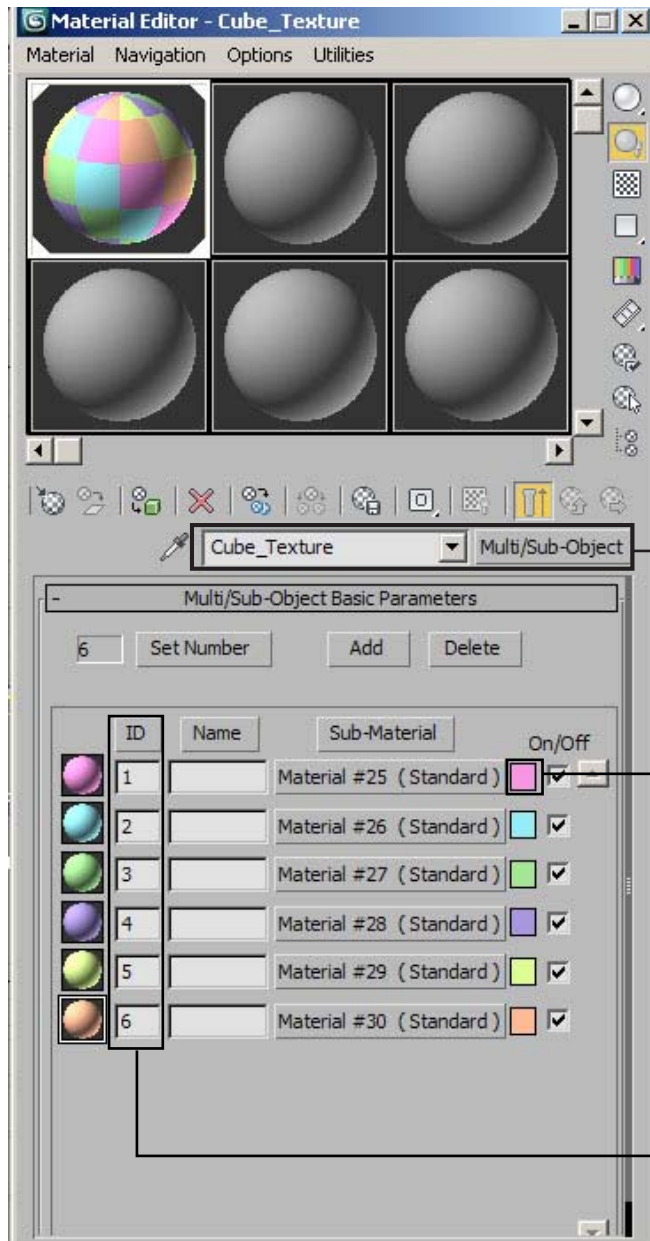


Multi-Sub-Object (MSO) Texturing

Multi-Sub-Object textures allow you place multiple textures onto a single object.



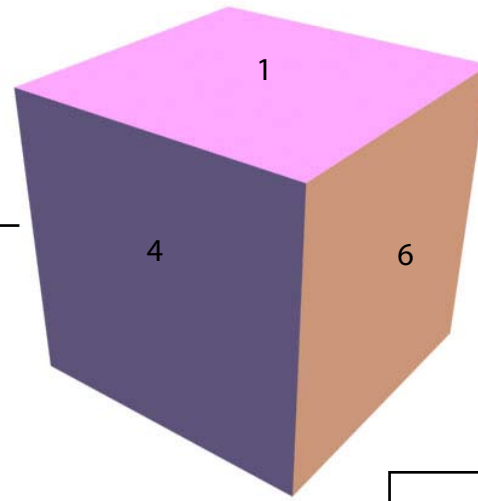
1. Make a box and apply an "Edit Poly" modifier and select "Polygon".

2. Select the different side of the cube. You'll see that each side has its' own ID number.

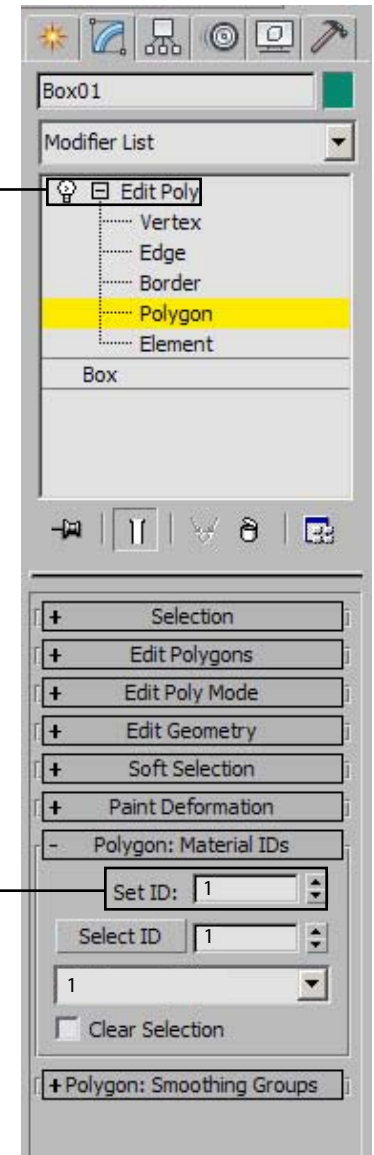
3. Opening the "Material Editor" and select "Multi Sub-Object" from the list. Name it "Cube_Texture".

