Main Window

Displays all open texture windows.

Displays a preview of the layers in the current texture.

Indicates whether the current layer is active. If the check box is disabled, the layer is inactive.

Displays a preview of the active texture. The preview changes as you change the properties of the layers that make up the texture.

Displays the surface properties of the shader layer. These properties affect the appearance of the shader layer.

Displays the lighting properties of the texture. You can create different lighting effects by changing the position and color of the lights.

Displays the roughness, brilliance, metallicity, and graininess sliders. These properties determine how the lighting effects interact with the shader layers.

Displays the form and geometry properties that let you change the topographical appearance of the texture.

Displays the form and geometry properties of the texture.

Displays the name of the selected texture layer.

Opens the Save Layer dialog box, where you can save and load preset shader layers.

Displays a preview of the active texture. The preview changes as you change the properties of the texture layers.

Lighting Layer

Enable to turn on the overhead light. The color of the circle indicates the color of the light.

Displays the position and color of a light on the texture.

Lets you position lights on the texture. As you change the position of the lights, the Preview window displays the effect on the texture surface.

Lets you set the amount of shadowing created by surface irregularities. Surface elements and shadows lengthen and stand out more clearly as shading increases.

Lets you set the amount of light reflected from the highest points of a surface element. The tops of surface bumps, ripples, and waves stand out more clearly as highlighting increases.

Lets you set the amount of ambient light applied to the entire texture. High ambient light settings brighten the texture. Low ambient light settings darken the texture.

Surface Properties Layer

Lets you set the focus of the overhead lighting. A low roughness setting focuses each light on a small area. Increasing the roughness setting gradually spreads the light over the entire texture surface.

Lets you set the length and depth of shadows on a texture's surface. Surface irregularities, such as bumps and wrinkles, stand out more clearly as surface brilliance decreases.

Lets you set how the colors in the overhead lighting and shader layers blend. At low metallicity, a large amount of surface lighting appears in the final texture. At high metallicity, the color is almost entirely taken away from the shader layers.

Lets you set the sharpness and crispness of a texture. Decreasing the graininess creates a sharper, crisper texture.

Shader Layer Controls

Displays the current algorithm setting. The algorithm setting determines the type of topographical effect applied to a texture's surface. Each algorithm setting can be changed to alter the effect it produces.

Displays the current blend setting.

Displays the current color gradient. You can change the gradient by adding new colors from the color swatches bar and by changing the position of the color pins. The color gradient is saved when you save the shader layer.

Lets you set the surface detail applied to a shader layer. A high level of magnification creates a few large surface elements. A low level of magnification creates many small surface elements.

Lets you set the orientation of the shader layer.

Lets you set the smoothness of a pattern. A low level of turbulence gives the pattern smooth, rounded edges. A high level of turbulence gives the pattern an indistinct appearance.

Lets you set how uniformly the turbulence setting is applied. Low variance means that most elements in the pattern have the same turbulence setting. High variance means that turbulence settings are applied randomly, so that most elements in a pattern have a different setting.

Lets you specify from where on the color gradient bar the colors are taken and how the colors are applied to each shader layer. A low setting uses colors from the center of the color gradient bar. A high setting uses colors from the edges of the color gradient bar.

Opens the Choose A Picture dialog box, which lets you choose a bitmap image to import into a shader layer.

Stretches the image to fit over the entire texture surface.

Centers the image in the middle of the shader layer and surrounds it with a gray border.

Creates a tiled pattern from the imported image.

Displays a preview of the image in a shader layer.

Displays the current gradient type.

Form and Geometry Controls

Displays the current algorithm setting. The algorithm setting determines the type of topographical effect applied to a texture's surface. Each algorithm setting can be changed to alter the effect it produces.

Lets you set the number and size of the surface elements. At a high level of magnification, you can see a few surface elements. At a low level of magnification, you can see many small, clearly defined surface elements.

Lets you set the amount of detail shown in each surface element. Increasing the height setting creates a detailed texture pattern. Decreasing the height setting creates a less detailed texture pattern.

Lets you set the number of surface elements that are visible. Increasing the frequency creates many small, tightly fitted texture patterns. Decreasing the frequency creates a few large texture patterns.

Lets you set the orientation of the shader layer.

Lets you set the smoothness of a pattern. A low level of turbulence gives the pattern smooth, rounded edges. A high level of turbulence gives the pattern an indistinct appearance.

Lets you set how uniformly the turbulence setting is applied. Low variance means that most elements in the pattern have the same turbulence setting. High variance means that turbulence settings are applied randomly, so that most elements in a pattern have a different setting.

Opens the Choose A Picture dialog box, which lets you choose a bitmap image to import into a shader layer.

Stretches the image to fit over the entire texture surface.

Centers the image in the middle of the shader layer and surrounds it with a gray border.

Creates a tiled pattern from the imported image.

Displays a preview of the image you are using as a bump map.

Displays the current edge effect. Edges simulate height by carving the outline of the texture into different shapes.

Lets you set the height of the texture.

Displays all the colors you can use in your texture.

Displays all the color swatches in the selected color set.

Lets you save the selected color set.

File Menu

Opens the Start New Texture dialog box, where you can choose how you want to create a new texture.

Opens the Open dialog box, where you can choose an existing file to open or import.

Closes the active texture. If you have more than one texture open, you must close each texture separately.

Saves the active texture.

Opens the Save As dialog box, which lets you specify the name, location, and file format of the texture.

Opens the Image Setup dialog box, which lets you specify the dimensions and resolution of the texture.

Lets you open the six most recently used files.

Closes the application. If you have not saved the open texture, a warning appears asking you to save the texture.

Displays a preview of the texture that you want to open.

Edit Menu

Removes the last change made to the texture. If you make a mistake or do not like the effect created by the last action, the Undo command reverses that action.

Reapplies the most recently performed operation. If the last operation cannot be reapplied, the command is unavailable.

Copies the selected layer from the texture to the Clipboard.

Pastes a shader layer from the Clipboard onto your texture. The surface features of the selected shader layer are replaced by the surface features of the shader layer you are pasting into the texture.

Deletes the currently selected layer. This command is unavailable if you have only one shader layer in your texture.

Removes the selected layer from the texture and copies it to the Clipboard. This command is disabled if you have only one shader layer in your texture.

Preview Menu

Draws the texture in the Preview window.

Displays the current texture as a tiled pattern. This command lets you view how your texture will appear as a tiled fill in other applications.

Displays all the layers in your texture in the Preview window. This option is enabled when a bullet appears beside the command name.

Displays the selected layer and all the layers below it in the Preview window. This option is enabled when a bullet appears beside the command name.

Displays only the selected layer in the Preview window. This option is enabled when a bullet appears beside the command name.

Texture Menu

Opens the Render window and starts the rendering process.

Opens the Render To File dialog box, which lets you specify a name and location for the rendered texture.

Adds a new shader layer above the selected shader layer.

Deletes the current shader layer.

Opens the Layer Orientation dialog box, which lets you set the rotation, scale/stretch, and position parameters for the selected shader layer.

Prepares the current texture to be rendered as a tiled pattern.

View Menu

Displays or hides the Standard Toolbar.

Displays or hides the Status Bar.

Displays the Color Palette dialog box, where you can adjust the hue, brightness, and opacity of a selected color.

Enables the Context Sensitive Help cursor.

Window Menu

Arranges the icons of minimized windows across the bottom of your screen.

Arranges all open windows so that they overlap.

Displays the names of open texture windows. The active window has a check mark beside its name.

Help Menu

Opens the Corel TEXTURE Help file.

Displays the context-sensitive help cursor. Use the cursor to get help on screen items or menu commands.

Displays information about Corel TEXTURE.

Miscellaneous UI

No Help topic is associated with this item.

Reduces the window to an icon on the Windows toolbar.

Enlarges the window to fill the screen.

Closes the window.

Displays the name of the current texture file.

Displays tools for editing and creating textures.

Displays help messages about Corel TEXTURE procedures.

New Preset

Displays an image of preset texture styles and types.

Lets you choose a preset texture type.

Lets you choose a preset texture style to load.

Displays the name of the selected texture style.

Image Setup

Enable to measure the size of the texture in pixels.

Enable to measure the size of the texture in inches.

Enable to measure the size of the texture in centimeters.

Enable to set the resolution of the texture at 72 dots per inch (dpi). Textures intended only for screen display should be set at 72 dpi.

Enable to set the resolution of the texture at 150 dots per inch (dpi). Most printed textures are set at 150 dpi.

Enable to set the resolution of the texture at 300 dots per inch (dpi). High quality images are printed at 300 dpi.

