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Imagine having the power to change the world in Minecraft. The ability to transform every single block and even to change the background of the main screen. If you have used any of the best Minecraft texture packs out there, you have experienced this power. But only in a limited way. Minecraft texture packs are a fantastic resource to change your game's appearance completely, but the customization options are limited to what the creator decides. That said, if you want complete control over Minecraft's appearance, you can create your own texture packs for Minecraft. If that interests you, here's how to make a Minecraft texture pack. Make a Minecraft Texture Pack: Explained (2025) Note: You will need Minecraft Java or Bedrock installed to follow this guide. Minecraft texture packs are awesome. They allow you to change the textures of everything from mobs to blocks and even liquids, making your Minecraft feel like a completely different game. Some really good texture pack creators might even have the potential to get the pack listed on the official marketplace and monetized. The process of making a texture pack involves various steps. So, to keep it simple, we have separated our guide into several sections. You can use the table below to explore each section with ease. How Does a Minecraft Texture Pack Work Due to Minecraft's simple, blocky, and pixelated world, an in-game texture is nothing but an image wrapped upon a bunch of cubes. These cubes then combine to create separate structures, mobs, and even in-game items. As you might expect, if these textures or image files are changed, the changes are reflected inside your Minecraft world. Texture Resolution The default resolution for these textures is 16×16 pixels, but players can push them up to 128×128 pixels. However, such high-quality textures might not work well on every platform. So, your best bet is to stick to the resolution of 16×16 pixels or 32×32 pixels. Texture Pack Creators Moving on to the creation, the easiest way to make Minecraft texture packs is using one of the many free creators. Let's go over the best ones for each platform. Nova skin's resource creator is the most thorough and easiest online tool for making a Minecraft texture pack. You get a tree-like folder-based structure to find the textures of every single model in the game. Moreover, it has a built-in paint-like editor that you can use to edit the texture without leaving the site. But if that isn't enough, it allows you to go beyond textures too. Image Credit: NovaSkin Pack Creator (screenshot by Bipradeep Biswas/Beebom) Nova skin also allows you to edit font, music, particles, and more. So, in many ways, it is an all-in-one online tool to make a full-fledged resource pack in no time. Once done, you can save your resource pack on the cloud or download it for your Minecraft world. Try Nova Skin Resource Pack Creator Note: As of March 2025, there is no reliable app or tool for creating texture packs for iOS, iPad OS, and console users. They have to rely on the manual process for making a texture pack for the Bedrock edition, which we will cover later in the guide. This Android app is one of the most popular Minecraft tools on the Play Store, and from our experience, it's all for good reasons. As you might expect, it has a built-in editor that can be used to paint over existing in-game textures. But if you don't want to do it all manually, you can also choose one of the many in-app textures and apply them directly to specific items. Image Credit: AddOns Maker (screenshot by Udayveer Singh/Beebom) The app also allows adding structures, sounds, trees, biomes, and new recipes to the game. Taking texture packs a step further, this app allows you to create a modpack for Minecraft PE. Even with so much power, this app has a major downside: its ads. You can do a lot with the app if you can handle getting ads on almost every other tap. Download AddOns Maker for Android How to Make a Minecraft Texture Pack for Java Edition Thanks to the unencrypted game files, it is really easy to unlock Minecraft's texture files and edit them on Java edition. Contrary to what many of you might expect, you don't even need to download anything to make a Minecraft Texture pack manually. Here's what you need: Minecraft Java Zip file extractor like Windows Explorer A basic image editor like MS Paint Text editor like Notepad If you are on either Mac, Windows, or Linux, all the apps mentioned above or their alternatives are most likely present on your device. With that, let's begin by creating a Minecraft texture pack: Texture packs are based on custom edits and personal preferences. So, once you know what changes you want to make, follow these steps to edit Minecraft's textures: To begin, open the game's directory. If you don't have it set as custom, paste this address – %appdata%\.minecraft\ in your Explorer address