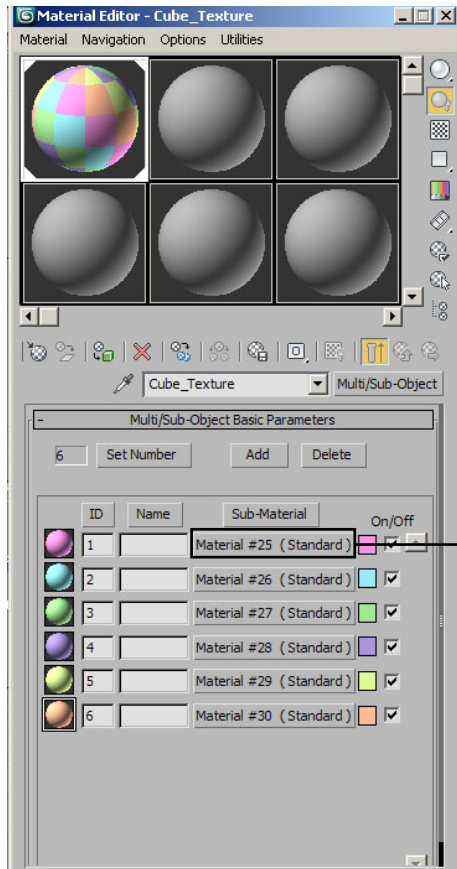




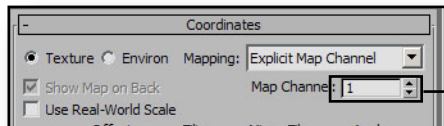
# Multi-Sub-Object (MSO) Texturing

Applying a "UVWMap" modifier allows you to place multiple photos and/or animations on the cube.

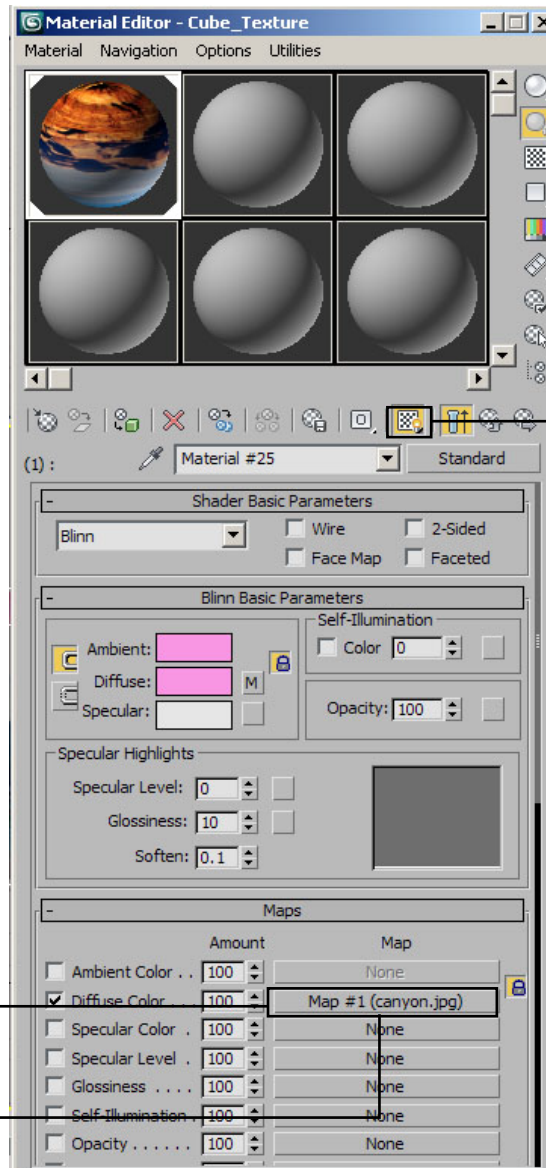
1. Select the sub-object for "ID 1".



5. Set "Map Channel to 1"

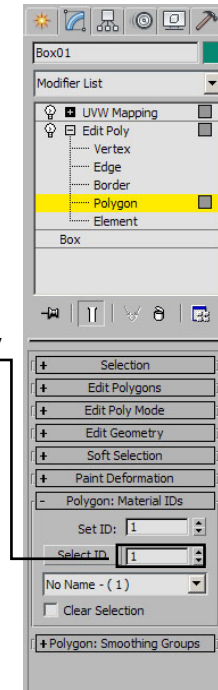


2. In the "Diffuse" map slot place a JPEG, Targa or animation file.



3. Click the "Show" button.

4. Select polygon "1"



6. Apply a "UVWMap" from the modifier list

7. Set to "Map Channel" to 1

8. Align the UVWMap



Repeat the process for the remaining 5 sides of the cube.

