
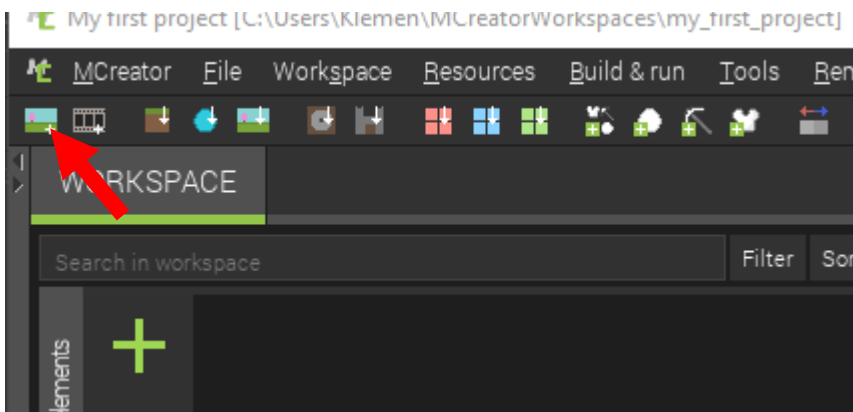


# Drawing a texture

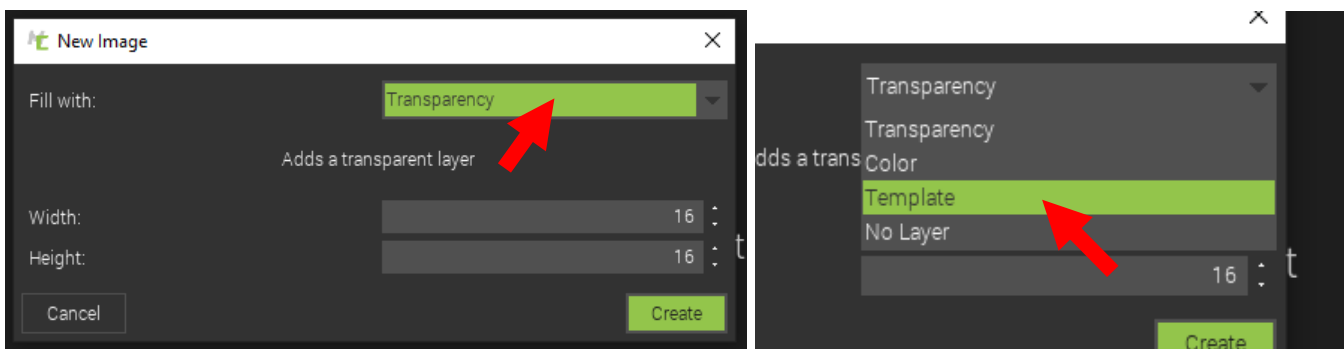
Each block has a texture which is an image drawn on the sides (faces) of the block. In this workshop we will learn how to make one. Open MCreator and get ready :)

## 1. Opening texture editor

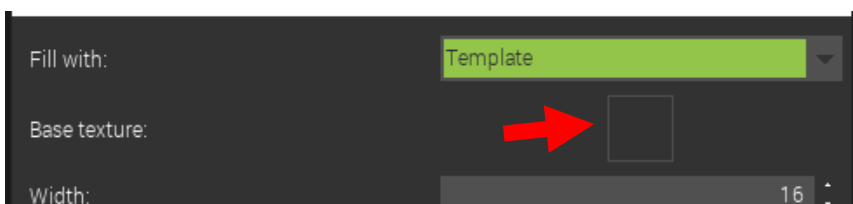
The first step is to open texture editor, which is a tool we will use to draw a texture. Click on the  icon which can be found in the top left corner of MCreator.



