



Swansea School of Digital Media

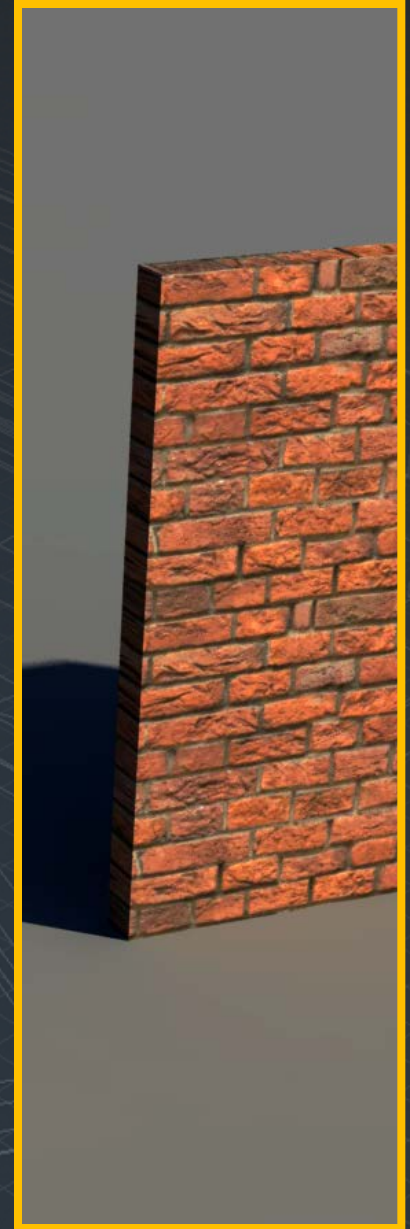
DIGITAL CONTENT CREATION

RICH MORGAN

BA CREATIVE COMPUTER GAMES DESIGN
2013 / 14

Tiling textures

- Why use tiled textures?
- Creating tiled textures

