Texture Maker

A simple and intuitive tool for making simple textures used for prototyping and in shaders.

It features:

- Generating normal maps from any texture supplied to the tool.
- Blending of textures together (You can supply any texture to the tool).
- Generating gradient textures (Horizontal, Vertical and Radial).
- Generating noise textures (Random, Perlin and Voronoi).
- Generating pattern textures (Checker, Circles and Tiles).
- Generate grayscale, normal maps even run Sobel filter on any texture you supply to the tool.
- Live preview of the output.
- Different preview types (3D or 2D).
- Runtime API if you want to generate textures on the fly.
- Simple and intuitive design for making textures with ease.
- Saving the textures is easy by a press of a button with a helper dialog to choose where to save the texture at and pinging option to highlight the saved texture.
- It handles texture import options automatically for you.

Usage:

You can access the tool by pressing "F1" or by selecting from the menu "Tools -> Texture Maker.