

JFX600-2513/JFX600-2531/UJF-7151plusII/UCJV330

2.5D Texture Maker Guide

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Introduction

Thank you for purchasing the JFX600-2513 / JFX600-2531 / UJF-7151plusII / UCJV330 inkjet printer.

This manual describes how to use the printer with the "2.5D Texture Maker" function in the included RIP software (RasterLink7) for smooth, semi-stereoscopic 2.5D printing.

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Chapter 1 Overview of Functions



This chapter

This chapter provides an overview of 2.5D Texture Maker.

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1.1 2.5D Texture Maker

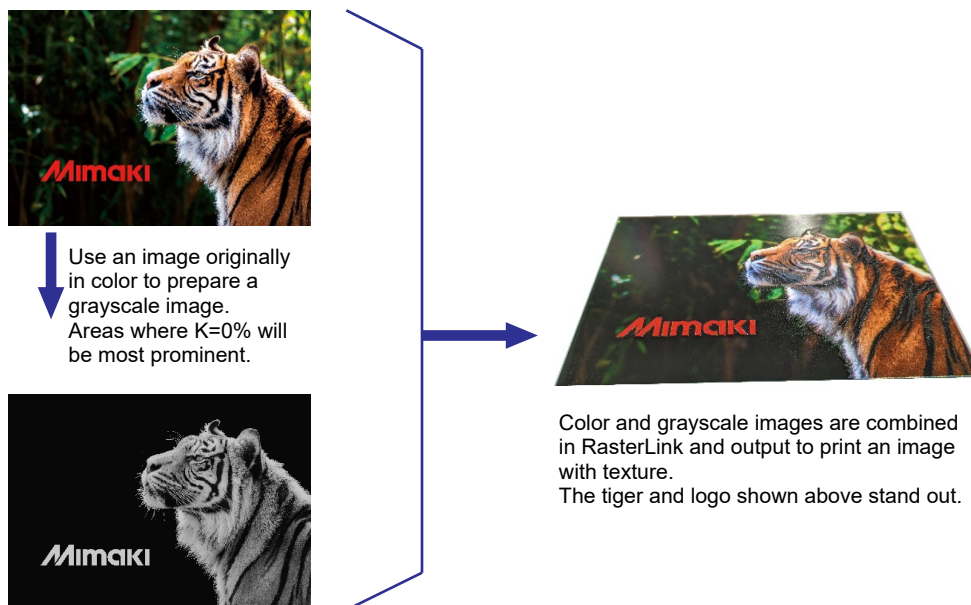
2.5D Texture Maker takes advantage of UV ink characteristics to print in layers and make images look three-dimensional.

Effect of 2.5D Texture Maker

● Textural printing, with layers at various heights

Tonal values of grayscale images are used to create a sense of texture.

For example, parts of photographic images can be printed at different heights to convey depth or texture.



● Printing with uniform thickness applied to text or shapes

Adding thickness to certain text or vector objects in an image can create a sense of texture, as in embossing.



In Illustrator, select objects to make thicker. After exporting the data with RasterLink Tools, use RasterLink to composite and output the image. When you print the image, thickness is applied to your selected areas.

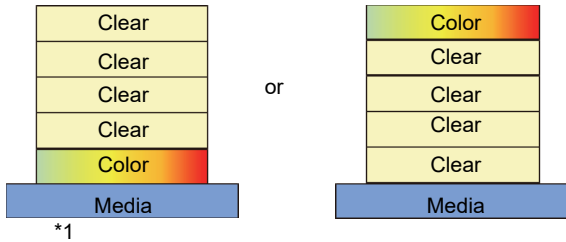
Different Types of Printing

Differences Between Modes

Two modes are available, as follows.

● Standard mode

Clear ink is used to create height.



Advantages

- Expression of subtle differences in texture is possible.
- Clear ink creates a three-dimensional effect with transparency.

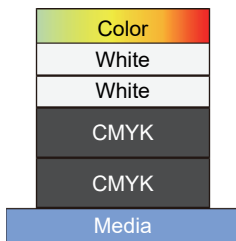
Disadvantages

- Printing takes longer.
- Clear ink must be loaded.

*1 For UCJV330, Color + Clear 4-layer mode can be only used.

● High speed mode

Mixed CMYK colors are used to create height. Over this, two layers of white ink are printed, followed by a color image.



Advantages

- Prints faster than the standard mode.
- Colors are printed after white ink, which makes them clearer.

Disadvantages

- The layer of mixed CMYK colors is thicker than the clear layer applied in standard mode. Not suitable for expressing subtle differences in texture.
- Not available for vertical models.

Printer Differences

● Flatbed models

One layer at a time is printed, as feeding is changed. Thickness can be changed by altering the number of layers.

● Vertical models

Multilayer printing is used to print layers on top of each other in a single printing process. The number of layers is fixed and depends on the model.

Software Used

The following software is used to create and export data to 2.5D Texture Maker.

Preparing Data

● Photoshop or other image editing software

Used to create a grayscale image. Tonal values of grayscale images are used to create prints with texture.

● Illustrator and RasterLink Tools

The Illustrator plug-in RasterLink Tools is used to save images when you will add thickness to certain text or vector objects in images created in Illustrator.

Output

● RasterLink7

The image for color and the image for 2.5D texture are composited and output to the printer.

Chapter 2 Usage Environment and Limitations



This chapter

This chapter describes the usage environment and limitations for 2.5D Texture Maker.

Usage Environment and Limitations..... 10 Limitations with RasterLink714
Printer Environment 10

2.1 Usage Environment and Limitations

Printer Environment

Use of 2.5D Texture Maker requires one of the following environments, depending on your printer.



- Printing with 2.5D Texture Maker requires a dedicated device profile. Please download using the profile download feature of the profile management tool "Profile Manager" in RasterLink7. You can also download it from the "Download" - "Profile" page in the printer product page on our official website.

Flatbed models

JFX600-2513

● Printer system

JFX600-2513 LUS-211
System Pack Ver4.00.0 or later

● Ink type and corresponding software version

JFX600-2513			Version		
Ink type	Ink set	Special Colorset	RasterLink7	Mimaki Driver	RasterLink Tools
LH-100	CMYK	CIPWW	v2.7.0 or later	v5.6.6 or later	v1.11.0 or later
	CMYKLcLm	WW	v2.7.0 or later	v5.6.6 or later	
LUS-120	CMYK	CIPWW	v2.5.0 or later	v5.6.0 or later	
		CICIWW	v3.0.2 or later	v5.7.3 or later	
	CMYKLcLm	WW	v2.5.0 or later	v5.6.5 or later	
LUS-150	CMYK	CIPWW	v2.2.0 or later	v5.6.0 or later	
		CICIWW	v3.0.2 or later	v5.7.3 or later	
	CMYKLcLm	WW	v2.3.0 or later	v5.6.2 or later	
LUS-211	CMYK	CICIWW	v3.2.1 or later	v5.9.3 or later	

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	CIPWW, CICIWW	OK	OK
6 Color+SP	WW	N/A	OK

● Printing conditions

In RasterLink7, select a device profile with the following conditions.

