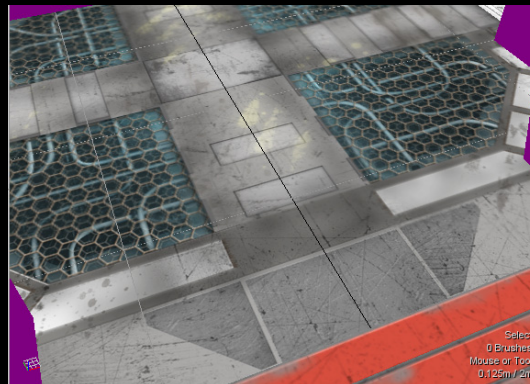
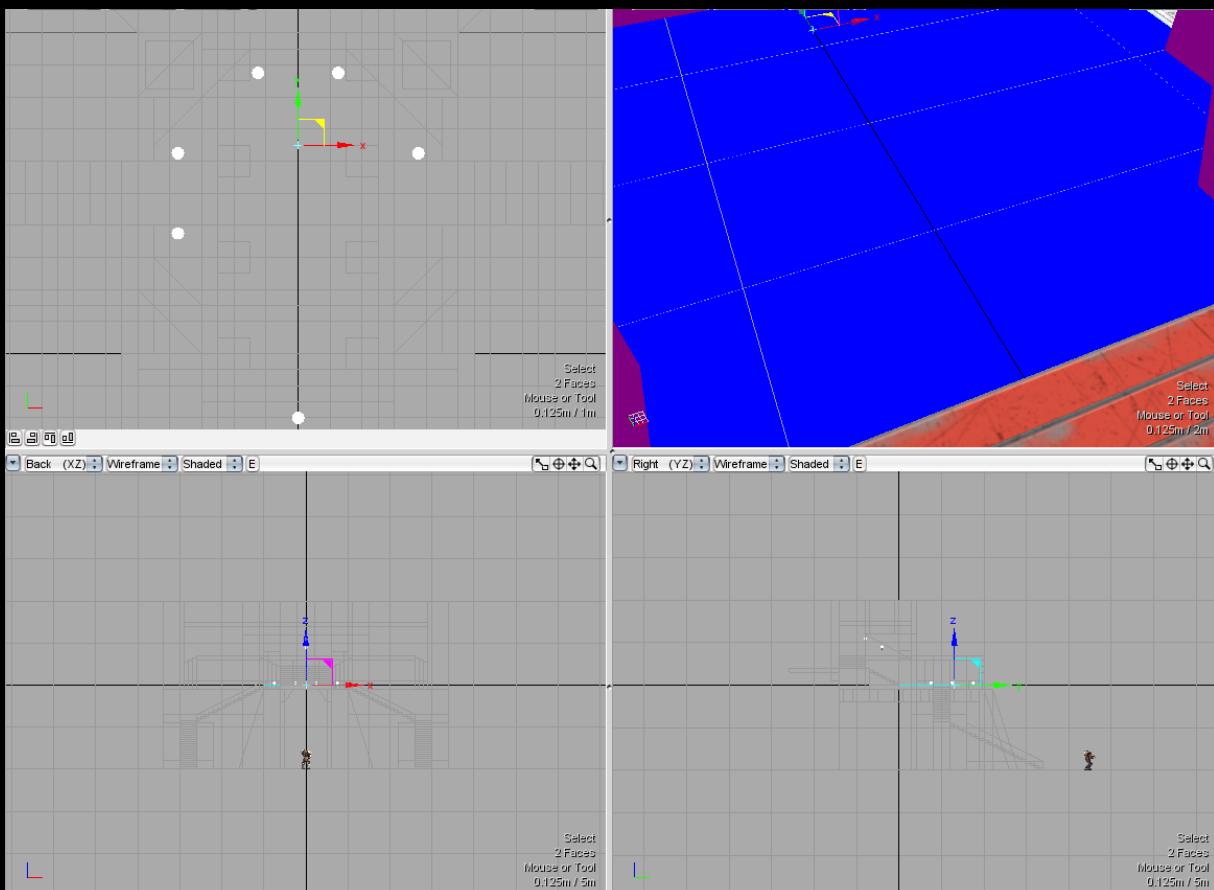


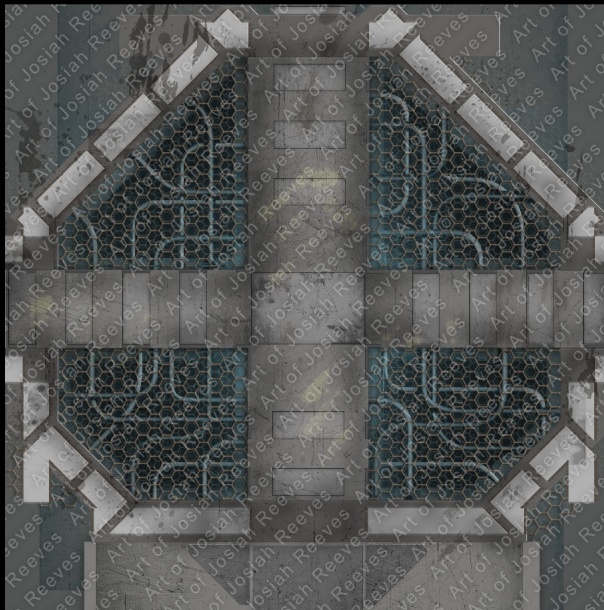
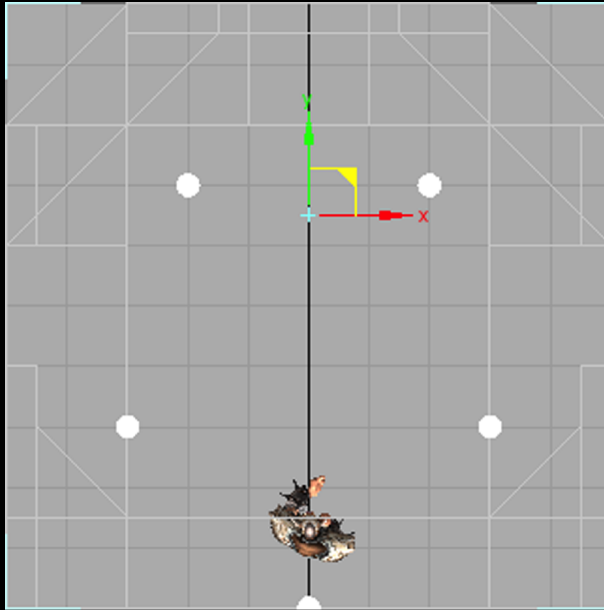
## How to create Textures



First off the brush you're texturing needs to be flat or at least from one of the 3 perspectives in Constructor. Next select your texture, if you have specific borders around where you want the texture to be and they are hard to see select them too. Next take a screen picture, make sure the view which shows the top of the texture is visible. For macs taking a screen shot is Shift+Apple+3.



Open the screen shot in a program of your choice and add the texture.



Back in constructor select the faces of the brush you want to texture and then apply your just created texture. Make sure your textures are multiples of 2, for example: 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024.

