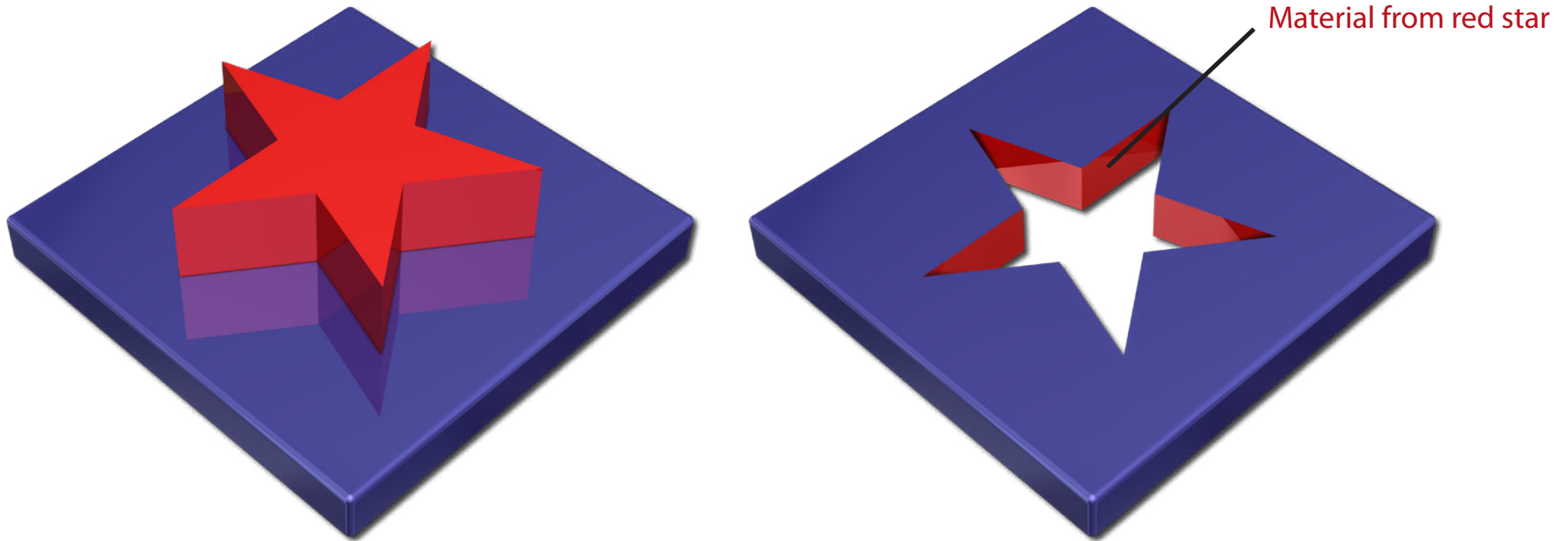


Have you ever noticed that when you perform a Boolean operation on objects that have materials applied to them that the materials can no longer be changed in the usual manner?

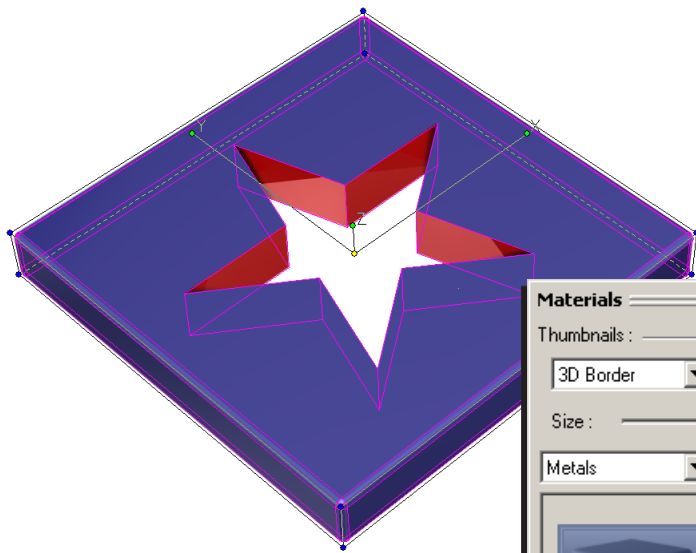


Since the ability to apply materials to single facets of objects was implemented materials application has become somewhat more difficult when it comes to making changes to materials. This difficulty will be seen after Boolean operations have been performed on objects that already have had materials applied to them or with any object that has been facet edited (using the Facet editing tool to apply materials or using the drag and drop function on the Materials palette).

