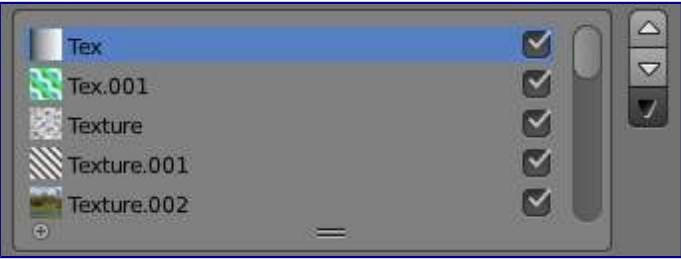# 10.2.2.3 Render - Blender Render Engine - Textures - Textures common options

Textures common options

In the Properties editor, choose the Texture context: this will show the Texture panel.
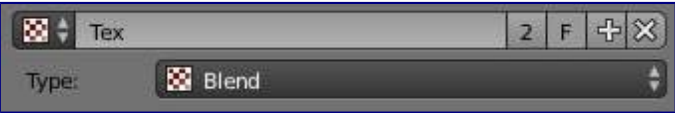
Textures Stack

Textures Stack

The list below these buttons represents the *Stack* of textures that we can manage. It can have up to eighteen *Texture Slots*:

- Tick or untick a texture to enable/disable it.
- Use the three buttons on the right side to move individual textures up and down in the stack or to copy/paste material's settings between slots.

The order in the Stack Textures defines how textures overlay each other for finally result image.

Texture Data-Block

Active Texture Data-Block

Select a slot in the Textures Stack to see its settings.

The first group of buttons below the stack displays the texture currently selected in the stack.

Browse
   The first button below the stack displays the all available textures in the current file. Textures are stored

globally, and can be linked to more than one material. If you have already created a texture that you want to reuse, select from this list.

Name

A name field where the name of the material can be changed.

Number of users

If the active texture is used by another material, a *2* button appears that can be used to make a single-user copy of the active texture. Use this button to quickly create a new texture based on an existing texture.

Fake

The *F* button assigns the active texture to a "Fake" material, so that the texture is saved with the file even if it has no "real" users.
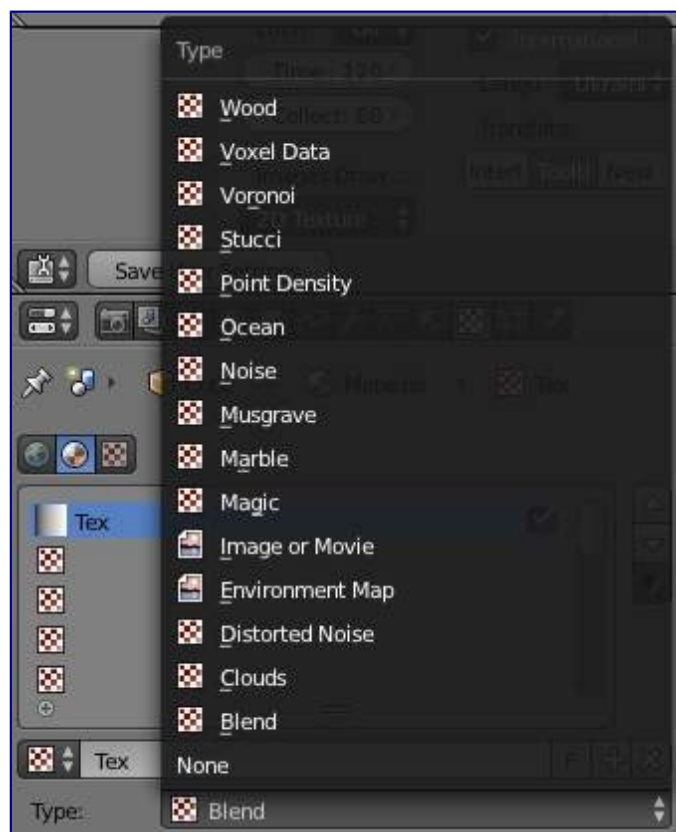
Add

Replaces the texture of the active slot with a new texture.

Unlink

Removes the texture from the active slot.
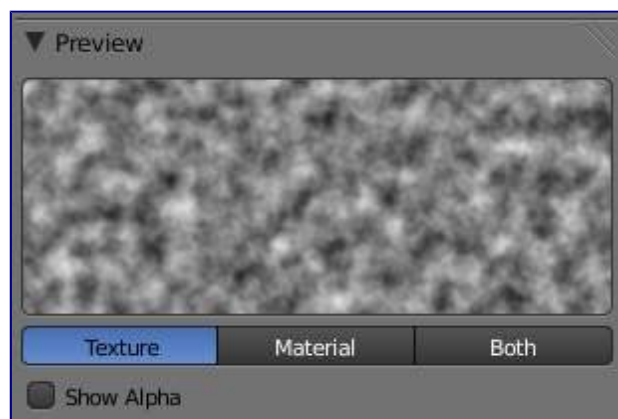
Texture Type

Texture Types

Choose the type of texture that is used for the current texture data-block.

- *Procedural Textures*
- *Image* and *Video* Textures
- *Environment Map*
- *Volume Textures*
- Ocean Texture

These types are described in detail *in this section*.

Preview

Preview panel

The texture preview panel provides a quick pre-visualisation of how the texture looks on its own, without mapping.

Texture, Material, or Both
Choose to display only the texture, only the material, or both.

Show Alpha
Show alpha in preview. If Alpha: Use is checked in the *Image Sampling* panel, the image's alpha channel is displayed. If Alpha: Use is unchecked, an alpha channel based on averaged rgb values is displayed like it would be used by the Alpha slider in the *Influence* panel.

Colors
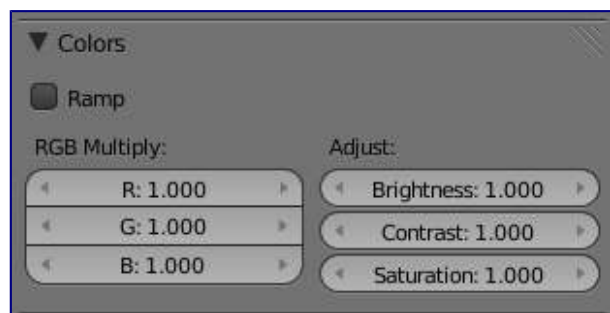
Colors panel

The *Ramp* button activates a color ramp which allows you to remap the colors of a texture to new ones. See *Ramps* for information on using ramps.

The color of a texture can be modified with the *Brightness*, *Contrast*, and *Saturation* buttons. All textures with RGB-Values - including *Images* and *Environment Maps* - may be modified with the RGB sliders.

R, G, B
Tint the color of a texture by brightening each red, green and blue channel.

Brightness
Change the overall brightness/intensity of the texture

Contrast
Change the contrast of the texture

Saturation
Change the saturation of the texture

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Mapping

Here you can control how the texture will be mapped on the object.

Note
Brushes
These options are not available for brushes because they wouldn't make sense

See *Mapping* section for details.

Influence

Here you can control what properties the texture will affect, and by how much.

They are detailed on the *Influence* section.

Note
Brushes
These options are not available for brushes because they wouldn't make sense