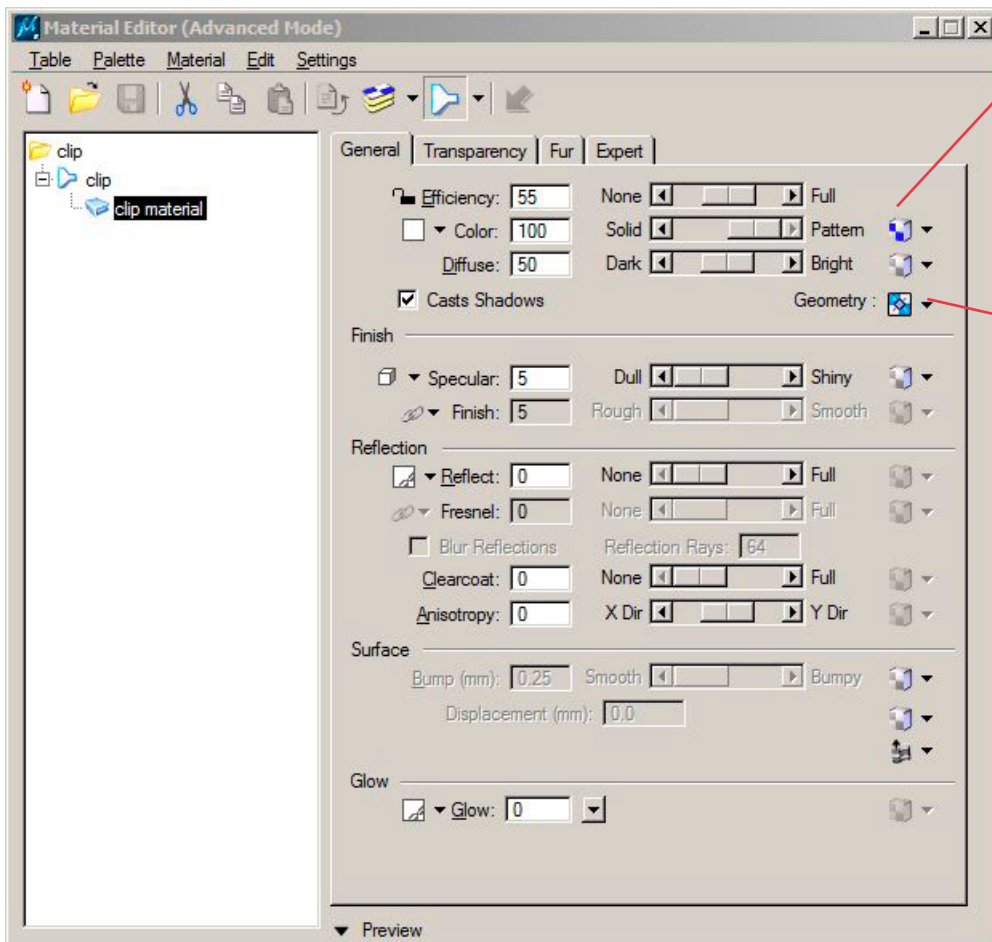


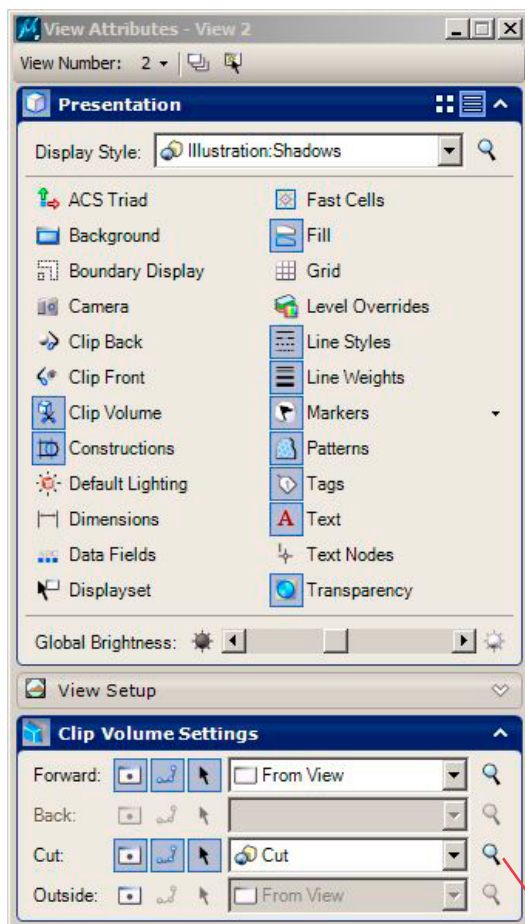
set up a clip volume



choose a pattern map  
or just set the colour  
instead

turn on geometry map-  
ping and choose a cell to  
be shown on the cut face

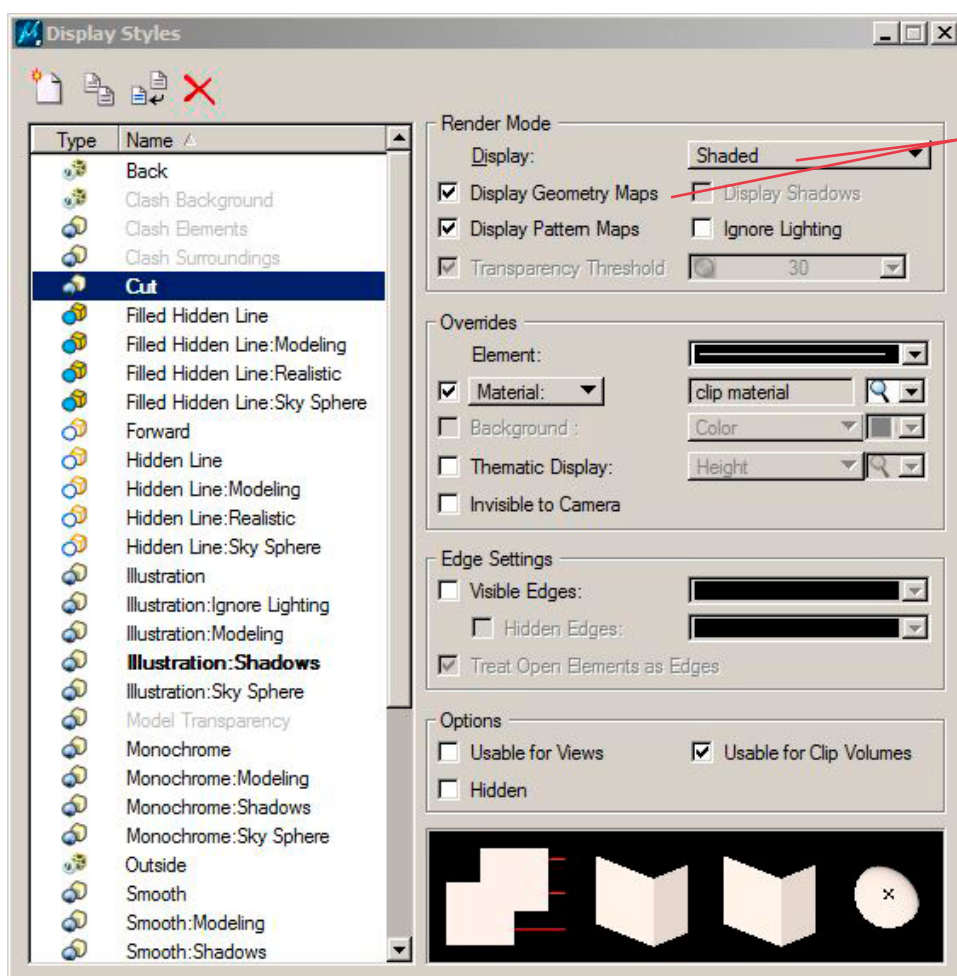
