

Importing Existing Enfusion Textures into GIMP

For those familiar with surface masks, this process will be straightforward. If not, I recommend watching this video: [Surface Mask Tutorial](#).

1. **Export the Surface Mask** corresponding to the texture you want to modify.
2. **Import this mask into GIMP**. I recommend adding it as a new layer in the SVG image you previously imported, but there are other methods as well.
3. **Modify the Mask:**
 - The main task is to paint white over the areas of the surface mask layer that correspond to the SVG mask layer.
 - My approach:
 - On the SVG layer in GIMP, select all painted areas.
 - Switch to the surface mask layer.
 - Paint the selected areas white.
4. **Export the Image as PNG:** It's highly recommended not to overwrite the original Enfusion mask, so you can revert changes if needed. Use a clear naming convention for your modified mask, e.g., `Concrete01-mod1.png`.

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