Settings		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 1200 VD	600 x 600 VD
Number of passes	4 Color+SP	8	4
	6 Color+SP	-	8

JFX600-2531

● Printer system

JFX600-2531
System Pack Ver4.00.0 or later

● Ink type and corresponding software version

JFX600-2531			Version		
Ink type	Ink set	Special Colorset	RasterLink7	Mimaki Driver	RasterLink Tools
LH-100	CMYK	CIPWW	v3.2.1 or later	v5.9.3 or later	v1.11.0 or later
	CMYKLcLm	WW			
LUS-120	CMYK	CIPWW			
		CICIWW			
CMYKLcLm	WW				
LUS-150	CMYK	CIPWW			
		CICIWW			
CMYKLcLm	WW				
LUS-211	CMYK	CICIWW			

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	CIPWW, CICIWW	OK	OK
6 Color+SP	WW	N/A	OK

● Printing conditions

In RasterLink7, select a device profile with the following conditions.

Settings		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 1200 VD	600 x 600 VD
Number of passes	4 Color+SP	8	4
	6 Color+SP	-	8

UJF-7151plusII

● Printer system

UJF-7151 plusII System Pack Ver. 1.80 or later

● Ink type and corresponding software version

UJF7151plusII			Version		
Ink type	Ink set	Special Colorset	RasterLink7	Mimaki Driver	RasterLink Tools
LH-100	CMYK	CIPWW	v3.0.0 or later	v5.7.0 or later	v1.11.0 or later
	CMYKLcLm	WCI	v3.0.0 or later	v5.7.0 or later	v1.11.0 or later
		WW	v3.0.1 or later	v5.7.1 or later	v1.11.0 or later

UJF7151plusII			Version		
Ink type	Ink set	Special Colorset	RasterLink7	Mimaki Driver	RasterLink Tools
LUS-120	CMYK	CIPWW	v3.0.0 or later	v5.7.0 or later	v1.11.0 or later
	CMYKLcLm	WCI	v3.0.0 or later	v5.7.0 or later	v1.11.0 or later
		WW	v3.0.1 or later	v5.7.1 or later	v1.11.0 or later
LUS-350	CMYK	CIPWW	v3.0.0 or later	v5.7.0 or later	v1.11.0 or later

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	CIPWW	OK	OK
6 Color+SP	WCI	OK	OK
6 Color+SP	WW	N/A	OK

● Printing conditions

In RasterLink7, select a device profile with the following conditions.

Settings		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 900 VD	600 x 900 VD
Number of passes	4 Color+SP	16	12
	6 Color+SP	16	12

Recommended Media for Each Ink

Substrate	LH-100	LUS-120	LUS-150	LUS-350
Polycarbonate	OK	OK	N/A	OK
Polystyrene	OK	OK	OK	OK
ABS	OK	OK	OK	OK
PET w/ Adhesive Coating HK31WF	OK	OK	OK	OK
PET w/ Adhesive Coating U292W	N/A	OK	OK	OK

Using media other than the recommended above may cause issues such as these.

- Media becomes warped and rubs against the heads.
- Ink eventually peels off the media.

Always confirm that no problems are occurring if you use media other than the recommended one.

Vertical Models

Use of an ionizer is recommended. For details on ionizers, refer to your printer operation manual.

Vertical models

UCJV330

● Ink type and corresponding software version

UCJV330			Version		
Ink type	Ink set	Special Colorset	RasterLink7	Mimaki Driver	RasterLink Tools
LUS-170	CMYK	CICIWW	v3.1.0 or later	v5.8.0 or later	v1.11.0 or later
LUS-175	CMYK	CICIWW	v3.1.0 or later	v5.8.0 or later	v1.11.0 or later

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	CICIWW	OK	N/A

● Recommended printing conditions

In RasterLink7, select a device profile with the following conditions.

Media	Mode	Output setting	Number of passes
[2.5D Texture] Standard	Standard mode	1200 x 1200 VD	16 passes
		1200 x 1800 VD	24 passes

● Precautions

Print head height

When executing the 2.5D printing, to prevent printed material from striking the print heads, printing is not possible with the head height set to Low.

Change the head height to Middle or High.

For instructions on adjusting print head height, see "Adjusting Print Head Height" in the UCJV330 Operation Manual.

Media winding

Meandering is more likely to occur with longer media taken up after 2.5D printing.

In RasterLink7, a warning message can be displayed at the start of printing if a job that includes 2.5D printing exceeds the specified length. Refer to [Options] in the RasterLink7 Reference Guide for details on the setting.

Limitations with RasterLink7

● Functions not available in jobs that include 2.5D Texture Maker printing

(1) The following functions cannot be used in combination with this kind of printing.

Function

- Arrange with other than 2.5D Texture Maker jobs with the same conditions
- Crop
- Tiling
- Step & Repeat
- Special Plate
- Color Replacement
- Variable Print

Settings within functions

- [General Print] - [FOTOBA].

(2) Cutting cannot be set at the same time.

- Any cut data (passes, ID cut) in images used for 2.5D Texture Maker is disregarded.

(3) Images for 2.5D Texture Maker should not consist of multiple pages.

(4) RIP and Print is not available.

(5) Always specify the device profile designed specifically for 2.5D Texture Maker jobs. If it is not set, an error will occur at the start of printing. Errors also occur at the start of printing if a device profile for 2.5D Texture Maker is set for a color job.

(6) With Auto Execution set to [Start], jobs can be created when an image for 2.5D Texture Maker is loaded, but they cannot be printed.

(7) [Favorite] does not include a 2.5D Texture Maker setting.

Chapter 3 Printing with 2.5D Texture Maker



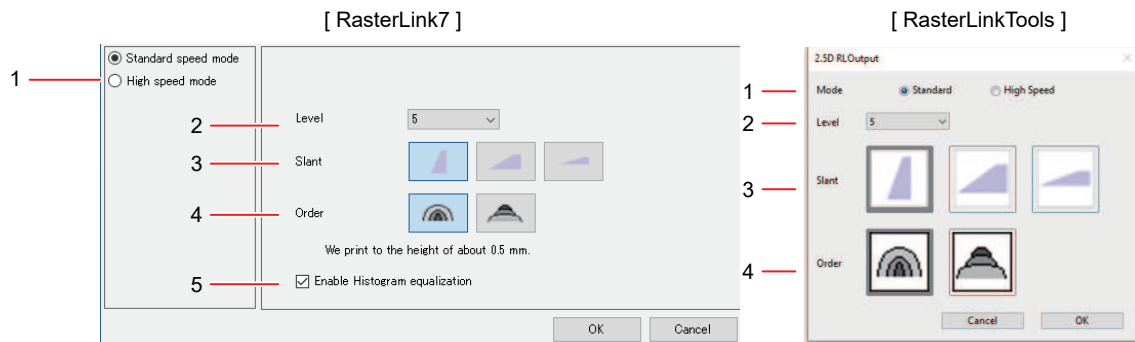
This chapter

This chapter describes 4 ways to perform printing.