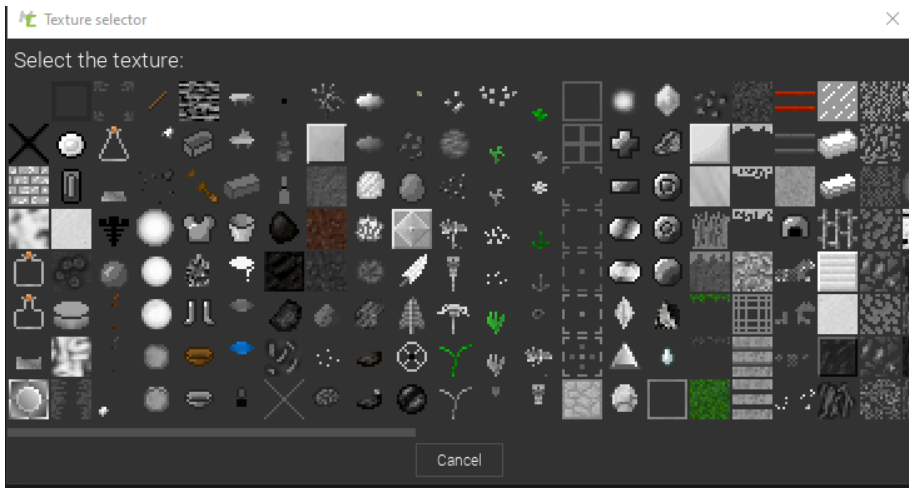
After we click this button, a new window is shown. Here we click on the »Transparency« text and select »Template«.



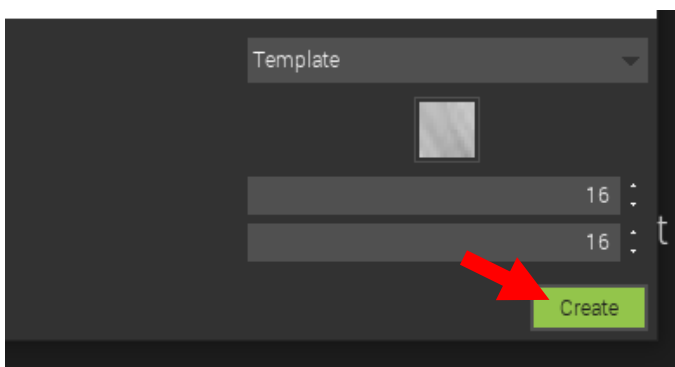
Then we click on the »Base texture« box to select the image we will start with.



An image selector will open. Select one of the images you like and double-click on it.

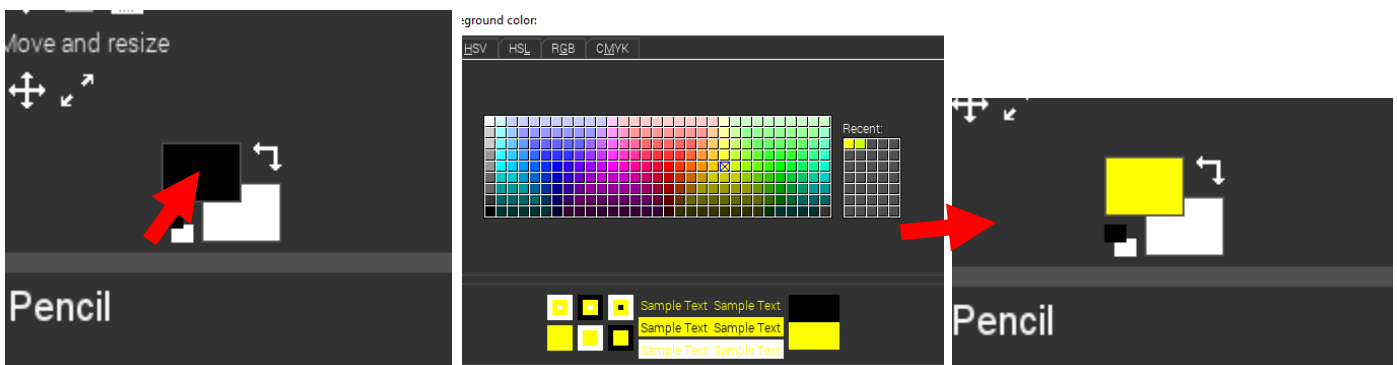


After you selected an image and double-clicked on it, click the »Create« button to open the image editor.



## 2. Drawing a texture

After we create our image, we can draw over it. We will use default pencil tool for this. Click on the image and drag to draw. If you want to change pencil color, click on the color box to change the color.