bar or the Run window to open the default location. You can access the Run window through the Windows 10 keyboard shortcut "Win + R". Image Credit: Bipradeep Biswas/Beebom Then, in the Minecraft directory, open the "versions" folder. Within it, open the folder with the most recent game version, which is currently Minecraft 1.21.4. Image Credit: Bipradeep Biswas/Beebom In the version folder, copy (Ctrl +C) the Jar file with the name of your game's version number. It will be the only file with a ".jar" extension unless you have mods installed. Image Credit: Bipradeep Biswas/Beebom Then, create a new folder within the Minecraft directory or anywhere on your PC and paste the Jar file (Ctrl + V) there. It can have any name. Image Credit: Bipradeep Biswas/Beebom Now, you need to change the file extension from ".jar" to ".zip" by renaming it. Then, you can extract the file by right-clicking on it and choosing the "extract option." Alternatively, if you have WinZip or WinRAR installed, you can directly extract that Jar file, too. Image Credit: Udayveer Singh/Beebom Now that everything is ready, we just need to edit the texture files to make a Minecraft texture pack. Here's how to do it. First, open the newly extracted folder and reach the "textures" folder. This can be done by opening the extracted folder, then "assets," and finally, the "Minecraft" folder to reach it. Image Credit: Udayveer Singh/Beebom Within the texture folder, you will find various subfolders categorically dividing the in-game textures. The "block" folder contains all the placeable blocks of Minecraft. Meanwhile, the animals and mobs are in the "entity" folder. Similarly, you can find folders for the environment, items, and more. Choose the category of texture you want to edit and open its folder. Image Credit: Bipradeep Biswas/Beebom Find the PNG texture file you want to edit within the folder and open it in paint using the "open with" option. You can also use any other image editor, but MS Paint is enough to get the job done. Because of a layering system, some of these texture files might be in subfolders. Image Credit: Udayveer Singh/Beebom Then, within your photo editor, make the edits you want, and save the file as PNG in the same location with the same file name. You can repeat the process until all your desired textures are edited. Image Credit: Udayveer Singh/Beebom Once you are done editing textures, go back to the main extracted folder with the "asset" subfolder. Then, create a new text file by right-clicking and choosing the new option. Image Credit: Udayveer Singh/Beebom Then open the text file and paste the following code in it: { "pack": { "pack_format": 7, "description": "[Custom Description for your Texture Pack]" } } You can replace the description with your text, but please avoid using any special symbols in the same. As for the "pack format" number, you can use the table below to find the appropriate one for your version: pack_formatGame Version151.20 to 1.20.1181.20.2 Pre Release 234Snapshot 24W21A – 1.21481.21 – 1.21.1571.21.2 – 1.21.346 611.21.4 – Pre Release 1 Finally, save the file using the save as option with the name "pack.mcmeta". Select "all files" in the "save as type" drop-down box. Image Credit: Bipradeep Biswas/Beebom Once every texture you want to change is edited and the ".mcmeta" file is saved in the pack's folder, it's time to make your texture pack usable in the game. To create a texture pack file, press the "ctrl" key simultaneously to select the "assets" and ".mcdeta" files. Then right-click and choose the "compress to zip file" option. The file's name can be anything. Image Credit: Udayveer Singh/Beebom Now, to use this newly created texture pack, copy and paste the zip file in one of the following directories: %AppData%\.minecraft\resourcepacks (Minecraft 1.16.1 and later) %AppData%\.minecraft\texturepacks (Minecraft 1.16 and earlier) Image Credit: Bipradeep Biswas/Beebom Then, load up your game, click on the "options" button on your home screen, and then click on the "resource packs" button within options. Image Credit: Udayveer Singh/Beebom Finally, click on the resource pack's icon to activate your Minecraft texture pack. Doing so will move it from the left-hand column to the right-hand column. Image Credit: Bipradeep Biswas/Beebom With your pack activated, all that's left for you to do is load up your Minecraft world and look for blocks, items, or entities you made changes to. If you don't find desired results, head to our FAQ section for a solution. Image Credit: Udayveer Singh/Beebom Note: we have a detailed guide on how to install Minecraft texture packs that you can follow if you need more help. How to Make a Texture Pack for Bedrock Texture or resource packs for the Bedrock edition work slightly differently from the Java edition. Though, there are no changes in how you edit the texture itself. Let's see how. You only require the following items