

TaME version

**Winterbrose
Software**



*Texture
and
Material
Extractor*



+



=



YOUR TEXTURE

2.0

TaME

Version 2.0

"Why buy when you can create?"

TaME the textures waiting to jump out of your digital images!

**The fastest way to create your own original
Professional Quality Seamless Textures and Materials**

**Winterbrose
Software**

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Pray for those in authority. 1Timothy2:1-2

This software uses the FreeImage open source image library.

See <http://freeimage.sourceforge.net> for details.

FreeImage is used under the FreeImage Public License (FIPL) version 3.12.0.

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Overview

Goal of TaME

When developing TaME, the goal was to create a utility to quickly create professional quality seamless textures and patterns from professional and/or personal collections of original photos while at the same time remaining easy and simple to use with a “what you see is what you get” interface. Enjoy!

System Requirements

Operating System.....Windows 98se, WinXP, Vista or Win7

Other Items.....Microsoft DirectX 7.1 or higher

Screen Resolution.....1024x768 (higher recommended)

Known Issues

Some screensavers interfere with the proper operation of the TaME application. If your preferred screensaver causes TaME to close abruptly or error, you can resolve or eliminate this problem by temporarily disabling the Windows screensaver while using the TaME application for your project.

Refund Policy

If you are unsure of your systems configuration and to ensure compatibility of your system to run the TaME program, download and run the demonstration version of TaME. This is very important because there are no refunds for purchased software.

WARNING

No Refunds will be issued for any purchased software/image packages whether downloaded or physically packaged for resell.



Description

TaME is a stand alone program that allows users to extract various sizes of textures and materials from digital images and graphics files to use in their own projects. Any computer running Windows 98se, WinXP, Vista or Win7 with DirectX 7.1 or higher should be capable of running TaME. If you are unsure of your systems configuration, just download and run the demonstration version of TaME from the publisher's website. If it works, then the full version should work too. This step is important because of the "no refunds" policy for software packages.

Use your own graphics files or stock images downloaded from the internet in the bitmap, jpeg or png formats. You can extract original Textures and Materials in any of the following sizes:

<u>Repeated</u>	<u>Seamless</u>
8 x 8 bits	16 x 16 bits
16 x 16 bits	32 x 32 bits
32 x 32 bits	64 x 64 bits
64 x 64 bits	128 x 128 bits
128 x 128 bits	256 x 256 bits
256 x 256 bits	512 x 512 bits

You can move around within your image/graphic by pixels (bit-by-bit), or by texture size (block-by-block) using either the keyboard or attached pointing device.

For even larger output sizes, try the easy to use "Swatch-Maker for Windows" for dimensions as large as 4096 x 4096.



Menu Bar

LOAD SAVE HELP ABOUT QUIT

From the File Menu, you can perform any of the actions listed below. You can press the first letter of the desired action on your keyboard or click the action word in the menu bar.

LOAD your image files in the following file formats:

- BMP (Windows Bitmaps)
- JPG (webpage or digital photo jpegs)
- PNG (portable network graphics)

SAVE your custom Selected Texture to disk in the same format as your loaded image:

- BMP (Windows Bitmaps)
- JPG (webpage or digital photo jpegs)
- PNG (portable network graphics)

HELP to ask for quick assistance on screen/key controls.

ABOUT for program information.

QUIT the program.

Since all the functions used in TaME are on-screen, there was no real need for any fancy menu system. You will find that the SAVE function is the most used of the menu commands.



