

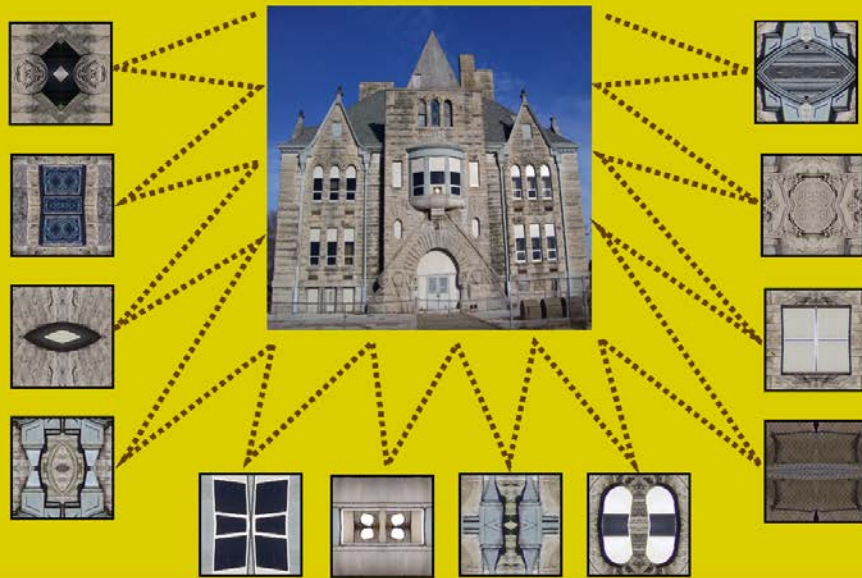
TaME v3 Standard for Windows

***"Why BUY when you can CREATE?"
TaME the textures waiting to jump
out of your digital images.***

TaME

Texture and Material Extractor

Shown below are actual texture extracts from the image in the center.



**Create Your Own
Professional Quality Seamless Textures**

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

WinterbroseTM

www.WINTERBROSE.com

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TABLE OF CONTENTS

Overview	4
System Requirements	4
Refund Policy	4
Description	5
Menu Bar.....	6
Onscreen Controls.....	7
Source Image Panel.....	8
Selected Texture Panel.....	9
Adjustments Panel.....	10
Pixel/Block Movement.....	10
Homing Movement.....	10
Borders Panel	11
Outline Sizes.....	11
Color Selection	11
Pattern View Panel.....	12
Repeat (Repeated Pattern)	13
V-Seam (Vertical Seamless)	13
H-Seam (Horizontal Seamless)	13
Mirror (seamless)	13
Save Styles Panel	15
Default Images	16

Overview

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

System Requirements

Operating System.... Windows 7, 8, 10

Required Updates.... Microsoft .NET Framework and all updates

CPU.... Pentium/AMD Class, 1 GHz (3+ GHz recommended)

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

Refund Policy

If you are unsure of your systems hardware configuration and to ensure compatibility of your system to run TaME, download/run the demonstration version of TaME. This is very important because the outlet you purchase this software from may have a no refund policy below for software applications.

NOTICE

Your purchase may be subject to a
No Refunds policy for
purchased software or image packages.
Please evaluate Demo version or Sample
Images prior to making purchase.

Description

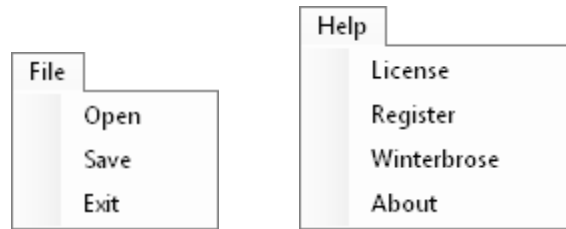
TaME is a standalone Windows application that allows users to extract various sizes of textures and materials from digital images and graphics files to use in their own projects. Any computer running Windows 7 or higher with the latest .NET Framework should be capable of running TaME. If you are unsure 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 refund" policy for software.

