USING TEXTURE PACKS

WHAT IS A TEXTURE PACK AND WHY USE THEM?

TEXTURE PACKS ALLOW THE USER TO EDIT ASSETS WITHIN THE MINECRAFT WORLD. SUCH AS, PAINTINGS, MOBS AND BLOCKS. THEY ARE MOST USEFUL FOR THEMED GAMES OR CUSTOM SERVERS.

THIS GUIDE AIMS TO SHOW YOU HOW TO EDIT, CREATE AND DEPLOY A TEXTURE PACK. PLEASE TAKE A LOOK AT THE LINKS BELOW WHICH CONTAIN TOOLS THAT YOU MAY NEED.

TO DO LIST

FIRST, CHECK YOUR SERVER VERSION (1.18.1, 1.18.2) THIS WILL GIVE YOU AN IDEA OF WHAT TEXTURES ARE WORTH CHANGING

SECOND, CREATE A PROJECT IN NOVA SKIN USING THE LINK ON THE RIGHT
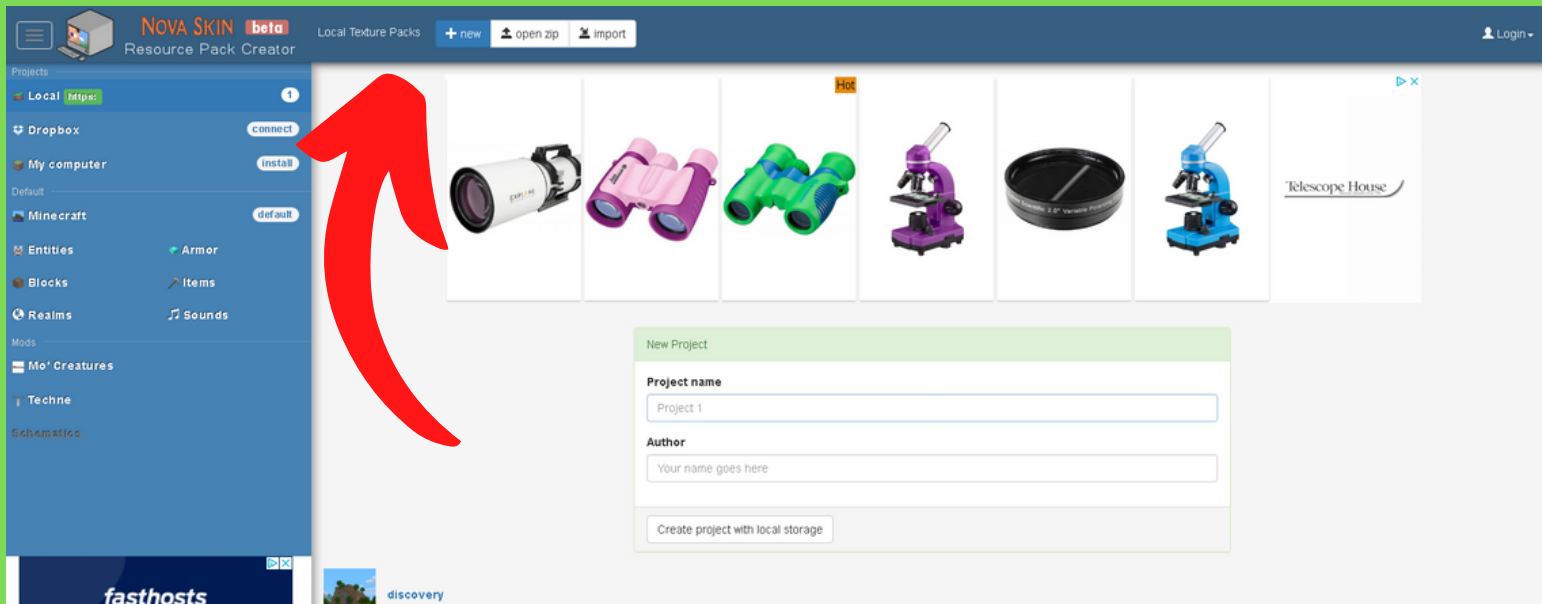
THIRD, EDIT PACK NAME AND VERSION IN ATOM

THE TOOLKIT, HAVE ALL THESE TOOLS OPEN

Nova Skin Link:Nova Skin - Minecraft Resource Pack

Atom Text editor

Dropbox

STEP 1. CREATE PACK

WHEN YOU LOAD THE PACK EDITOR IT SHOULD LOOK SOMETHING LIKE THIS. YOU CAN EITHER CREATE A NEW PACK OR IMPORT ONE FROM YOUR PC. AS WE ARE WORKING ON THE DISCOVERY PROJECT PACK YOU WILL UPLOAD THAT TO MAKE EDITS.