Settings	16	Printing in Standard Mode by Using a Vector Image	27
Printing in Standard Mode by Using a Grayscale Image	17	[Illustrator] Creating Print Data.....	27
[Photoshop] Creating Print Data	17	[RasterLink] Check and change settings	29
[RasterLink] Setting Up the Job	18	RasterLink: Printing.....	31
RasterLink: Printing.....	21	Printing in High Speed Mode by Using a Vector Image	32
Printing in High Speed Mode by Using a Grayscale Image	22	[Illustrator] Creating Print Data.....	32
[Photoshop] Creating Print Data	22	[RasterLink] Check and change settings	34
[RasterLink] Setting Up the Job	23	RasterLink: Printing.....	36
RasterLink: Printing.....	26		

3.1 Settings

This section describes the settings for 2.5D Texture Maker.



1	[Mode]	Select [Standard] or [High speed]. For details, see "Differences Between Modes" (P. 6). *1				
2	[Level]	Printing is performed for the number of layers selected. Increasing the level will increase the thickness. These options are available, depending on the model and mode. <ul style="list-style-type: none"> Flatbed models <ul style="list-style-type: none"> Standard mode: Level 1 to 5 (approx. 0.1 mm to 0.5 mm) High speed mode mode: Level 3 to 5 (approx. 0.3 mm to 0.5 mm) UCJV330 <ul style="list-style-type: none"> Standard mode: Level 3 only (approx. 0.3 mm) 				
3	[Slant]	Select the slant of thick printing. Select from the following 3 settings. Edges become smoother with each selection to the right. <ul style="list-style-type: none"> This setting is not available for grayscale print jobs. 				
4	[Order]	Select the method of layering to add texture. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"></td> <td>Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.</td> </tr> <tr> <td style="text-align: center;"></td> <td>Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures.</td> </tr> </table>		Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.		Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures.
	Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.					
	Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures.					
5	[Enable Histogram equalization]	Select this option to equalize the contrast of grayscale images, which enhances contrast and makes the texture clearer. Normally, select this option. However, for images that already have a clear sense of contrast, it may reduce the contrast. If so, clear this option. <ul style="list-style-type: none"> Not displayed for print jobs with vector images. 				

- UCJV330: Only standard mode is supported. Do not select high speed mode.
With WW special colorset: Only high speed mode is supported. Do not select standard mode.

3.2 Printing in Standard Mode by Using a Grayscale Image

Standard mode can express subtle differences in texture. It is suitable for images with gradual color transitions.

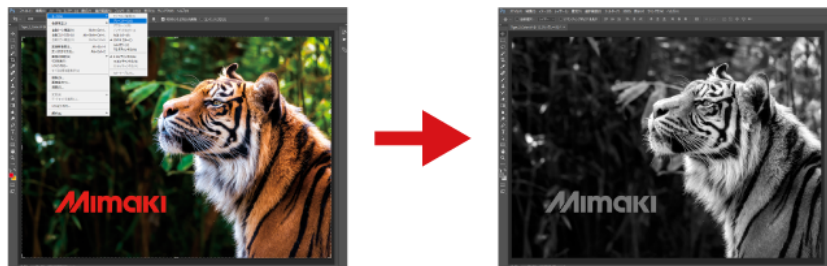
[Photoshop] Creating Print Data

1 Open an image in Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

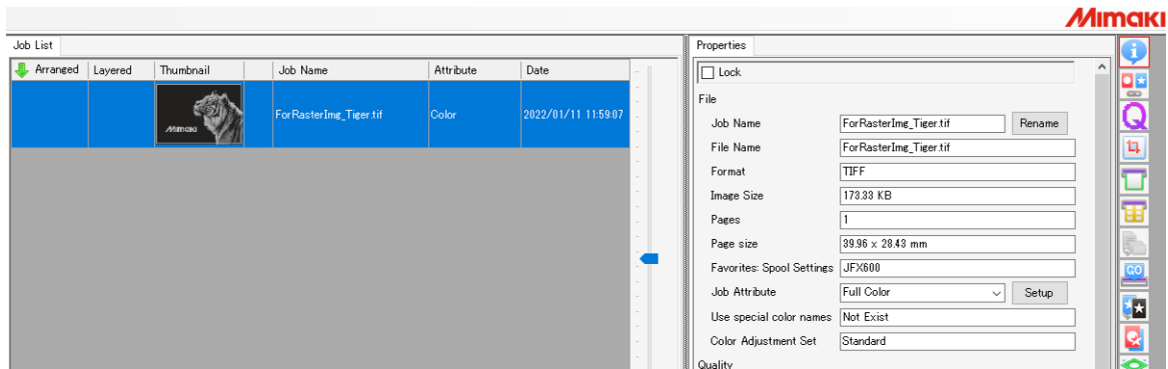
- Save the image in either TIFF or JPEG format.



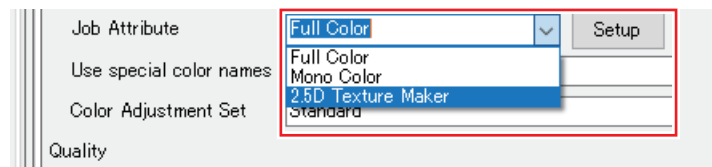
- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Setting Up the Job

- 1 Open your grayscale image in RasterLink7.

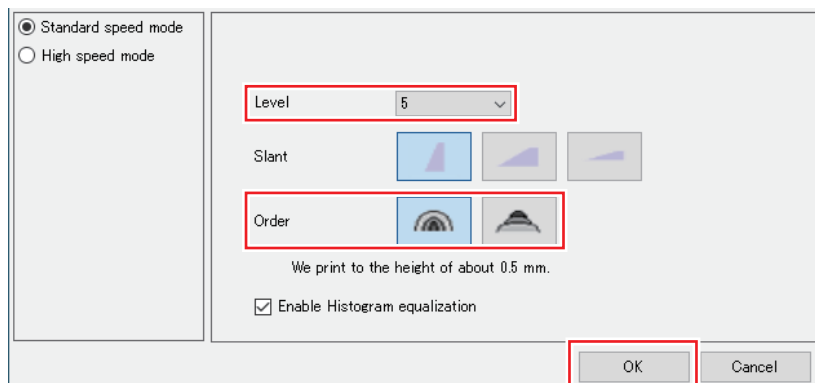


- 2 Click the [Properties] icon.
- 3 Change [Job Attribute] to [2.5D Texture Maker].

