

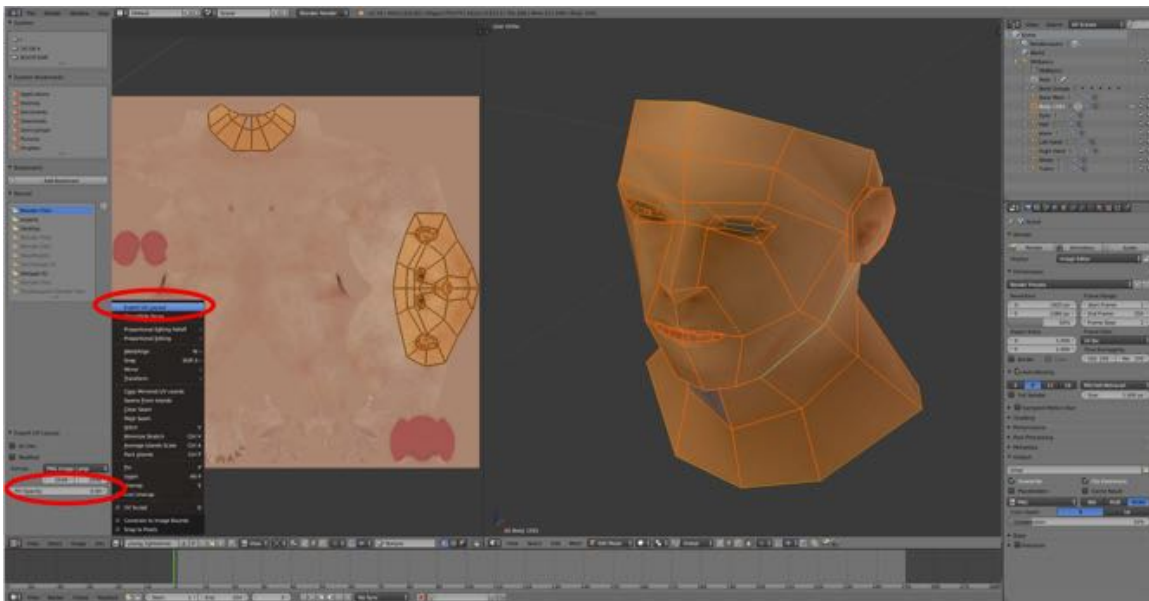
# MakeHuman - Basic Steps

## Step 06:

### Texture Image

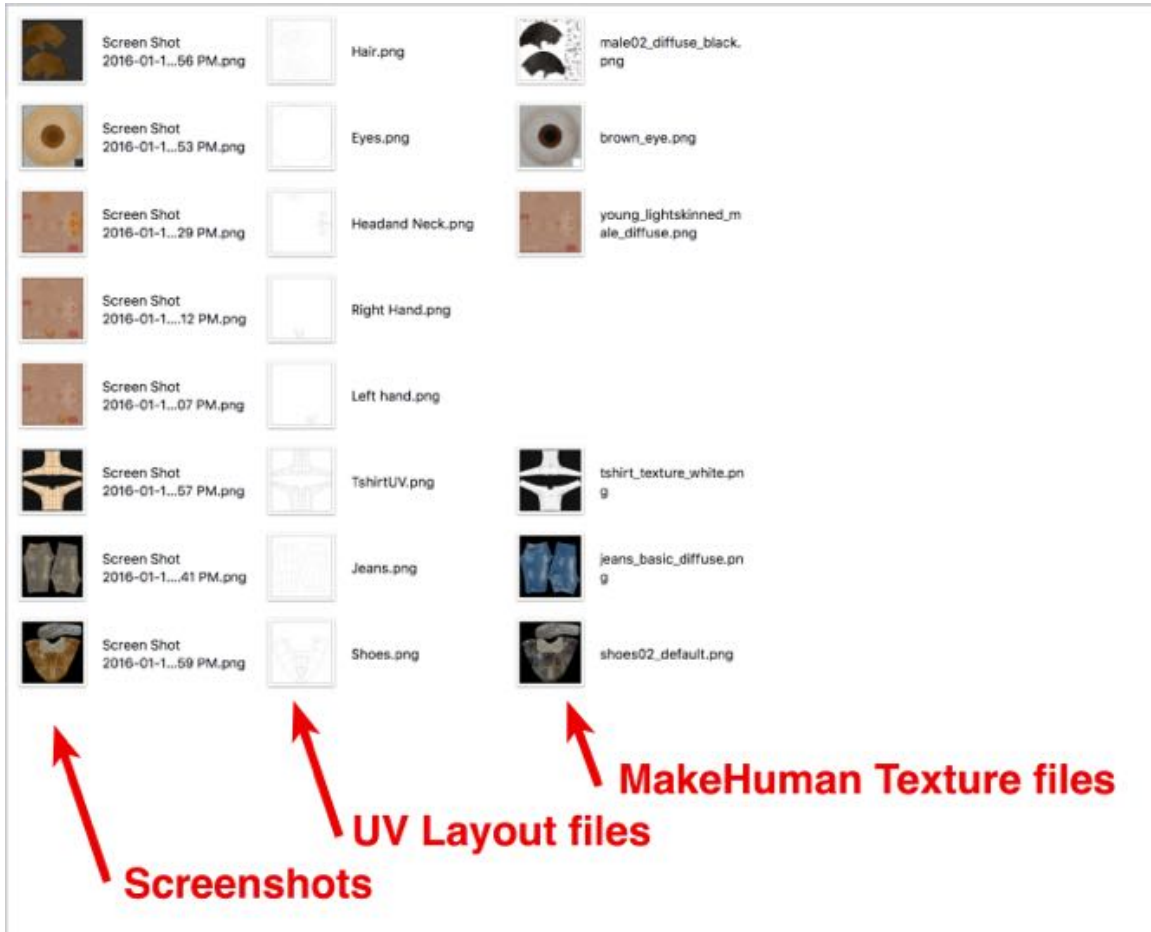
We now need to make a texture image that compiles all of the textures for the figure and its clothing. I use iDraw (now called Autodesk Graphics) for this but you can use the program of your choice, e.g., GIMP. You first need to export the UV map for each object. I like to also make a screenshot while I am doing this so I have a reference for where on the UV map the select item is laid out.

- Create a new folder and name it Texture Image.
- Select, in turn each parented object in the Outline Editor (except the Base mesh).
- In the UV/Image Editor, select (A-KEY) the **UV map**.
- Take a **screenshot** for reference purposes and place it in the Texture image folder.
- In the UV Menu select **Export UV Layout** (right at the top of the list).
- In the Export UV layout Operator Pane at the bottom of the Tool Shelf, set the **Fill Opacity** to **0.00**.
- Name and save the file to the Texture image folder