Lets you set the width of the texture.

Displays the width of the texture as a pixel value.

Lets you set the height of the texture.

Displays the height of the texture as a pixel value.

Displays measurement options.

Displays unit options.

Displays resolution options.

Layer Orientation

Lets you set the number of degrees, on the x-axis, by which you want to rotate the texture.

Lets you set the number of degrees, on the y-axis, by which you want to rotate the texture.

Lets you set the number of degrees, on the z-axis, by which you want to rotate the texture.

Lets you set a value, on the x-axis, by which the width and height of the texture is multiplied. A value between zero and one reduces the size of the texture. A value greater than one stretches the texture.

Lets you set a value, on the y-axis, by which the width and height of the texture is multiplied. A value between zero and one reduces the size of the texture. A value greater than one stretches the texture.

Lets you set a value, on the z-axis, by which the width and height of the texture is multiplied. A value between zero and one reduces the size of the texture. A value greater than one stretches the texture.

Lets you set a position, on the x-axis, to where you want to move the texture.

Lets you set a position, on the y-axis, to where you want to move the texture.

Lets you set a position, on the z-axis, to where you want to move the texture.

Displays the rotation, scale/stretch, and position settings when adjusting the orientation of a texture.

Lets you set the number of degrees on the x-axis, y-axis, or z-axis by which you want to rotate the texture.

Lets you set a value on the x-axis, y-axis, or z-axis by which the width and height of the texture is multiplied. A value between zero and one reduces the size of the texture. A value greater than one stretches the texture.

Lets you set a position on the x-axis, y-axis, or z-axis to where you want to move the texture.

Start New Texture

Enable to create a new, customized texture.

Displays a definition of "Blank" texture.

Enable to view a gallery of preset textures. You can use these preset textures as a basis for creating your own textures.

Displays a definition of texture preset.

Enable to create a texture with the help of the Texture wizard. By prompting you for design decisions, the Texture wizard guides you through the steps required to create a texture.

Displays a definition of Texture wizard.

Enable to create a new, customized texture.

Enable to view a gallery of preset textures. You can use these preset textures as a basis for creating your own textures.

Enable to create a texture with the help of the Texture wizard. By prompting you for design decisions, the Texture wizard guides you through the steps required to create a texture.

Displays a definition of Texture wizard.

Displays a definition of texture preset.

Displays a definition of "Blank" texture.

Save Color Set

Lets you choose a name when saving a color set. If you are creating many textures with the same color pattern, you might want to save the color set.

Save layer

Lets you choose a name when saving a shader layer. If you are creating many textures with similar characteristics, you might want to save particular shader layers.

Color Palette

Lets you set the brightness of the color you are creating.

Lets you set the brightness of the color you are creating.

Lets you set the brightness of the color you are creating.

Lets you set the brightness of the color you are creating.

Lets you set the opacity of the color you are creating. The colors you create can be transparent, semi-transparent or opaque.

Lets you set the opacity of the color you are creating. The colors you create can be transparent, semi-transparent or opaque.

Lets you set the opacity of the color you are creating. The colors you create can be transparent, semi-transparent or opaque.

IDH_COLOR_PALETTE_OPACITY_STRIP

Render Window

Lets you start the render to window process. The Refresh button turns into a Stop button once the render to window process begins. You can press the Stop button to pause the render to window process.

Displays a status bar that shows the time remaining in the render to window process.

Displays a preview of the texture when the render to window process is complete.