Using your own image/graphics files or stock images downloaded from the internet in the bmp, png or jpeg formats, you can extract original Textures and Materials in those formats in any of the following graphics sizes:

SELECTION	OUTPUT SIZES			
8 x 8	8 x 8	8 x 16	16 x 8	16 x 16
16 x 16	16 x 16	16 x 32	32 x 16	32 x 32
32 x 32	32 x 32	32 x 64	64 x 32	64 x 64
64 x 64	64 x 64	64 x 128	128 x 64	128 x 128
128 x 128	128 x 128	128 x 256	256 x 128	256 x 256
256 x 256	256 x 256	256 x 512	512 x 256	512 x 512

You can easily move around within your image/graphic by pixels (bit-by-bit), or by texture size (block-by-block) using the on-screen control panel.

Menu Bar



From the File Menu, you can perform any of these actions:

OPEN your image files in any of the following file formats:

- BMP (Windows Bitmaps)
- JPG (webpage or digital photo jpegs)
- PNG (Portable Network Graphics)
- GIF (Graphics Interchange Format)
- TIF (Tagged Image File)

SAVE your custom Selected Texture in the desired size, border and style to disk as one of these formats:

- BMP (Windows Bitmaps)
- JPG (webpage or digital photo jpegs)
- PNG (Portable Network Graphics)
- GIF (Graphics Interchange Format)
- TIF (Tagged Image File)

EXIT the program.

LICENSE displays overview of applicable licensing.

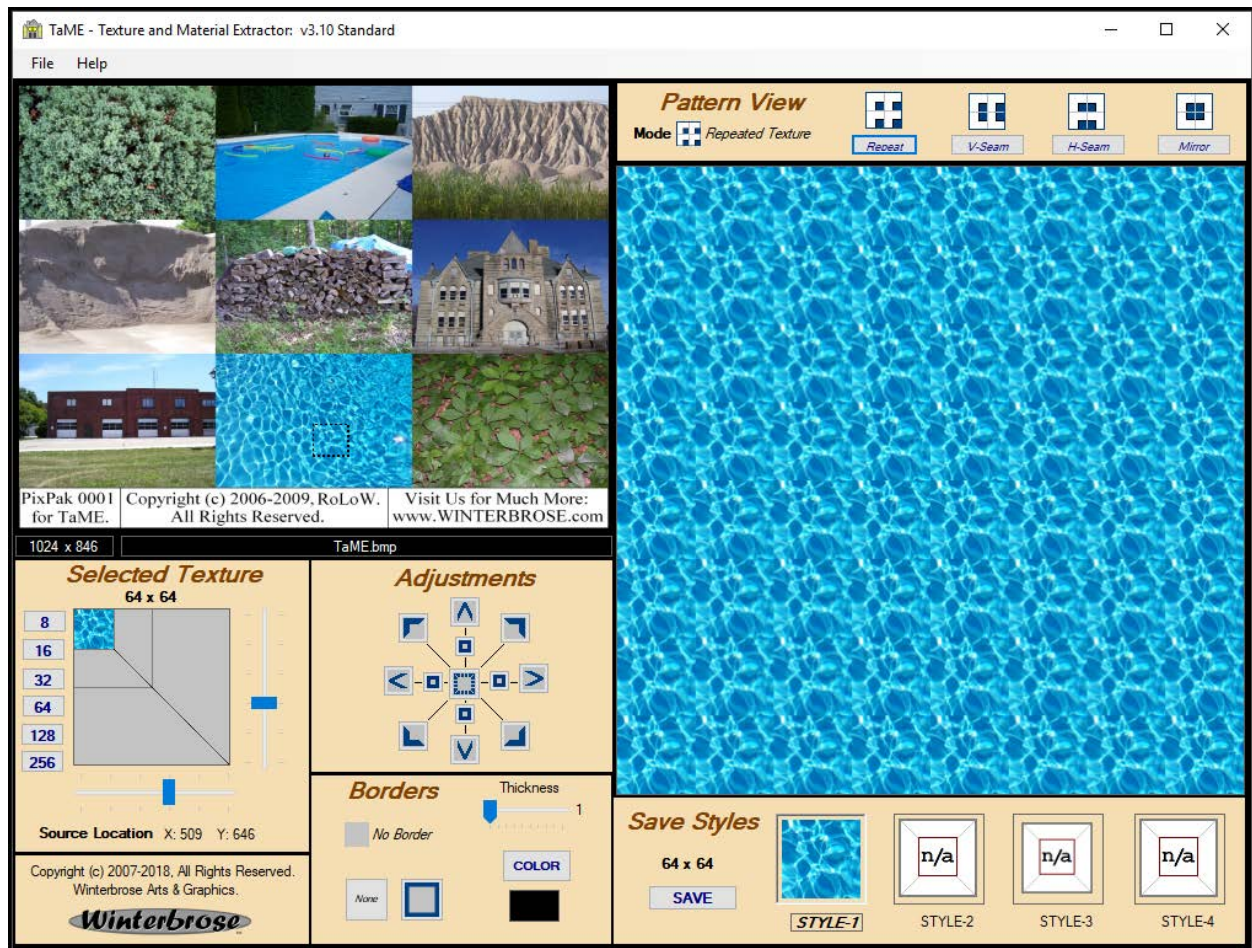
REGISTER provides directions for product registration.