to create a texture or resource pack add-on for the Bedrock edition: Minecraft Bedrock (Xbox Gamepass edition also counts) Zip file extractor like Windows Explorer Basic image editor like MS Paint (use GiMP, Paint 3D or Photoshop if you want to add transparency) Text editor like Notepad Vanilla resource pack Unlike the Java edition, you can't extract the texture files from within the game. So, you have to download the vanilla resource pack using this link separately. Edit Minecraft Texture Files Once you have downloaded the vanilla resource pack, follow these steps to edit your Bedrock texture pack: Extract the vanilla resource pack zip file into a new folder. You can use any file management software to do this. If you are on Windows, right-click on the file and choose the "extract all" option. Image Credit: Bipradeep Biswas/Beebom Then, in the newly extracted folder find the subfolder called "textures" and open it. Image Credit: Bipradeep Biswas/Beebom In the folder, "textures", you will find categorically divided subfolders of Minecraft textures. Open the one whose texture you want to edit. Image Credit: Udayveer Singh/Beebom Each categorical folder has PNG, TGA, or subfolders with PNG and TGA files for that in-game texture. Open the texture's PNG file in paint to edit it. If you are editing a TGA file, you can use Adobe Photoshop or GiMP instead. Image Credit: Bipradeep Biswas/Beebom Make your desired changes to the texture in your image editor and save it at the exact location with the same name as the original file. Repeat the process for all textures you want to edit. Image Credit: Udayveer Singh/Beebom Once you are done editing, follow these steps to prepare the resource pack's JSON file. This file communicates with the game and allows our external textures to replace the game's built-in textures. To prepare a JSON file, we need two UUID codes. It can be generated using this tool. Generate two unique UUIDs and note them down for use later on. Make sure to develop version 1 UUIDs only using the linked tool. Image Credit: Udayveer Singh/Beebom Next, create a new text file in the main folder that had the "textures" subfolder earlier. Then, open it using Notepad or any other basic text editor. Image Credit: Bipradeep Biswas/Beebom Paste the following code in your text editor: { "format_version": 2, "header": { "description": "Tutorial Resource Pack", "name": "Tutorial Resource Pack", "uuid": "dcf11606-8e52-11ec-b909-0242ac120002", "version": [1, 0, 0], "min_engine_version": [1, 17, 30] }, "modules": [{ "description": "Tutorial Resource Pack", "type": "resources", "uuid": "3f958580-8e53-11ec-b909-0242ac120002", "version": [1, 0, 0] }] } You can put any text in front of the name and description of your texture pack in both parts of the code. As for the UUID, paste the ones you generated earlier and make sure not to repeat the same UUID in both sections. Leave the rest of the code unchanged as a single additional or missing symbol can make the file useless. Finally, save the file as "manifest.json. " In the "save as type" drop-down box, select "all files." Remember to double-check the lines of code and avoid using special characters in your pack name or description. Image Credit: Bipradeep Biswas/Beebom Follow these steps to add the texture pack to your Minecraft Bedrock: First, to make your pack your own, rename the extracted "vanilla resource pack" folder to the name of your choice. Please avoid using any symbols in the folder name. Image Credit: Bipradeep Biswas/Beebom Open the "resource packs" folder of your Minecraft Bedrock. Depending upon your device, the folder address in the default installation location will look like the following: On Windows 10 and 11:%localappdata%\Packages\Microsoft.MinecraftUWP_8wekyb3d8bbwe\LocalState\games\com.mojang\resource_packs On Android:/storage/emulated/0/Android/data/com.mojang.minecraftpe/files/games/com.mojang/resource_packs On iOS:/files/on%20my%20iphone/minecraft/games/com.mojang/resource_packs Then, copy and paste your resource pack folder into your Minecraft directory's "resource packs" folder. Ensure no files are missing from your resource pack, especially the JSON and texture files. Image Credit: Bipradeep Biswas/Beebom Finally, open your Minecraft Bedrock and click on the "settings" tab on the homescreen. Image Credit: Udayveer Singh/Beebom Within the settings, click on the "global resources" button in the left side pane. Image Credit: Udayveer Singh/Beebom Your resource pack is under the "my packs" section here. Click on the pack and then on the "activate" button to apply it. Image Credit: Udayveer Singh/Beebom Then open your Minecraft world and find your edited textures in the game. Image Credit: Udayveer Singh/Beebom Congratulations! At this point, you can change the look of your Minecraft world completely. The next obvious step is to share it. Fortunately, it is much easier than editing a texture. Follow