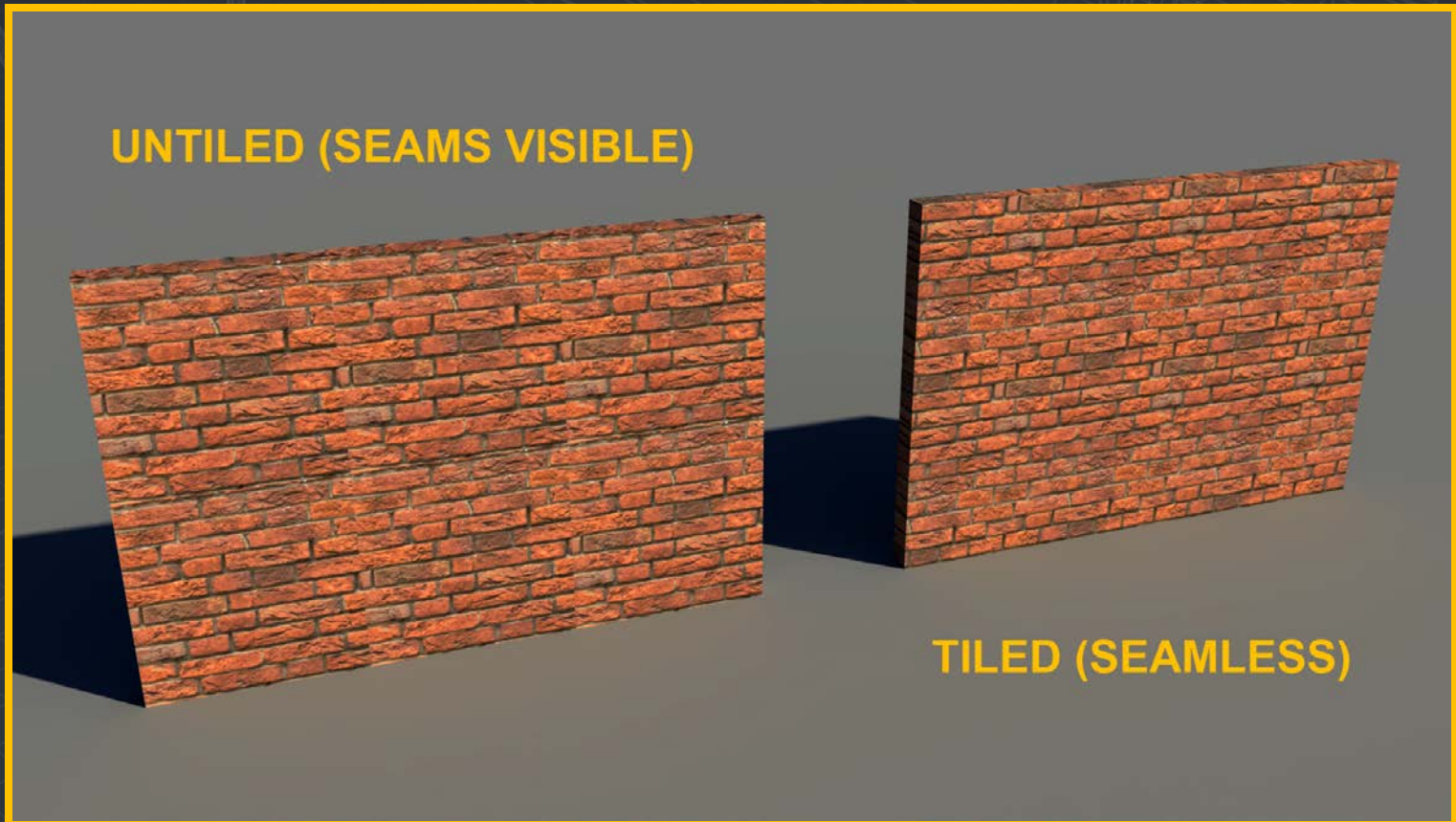


Tiling textures



Why use tiling Textures

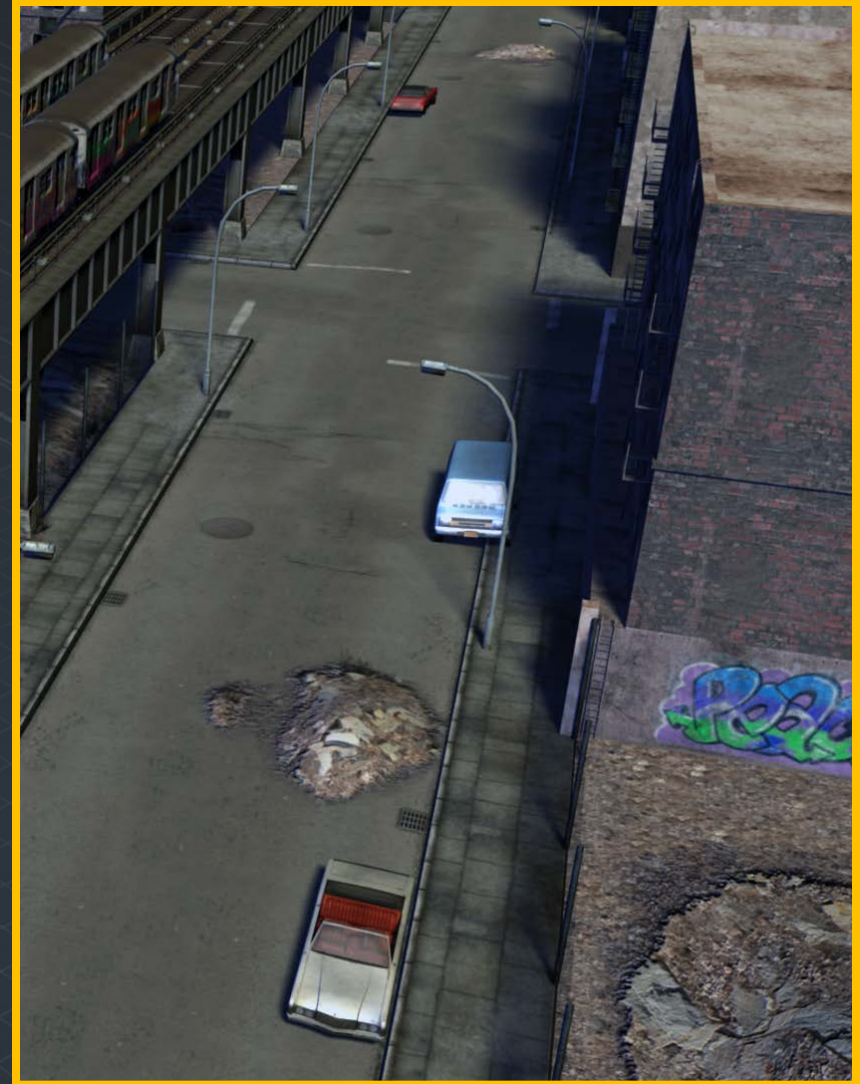
Tiling textures reduces the amount of visible 'seams' on your diffuse maps, making the work appear more professional.



