

# Creating Shadow Textures

If you've tried creating a ring with a shadow (using `SgtRingShadow`), you'll notice that it requires a shadow texture (Texture field). If you try to specify your own shadow texture then you may notice it renders incorrectly, this is because the shadow texture has some very specific pixel and setting requirements.

Fortunately, SGT comes with a small tool that can generate these shadow textures for you. To generate a shadow texture, simply select your ring texture in the Project window, and you should see the Import Settings inspector window for your selected texture. If you then click the gear icon at the top right of this texture you will see the 'Extract Shadowmap' option. If you click this then a shadow texture will be created alongside your original ring texture.

You will notice that the generated texture is an asset, rather than an image (e.g. png). This is because the generated texture needs special mip maps, which would be lost with a png file.