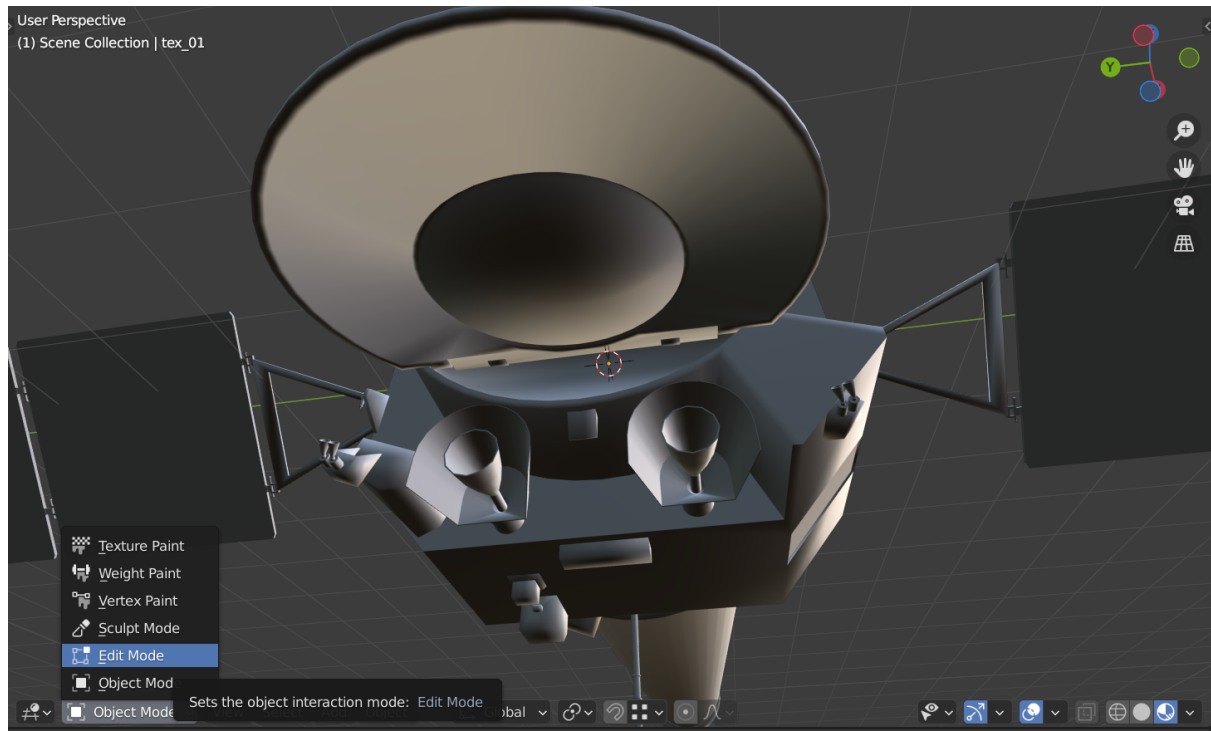
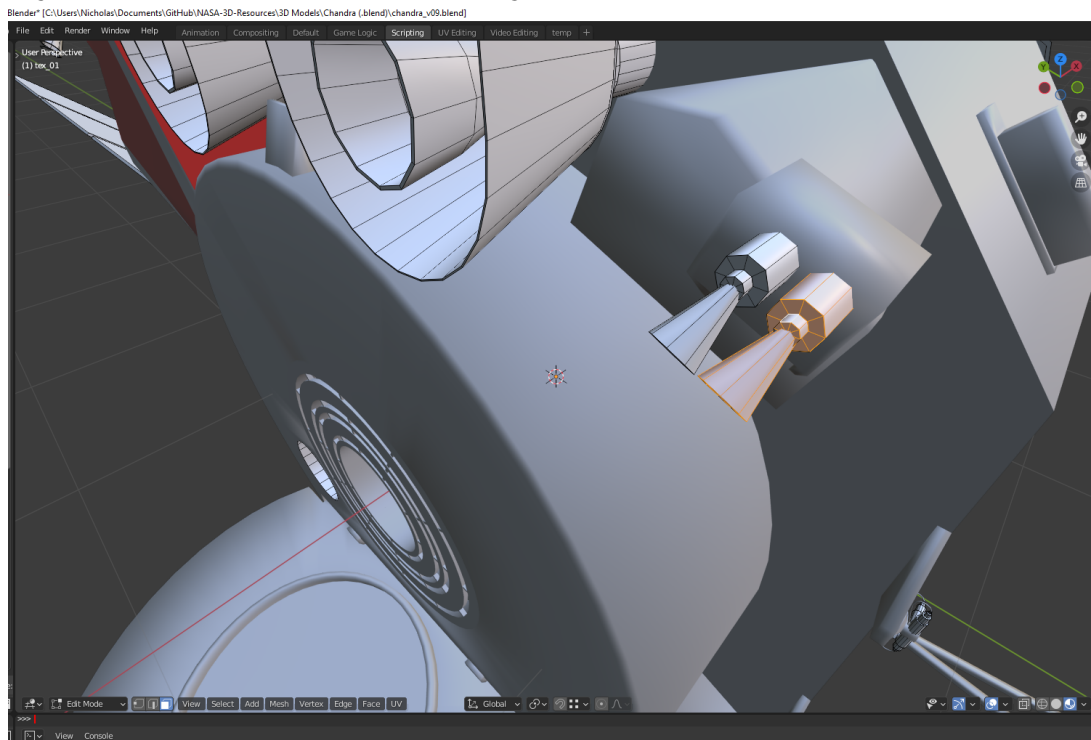