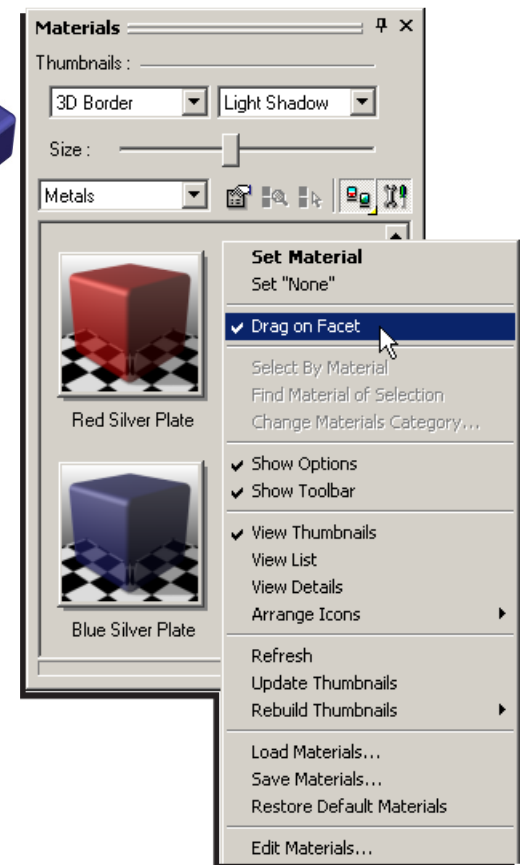
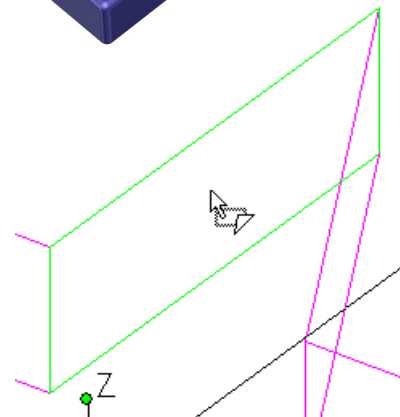
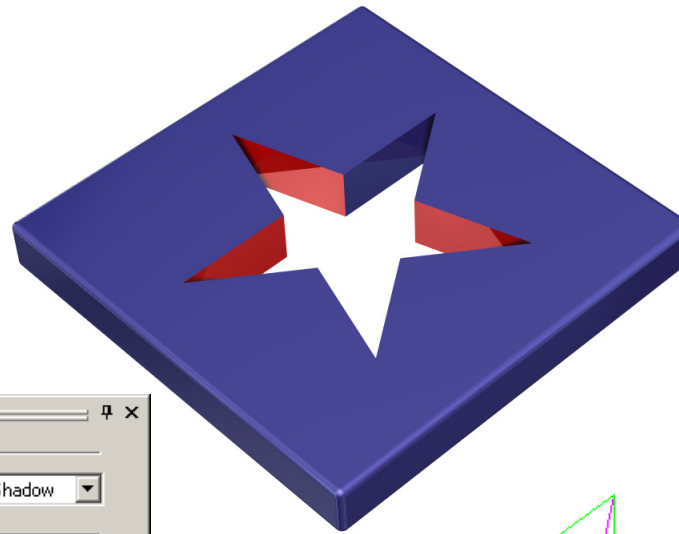
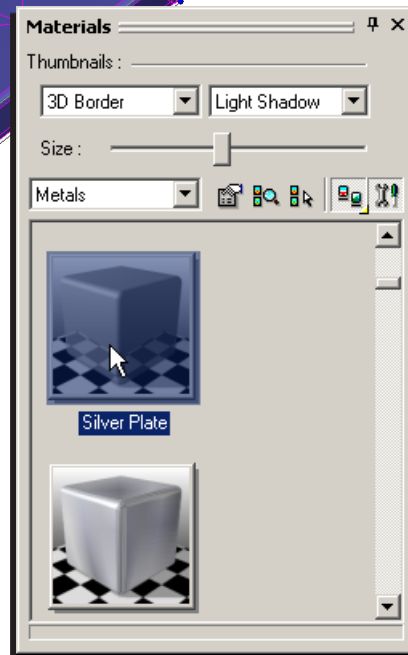
For instance, when an object with materials is subtracted from another object with materials the common facets retain the other object's material. This can be seen in the example above where the red star has been subtracted from the blue plate. The ten facets where the star touched the plate have the star's material.