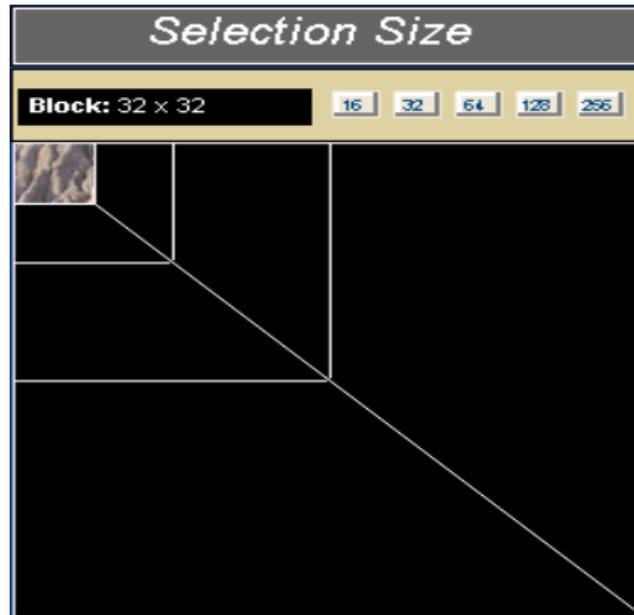
Source View Panel



The Source View panel is where you see the current image or photo you are working with as your source file. At the bottom is displayed the filename and the dimensions of the original image. You can select any area of the loaded image that you want to save as your texture by clicking directly on the Source View image. The area you currently have selected will be surrounded by an animated rectangle (sometimes called selection border or marching ants) in the Source View panel. The selection area will be which is in the upper-left corner when you first open TaME. You can also navigate throughout the image with the arrow keys on your keyboard or by clicking the arrow buttons in the Source Location panel.



Selection Size Panel



The Selection Size panel displays the texture region you have selected from your image in the Source View panel along with the current texture block size. By clicking on the sizing buttons { **8**, **16**, **32**, **64**, **128**, or **256** } buttons or pressing 1 through 6 on the keyboard, you can change the size of your selected region on the fly. The corresponding selection box in the Source View panel will change size accordingly. For seamless textures, the saved output file will have dimensions twice as large as the source selection. For instance, if you are extracting a 32x32 area from an image in Mirror mode, it will be saved as a 64x64 seamless texture.

Extract Mode Panel



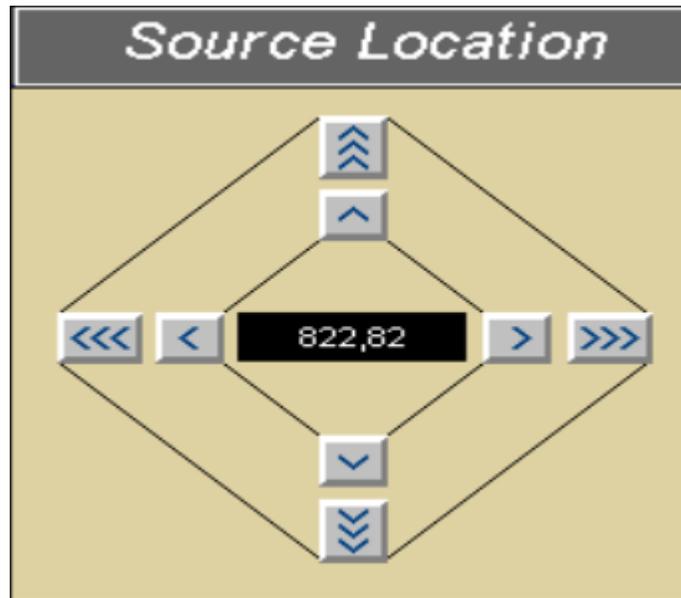
Why would users want both a “Thumb” and “Actual” mode for extractions?

Thumbnail mode uses the compressed image in the Source View Panel and can provide some interesting textures/materials from your source image or photo.

Actual Size mode captures the region you have selected exactly as it appears in the original image file. This is the default extraction mode when starting TaME and results in more detailed extractions and will be used the most.

Try them both to get the exact look you want by clicking on the “Thumb” or “Actual” buttons for Thumbnail and Actual Size mode.

Source Location Panel



By knowing the exact coordinates of the texture you selected for extraction from an image, you can return anytime you need to extract it again. By clicking on the , , , or  buttons, you can move your selected region in the Source View panel by 1 pixel at a time to fine tune your texture. By clicking on the , , , or  buttons you can move your selected region in the Source View panel by the current texture block size each time for a more pronounced change in location. By clicking directly on the coordinates box (shown as 822,82 above), you will be prompted for both an “X” and “Y” coordinate for the selection box. This feature will come in handy if you ever need to recapture your texture from the image so make note of locations you may need later. Don’t worry if you click too close to an edge, TaME will constrain your movements to the loaded image.

