

The first secrets of the Amapi textures



Here is the part which has been may be the most improved into Amapi 4. The textures editor is shown here in its basic version. If you click on the "More parameters" button, you will get some more adjustments.

We will only speak about the basic editor. To discover a function, click on the corresponding button or picture

If you want to see some examples, just [click here](#).

The name of the selected texture

You can edit and rename it, record it where you want

[Come back to the Texture editor](#)

Preview window

It put a texture on the selected object (here, a sphere) with the lights of your scene. To stop it, press on the escape key. To launch it again, press the enter key. You can turn your object, zoom... like into the Amapi main scene! Clever, isn't it?

[Come back to the Texture editor](#)

Textures

They are those which are into the selected folder. You just have to drag and drop a texture on your object, and that's all.

[Come back to the Texture editor](#)

Styles

Try them, you will be surprised. This is one of the superb brand new features of this version: you can, instead of the usual realist rendering, choose a cartoon or technical design look like rendering! You can adjust each parameter (color, thickness...). Use your own models to create a cartoon!

To see some examples see [the small gallery](#).

[Come back to the Texture editor](#)

More parameters

You can edit and modify each texture. It would need more than 20 pages into this tutorial only for this chapter. May be later?

[Come back to the Texture editor](#)

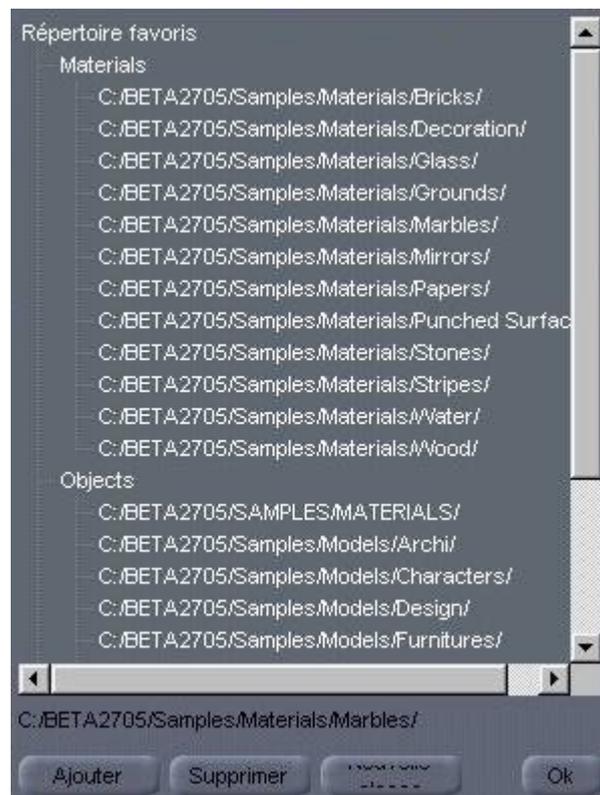
Map a picture

How were we expecting about this function! You can now map a bitmap file on your object. Different modes are available: plan, sphere, cylinder, cube... You can adjust the image size, the tiling, if needed. The picture can be used to make a bump mapping, transparencies, or so. Numerous file formats can be imported: JPEG, TGA, BMP...

[Come back to the Texture editor](#)

Folders

If you click on this icon, this window will show you the folder list you had chosen. Your objects and textures are, like this, easily managed



[Come back to the Texture editor](#)

[Home](#)