

10.2.2.2 Render - Blender Render Engine - Textures - Assigning a Texture

- Assigning a Texture.....1
 - Choosing the Texture context.....1
 - Choosing the Texture data type.....1
 - Textures Slots.....2
 - Creating a new Texture Data-Block in a new Texture Slot.....2
 - Creating a new Texture Data-Block in a non-empty slot.....3
 - Sharing a Texture Data-Block in a non-empty slot.....3

Assigning a Texture

This page just shows how to add a texture to a slot. The textures’ commons options are explained *here*.

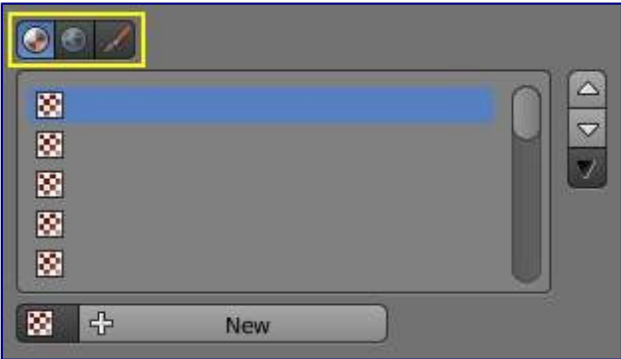
Choosing the Texture context



Texture panel

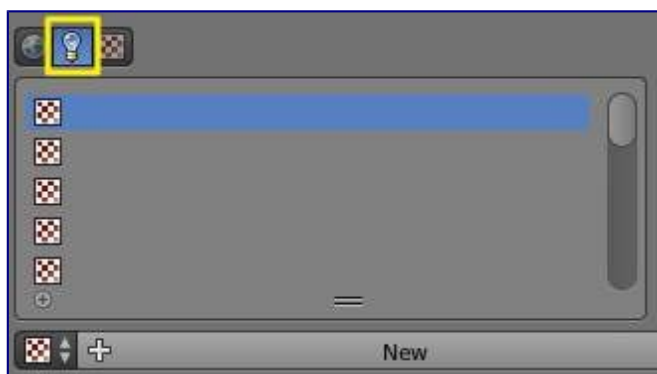
In the Properties editor, choose the Texture context: this will show the Texture panel.

Choosing the Texture data type



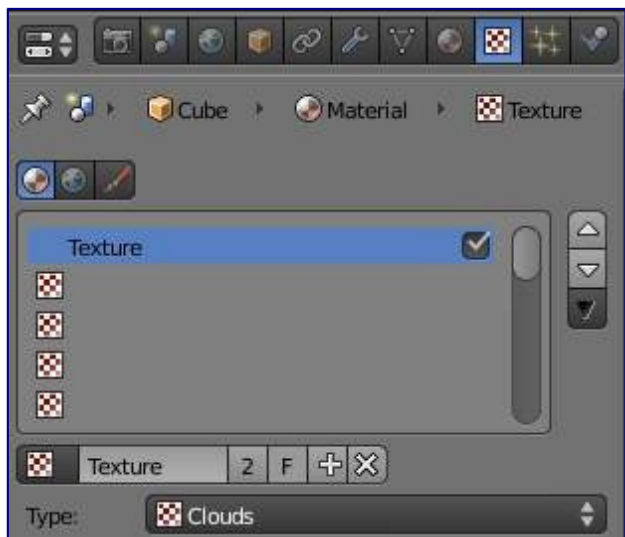
Texture panel with buttons for Material, World, and Brush textures highlighted

The three buttons *Material*, *World*, *Brush* at the top of the texture panel indicate the texture data type, that is, the kind of texture that is being edited.



Texture panel with button for Lamp textures highlighted

Textures Slots



Texture panel

The list below these buttons represent 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.

Creating a new Texture Data-Block in a new Texture Slot

Select an empty slot, then click on the *New* button.

This will do two things:

- it will create a new texture data-block
- also, it will add a new slot in the textures stack

Creating a new Texture Data-Block in a non-empty slot

Select a non-empty slot, then click on the *Plus* button.

This will do two things:

- it will create a new texture data-block, with a new name, **making a copy of the texture data-block assigned to the selected slot**
- it will assign this new data-block to the selected slot

Sharing a Texture Data-Block in a non-empty slot

- Select a non-empty slot, then click on the *Browse* button. This will open a menu showing all the available Texture data-blocks in this file.
- Choose a texture data-block in the menu to assign it to the selected slot. This will share the chosen texture with more than one object, hence the *Number of users* shown in the texture data-block will increase by one.