4. Apply simple colors to each "ID" slot on the Multi Sub-Object panel

5. Place the "Cube_Texture" on the cube



6. You'll see that the ID numbers on the MSO Panel match the ID numbers on the "Edit Poly" modifier when you select a polygon on the cube. You can change the ID numbers if you want.

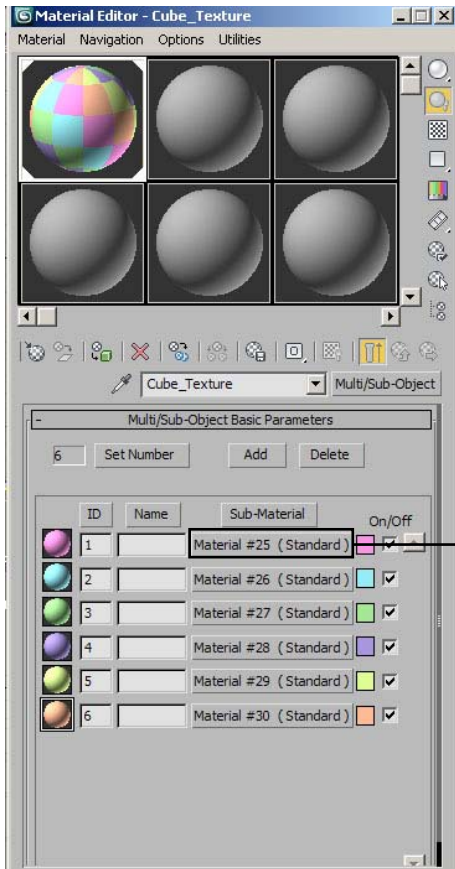




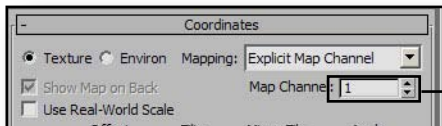
Multi-Sub-Object (MSO) Texturing

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

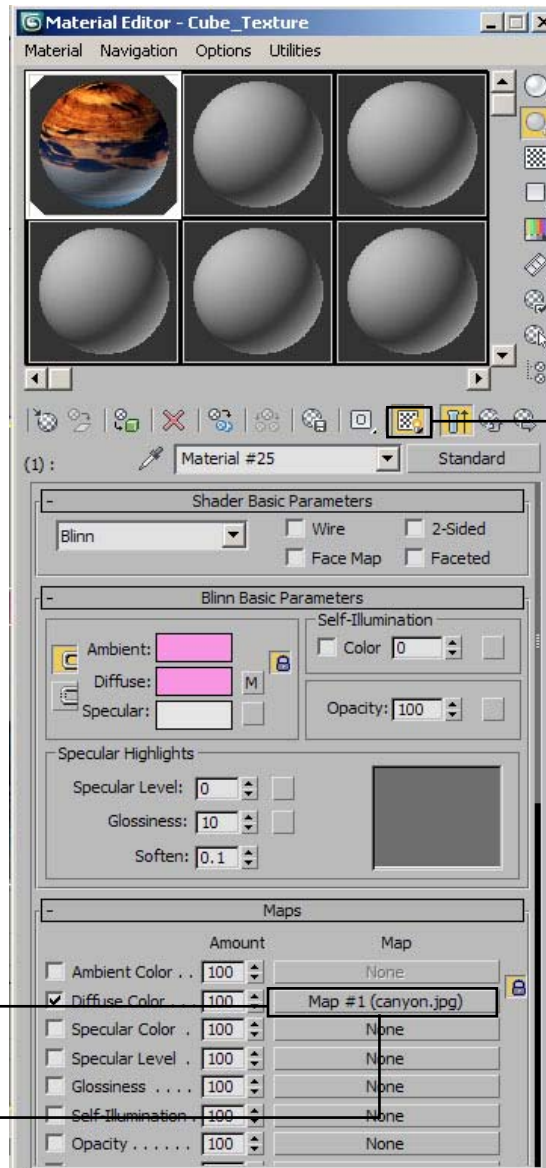
1. Select the sub-object for "ID 1".



5. Set "Map Channel to 1"

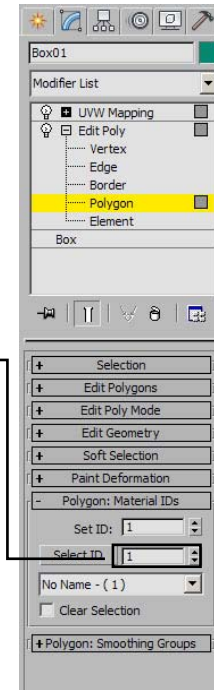


2. In the "Diffuse" map slot place a JPEG, Targa or animation file.



3. Click the "Show" button.

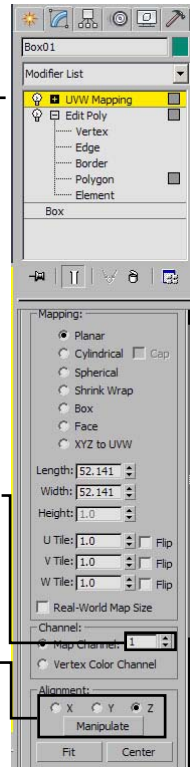
4. Select polygon "1"



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.