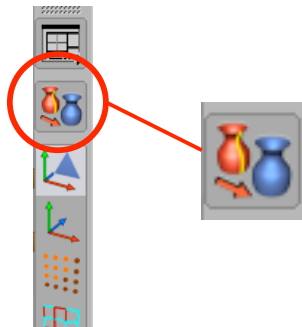


## Set selection

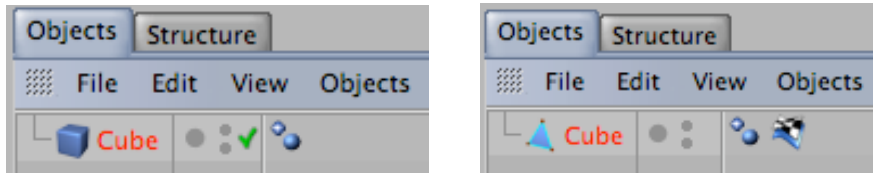
When you have an object that you have created, you may at times wish to add a material on each of the different faces. For example we created a room last lesson, which was made from an extrusion, however you were only able to add a material to the whole room. To add a material to different faces we can use something called **Set Selection**.

### 1. Making an object editable

We will use a cube for this demonstration. First open up a new file and add a cube to the scene. Once in the scene select the cube so that it is highlighted. Now we need to make it editable. Select the icon on that is on the far left:



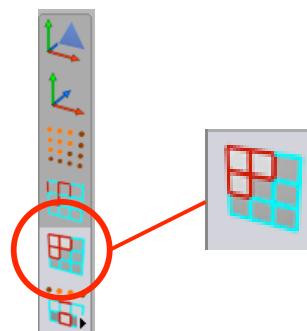
You will also notice that the cube in objects manager changes!



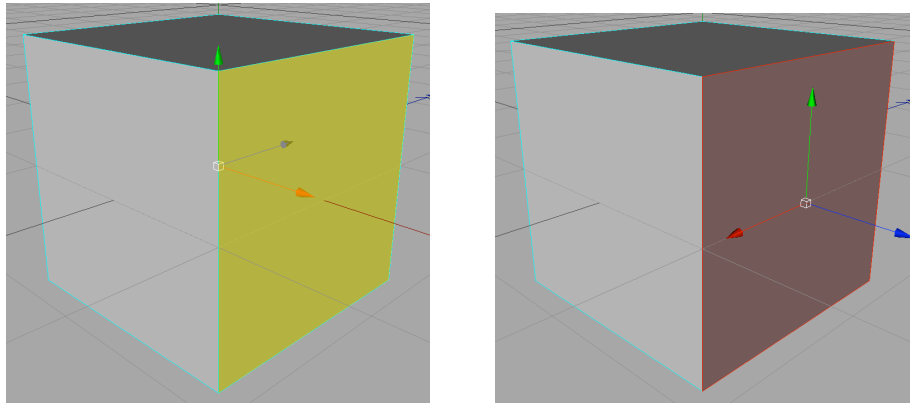
Now the cube has changed from a cube icon to what appears to be a blue triangle with red points on each of the corners. Making an object allows modellers to tweak every little polygon, face and point allowing more control over the final object.

### 2. Selecting a face

Now that the cube is editable we need to select the face which we want to add a different material to. We will now select the Polygon tool. This can be found to the left:

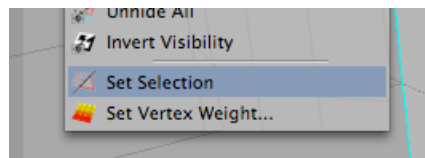


Now when you roll your mouse over the different faces, the whole face turns yellow. To select one face click and the entire face will turn red with a dark red outline.

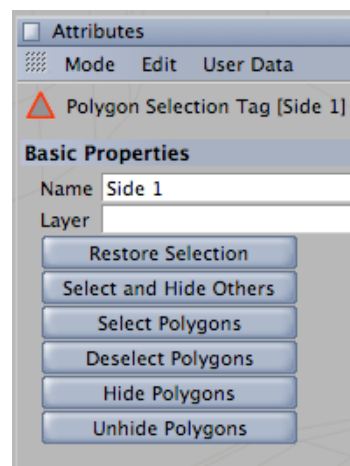
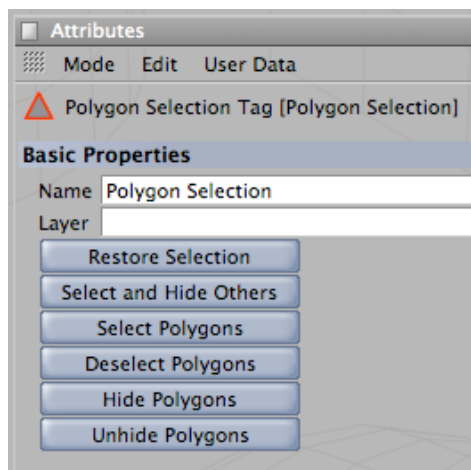


