
Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:39:00 GMT
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I want to start creating some textures for people to use. So what programs can I use to make em, and are there any tutorials for making em out there?

Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 16:41:00 GMT
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I use Adobe Photoshop and Corel Photopaint 9. Corel is awesome, but the colors are off, so I use adobe to save my finished product and to test colors.

Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 18:00:00 GMT
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Thanks.

Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 18:05:00 GMT
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Is there any place to download these programs? I can't find them on my computer

Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 18:17:00 GMT
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i say photoshop...man i have only figured out only a quarter of the features in it and i can make some amazing textures.

Subject: What do I use to make nice textures?
Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:04:00 GMT
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Whats a good site to download new textures?

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Sun, 05 Jan 2003 20:27:00 GMT

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quote:Originally posted by Kirovy1234:Is there any place to download these programs? I can't find them on my computer Corel runs roughly in the price range of \$320.00USDPhotoshop 7.0 is currently running about \$474.00USDYou may be able to purchase an academic version through a local college bookstore for a bit less as well.For a cheaper route, try Paint Shop Pro, its reasonably priced, and is a good program for the tight budget.Personally I use Adobe Illustrator, Macromedia Freehand, and Corel Draw for graphics, and Maya, 3ds Max, Bryce, Poser, Lightwave, and Autocad 2k2 for models. I prefer Illustrator, Maya, and Lightwave, simply because I use them daily for work. There are numerous programs available on the market, and your budget is your only limit. (prices obtained from Pricegrabber.com)

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 06:14:00 GMT

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I use Ulead photoshop 5 and 8 for skinning.Adobe is almost the same but it is verry hard to learn using it.

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 06:45:00 GMT

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I don't like those prices. Thanks for the responses.

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 08:23:00 GMT

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i burned a copy from my uncle so i got it for free

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 08:57:00 GMT

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I use a texture artist

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:27:00 GMT

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You can DL Adobe PS7 for free.

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:48:00 GMT

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I use a freeware program called GIMP <http://www.gimp.org/~tml/gimp/win32/>

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Tue, 07 Jan 2003 00:37:00 GMT

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Or get a twilight version.

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Tue, 07 Jan 2003 00:47:00 GMT

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Or get paintshop pro 7.you can get a free trial version of it.<http://www.jasc.com/>You can use it 30 days then you have to buy it.But I have downloaded a crack fot it.

Subject: What do I use to make nice textures?

Posted by [Anonymous](#) on Tue, 07 Jan 2003 00:50:00 GMT

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I cant afford any of those.I use mspaint(comes bundled with any windows os) for most of my texture editing and acdsee to convert images back and forth from whatever format they are to bitmap.And a digital camera to create my own custom textures.Eric.
