Example KTX Texture Format Export:

Graphical user interface

Description automatically generated

1. **Drag or open** the image file you wish to convert into **PVRTexTool**.
2. Click the **Encode** button.

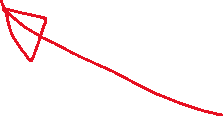
A screenshot of a computer

Description automatically generated with medium confidence

1. Select the drop down to choose **Vulkan** or **OpenGL** compatible texture formats.
2. Select the **image format** you wish to upload for use in your **shaders**.
   1. If you are unsure, then a **linear color space RGBA** is the most common choice.
   2. Compressed formats exist if you want/need to reduce texture memory usage.
3. Request that **Mipmaps** be generated and saved in the KTX file.
   1. KTX files can also directly store mipmaps and cube-maps.
4. Press **Encode** to convert the image to the proper data types.

Graphical user interface

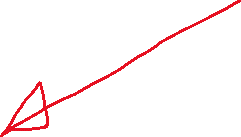
Description automatically generated



1. Once the image is **encoded correctly**, select the **File** menu then **Save As…**

A screenshot of a computer

Description automatically generated with medium confidence



1. Use the **drop-down menu** to select either a **.ktx** or **.ktx2** file format extension.
   1. **.ktx2** textures support universal **.basis compression** for tiny GPU compatible file sizes.
2. **Save your file** and you should now be able to use **LIBKTX** or the equivalent to load your image.
   1. If you have hundreds of textures to convert of just wish to have them converted automatically, keep in mind libraries like LIBKTX can also **write** textures if you have access to the **raw pixel data**. (Ex: [stbimage](https://github.com/nothings/stb))