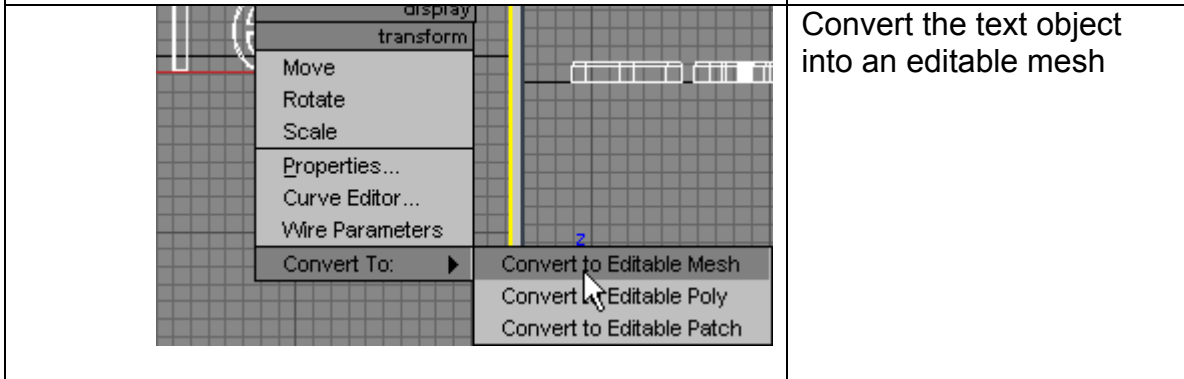


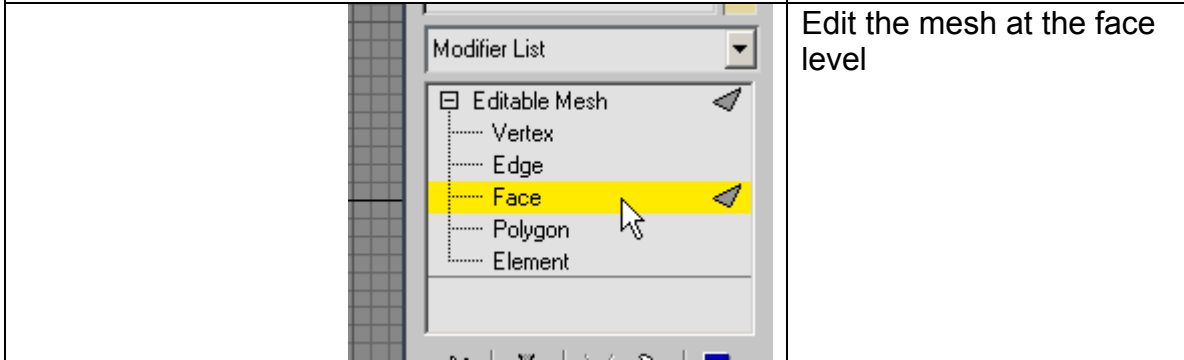
Create and bevel a text object



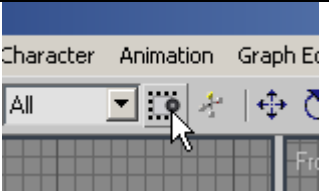

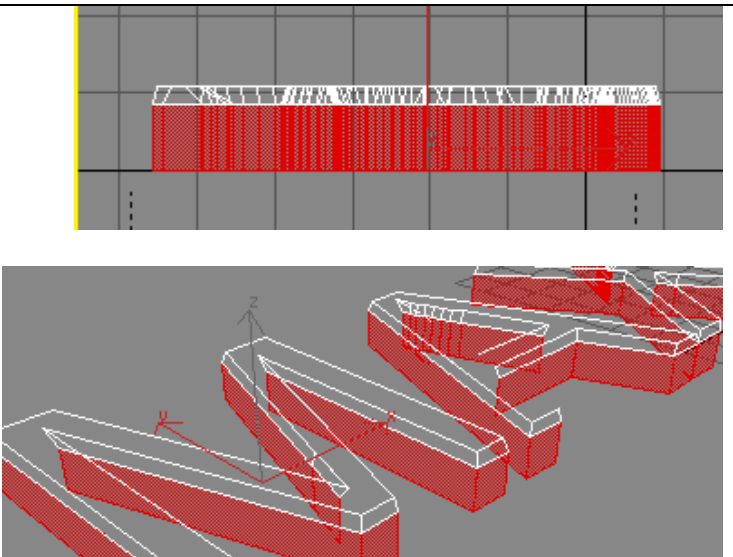
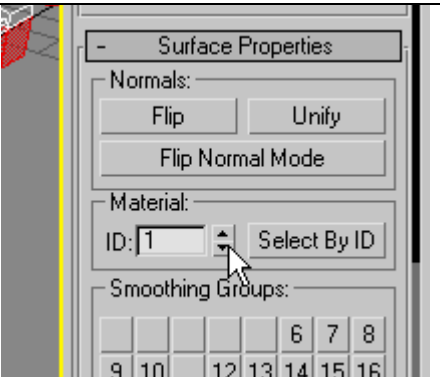

