

Welcome to Corel TEXTURE Batcher

Corel TEXTURE Batcher is a program that allows you to perform batch rendering on more than one file at a time. It saves time and effort by allowing you to render multiple texture files to various image formats in one simple step.

Corel TEXTURE Batcher allows you to complete the tasks required to produce a high-quality image. Using Corel TEXTURE Batcher you can

- create, edit and save batch lists for later use
- adjust the size of individual textures or of the entire list of textures
- choose the image format you want for the final destination image
- save time by performing the batch renders in the background while you run other applications simultaneously

Getting Started

Once you have created the unrendered texture files using Corel TEXTURE, you are ready to render them to an image file. Before you begin the rendering process however you must specify an image format and a destination for the file. For more information about setting image format and destination, see [Getting Started with Corel TEXTURE Batcher](#).

Getting started with Corel TEXTURE Batcher



Getting Started with Corel TEXTURE Batcher

Once you have created the unrendered texture files using Corel TEXTURE and you have decided which files you want to render, you are ready to render them to an image file. Before you begin the rendering process however you must specify an image format and a destination for the file.

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Selecting a destination for the rendered files.

Before you can begin rendering the list of files, you must specify a destination directory for the files you want to create. The destination directory is the directory where Corel TEXTURE Batcher will create the new rendered files in the format that you have selected.

It is important to specify the correct destination folder before you begin so that you can collect and manage the rendered image files.

To select a destination folder

1. Click File, Set Destination.
2. Select the folder you want from the list of drives.
3. Click OK.

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Setting the image format for the output files

Before you can begin rendering the batch of files, you must specify an image format for the output files. The image format is important because it defines the format and color depth of the image.

It is important to know the purpose of the new image before you begin rendering the batch of texture files. For example, don't choose the BMP format if you want to create a graphic for a web page. BMP's are not recognized by all web browsers.

To set the image format.

1. Click File, Set Image Format.
2. Select a file format from the File format list box.
3. Click OK.

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Rendering textures



Rendering textures

Before you begin rendering textures it is important to understand the differences between rendered and unrendered file formats.

Rendered texture designs

When a texture is rendered, it is converted to a bitmap that can be either imported into other applications or printed. It's important to understand the following points about rendered textures:

- Rendered textures can be used in other applications.
- You can define the specific size and resolution of a rendered texture. Resolution will depend on the intended use of the texture
 - electronic documents often call for a low resolution, printed documents may require a high resolution.
- You cannot edit or alter a rendered texture in Corel TEXTURE or Corel Texture Batcher; however, you can load the rendered image into a photo editing program and edit it as you would any bitmap.

Unrendered texture designs

Unrendered texture designs include all the property parameters of a texture and a small thumbnail image used to draw the texture on your screen.

All the textures that you initially create in Corel TEXTURE and all ready-made textures are in a texture-design format. Corel TEXTURE comes with more than one hundred ready-made textures (called preset textures). These textures simulate surfaces of numerous real objects, including stone, clouds, carved surfaces, and waves.

Here's what you should remember about the Corel TEXTURE files:

- Texture designs can only be used in Corel TEXTURE.
- Texture designs can be edited and modified at any time.
- Texture designs have a relatively small file size (40-50 Kb).

After you create a texture design or edit an existing one, you must render it using Corel TEXTURE Batcher before you can use it in other applications.

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Creating a batch list of unrendered files

In order to perform a batch rendering, you must create the list of files you want to render. Either start from scratch and create a new list or open an existing batch list.

To create a new list

1. Click File, New.

To open a saved batch list to render

1. Click File, Open.
2. Choose the drive where the file is stored from the Look In list box.
3. Double-click the folder where the file is stored.
4. Click on a file name from the list.
5. Click Open.

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Editing the batch list

You can create new or edit existing batch files by adding or removing unrendered texture files from the batch list.

To add files to the batch of files

1. Do one of the following
 - Click Texture, Add Files.
 - Click the [Add Files button](#) on the toolbar.
2. Choose the drive where the file is stored from the Look In list box.
3. Double-click the folder where the file is stored.
4. Click on a file name from the list.
5. Click Open.

To remove files from the list

1. Do one of the following
 - Select the texture you want to remove from the list and press Delete.
 - Select the texture you want to remove from the list and click the [Remove File button](#) on the toolbar.
 - Select the texture you want to remove from the list and click Texture, Remove File.