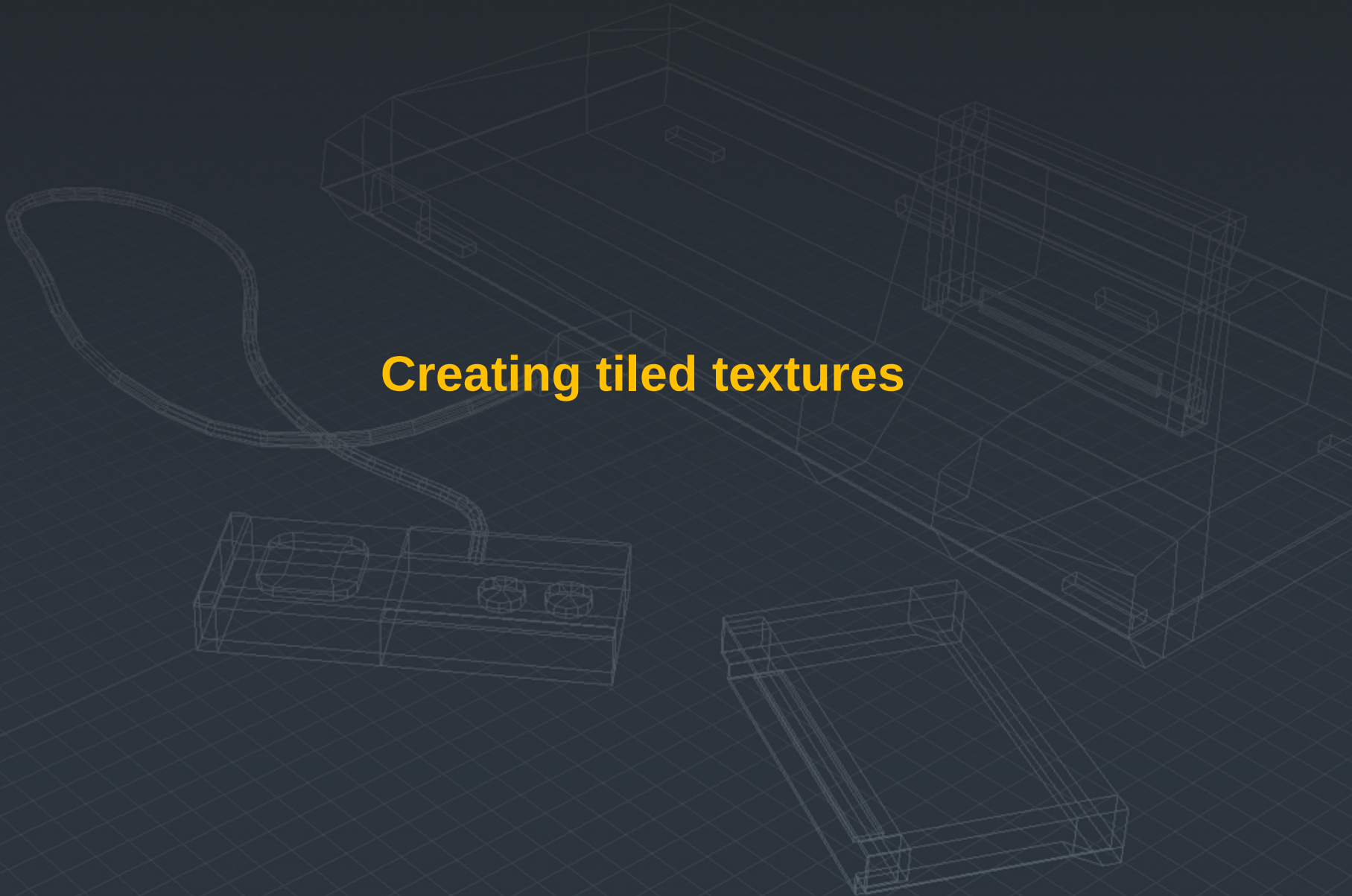
Tiling Textures

Tiled / tileable textures are commonly found on scenery and environment models.

