

Texture Slots

The combination of images associated with UV maps is called “slots”.

Selecting a *Paint Slots* or *Canvas Image* will also display the corresponding image in the Image Editor.

Mode

The slot system includes two painting modes:

Material

This mode tries to detect the slots from the materials of the mesh.

For the Cycles renderer, all textures (*Image Texture* node) in the material’s node tree are added in the slots tab.

Active Paint Texture Index

A [List view](#) of slots. Activate a certain slot to use it for painting by **LMB** click on it.

Single Image

You can just select an existing image and painting will use the active UV layer for painting.

Image

Allows you to select the image used as a canvas.

New

Create a new image.

UV Map

Allows you to select the UV layer for painting. (Same as the currently active UV map in the mesh’s *UV Maps* panel.)

Texture Filter Type

Set the interpolation mode of the texture. This can be Linear or Closest.

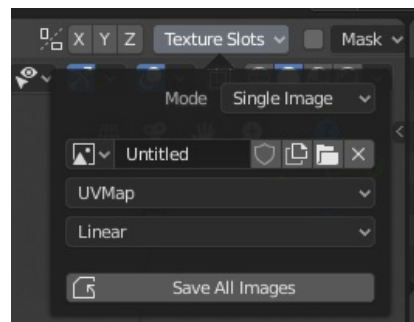
Save All Images

Repack (or save if external file) all edited images. Same as in the [Image Editor](#).

Add Simple UVs

The *Add Simple UVs* does a simple cube unwrap followed by a pack operation. It’s still recommended to make a custom unwrap.

This operator is available when the object does not already have a UV Map.



Texture Slots settings.