

release v0.3.1 discord downloads 231k buy blender market

- Create textures, concept art, background assets, and more with a simple text prompt
- Use the 'Seamless' option to create textures that tile perfectly with no visible seam
- Texture entire scenes with 'Project Dream Texture' and depth to image
- Re-style animations with the Cycles render pass
- Run the models on your machine to iterate without slowdowns from a service

Installation

Download the latest release and follow the instructions there to get up and running.

On macOS, it is possible you will run into a quarantine issue with the dependencies. To work around this, run the following command in the app **Terminal**: `xattr -r -d com.apple.quarantine ~/Library/Application\ Support/Blender/3.3/scripts/addons/dream_textures/.python_dependencies`. This will allow the PyTorch `.dylibs` and `.sos` to load without having to manually allow each one in System Preferences.

If you want a visual guide to installation, see this video tutorial from Ashlee Martino-Tarr: <https://youtu.be/kEcr8cNmQZk> > Ensure you always install the latest version of the add-on if any guides become out of date.

Usage

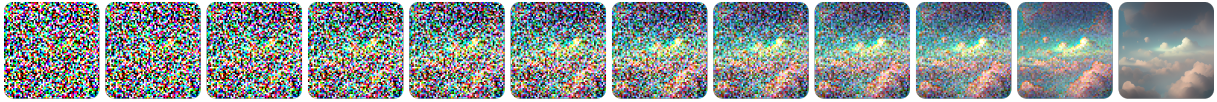
Here's a few quick guides:

Setting Up

Setup instructions for various platforms and configurations.

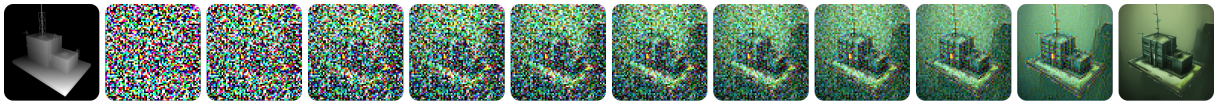
Image Generation

Create textures, concept art, and more with text prompts. Learn how to use the various configuration options to get exactly what you're looking for.



Texture Projection

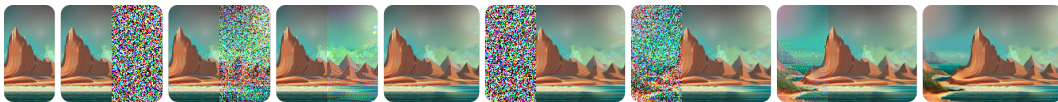
Texture entire models and scenes with depth to image.



Inpaint/Outpaint

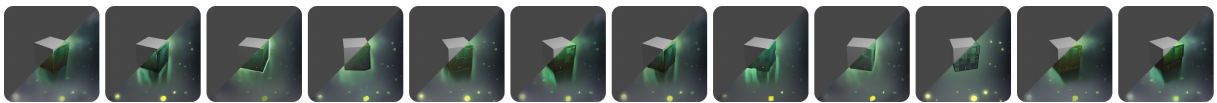
Inpaint to fix up images and convert existing textures into seamless ones automatically.

Outpaint to increase the size of an image by extending it in any direction.



Render Engine

Use the Dream Textures node system to create complex effects.



AI Upscaling

Upscale your low-res generations 4x.



History

Recall, export, and import history entries for later use.

Compatibility

Dream Textures has been tested with CUDA and Apple Silicon GPUs. Over 4GB of VRAM is recommended.

If you have an issue with a supported GPU, please create an issue.

Cloud Processing

If your hardware is unsupported, you can use DreamStudio to process in the cloud. Follow the instructions in the release notes to setup with DreamStudio.

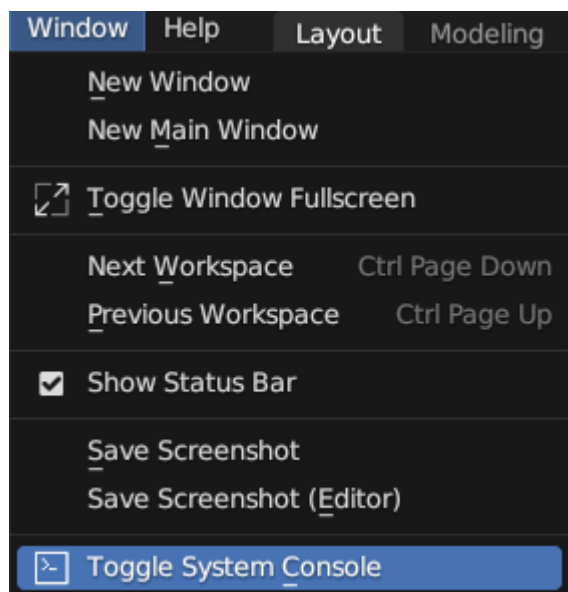
Contributing

For detailed instructions on installing from source, see the guide on setting up a development environment.

Troubleshooting

If you are experiencing trouble getting Dream Textures running, check Blender's system console (in the top left under the "Window" dropdown next to "File" and "Edit") for any error messages. Then search in the issues list with your error message and symptoms.

Note On macOS there is no option to open the system console. Instead, you can get logs by opening the app *Terminal*, entering the command `/Applications/Blender.app/Contents/MacOS/Blender` and pressing the Enter key. This will launch Blender and any error messages will show up in the Terminal app.



Features and feedback are also accepted on the issues page. If you have any issues that aren't listed, feel free to add them there!

The Dream Textures Discord server also has a common issues list and strong community of helpful people, so feel free to come by for some help there as well.