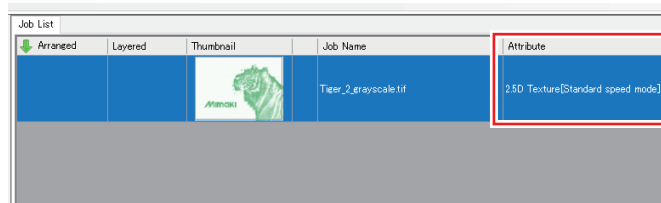


- 4 Select [Standard mode]. Select [Level] and [Order], and then click [OK].

- For setting details, see "Settings"(P. 16).

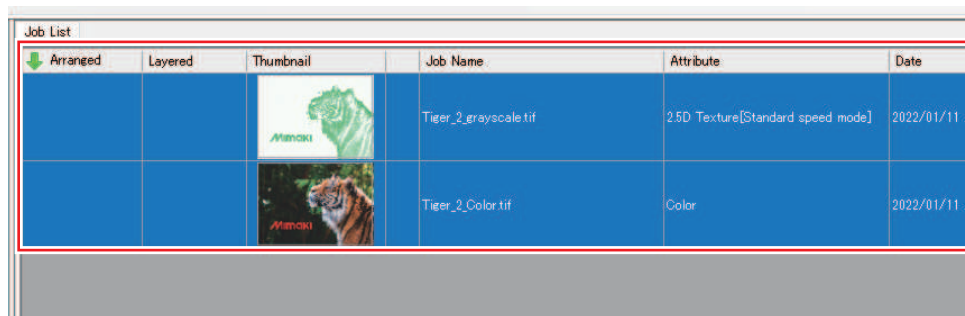


- [Attribute] changes to 2.5D Texture (Standard mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



- 5 Import the original color image.

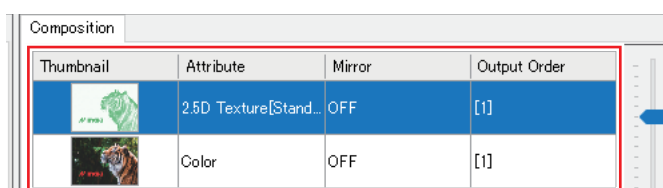
6 Select the two jobs.



7 Select the [Composite] icon.

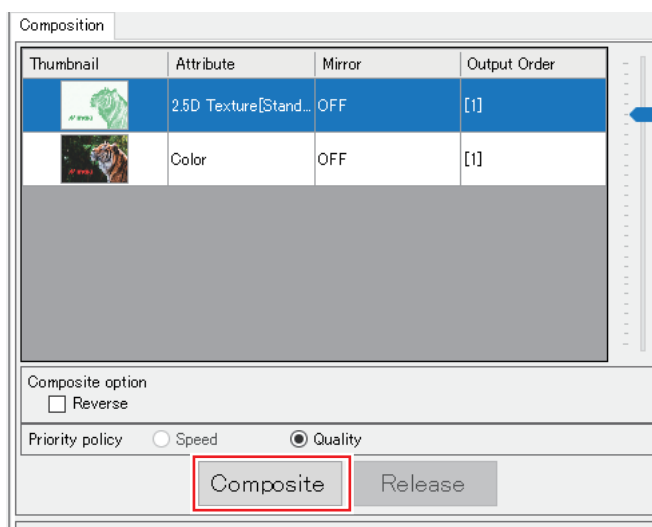
8 Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).

- The jobs are output, starting with the bottom one.



- The following print order is recommended: Color job -> 2.5D Texture job. 2.5D Texture job -> Color job printing is also available. The appearance differs slightly, so check before using this setting.

9 Click [Composite].

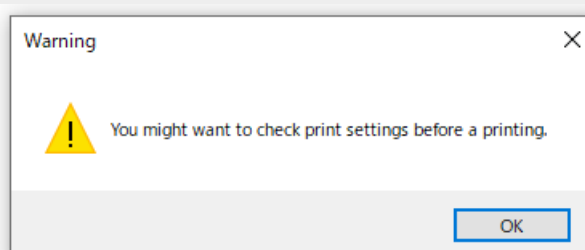


- The jobs are composited.



When the following pop-up appears during the image composition process

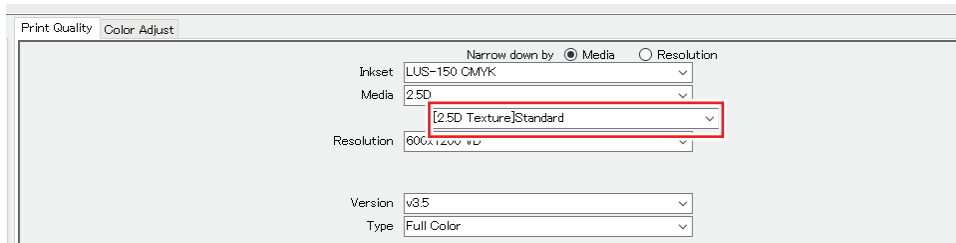
- Refer to steps 10 and 11 and set the printing conditions.



10 Select the [Print Condition]  icon.

11 Make sure the appropriate profile is selected.

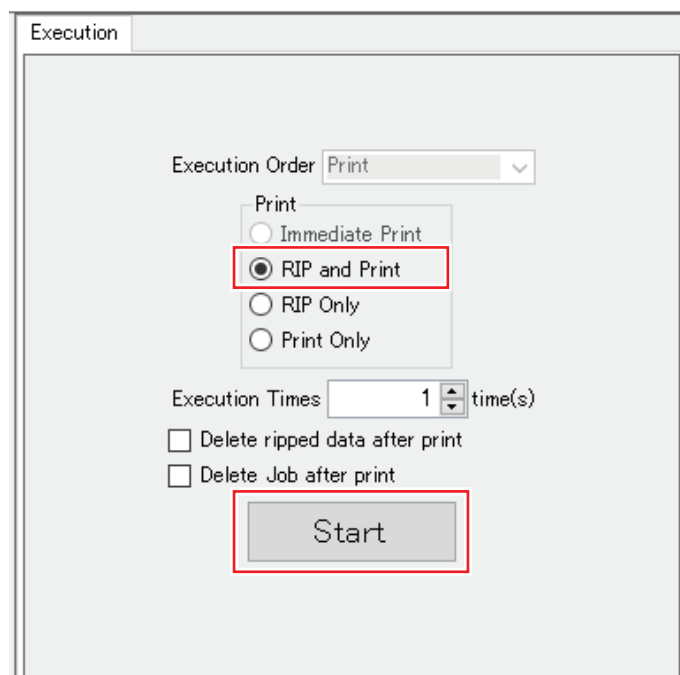
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Flatbeds: Select a device profile for color printing.
UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.3 Printing in High Speed Mode by Using a Grayscale Image

High speed mode prints faster than standard mode.