Now when trying to apply materials in the normal manner, no change occurs.

A user could drag the blue material to the red facets, but that would still not allow for a full change of the object's material if desired at some future point.



Silver Plate has now been applied

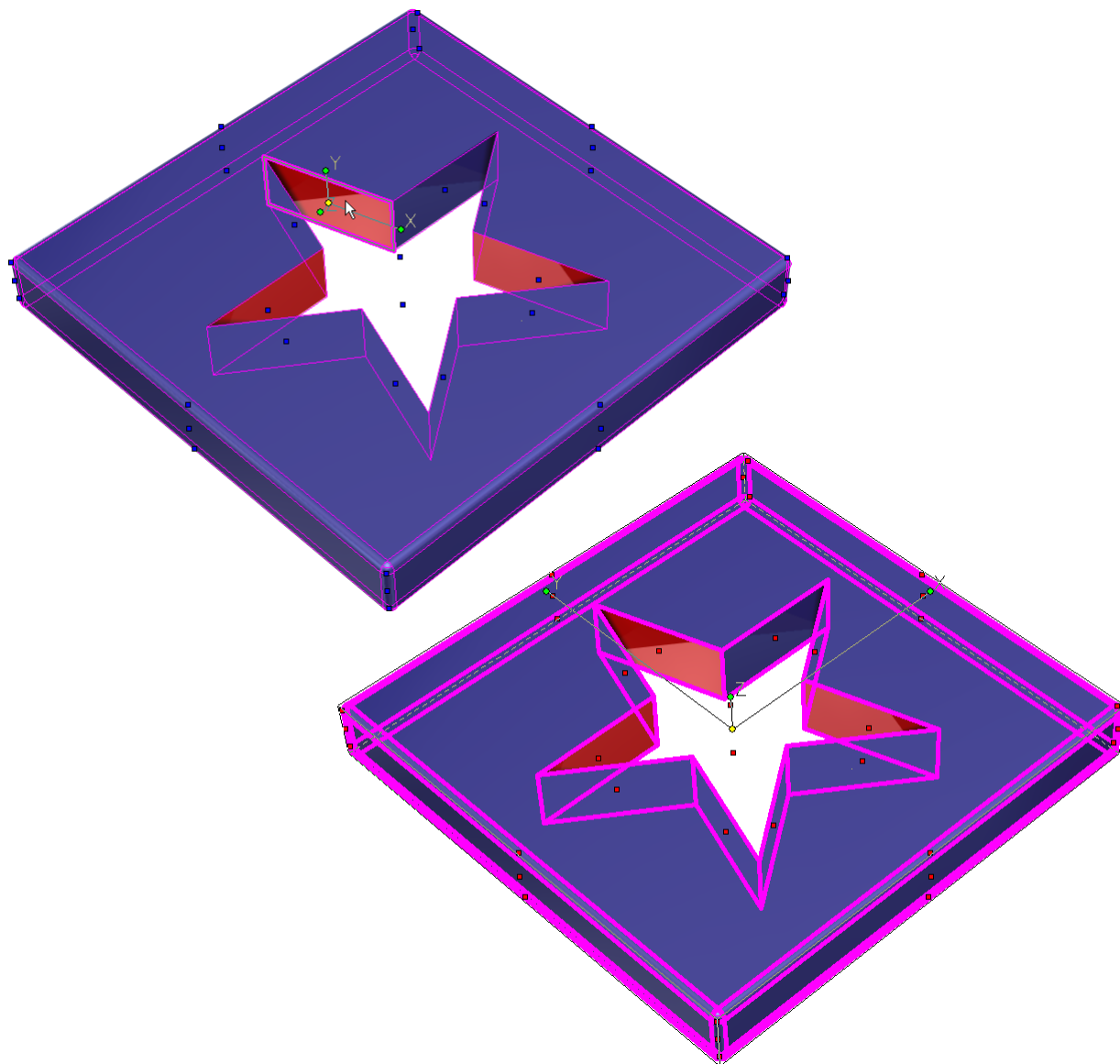


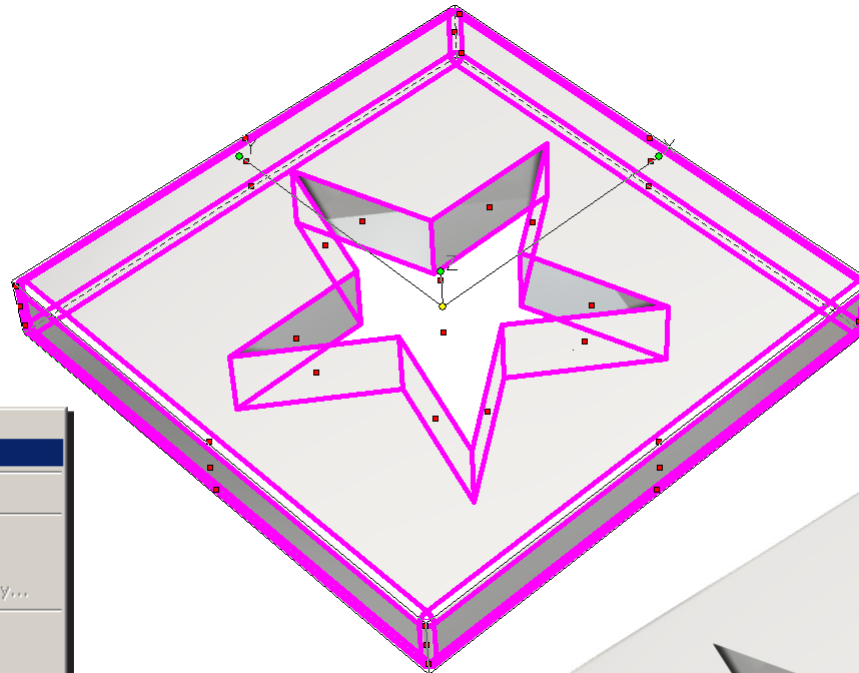
