



## How to Place Your Picture into the Game Using Paint.net By McBruce

This tutorial will guide you through how to place your picture or image into the circle graphic within the TW game using the Paint.net program, a freeware graphics editing program. You can download a copy of Paint.net with the needed DDS plugins from TWC:

[http://www.tigerwoodscommunity.net/index.php?automodule=downloads&req=idx&cmd=viewdetail&f\\_id=796](http://www.tigerwoodscommunity.net/index.php?automodule=downloads&req=idx&cmd=viewdetail&f_id=796)

### STEP 1:

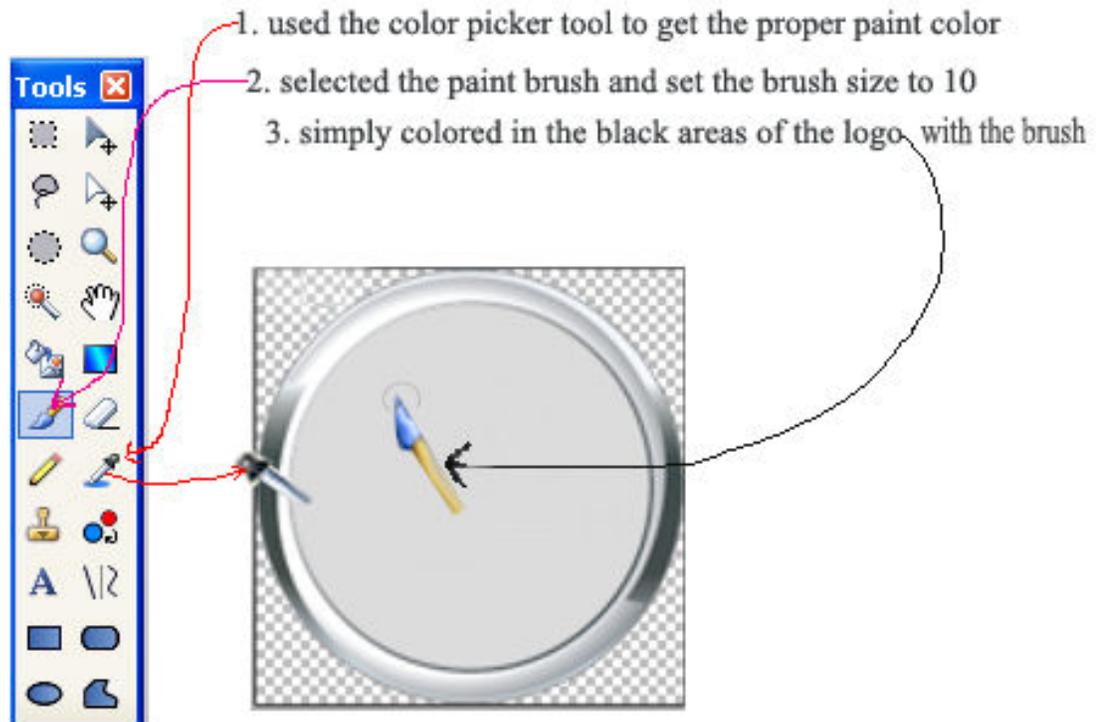


I open Paint.net Click on file / open and browse to the :  
C:\Program Files\EA SPORTS\Tiger Woods PGA TOUR 07\Data\Players

## Step 2:

Since I do have Nvidia's dds thumbnail viewer < I can see the best image to use is the addas-it will not need a bunch of editing to get rid of the logo for me to use it as the frame.

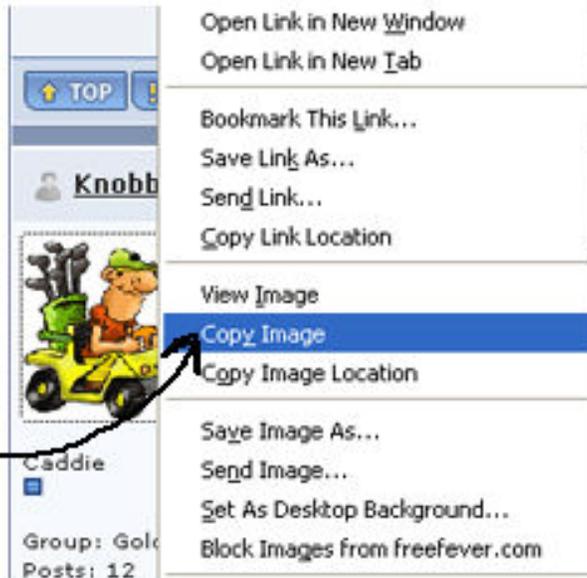
There are probably 20 ways to get the exact same results as below but here is the way I did it this time.



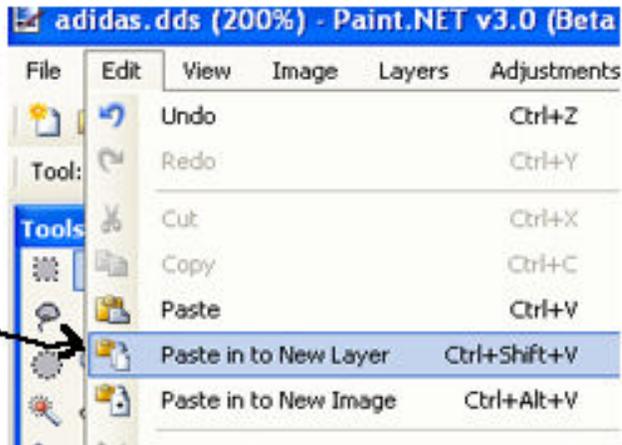
Ok we're set to add "Knobby's" avatar pic on here!

**Step 3:**

I'm going to just grab it from this thread via the right click mouse drop down menu and copy to the clipboard (memory).



And paste into a new layer on the now blank gameface frame



#### Step 4:

And this is how it will look



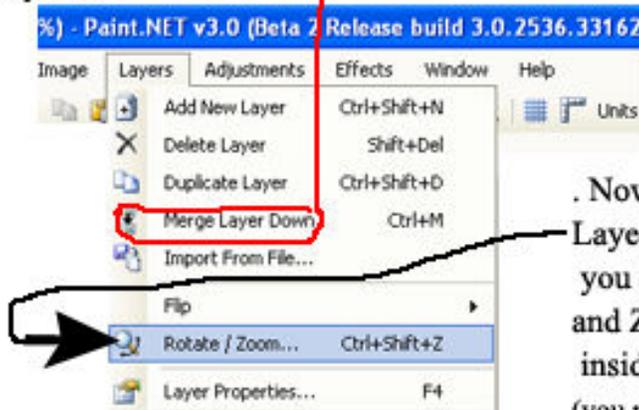
Now we'll use the magic wand (shortcut key is "S") to get rid of the white background on that new layer.



the layer menu is very similar to Photoshop's

Set the tolerance to about 60% or so in this case click anywhere on the white area of that layer with it and hit the delete key on the keyboard. This is what the results should look like.

We now need to center and zoom (or scale) that layer to fit before we merge down and save as Knobby.dds.



. Now by clicking on the Layers Tab /Rotate Zoom you can Pan (center it) and Zoom (scale the layer) to fit nicely inside the frame.

(you may have to move the menu window to one side to be able to see what you're doing)

## Step 5:

And here's the end result after merging the layers

\*Lastly ..choose the save as option from the file tab,  
in this case we renamed to 'knobby' and just hit save.



And here's the Knobby Gameface as seen in the game..we are done!!!

