

## Image - New, Open, Save

### Access:

Keyboard shortcut:   **ALT/OPT + N-KEY**    **(New)**  
                          **ALT/OPT + O-KEY**    **(Open)**  
                          **ALT/OPT + SKEY**    **(Save)**

Mode:                    UV/Image Editor

Panel:                   None

Menu:                    Image > New Image >

### Description:

In the UV/Image Editor you assign faces certain textures. To do this you need an image to work with. If you have an image file you can LMB click on the Image Menu and select Open Image and use it; if not, you can LMB click on the Image Menu and select New Image. After you are done, you can LMB click on the Image Menu and select Save.

### To Use the Tool:

- In the **UV/Image Editor** LMB click on the **Image Menu** and select **New Image** or **Open Image**.

or

#### **New Image**

- With the mouse cursor **hovering** over the **UV/Image Editor** press **ALT/OPT + N-KEY**, enter a name and LMB click **OK**.

#### **Open Image**

- With the mouse cursor **hovering** over the **UV/Image Editor** press **ALT/OPT + O-KEY**, locate and open image.

#### **Save**

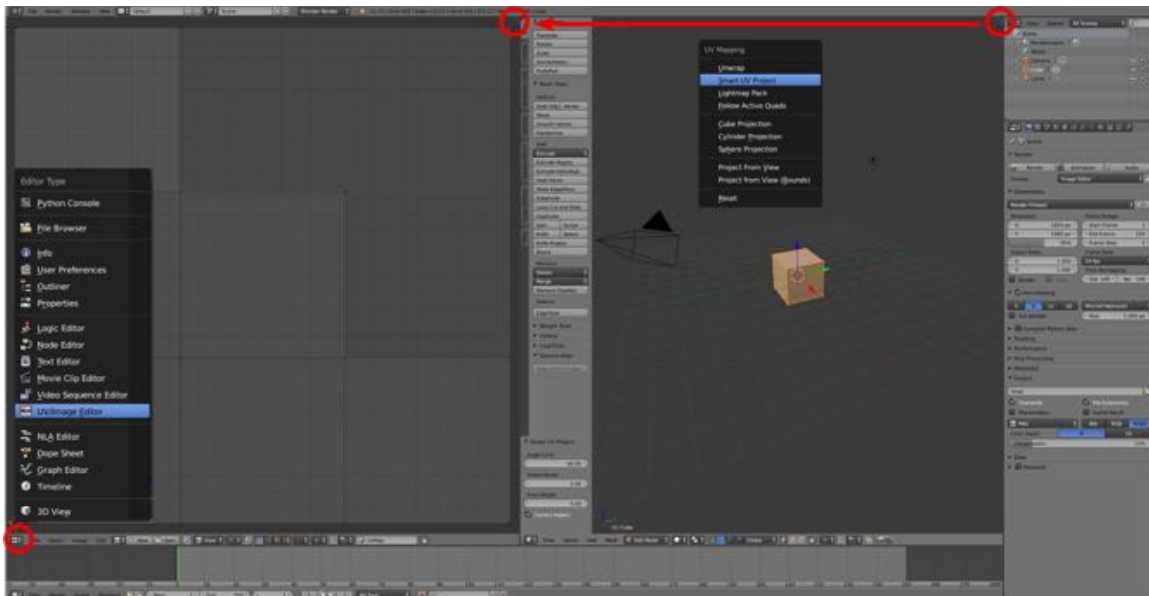
- With the mouse cursor **hovering** over the **UV/Image Editor** press **ALT/OPT + S-KEY**.  
Blender saves changes to an already existing file.

## Let's Try It:

### Setup

- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode** **select (A-KEY)** the **Default Cube**.
- **Press the U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

