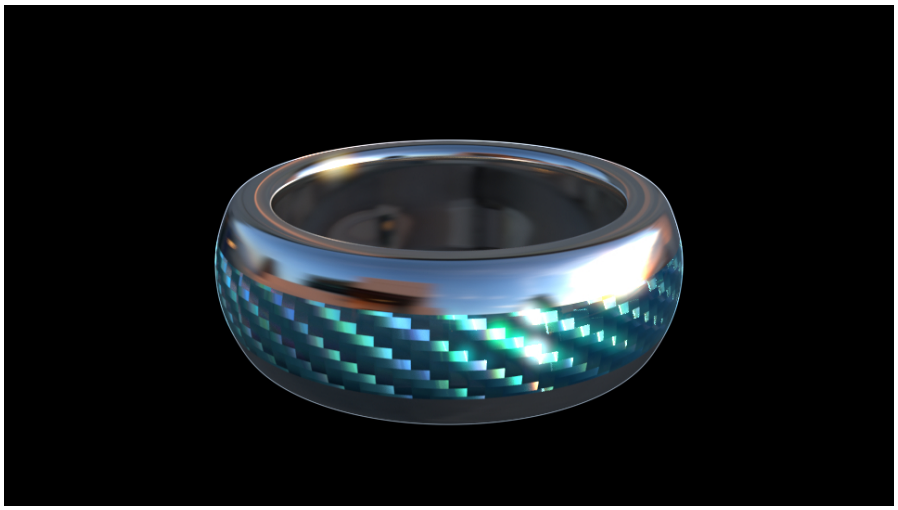
Assigning Materials To Faces

We can assign different surface and displacement to different faces.



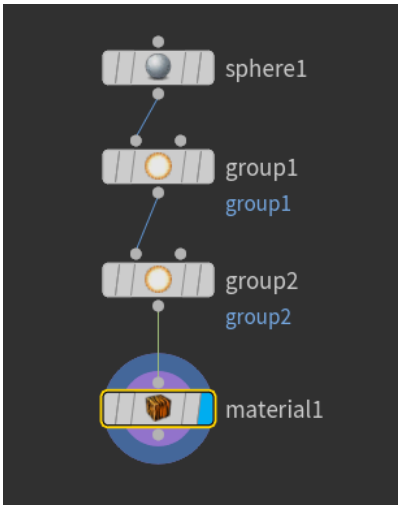
Setting Up Group

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.

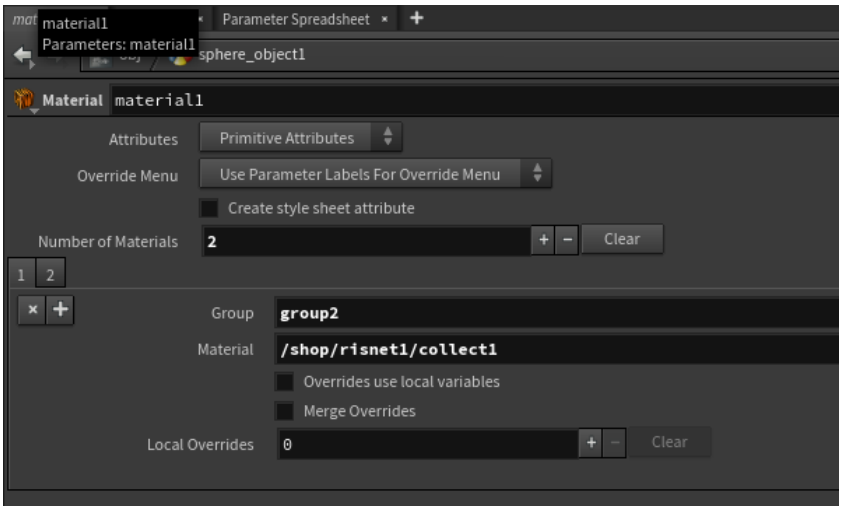
Assigning Material To Groups

Add a **Material**.



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.


material1
Parameters: material1
Parameter Spreadsheet
sphere_object1
Material
material1
Attributes
Primitive Attributes
Override Menu
Use Parameter Labels For Override Menu
Create style sheet attribute
Number of Materials
2
Clear
1
2
Group
group2
Material
/shop/risnet1/collect1
Overrides use local variables
Merge Overrides
Local Overrides
0
Clear