Structure of the project reference guide

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# Textures

## Where to put DiffuseMaps (Textures)

DiffuseMaps (standard textures) are placed in

***Repressed\Assets\Graphics\3D\Textures\_and\_Materials\DiffuseMaps***

And then in the appropriate folder (if uncertain for which folder is appropriate, ask Viktor or put it in …***\DiffuseMaps\Other\Uncategorized***)

## Where to put NormalMaps (BumpMaps)

***Repressed\Assets\Graphics\3D\Textures\_and\_Materials\NormalMaps***

## Where to place UVMaps

***Repressed\Assets\Graphics\3D\Textures\_and\_Materials\UvMaps***

## Where to put textures specifically for decals

***Repressed\Assets\Graphics\3D\Textures\_and\_Materials\Decals***

## Where to put textures specifically for cookies

***Repressed\Assets\Graphics\3D\Textures\_and\_Materials\Cookies***