

---

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

Posted by [Anonymous](#) on Mon, 24 Jun 2002 11:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, too bad. In 3DSMax, they have a multi/sub-object material. You can make a material id for each polygon, and assign it's own material in the multi/sub-object. This would be nice to have in g-max.

---