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Subject: How is it possible to assign multiple textures to one mesh w

Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:12:00 GMT

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The way I do it without detatching:Select the polygons you want to specifically texture, then go to the material editor. Create a new material. Assign the textures you want. Then assign UVW Mapping and edit how you want. Next, convert it to editable mesh (again). This'll get rid of that UVW Map while still keeping it's effects. Select the new polygons you want, create new materials for them, UVW Map, convert to mesh, etc, etc...

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