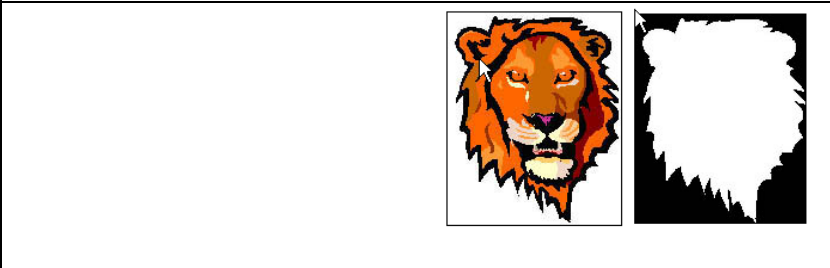
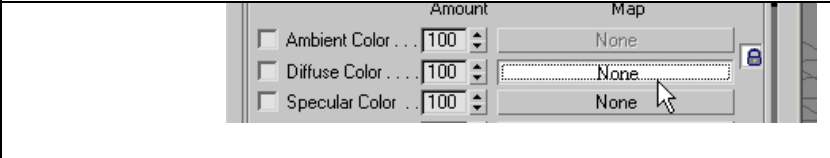




The original logo, a high contrast copy I made in Photoshop and the mask



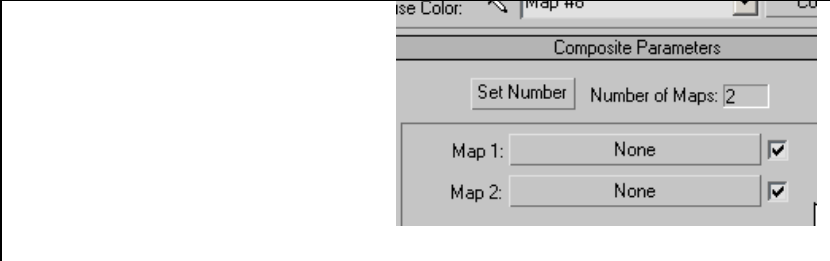
The lion head and it's mask



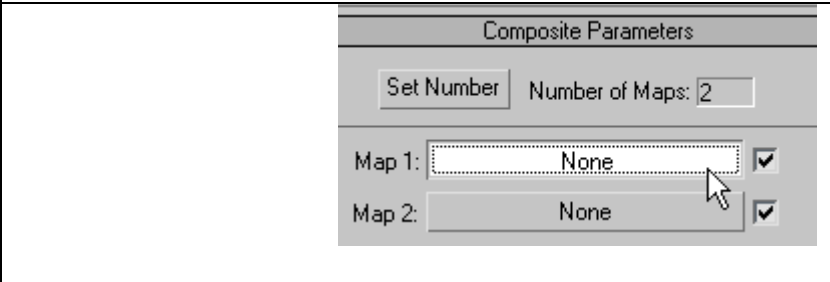
In a empty slot, click on the Diffuse channel



Select Composite



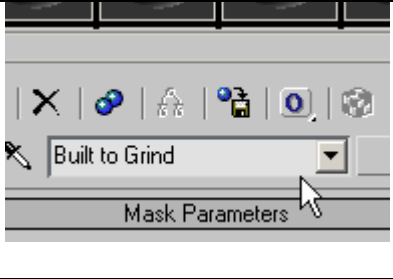
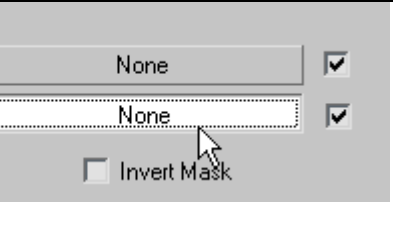



