

JTB – User Documentation

User Guide Version 0.2

What is JTB?

JTB is a tool aimed at designers who aim to create textures or images that are required to aim certain standards. JTB allows you to have a one stop place where you can import your image data and export it in as small a time as possible.

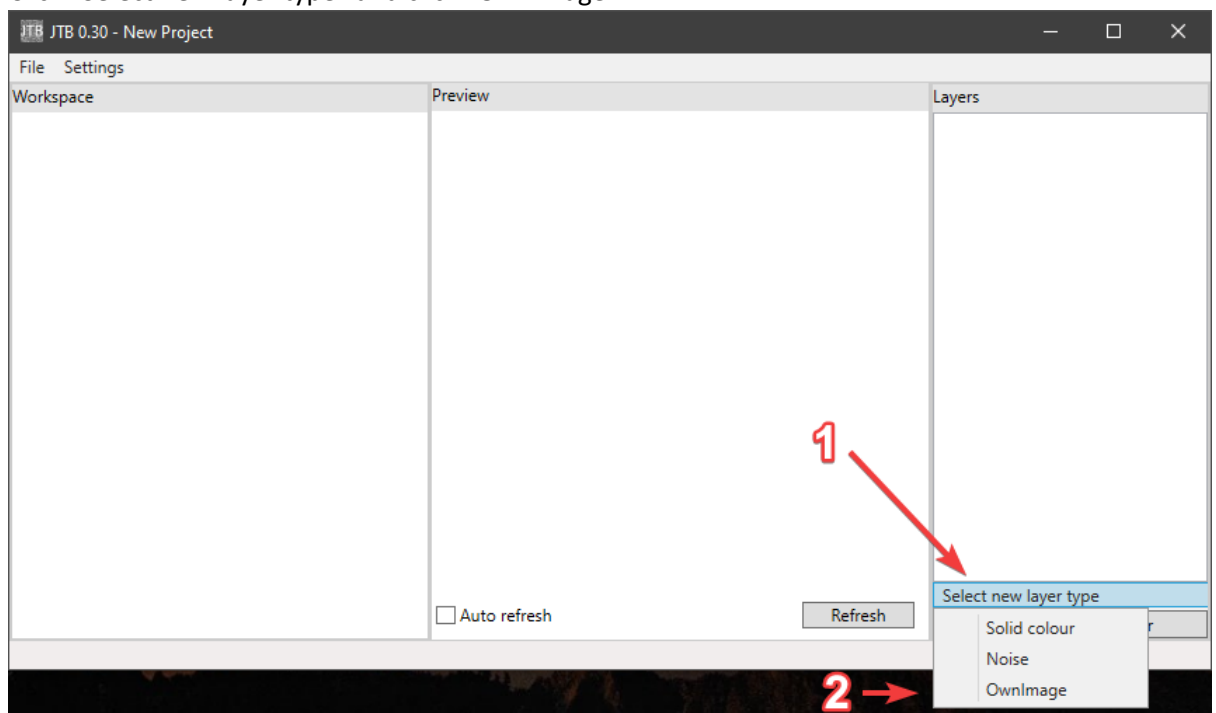
Quickstart Guide

Thank you for reading the quickstart guide, if you aim to do certain things like making normal maps or heightmaps for your project or just to familiarize yourself with the software you've come to the right place.

