

I'm not a robot



BloxMake is an intuitive Roblox clothing creator that will save you time and effort. No more using Paint or Photoshop you can do it all from your browser. Design shirts and pants for Roblox. BloxMake also has 1000s of pre-made roblox clothing you can download and use. Use Promo code BLOXME for 50% off your first month this offer expires in 12 hours. Current user-generated avatars on the Marketplace do not support 2D classic clothing. For information on creating modern 3D cosmetics, including rigid accessories and clothing items, see Get started.Create and sell your first 2D classic clothing item.A high-level overview of avatar items on Roblox.Classic clothing are the most basic type of avatar item available to purchase and sell on Roblox. With any image editor and web browser, you can create classic clothing items and sell them on the Marketplace.To create classic clothing items:Decide on the type of classic clothing you'd like to create.Create an image for your asset using an image editor of your choice.Test your creation in Studio to ensure it looks as intended.Upload the image file to the Marketplace through a web browser.Adding an item to the Marketplace requires a Robux fee.Upon successful moderation, you gain a copy of the asset in your inventory.Types of classic clothingThe three types of classic clothing items are T-shirts, Shirts, and Pants. Each has different design and format requirements.T-shirtsT-shirts are a square image, such as 512x512 pixels. When properly configured, classic t-shirts display on the front torso of a blocky character.Shirts and pantsClassic shirts and pants are image assets that wrap around an avatar's body. Because classic shirts and pants have specific size requirements, download and modify the provided template files to begin creating these assets.Creating classic clothingTo begin creating classic clothing:If you are creating a classic shirt or pants, download and unzip the following clothing templates to use as a canvas for your art.Modify the image in an image editor of your choice.Export the image as a .png or .jpg before testing or uploading to Roblox.When applying clothing to avatars in Roblox, some limits exist with the templates and may require some testing to get right, as shown in the following examples:After creating your classic clothing, test your creation in Roblox Studio before uploading and selling your asset on the Marketplace.Welcome to the second lesson of the Clothing Design Beginner series. This lesson will focus on the advanced and basic templates and watermarking.OverviewThis lesson will focus on:Basic TemplateAdvanced TemplateCreating Custom TemplatesWatermarking Please note, if you use the advanced template, you will need to transfer it to the basic template. This will be in the next lesson (part 3). Throughout tutorials, the advanced template will be used and transferring will be shown.Basic TemplateDownload TemplateAdvanced TemplateDownload TemplateNote: There are different types. I have posted 2 below.Creating Custom TemplatesPlease keep in mind that I am using Photo Editor : Pixlr E - free image editing tool to make the templates.Custom Basic TemplateBasic Template (Download)Use the marquee select (rectangle select), and delete the image.Use the magic wand to select the remaining grey background. Then delete.Import a background image you want to use. Drag it so its the bottom layer. Then merge the remaining template with the background image.Use the marquee select (rectangle select) to select each coloured portion. Once ONE part is selected, clear it (delete) and continue this on all parts.Your custom basic template should be done! This is mine:WatermarkingWatermarking includes:Default watermark/ icon on your templatesGeneral watermarks (when sending it to a client)Showcases (in a way, watermarking)Default Watermarks/ IconsUpload your template onto the Pixlr canvas.Select the text tool and add a text layer.Type your username or name and place it on the template as shown. Where you put it is optional.You can add extra text as I did around below:Merge the layers, and save the template. Then you are done!General WatermarksI have a design here. Its on an advanced template, but you can apply it onto the basic as well.Create a text and write your username as I have.Go to the edit tab for that layer, and turn down