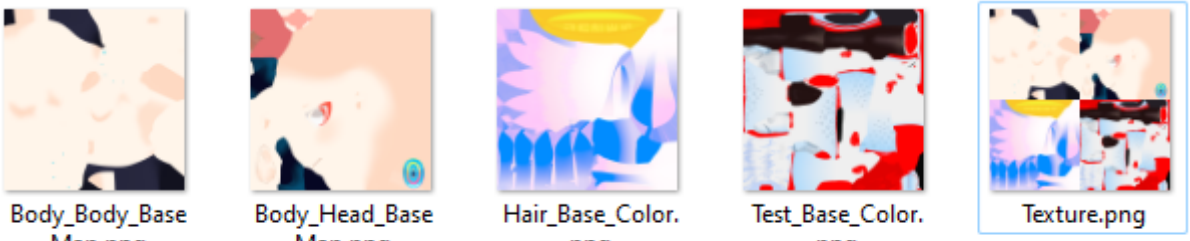
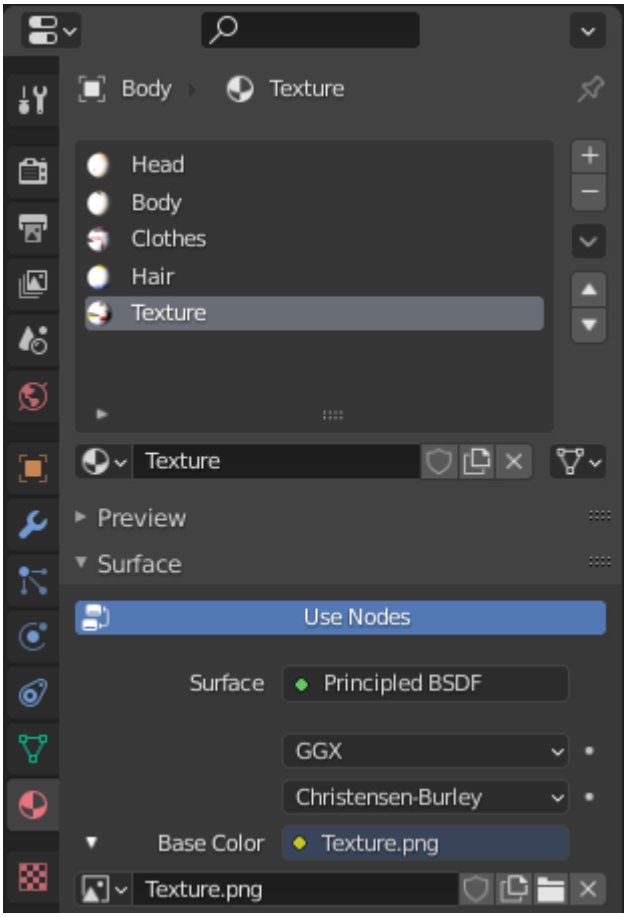
Merging materials

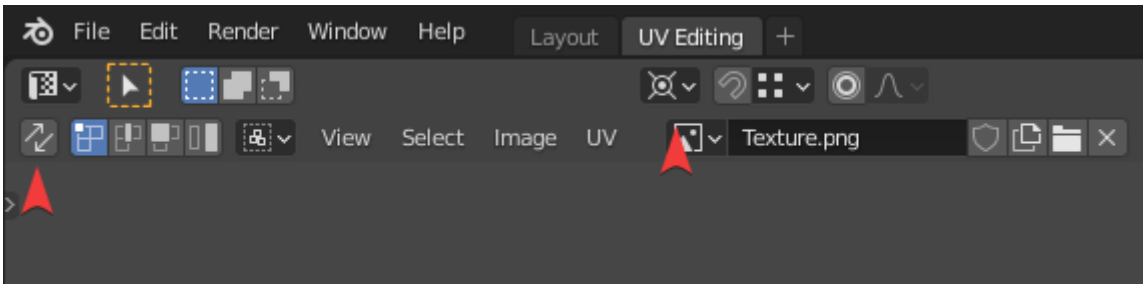
Let's take for example the situation where you need to combine four materials with square textures into one



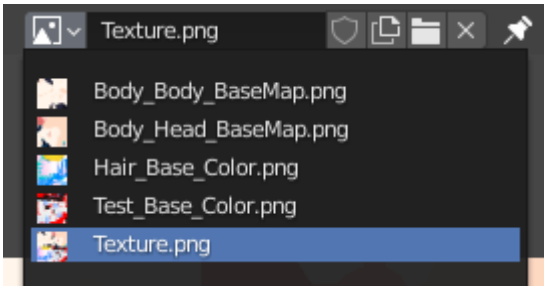
Create a new material and add a merged texture to it