WINTERBROSE opens internet browser to home page.

ABOUT displays synopsis of product information.

Onscreen Controls

Since all the primary functions used in TaME (with the exception of OPEN) are on-screen, there was no real need for any fancy menu system.



Source Image Panel

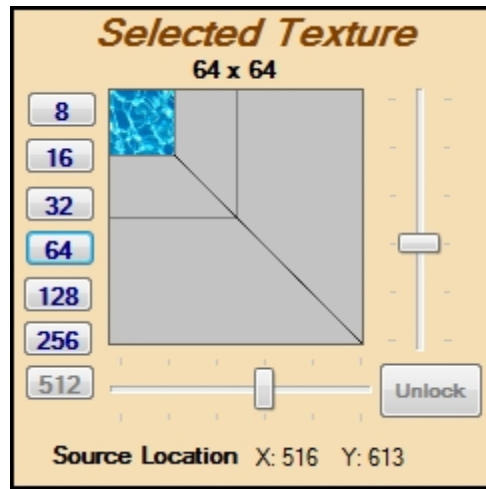


The Source Image panel is where you see the current digital image/photo you are working with as your source file. The original dimensions and filename are displayed just below the image. You can select any area of the loaded image that you want to use as your texture by clicking directly on the Source Image panel display. The area you currently have selected will be surrounded by an animated rectangle (sometimes called selection border) in the Source Image panel.



Selection Box

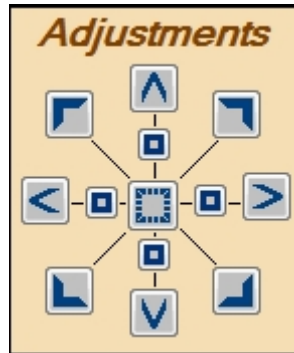
Selected Texture Panel



The Selected Texture panel displays the texture region you have selected from your digital image in the Source Image panel. The current size is shown at the top of the panel and the exact location of the selection box is shown at the bottom of the panel. You can change the size by clicking the size buttons located along the left side of the panel or click and drag either of the trackbar sliders located to the right and bottom of the panel. The corresponding selection box in the Source View panel will change size accordingly. Available selection sizes are 8x8 through 256x256 but the desired output size is dependent on the pattern and style selected (see Pattern View and Save Styles panels). For seamless textures, the saved output file will have dimensions twice as large as the source selection along in one or both directions. For instance, if you are extracting a 32x32 area from an image in Mirror mode, it will be saved as a 64x64 seamless texture.

WARNING: In slower systems, using larger size selected textures may cause lag delays but will not affect functionality of TaME.