Pattern View Panel

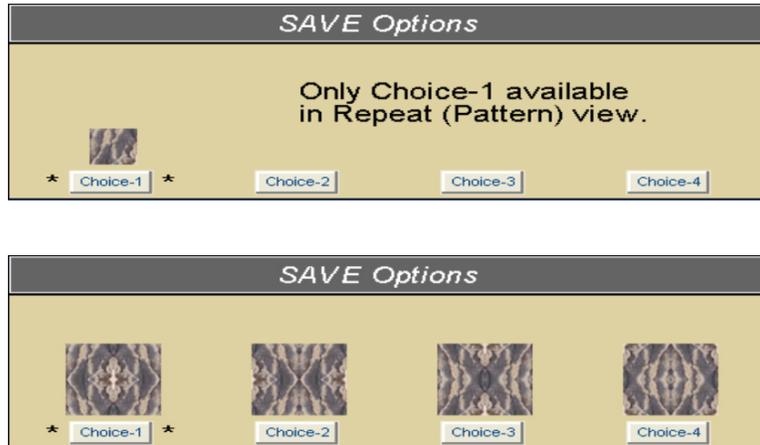


The Pattern View panel shows you how well your selected texture will look if tiled onto the windows desktop, or bucket/pattern-filled into areas of another graphics image.

Repeat (pattern) is the default mode when starting TaME. This mode simply creates a pattern of repeated copies of the selected texture. Useful for tiling of textures that do not need to be seamless.

Mirror (seamless) mode is used to quickly and easily obtain SEAMLESS textures/patterns. While both types are necessary depending on the extraction you desire, you will probably find yourself using Mirror most often because of the unlimited variety of seamless extractions you can create with it.

Save Options Panel



In the Save Options panel, you can choose which style of pattern you think best represents the image in the Pattern View panel. In Repeat (pattern) mode, you only have one choice: the extracted pattern itself.

However, in Mirror (seamless) mode, you get to choose from one of the four available styles. It doesn't matter which you choose, because overall each can be used to recreate the same texture/pattern displayed in the Pattern View panel.

Customization

No Default Image for Application

Please download the file
TaME.bmp
from www.WINTERBROSE.com

When TaME starts, it loads the “TaME.bmp” file by default. If this file does not exist, it will display the image not loaded message in the Source Image panel. If you have a favorite graphics or image file or one that you will be using repetitively over a period of time for a project, simply convert you file to the bitmap format (bmp), rename it “TaME.bmp” and copy it into the same directory/folder as the TaME program.

NOTE:

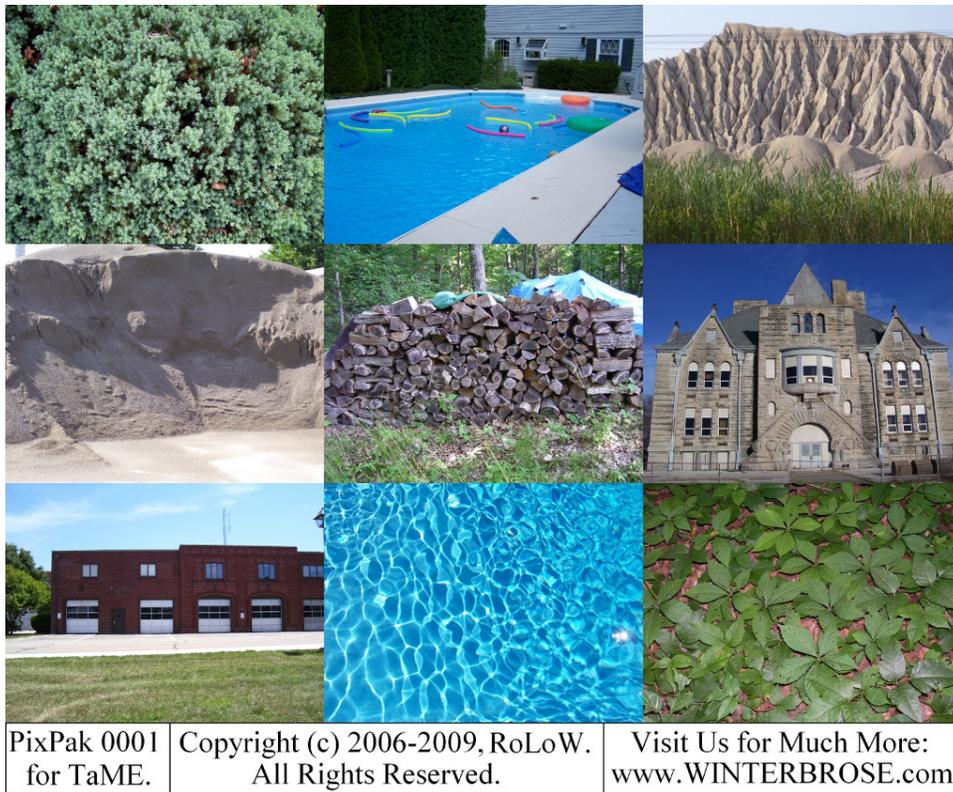
Be sure to rename the original “TaME.bmp” to something like “TaME_original.bmp” if you plan on using it again later.



