MULTI-SUB OBJECT MATERIALS

SoCal ROC
Career Technical Education

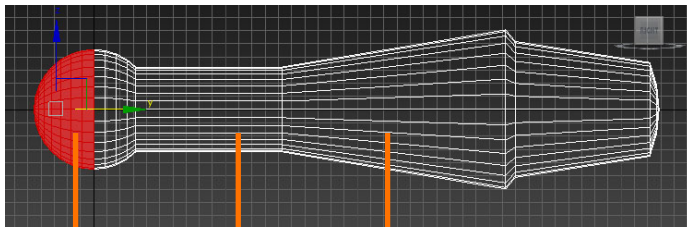**3D ANIMATION**

In placing multiple materials onto a single object it is important that each material must be set to an ID number that matches the ID number on the UVWMap and on the object.
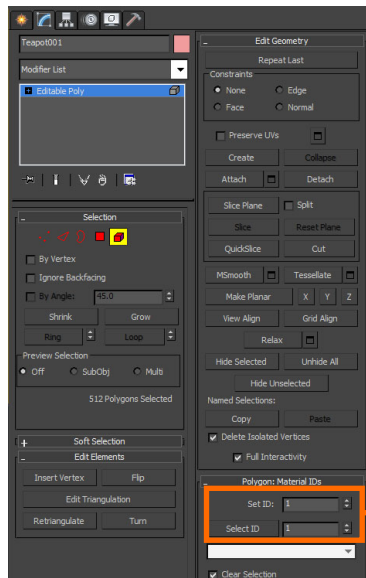
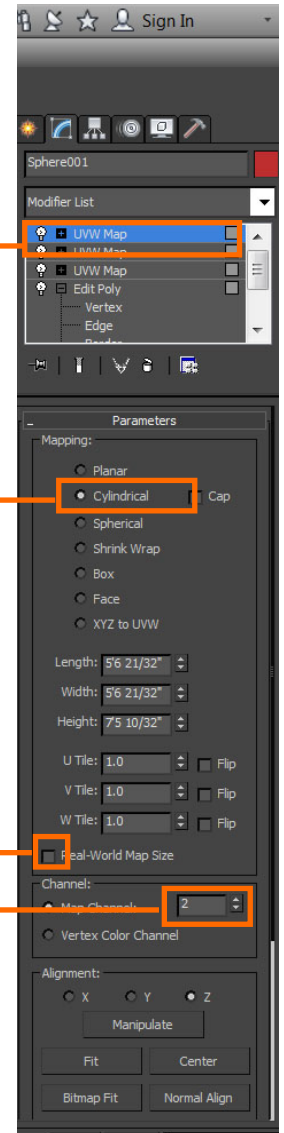**1.** First assign unique Material ID numbers to the polygons on your model

ID -1   ID -2   ID -3

2. Select each Material ID polygon group and apply a UVWMap.

3. Set the best fitting map type.

4. Turn off "Real World"

5. Set the same ID Map number as that of the polygon group.