IDDH_ABOUTBOX1

HELP_IDD_SAVE_COLOR_SET

IDH_ABOUTBOX1_ABOUT_ICON

IDDH_COLOR_PALETTE

IDH_OPEN_DRIVES

IDH_FILEOPENSAVE_FILENAME

IDH_SAVE_AS_FILENAME

IDH_WIZARD_PICTURE_PICTURE_FRAME

IDDH_CUSTOMCUT

IDH_OPEN_DESCRIPTION

IDH_WIZARD_RESOLUTION_WIZARD_RESOLUTION_HEIGHT

IDH_SAVE_AS_DESCRIPTION

IDH_SAVE_AS_DRIVES

IDH_OPEN_REP_LISTBOX

IDH_OPEN_LIST_FILES_OF_TYPE

IDH_CUSTOMCUT_STRETCH_X

IDH_CUSTOMCUT_STRETCH_Y

IDH_CUSTOMCUT_STRETCH_Z

IDH_SAVE_AS_NAME_LISTBOX

IDH_SAVE_AS_REP_LISTBOX

IDH_SAVE_AS_READONLY

IDDH_WIZARD_PICTURE

IDH_OPEN_FILENAME

IDDH_OPEN

IDH_SAVE_AS_HHELP

IDH_COLOR_PALETTE_DISPLAY

IDH_WIZARD_RESOLUTION_WIZARD_RESOLUTION_150DPI

IDDH_SAVE_AS

IDH_WIZARD_PICTURE_WIZARD_CHOOSE_PICTURE

IDH_CUSTOMCUT_ROTATION_X

IDH_CUSTOMCUT_ROTATION_Y

IDH_CUSTOMCUT_ROTATION_Z

IDH_WIZARD_RESOLUTION_WIZARD_RESOLUTION_300DPI

IDH_OPEN_READONLY

IDH_OPEN_NAME_LISTBOX

IDH_OPEN_LIST_OF_TYPE_COMBOBOX

IDH_OPEN_EDITOPEN

IDH_OPEN_RECT_THUMBNAIL

IDH_CHARTTYPE_CHARTTYPE_OPEN

IDH_OPEN_DRIVES_COMBOBOX

IDH_SAVE_AS_EDITSAVEAS

IDH_OPEN_PREVIEW

IDH_SAVE_AS_LIST_OF_TYPE_COMBOBOX

IDH_CHARTTYPE_HHELP

IDDH_WIZARD_RESOLUTION

IDH_OPEN_HHELP

IDDH_CHARTTYPE

IDH_SAVE_AS_DRIVES_COMBOBOX

IDH_FILEOPENSAVE_PREVIEW

IDH_SAVE_AS_LIST_FILES_OF_TYPE

IDH_CHARTTYPE_CHARTTYPE_DESCRIPTION

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC1

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC2

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC3

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC4

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC5

IDH_WIZARD_CHOICE_WIZARD_STD_STATIC6

IDDH_WIZARD_CHOICE

IDH_WIZARD_RESOLUTION_WIZARD_RESOLUTION_72DPI

IDDH_FILEOPENSAVE

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO1

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO2

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO3

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO4

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO5

IDH_WIZARD_CHOICE_WIZARD_STD_RADIO6

IDH_CUSTOMCUT_POSITION_X

IDH_CUSTOMCUT_POSITION_Y

IDH_CUSTOMCUT_POSITION_Z

IDH_FILEOPENSAVE_stc32

IDH_WIZARD_RESOLUTION_WIZARD_RESOLUTION_WIDTH

IDP_OLE_INIT_FAILED

ID_TEXTURE_RENDERTOFILE

IDD_ABOUTBOX_DEMO

_APS_3D_CONTROLS

IDB_ANNOYING

IDS_PROFILE_GALLERYPATH_INVALID

IDS_PROFILE_FILTERSPATH_INVALID

IDS_DEMO_TIMELEFT

IDB_COLOR_BALL

IDD_CREDIT

ID_TEXTURE_RENDERTOWINDOW

IDS_RENDER_FILE_TITLE

IDS_PROFILE_GOODIESPATH_INVALID

IDS_DEMO_RENDERING_MESSAGE

IDD_COLOR_PALETTE

ID_CANCEL_EDIT_SRVR

IDR_IGUANATYPE_SRVR_EMB

IDS_OPEN_TEXTURE_TITLE

ID_FILE_IMAGE_SETUP

IDS_DEMO_PROFILE_BAD_EXPDATE

IDC_OPACITY_STRIP

IDS_DEMO_INSTALL_DATE_MODIFIED

IDC_DISCARD_DIALOG

ID_PREVIEW_REDRAWPREVIEW

IDS_DEMO_SAVE_AS

IDC_OPACITY_EDIT

ID_PREVIEW_SELECTEDBELOW

IDI_FILE_TCL

IDI_FILE_TLA

IDS_FILTERS_EXPORT

IDS_RENDERING

ID_HELP_3DWEB

IDS_REGISTRYKEY

IDB_CREDIT

ID_TEXTURE_GENERATETILINGIMAGE

IDS_FILTERS_IMPORT

ID_TEXTURE_REMOVELAYER

IDS_DEFAULT_COL_FILE

ID_STOP

IDR_RENDERTOWINDOW

ID_TEXTURE_LAYER_ORIENTATION

IDD_ANNOYING

IDS_FILTERS_EXPORT_1

IDS_FILTERS_EXPORT_2

IDS_FILTERS_EXPORT_3

IDS_FILTERS_EXPORT_4

IDS_FILTERS_EXPORT_5

IDS_FILTERS_EXPORT_6

IDC_ABOUT_ICON

ID_TEXTURE_ADDLAYER

IDS_DEMO_NO_TILING

ID_PREVIEW_TESTTILING

ID_FILE_RENDERTOFILE

IDR_RENDERTOFILE

ID_PREVIEW_REDRAWINBACKGROUND

IDB_DIAG_PATTERN

IDR_IGUANATYPE_SRVR_IP

IDB_SPLASH2

ID_FILE_SAVE_IMAGE_AS

IDB_SPLASH_UNUSED

IDS_SAVE_TEXTURE_TITLE

IDR_IGUANATYPE

IDC_BRIGHNESS_SLIDER

ID_PREVIEW_TESTPREVIEW

IDR_MAINFRAME1

IDC_DISPLAY

ID_PREVIEW_PREVIEWALLLAYERS

ID_PREVIEW_SELECTEDONLY

IDB_CHECKER_PATTERN

ID_CANCEL

Lets you open the six most recently used files.

Lets you open the six most recently used files.

Lets you open the six most recently used files.

Lets you open the six most recently used files.

Lets you open the six most recently used files.

IDS_RENDER_TITLE

IDS_PROFILE_APPPATH_INVALID

IDC_BRIGHTNESS_STRIP

IDS_DEMO_30_DAYS_EXPIRED

IDD_ABOUTBOX

IDC_BRIGHTNESS_EDIT

IDC_3DWEB_LINK

ID_COLOR_PALETTE

ID_REFRESH

IDC_OPACITY_SLIDER

IDB_SPLASH

IDC_WOO_SYMETRIC

ID_IMAGE_PAGE_ORIENTATION

IDD_OCRSAVEASTAMPLATE_FILENAME

IDD_OCRSAVEASTAMPLATE_FILETYPE

IDC_BITMAP_EDIT

ID_EDIT_ADVANCED

ID_PALETTEBOLD_TEXT

IDC_LAYERSLIST

IDD_OBJECTINFO_NUOFPATHS

ID_VIEW_OCR_TOOLBAR

ID_PALPROP_SETFILLCOLOR

ID_DOCK_PATHINFO

ID_UTILITIES_RECORDKEYSTROKE

ID_IMAGE_ROTATED_180

HELP_SCNEXTWINDOW

ID_VIEW_TOOLBAR_DRAW

ID_VIEW_DRAW_TOOLBAR

IDC_OBJECTSELECTEDNO

ID_DOCK_LAYERMGR

ID_PALETTEZOOM_OCR

ID_RECOGNIZE_AUTO

ID_OCRCONTENT_FORM

ID_RECOGNIZE_STOP

ID_OCRCONTENT_TEXT

ID_AQUIRE_PAGES

ID_IMAGE_NOISE_REDUCTION_EROSION

IDC_NUM_REJECTS

IDD_BITMAPINFO_IMAGESIZE

IDM_TOOLS_COLOR_WIZARD

ID_PALETTERIGHEALIGN_TEXT

IDD_OCR_RATE_NUMSUS

ID_TRACE_WOODCUT

ID_METHOD_Properties

ID_METHODS_OCR

IDC_WOO_COLOR_STR

ID_LAYER_VISIBLE

IDM_DISPLAY_DUPONTPALETTE

ID_DOCK_OCRRESULTS

ID_RECOGNIZE_THISPAGE

IDD_OCRSAVEASTAMPLATE_DIREDCTORY

HELP_LAYER_PREVIEW

IDC_IGNORE_VERIFY

ID_VIEW_COLOR_ACCURATE

ID_IMAGE_FLIPVERTICAL

ID_IMAGE_ROTATED_90CW

IDC_ROTATE_DEGREE

ID_IMAGE_ROTATED_FREE

IDC_ROTATE_IMAGE

ID_UTILITIES_TOOLBARS

IDD_PARAGRAPH_IND

IDC_HEADERSTRING

ID_OBJECT_BRINGTOFRONT

IDR_MASTER_MENU

IDC_NEWfilesString

IDM_DISPLAY_NETSCAPEPALETTE

ID_IMAGE_EDGEDETECT

IDR_DRAWTYPE1

ID_PALPROP_MOVETOEND

IDR_CUSTOMIZABLE_COMMANDS

ID_VIEWALL_ADDPAGES

ID_FILE_OPEN_MULTI

IDD_PrefOCR

HELP_ID_CLOSE_WINDOW_BUTTON

IDM_FONTSIZECHANGED

ID_UTILITIES_COSTAMIZE

ID_PALETTESELECTBLOCK_OCR

ID_HELP_WHATSTHIS

ID_SELECT_CUSP

ID_SELECT_LINE

ID_PROCESS_PREPROCESS

ID_AQUIRE_PAGESFROMCORELSCAN

IDC_NUMBER

IDC_DSTLIST

IDC_USERDIC

ID_FORMAT_PARAGRAPH_NOALIN

ID_INDICATOR_ALT

ID_PALETTESCROLL

ID_IMAGE_THRESHOLD

IDC_CLOSE_VERIFY

ID_PALETTESELECT

ID_OBJECT_INFO

ID_VIEW_VIEWALL

ID_IMAGE_FLIPVETRICAL

ID_PALETTELINE_OCR

ID_PALETTETRIM_A_B_DRAW

ID_IMAGE_ENHANCEBLACKANDWHITE

ID_INDICATOR_SHIFT

IF_PALETTEITALIC_TEXT

IDC_TEMPLATE_GRP

IDI_OCRPORTRAITFLIPED

IDC_DELETE_TOOL

ID_VIEW_SCRAPBOOK

ID_VIEW_PROPERTYBAR

ID_IMAGE_ADJUST_LEVEL

ID_IMAGE_HORVERLINE_DETECT

ID_IMAGE_ADJUST_COLORBALANCE

ID_OCR_REMOVE_COLOR

ID_SELECTMENU_CUT

ID_VIEW_LAYOUT_VERTICAL

ID_FORMAT_PARAGRAPH_FORCEFULLALIN

ID_PALETTELEFTALIGN_TEXT

ID_SELECT_SMOOTH

ID_METHOD_OUTLINE

ID_IMAGE_HORVERLINE_REMOVAL

IDD_Trace_NEWTYPEDLG

IDC_SameTemplate

ID_FILE_EXPORT_TEXT

IDB_TRUETYPE

ID_PALETTEBOTHALIGN_TEXT

IDC_ROTATE_DIRECTION1

IDC_POINTS

ID_FORMAT_PARAGRAPH_LEFTALIN

IDM_DISPLAY_LABPALETTE

IDC_WOO_TaperedEnds

ID_METHOD_CLIPPER

IDD_PARAGRAPH

ID_IMAGE_INFO

IDD_OCRSAVEASTAMPLATE_DIRECTORYLISTBOX

ID_FILE_PRINTPREVIEW

IDC_Dsp_Layer_Mode

ID_PALPROP_CUSTOMIZE

ID_LAYER_PREVIEWSIZE_NONE

_APS_NEXT_RESOURCE_VALUE

ID_FORMAT_PARAGRAPH_FULLALIN

ID_PALETTESPELL_TEXT

IDC_Threthold_WOODCUT_STR

IDB_WELCOME_16C

ID_PAGE_GOTO

ID_PAGE_NEXT

ID_SELECT_HIDEOTHEROBJECTS

IDB_ROTATE1

IDB_ROTATE2

IDC_OCRRejectClr

ID_APPLAUNCHER

ID_PALETTEMAG

ID_PALETTEPEN

ID_FILE_AQUIRE_SELECT_SOURCE

IDC_PHOTOPAINT_EDIT

IDI_OCRLANDSCAPEFLIP

Stops the rendering process. When the rendering process stops, the title of the button changes to Refresh to let you restart the rendering.