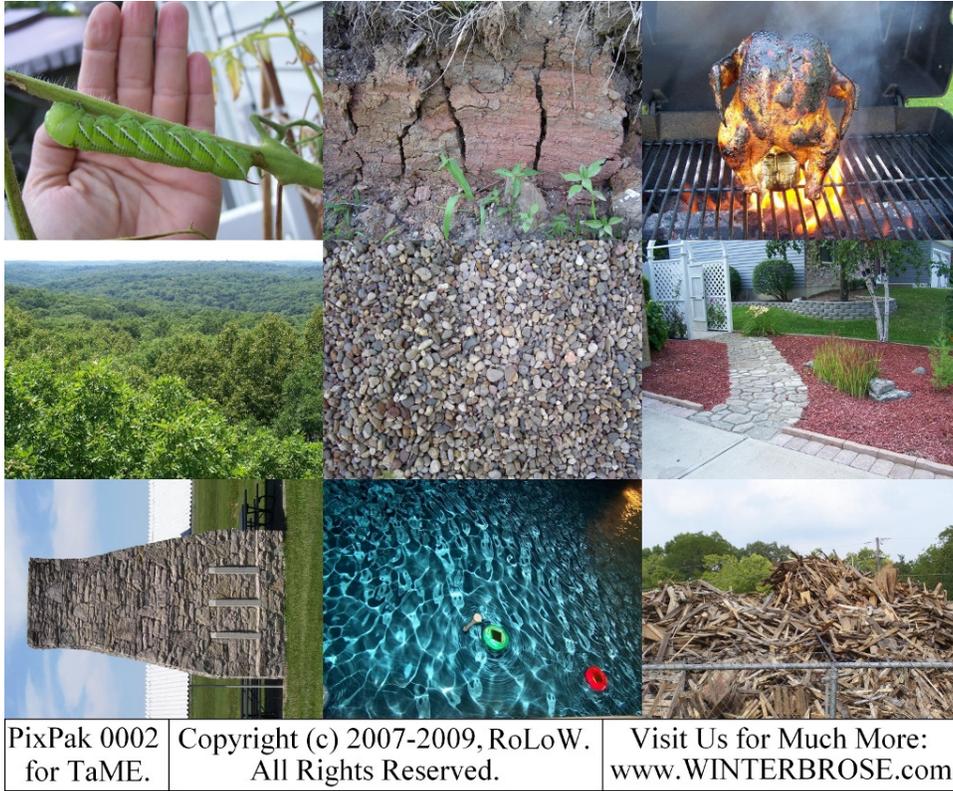
Sample Images

TaME comes with three sample images to get you started. These samples are provided strictly for personal use and testing. There is one image from each of the three types compatible with the TaME software: BMP, JPG and PNG.

