

## 3 Steps - Preparation

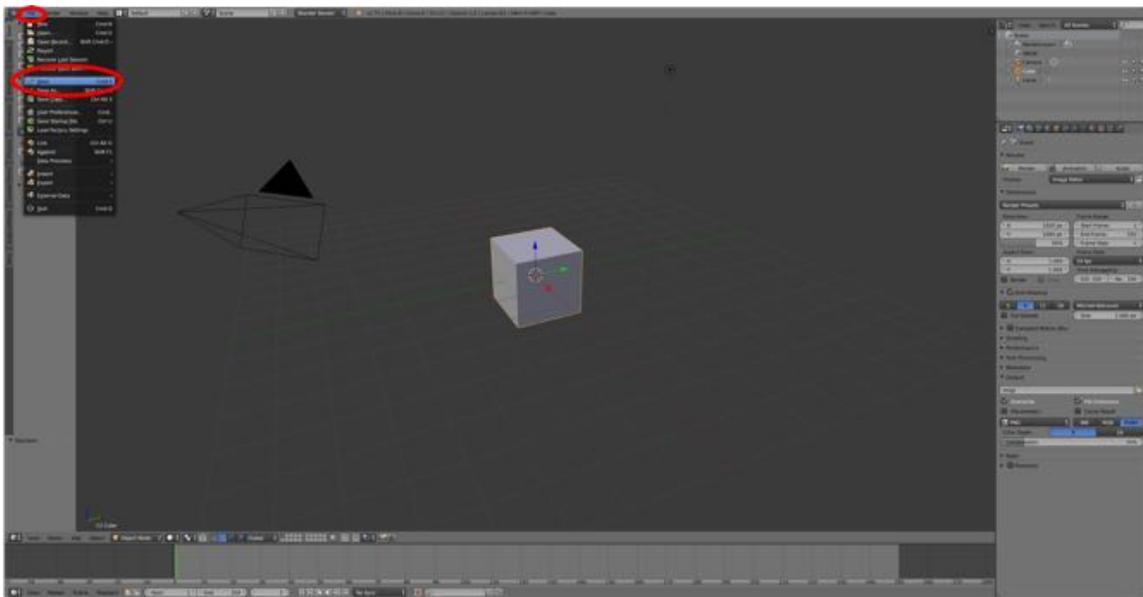
### Project Folder

It's a good idea to create a folder for each of your projects.

The folder can be placed anywhere including on the desktop but keep in mind that Blender by default does not store all of the information it needs in its own file but rather links to other files (e.g., the texture file). It is important not to move these files around or deleting them and thereby breaking the links to them. By creating a project folder you have a place to store not only the Blender file, and future version thereof, but also all of the associated files.

So, lets first create a folder for our project and name it **Stone\_Wall\_Project**.

I'm going to place mine on the desktop as I plan on keeping it only temporarily. It's okay to move it later but if you move it keep all of the associated files within the folder.



001

### Texture File

Once we have created our model we will need a stone texture to UV map (place) onto it. There are several sources of texture file on the Internet. I have chosen to use one from CG Textures.

<http://www.cgtextures.com/>

You will need to create a user account (name, email and user name) in order to download files from CG Textures but once you have done this downloads are free.

You can choose any texture you like. I have chosen **BrickRound0109\_7\_S** (Image 4 second from the left, smallest size 1024 x 683).

<http://www.cgtextures.com/texview.php?id=52966&PHPSESSID=fb04ik9c8n1uibiqpf4p69via4>