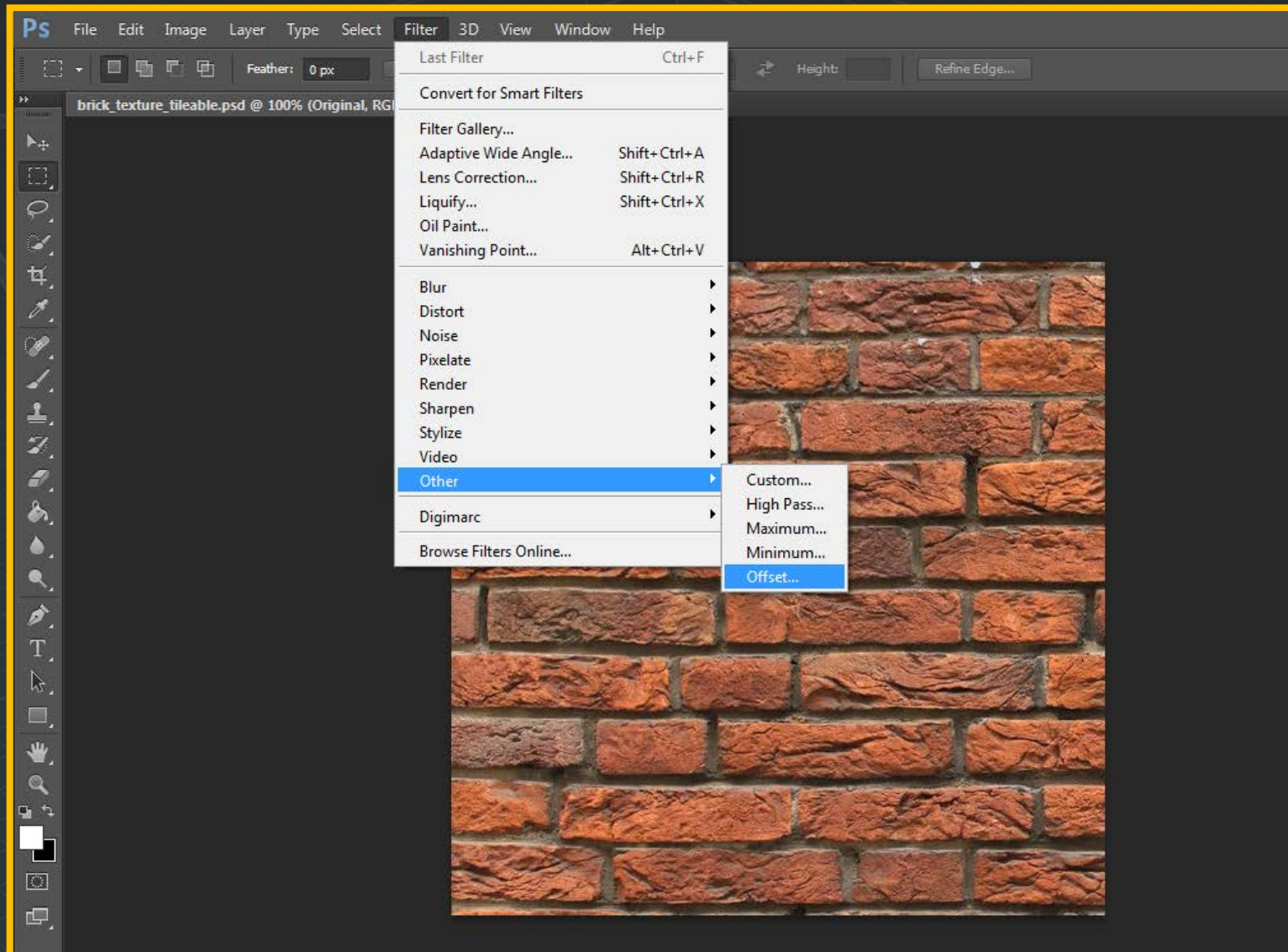
Remember that your UV maps / models have to be made with tileable textures in mind – large scenery props such as roads, walls, buildings etc. Typically use tiled textures.