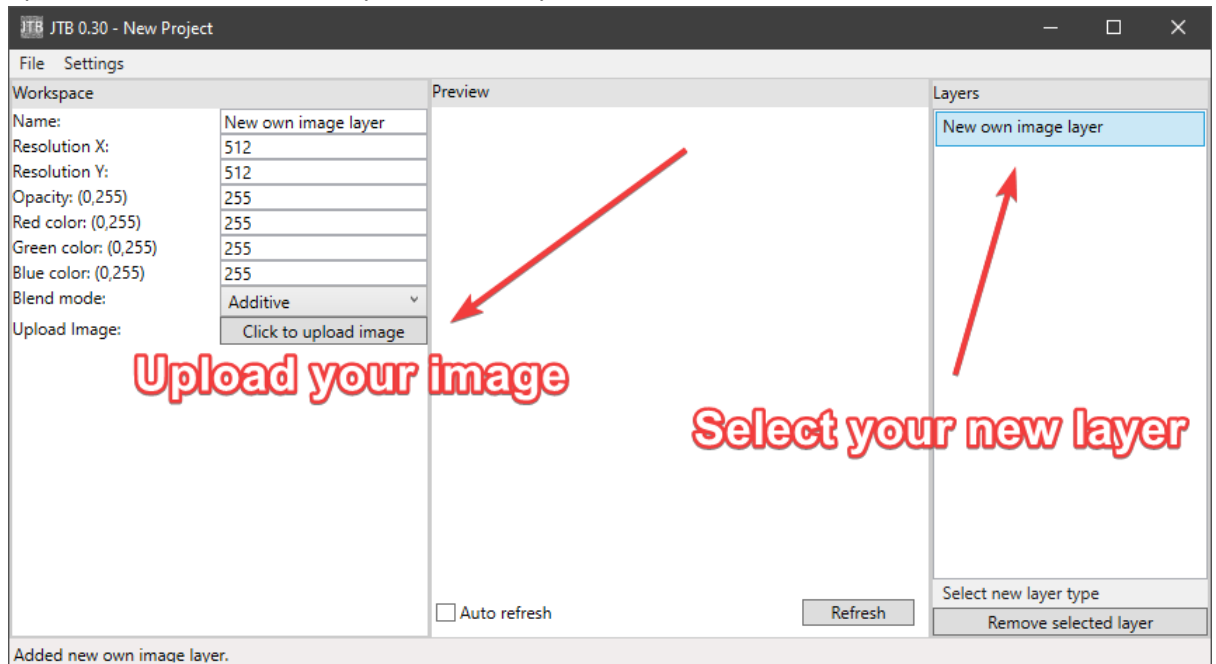
Making a normal map

For making a normal map from your own texture there's you can follow these steps:

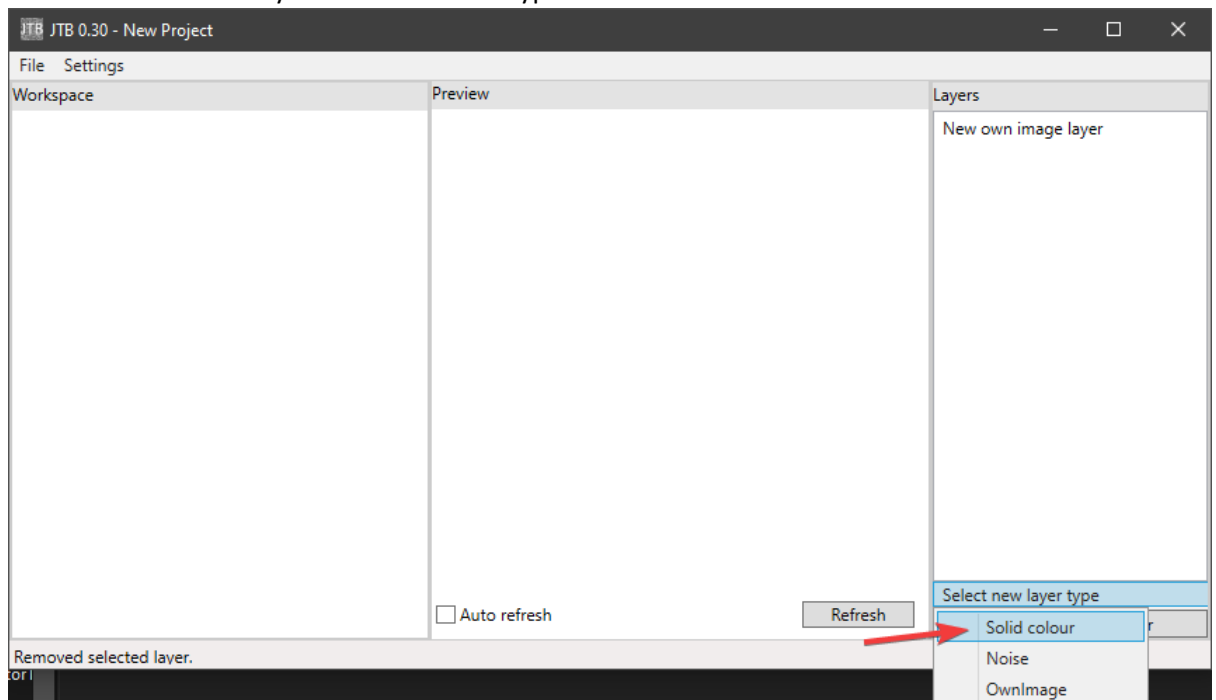
1. Open JTB ("Joris Texture Builder")
2. Click "Select new layer type" and click "OwnImage"