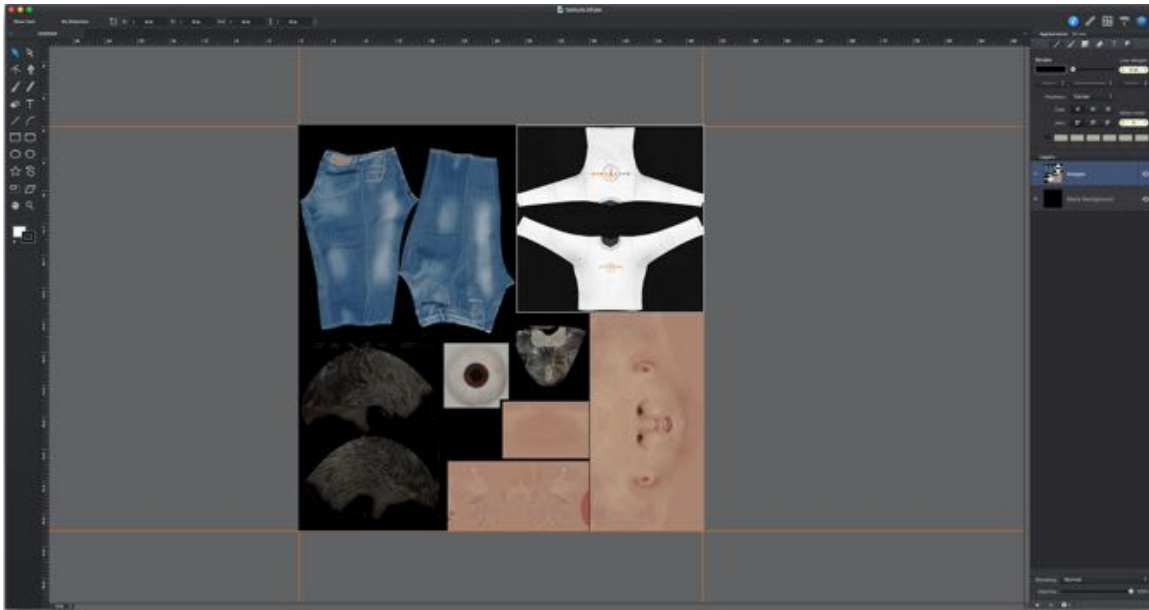


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- Copy the MakeHuman texture files from (Users/User/Documents/MakeHuman/v1/exports/textures) to your Texture Image folder.



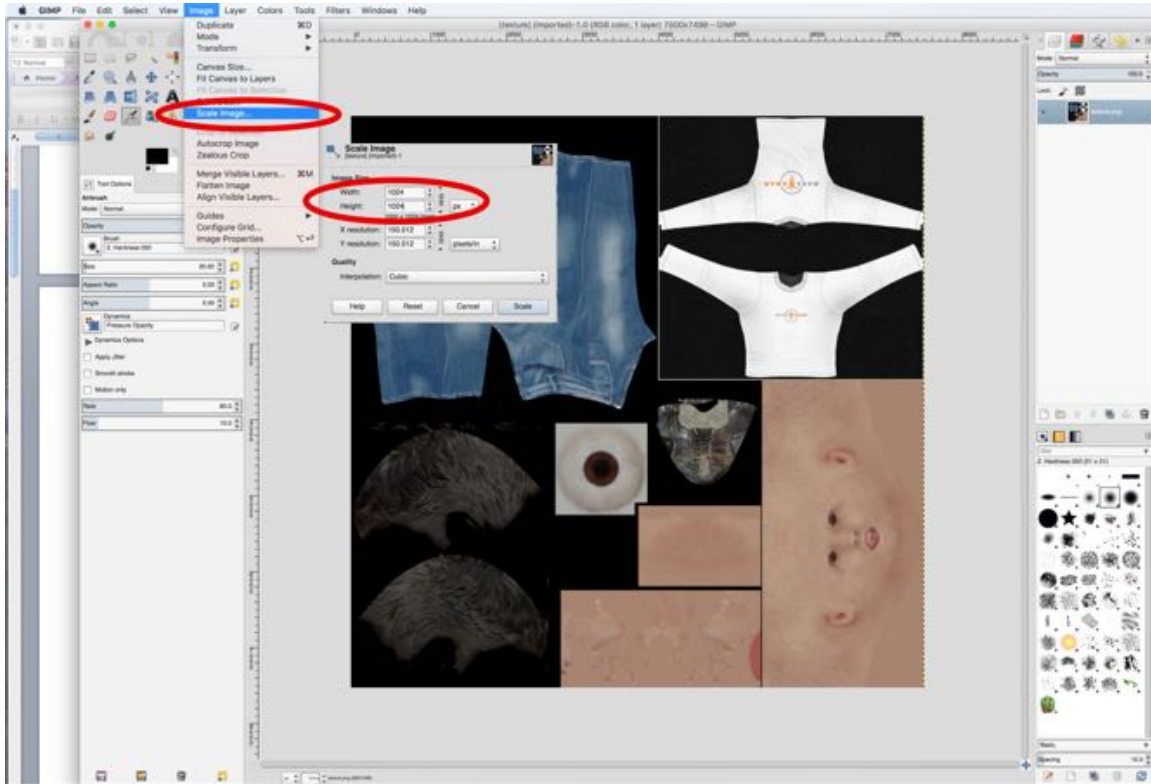
Now we want to compile these UV maps into one square file suitable for use as our texture image.



