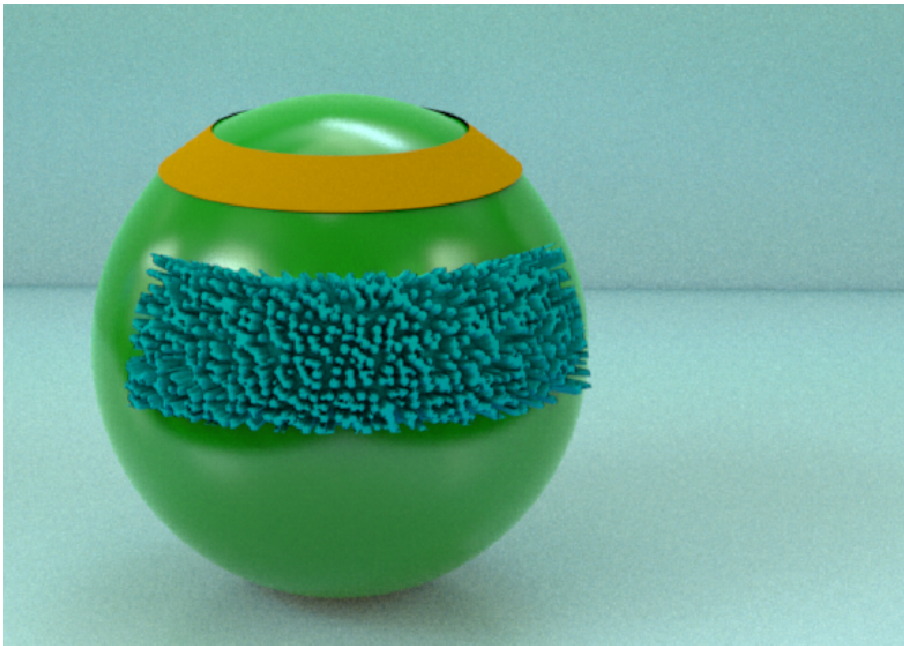
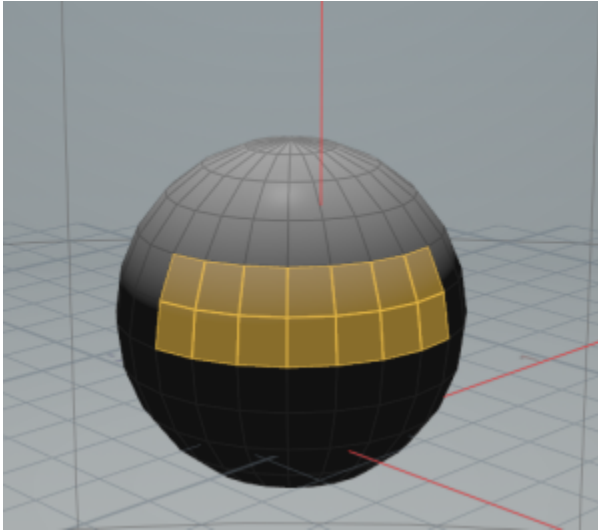


# Assigning Materials To Faces

We can assign different surface and displacement to different faces.



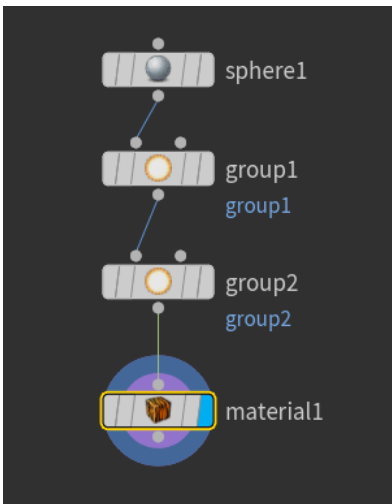
## Setting Up Group

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

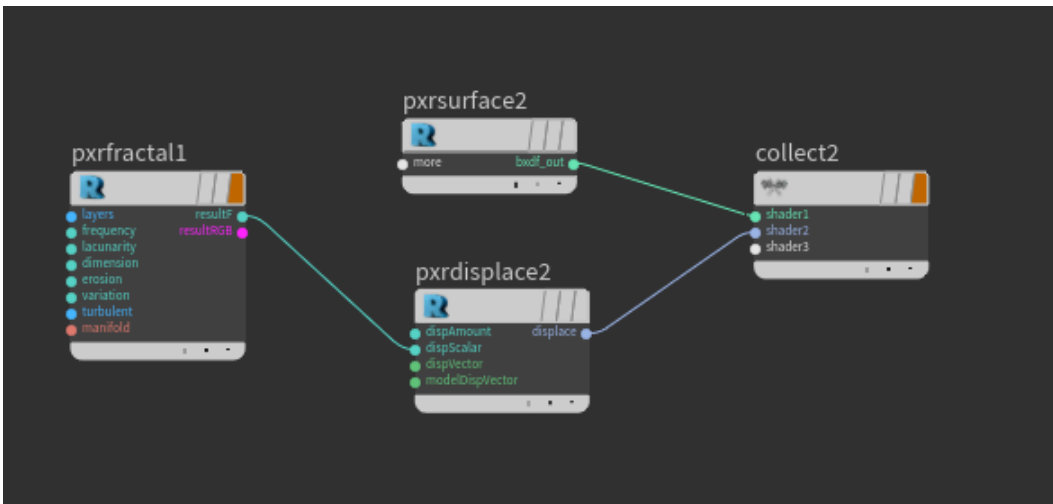
Add a **Material**.



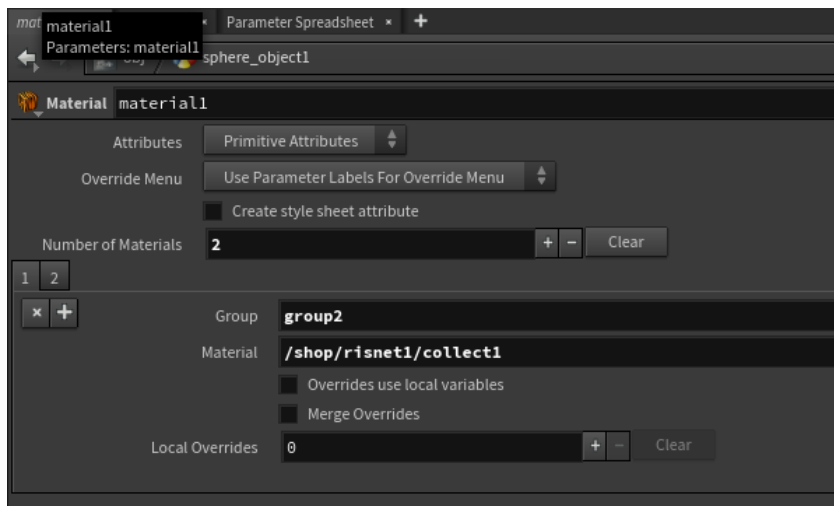
If you want to assign both Bxdf and displacement shader, you will need to create a **collect vop** to collect both surface and displacement.



Collect vop is added to H16.0.695 onward.



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



## Example

