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Subject: Re: 3DS 8 Textures

Posted by [Stau](#) on Wed, 20 May 2009 10:43:37 GMT

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TGA and DDS works. Naturally the most optimal thing is using DDS (also a very good reason to switch to max in general because DDS hogs a lot less resources.) To export from photoshop to DDS you need a Nvidia plugin for it.

If you have that, what certainly works is exporting to DXT1 without alpha, with Xbox emulation and it has to be 2d texture.

A good size is also 1024 and i'm not sure what sizes work with it in general. This is because that some sizes makes DDS format refuse to save (probably if the texture isn't square i presume.)

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