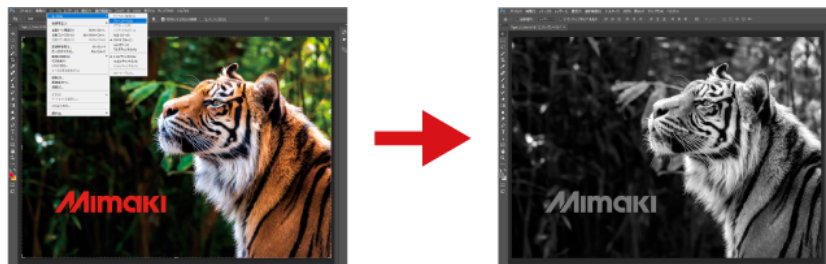
[Photoshop] Creating Print Data

1 Open an image in Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

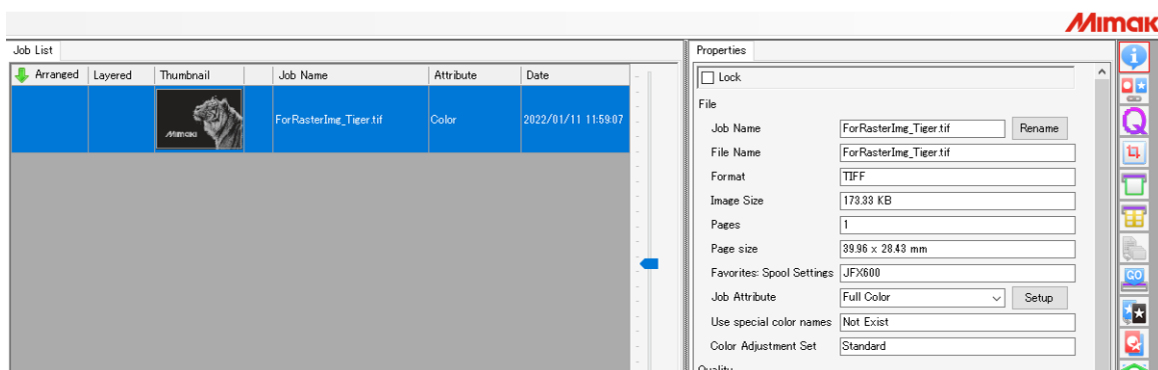
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

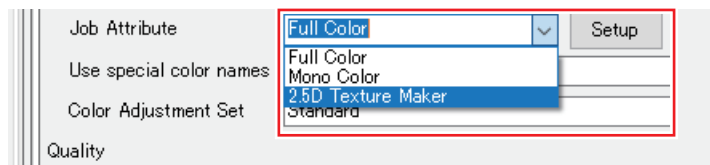
[RasterLink] Setting Up the Job

1 Open the grayscale image in RasterLink7.



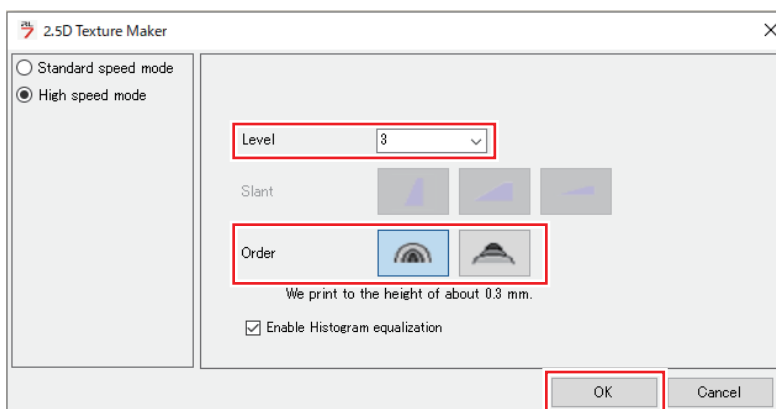
2 Click the [Properties] icon.

3 Change [Job Attribute] to [2.5D Texture Maker].

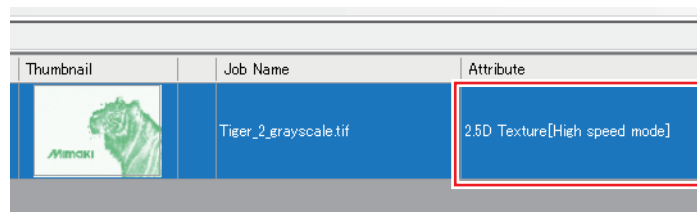


4 Select [High speed mode]. Select [Level] and [Order], and then click [OK].

- For setting details, see "Settings"(P. 16).





- [Attribute] changes to 2.5D Texture (High speed mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



5 Import the original color image.

3



6 Select the two jobs.

Arranged	Layered	Thumbnail	Job Name	Attribute	Date
			Tiger_2_grayscale.tif	2.5D Texture[High speed mode]	2022/01/18 10:53:20
			Tiger_2_Color.tif	Color	2022/01/18 11:14:43



7 Select the [Composite]  icon.

8 Set the output order of composite jobs to Color -> 2.5D Texture (High speed mode).

- The jobs are output, starting with the bottom one.

Thumbnail	Attribute	Mirror	Output Order
	Color	OFF	[1]
	2.5D Texture[High spee...	OFF	[1]

9 Click [Composite].

Thumbnail	Attribute	Mirror	Output Order
	Color	OFF	[1]
	2.5D Texture[High spee...	OFF	[1]

Composite option
 Reverse

Priority policy Speed Quality

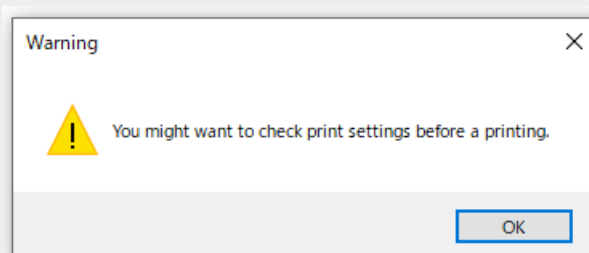
Composite Release

- The jobs are composited.