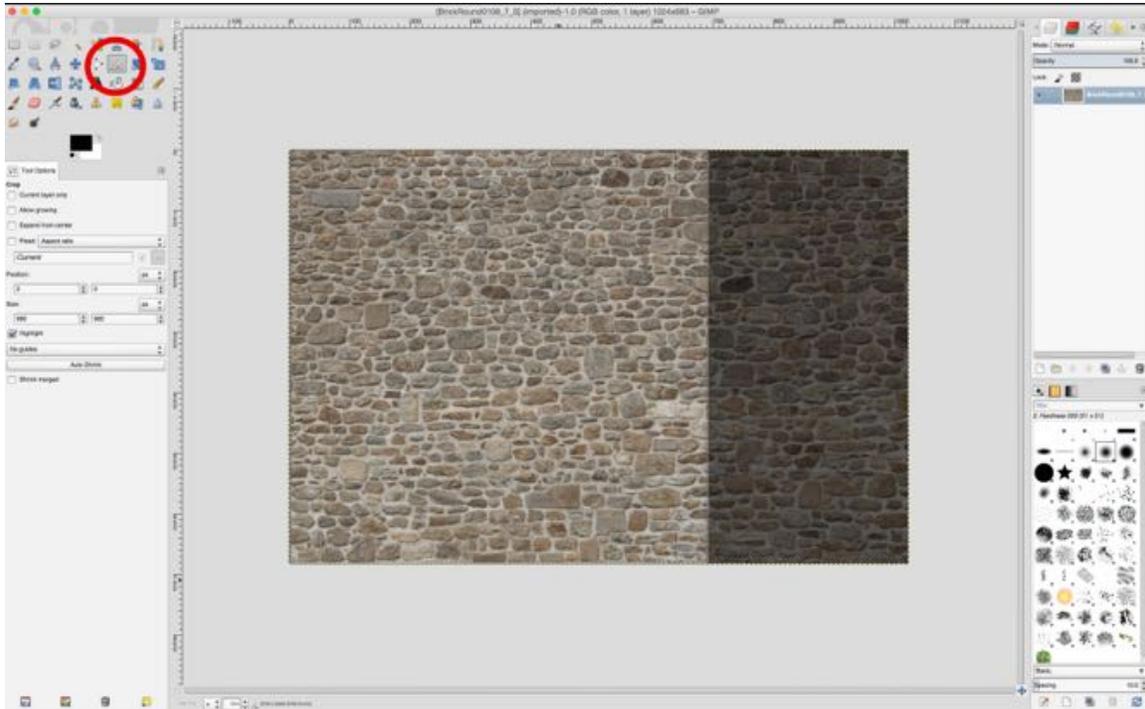
The image now needs to be made **square**. To do this we'll use **GIMP** a free image editing program that, like Blender, is available for both the PC and Mac. Current version (July 2015) is 2.8.

<http://www.gimp.org/>

If you are not familiar with GIMP, in addition to the manual there are a number of tutorials on the Internet. "GIMP Beginner's Guide Tutorial Course" is an easy paced set of tutorials which start right from the beginning.

<https://www.youtube.com/watch?v=YG5SIOMuorE&list=PL40BCA9EF8DA00DF9&index=2>

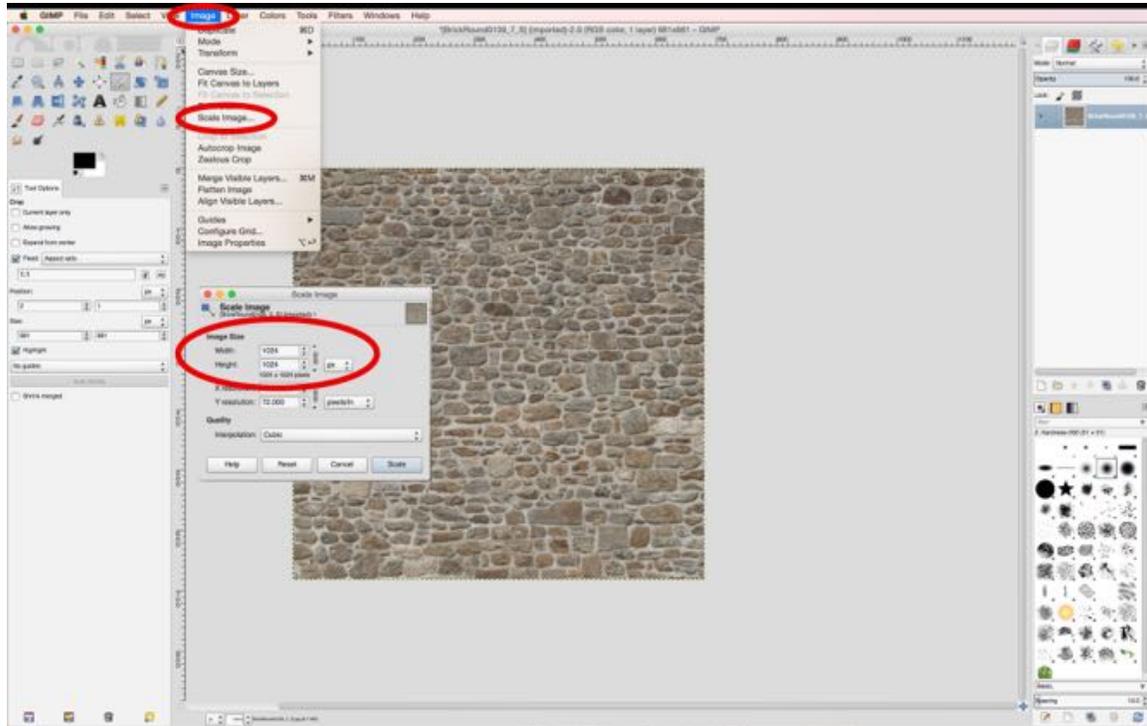
- **Open** the **texture file** in GIMP.
- **Select the crop tool** and **draw a square box** over the image.
- **Press Enter** to select.