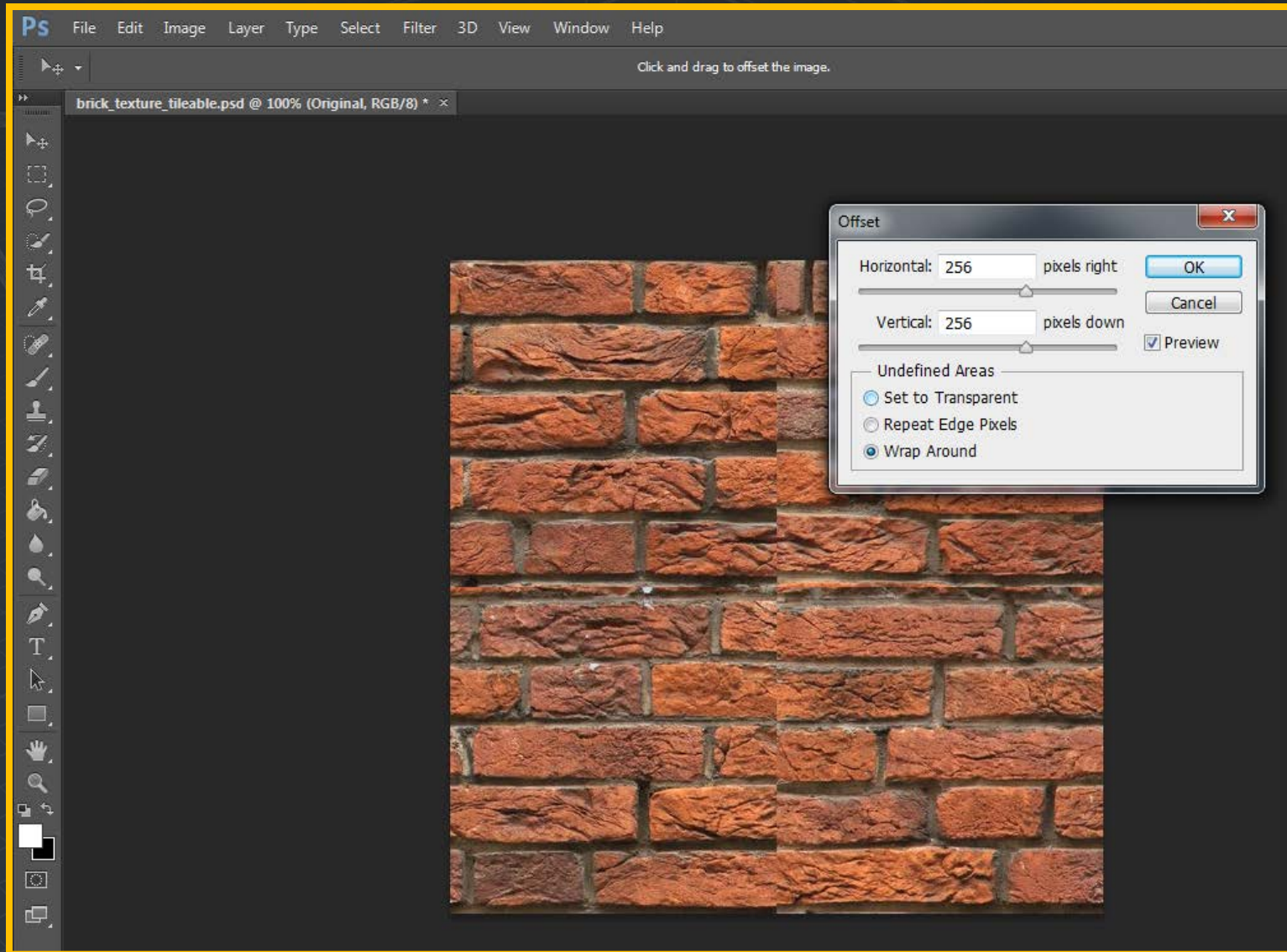
Creating tiled textures



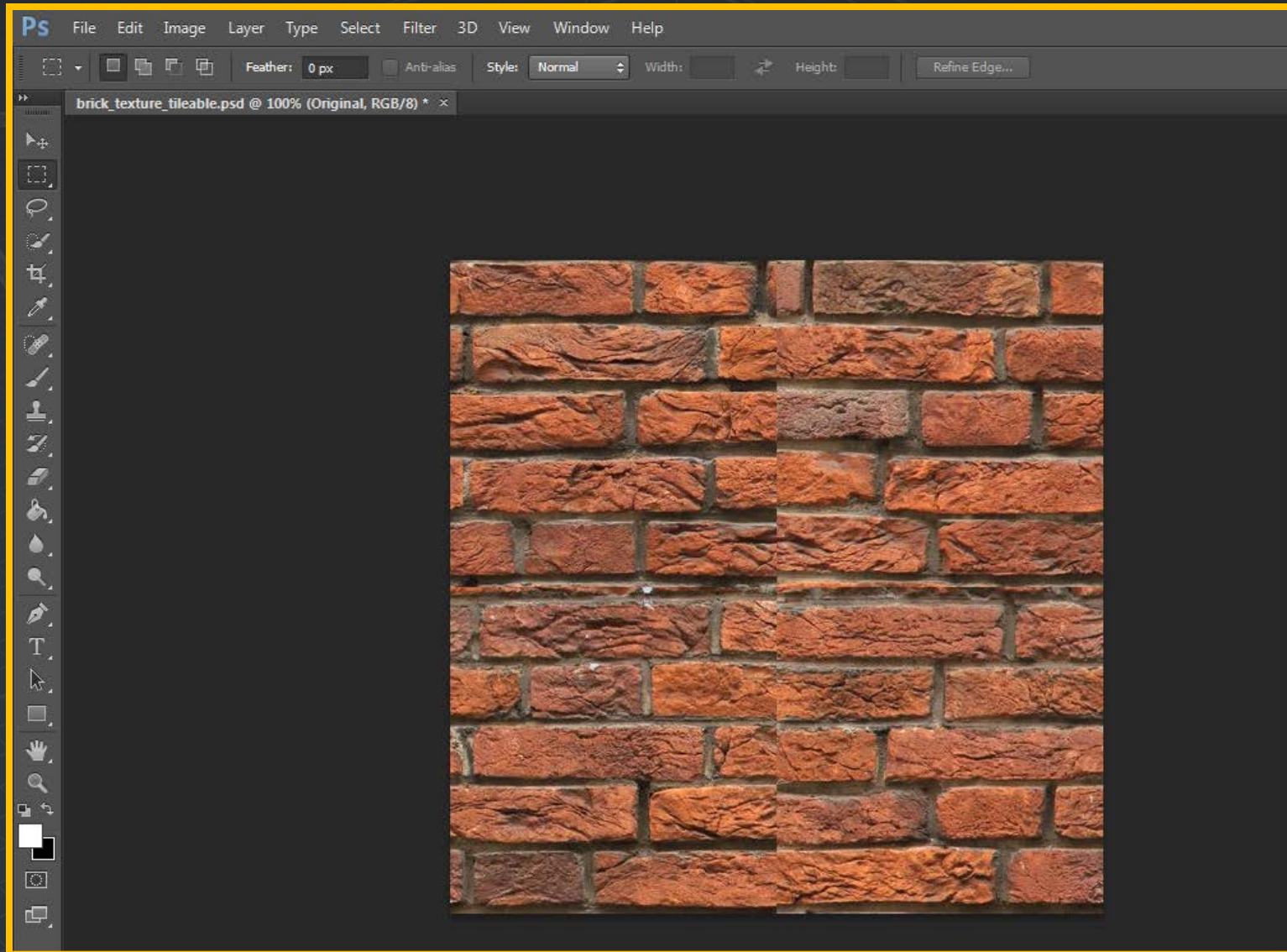
Creating tiling textures (Photoshop: Offset Tool)



Creating tiling textures (Photoshop: Offset Tool)



Creating tiling textures (Photoshop: Offset Tool)

