



Prifysgol Cymru

Y Drindod Dewi Sant

University of Wales

Trinity Saint David

BA COMPUTER GAMES DESIGN

BA ANIMATION & VFX

ENVIRONMENT DESIGN

Creating Tileable Textures



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Why Use Tileable Textures?

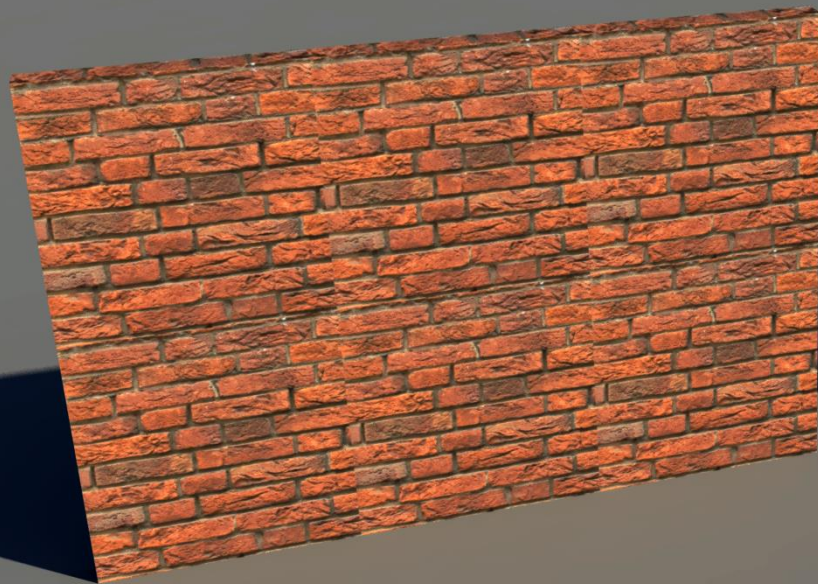


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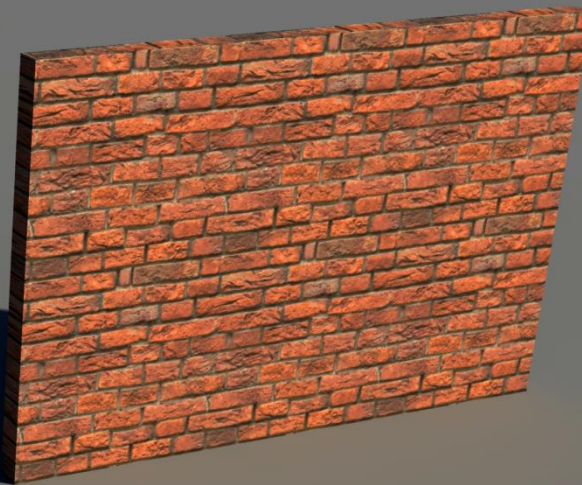
Creating Tileable Textures

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

UNTILED (SEAMS VISIBLE)



TILED (SEAMLESS)





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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.





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Tileable Textures in Photoshop