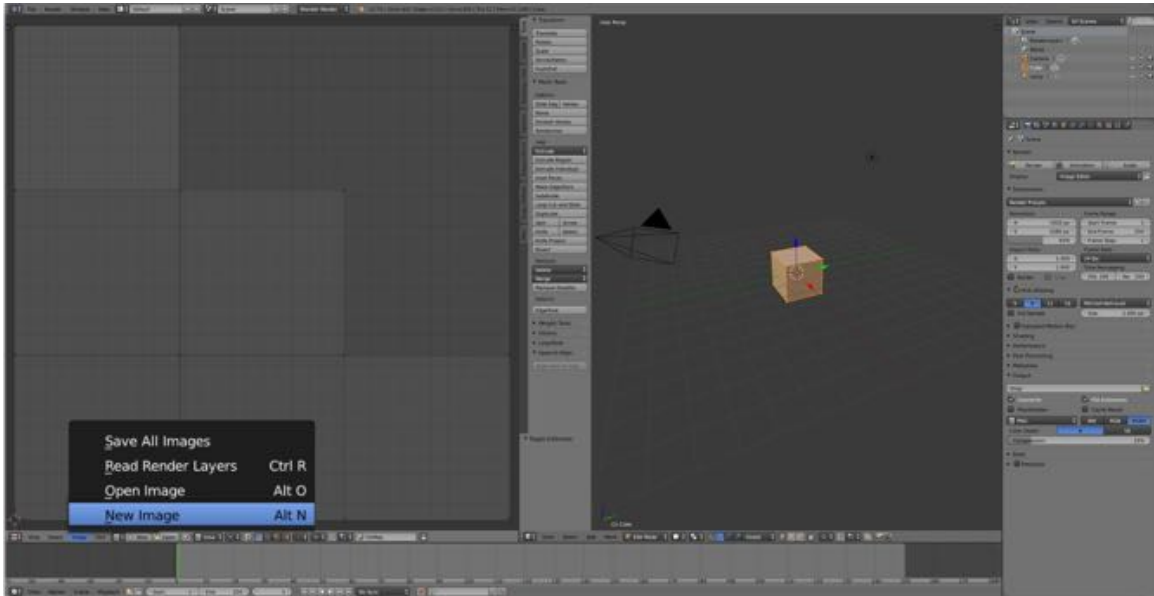
### End of setup



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### New Image

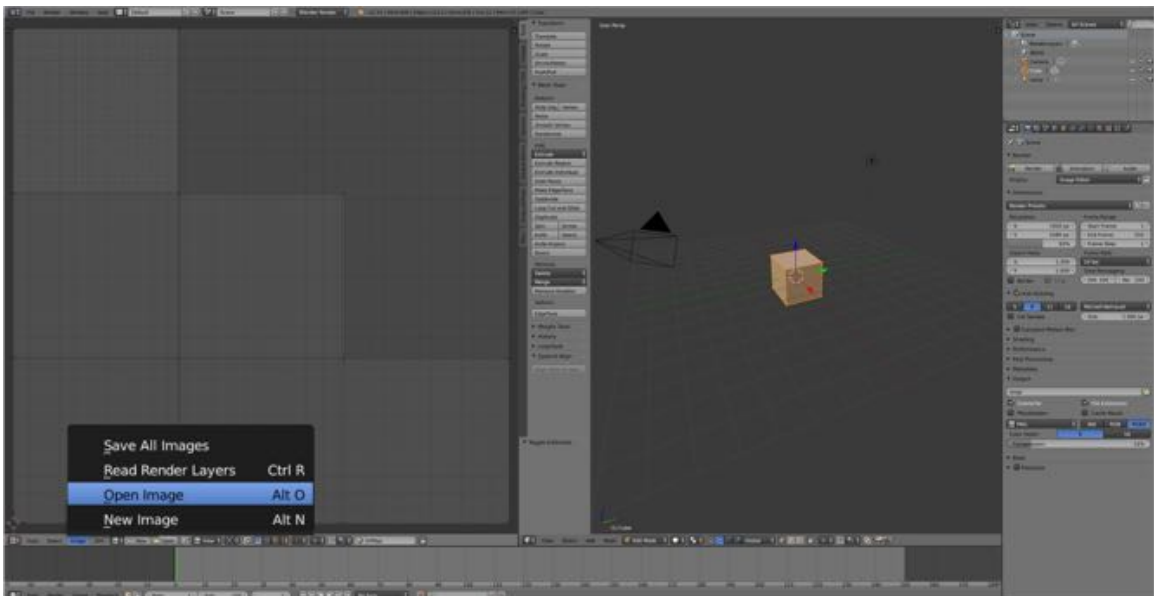
- **Hover** the mouse cursor over the **UV/Image Editor** **press ALT/OPT + N-KEY**.
- **Enter a name**.
- **Set the width and height** (the two figures should be the same. i.e., a square and a power of 2, i.e. 512 X 512, **1024 X 1024** or 2048 X 2048).
- **Uncheck Alpha** box.
- **Set the file type to Blank**.