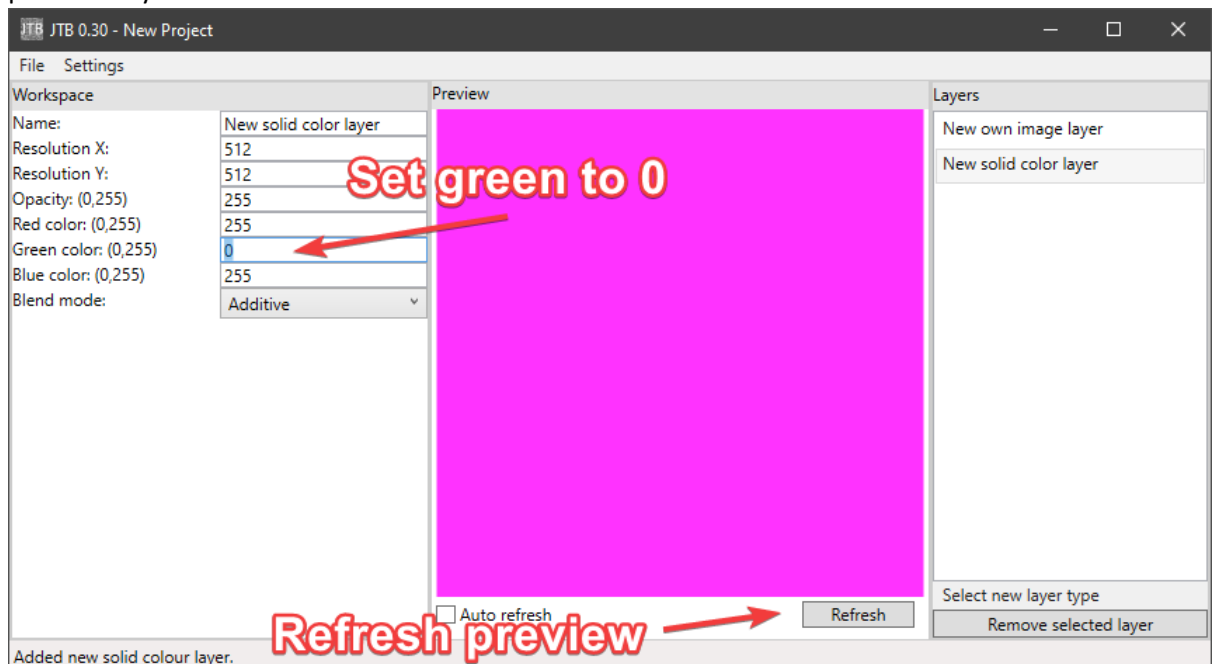
3. If you've opened your OwnImage layer, you can click the "Click to upload image" button to open another window where you can select your desired texture.



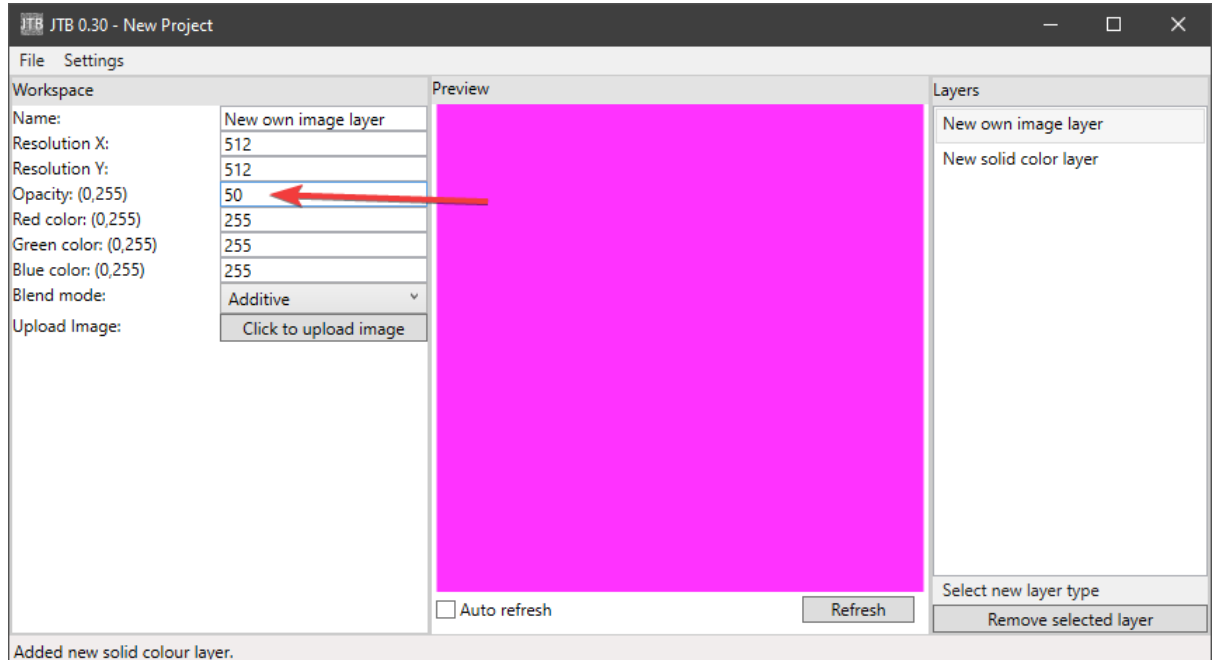
4. Create another new layer but this time as type: "Solid colour"