When the following pop-up appears during the image composition process

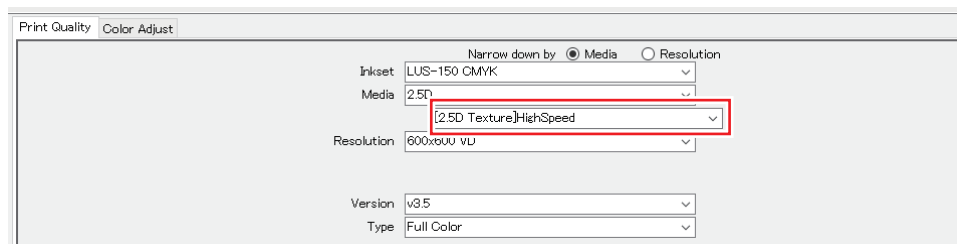
- Refer to steps 10 and 11 and set the printing conditions.



10 Select the [Print Condition]  icon.

11 Make sure the appropriate profile is selected.

- [2.5D Texture High Speed] jobs: Confirm that [Media] is set to a [2.5D Texture High Speed] device profile.



- Jobs other than [2.5D Texture High Speed]
 - Flatbeds: Select a device profile for color printing.
 - UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

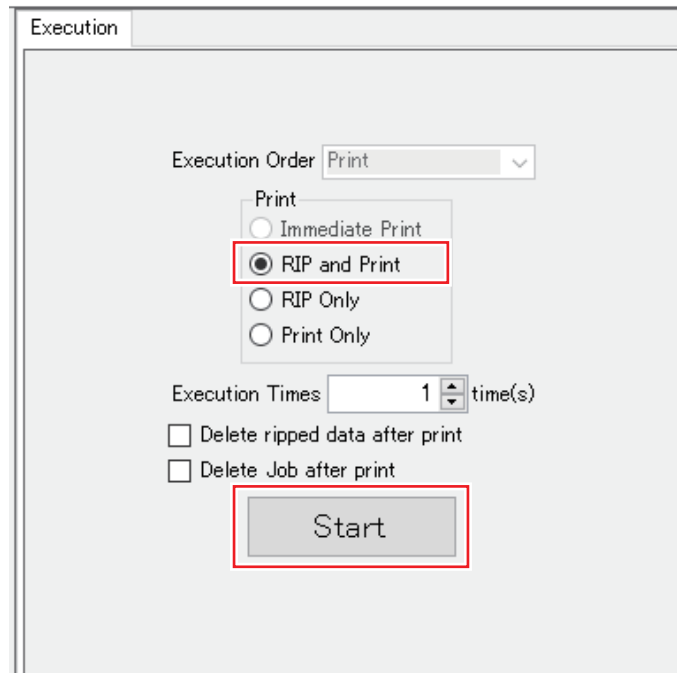


In high speed mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

- (1) Select the 2.5 Texture job and click [Layer].
- (2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.4 Printing in Standard Mode by Using a Vector Image

In standard mode, you can print the slanted edges of ink more smoothly.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important! • For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects for 2.5D printing.




3 Click the [2.5D RLOutput] icon of RasterLink Tools.

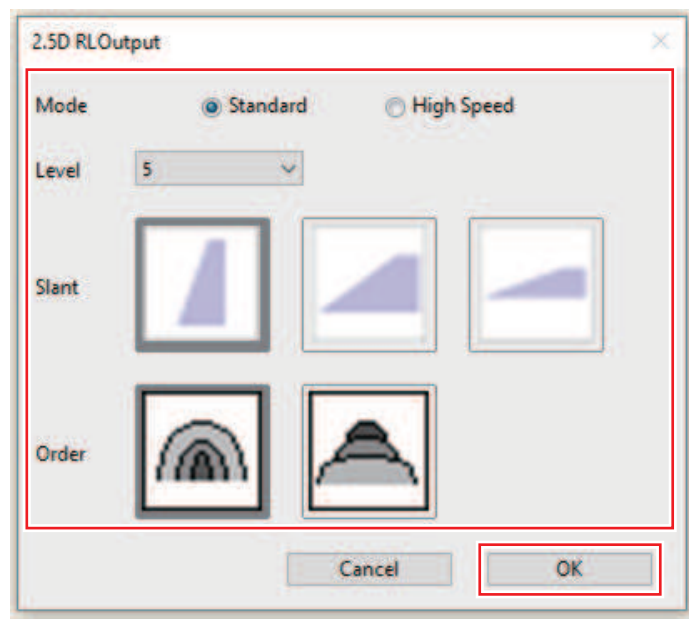
- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Level], [Slant], and [Order], and then click [OK].

- To use standard mode, select [Standard Mode].
- For setting details, see  "Settings"(P. 16).



- A dialog box is displayed for saving the file. Saving will create two files.

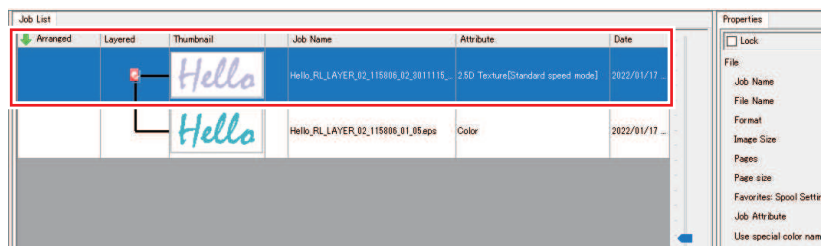


- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Check and change settings

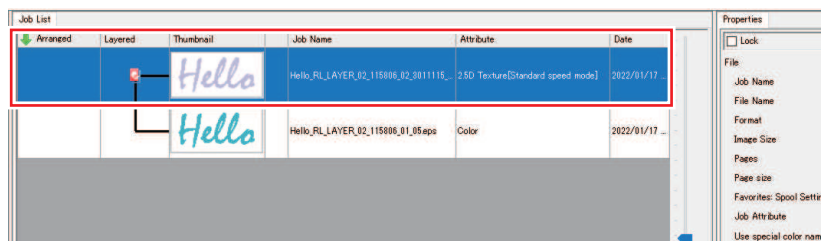
1 Start RasterLink7.

- Any files saved in the Hot Folder are automatically opened in RasterLink7 and prepared as a composite job.

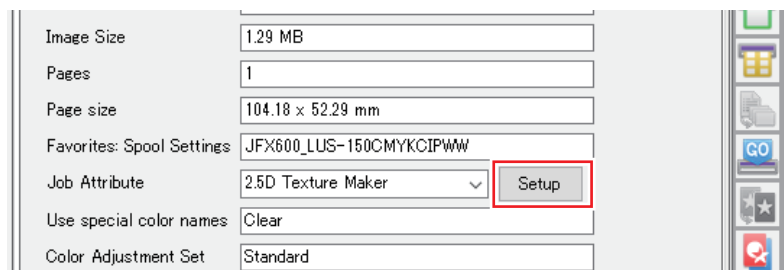


- The [2.5D Texture Maker] dialog appears.