CREATE A NEW PACK

UPLOAD EXISTING PACK FOR EDITS

IMPORT PACK TO NOVA SKIN
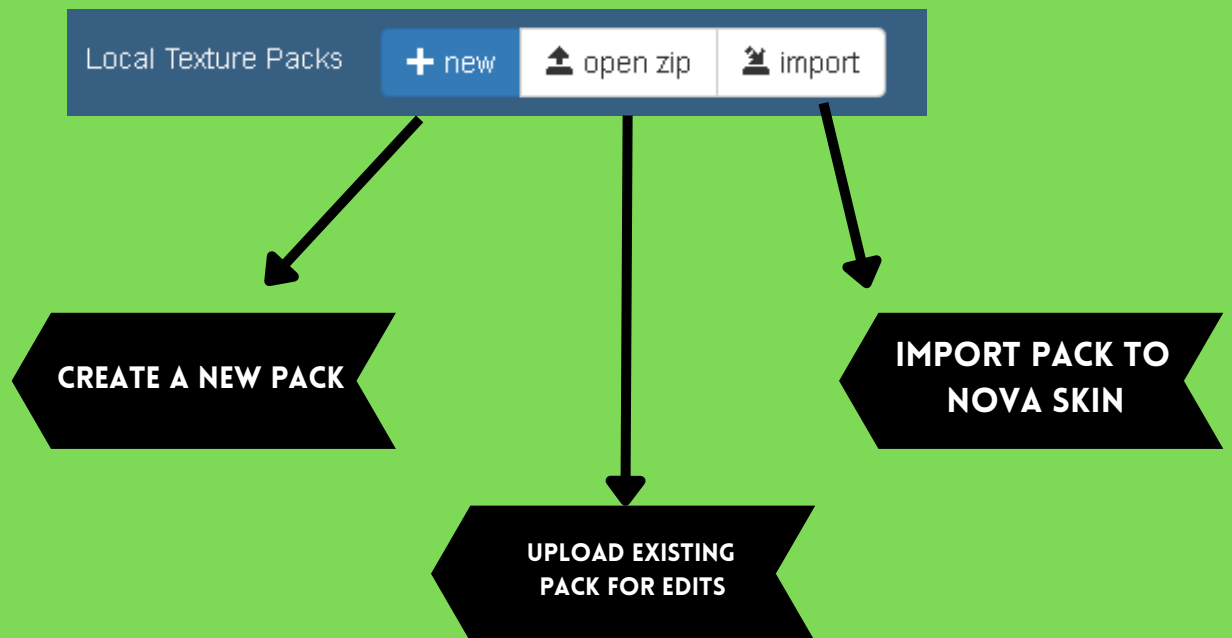
BE SURE TO CONNECT YOUR NEW PROJECT TO DROPBOX. THIS WILL ENABLE YOU TO EASILY MAKE UPDATES TO YOUR SERVER. TO DO THIS CLICK THE DROPBOX LOGO IN THE LEFT CORNER.
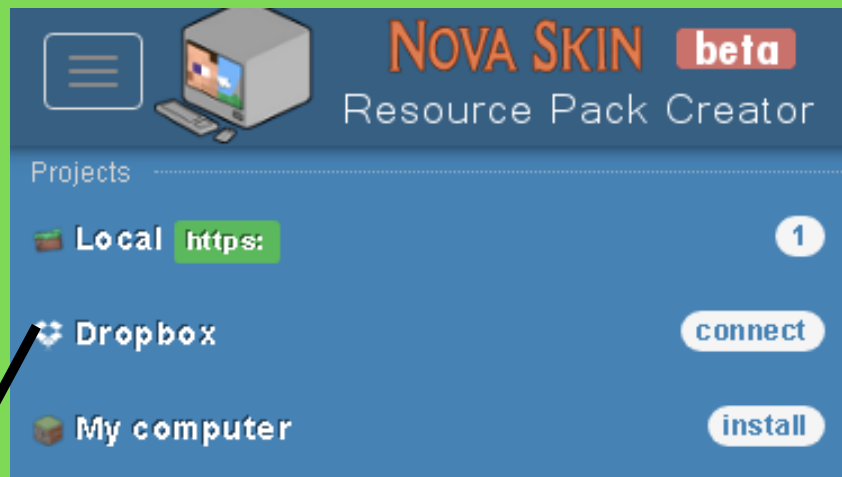
YOU CAN SAVE IT TO YOUR COMPUTER. DROPBOX JUST MAKES IT EASIER TO UPDATE A BIG SERVER WITHOUT MOVING TOO MANY FILES.

