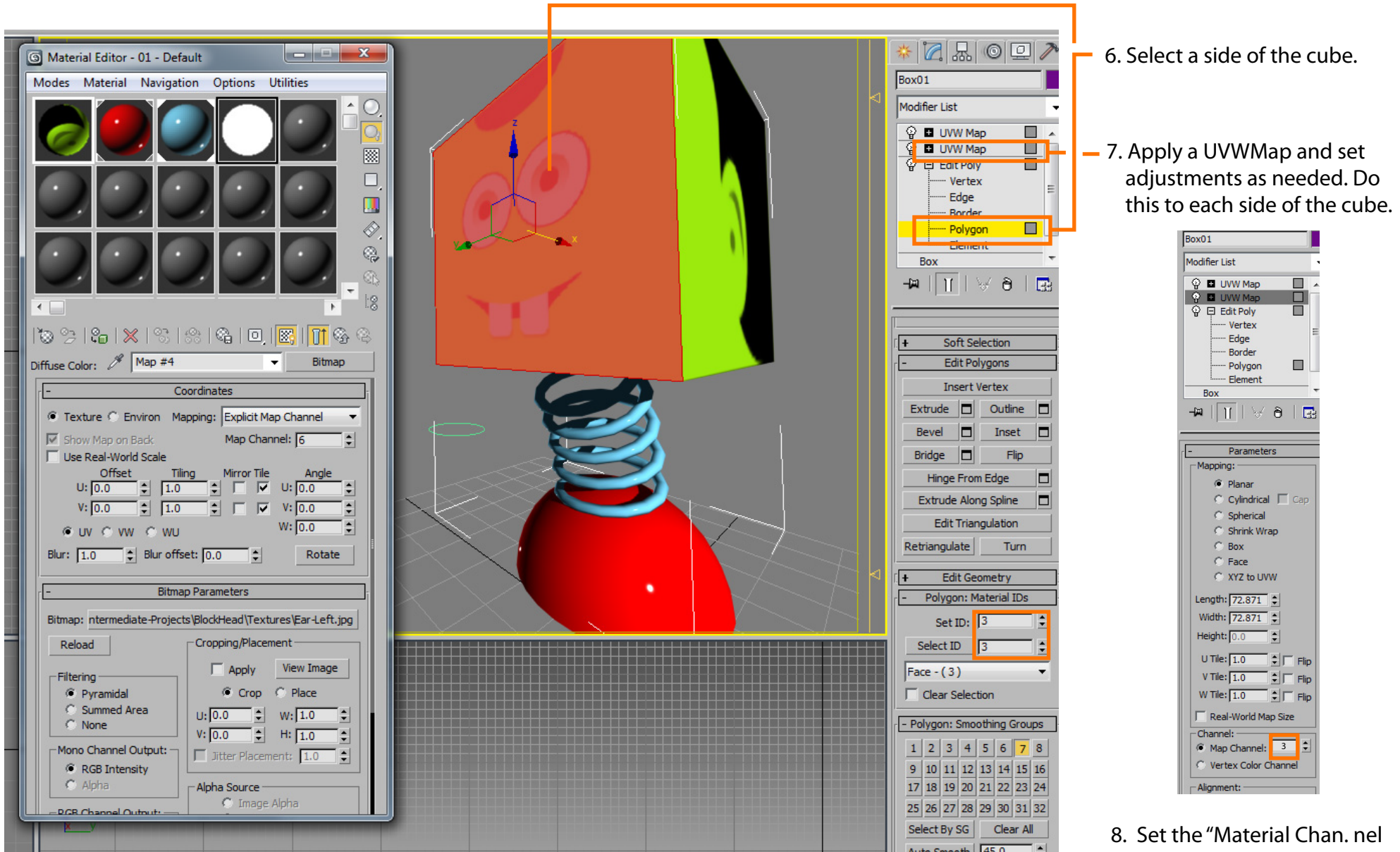


Next you will apply a UVWMap to all 6 sides of the cube.



The screenshot shows the Autodesk Maya interface. On the left is the Material Editor for 'Material - 01 - Default'. The 'Coordinates' section is set to 'Texture' with 'Mapping' set to 'Explicit Map Channel'. The 'Map Channel' is set to '6'. The 'Bitmap Parameters' section shows the 'Bitmap' as 'n:intermediate-Projects\BlockHead\Textures\Ear-Left.jpg'. The 'Cropping/Placement' section has 'Apply' checked and 'Crop' selected. The 'Parameters' section has 'Mapping' set to 'XYZ to UVW' and 'Channel' set to '3'. The 'Polygon: Material IDs' section has 'Set ID' and 'Select ID' both set to '3'. The 'Polygon: Smoothing Groups' section shows a grid with '7' selected. In the center is a 3D view of a character's head with a red cube on top. An orange box highlights the cube's top face. On the right is the Hierarchy panel for 'Box01', showing a 'Modifier List' with 'UVW Map' selected. An orange box highlights the 'UVW Map' modifier. Below it, the 'Polygon' element is highlighted in yellow. An orange box highlights the 'Set ID' and 'Select ID' fields in the 'Polygon: Material IDs' section, both set to '3'. An orange box highlights the '7' in the 'Polygon: Smoothing Groups' grid. An orange box highlights the '3' in the 'Channel' field in the 'Parameters' section.

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 Chan. nel" to match the MSO slot and the Material ID number. This just keeps thing clear.