

# Overview of the Process

- **Define Texture Zones with Polylines:**

Use polylines to outline the areas where you want to apply textures.

- **Export to SVG:**

Export these areas as an SVG file.

- **Import SVG into an Image Editor (e.g., GIMP):**

Open the SVG in an image editor and apply two simple transformations, in a specific order.

- **Modify the Surface Mask:**

Import the surface mask into the image editor, make the necessary adjustments, and export the updated mask.

- **If working solo, make a backup of your project before proceeding!**
- **If working with a team on a remote repository, follow the guide carefully** to ensure smooth collaboration.

- **Import the Mask into Enfusion:**

After all modifications, import the updated mask into Enfusion.

- **Generate and Re-import the Satmap:**

Generate a new satmap to reflect your changes, then re-import it.

- **Update Sources with a Semi-Manual Process:**

Apply only the modified tiles, preserving your teammates' textures by avoiding overwrites.

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