STEP 2. EDIT PACK

advancements	blockstates	font
lang	loot_tables	models
shaders	sounds	structures

YOU CAN EDIT MANY ELEMENTS OF MINECRAFT FROM SOUNDS TO TEXTURES. CLICK ON TEXTURES TO EDIT MODELS AND BLOCKS.

blocks	colormap	effect
environment	font	gui
map	misc	models
particle		

YOU CAN NOW SELECT THE ELEMENTS YOU WANT TO EDIT. LET'S EDIT SOME BLOCKS.TO DO THIS SELECT BLOCKS

beacon.png   bedrock.png

FOR THE PURPOSE OF THIS GUIDE I'M GOING TO EDIT THE BEACON BLOCK

_edit.img   block/beacon.block   item/beacon.block
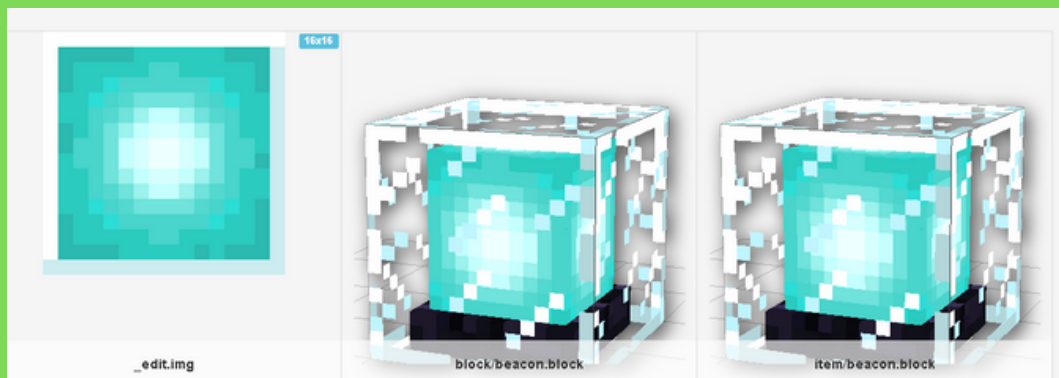
BE SURE TO SELECT THE BLOCK FILE. (ITEM WILL EDIT THE MINI ICON FOUND IN THE IN-GAME MENU)
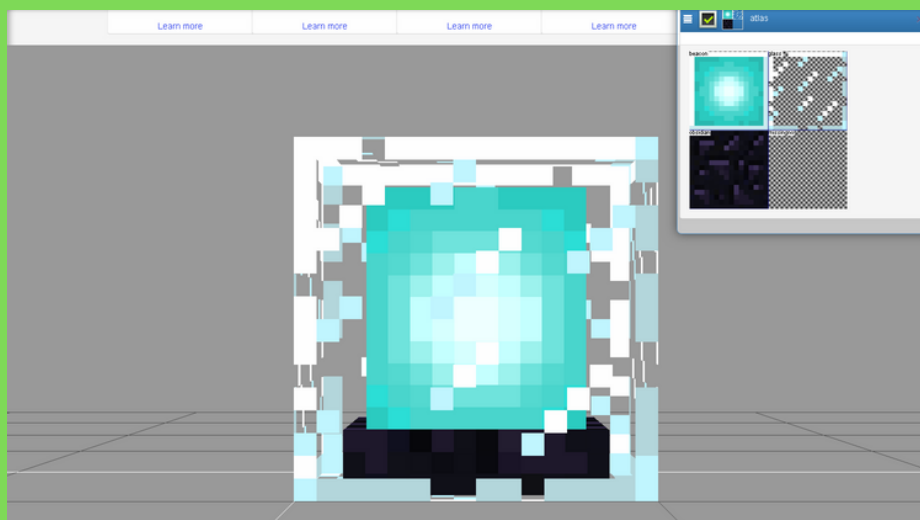
EDITING ASSETS IS SIMILAR TO CREATING SKINS. THIS MODEL VIEWER SHOULD GIVE YOU CAN IDEA ON WHAT YOUR BLOCK WILL LOOK LIKE.