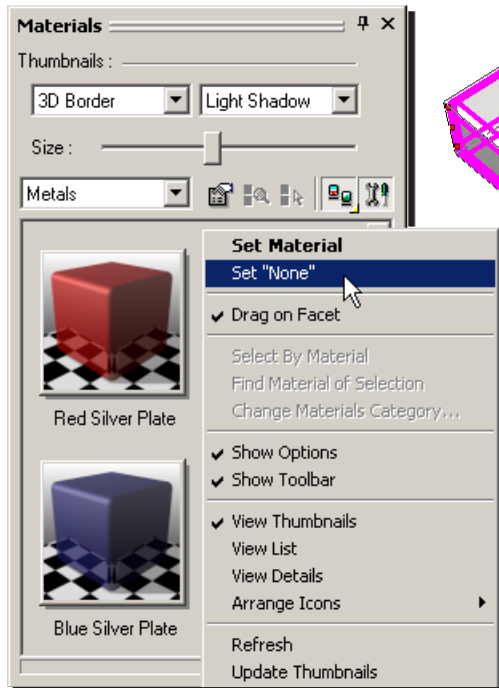
To get the object back to a state where materials can be applied to the entire object in the normal manner, the facets must be unlocked (for lack of a better term).

To do so, select the Facet editing tool from the Boolean & Facet toolbar.



Select one facet of the object with a left mouse click and then press Ctrl + A to select all facets.