Convert the text object into an editable mesh

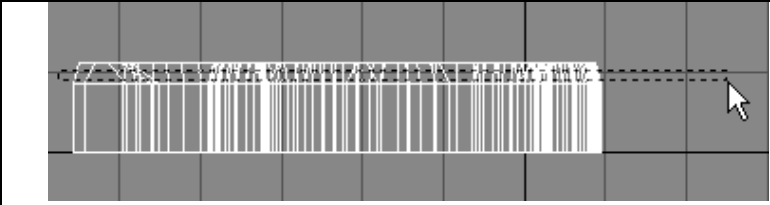


Zoom in on the left view



Edit the mesh at the face level

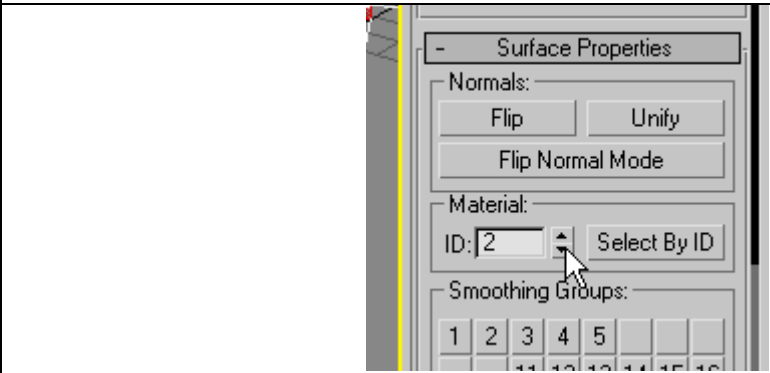
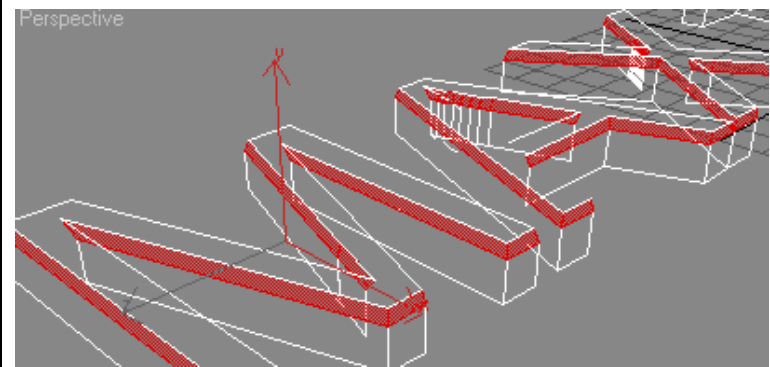
	<p>Chose crossing-selection. For an object to be selected, only part of it must be inside the marquee selection box</p>
	<p>Draw a box so that the sides and bottom of the text are inside the selection box</p>
	<p>You can see that all of the side and bottom faces have been selected</p>
	<p>Assign these a material ID 1, hit enter</p>
	<p>Deselect the previous selection by right click in the active window</p>



Create a very narrow selection box so that only the bevels are selected



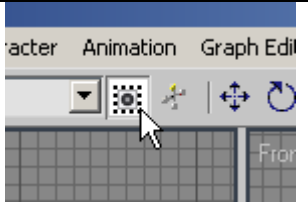

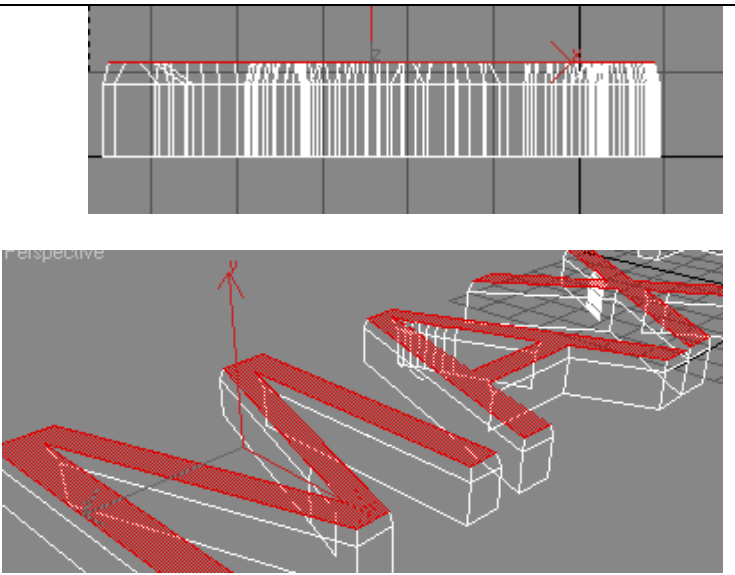

Here you can that all of the bevels are selected



Assign these to material ID 2



Deselect the previous selection by right click in the active window

	<p>Now change it this type of selection tool. Now a face will only be selected if it is entirely within the selection box</p>
	<p>Draw a box so that the top faces are entirely within the selection box</p>
	<p>Here you can see the top faces selected</p>
	<p>Assign these to ID 3. Next you will apply a Multi-sub Object material to the text</p>