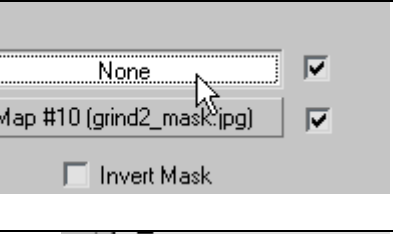

By default, Max gives you two map slots. You can add up to 99

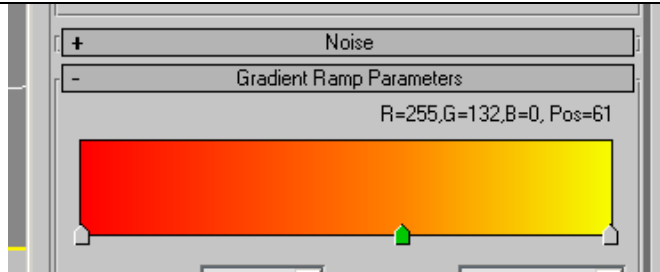


Pick the first map slot



Select Mask

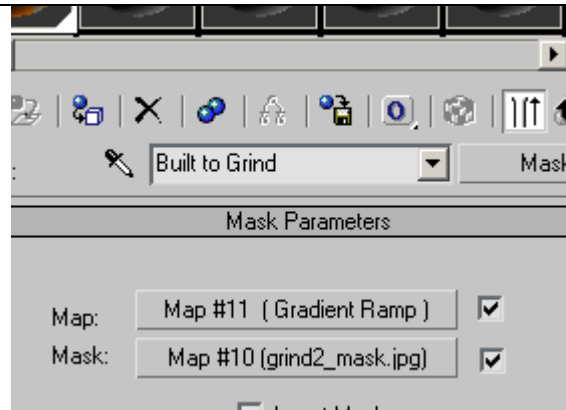
		<p>Rename it, this will help keeps things straight</p>
		<p>Click on the Mask slot</p>
		<p>Pick Bitmap</p>
		<p>Load your first image</p>
		<p>Go back up one level</p>
		<p>Click on the map slot</p>
		<p>I'm not going to use the original logo for its color. I'm going to use a gradient ramp for a cool looking effect.</p>



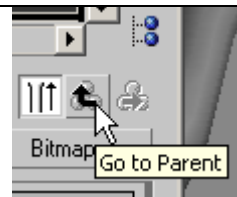
I changed my flags to the following colors



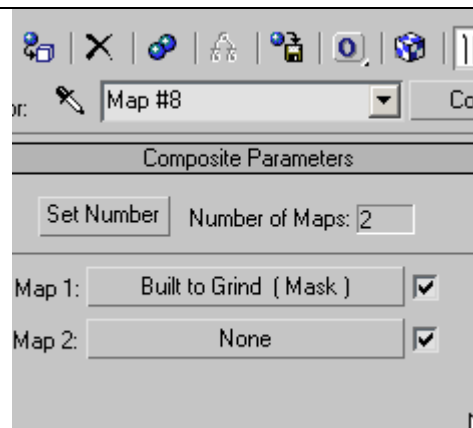
Go back up one level



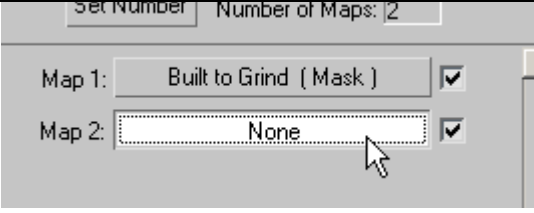

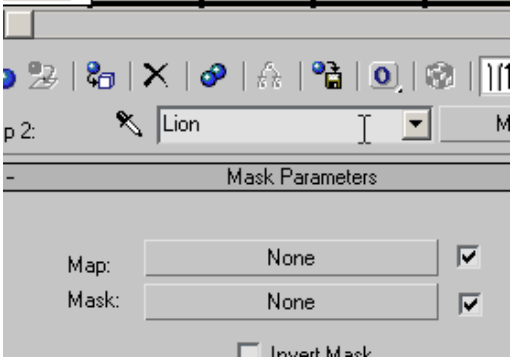
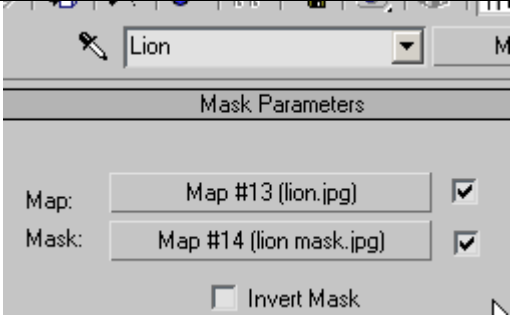