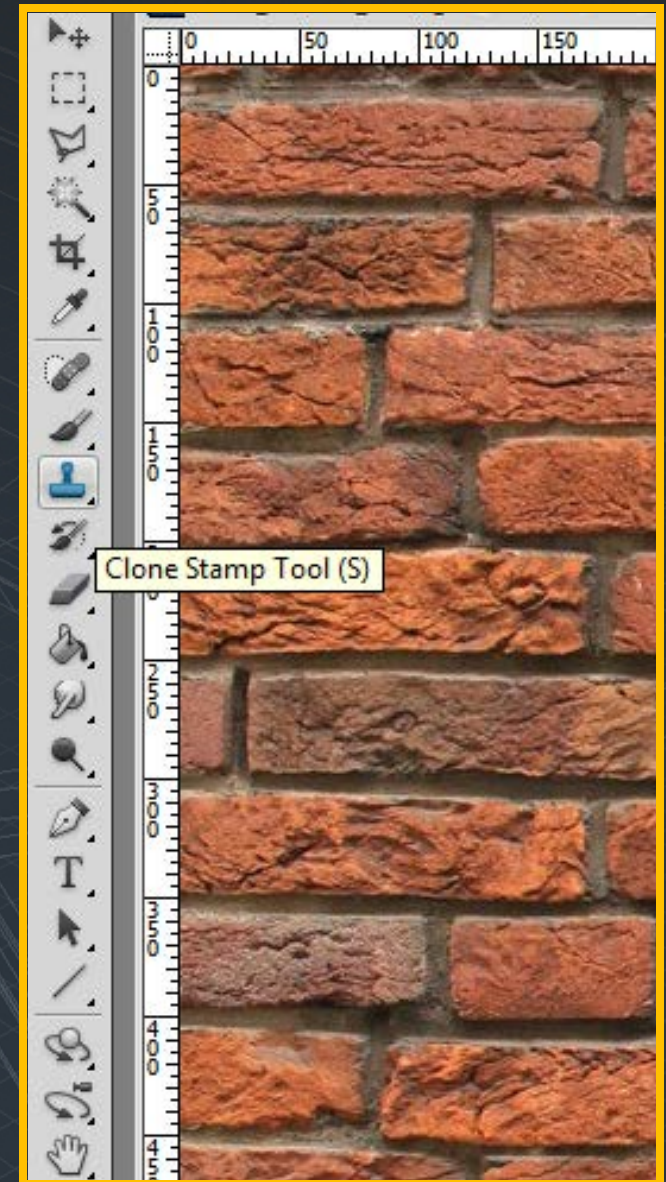


Creating tiling textures

Use painting tools such as Photoshop's Clone Tool to help manipulate texture files you are using.

This can produce much quicker results than painting by hand.