make a material for the clipped face



open view attributes for the view you want to render and choose a display style for the cut that is different from the forward.

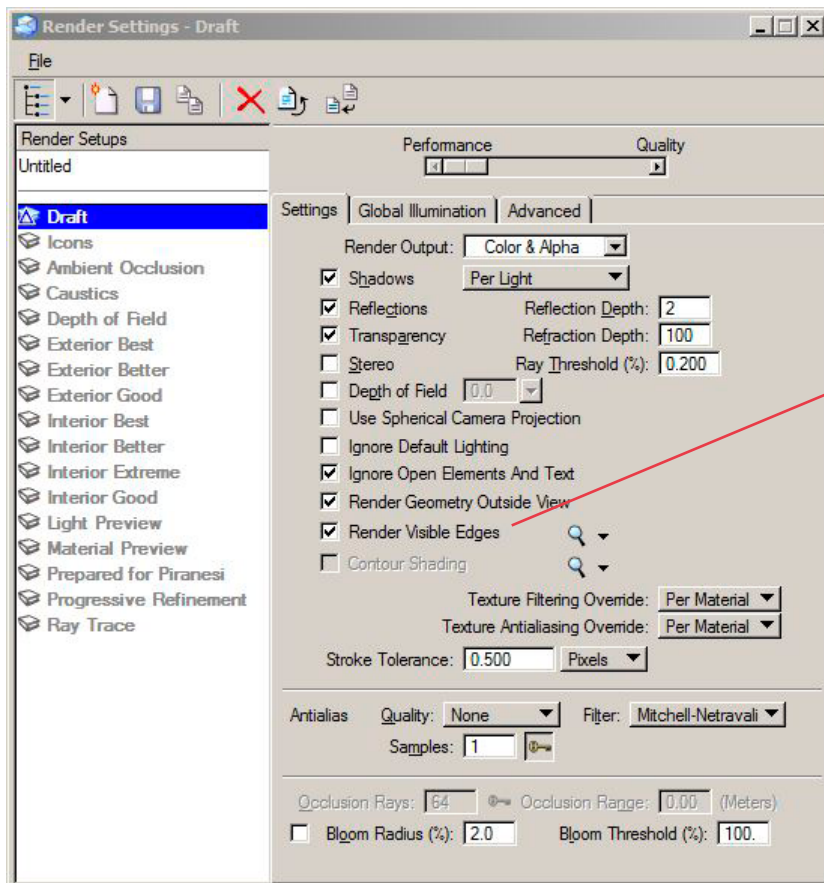
I have chosen cut but you can make your own.