Step 1: Go into Edit Mode



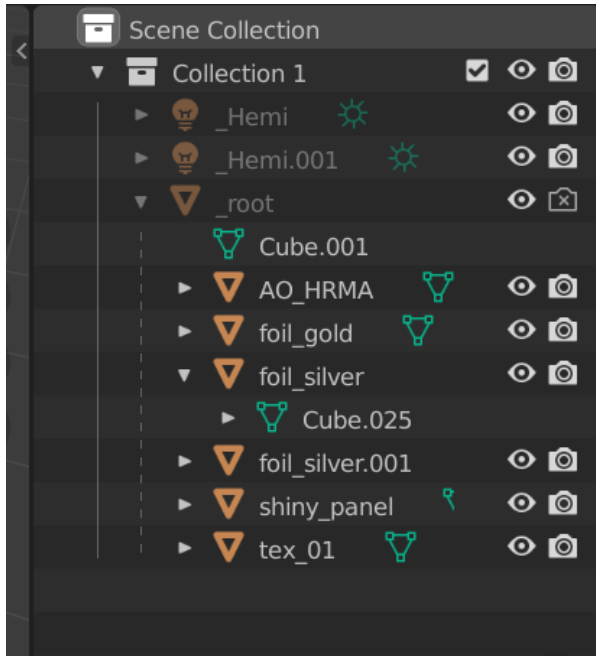
Step 2: Select the object you want to color. I like to choose “Face Select” and select the faces of the object (you can also draw a small box to select multiple faces - but be careful that you don’t select the faces of nearby objects). Press shift to select more than one face. Here I am trying to select one of the rotational thrusters (the small cone objects). You will need to move the camera around to select the different faces of the object (the ones below are a bit tricky).



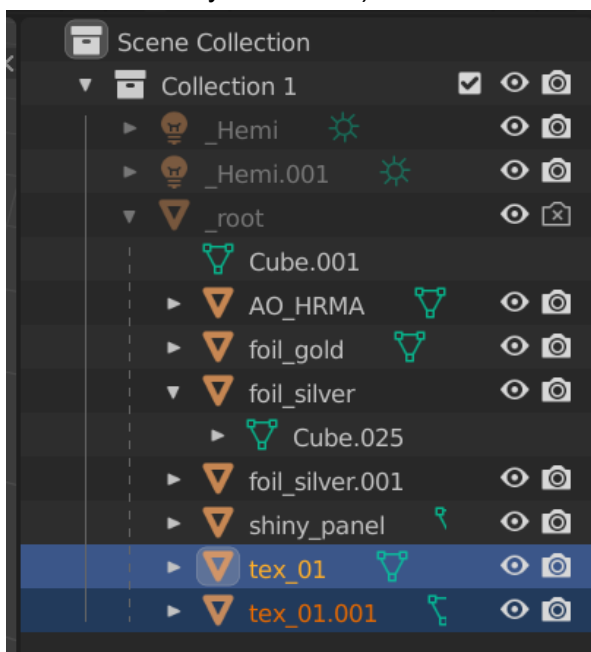
Step 3: Press p. Then select “Separate by selection”

Step 4: Go into the Scene Collection viewer at the top right hand part of the screen. You will see that a new “scene” has appeared. Deselect the old scene and select the new scene.

Before Step 3:



