
Subject: Re: Putting more than one texture on something
Posted by [YSLMuffins](#) on Fri, 21 Jul 2006 18:14:12 GMT
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That entire model can't be one face. Instead of right clicking, try selecting the parts you want to detach with the edit(able) mesh modifier and hit the Detach button on the right pane. A box to name it should appear.