2 Select a job with [Attribute] set to [2.5D Texture Standard Speed], and then click the [Properties] icon.

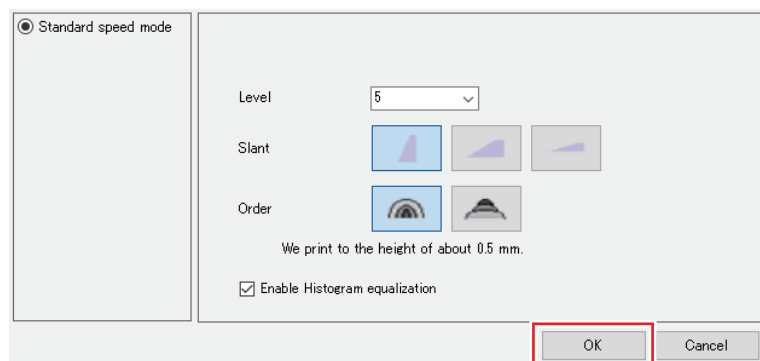


3 Click [Setup] for [Job Attribute].



4 Check the 2.5D Texture Maker settings and click [OK].

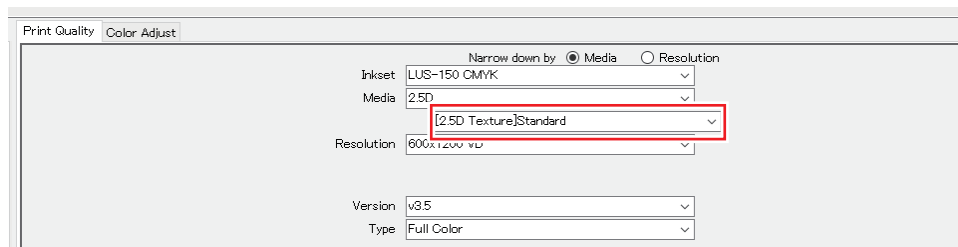
- Change any settings as needed here.
- For setting details, see  "Settings"(P. 16).



5 Select the [Print Condition] icon.


6 Make sure the appropriate profile is selected.

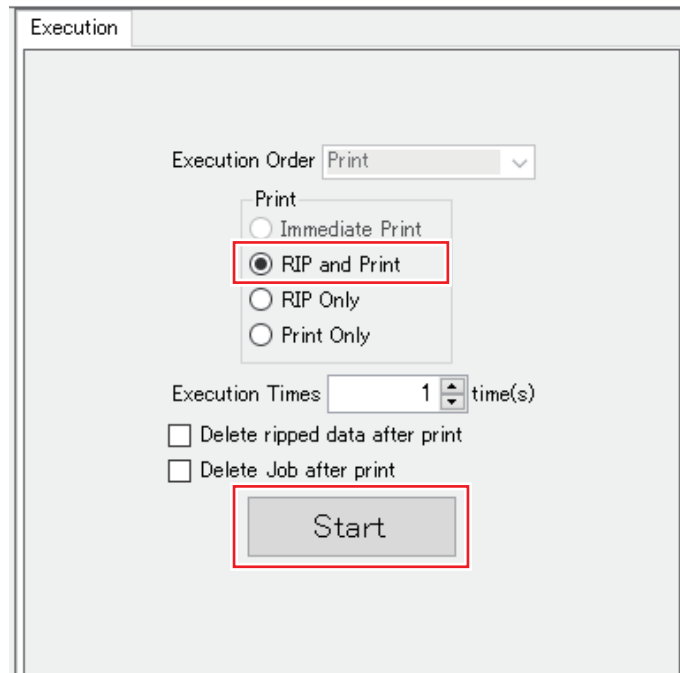
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Flatbeds: Select a device profile for color printing.
UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.5 Printing in High Speed Mode by Using a Vector Image

High speed mode prints faster than standard mode.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important! • For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects for 2.5D printing.




3 Click the [2.5D RLOutput] icon of RasterLink Tools.

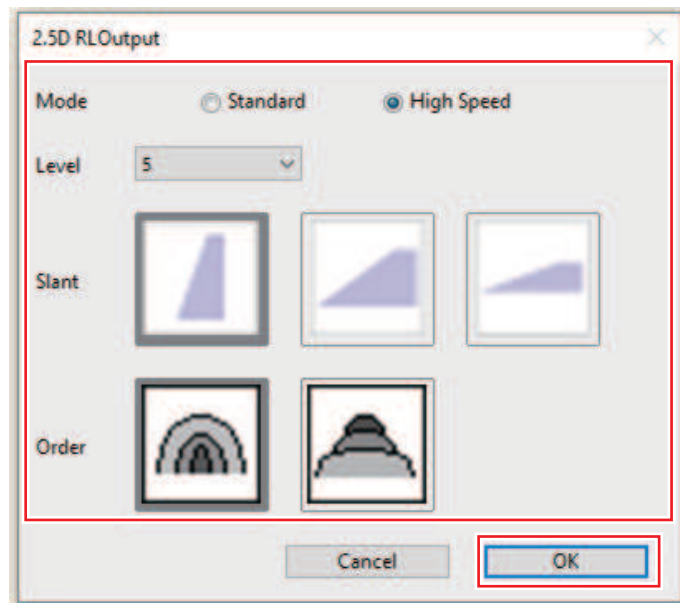
- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Level], [Slant], and [Order], and then click [OK].

- To use high speed mode, select [High speed mode].
- For setting details, see  "Settings"(P. 16).



- A dialog box is displayed for saving the file. Saving will create two files.

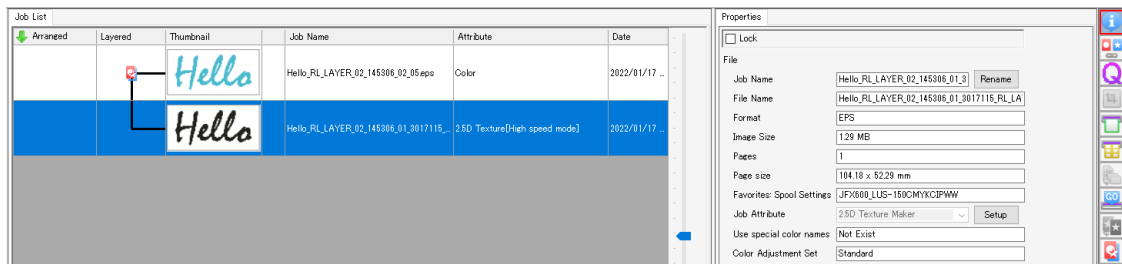


- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Check and change settings

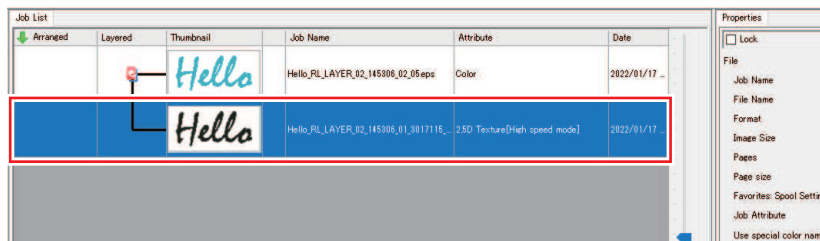
1 Start RasterLink7.