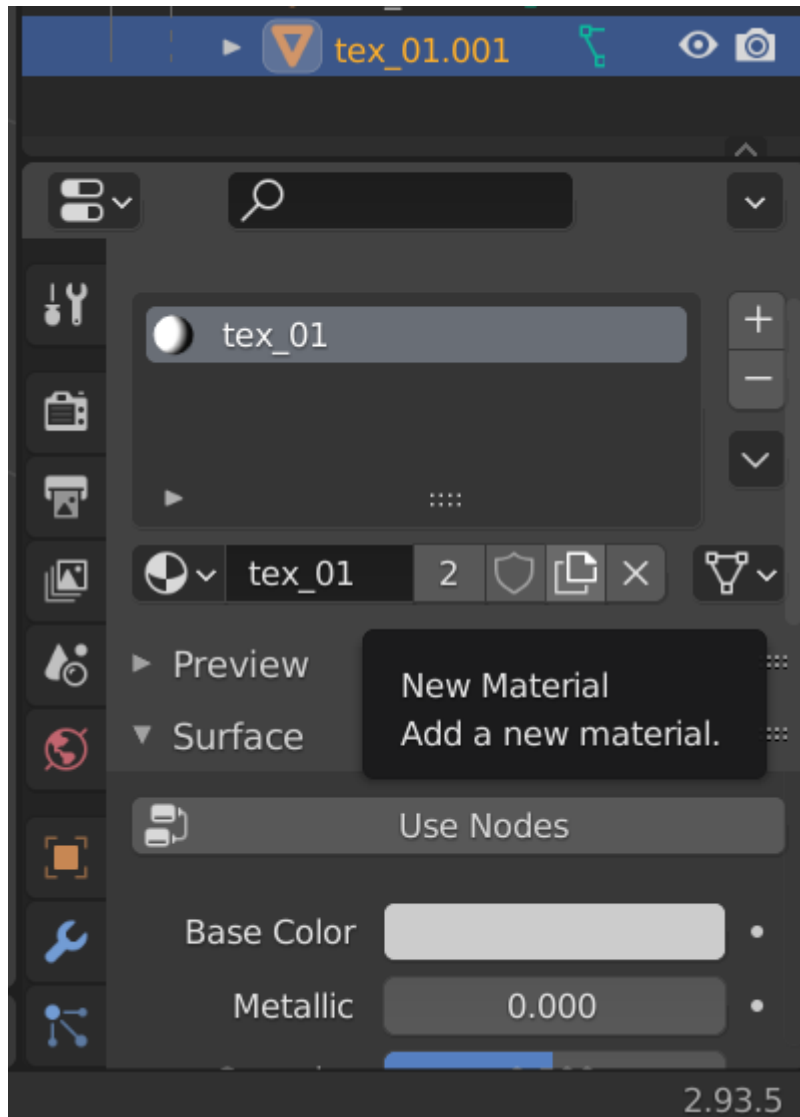
After Step 3 - De-select tex_01 (the original scene) and select only tex_01.001 (this was the new scene that you created):



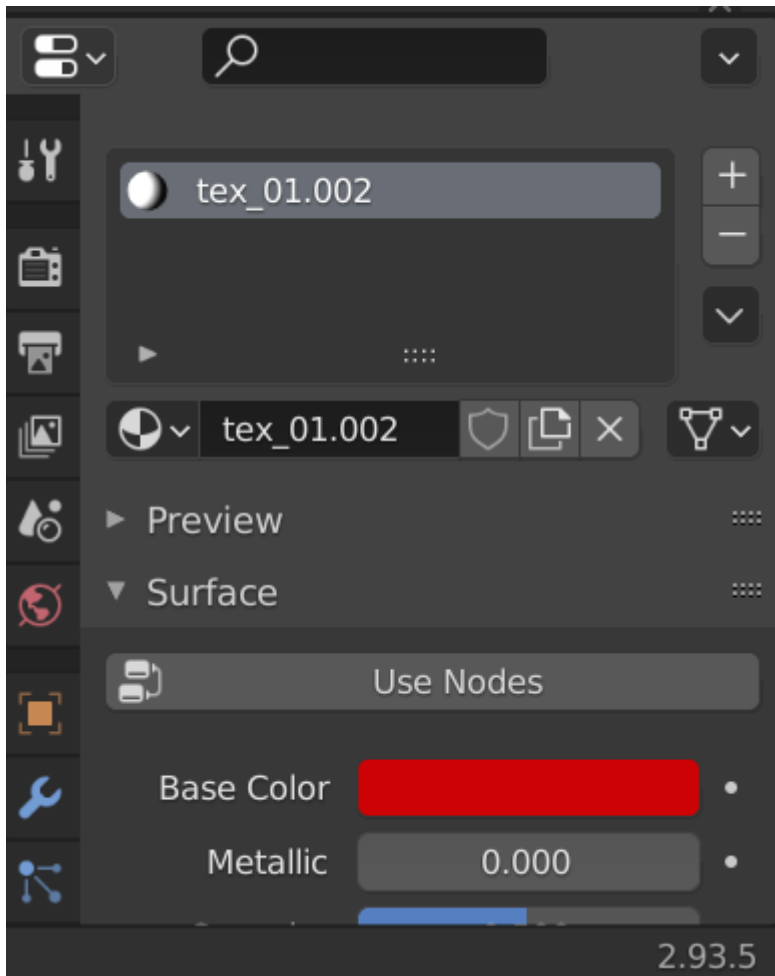
Step 4: Click on the materials properties tab (last one)



Step 5: Select “New Material”



Step 6: Change base color:



Step 7: Done!

