

To apply an original material (a material/texture created using PhotoShop) to a BSP object, you'll need to follow these steps.

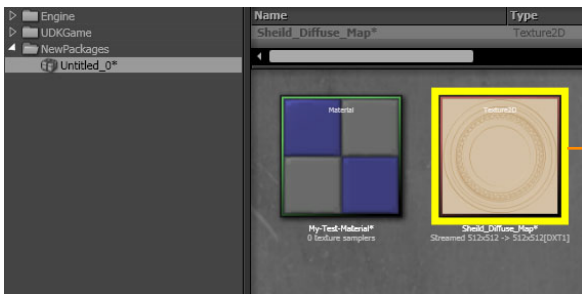
1. In PhotoShop create your new "texture" following the proper parameters - TARGA, RGB, and a Power of Two (typically 32, 64, 128, 256, 512, or 1024) Name it "My-Texture" and save it to your folder. Lable the folder "Textures"

2. Open the UDK Editor and the "Content Browser" window.

3. Right click in the "Materials Panel" and select "New Material"
The Material Editor will open.

Now you'll bring the new "Texture" into the "Content Browser"

4. Go back to the Content Browser and right click again in the Content Browser ,
select "import" and open your texture .
Leave the texture selected (yellow box around it)



Next, we will connect the new material with your new texture.

5. Go back to the Material Editor. Right click in the gray area and select "Texture", then select "New Texture Sample".
The Material Editor will automatically place a new texture node, with your texture applied, into the flow chart.

6. Lastly, connect the black toggle on your texture to the Diffuse toggle on the Material and save the material.