the transparency to about 5. The opacity does vary from the design.You are done! You can save the watermark as a separate image so that it can be used across multiple other designs.ShowcasesI advise that when you make showcases, upload the template first, and then import the showcase. It makes it easier as you dont need to resize anything.Showcase DownloadsPants DisplayShirt DisplayShoe DisplayWhole DisplayFront, Side, Back DisplayImport your template and showcase. (I have a watermark on my design to keep it safe).Select the torso, copy and paste it. And arrange it into the showcase.Do the same with the other parts. And it should look like this.Note: If you need further clarification on how to make it, heres a video, FeedbackWhat did you think about this lesson?Was it helpful? Let me know if you have any ideas of how I can improve/ change this series. Other Lessons In This Series:Clothing Design Beginner Part 1: Introductory Lesson I dont know how to explain it but Ill show the links. If I use the original ID for the shirt or pants, it wont do anything. Only way is just find the TEMPLATE of it. roblox.com Roblox is a global platform that brings people together through play. I Like Some browser extensions for Roblox, such as BTRoblox (shown below), have buttons on the item pages to go to the image.If you dont have a browser extension with the feature, and dont want to install one, you can do this in Studio:Paste this in the command bar and change 144076358 to your Shirt/Pant ID:game.GetService("InsertService"):LoadAsset(144076358).Parent = workspaceAfter pressing enter, look for a model named Model if the workspace, it will have one child, which should a shirt/pant instance.The ID at the end of the template property is the template ID.With the ID, go to but replace 144076357 with the template ID from the previous step.Hope this helps! 3 Likes Oh yeah, I already got it. Thank you though. 1 Like This topic was automatically closed 14 days after the last reply. New replies are no longer allowed. I have tried the subtracting one from the ID and comparing the creator IDs of both items until they match, but this method does not work for group items as the template and asset have different creator IDs. 15 Likes Im pretty sure that Roblox Studio converts the ID automatically - so just take the shirt link and put it into the ShirtTemplate section of a shirt. From there you could parse it or do whatever you need to do.Im not sure if theres a more direct way though. 11 Likes If you are doing this manually it can very easily be done by putting a decal onto a brick in studio and then copying the clothing asset into the texture field on the decal, which then gives you back the image asset all. It might be possible to do this with a script, but i havent tried it 10 Likes This wont work since I am not doing this manually in studio, but instead, players are allowed to put clothing IDs on mannequins in game and then sell them there. 3 Likes Ah darn. Im gonna keep looking into this because this is annoying the heck out of me. Studio does convert it somehow from a shirt to an image, but you have to press enter for it to convert. EDIT: This leads me to believe there isnt an easy/direct/normal way to do this. 5 Likes Ive been trying to find a fix all day for this issue, but its quite frustrating as Roblox does not seem to offer any way to get the template id. 1 Like Honestly Im not sure if there is another method other than the super tedious way of going through them one by one 1 Like Was a solution ever found for this?I am attempting to do this exact same thing. This points to Convert Decal asset id to Image asset id - #2 by GeorgeOfAllTrades thumbnails, but clearly that is not what were doing. Were attempting to use clothing. 