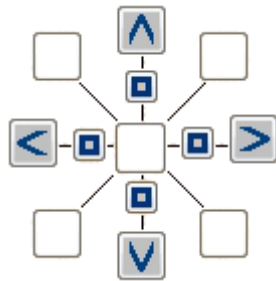
Adjustments Panel



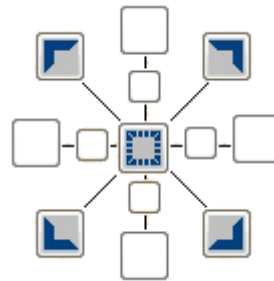
When you first open an image file, the selection area will be in the upper-left corner of the Source Image panel.

Pixel/Block Movement

You can quickly navigate throughout the image or fine-tune your selection with these controls. All adjustments can be made left, right up or down. Course adjustments in the current selection size can be made by clicking the small box-like buttons. Fine adjustments moving pixel-by-pixel can be made by clicking on the narrow-arrow buttons in the desired direction.



Course/Fine Adjustments

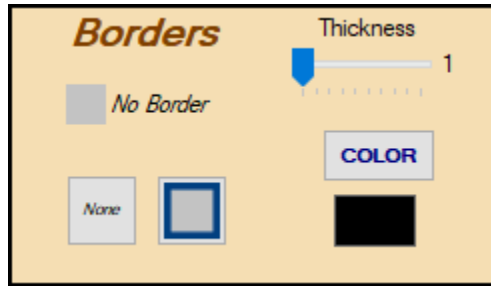


Center and Four Corners

Homing Movement

Movements to either the center or corners of the image can be made by simply clicking on the center-box button or the desired corner-tab buttons.

Borders Panel



You can now add a border to your new texture before saving it. For the Standard version, only a simple outline is available.

Outline Sizes

You can set the line thickness using the Thickness trackbar slider. The maximum thickness allowed is dependent on the Selected Texture size used (see chart below).

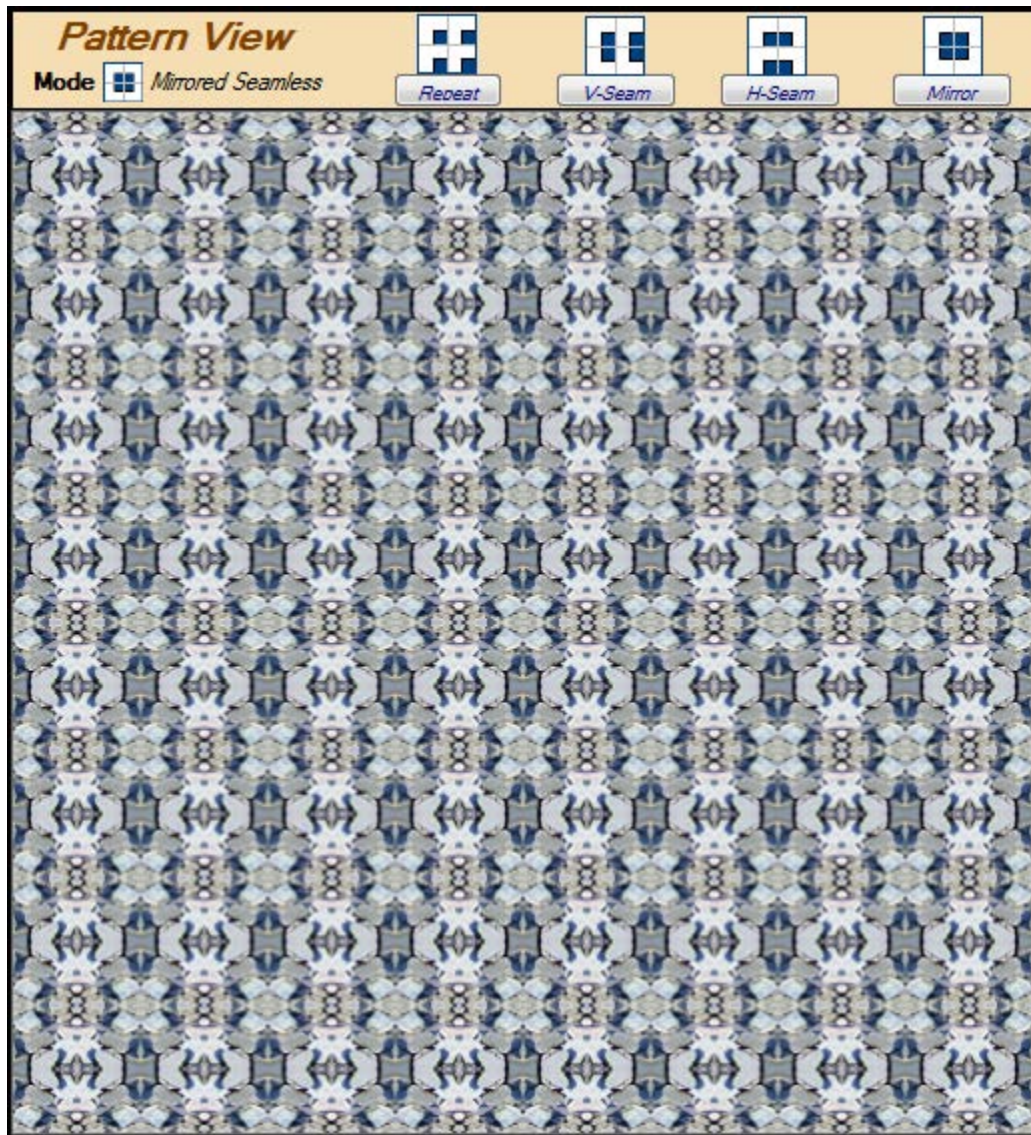
SELECTION	Max. Thickness
8 x 8	1
16 x 16	2
32 x 32	4
64 x 64	8
128 x 128	10
256 x 256	10

