

How to make a custom cube map in GIMP 2.8

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Information:

You can use whatever flavor of texture that Game Guru uses for your textures. But the cube map is a special formatted images that contains layers of each of the 6 images being used. Therefore it must be a .dds formatted image with the cube map option set. I used no compression on them and exported them out as RGB8.

What you will need:

- GIMP <http://www.gimp.org>
- The DDS plugin for it. <https://code.google.com/archive/p/gimp-dds/downloads>
- The 6 images you want your cube map to be.

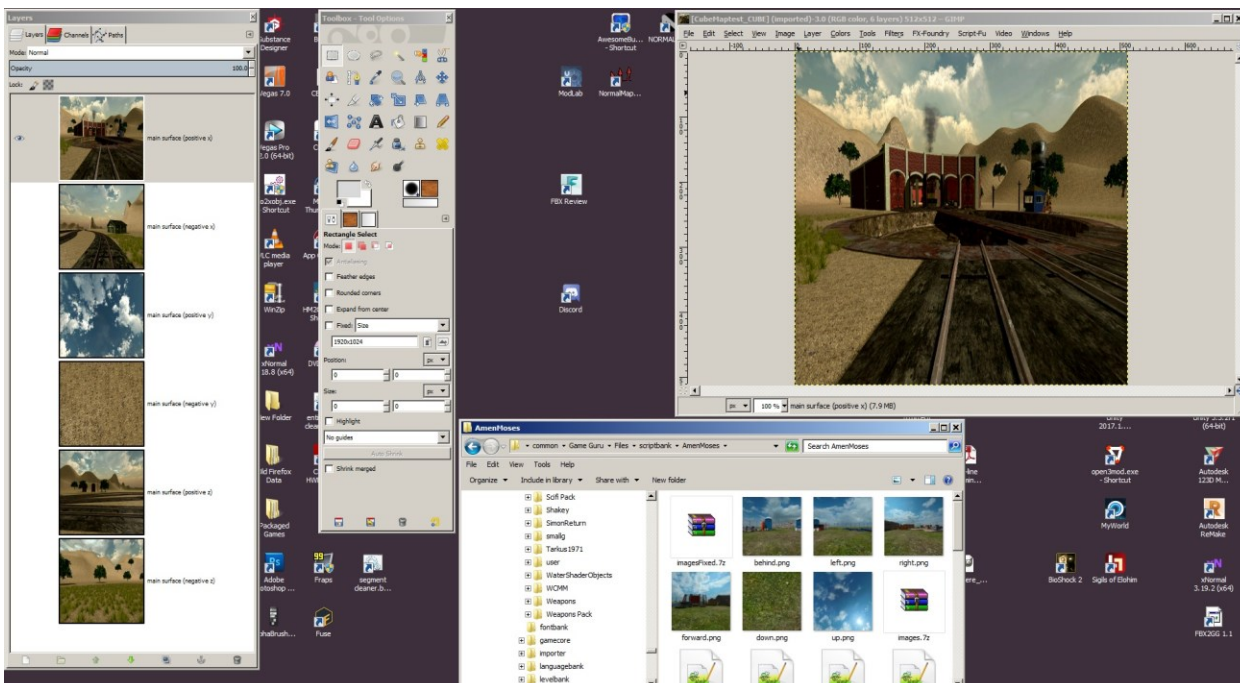
In this instance the images were generated from a script by AmenMoses. Nicely labeled and the top image is rotated correctly.

Thank you.

Graphix has another way to generate the cube map from one image only. Thank you also.