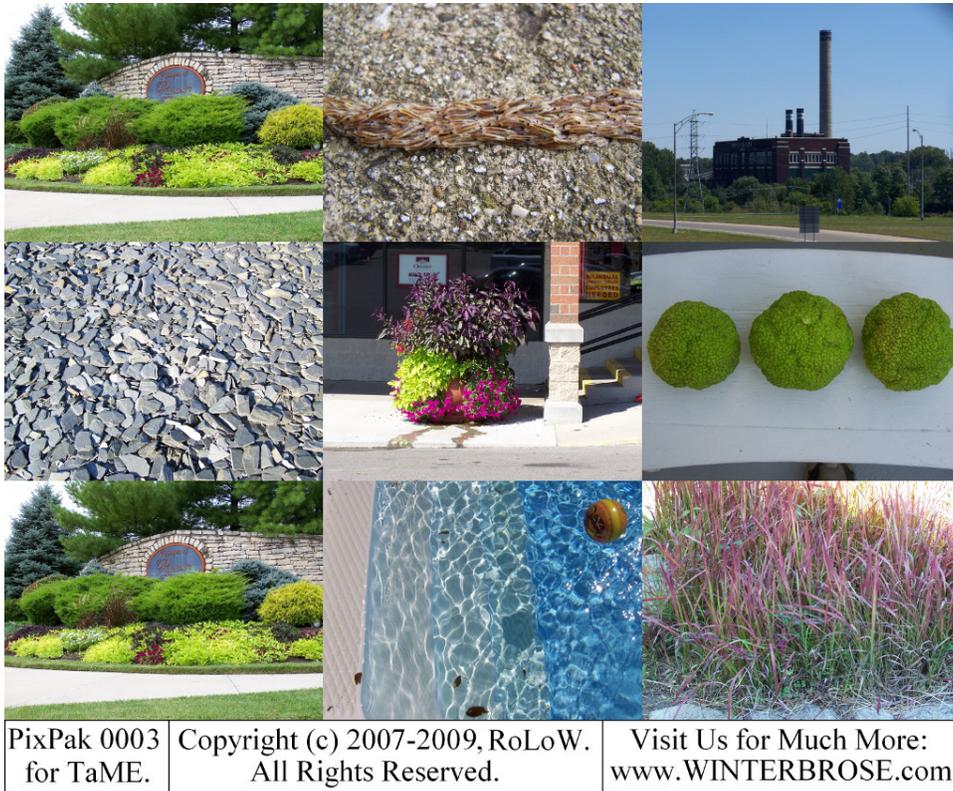
If you like any of these collections (shown on this and following page), you can purchase the commercial license for the high-resolution versions of these photos in the collections available from WINTERBROSE.



BMP Sample Image



JPG Sample Image



PNG Sample Image

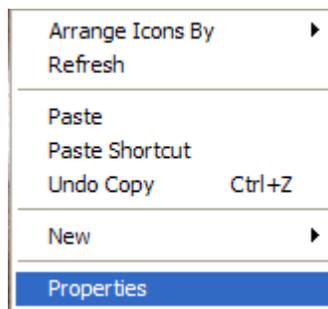
Integration

You can integrate the textures and materials you save into many applications. Here are just a few to get you started.

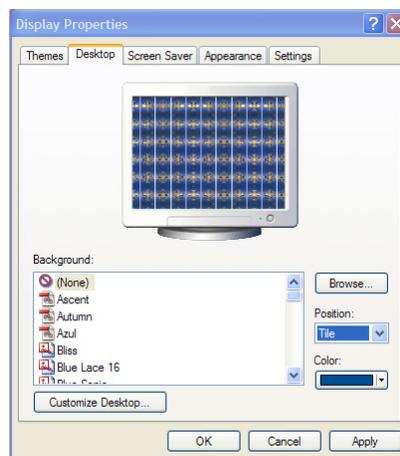
Using Your Texture As Desktop Background

This example shows how to use textures you create with TaME for your Windows Desktop background.

Right-click on your Windows desktop and select Properties from the popup menu.