ID_IMAGE_LINEREMOVAL

ID_PALETTETABLE_OCR

ID_IMAGE_TRAC_DIRECT

IDC_STR_YES

IDC_ABBREVIATION

ID_OCRWIZARD

HELP_SCMOVE

HELP_SCSIZE

HELP_SHADER_ENABLE

ID_LAYER_NEW

IDC_LEFT_INDENT

ID_VIEW_TOOLBAR_TRACE

ID_OCR_VERIFICATION

IDC_RESHAPE

IDC_WOO_INVERTED

ID_OBJECT_FLIPVETRICAL

ID_FILE_PREFERANCES

IDC_ZOOMSTOP

ID_FILE_Export

IDC_OBJECTSCOUNT1

ID_FILE_TRACE_THISPAGE

ID_FORMAT_PARAGRAPH_RIGHTALIN

ID_SEARCH_PREV_REJECT

ID_OCRTRACE_STOP

HELP_SCPREVWINDOW

ID_EDIT_DELETE

IDB_DOWN

IDB_LEFT

ID_FORMAT_CHAR_ITALIC

ID_IMAGE_CONVERT

ID_PALETTECREATE_DRAW

ID_FILE_IMPORTTAMPLATE

IDB_VERLAYOUT

ID_PALETTEADD_DRAW

ID_OBJECT_CONVERTTOSELECTION

HELP_SCMINIMIZE

ID_TRACE_SELECTION

IDC_SELECT

ID_FILE_EXPORT_VECTOR

IDD_MuliPages

ID_PALETTEBASE

ID_PALETTEFILL

ID_PALETTELINE

HELP_SCRESTORE

ID_PALETTEOVAL

ID_PALETTERECT

ID_PALETTEZOOM

IDC_OCRThrshold

IDC_STR_NO

ID_PALETTEPEN_OCR

IDC_DRAG

IDC_FILL

IDC_FONT

IDC_HAND

IDC_PAGE

IDC_STOP

IDC_WORD

IDC_XDPI

IDC_YDPI

IDC_ZOOM

IDC_VERIFY_CHANGETO

IDC_DifTemplate

IDC_ACCURACY_RATE

IDC_RETAINED_FONT

ID_VIEW_PATH_PROPERTY

IDD_OCRSAVEASTAMPLATE_LISTBOX

ID_LAYER_PREVIEWSIZE_SMALLPREVIEWSIZE

IDC_ROTATE_HELP

IDC_ROTATE_PREV

IDC_ROTATE_SIZE

IDM_TOOLS_CUSTOMIZE

ID_IMAGE_OCR

ID_OCR_Properties

ID_SELECT_ADDNODE

IDD_OCR_RATE_RECRATE

IDD_OCR_RATE_RECTIME

IDB_APPBMLARGE

IDC_TRASH2

IDD_LAYERS

ID_IMAGE_SPELL_CHECKER

IDD_OCR_RATE_PERC

IDB_APPBMSMALL

ID_IMAGE_HORLINE_DETECT

IDC_DISABLEAFTERACQUIRE

ID_PALPROP_EDITCOLOR

IDR_OCRTYPE

ID_IMAGE_VERLINE_DETECT

IDC_OCRHighlightClr

ID_METHOD_CENTERLINE

ID_OCR_STOPOCR

IDD_WOODCUT_PROPERTIES

ID_FILE_TRACE_SELECTION

ID_LAYER_PREVIEWSIZE

IDD_OBJECTINFO_TOTNUMPATH

ID_METHOD_LINEART

IDD_OCR_RATE_CHARSEC

ID_PALPROP_NEW

IDD_PARAGRAPH_FIRST

IDB_EMPTYEYE

IDB_SPIN_CONTROL_LABELS

ID_PALETTELASSO_DRAW

IDC_NEWFiles

ID_OCR_PARAGRAPH

ID_VIEW_TOOLBARS

ID_FORMAT_PARAGRAPH_CENTREALIN

IDC_NEWLAYER

IDD_PARAGRAPH_RIGHT

ID_PALETTEFILL_OCR

IDB_common_plus

ID_PALETTEFILLOVAL

ID_PALETTEFILLRECT

IDC_LinkZoom

IDC_ZOOMOUT

IDD_OBJECTINFO_NUMBER_LAYERS

IDD_OCR_RATE_NUMMISSWORD

Starts the render to window process.

IDC_NUM_CHARS

ID_METHOD_3DCLIPPER

IDD_OCRSAVEASTAMPLATE_CANCEL

IDD_OBJECTINFO_FILLCOLOR

IDC_LayersCount

ID_PALETTERECTBLOCK

ID_FILE_Import

ID_TEXT_FIND

ID_PALETTEPREV_TEXT

ID_BLOCK_FLYOUT

IDC_NUM_WORDS

ID_IMAGE_LINEREMOVAL_BOTH

IDB_OCRVIEW

IDD_OCRSAVEASTAMPLATE_OK

ID_IMAGE_SKEW_DETECT

ID_PALETTETRIM_B_A_DRAW

ID_IMAGE_CONVERT_TABLE

ID_PALETTESELECT_DRAW

IDC_HELP_VERIFY

IDM_DISPLAY_EXPLORERPALETTE

ID_OBJECT_FLIPHORZONTAL

ID_EDIT_NEXTPAGE_DRAW

ID_PALETTESELECTBLOCK

IDD_OBJECTINFO_NUMPOINTS

ID_RECOGNIZE_STOPRECOGNIZE

IDC_ALIGNMENT

ID_FILE_SETTINGS

IDD_OCRSAVEASTAMPLATE_DRIVES

_APS_NEXT_CONTROL_VALUE

ID_NEXTPAGE

IDD_OCRSAVEASTAMPLATE

ID_IMAGE_MAP_EQUALIZE

ID_PAGE_PREVIOUS

IDD_OCR_RATE_SEC

ID_FORMAT_CHAR_STRIKEOUT

HELP_GEOMETRY_VARIANCE_SLIDER

ID_VIEW_LAYERS

ID_EDIT_CROP

ID_OCR_THISPAGE

IDC_Dsp_LayoutVertical

ID_PALETTEOCRRECTBLOCK

ID_PALETTERECTBLOCK_OCR

IDC_Appreviated

IDC_Dsp_Mediam

IDC_Show_Read_Only_Warning

ID_LAYER_WIREFRAME

IDC_ANGLE

ID_VIEW_CORRECTWORDS

ID_IMAGE_ADJUST_BALANCE

IDC_TRASHSTRING2

IDC_HINT4

IDC_CHANGE_TO

IDM_DISPLAY_PANTONEHEXPALETTE

IDB_NOTWIREFRAME

ID_PALETTETEXTGRAPHICS_OCR

ID_VIEW_TOOLBAR_OCR

IDC_LASSO

IDC_MAGIC

IDD_OCRSAVEASTAMPLATE_FILENAMEFIELD

IDD_OCR_RATE

IDC_SERIF_VARIABLE

IDC_TRASH

ID_WINDOW_REFRESH

IDD_PARAGRAPH_LEFT

ID_IMAGE_DESKEW

IDC_WIDTH

IDC_ADD_TOOL

ID_OBJECTS_WIREFRAME

IDM_WHATSTHIS

IDC_DRAGLAYER

IDB_MARKERNOTFILLED

ID_VIEW_AUTOBLOCKING

IDD_BITMAPINFO_KBYTES

IDC_THRESHOLD_PREV

IDC_SUGGESTION

ID_PREVPAGE

ID_VIEW_COLOR_FAST

ID_VIEW_COLOR_NONE

ID_LAYER_REMOVE

IDC_IGNORED_FONT_SIZE

ID_OBJECTS_VISIBLEALL

IDM_FONTFACECHANGED

IDC_PEN

ID_OCR_SHOW_COLOR

IDC_ACRONYMS

IDC_Dsp_Large

ID_IMAGE_HORLINE_REMOVAL

IDC_CONTROL

IDD_BITMAPINFOFILENAME

IDC_Dsp_Small

ID_OBJECTS_LayersDialog

IDM_DISPLAY_LOADCUSTOM

ID_SELECT_CHANGECOLOR

ID_IMAGE_DIRECT_TRACE

IDC_OCR_RATE

IDC_OCR_TIME

ID_PALPROP_OPEN

ID_PALPROP_SAVE

IDC_TraceBlockClr

IDD_OBJECTINFO_NUMPOINTS2

IDD_OBJECTINFO_NUMPOINTS3

IDD_OBJECTINFO_NUMPOINTS4

IDC_FORMAT_TEXT

ID_PALETTELASSO_OCR

IDC_ZOOMIN

ID_WINDOW_LIST

ID_FORMAT_CHAR_BOLD

ID_FORMAT_CHAR_FONT

ID_FORMAT_PARAGRAPH_DOUBLESPACE

ID_FORMAT_PARAGRAPH_FORCEALIN

ID_PALPROP_MOVETOSTART

IDB_HORZLAYOUT

ID_MENUITEM5078

ID_MENUITEM5079

ID_MENUITEM5081

ID_MENUITEM5080

ID_PROCESS_AUTOOCR

IDD_ROTATE

IDC_SAVE_SETTING

IDM_DISPLAY_CUSTOMPALETTE

IDC_WOO_SYMETRIC_STR

ID_OCR_FIND

ID_OCR_STOP

ID_PALETTESELECT_OCR

ID_UTILITIES_PLAYBACKRECORDING

IDC_LISTBOX

ID_PALETTESCROLL_OCR

IDB_WIREFRAME

ID_EDIT_OPTIONS

IDC_FILENAME

IDC_NUM_MISSPELLS

ID_PALETTESCROLL_DRAW

ID_PALETTESCROLL_TEXT

ID_SEARCH_NEXT_REJECT

ID_IMAGE_VERLINE_REMOVAL

ID_VIEW_LAYOUT_HORIZONTAL

ID_PALETTEINTERSECT_DRAW

ID_INDICATOR_CTRL

ID_VIEW_OCRTOOLBAR

ID_EDIT_SELECTALL

ID_OCRCONTENT_IG

ID_OCRCONTENT_TG

ID_SELECT_SYMMETRIC

IDD_OCR_FORMATTING_OPTIONS

ID_FILE_Save_Doc

Displays a border around the texture window.