CLICK TO EDIT FILE

CLICK IMAGE EDITOR TO BEGIN EDITING YOUR FILE. (THIS IS THE SAME FOR ALL ASSET FILES

YOU CAN NOW EDIT YOUR FILE AND CHANGE THE BLOCK TO HOWEVER YOU WANT IT TO LOOK.

MADE THIS BEACON RED FOR CARDIFF. NOW CLICK BACK TO THE MODEL EDITOR.

FOR MORE FLAT ASSETS IT IS BEST TO EDIT THESE ON CANVA OR AN IMAGE RESIZING SOFTWARE. YOU CAN COPY AND PASTE IMAGES OVER THE PAINTINGS TO CHANGE HOW YOU WANT THEM TO LOOK. (BE WARNED THAT THE IMAGE WILL LOOK DIFFERENT IN THE MINECRAFT WORLD DUE TO BECOMING PIXELATED.
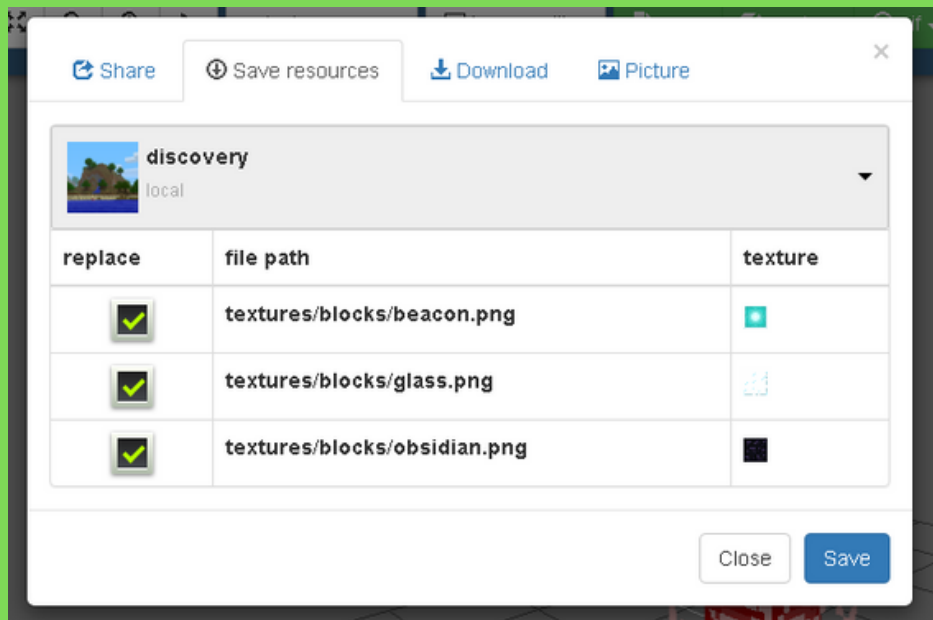
NOW YOU CAN SAVE BY CLICKING SAVE AT THE TOP. SELECT SAVE RESOURCES AND CLICK SAVE. THIS WILL PROMPT YOU TO SELECT THE PACK YOU CREATED EARLIER. YOU CAN DOWNLOAD YOUR UPDATED PACK BY GOING TO PROJECTS AND EXPORTING YOUR PACK AS A ZIP FILE.
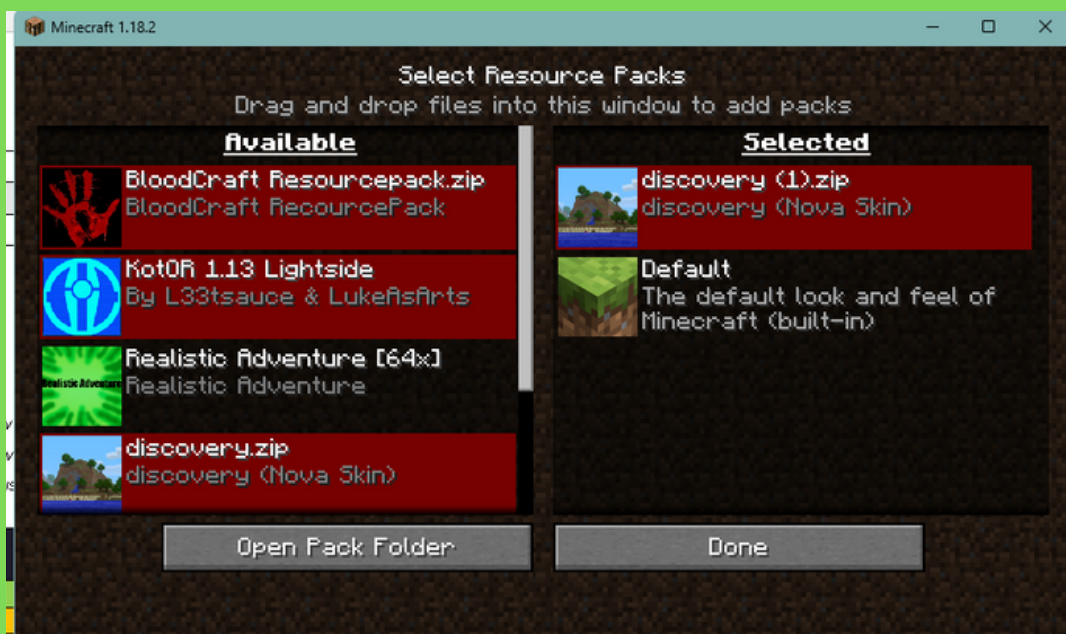
YOU CAN NOW SELECT YOUR PACK BY LOADING YOUR MINECRAFT CLIENT. GO TO OPTIONS AND THEN CLICK TEXTURE PACKS. CLICK OPEN THE PACK FOLDER AND DRAG THE ZIP FILE YOU DOWNLOADED INTO IT. YOU CAN NOW SELECT WHICH PACKS TO RUN BY DRAGGING THEM LEFT TO RIGHT.