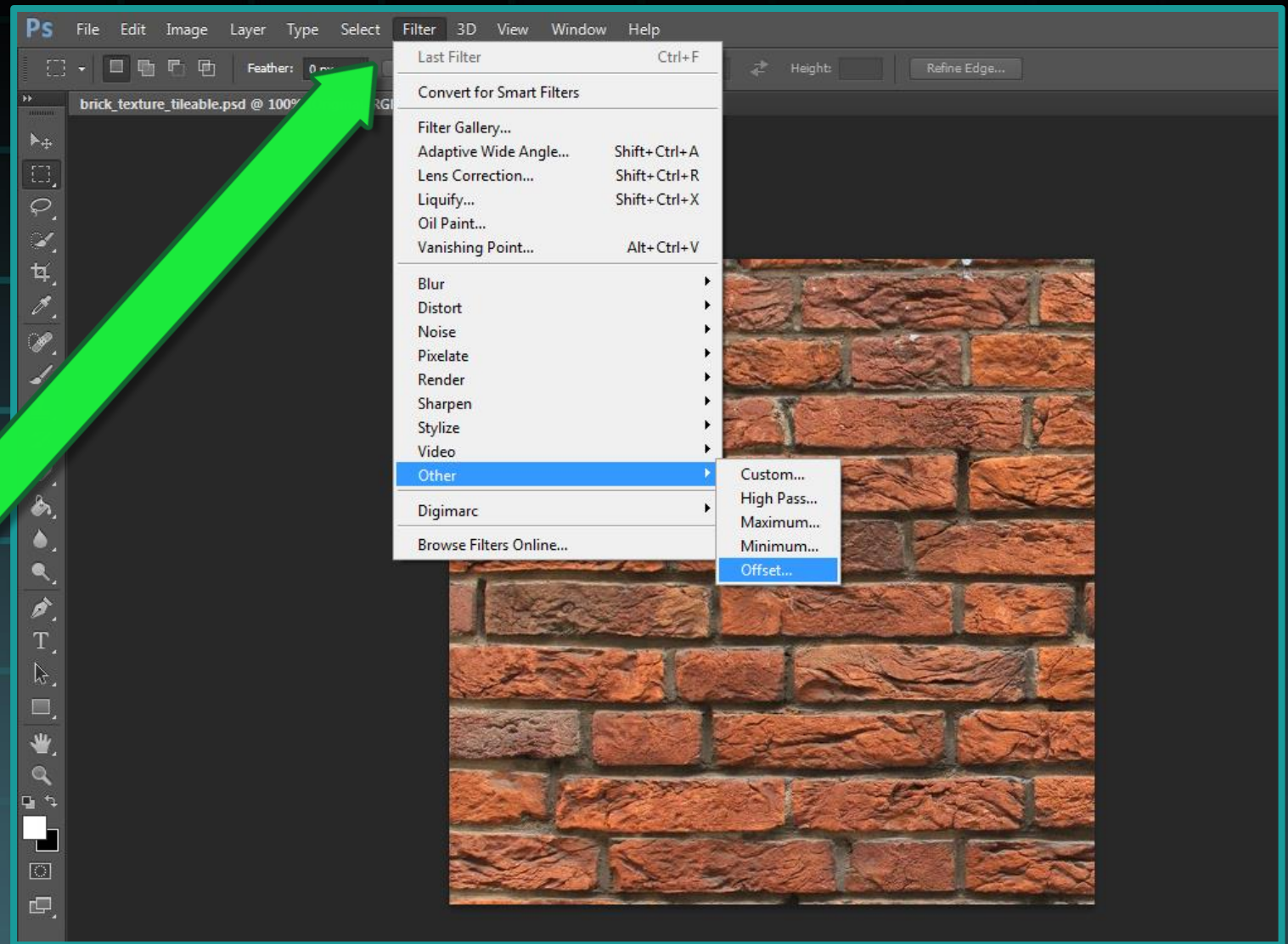


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We can use Photoshop's **'Offset' tool** to help us with creating tileable textures or eliminating seams.

Filter > Other > Offset...