Tip

- To add or remove more than one file at a time, hold down the Ctrl button and click multiple textures from the list.

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Setting the size of the final textures

With Corel TEXTURE Batcher you can adjust the size of the final image to meet your required needs. You can adjust the final texture size of each texture or you can simply adjust the final image size of the entire batch in a single step.

To adjust the final image size of the texture

1. Select the texture for which you want to adjust the final image size.
2. Do one of the following
 - Click the Texture Size button on the toolbar.
 - Click Texture, Texture Size.
3. Click to select a measurement unit from the unit group.
4. Click to select a resolution type from the resolution group. The resolution is measured in pixels per inch.
5. Type a texture width in the Texture Width box. The unit corresponds to the selection you made in the units group.
6. Type a texture height in the Texture Height box. The unit corresponds to the selection you made in the units group.
7. Click OK.

To adjust the final image size of the entire batch of textures

1. Do one of the following
 - Click the Global Size button on the toolbar.
 - Click Texture, Global Size.
2. Click to select a measurement unit from the unit group.
3. Click to select a resolution type from the resolution group. The resolution is measured in Pixels per inch.
4. Type a texture width in the Texture Width box. The unit corresponds to the selection you made in the units group.
5. Type a Texture Height in the texture height box. The unit corresponds to the selection you made in the units group.
6. Click OK.

{button ,AL("PRC Rendering textures";0,"Defaultoverview",)} Related Topics



Rendering the Batch

The final step in creating a texture is rendering the unrendered texture file. Once you have specified the image destination, the image format, the final image size and created a batch list of the texture files you want to render, you are ready to begin the rendering process.

To render the batch

1. Do one of the following

- Click Render, Start Rendering.
- Click the [Render button](#) on the toolbar.



Note

- Click Render, Pause Rendering or click the [Pause Rendering button](#) on the toolbar to temporarily stop the rendering process.



Tip

- The unrendered texture files are rendered sequentially. The thumbnail of the current texture and the progress bar are displayed as each texture is rendered.

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Rendering the textures background friendly

Depending on the number of textures that you are rendering and the complexity of each individual texture, you may notice that your computer tends to slow down during a batch-rendering of files. Rendering textures is a very processor intensive process. To overcome this problem, you can select the Background Friendly option before you render the batch. By making the batch-render background friendly, Corel TEXTURE Batcher will run in the "background" using less processor and causing fewer computer slow downs.

To enable the background friendly option

1. Click Render, Background Friendly.

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Lets you add unrendered texture files to the batch list.



Lets you remove unrendered texture files from the batch.



Lets you edit the size of the rendered texture.



.Lets you edit the size of all the rendered textures at once.



Renders the batch.



Stops the rendering process once it has begun.



Pauses the rendering process once it has begun.

Allows you to move the Corel TEXTURE batcher window.

Allows you to resize the Corel TEXTURE batcher window.

Allows you to restore Corel TEXTURE Batcher when it is minimized.

Closes Corel TEXTURE Batcher.

Creates a new batch of unrendered texture files.

Opens a saved batch list of unrendered texture files.

Saves the current batch list for use at a later date

Saves the current batch list under a new name.

Displays the most recently used batch lists.

Sets the final destination for the rendered texture files.

Sets the image format for the rendered texture files.

Exits Corel TEXTURE Batcher.

Adds unrendered texture files to the current batch list.

Removes unrendered texture files from the current batch list.

Lets you edit the size of the selected texture.

Lets you edit the size of all textures in the batch list.

Aborts the texture rendering process once it has begun.

Renders the current batch list of unrendered texture files.

Pauses the rendering process temporarily.

Renders the batch of files in the background. This uses less processor power and decreases the amount of slow downs during a batch render.

Toggles the between toolbar view and no toolbar.

Displays the Corel TEXTURE Batcher help file.

Displays information about Corel TEXTURE Batcher.

Displays the progress of each texture as it is rendered.

Displays the list of unrendered texture files currently in the batch list.

Enables context sensitive help for Corel Texture Batcher.

Displays the amount of time remaining in the current render.

Minimizes Corel TEXTURE Batcher.

Displays the name of the current batch list.

The Border of the application.

Displays the number of unrendered texture files remaining to be rendered.

Displays the total time remaining to render the files.

The Toolbar.