STEP 3. TROUBLESHOOT

169 KB with 2 files and 1 folder

assets
  minecraft
    textures
      painting
        paintings_kristoffer_zetterstrand.png
      entity
        chest
          normal.png
        sheep
          sheep.png
          sheep_fur.png
        villager
          butcher.png
        wolf
          wolf.png
          wolf_angry.png
          wolf_collar.png
          wolf_tame.png
      gui
        container
          anvil.png
          beacon.png
          brewing_stand.png
          crafting_table.png
          dispenser.png
          enchanting_table.png
          inventory.png
        title
          mojang.png
        demo_background.png
      blocks
        brick.png
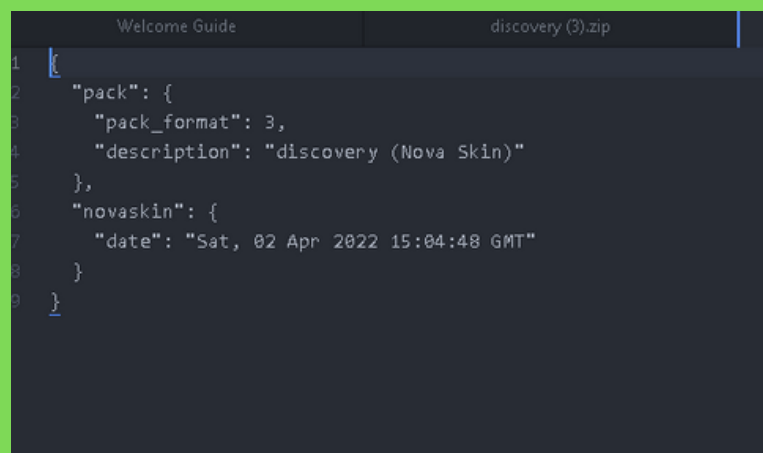   dirt.png
        double_plant_grass_top.png
        grass_side.png
        grass_side_overlay.png
        grass_top.png

IMPORT THE ZIP FILE INTO ATOM TEXT EDITOR AND FIND THE PACK MCMETA FILE


```
Welcome Guide          discovery (3).zip
1  {
2    "pack": {
3      "pack_format": 3,
4      "description": "discovery (Nova Skin)"
5    },
6    "novaskin": {
7      "date": "Sat, 02 Apr 2022 15:04:48 GMT"
8    }
9  }
```

IF YOU PLAY ON A 1.18.1 SERVER CHANGE THE PACK FORMAT TO 2 INSTEAD OF 3. CLICK SAVE AND RELOAD THE FILE. BE SURE TO COMPLETE ALL PACK ASSETS IF YOU'RE ATTEMPTING TO CHANGE THE FORMAT TO 2. I RECOMMEND THAT YOU SET UP A TEST WORLD TO HAVE A RUN THROUGH WITH YOUR PACK.

HAVE FUN CREATING YOUR PACK