the steps below to learn how: Users of the Java edition can directly share their archived file for their resource/texture pack. If the file has a ".zip" file extension, users can download and install it in their game. However, to avoid any glitches, they should use it only on the version it was created for. To distribute your texture pack, you can upload it for free on any of these community websites: Planet Minecraft Resource Packs Collection Curse Forge Alternatively, you can also share it on one of the many Discord servers for Minecraft. Unlike the Java edition, you can't share your resource pack folder directly with other players. However, with slight preparations, you can make the installation process easier for everyone. Here's how to go about it. 1. Create MCPACK File Follow these steps to create an MCPACK file for your resource/texture pack: To begin with, we need to archive our texture pack folder into a zip file. On Windows, you can do so by right-clicking on it and selecting the "compress to zip file" option. Alternatively, you can use software like WinZip, Winrar, and more on most platforms. Image Credit: Bipradeep Biswas/Beebom Now, rename the file to "your pack name.mcpack". You must replace the ".zip" file extension with the ".mcpack" one. Image Credit: Bipradeep Biswas/Beebom Any player can double-click the MCPACK file to add the texture pack to their Minecraft Bedrock immediately. This makes the installation and distribution much easier and faster. The installation takes only a few minutes, and the game displays an "import successful" notification once it's completed. Image Credit: Udayveer Singh/Beebom Minecraft Partner Program The Bedrock edition's texture pack file can be shared on the same community sites as the Java edition. But, the developers also offer an official space to share and even sell your texture packs. Yes, we are talking about the official Minecraft marketplace which is only available in the Bedrock edition. Image Credit: Minecraft (screenshot by Bipradeep Biswas/Beebom) However, Minecraft only allows a few creators to submit their content on the marketplace. To join this exclusive group, you must apply for the Microsoft or Minecraft Partner Program. Both companies and individuals can register using the same application form. As for the selection criteria, the developers check your creative portfolio, which should have sample texture packs, skins, or add-ons for Minecraft Bedrock. Enable RTX for these textures Lastly, we have the popular ray-tracing mechanics that can take your texture packs to the next level. Do keep in mind that the RTX for Minecraft Bedrock only works with the game's Windows edition due to platform-based restrictions. As for your texture pack, it needs to have PBR-enabled textures to work with ray tracing. Image Credit: Minecraft/Mojang (screenshot by Udayveer Singh/Beebom) The actual process of enabling PBR will take this guide to a completely different segment. But if you are interested in the same, you can use the official NVIDIA guide to make your Minecraft texture pack RTX ready. Easily Make Your Minecraft Texture Pack Today With that, you now know everything there is to know about making a Minecraft texture pack. Whether for commercial purposes or just for fun, you can use our guide to create a texture pack for any edition of Minecraft. These modpacks change in-game textures and add a variety of mods to the game at once. However, you have to install Forge in Minecraft to run them. Coming back to the texture packs, you can make them look even better by using shaders in Minecraft. These shaders require you to install Optifine to run, but once they are up and running, your game's graphics can even compete with RTX graphics. The process of making a Minecraft texture pack is intensive and long but also very rewarding. Do you have any questions about making a texture pack? Feel free to reach out in the comments below! Can I use my texture pack in multiplayer As the packs only affect the user, you can freely use your texture or resource pack on an online server. Most popular servers already have a resource pack in place for players. Players also have a history of exploiting texture packs to find rare items. So, a few online servers have put a complete ban on the usage of texture packs. What is UUID? A UUID or a universally unique identifier is a digital label used to identify information in the game. Adding one to your Minecraft texture pack ensures the game doesn't confuse your custom pack with any other texture pack or the default in-game textures. Which Texture File Should I Edit: PNG, JPEG, or TGA? By default, Minecraft is programmed to look first for TGA files, then PNG files, and finally for JPEG texture files. So, if you are only editing a PNG file for a texture, it's best to delete the TGA file to detect your texture. As for the JPEG, it doesn't support transparency, so you should avoid using JPEG