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The ability to create a pattern is a vital skill for a game designer. Because it is the process of designing that is the most fascinating. So, let's take a look at how we can create patterns. How to create a pattern There are a number of ways to use the pattern editor. The two main ways are from the Pattern Editor or from the pattern tool. For the very first tutorial, we'll look at the Pattern Editor. So, where do we begin? Within the application, click on the bottom left pattern editor area. This will bring us to the Pattern Editor. The pattern editor can be used in a number of ways. You can view patterns to help determine if a particular pattern is useful to you, use it to select your character, you can use it to apply pattern textures, or you can apply it directly to your character. Let's look at the options we have within the pattern editor. For this particular tutorial, I will be

creating a simple pattern that we can use as a texture to apply to our character. You can use this tutorial as a reference when you create your own patterns. The first step to create a pattern is to select the create button in the top left of the pattern editor. This will display a grey box where you can use the pattern. So, let's get started! We are going to create a simple pattern that will allow us to select a single face. We will then apply it to a face. In the top left of the screen, you will see an icon that looks like a texture. This will allow us to create a single pattern. I would suggest that you click on the icon and select pattern. This will display the pattern area. You will see that there is a canvas where you can draw your pattern. You can use this to help create your pattern. For our pattern, we will want to draw a circle. In the middle of the screen, click the mouse and begin drawing a circle. If you are unsure how to draw a circle, just select the circle tool from the tool bar and use it. Once you have finished drawing your circle, move to the far right hand side of the screen. With the circle tool selected, select the move tool from the tool bar. Click on the grey circle and drag it over the canvas. You can make this circle larger or smaller by simply dragging your mouse over 82157476af

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