IDC_ROTATE1

IDC_ROTATE2

IDC_DUPLICATE

IDC_TreeList

ID_FILE_SAVE_AS_Doc

IDB_DOCKERS

ID_LAYER_CHANGELAYERCOLOR

ID_FILE_EXPORT_BITMAP

IDD_OCR_RATE_ACCURACY

IDC_SelectionClr

ID_IMAGE_PAGE_LAYOUT

IDD_OCRTHRESHOLD

IDC_WOO_INTENSITY_STR

IDB_BITMAPINFO

IDB_BITMAPVIEW

ID_PALETTERECT_OCR

ID_IMAGE_FLIPHORIZONTAL

ID_SEARCH_NEXTMARK

ID_PALETTENUMBER_OCR

IDI_OCRPORTRAIT

IDD_BITMAPINFO

IDC_REJECT_CHAR

IDC_RETAINSOME

ID_LAYER_PREVIEWSIZE_LARGE

IDC_MISPELL_WORD

ID_EDIT_ADVANCEDEDITING

ID_TOOLS_MEDIAMANAGER

IDB_BACKGROUND_VIEW

ID_IMAGE_NOISE_REDUCTION_FILL_GAPS

ID_LAYER_PREVIEWSIZE_SMALL

ID_PALETTESELECTBM_DRAW

ID_WINDOW_CloseAll

ID_PALETTEZOOM_DRAW

ID_PALETTEZOOM_TEXT

ID_TRACE_THISPAGE

Displays a border around the main window.