### 3. Setting the Selection

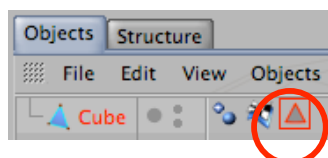
Now we need to set the Selection so that we can chose that particular face whenever we want and add a material if the need may arise... which in this case it will! Now with the face selected you need to head to the menu bar at the top and select **Selection > Set Selection**



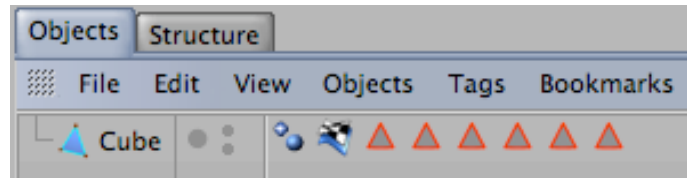
Once that has been selected turn your attention to the Attributes Manager. You will notice a **Polygon** Selection Tag window. As we have the selection selected we can rename it, in this case we name it **Side 1** then hit **Enter**.



You will then see another icon next to the Cube object in the **Objects Manager**. This means the selection has been made!

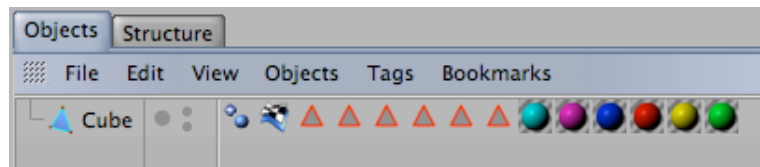


Now we want to create selections of the other faces. You **FIRST** need to **DESELECT** the cube, so that there is no red box around the selection. Then with the **Polygon Tool** selected, select another face and repeat the above process so that you have 6 sides! Your objects manager should look something like this:

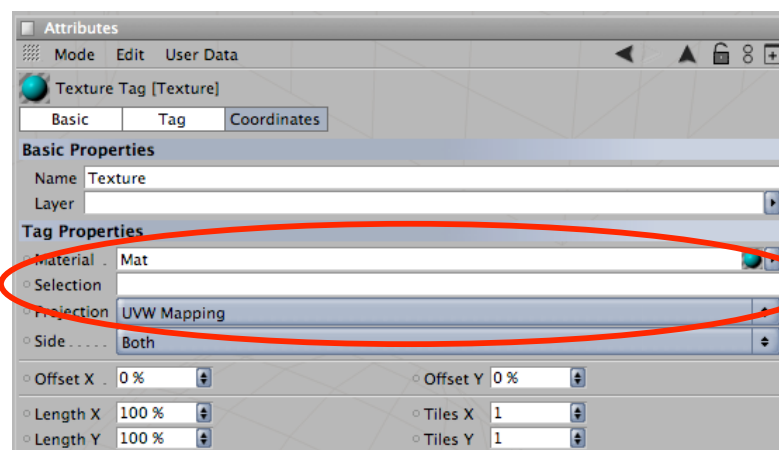
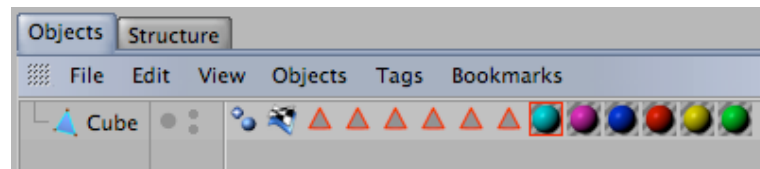


#### 4. Adding Colour/Materials

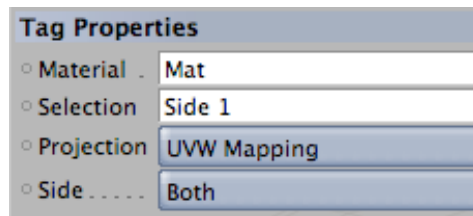
This shows that there are 6 Set Selections. Now add 6 materials to the Cube. The Object Manager will then look something like this:



This may look confusing but it'll make sense when you finish the exercise. I chose to add colours as opposed to materials but you can choose what ever you want. Now select a colour, I chose the turquoise, a red box should appear around the colour/material. Have a look at the **Attributes Manager** also:



Now you can see that there is a part that says selection. What you now need to do is click on the selection that you want colour and drag it into the box that says **Selection**.



Now where it says **Selection** you can now see that it says **Side 1**. That means that side now has colour. Now repeat selecting the different colours and drag the selections to the **Tag Properties** just like the picture above. When you render the Cube it should now have different colours on each face. Give it a try!