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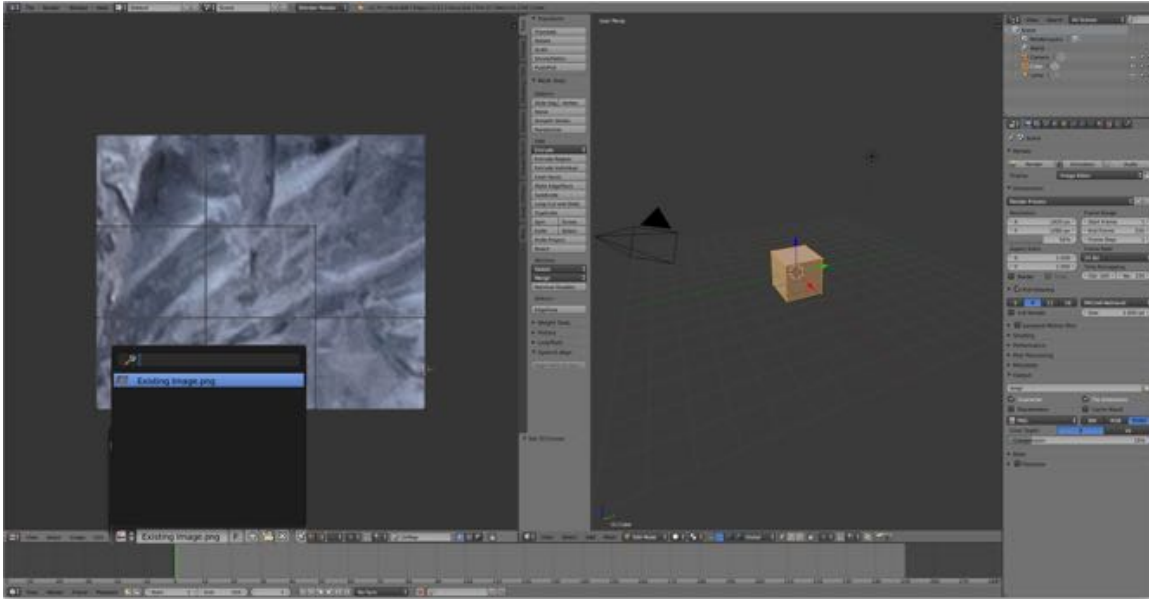
## Open Image

- **Hover** the mouse cursor over the **UV/Image Editor** press **ALT/OPT + O-KEY**. The Editor will appear.
- **Navigate** to your **existing image**, **LMB select** and **LMB** on **Open Image** in the upper right-hand corner.



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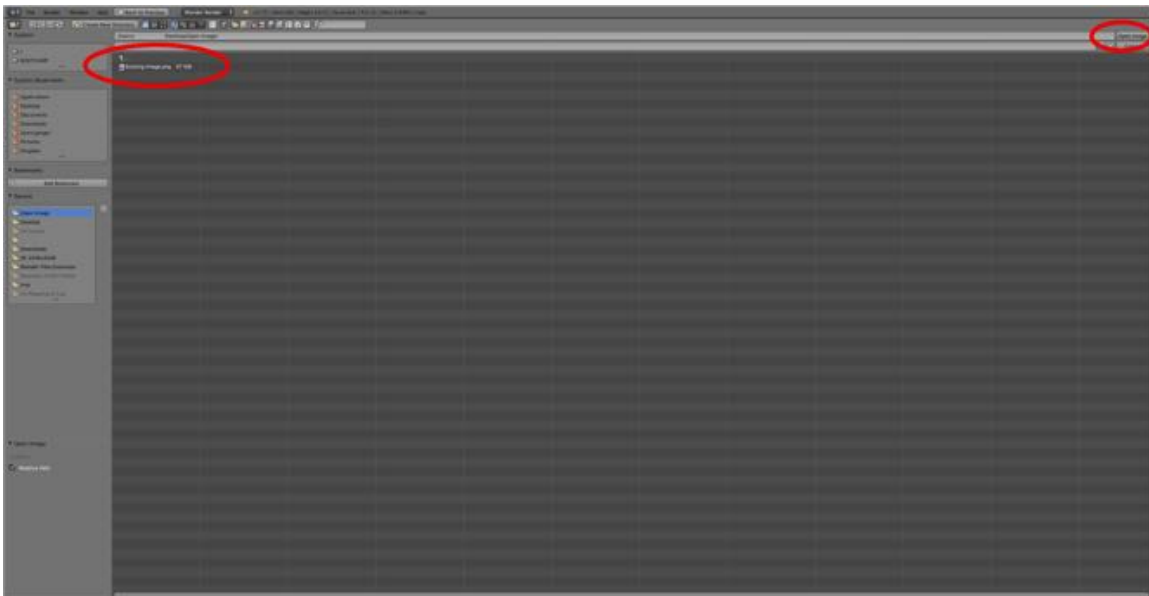
- The image will appear in the UV/Image Editor's list of open images.



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## Save

- **Hover** the mouse cursor over the **UV/Image Editor** press **ALT/OPT + S-KEY**.  
Any changes you have made to your image will be automatically saved.



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Note: To save to a new file with a new name, LMB on the Image Menu and select Save As Image.

## **Additional Comments:**

Images can be modified within Blender using the Paint Mode, and in particular the add-on Blender Zero Brush.

<https://blendersensei.com/zero-brush-1-5-cycles-bake-painting-is-here/>

When using Blender to make Trainz assets, this is one instance when you will want to **Save** your “painted” changes to an image.

## **For More Information:**

Blender Reference Manual, **Loading and Saving Images**

[https://www.blender.org/manual/editors/uv\\_image/applying\\_image.html#loading-and-saving-images](https://www.blender.org/manual/editors/uv_image/applying_image.html#loading-and-saving-images)