003

We now have to set the pixel count to a multiple of 2 (e.g., 512 X 512, 1024 X 1024, 2048 X 2048 etc.). We'll set it to **1024 x 1024**.

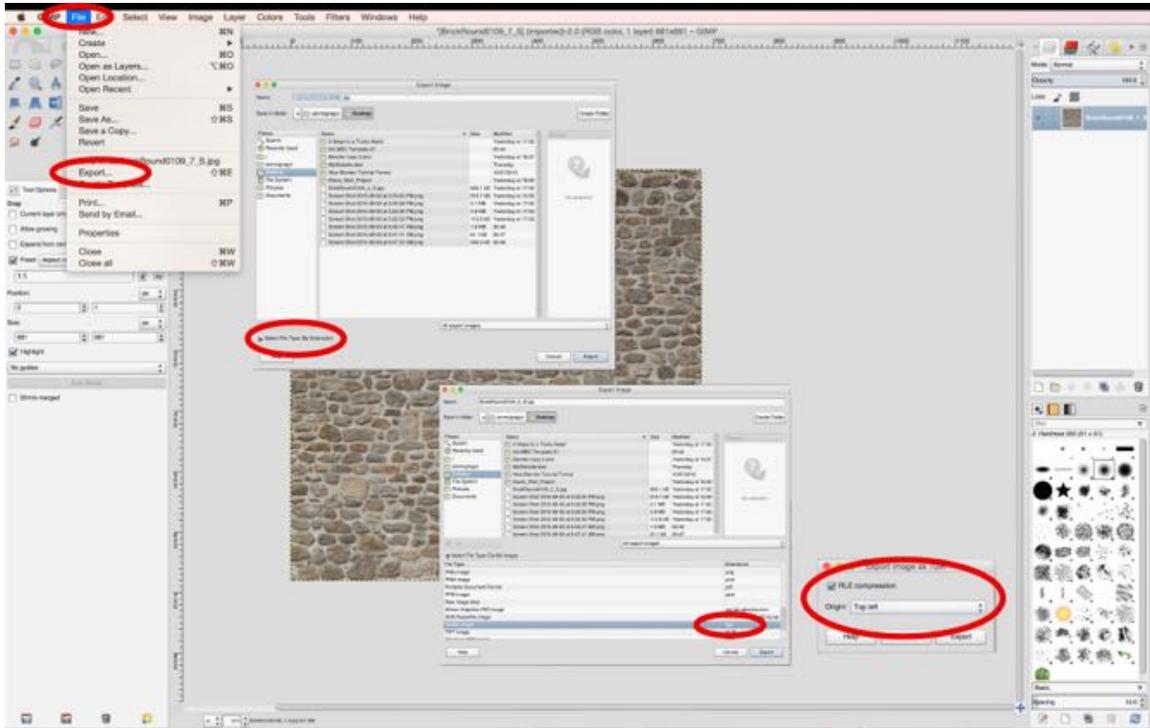
- In the **Image Menu** select **Scale Image....**
- Set the **width** to **1024** and the **height** to **1024** and **press Scale**.  
(If the second value for height will not enter, your image is not quite square. Click on the chain to unlink width and height and reenter the values of 1024.)



004

Finally, we need to export the image as a **.tga file** (Trainz only accepts .jpg or .tga texture files types. The .tga file type does not compress the file as does .jpg so using .tga avoids losing information).

- In the **File Menu** select **Export**.
- In the lower left hand corner select **“Select File Type (by Extension)”** and scroll down to **.tga**.
- **Press Export** and in the dialogue box that pops up **uncheck “RLE compression”** and select as **Origin “Top left”**.



005

- Press **Export**.
- **Save** the file in your project folder.