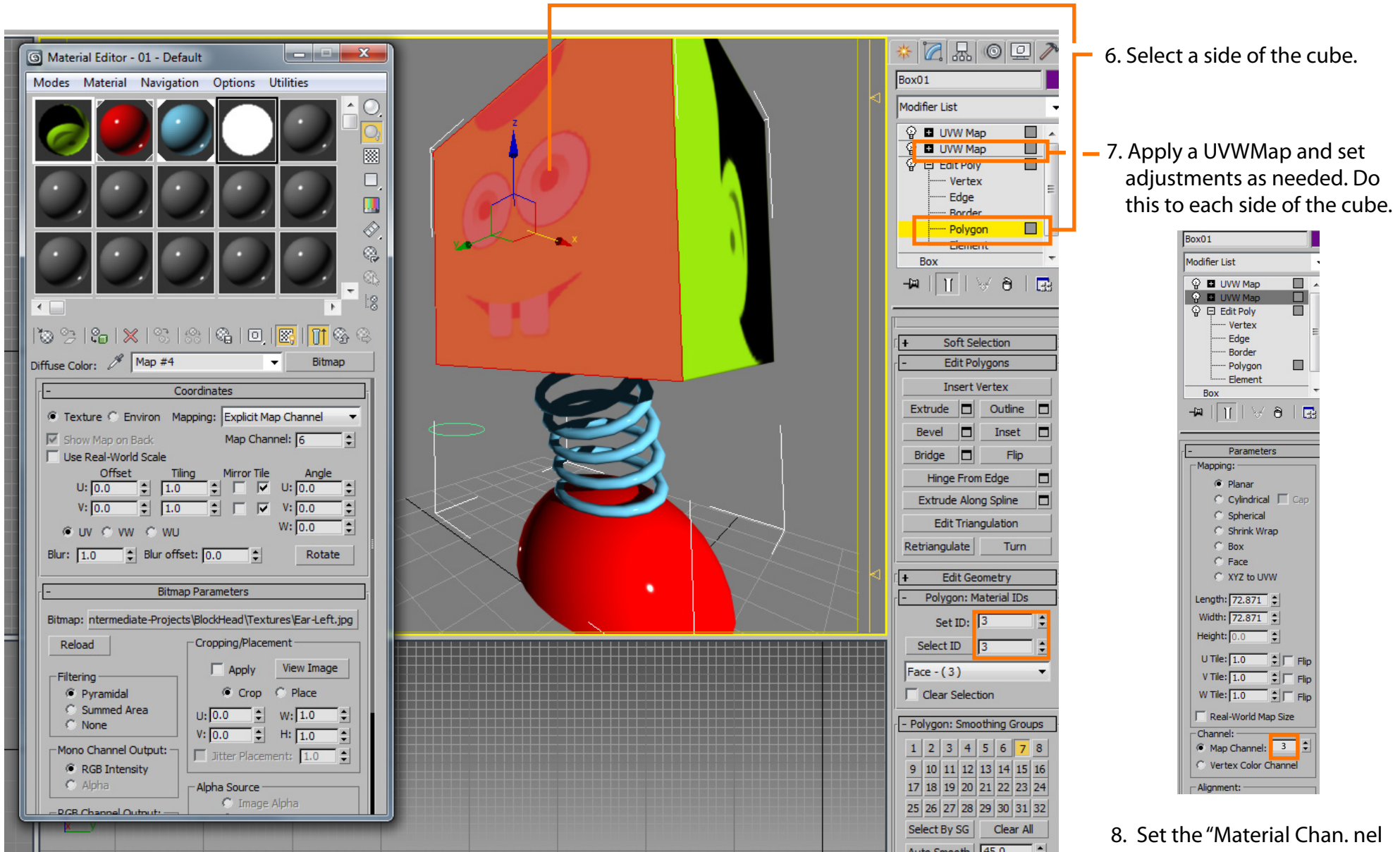
NOTE: Keep all the numbers consistent.

5. Place the new material onto the Blockhead cube.

You won't see anything yet. Not until you place the UVWMaps onto each side of the cube. Turn to page 2.



Next you will apply a UVWMap to all 6 sides of the cube.



The screenshot shows the Autodesk Maya interface. On the left is the Material Editor for 'Box01', showing various material preview spheres and the 'UVW Map' modifier selected in the 'Modifier List'. The 'Coordinates' section is expanded, showing 'Texture' selected and 'Map Channel' set to 6. The 'Polygon' modifier is also visible in the 'Modifier List'. The central viewport shows a 3D scene with a red sphere on a blue spring, and a cube with a red face and a green face. An orange box highlights the 'UVW Map' modifier in the 'Modifier List' and the 'Polygon' element in the 'Hierarchy' panel. On the right, a smaller inset shows the 'Parameters' section of the 'UVW Map' modifier, with 'Map Channel' set to 3. The 'Parameters' section also shows 'Length', 'Width', and 'Height' values, and 'U Tile', 'V Tile', and 'W Tile' settings.

6. Select a side of the cube.
7. Apply a UVWMap and set adjustments as needed. Do this to each side of the cube.
8. Set the "Material Channel" to match the MSO slot and the Material ID number. This just keeps things clear.

Last, you will set the 6 Map Channels in the Material Editor to match those in the of all 6 UVWMaps.