- Any files saved in the Hot Folder are automatically opened in RasterLink7 and prepared as a composite job.

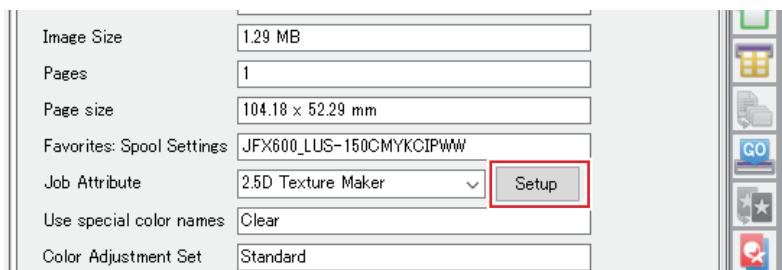


- The [2.5D Texture Maker] dialog appears.

2 Select a job whose [Attribute] set to [2.5D Texture High speed], and then click the [Properties] icon.

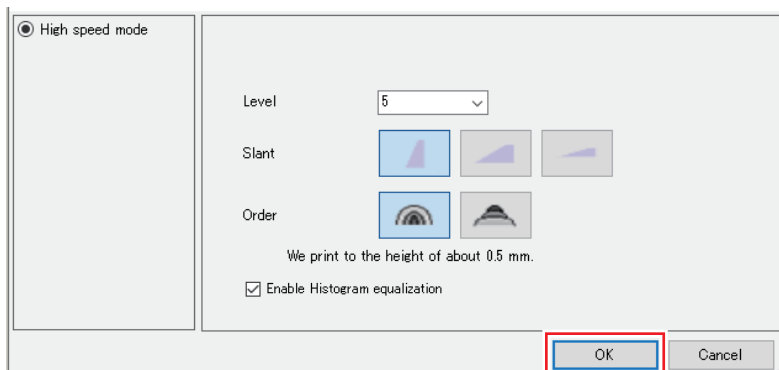


3 Click [Setup] for [Job Attribute].



4 Check the 2.5D Texture Maker settings and click [OK].

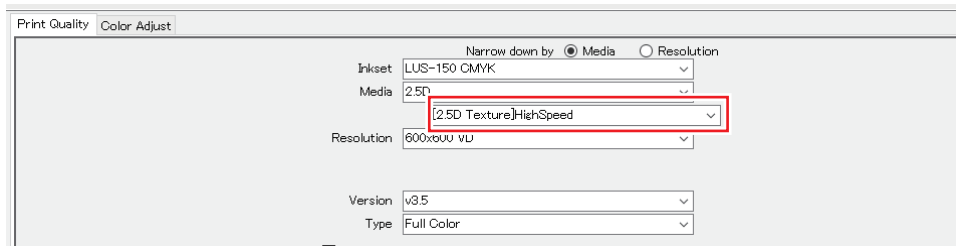
- Change any settings as needed here.
- For setting details, see "Settings"(P. 16).



5 Select the [Print Condition] icon.

6 Make sure the appropriate profile is selected.

- [2.5D Texture High Speed] jobs: Confirm that [Media] is set to a [2.5D Texture High Speed] device profile.




- Jobs other than [2.5D Texture High Speed]
 - Flatbeds: Select a device profile for color printing.
 - UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

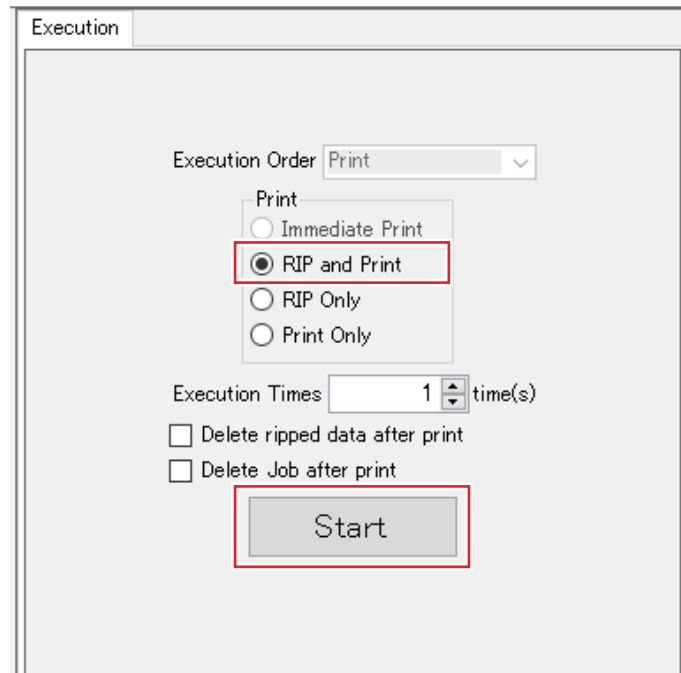


In high speed mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

- (1) Select the 2.5 Texture job and click [Layer].
- (2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



Chapter 4 Error Messages



This chapter

This chapter describes the error messages displayed by 2.5D Texture Maker.

4.1 Displayed Messages and the Conditions Under Which They Are Displayed

The following table describes the messages displayed by 2.5D Texture Maker and the conditions under which they are displayed.

Error Messages	Indicate condition
A 2.5D Texture (Standard mode) profile is not selected. Select a 2.5D Texture (Standard mode) profile.	A 2.5D Texture (Standard mode) profile is not selected although 2.5D Texture (Standard mode) is set as the job attribute.
A 2.5D Texture (High speed mode) profile is not selected. Select a 2.5D Texture (High speed mode) profile.	A 2.5D Texture (High speed mode) profile is not selected although 2.5D Texture (High speed mode) is set as the job attribute.
The selected profile does not match the ink set of the printer in use. Select another profile.	The ink set of the printer in use is different from the ink set of the selected 2.5D Texture profile.
A 2.5D Texture profile is selected. Select another profile.	A 2.5D Texture profile is selected although a job attribute other than 2.5D Texture is set.

JFX600-2513,2531/UJF-7151plusII/UCJV330 2.5D Texture Maker Guide

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