Color Selection

You can also select the color of the border from the color palette using the Color button. The current color selection is shown just below this button.



Pattern View Panel



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

There are now 4 Pattern Modes which give the end user more power in designing their own textures; (1) Repeated, (2) Vertical Seamless, (3) Horizontal Seamless, and (4) Mirrored Seamless. When you change modes, the number of styles available will change accordingly. To view each available style in the Pattern Viewer, simply change the style (see Save Styles Panel).



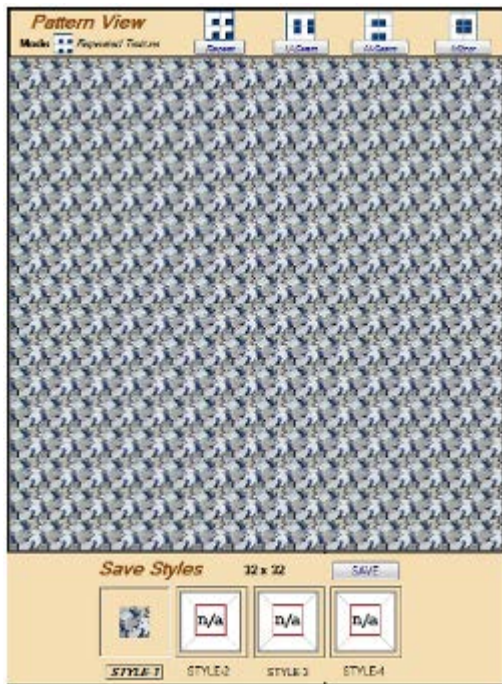
Repeat (Repeated Pattern) is the default mode when starting TaME. This mode simply creates a pattern of repeated copies of the selected texture. This mode is useful for tiling of selected textures that do not need to be seamless.

V-Seam (Vertical Seamless) mode is used to quickly and easily obtain SEAMLESS textures/patterns in the vertical direction (up and down). This mode is useful to create texture sets for projects that are vertically oriented (ie curtains and blinds).

H-Seam (Horizontal Seamless) mode is used to quickly and easily obtain SEAMLESS textures/patterns in the horizontal direction (left and right). This mode is useful to create texture sets for projects that are horizontally oriented (ie bricks and blocks).

