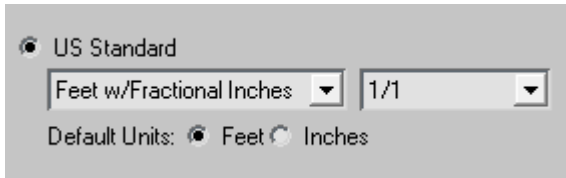


Multi/Sub-Object material: Simple colors

Main menu/Customize Units ...

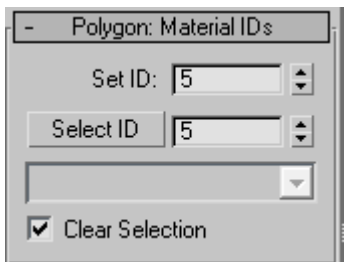


Make a box 15 ft x 15 ft.

Convert to editable poly.

Go to the poly sub-object level.

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



Exit the polygon sub-object level.

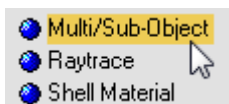
Open the material editor:



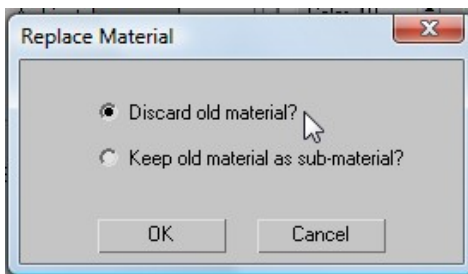
Hit the Standard button



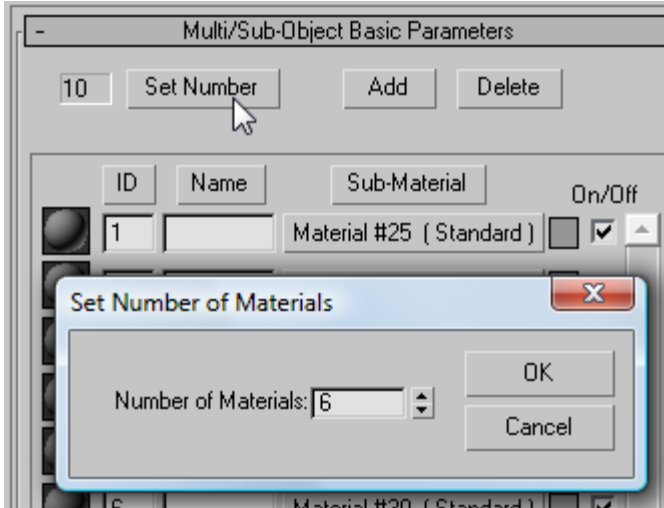
Pick Multi/Sub-Object:



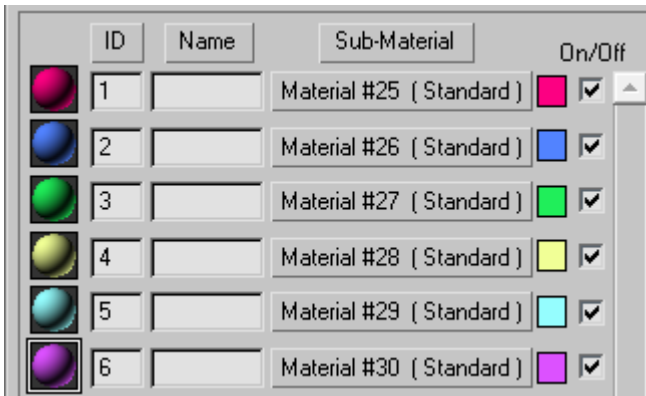
Either choice \works in this case:



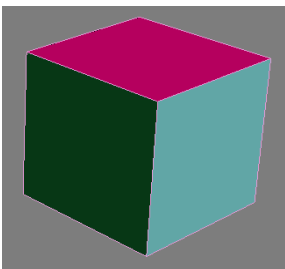
Set the number of colors to 6, one for each side:



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 the color printer