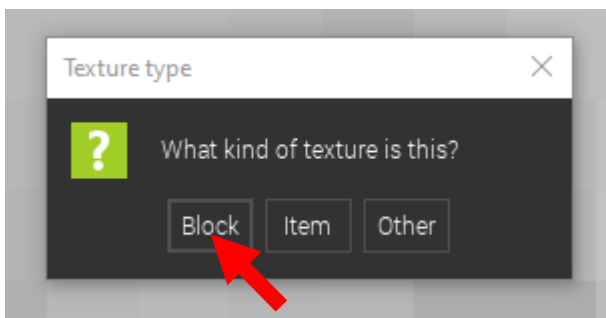
Feel free to combine colors to draw your texture.

### 3. Saving the texture

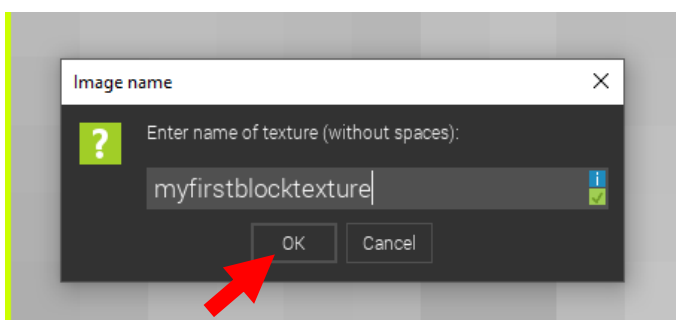
After you are done drawing, click on the »Save this texture« to store the image on the computer, so it can be used for your block.



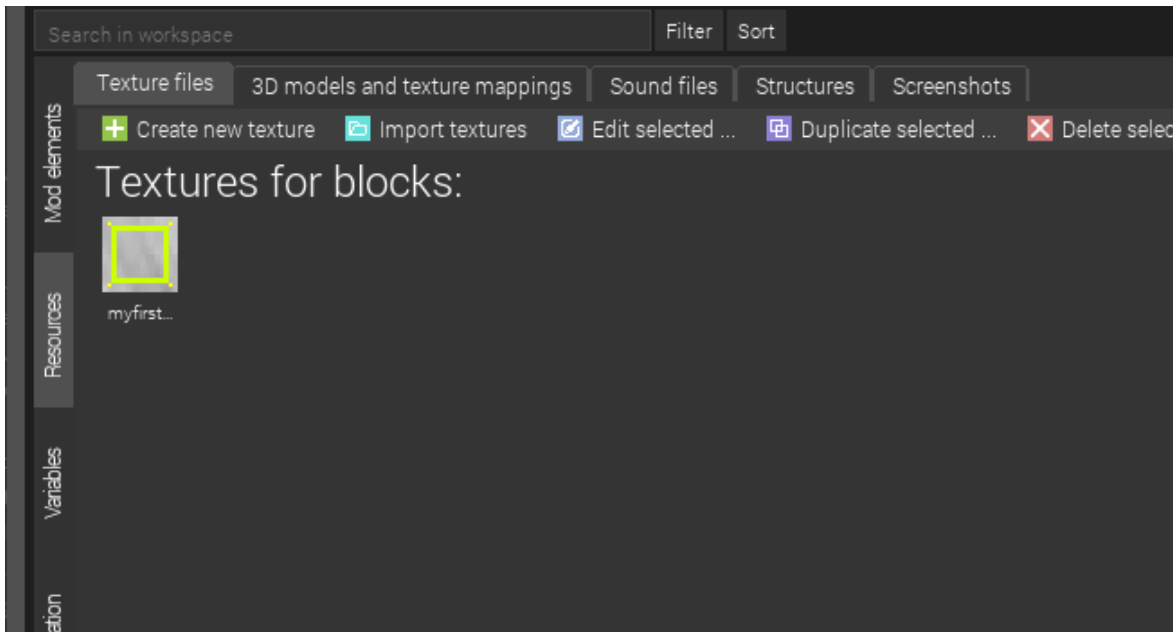
When asked what kind of texture you drew, click on »Block« as we will be using this texture for a block.



After you select block, enter the texture name, which should be a simple name to help you remember the texture you drew.



Click »OK« to save the block texture.



On the picture above, we can see our first texture stored in the project.

## 4. Next steps

If you want, you can draw multiple textures for all block sides. Each block is a cube which has 6 sides. You can draw a different texture for each side.