Here we are seeing the Mask we put in the first of our two map slots

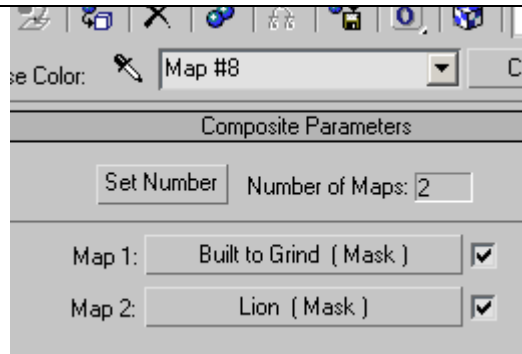


Go up another level

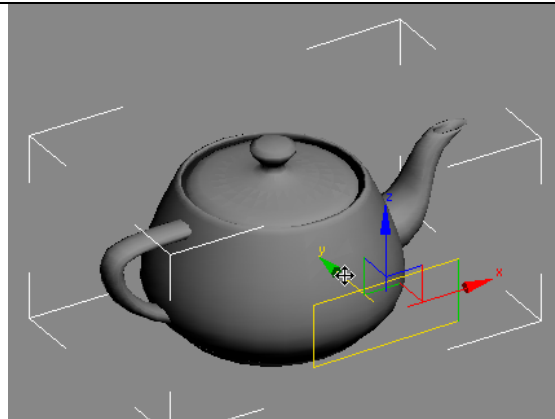


We are back to our composite material settings and see that the first map slot has our first mask loaded into it

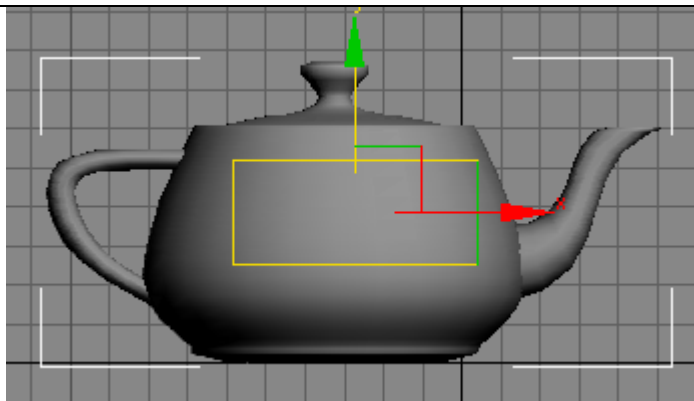
	<p>Pick the Map 2 slot. We'll load another mask into it</p>
	<p>Pick Mask</p>
	<p>Rename it</p>
	<p>As we did before, load the lion image into the Map slot and Mask into the Mask slot</p>
	<p>Go up one level</p>



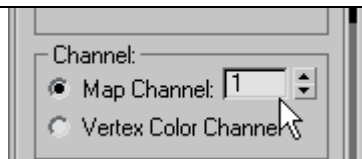
Now we are back at our composite material settings and can see that we have our two Masks loaded



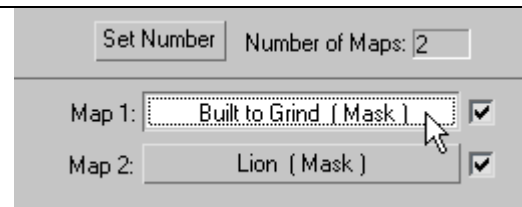
Add a UVW map modifier to the object, Align the planar Gizmo with the front and move it a little bit forward so that it is not inside of the object. Scale it down to about the size and proportion of our first logo