1 Like Heres a link to an article explaining how to do it: create.roblox.com Displays a Shirt texture from the Roblox website to display on a 'Class.Humanoid' rig. But for people who just want to read Ill give a quick break down:Get the asset id from the catalog URLUse game.GetService("InsertService"):LoadAsset(assetIdHere) to load a model of the shirt into the gameParent the shirt from the newly created model into the players character, or simply extract the id from the shirt in the model and edit the one on the players character to match it 19 Likes local marketplace = game.GetService("MarketplaceService")local getProductInfo = marketplace.GetProductInfofunction local assetTypeIds = {2, 11, 12, 13} --T-Shirt, Shirt, Pants, Decal.local maxTries = 5 --Maximum retries per catalog ID.local maxDepth = 100 --Maximum depth to search for local function getAssetIdFromCatalogId(catalogId : number) : numberlocal success, result = pcall(getProductInfo, marketplace, catalogId)if success thenif result thenif table.find(assetTypeIds, result.AssetTypeId) or (result.AssetTypeId == 21 and catalogId maxDepth thenreturnendif cache[catalogId] thencachecatalogId] += 1elsecache[catalogId] = 1endif cache[catalogId] > maxTries thencontinueendsuccess2, result2 = pcall(getProductInfo, marketplace, catalogId)if not success2 thenwarn(result2):catalogId += 1enduntil result2 and result2.Creator.CreatorType == result.Creator.CreatorType and result2.Creator.CreatorTargetId == result.Creator.CreatorTargetIdreturn result2.AssetIdendelsewarn(result)endendlocal assetId = getAssetIdFromCatalogId(14417332)print(assetId) --14417331Heres an implementation which works for all asset types where this behavior is observed (decals, t-shirts, shirts, pants & badges).The following badge was used for testing purposes. 6 Likes For anyone still needing this, heres an experience I made a while back. Roblox Check out Shirt link to decal ID. Its one of the millions of unique, user-generated 3D experiences created on Roblox. Use this to get the decal ID for shirt or pants. This is the code for it:function getId(assetId)local success, model = pcall(function() return InsertService:LoadAsset(assetId) end)if success then model.Parent = workspacelocal clothing = model:FindFirstChildWhichIsA("Clothing")if clothing:IsA("Pants") thenreturn clothing.PantsTemplateelseif clothing:IsA("Shirt") thenreturn clothing.ShirtTemplateelseif error("Unexpected type of asset")endelseerror("Request for " .. tostring(assetId) .. " failed: " .. tostring(model))endend 8 Likes local game = game.local insertService = game.GetService("InsertService")local loadAsset = insertService.LoadAssetlocal classToPropertyMap = {["Shirt"] = "ShirtTemplate", ["Pants"] = "PantsTemplate", ["ShirtGraphic"] = "Graphic"}local function getAssetIdFromCatalogId(catalogId) local success, result = pcall(loadAsset, insertService, catalogId) if success then for className, propertyName in pairs(classToPropertyMap) do local clothing = result:FindFirstChildOfClass(className) if clothing then return clothing[propertyName] end end else warn(result) endendlocal tShirtAssetId = getAssetIdFromCatalogId(1028595) --bloxxerprint(tShirtAssetId) --1028594local shirtAssetId = getAssetIdFromCatalogId(607785314) --roblox jacketprint(shirtAssetId) --607785311local pantsAssetId = getAssetIdFromCatalogId(129459077) --black slacksprint(pantsAssetId) --129459076Added t-shirts. Thank you! I updated the experience to support this. By the way, your code is slightly wrong, the ShirtGraphic is called Shirt Graphic, not Clothing. I fixed this by usinglocal clothing = (model:GetChildren()[])[1]It works properly in the experience. My edit didnt go through before. 1 Like Wondering how to snatch up a Roblox shirt template for your own cool designs? Weve got you covered. Roblox isnt just about playing games; its also about expressing yourself, and what better way to do that than by creating your own unique shirt? Lets dive into how you can get your hands on a shirt template and start designing right away.If youre keen on making a fashion statement in Roblox, youre probably asking yourself, How do I get a Roblox shirt template? Its your lucky day because were about to break it down for you, step by step.Getting Your Hands on a Roblox Shirt TemplateFirst things first, to create your own shirt in Roblox, you need a template. Roblox offers templates for users to download and use as a starting point for their creations. So, how do you find these templates? Simple! Just head to the Roblox website and navigate to the Create section. Here, youll find the Shirts category where Roblox provides a range of shirt templates.Download the template that catches your eye. Its a PNG file, so its easy to open and edit in most image editing software. Whether youre a whiz at Photoshop or prefer simpler software like MS Paint, youre all set to start customizing your shirt. Add colors, designs, logos, or whatever your heart desires to make your