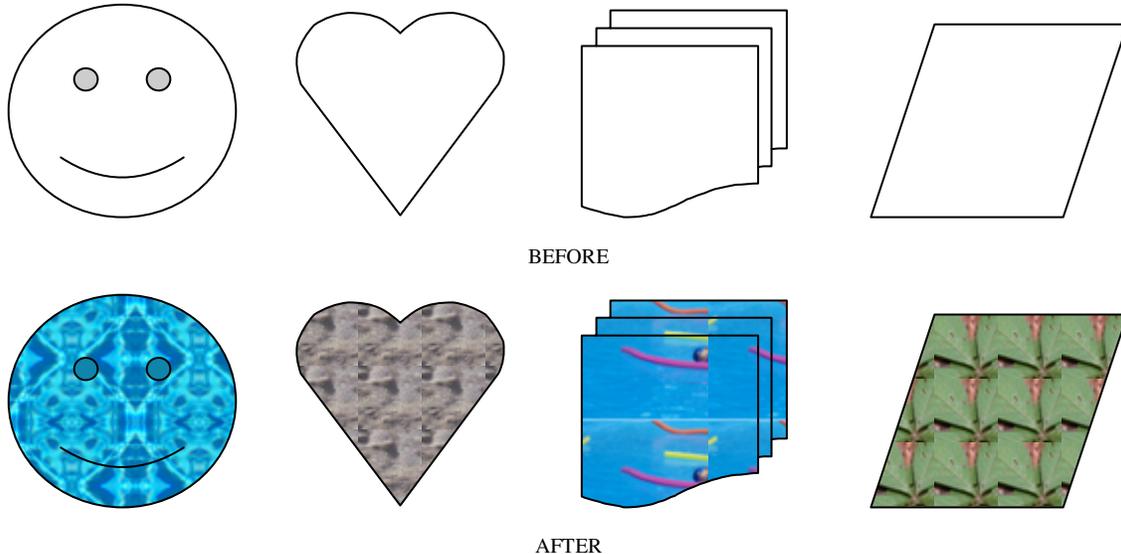


On the Desktop tab, click the Browse button to find the texture you saved. Then change the Position mode to Tile.

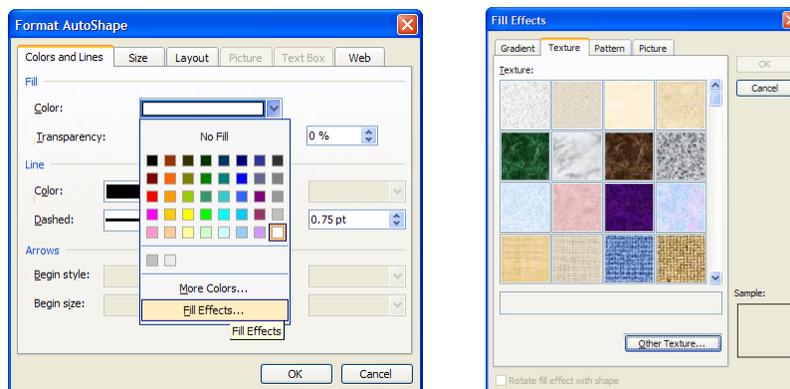


Using Your Texture with MS Office

This example used MS Word 2003 but should be similar for all MS Office applications and versions. Insert an AutoShape from the menu using Insert / Picture / AutoShapes. For instance, here we will insert a smiley face, heart, papers and parallelogram.



Double-click on your AutoShape and on the Colors and Lines tab, select the drop-down menu for the Fill Color and chose Fill Effects. On the Fill Effects popup, go to the Texture tab and select Other Texture to find the texture you created.



It's that simple! Try it yourself with your own textures created with TAME.



