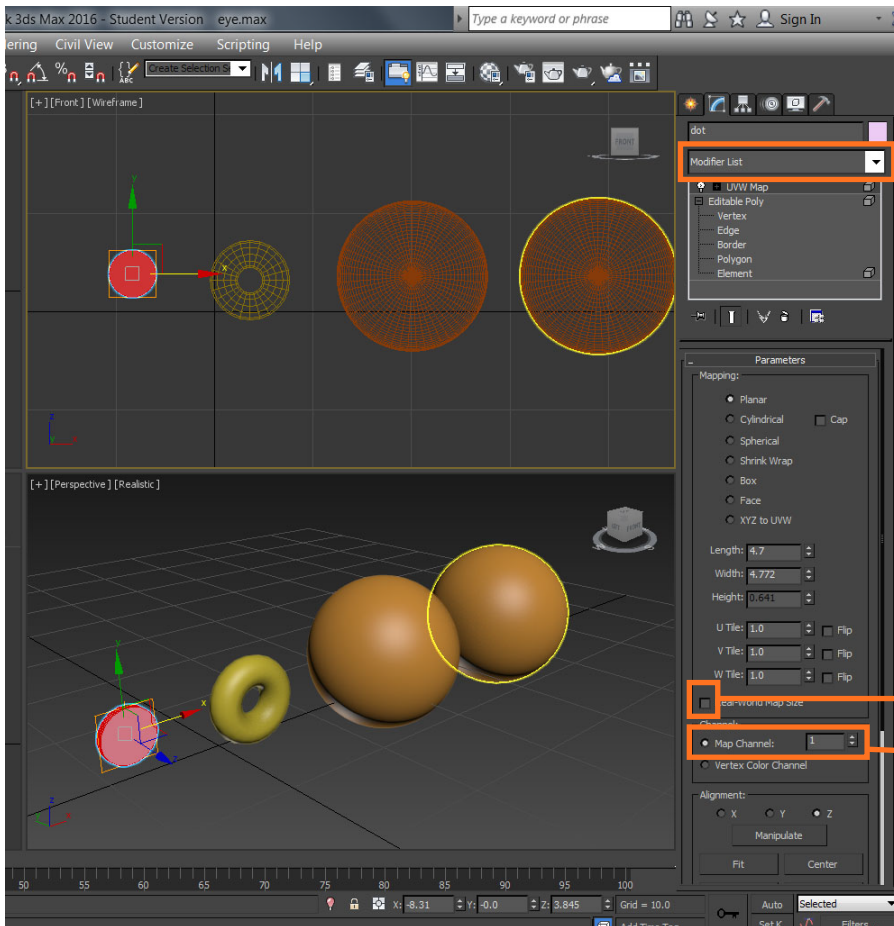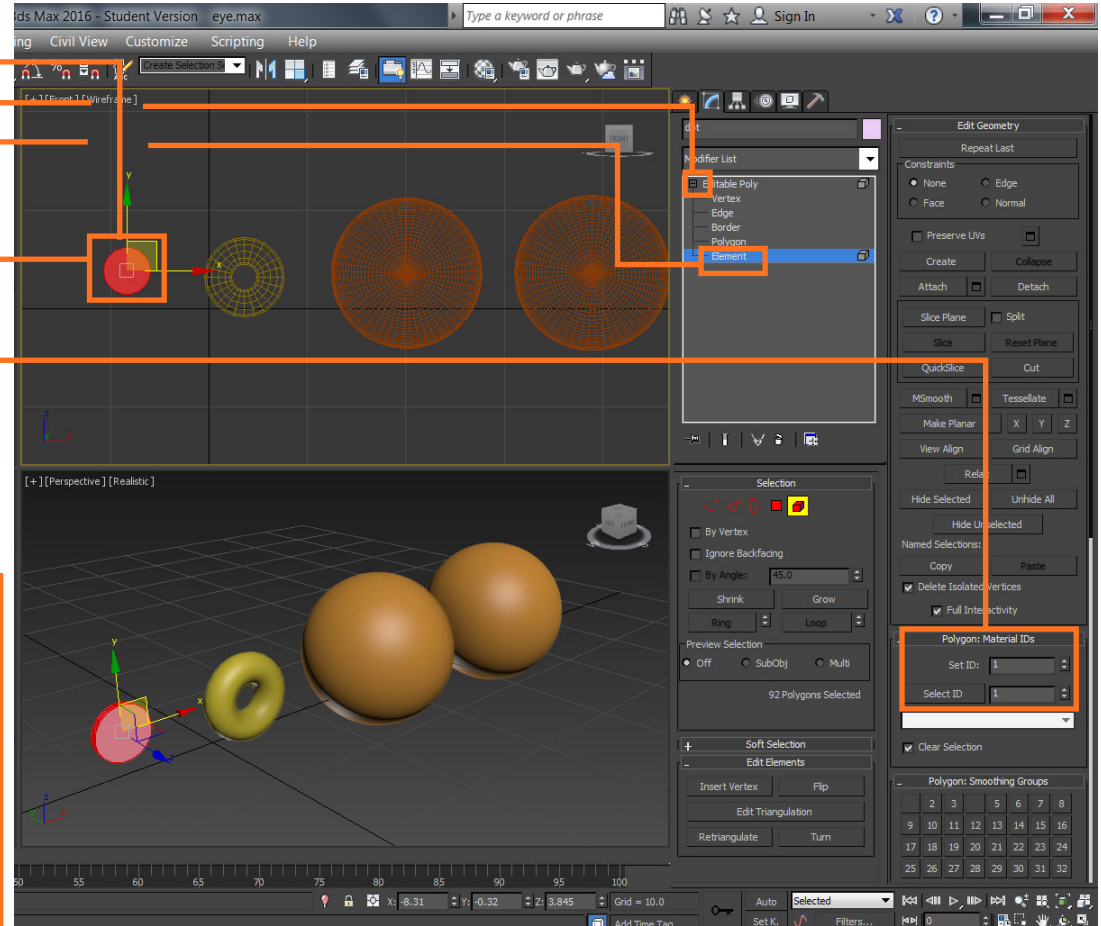# REALSITIC CREATURE EYES

Now that they have converted to editible polys, you will assign each one a unique "Material ID" and apply a UVWMap to each one.

3. Start with the cylinder on the left:
    a. Open it up
    b. Select the "element" button
    c. Click on the cylinder (it should turn red)

4. Set the Material ID to "1"

5. Keeping the cylinder selected (red) find the UVW Map on the "Modifier List".

6. Turn off the "Real World Msp-Size

7. Set the Material ID to "1" to match the editable poly setting

Do the same steps for the remaining torus and two spheres but change the Material ID's - make the Torus "2", the small sphere "3" and the large sphere "4".