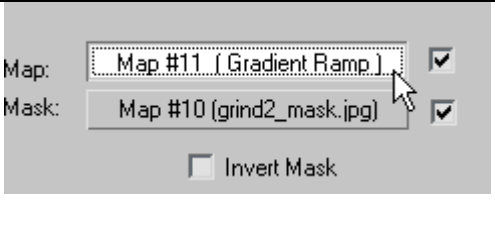


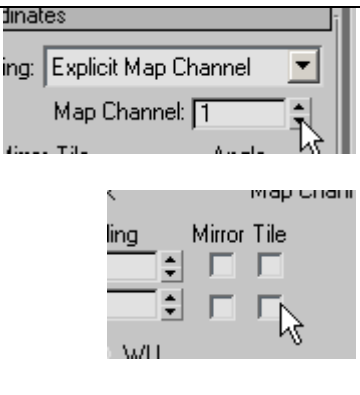

So we have something like this in our front view

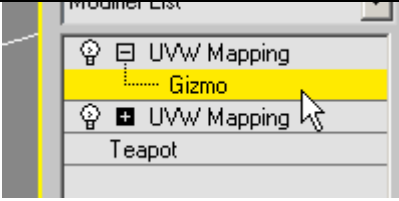
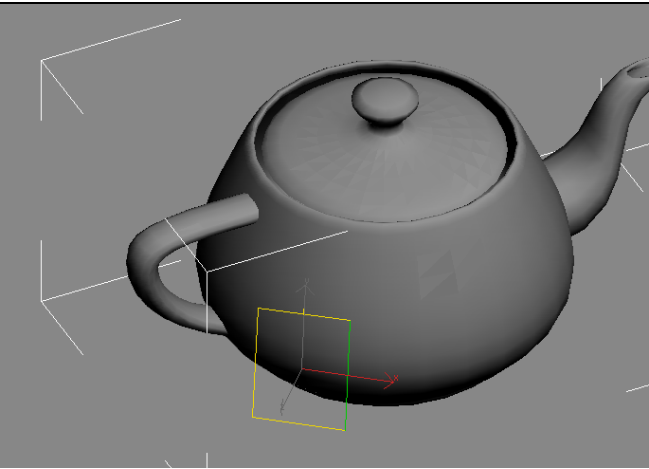
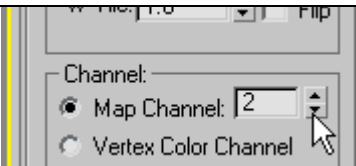
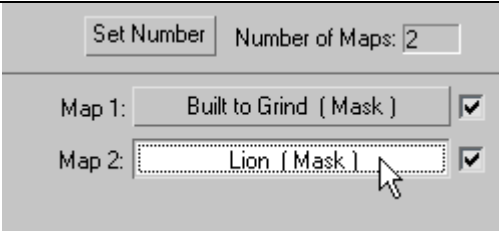
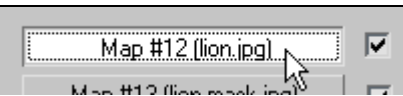
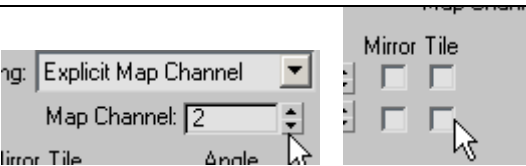



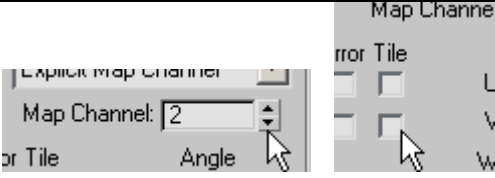


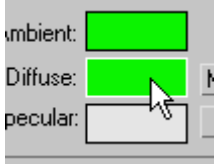

In the UVW Modifier rollout, make sure that the map Channel is set to 1



Now, go back to the material editor and pick the first Map

	<p>Go into the Gradient Ramp</p>
	<p>Make sure its map Channel is set to 1. Remove the check marks from the tile boxes</p>
	<p>Now, rather than going up one level and then back down a level. We can navigate “across” and go directly to the mask settings</p>
	<p>Again, make sure the Map Channel is set to 1 and remove the check marks from the tile boxes</p>
	<p>Now render. Oh no!!!! What happened? If you look carefully you can just see the “Built to grind” logo sticking out behind the corner of the lions head. Max put the lion image right on top of our first image...It’s an easy fix</p>

	<p>Add another UVW Map Modifier and adjust the gizmo as shown....</p>
	<p>.....like this.</p>
	<p>In this Modifier we'll set the Map Channel to 2</p>
	<p>Now go into the Lion image settings as shown</p>
	<p>First adjust the lion image</p>
	<p>Set its Map Channel to 2 and remove the check marks from the Tile boxes.</p>
	<p>Move "across" so we can adjust the lion mask settings</p>

	<p>Set its Map Channel to 2 and remove the check marks from the Tile boxes.</p>
	<p>Now do a render...Cool! Each image had its own UVW Modifier to adjust its settings. We just need to make sure that the Map Channel setting in the UVW map Modifier match the Map Channel setting in the material</p>
	<p>Go up one level, twice. Now you should be at the Parent level.</p>
	<p>Change the diffuse settings to a color of your choice</p>
	<p>Render Again!!!</p>