Using Your Texture with GIMP

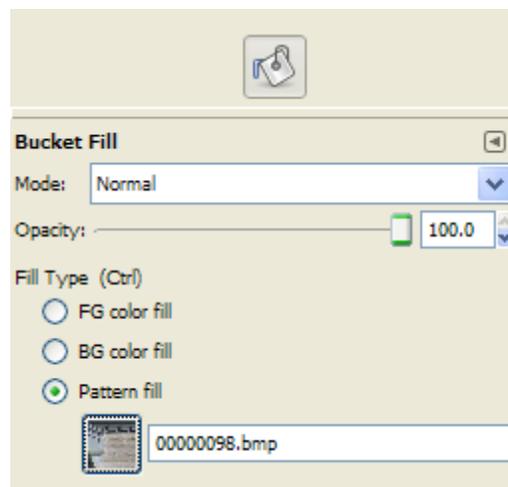
In this example, we are using GIMP version 2.6 for Windows and bucket fill a texture file that was created with TaME..



After saving textures with TaME, copy them to the patterns folder for GIMP under your computer user name. For example, if you logged in as John Doe, you would copy the files to:

C:\Documents and Settings\John Doe\.gimp-2.6\patterns

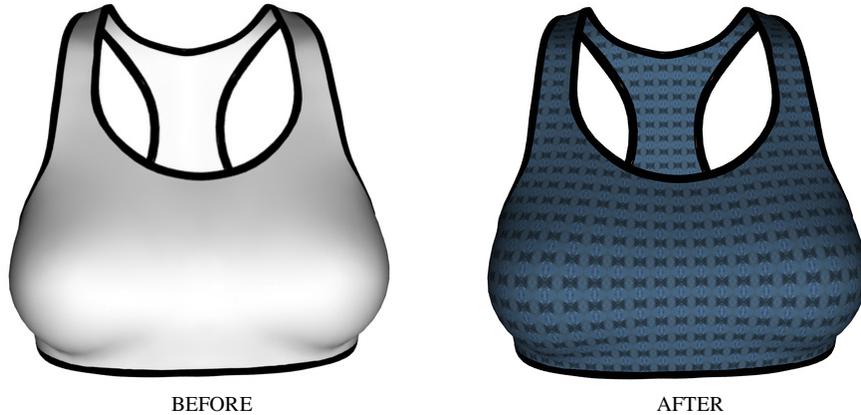
After opening or creating a graphics file with GIMP, you can use Bucket Fill / Pattern Fill to apply your own texture to the image.



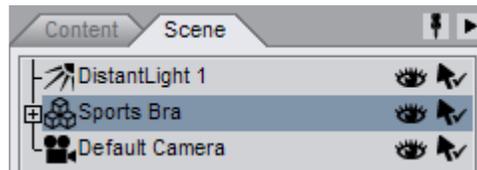
TaME is a great way to get your own textures into art projects or make texture files for 3D characters, clothing or props.

Using Your Texture with Daz Studio

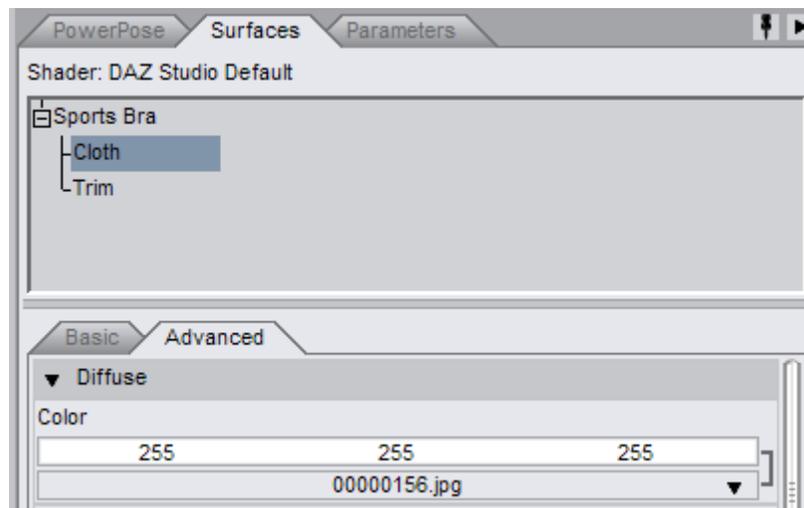
For this example, we are using Daz Studio version 2.x. We loaded the SportsBra from the Basic Wear clothing for Victoria 4 and applied the texture file that was created with TaME.