shirt uniquely yours.From Roblox Creations to Real Rewards with PlaybiteNow that you know how to grab a Roblox shirt template and put your creative juices to work, how about turning those Roblox adventures into real-world rewards? Enter Playbite an app where playing casual games earns you rewards. Thats right, by playing games on Playbite, you stand a chance to win official Roblox gift cards among many other prizes!Why not take your Roblox experience to the next level? Download the Playbite app today to start playing casual games and earning rewards. Who knows? Your next Roblox masterpiece could be funded by the prizes you win on Playbite. Happy creating and gaming!Win official Roblox gift cards by playing games on Playbite!In case youre wondering: Playbite simply makes money from (not super annoying) ads and (totally optional) in-app purchases. It then uses that money to reward players with really cool prizes!Join Playbite today! The brands referenced on this page are not sponsors of the rewards or otherwise affiliated with this company. The logos and other identifying marks attached are trademarks of and owned by each respective company and/or its affiliates. Please visit each company's website for additional terms and conditions. Aesthetic Roblox Shirt TemplateCute Roblox Shirt TemplatePink Roblox Shirt TemplateAnime Background Roblox Shirt TemplateCartoon Roblox Shirt Design TemplateRoblox Shirt for Boy TemplateTransparent Roblox Shirt TemplateHoodie Roblox Shirt TemplateSquid Game Roblox Shirt TemplateHello Kitty Roblox Shirt TemplateNike Roblox Shirt TemplateProfessional Adidas Shirt TemplateI Love Roblox Shirt TemplateRoblox Colorful Shirt for Kids TemplateKuroimi Roblox Shirt TemplateRoblox Shirt Y2k Design TemplateChristmas Roblox Shirt TemplateSimple Camouflage Roblox Shirt TemplateBlank Roblox Shirt Template for TeensCustom Birthday Roblox Shirt TemplateRoblox Avatar Shirt TemplateParty Roblox Shirt TemplatePrintable Roblox Shirt TemplateHalloween Roblox Shirt TemplateRed Pattern Roblox Shirt TemplateEditable Roblox Ghost Shirt TemplateRoblox Classic Shirt TemplateEditable Roblox Shirt TemplateThe Shirt object displays a shirt texture from Roblox on a Humanoidrig. Shirts cover the torso and arms, and will take priority over aPants on the torso. To be visible, a Shirt must be a sibling of aHumanoid and have its ShirtTemplateproperty set to an appropriate texture such as rbxassetid://86896487. Theshirt texture may be colorized using the Clothing.Color3 property.Shirts are automatically loaded on Player characters if their avatars are wearing one.local Players = game.GetService("Players")local function replaceClothes(player)local character = player.Character -- look for shirts / pants local shirt = character:FindFirstChildOfClass("Shirt") local pants = character:FindFirstChildOfClass("Pants") -- create shirts / pants if they don't exist shirt = Instance.new("Shirt") pants = Instance.new("Pants") -- reset shirt / pants content ids shirt.ShirtTemplate = "pants.PantsTemplate" = "_index, player in ipairs(Players:GetPlayers()) doThe content ID link pointing to the shirt template hosted on Roblox.This content ID is different than the website URL of the shirt. It can befound by pasting the website URL of the shirt into the ShirtTemplateproperty in Studio. Alternatively, InsertService:LoadAsset() canbe used to insert the shirt into the workspace, for example:local InsertService = game.GetService("InsertService")local Workspace = game.GetService("Workspace")local webURL = " " local assetId = tonumber(string.match(webURL, "%d+")) or 0) - Extract the numberlocal success, model = pcall(function()return InsertService:LoadAsset(assetId)See also ShirtGraphic.Graphic for the image applied to T-shirts.local Players = game.GetService("Players")local function replaceClothes(player)local character = player.Character -- look for shirts / pants local shirt = character:FindFirstChildOfClass("Shirt") local pants = character:FindFirstChildOfClass("Pants") -- create shirts / pants if they don't exist shirt = Instance.new("Shirt") pants = Instance.new("Pants") -- reset shirt / pants content ids shirt.ShirtTemplate = "pants.PantsTemplate" = "_index, player in ipairs(Players:GetPlayers()) do

Roblox t-shirt upload. Roblox shirt maken. How to find the shirt template on roblox. How to get shirt template on roblox.