

EffectTextureMaker [ [Ja](#) | [En](#) ] - Powered by [three.js \(r174\)](#).

Special thanks to doxas, liovch, iq, KeyMaster-, knighty, XT95, Brandon Fogerty, FabriceNeyret2, TambakoJaguar, mu6k, anisoptera, namort, Ghetau, Duke, hclarke, 104, vchizhov, smkgames, Stefan Gustavson, skaplun, Koltes, arxyz, diviaki, Sunpy, Hadyn, Dave\_Hosk, 0.000000

load

save

resolution512

typeWood

time0

animate

reset

Frequency30

PowerExponent1

polarConversion

> Toon

> Tiling

> NormalMap

> ColorBalance

> SpriteSheet

> Image with alpha (PNG)

Save