

Assigning Materials To Faces

We can assign different surface and displacement to different faces.

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Setting Up Group

To add a selection of faces to a group:

- Change your selection mode to primitives.
- Select the faces in the Viewport.
- *In the Viewport*, hit the TAB key and select **Group** to add the faces to the group.

Assigning Material To Groups

Add a **Material**.

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If you want to assign both Bxdf and displacement shader, you will need to connect to the collect_output both the surface and displacement shaders inside a PxrMaterialBuilder node.

Assign your group to the material by setting the Material to either a collect vop (see above) or a Bxdf.

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