Using Blender 2.6 for Animation - **Topics - Replace a UVMapped Texture with Another Image**

**Change texture Source to an existing image** (Make sure you have completed all steps to apply a UVMapped texture, then you can follow these steps):

* Double-click the blender project file
* Select the object that has the texture
* Click  the Material button to select the object’s material
* Click  the Texture button to edit the textures on the object’s material
* Under “Image” section, click  image drop-down box then **make sure the same name is chosen**

*that was in the UV/Image Editor, circled in red in picture  (if the view is split and the view on the right is a UV/Image Editor, your screen will look like the picture [see Using Views for Texture Paint]).*

* In the “Source” section click the Browse  button then choose the image

**Make an image file of the 3D Scene**

* Click Render, Render Image to try out the new texture.
  + If you want to save the 3D Image with a transparent background (to use as a sprite), first click **“RGBA”:**



* + Then click Save As Image

*TIP: If you have trouble getting the texture you chose to work on the image:*

* *At the top of the Texture button tab try unchecking all of the textures in the texture list so that only the UVMapped texture*
* *If it still doesn’t work, then in the UV/Image Editor try clicking Image, Replace, then choose the image file*
* *Try “Make an image file of the 3D Scene” again*

*TIP: If you can’t see all of the scene, make sure you move the camera object to a good place then try “Make an image file of the 3D Scene” again*