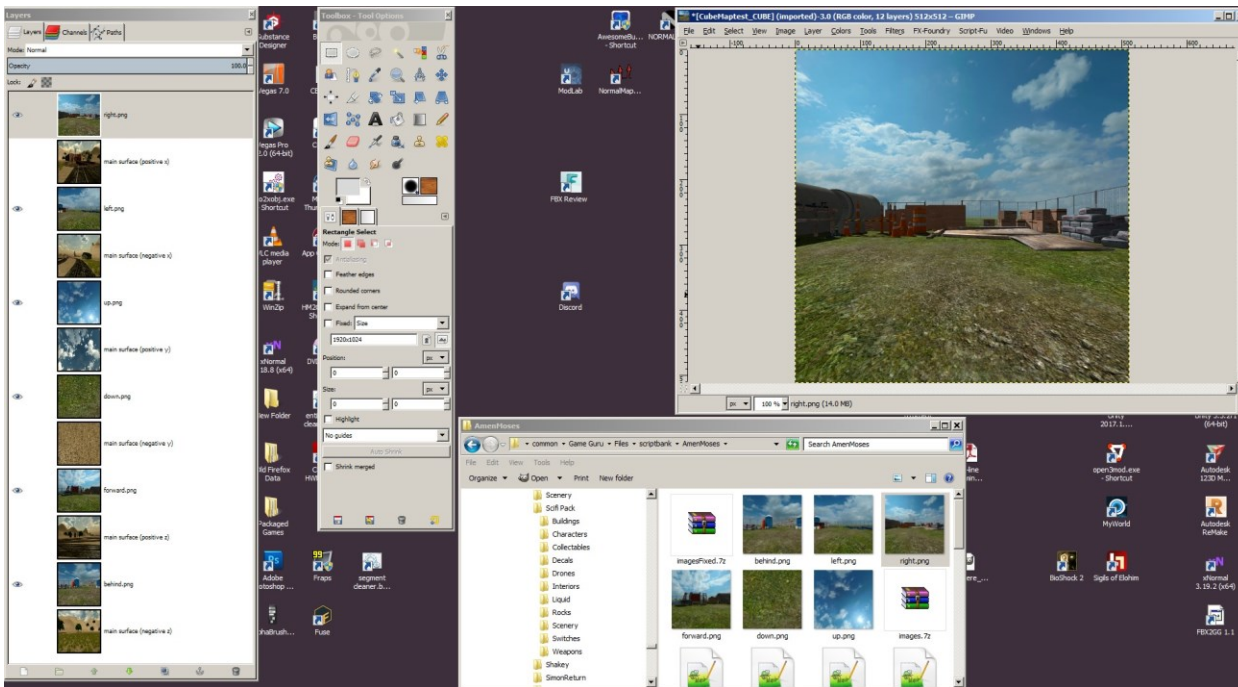
What to do:

The easiest thing to do is open an existing cube map. Take note of the layer names. It is very important to have those names, or your cube map will not work in Game Guru.



Set up your screen as above to make life easy.

You will want to drag your images into the existing cube map right on top of the layer you are replacing.