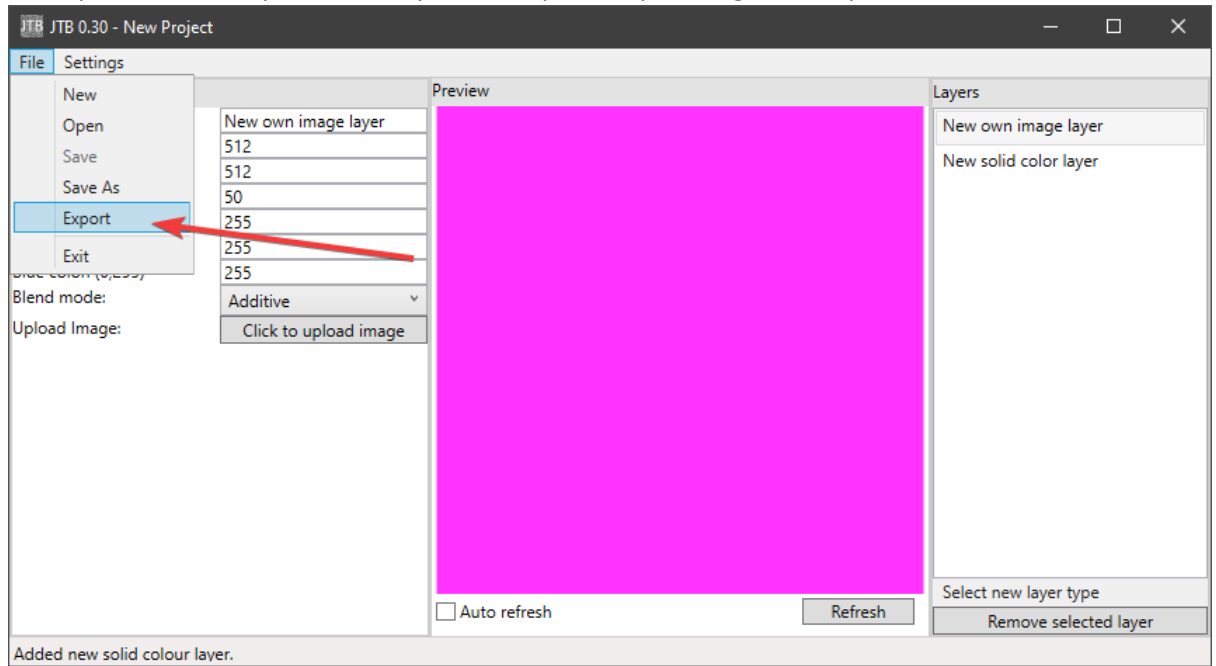
5. Make sure you've selected your solid colour layer and set the green colour value to 0 in the workspace window to the left of the program. You can click the refresh button to update the preview anytime.



6. You can now play around with the opacity value of OwnImage layer to make a normal map to your own liking (anywhere from 0 to 100 usually gets you good results)



7. Once you've created your texture you can export it by clicking "File>Export"



8. You're all done!