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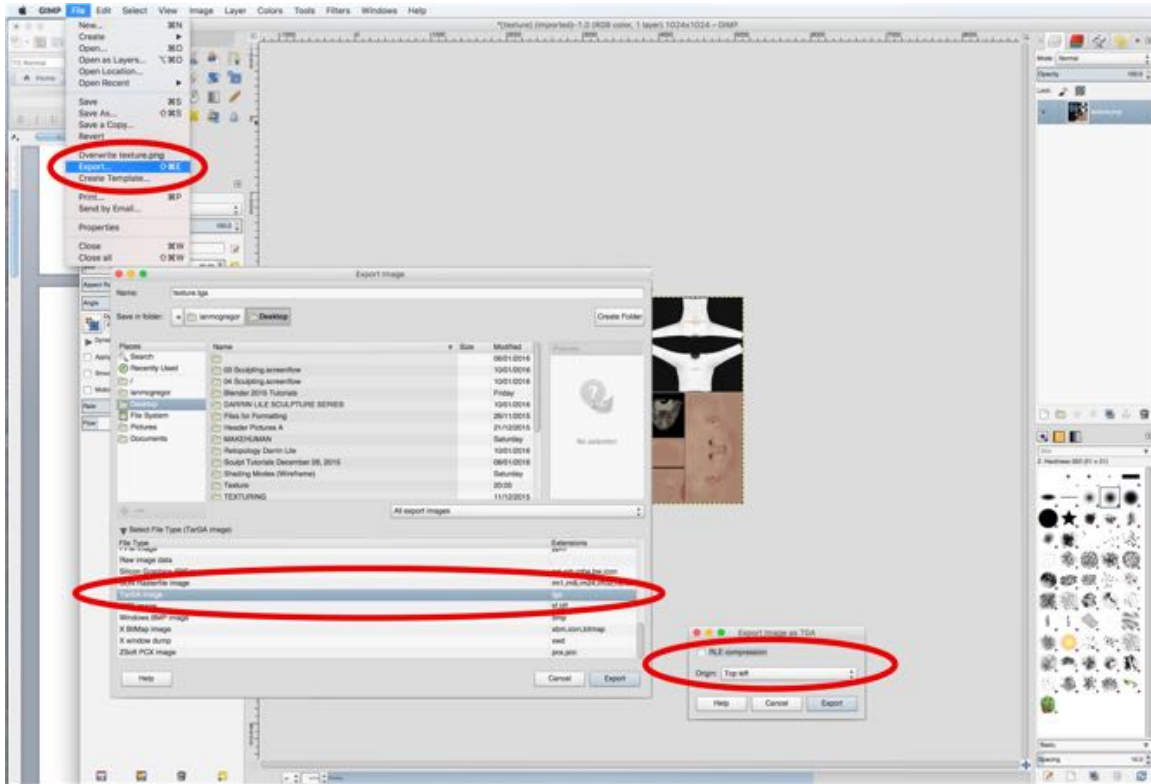
Finally, we need to make sure the file is a power of 2, e.g. 1024 X 1024 pixels and we need to save it in .tga format. For this I use GIMP (iDraw doesn't allow one to save in .tga format).

- Open GIMP and open your image.
- From the Image Menu select Scale Image.
- Set the width and Height to 1024 X 1024.



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- **Export** the image as **mhbasicstexture.tga** file **uncheck Compression** and select **Top Left** as the Origin.



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- Place the file in in the same folder as your Blender files.