Behind to Neg Z

Forward to Pos Z

Down to Neg Y

Up to Pos Y

Left to Neg X

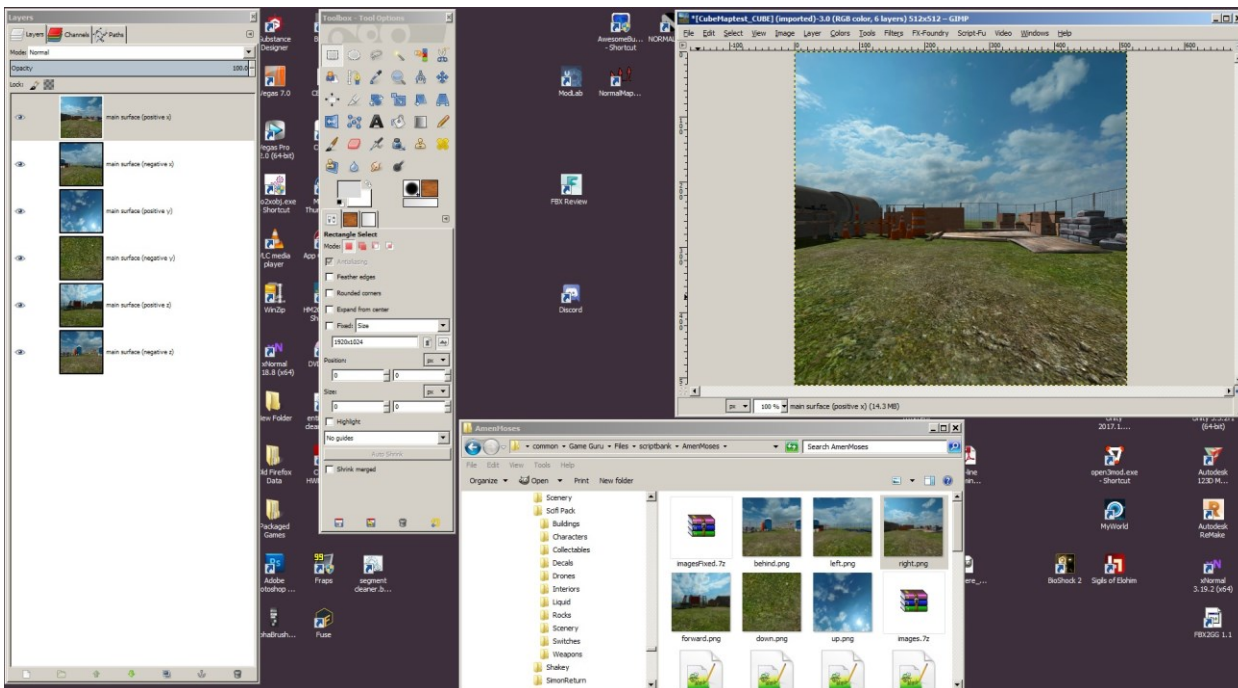
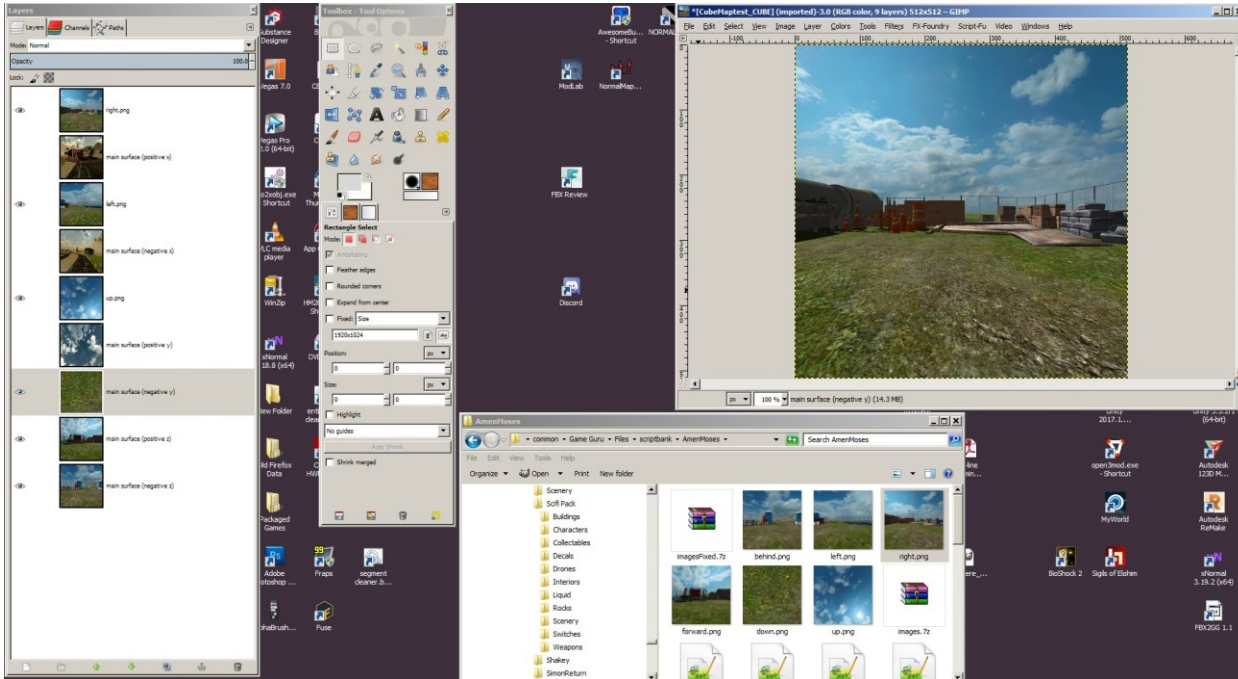
Right to Pos x

Copy the name from the existing layer by double clicking on it and Right mouse click and chose copy.

Immediately delete that layer.