Mirror (seamless) mode is used to quickly and easily obtain SEAMLESS textures/patterns. While all three 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.

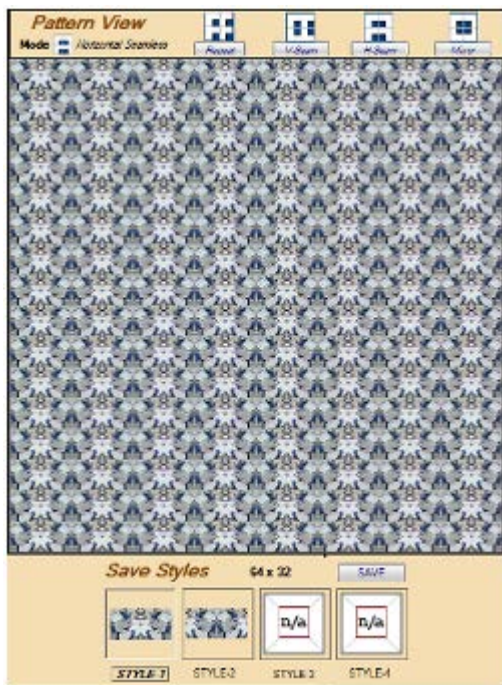
Below, you can see the change in the Pattern View and available Styles as the mode is changed for the same selected texture.