IDD_OCRSPELLCHECKER_USERDICT

ID_PALETTEEARSER

ID_VIEW_MISPELL_WORD

ID_IMAGE_INVERT

IDD_PrefDisplay_LAYERVIEW

IDC_SAVELAYOUT

ID_FORMAT_PARAGRAPH_SINGLESPACE

IDB_LAYERSBUTTONS

ID_IMAGE_MAP_INVERT

ID_SEARCH_NEXT_MISPELL

ID_IMAGE_EDGEDETECTVIEW

IDD_VERIFY

ID_VIEWALL_SHOW

IDC_WOO_INVERTED_STR

ID_PROCESS_RECOGNITION

IDC_SERIF_MONO

IDC_IGNORE_VERIFY1

ID_VIEW_ACTUALSIZE

ID_SEARCH_PREVMARK

ID_OBJECT_CONVERTTOBEZIER

IDB_MARKERDIMMED

IDC_VERIFY_WHAT

IDC_VERIFY_WORD

IDC_OcrDispVerifyDlg

IDR_BITMAPTYPE

IDD_PrefDisplay

ID_OBJECTS_SHOWBITMAP

IDC_RETAINALL

ID_SELECT_CURVE

IDD_SettingSheet

IDW_FONTNAME

IDW_FONTSIZE

IDI_OCRLANDSCAPE

IDC_trace_COLORS

ID_PALETTEOVAL_OCR

ID_PALETTEUNDERLINE_TEXT

ID_VIEW_COLORPALETTE_CUSTOMCOLORS

IDB_EDITLAYER

IDC_THRESHOLD_VALUE

ID_HELP_SCREEN

ID_HELP_SEARCH

IDC_SELECT1

ID_FORMAT_CHAR_UNDERLINE

IDD_BITMAPINFO_PEXELSINCH1

IDD_BITMAPINFO_PEXELSINCH0

ID_VIEW_COLORPALETTE_NONE

ID_FILE_AQUIREIMAGE

ID_PALETTEMAGIC_DRAW

IDC_DICTIONARY

IDC_CHANGE

IDC_SUSPECT_CHAR

ID_PALETTEOCRSELECT

ID_PALETTEMAG_OCR

ID_METHOD_WOODCUT

ID_Trace_STOP

IDC_CREATE

IDM_DISPLAY_STANDARDPALETTE

IDC_CUTTER

ID_PALETTECREATE2_DRAW

ID_SELECTMENU_COPY

IDD_OCRSPELLCHECKER_DICT

IDB_MARKERFILLED

IDM_DISPLAY_DICPALETTE

ID_UTILITIES_OPTIONS

ID_FORMAT_FONTDLG2

ID_FORMAT_FONTNAME

IDC_Obj_Zoom

ID_FORMAT_FONTSIZE

ID_FILE_TRACE_ALLPAGES

ID_Trace_Properties

ID_IMAGE_NOISE_REDUCTION_DILATATION

IDM_DISPLAY_PANTONESPOTPALETTE

ID_VIEW_SUSPECTWORDS

ID_SEARCH_PREV_SUSPECT

ID_PALETTEEYEDROP

IDC_EYEDROP

ID_SELECT_STATISTICS

IDC_ConfirmVectClear

IDC_WOO_ContinousCut

IDC_ClearVectors

IDC_EARSER

IDC_VERIFY_SUGGESTION

ID_VIEW_COLORPALETTE

ID_PALETTENEXT_TEXT

IDC_RIGHT_INDENT

IDC_ROTATE_DIRECTION

ID_VIEW_LAYER_MANAGER

IDR_DRAW

IDC_HAND_POINT

ID_VIEW_COLOR_PRINTER

ID_PROCESS_SPELL

IDD_LAYERS_NUOFOBJECT

ID_PALPROP_DELETECOLOR

ID_FILE_SAVEASTAMPLATE

IDC_LAYERMOVE

ID_EDIT_SHOWBITMAP

ID_SELECTMENU_PASTE

ID_VIEWALL_REMOVEPAGE

ID_WIZARD_SETTING

ID_IMAGE_HOR_LINE_DETECT

ID_PROCESS_VERIFY

HELP_SCMAXIMIZE

IDI_trace16

IDI_trace32

ID_IMAGE_GRAYSCALE

ID_PALETTEDELETE_DRAW

IDD_BITMAPINFO_TYPE

IDD_BITMAPINFO_YDPI

IDD_BITMAPINFO_ZOOM

ID_FORMAT_FONTDLG

IDC_Obj_Hight

IDC_DifTemplatePage1

HELP_ID_CANCEL

ID_OCR_RADIO3

ID_DOCK_BITMAPINFO

IDC_Dsp_LayoutHorizontal

IDC_FIRSTPOINT

IDC_Obj_Width

IDC_SANS_SERIF_MONO

ID_EDIT_PREVPAGE_DRAW

ID_PALPROP_SETOUTLINECOLOR

IDB_UP

IDD_BITMAPINFOWIDTH

ID_TRACECONTENT_FORM

IDC_OcrBlockClr

ID_TRACECONTENT_TEXT

ID_OBJECT_SENDTOBACK

IDB_WELCOME_256C

ID_VIEW_COLORPALETTE_SYSTEM

IDB_WELCOME_LOGO

IDD_OCRSAVEASTAMPLATE_DRIVESTEXT

ID_TREESELECTION_REMOVE

HELP_ID_RENDERTOWINDOW

TST_VIEWINFO

IDD_OCRSAVEASTAMPLATE_DIRECTORYTEXT

IDC_NUM_SUSPECTS

IS_SEARCH_PREV_MISPELL

IDC_IMAGESIZE

IDC_IMAGETYPE

IDM_DISPLAY_FOCOLTONEPALETTE

ID_PALPROP_SAVEAS

ID_IMAGE_NOISE_REDUCTION_CLOSING

ID_VIEW_DRAWTOOLBAR

IDC_IGNORE_ALL

IDC_HEIGHT

ID_FILE_AQUIREIMAGEFROMCORELSCAN

IDB_DRAWVIEW

ID_SEARCH_NEXT_SUSPECT

IDD_PREFDOCBOX

ID_PALETTETEXT_OCR

IDC_CHANGE_ALL

HELP_SCCLOSE

ID_PALETTECENTERALIGN_TEXT

ID_IMAGE_PALETTE

IDB_MARKERCONTROL

ID_TEXT_REPLACE

IDC_FIRSTLINE_INDENT

ID_OCR_SELECTION

IDC_IGNORED_FONT

IDC_WOO_COLOR

ID_PALETTEWELD_DRAW

IDC_SANS_SERIF_VARIABLE

IDD_BITMAPINFOXDPI

ID_TRACECONTENT_IG

ID_OBJECTS_Layers

ID_IMAGE_ROTATED_ARBITRARY

ID_SELECT_LOCKUNLOCK

ID_FILE_Open_Doc

ID_PALETTEEYEDROP_OCR

IDD_OBJECTINFO

IDD_PARAGRAPH_ALIGNMENT

IDC_OCRSuspectClr

ID_IMAGE_HISTOGRAM

ID_TOOLS_COLOR

IDM_DISPLAY_TRUMATCHPALETTE

ID_IMAGE_ROTATED_90CCW

ID_LAYER_PREVIEWSIZE_MEDIAM

ID_PROCESS_PAGE_LAYOUT

IDD_PrefGeneral

_APS_NEXT_SYMED_VALUE

ID_OCR_ALLPAGES

IDC_SELECTDRAW

ID_IMAGE_MAP_THRETHOLD

ID_PALETTENUMBER

IDD_OCRSPELLCHECKER

IDD_OCRSPELLCHECKER_OPTIONS

IDD_OCRSAVEASTAMPLATE_FILETYPETEXT

IDM_DISPLAY_PANTONEPROCESSPALETTE

_APS_NEXT_COMMAND_VALUE

ID_VIEW_TRACETOOLBAR

IDC_OBJECTSCOUNT

IDC_FILLCOLOR

IDD_OCRSPELLCHECKER_MAINDICT

IDD_BITMAPINFOHEIGHT

IDD_BITMAPINFO_PEXELS1

IDD_BITMAPINFO_PEXELS0

IDC_SCAN_FRAME2

ID_EDIT_SHOWBITMAP_HIDE

IDM_DISPLAY_TOYOPALETTE

IDR_MAINFRAME

ID_PALETTELASSO

IDB_RIGHT

ID_PALETTEEARSER_OCR

Welcome to Corel TEXTURE

Corel TEXTURE lets you create unique textures, such as wood, stone, and cloud surfaces for use as backgrounds for a Web site, wall paper on your desktop, or part of a design you are creating in another application.

Getting started

This section provides you with information about how to create, edit and save a texture.

In this section, you'll learn about

- creating a texture
- saving a texture

Creating a texture

A texture is the surface revealed by slicing a three-dimensional object. For example, when you slice a block of wood at different angles, you create surface features that show growth rings, a straight grain, or a veneer effect. You can control the appearance of the pattern to reflect the cutting knife, the direction of the cut, and how the edges of the cut are beveled. You can also control the color and lighting effects that enhance the appearance of a texture.

You create textures by combining four properties:

- **Lighting**—manipulates one, two, or three spotlights that shine onto a texture's surface.
- **Shader layers**—contain a material, a color, and a blend.
- **Topography**—defines the surface contour of a texture. The shape of the surface, such as waves, ripples, and bumps, is controlled by the shape of the knife that slices the material.
- **Edge**—creates a round, beveled, or flat border for a texture.

In Corel TEXTURE, you can create a texture by designing one from a blank texture, editing a preset texture, or by using the Texture wizard. The Texture wizard helps you create complex, custom textures from scratch by guiding you through all the steps required to create a texture.

You can also specify the size and resolution of a texture. Resolution depends on the intended use of the texture. Electronic documents require a low resolution, while printed documents require a high resolution.

{button ,AL(`ACreating a texture;',0,"Defaultoverview",)} **How to**

To create a new texture

1 Click **File ▸ New**.

2 Enable the **"Blank" texture** button.

3 Click the **New** button.

{button ,AL(`ACreating a texture;',0,"Defaultoverview",)} **Related topics**

To edit a texture

1. Click **File** ▸ **New**.
2. Enable the **Texture preset** option.
3. Click **New**.
4. Click a tab to view the contents of the page.
5. Choose a shade from the **Texture type** list box.
6. Double-click the image in the gallery.

Note

- To avoid overwriting the preset texture, save the texture with a new filename. For more information on saving a texture file, see "To save a texture as a Corel TEXTURE file."

{button ,AL(`ACreating a texture;',0,"Defaultoverview",)} **Related topics**

To create a texture using the Texture wizard

1. Click **File** — **New**.
2. Enable the **Texture wizard** button.
3. Click the **New** button.
4. Follow the on-screen instructions.

{button ,AL(`ACreating a texture;',0,"Defaultoverview",)} **Related topics**

To specify texture size and resolution

1 With an image open, click **File－Image setup**.

3 In the **Units** section, enable one of the following buttons:

- **Pixels**
- **Inches**
- **Centimeters**

4 In the **Resolution** section, enable one of the following buttons:

- **72 Pixels/Inch**
- **150 Pixels/Inch**
- **300 Pixels/Inch**

Notes

- The settings you specify affect the rendering time and the size of the rendered texture file. A large, high-resolution texture file takes longer to render.
- Different printing and display formats require different resolution values. Textures intended only for screen display should be set at 72 dots per inch (dpi.) Most printed textures are set at 150 dpi, regardless of the printer resolution. Geometric patterns with sharp line boundaries require a higher resolution.

Tip

- You can specify the size of a texture file by typing values in the **Texture width** and **Texture height** boxes.

{button ,AL(`ACreating a texture;',0,"Defaultoverview",)} **Related topics**

Saving a texture

Texture designs must be rendered before being used in other applications. You can save a rendered texture so that it can be imported and edited in other applications. You can render a texture to a window or to a file. Rendering an image to a window is for preview purposes. Rendering to a window is faster than rendering to a file, and allows you to ensure the rendered texture matches your design. This feature is useful with large, complex textures that require a lot of memory to convert to a bitmap. You can pause and resume the rendering process any time you want. You can save unrendered texture designs if you are not finished editing the pattern. You cannot edit or alter a rendered texture in Corel TEXTURE, but you can import the rendered image into another program, such as CorelDRAW, and edit it as a bitmapped image. With the object you want to fill selected in CorelDRAW, open the **Pattern fill** dialog box, and load the bitmapped image.

{button ,AL(`ASaving a texture;',0,"Defaultoverview",)} **How to**

To render a texture to a window

- Click **Texture** — **Render to window**.

— **Note**

- You cannot edit an image once you have rendered it.

Tip

- You can stop the rendering process at any time by clicking **Stop**.

{button ,AL(`ASaving a texture;',0,"Defaultoverview",)} **Related topics**

To save a texture as a Corel TEXTURE file

1. Click **File** — **Save as**.
2. Choose the drive and the folder where you want to save the file.
3. Type a filename in the **File name** box.
4. Click **Save**.

{button ,AL(`ASaving a texture;',0,"Defaultoverview",)} <u>**Related topics**</u>

To render a texture to a file

1. Click **Texture — Render to file**.
2. Choose the drive and the folder where you want to save the file.
3. Choose a file type from the **Save as type** list box.
4. Type a filename in the **File name** box.
5. Click **Save**.

Tip

- You can stop the rendering process at any time by pressing **Cancel**.

{button ,AL(`ASaving a texture;',0,"Defaultoverview",)} **Related topics**

Creating lighting effects

This section provides you with information about lighting properties and how they interact with shader layers.

In this section, you'll learn about

- creating different lighting effects
- setting surface properties

Creating different lighting effects

Lighting properties determine the amount, intensity, and quality of the illumination on a texture's surface. You can create lighting effects by manipulating up to three spotlights hanging above the surface of the texture. You can apply a preset lighting effect or you can create your own. You may want to use a preset effect if you are creating multiple textures with similar or identical lighting patterns.

