* Material names across DCCs:
* MI\_Trim\_Metal\_Ship\_Large\_A
  + Used for the exterior of ship main painted metal panels
* MI\_Trim\_Metal\_Ship\_Large\_B
  + Used for the mechanical parts
* [to do in unreal] MI\_Trim\_Metal\_Panels\_A
  + Interior Metal Panel Trim (the one from a couple semesters ago)
* MI\_Ship\_Glass
  + Used for ship glass
* MI\_Ship\_Decals
  + Labels for ship.
* [to do]MI\_Trim\_Metal\_Interior
  + A sharper version used for the interior
* X MI\_Trim\_Concrete\_Outdoor\_Large
  + A