

Multi/Sub-Object material: Simple colors

View this tutorial online, or print to a color printer.

Main menu/Customize Units ...



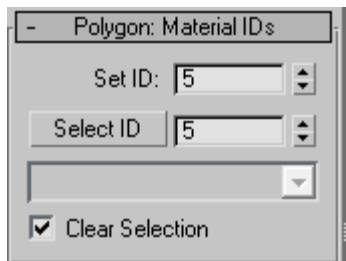
Make a box 15 ft x 15 ft x 15 ft.

Convert to editable poly.

Go to the poly sub-object level.

Scroll waaaay down in the modifier tab in the command panel to this rollout.

Select a polygon. Then another. Note each polygon has a different **Material ID** number.



Go back up to the top of the command panel.

Exit the polygon sub-object level!

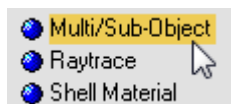
Open the material editor:



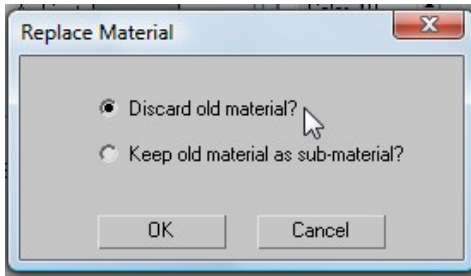
Hit the Standard button



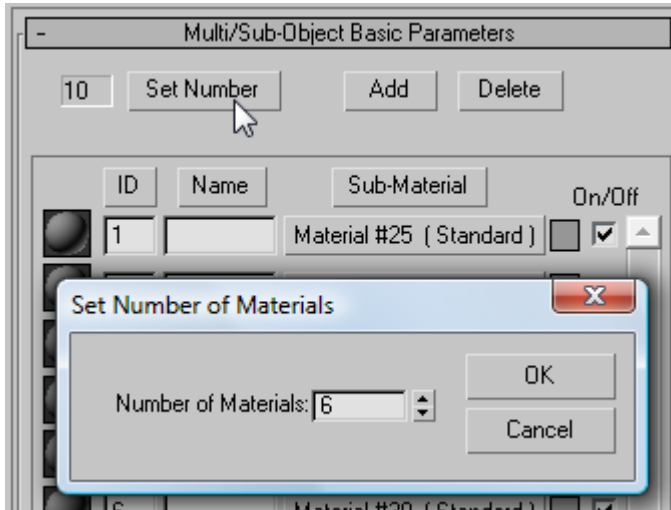
Pick Multi/Sub-Object:



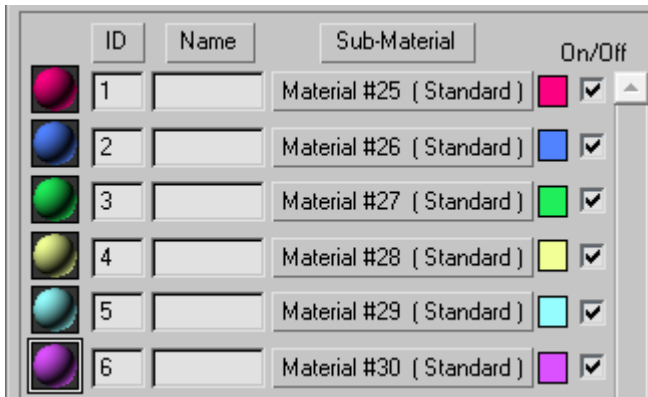
Either choice \works in this case:



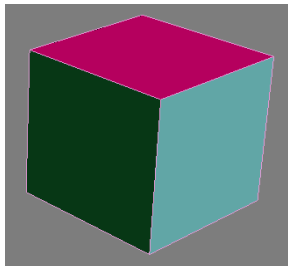
Set the number of colors to 6, one for each side:



Make some bright colors by hitting the slots:



Drag to your box:



Set up a good view filling the viewport,
render,
save the render,
open the render in Photoshop, and
print to a color printer.