click on the magnifying glass next to cut



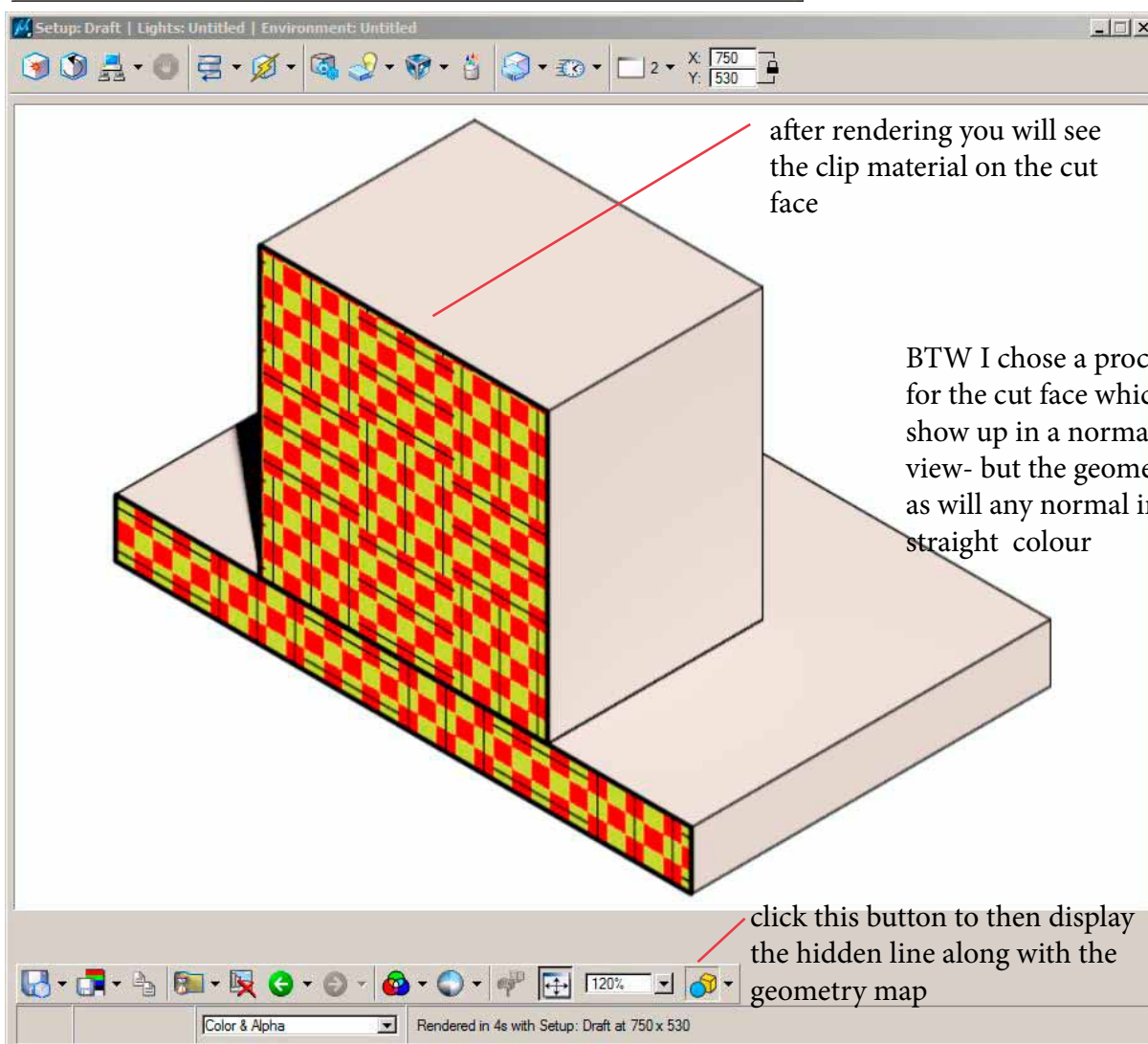
make these your settings

on the element pulldown turn off the color checkbox and then this will allow the material checkbox under to be chosen- switch to material and then choose your material by clicking on the magnifying glass



for the render settings file that you will be using turn on the render visible edges checkbox

if you click on the magnifying glass you can choose overrides for colour weight and linestyle- if not the hidden line will take it's settings from the display styles



after rendering you will see the clip material on the cut face

BTW I chose a procedural map for the cut face which will not show up in a normal display style view- but the geometry map does as will any normal image map or straight colour

click this button to then display the hidden line along with the geometry map