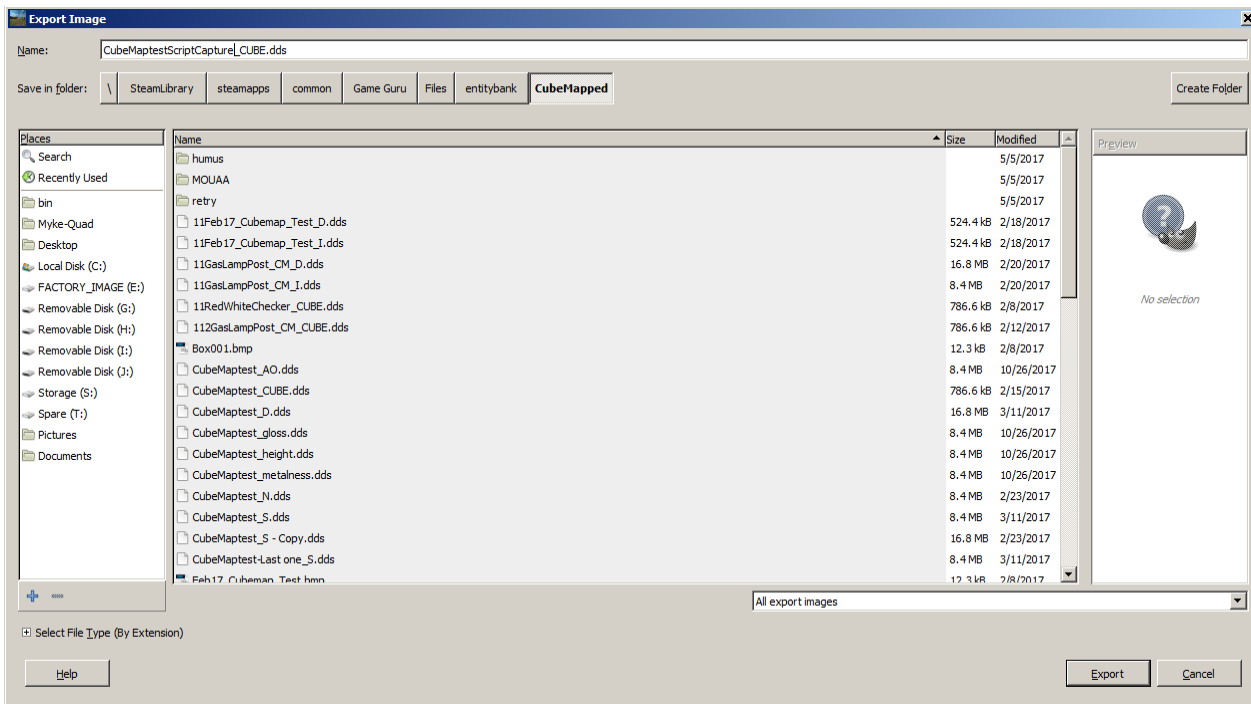
Double click on the replacement layer name and Right mouse click, Paste.

Repeat the above steps for each of the replacement layers.



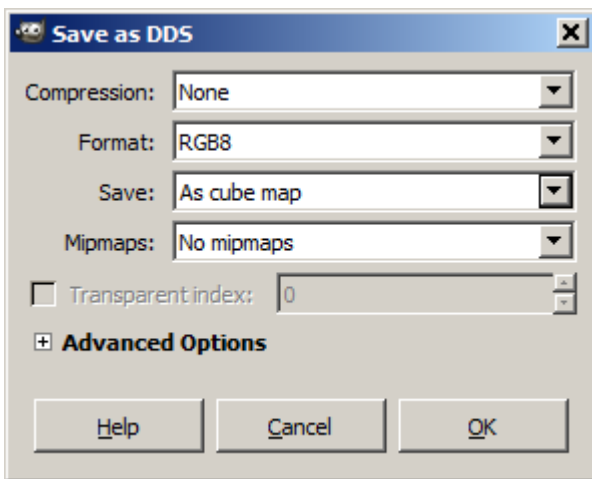
Above is what your new image should look like now.

Press File Export Image as and give the file a name.



Important:

Use these settings



That is all there is to it. Enjoy your new custom cube map.