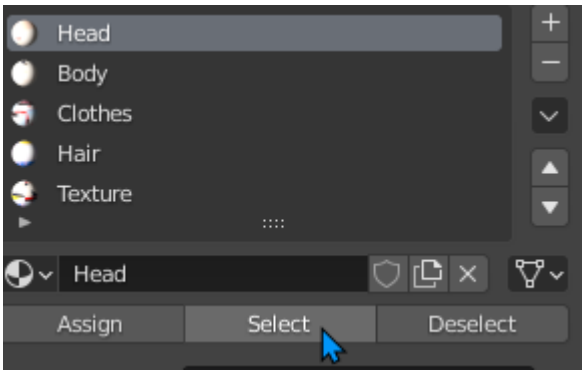
Create UV Editing tab, turn off UV Sync Selection and change Pivot to 2d cursor (make sure the cursor is in the lower left corner, if it is not, press "Shift+C" to return it to its original position)



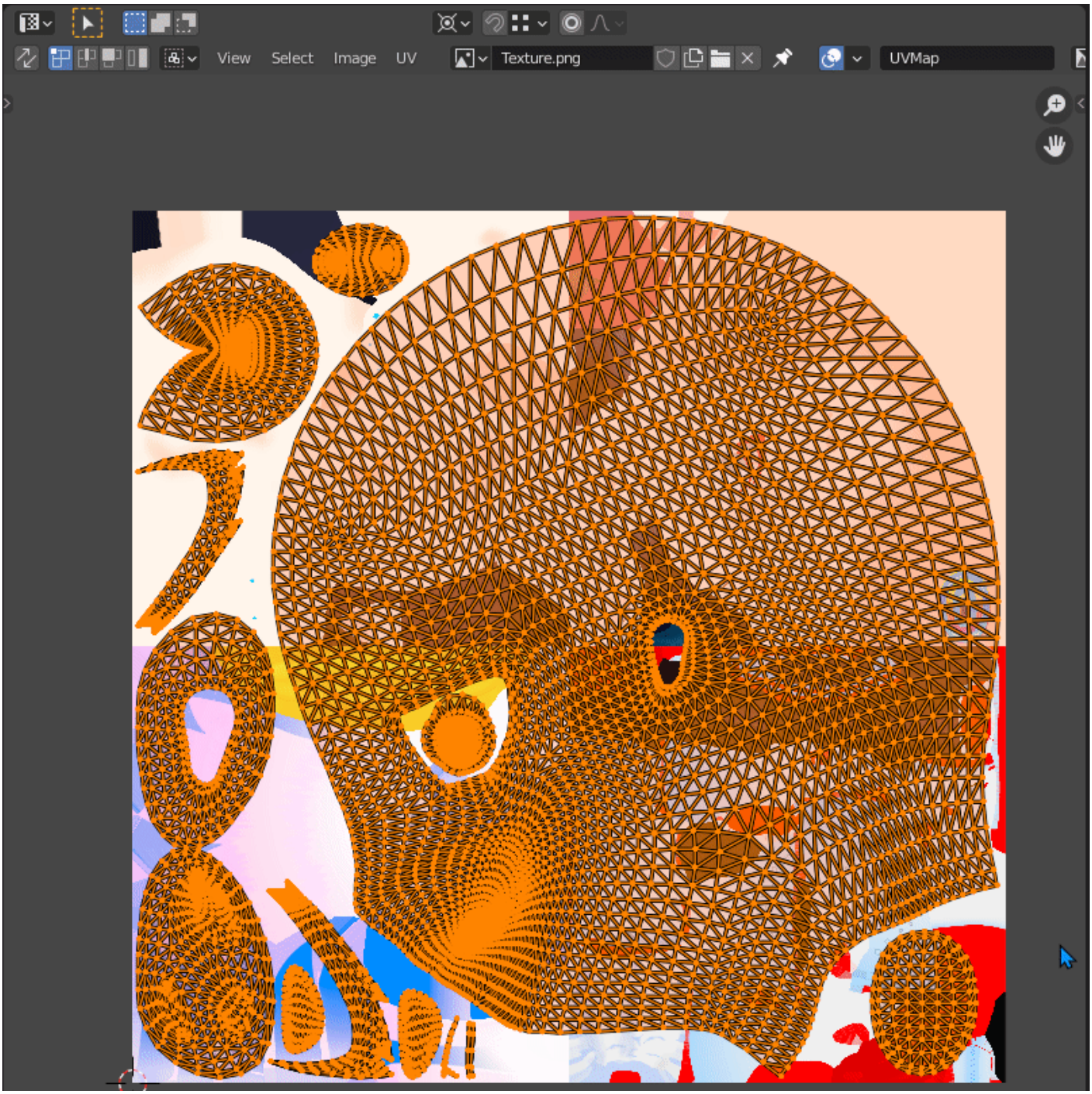
Select the merged texture



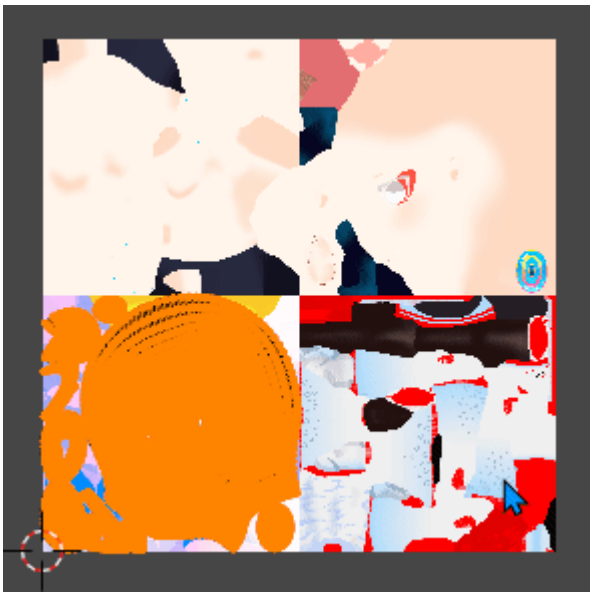
Select old material and press "Select"



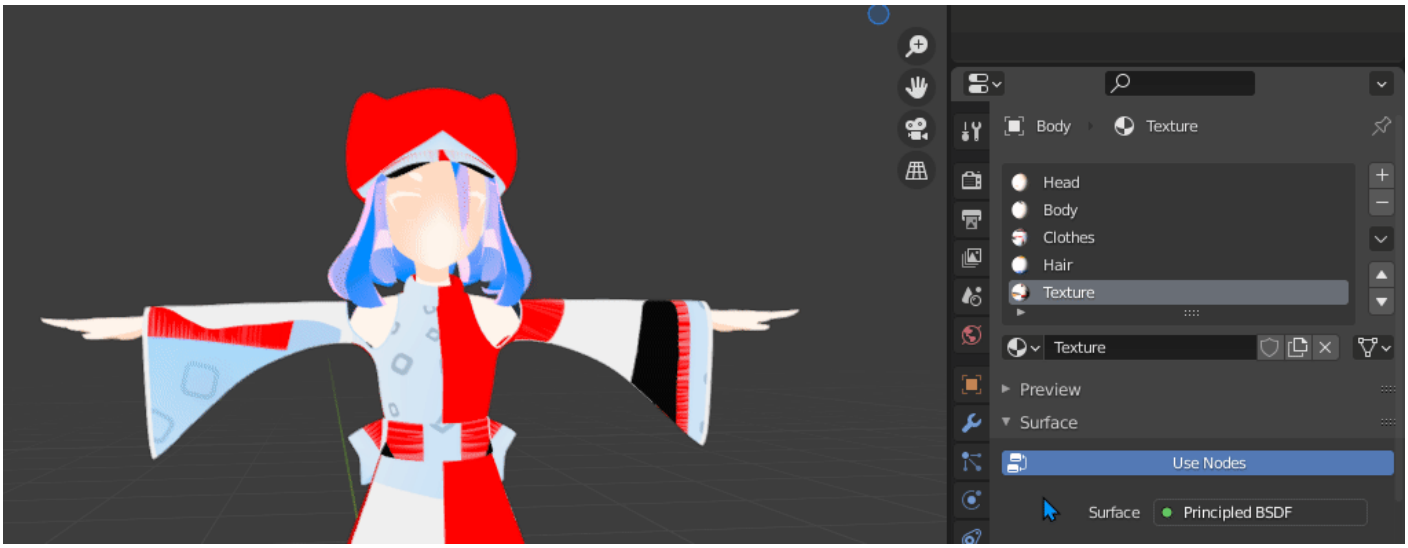
In the UV editor select all vertices with button "A", then press "S" to scale, and write on the numpad "0.5" to halve it (If you don't have numpad you can use regular numbers or just hold "Ctrl")



To move to the desired position, press "G" then "X" or "Y" (or middle mouse button) to move along the desired path, and also write 0.5 on the numpad for exact location. Repeat for all materials



When everything is ready you can attach the materials to the new one. (In my case, I could just delete the old materials)



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