REPEAT



V-SEAM

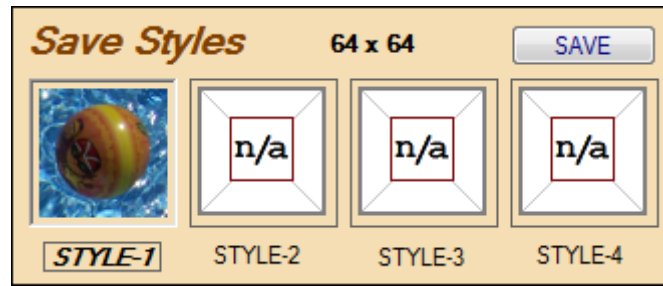


H-SEAM

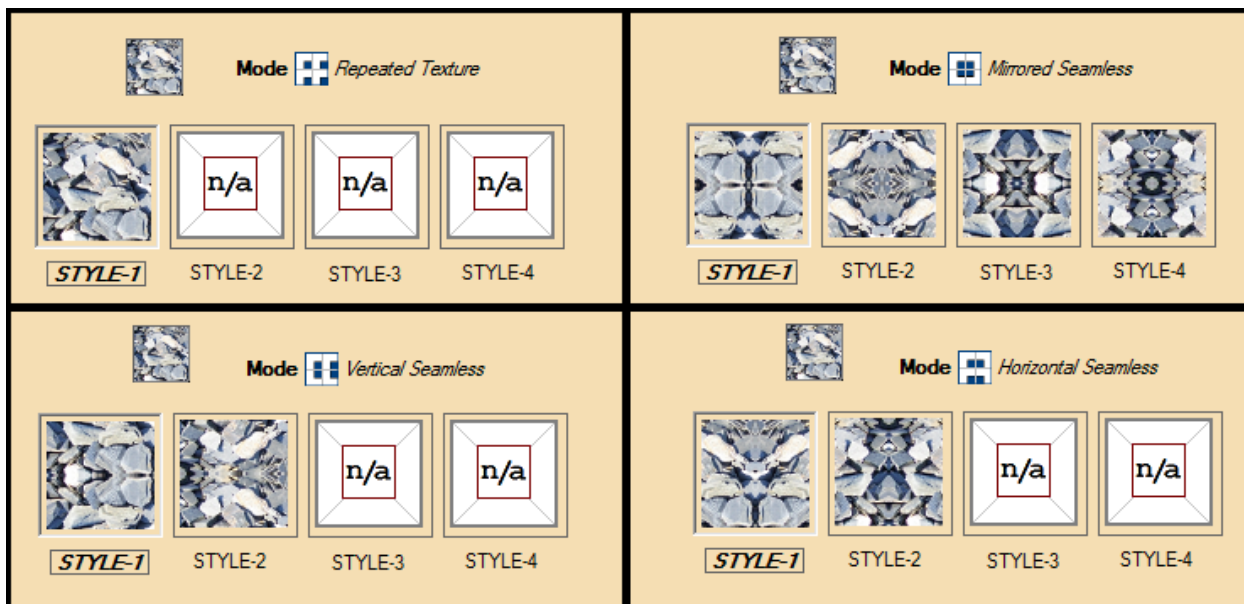


MIRROR

Save Styles Panel



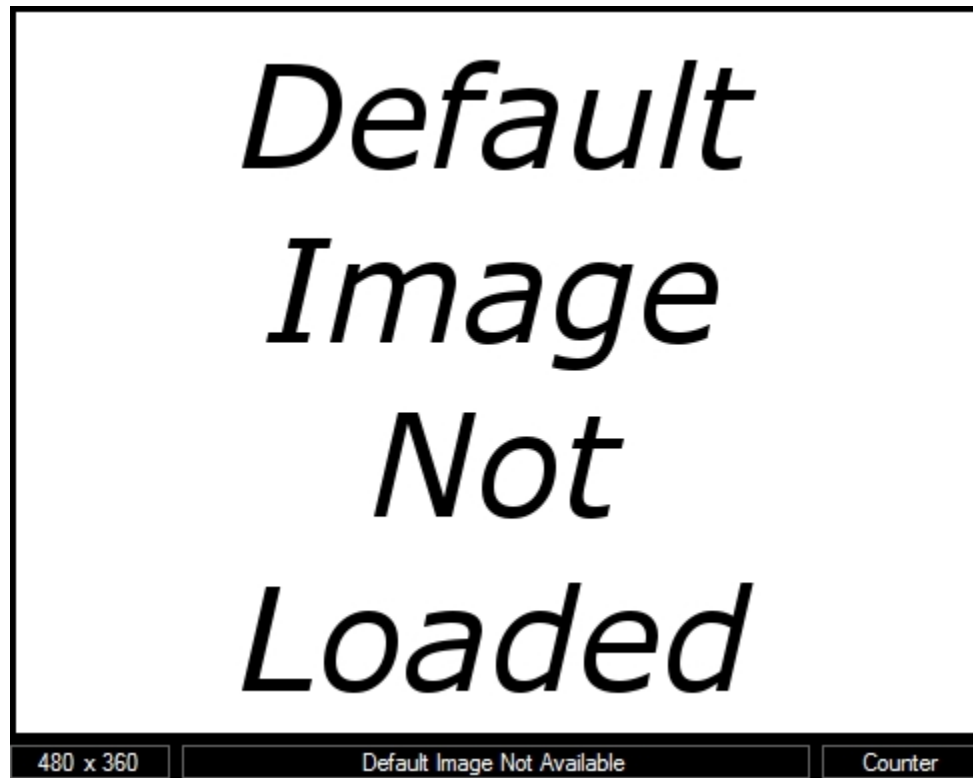
In the Save Styles panel, you can choose which style of pattern you think best represents the image in the Pattern View panel. It doesn't matter which style you choose, because overall each can be used to recreate the same texture/pattern displayed in the Pattern View panel only with different center points.



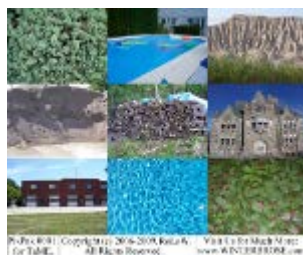
Up to 9 different styles are available for the selected texture above.

After selecting a style, click the SAVE button or use File/Save to save your new texture in bmp, png, jpg, gif or tif formats.

Default Images



When TaME starts, it loads one of the three provided images; TaME.bmp, TaME.png or TaME.jpg by default. If the file does not exist, it will display the image not loaded message in the Source Image panel.



TaME.bmp



TaME.png



TaME.jpg

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