- Live Photoshop example

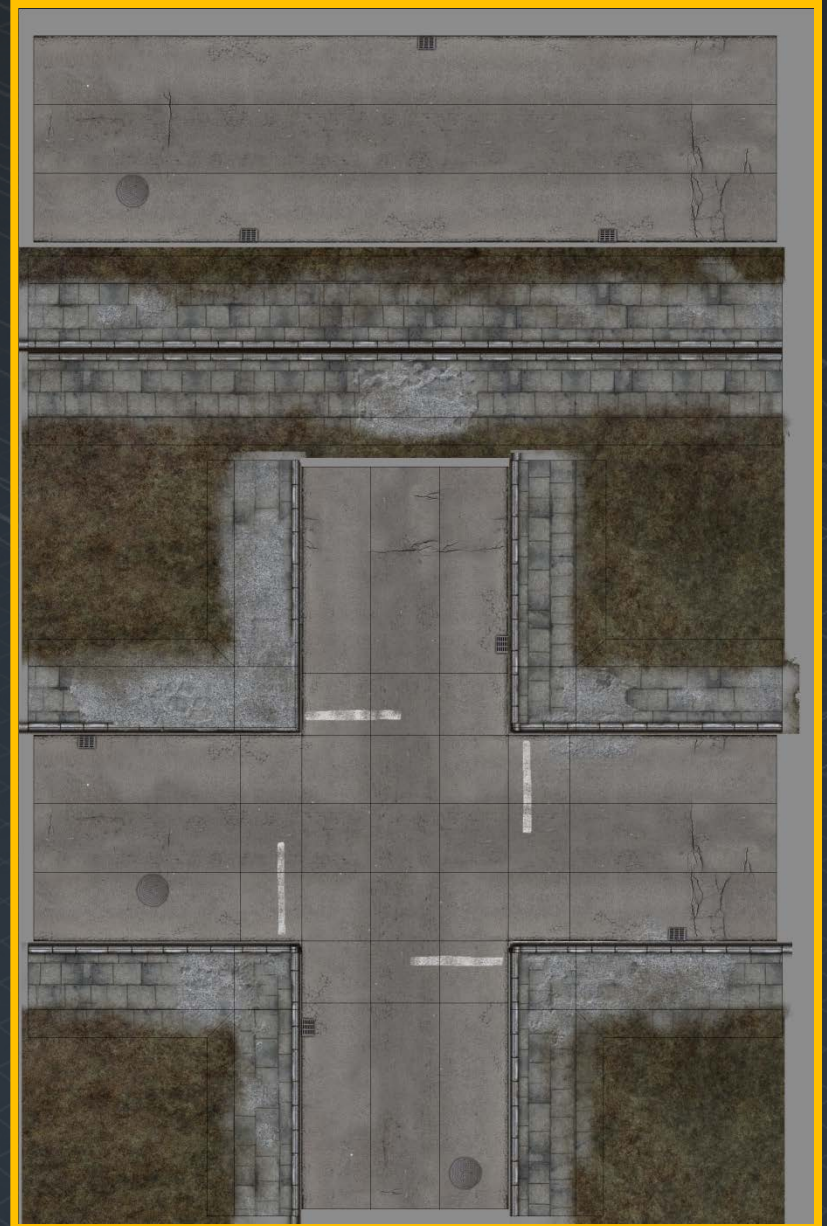


Creating tiling textures

REMEMBER:

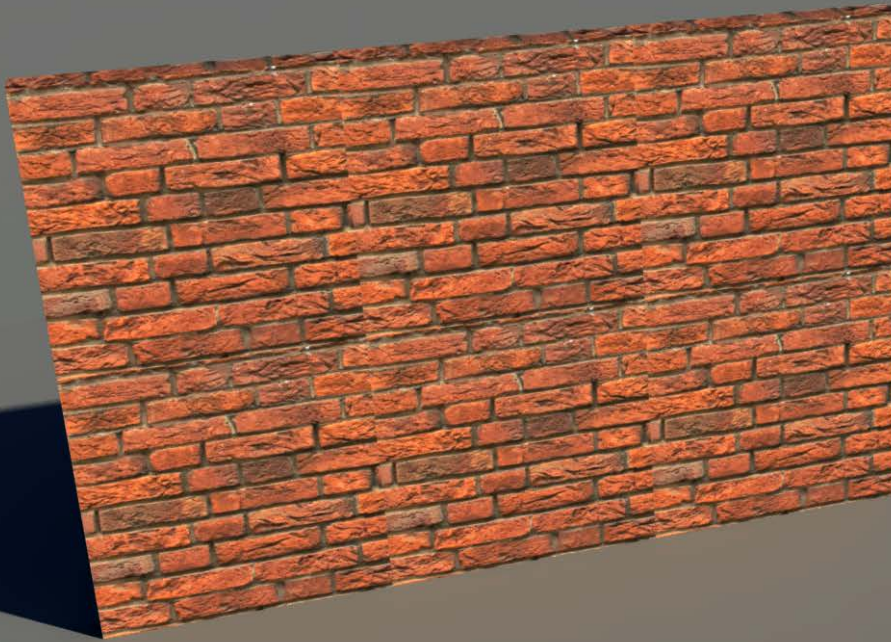
Tiled textures will not automatically work on your model – it depends on how you UV unwrap the geometry!

You may still have to edit tileable textures to suit the intended purpose.

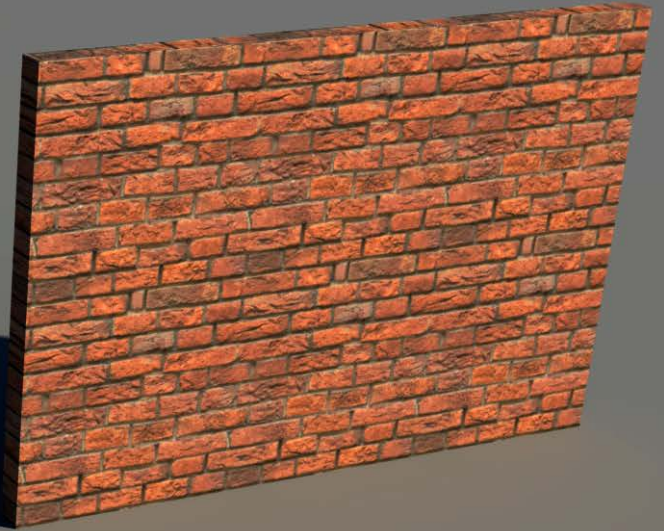


Examples

UNTILED (SEAMS VISIBLE)



TILED (SEAMLESS)





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