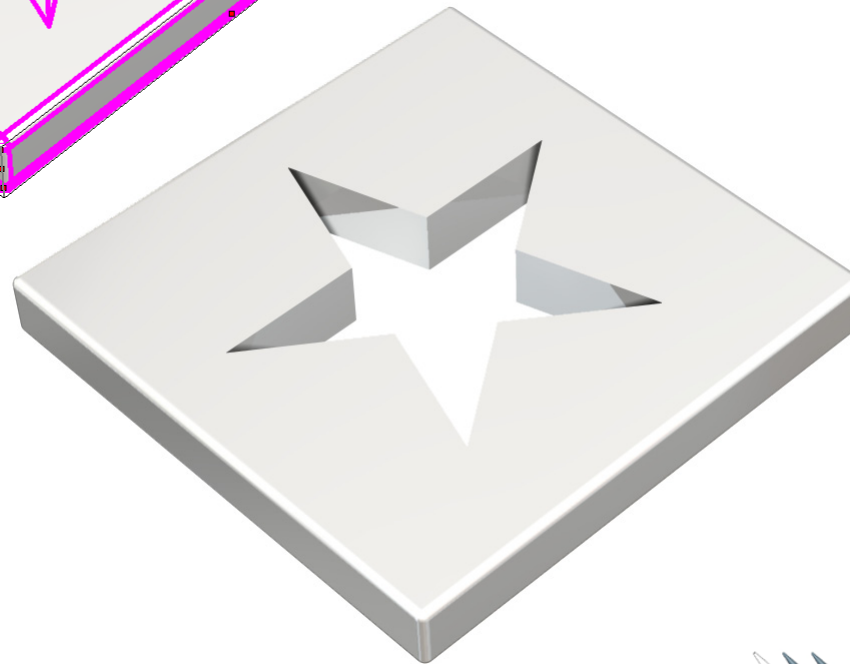




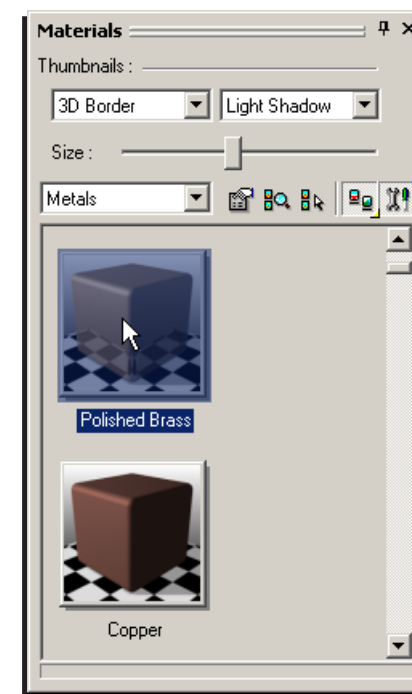
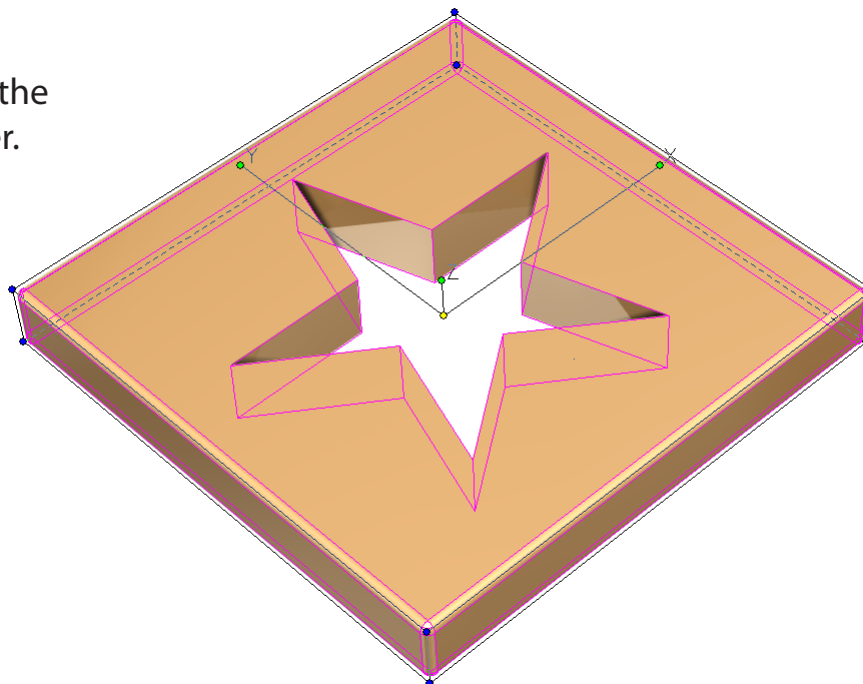
With all of the facets now selected, right mouse click over the grey area between thumbnails on the Materials palette and select 'Set None'.

The object will reset to whatever material was last applied in the normal manner. In this case, Silver Plate, as was seen being applied on Page 2.

Press the Space Bar afterwards to exit the tool.



Materials can now be applied to the whole object in the normal manner.



If you found this TurboCAD tip helpful, please consider purchasing a full Textual Creations TurboCAD project tutorial that will lead you through an entire project, keystroke by keystroke. You won't be disappointed! Visit the [Textual Creations Shopping Page](#)