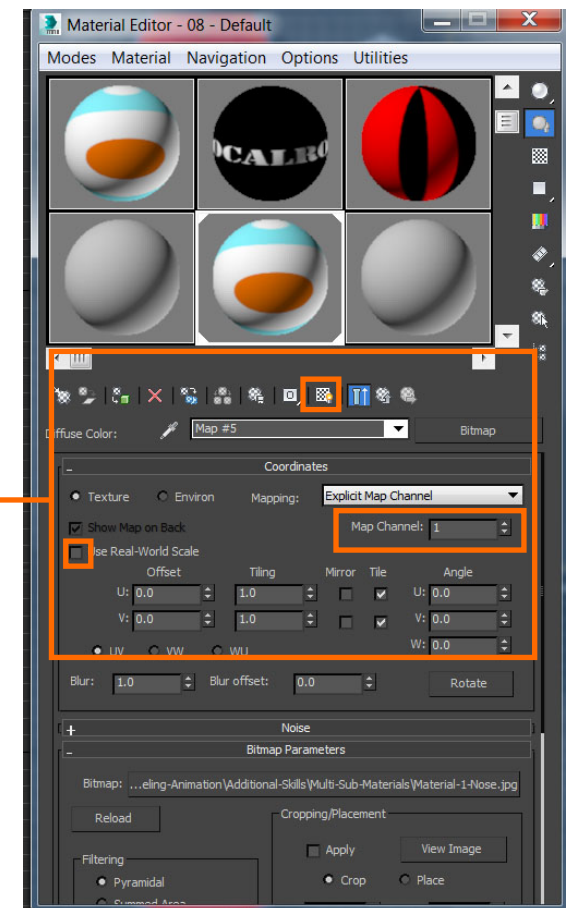
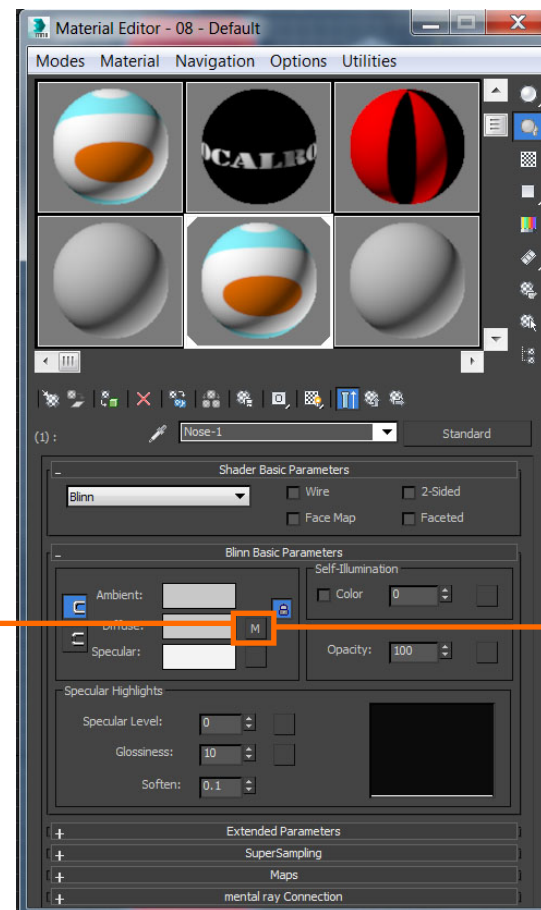
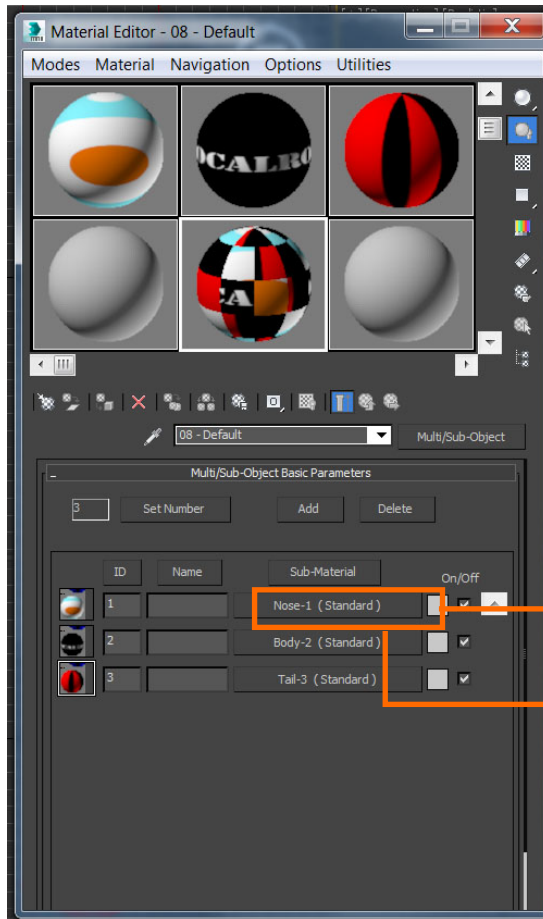


# MULTI-SUB OBJECT MATERIALS

In placing multiple materials onto a single object it is important to remember that each material must be set to an ID number that matches the ID number on the UVWMap and on the object.

9. Select a material and set the appropriate ID number to match that of the material ID on the object.



10. Repeat the process for each material.