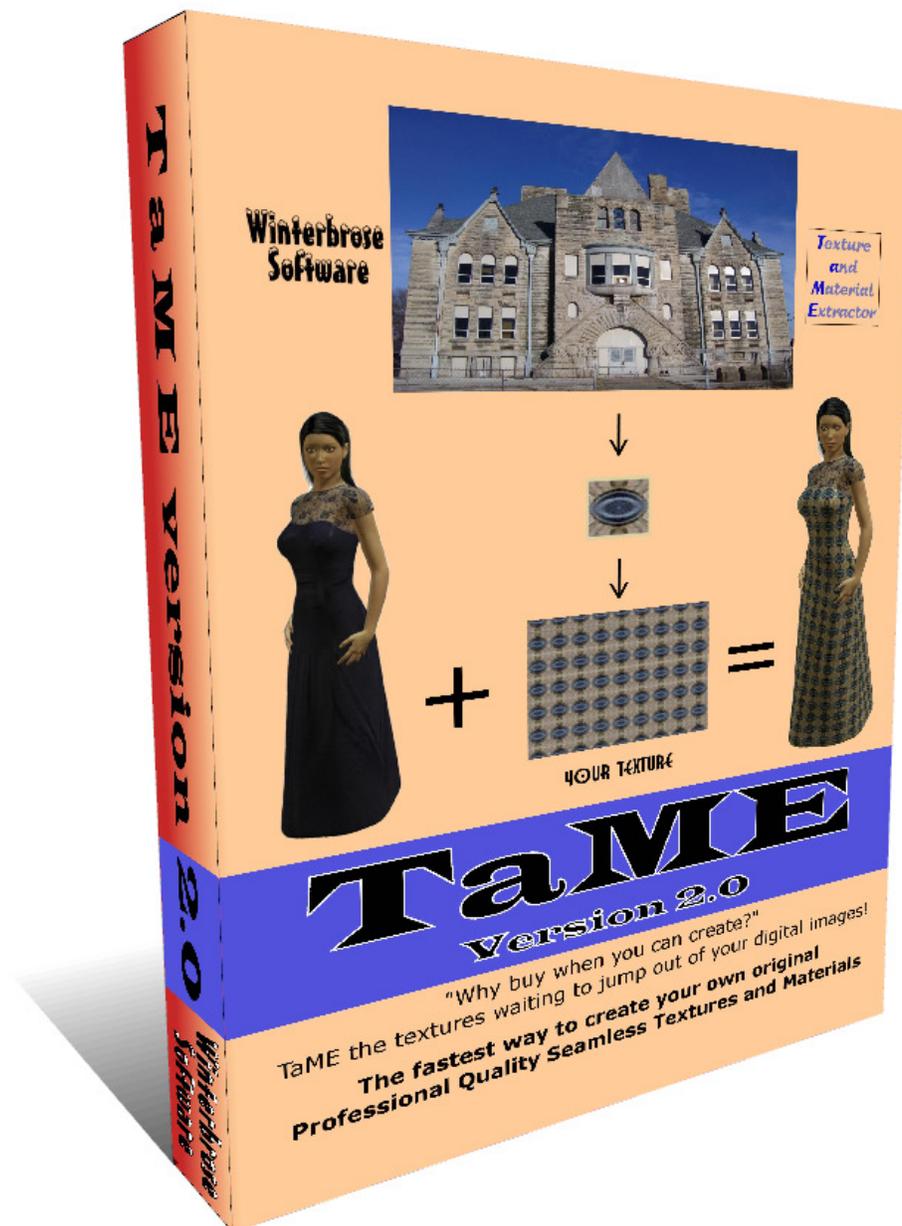
On the Scene tab, make sure the SportsBra is highlighted.



On the Surfaces tab, select the Cloth portion of the outfit. In the Advanced section, under Diffuse select the drop box for Color then browse for the texture you saved with TaME to use.



Quick and easy, don't you think? You can load any object like characters, clothing or props and easily apply your own textures on them for your projects in Poser, Daz Studio or your favorite 3D modeling application.



Visit www.WINTERBROSE.com and get your copy today!

