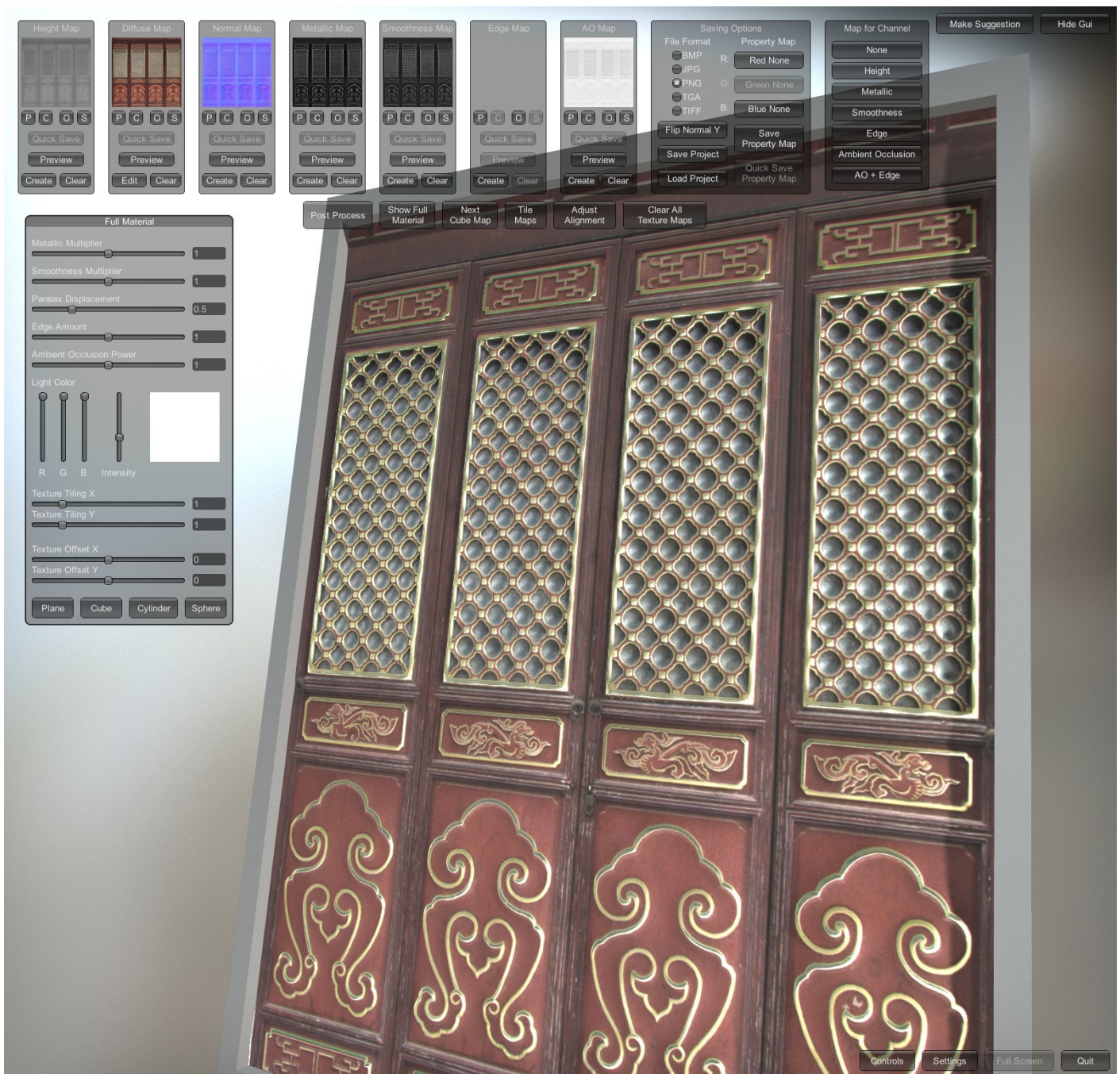


# Creating maps from a pre-existing texture with Materialize

For world creators, Materialise is great. What is it? It's a tool that, given a simple tiling texture, can create *all these maps with some clicking and tweaking!*



All this came from one image. Isn't that amazing? You can download Materialize from the [Bounding Box Software website](#). There are even helpful tutorials on there to help you get started! And because you've read this guide, you're well equipped to make maps with it. Probably!

Materialise is best used on tiling textures for worlds. You can still use it for avatars, but be careful with trying to squeeze too much depth out of character textures - it can look unnatural.

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