You can adjust the following properties for each light:

- **Ambient**－sets the overall intensity of the light shining on a texture's surface. You adjust the ambient light to alter the intensity of the lighting on the texture. Higher ambient light values brighten the surface, while lower values darken the surface.
- **Shading**－sets the amount by which color values are reduced to create shading. Shading controls the amount of shadowing that is created by surface irregularities. As you increase shading, shadows lengthen and surface elements stand out more clearly. A low shading level creates a dark image with less visible features. A high shading level creates a lighter image with more visible features.
- **Highlights**－sets the amount of contrast created by each light. Highlight values determine the amount of light reflected from the highest points on a surface. The tops of bumps, ripples, and waves stand out more clearly as you increase the amount of surface highlighting.

You can view a three-dimensional representation of both the texture and the lights that shine on a surface. Up to three lights may be turned on and positioned above the texture. You can turn the lights on or off and change their positioning. You can also assign color to each light. When you shine a colored light on the surface of a texture, the color of the light blends with the colors defined for each shader layer. You can change, create, and edit the color of lights. You can can also edit the brightness and opacity of existing colors.

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **How to**

To apply a preset lighting effect

1 Select the **Lighting properties** layer by clicking on a lightbulb.
2 Click the flyout arrow on the **Lighting** title bar.
3 Choose the lighting effect you want to use from the **Lighting** flyout.

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **Related topics**

To create a lighting effect

1. Select the **Lighting properties** layer by clicking on a lightbulb.
2. Enable the **Light** check boxes to turn a light on.
3. Drag each light pin to positions on the texture.
4. Move any of the folllowing sliders:
   - **Ambient**－to adjust the amount of ambient light applied to the texture
   - **Shading**－to adjust the amount of shading applied to the texture
   - **Highlights**－to adjust the amount of highlighting applied to the texture

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **Related topics**

To add color to a light

- Drag a color from the **Color swatches** bar onto a light pin.

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **Related topics**

To customize a color

1. Double-click a color on the **Color swatches** bar.
2. Drag the color shade indicator in the color wheel.
3. Move the **Brightness** slider to adjust the brightness of the color.
4. Move the **Opacity** slider to adjust the transparency of the color.

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **Related topics**

To save a lighting effect

1 Click the flyout arrow on the **Lighting** title bar.

2 Click **Save layer**.

3 Type a name for the lighting effect.

{button ,AL(`ACreating different lighting effects;',0,"Defaultoverview",)} **Related topics**

Setting surface properties

Surface properties are the defining characteristics of a texture. Surface properties act like a filter, controlling how the lighting properties interact with the shader layers.

You set the surface properties of the texture by adjusting the roughness, brilliance, metallicity, and graininess properties until you have the texture you want. These effects create a realistic surface for the texture.

{button ,AL(`ASetting surface properties;',0,"Defaultoverview",)} **How to**

To set surface properties

1. Select the surface layer by clicking on the layer directly below the lighting properties layer.
2. Move any of the following sliders:
   - **Roughness**—adjusts the overhead lighting applied to the texture; a low roughness setting focuses each spotlight into a small, intense circle. As you increase the roughness setting, the light gradually spreads over the surface of the texture.
   - **Brilliance**—adjusts the length and depth of shadowing applied to the texture; surface irregularities, such as bumps and wrinkles, stand out more clearly as you decrease the brilliance setting.
   - **Metallicity**—adjusts the metallicity applied to the texture; at low metallicity, a large amount of surface lighting appears in the final, composite texture. At high metallicity, the color is almost entirely taken from the shader layers.
   - **Graininess**—adjusts the graininess applied to the texture; as you increase the graininess setting, the texture becomes more obscure.

— Note

- You can change the cut of the Surface layer by clicking on the Layer orientation button on the property bar, and specifying values in the rotation, scale, and position boxes.

{button ,AL(`ASetting surface properties;',0,"Defaultoverview",)} **Related topics**

Working with shader layers

This section provides you with information about shader layers, including applying color and algorithm effects to shader layers.

In this section, you'll learn about

- defining and editing shader layers
- applying color to shader layers
- applying a shader layer algorithm effect

Defining and editing shader layers

You can use shader layers to apply color, surface features, or pictures to a layer in a texture. Shader layers are opaque, transparent, or semitransparent layers that alter the color, texture, and blend of the texture. Each texture is composed of one or more shader layers. You define the blend and surface features, as well as the color, for each layer in the texture. Since a texture is created by looking down through each layer, it is recommended that you define the bottom layer first and work your way up.

Each shader layer contains adjustable parameters, such as opacity, pattern, and color that contribute to the overall appearance of the texture. You can delete, reorder, copy, or save shader layers for use in other textures. If you are creating multiple textures with similar characteristics, you may want to save particular shader layers. Individual shader layers can be temporarily disabled if you are experimenting with the look of a texture. You can also change the appearance of the texture by changing the order of the layers.

{button ,AL(`ADefining and editing shader layers;',0,"Defaultoverview",)} **How to**

To define a shader layer

1. Select a shader layer by clicking on any of the layers below the surface layer.
2. Choose an algorithm from the **Algorithm** list box.
3. Move any of the following sliders:

- **Bias**－adjusts the bias of the pattern; a low bias setting uses the colors found on the left side of the color gradient bar. A high bias setting uses the colors found on the right side of the color gradient bar.
- **Contrast**－adjusts the appearance of the noise; a low contrast setting uses colors found on the middle of the color gradient bar. A high contrast setting uses colors found on the entire color spectrum.
- **Complexity**－adjusts the complexity of the pattern; a higher level of complexity creates more detailed fractal patterns
- **Gain**－adjusts the amount of space between the individual weave patterns
- **Inversion**－inverts the colors of the fractal
- **Magnification**－adjusts the surface detail applied to the texture
- **Rotation**－rotates the texture
- **Turbulence**－adjusts the texture's smoothness
- **Sharpness**－adjusts the shape and look of the wisps; a low level of sharpness creates a smaller wisp, using colors found on the left side of the color gradient bar. A high level of sharpness creates a larger wisp, using colors found on the right side of the color gradient bar.
- **Variance**－sets the uniformity of the turbulence setting

－ **Notes**

- You can enable or disable a shader layer by enabling or disabling the **Shader layer** check box in the upper left corner of the **Shade layer** title bar.
- If you choose the **Colored**, **Weave** or **Cellular** options, you must choose a type from the list box.
- You can change the cut of the Shader layer by clicking on the Layer orientation button on the property bar, and specifying values in the rotation, scale, and position boxes.

－ **Tips**

- You can use the preview command to preview the effect of combining all the shader layers.
- Click the **Preview selected layer** button to preview the changes made to the selected shader layer.

{button ,AL(`ADefining and editing shader layers;',0,"Defaultoverview",)} **Related topics**

To add a shader layer

- Click **Texture** — **Add layer**.

— **Notes**

- You can delete a shader layer by selecting the layer and clicking the **Delete layer** button on the property bar.
- You can change the order of a shader layer by selecting it and dragging it to a new position.

— **Tip**

- You can also add a shader layer by clicking the **Add layer** button on the property bar.

{button ,AL(`ADefining and editing shader layers;',0,"Defaultoverview",)} **Related topics**

To save a shader layer in a texture

1. Select a shader layer.
2. Click the **Down arrow** button on the **Shader layer** title bar.
3. Click **Save layer**.
4. Type a name for the layer.

{button ,AL(`ADefining and editing shader layers;',0,"Defaultoverview",)} **Related topics**

Applying color to shader layers

You can apply color to shader layers. You can preview the effects of adding or removing color from a layer in the preview window. You can save the color set used in your texture if, for example, you're creating multiple textures with the same color pattern.

You define the blend and surface features, as well as the color, for each layer in the texture. Blend settings define how a layer combines with the layers underneath it to create a composite texture. You can use blend settings to create distinct effects; for example, by combining opaque shader layers with layers of varying transparencies, you control how dark or how light the features of the texture appear. By combining different opacity settings with transparent colors, you can control how each layer contributes to the final texture. A layer that contains a solid color and has a fully opaque setting blocks all light from below. The bottom shader layer is automatically assigned an opaque blend setting.

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **How to**

To add a color pin to the color gradient bar

1. Drag a color from the **Color swatches** bar to the **Color gradient** bar.
2. Drag the color pin to the location you want.

Note

- Colors marked with an "X" are transparent colors—solid colors with transparent bands that allow colors and other elements from lower layers to show through.

Tip

- To remove a color pin from the color gradient bar, select the pin and press the **Delete** key.

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **Related topics**

To change the color of a color pin

1 Click a color pin on the **Color gradient** bar.

2 Drag the new color from the **Color swatches** bar to the color pin.

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **Related topics**

To save a color set

1. Click the flyout arrow beside the **Color swatches** bar.
2. Click **Save color set**.
3. Type a name for the color set

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **Related topics**

To load a preset color set

1 Click the flyout arrow beside the **Color swatches** bar.

2 Choose the color set from the drop down list.

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **Related topics**

To apply a blend to a shader layer

1. Select a shader layer.
2. Choose a blend from the **Blend** list box.

Note

- The blend setting for the bottom layer is always opaque.

