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Subject: Water Fall

Posted by [Anonymous](#) on Thu, 26 Dec 2002 19:15:00 GMT

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You need to assign a different material to each polygon--since you detached the polys from the same mesh after assigning a material to it they are still using the same material, and with every change you make you are changing it for every poly. Select the poly and hit "make new material" and then assign it to that poly. However, I don't recommend this, since it can result in some instability in gmax, so make a backup. [ December 26, 2002, 19:16: Message edited by: YSLMuffins ]

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