files for the Bedrock edition. How to See the File Extension On Windows, you can go to "folder options" by searching for them in the start menu. Then, you will find the option to "hide file extensions for known file types" in its view section. Uncheck it to see all file extensions on your system. Mac users can turn the option to "show all filename extensions" in the advanced preferences of the Finder app. What Should be the Extension of the Minecraft Texture Pack Minecraft Java allows you to install texture packs with a ".zip" file extension only. Meanwhile, Bedrock users can either use a ".mcpack" file extension or directly place the texture pack folder in the game's directory. Learn how to easily create a custom texture pack for Minecraft on Bedrock Edition. Modding Minecraft can be fun but with out previous knowledge can also prove tricky. So i have put together a super easy guide so you can also change your textures easily and create new add ons to add to your Bedrock world or server. We will be using the most simply and easy method possible and will also show how to edit your texture pack after and upload with any changes. Step 1: Download the template resource pack from the Minecraft website. And then scrolling till the bottom untill you see the "Introduction to Resource Packs" option. Then select it. Step 2: Download the Resource pack by clicking on the link. Step 3: Create an empty folder and more the downloaded resource pack into the empty folder, then right click and extract all the files here. Then delete the zipped file after all has been extracted. Step 4: Now create one more new folder and copy and paste the following files from the folder you just extracted the resource pack from. Manifest.jsonTexturesPack_icon Step 5: To change your pack icon, right click on it and select open with > Paint.Net and then design your pack icon. Then press save once done and close the window. Step 6: Your manifest.json file is next and we need to make a few changes. Change pack description.Change pack name.Change UUID code (use generator) Just make sure to only change things inside of the quotation marks. You dont need to worry about the bottom half of the page. Only what is underlined in red. Step 7: Time to start editing your textures now, open your textures folder. Select the type of block/entity you want to edit and right click on the file and open with paint.net.(How to download pain.net for free) Step 8: Once edited then press save before closing down paint and it will overwrite the old file. Continue this untill you have changed all the blocks/entities you want for your pack. Step 9: With all your pack done, its time to upload it to Minecraft. To do this select all three folders. Right click on them, select "Send To" and then "Compressed (zipped) folder". Step 10: This will now create 1 folder ending with .zip, right click and rename the first part before the .zip to your pack name (Your choice of texture pack name) then change the .zip to .mcpack Step 11: Now click off the folder, and press yes on the next warning about changing the file type. It will now shows as a Minecraft icon rather than a .zip file. Play With Your New Texture Pack: All you need to do now is double click on the .mcpack folder you created and it will install straight into Minecraft. To add the pack, create a new world and go to resource packs on the left. Then select your add on. Of course you will need to test things out and want to add more to your texture pack. So lets go through you can easily edit or update your bedrock texture pack. Step 1: Right click you current texture pack (with the Minecraft icon) and rename it. Then change the .mc world to .zip and accept the warning message. Step 2: Edit the block or entity on the folder thats not in the compressed/zipped file. The one you originally made the pack with. Step 3: Open up your zipped texture pack folder and open the relevant folder to where you want to upload the changed the block/entity. Then drag the folder/file you edited into your zipped folder for your texture pack. In the picture below I changed one of the blocks in the block folder, so by dragging the blocks folder into my zipped file it will overwrite the older blocks folder and will now have the new edited version of any files within that folder as its over written the older one. Step 4: Now you will need to do the same with your manifest.json file on your zipped ad on folder. The only thing to edit here is the version, so plus one number for each new version. For example if this is my forth edit. Ill add version 0, 0, 4. Step 5: Now its time to right click on the .zip folder and re name it back to .mcpack, once you have renamed it you can double click it and load the updated texture pack into Minecraft. Just make sure to select the newer pack from your resource packs when creating a new work. (The newest is on the top of the list) Share on FacebookTweetFollow usSave