{button ,AL(`AApplying color to shader layers;',0,"Defaultoverview",)} **Related topics**

Applying a shader layer algorithm effect

An algorithm is the type of graphic effect contained in the shader layer. For example, the clouds algorithm creates the effect of a cloudy sky. You control the look of each texture by changing, for example, the magnification, contrast, or orientation of an algorithm.

You can also import a picture from another application into a shader layer. You can achieve dramatic effects by filtering the picture through other shader layers. When you import a picture into a shader layer, Corel TEXTURE attaches the picture file to the texture file to ensure that the texture design always contains the most up-to-date version of the picture file.

{button ,AL(`AApplying a shader layer algorithm effect;',0,"Defaultoverview",)} **How to**

To apply an algorithm effect to a shader layer

1. Select a shader layer.
2. Choose an algorithm from the **Algorithm** list box.
3. Adjust any of the following sliders:

- **Magnification**—adjusts the magnification level applied to the layer; a low level of magnification creates many small spots or veins in the marble surface. A high level of magnification results in a few large spots or veins.
- **Rotation**—adjusts the rotation angle of the layer. Rotation determines the direction of the veins or streaks.
- **Turbulence**—adjusts the amount of turbulence applied to the layer; a low level of turbulence creates a flat surface marked with a few irregularities. As the turbulence is increased, more irregularities appear in the marble's surface.
- **Variance**—adjusts the layer's variance setting; with low variance most elements in the pattern have the same turbulence setting. With high variance, turbulence settings are applied randomly.
- **Complexity**—adjusts the complexity of the pattern; a higher level of complexity creates more detailed fractal patterns
- **Inversion**—inverts the colors of the fractal
- **Bias**—adjusts the bias of the pattern; a low bias setting uses the colors found on the left side of the color gradient bar. A high bias setting uses the colors found on the right side of the color gradient bar.
- **Gain**—adjusts the amount of space between the individual weave patterns
- **Sharpness**—adjusts the shape and look of the wisps; a low level of sharpness creates a smaller wisp, using colors found on the left side of the color gradient bar. A high level of sharpness creates a larger wisp, using colors found on the right side of the color gradient bar.
- **Contrast**—adjusts the appearance of the noise; a low contrast setting uses colors found on the middle of the color gradient bar. A high contrast setting uses colors found on the entire color spectrum.
- **Height slider**—adjusts the height of topographic elements; increasing the height setting creates a more dramatic effect.

{button ,AL(`AApplying a shader layer algorithm effect;',0,"Defaultoverview",)} **Related topics**

To import a picture into a shader layer

1. Select a shader layer.
2. Choose **Picture** from the **Algorithm** list box.
3. Click **No picture**.
4. Choose the drive and the folder where the picture file is stored.
5. Double-click the filename.
6. Click any of the following buttons:

- **Stretch**—to stretch the picture to fit over the entire texture surface.
- **Center**—to center the picture in the middle of the shader layer.
- **Tile**—to create a tiled pattern from the imported picture.

{button ,AL(`AApplying a shader layer algorithm effect;',0,"Defaultoverview",)} **Related topics**

Working with the form and geometry layer

This section provides you with information about the form and geometry layer, including defining edge properties.

In this section, you'll learn about

- working with algorithms in the form and geometry layer

Working with algorithms in the form and geometry layer

You can use form and geometry settings to apply a contour, topography, or an edge to the surface of a texture. These properties give the texture a three-dimensional appearance. You can create bumps, dents, ripples, waves, or a flat surface. You can adjust the magnification, height, and frequency parameters of topographic algorithms.

The edge property of a texture specifies the type and size of the texture's border. You can simulate depth by setting the size and shape of the border that surrounds a texture.You can specify a bevel, round, extruded, or picture frame border.

{button ,AL(`AWorking with algorithms in the form and geometry layer;',0,"Defaultoverview",)} **How to**

To apply an algorithm to the Form and geometry layer

1. Select the **Form and geometry** layer.
2. Choose an algorithm from the **Algorithm** list box.
3. Adjust any of the following sliders:

- **Magnification** — adjusts the magnification level applied to the layer; a low level of magnification creates many small waves. A high level of magnification creates a few large waves.
- **Height** — adjusts the height of topographic elements; increasing the height setting creates a more dramatic effect
- **Frequency** — adjusts the number of visible topographic elements; a low level of frequency creates a few large waves. A high level of frequency creates many small waves.
- **Rotation** — adjusts the rotation of the cellular pattern. Rotation determines the direction, or flow, of the network of bumps and cells.
- **Turbulence** — adjusts the amount of turbulence applied to the layer; a low level of turbulence creates well-formed, individual cells. A high level of turbulence creates ragged, blurry cells.

— **Note**

- You can change the cut of the Form and geometry layer by clicking on the Layer orientation button on the property bar, and specifying values in the rotation, scale, and position boxes.

{button ,AL(`AWorking with algorithms in the form and geometry layer;',0,"Defaultoverview",)} **Related topics**

To apply the bump map algorithm

1. Select the **Form and geometry** layer.
2. Choose **Bump map** from the **Algorithm** list box.
3. Click **No picture**.
4. Double-click the folder and filename of the picture you want to import.
5. Click any of the following buttons:
   - **Stretch**—to stretch the picture to fit over the entire texture surface.
   - **Center**—to center the picture in the middle of the shader layer.
   - **Tile**—to create a tiled pattern from the picture.

— Note

- You can type values for the three-dimensional transformation parameters in the **Layer orientation** dialog box if you want to adjust the cut of the layer.

{button ,AL(`AWorking with algorithms in the form and geometry layer;',0,"Defaultoverview",)} **Related topics**

To define edge properties

1 Select the **Form and geometry** layer.

2 Choose a border effect from the **Edge** list box.

3 Adjust the **Bevel** slider to increase or decrease the thickness of the border.

{button ,AL(`AWorking with algorithms in the form and geometry layer;',0,"Defaultoverview",)} <u>**Related topics**</u>

Lets you delete a Shader layer from the stack. Deleting the layer from the stack causes the texture to lose all properties associated with the texture.

Lets you Preview the Shader layer which is currently selected.

Stretches the image to cover the entire surface of the Shader layer. The more the image is stretched, the greater the image quality is degraded.

Centers the image on the Shader layer.

Lets you import an image to the Shader layer.

Lets you preview all Shader layers in the stack. This is useful if you want to see what the texture will look like with all layers attached.

Lets you add a Shader layer to the stack. By adding more shader layers to the stack, you can further customize the texture.

Lets you edit the cut of the layer that you are currently viewing. The cut is the section of the three-dimensional space, defined by the layer orientation, that you are viewing.

Lets you create a tiled texture. By tiling a small piece of texture you can create a larger, uniform texture pattern.

Lets you tile the imported image on the Shader layer. This is useful if the image is a small uniform, texture and you want to texture the entire layer.

U

algorithm settings

Determine the type of graphic element contained in the shader layer.

blend settings

Define how a layer combines with the layers underneath it to create a composite texture.

color gradient bar

The color gradient bar is used to create a color pattern that is applied to a shader layer. Once you create a color pattern, you can save it for use in other textures or layers.

color palette

The Color palette lets you change the colors assigned to each element in a texture. You can change the brightness and opacity of each color and use the color wheel to change the color's shade.

color pin

Indicates the highest intensity of a specific color on the color gradient bar. On either side of the color pin, the color gradually fades and blends into the color defined by the next closest color pin.

color set

A group of preset colors saved as a file.

color swatches bar

The color swatches bar lets you choose, save, or load colors for the layers and lights that make up the texture.

cut

The cut is the section of the three-dimensional space as defined by the layer orientation.

edge properties

Specify the type and size of a texture’s border.

rendering

The process of transforming a texture design into a bitmap that you can use in other applications. Rendered textures cannot be edited in Corel TEXTURE.

shader layer

Shader layers apply patterns, such as solid colors, marble, wood, and granite to a texture. Individual shader layers represent a slice or cut of the material you have chosen. Also, shader layers can hold a picture, such as a bitmap.

topographic element

Creates a contour for the surface of the texture.

transparent colors

Colors marked with a X are transparent colors — solid colors with transparent bands that allow colors and other elements from lower layers to show through.

unrendered texture

A texture that you have not converted to a bitmap. Unrendered textures can be saved and edited in Corel TEXTURE.