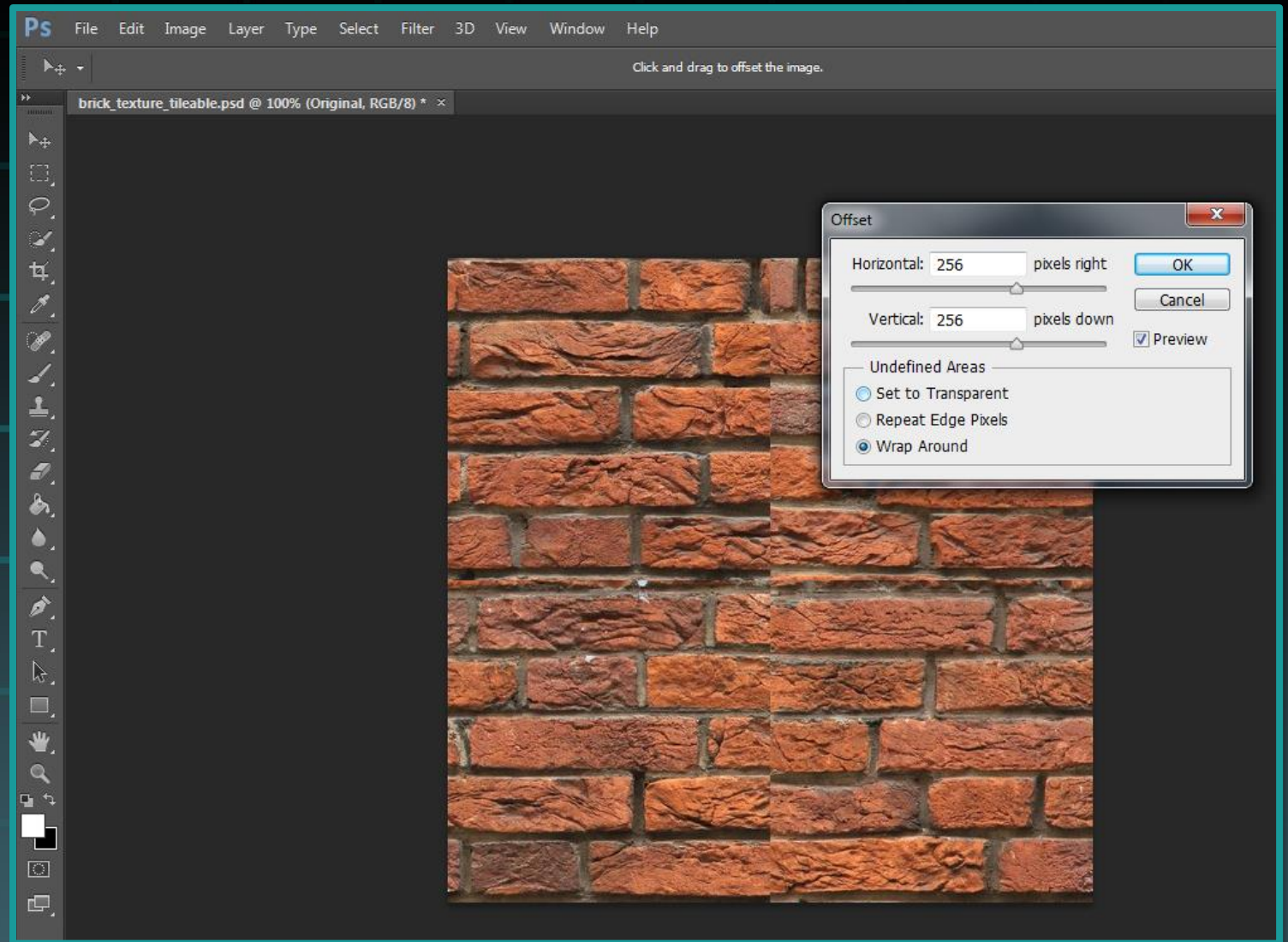


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The **Offset** tool essentially moves a layer of your image **within the existing image space**, wrapping it from one side to the other.

This should help you **identify the seams** that you can then modify.





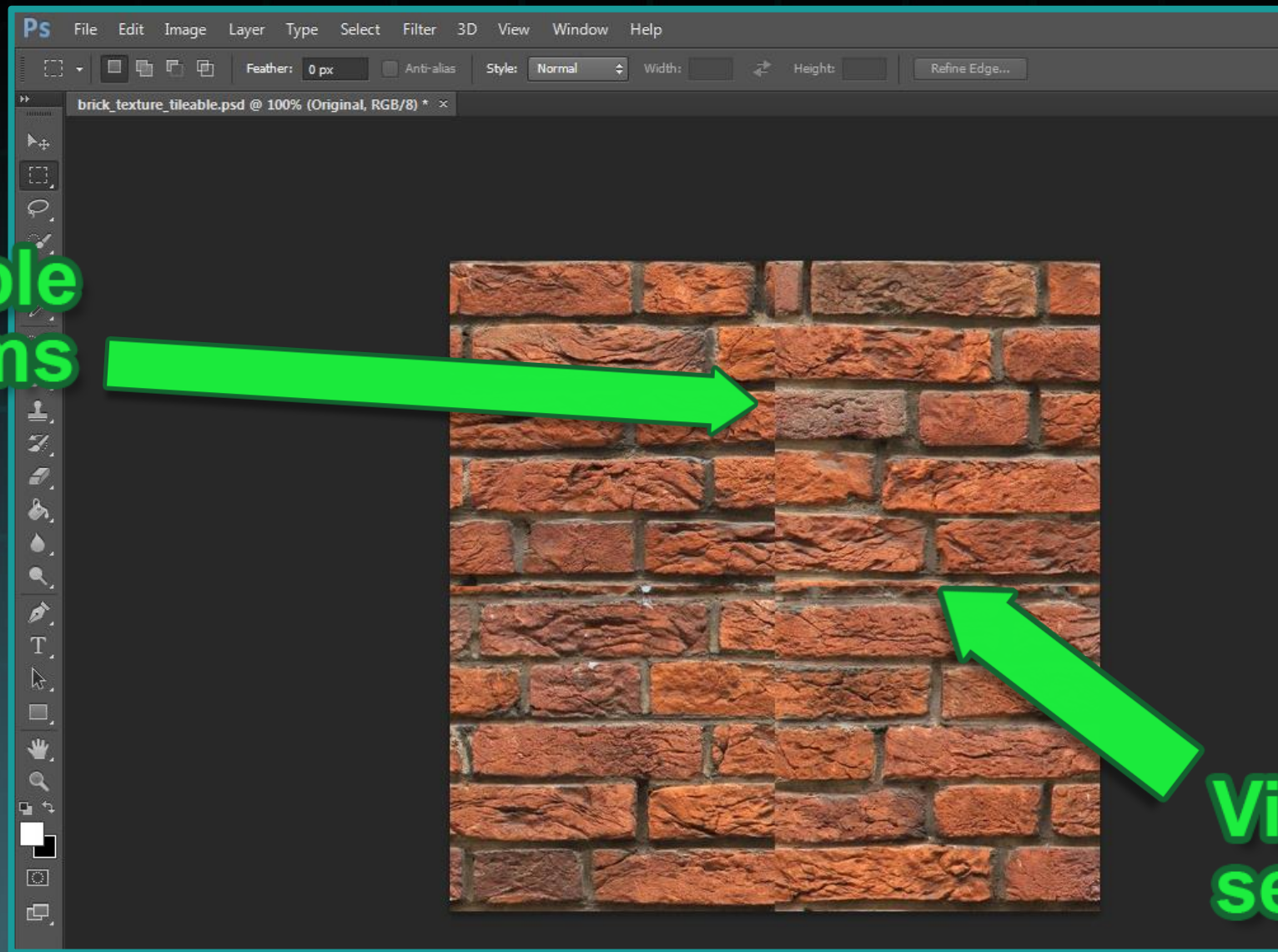
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**Visible
seams**



**Visible
seams**



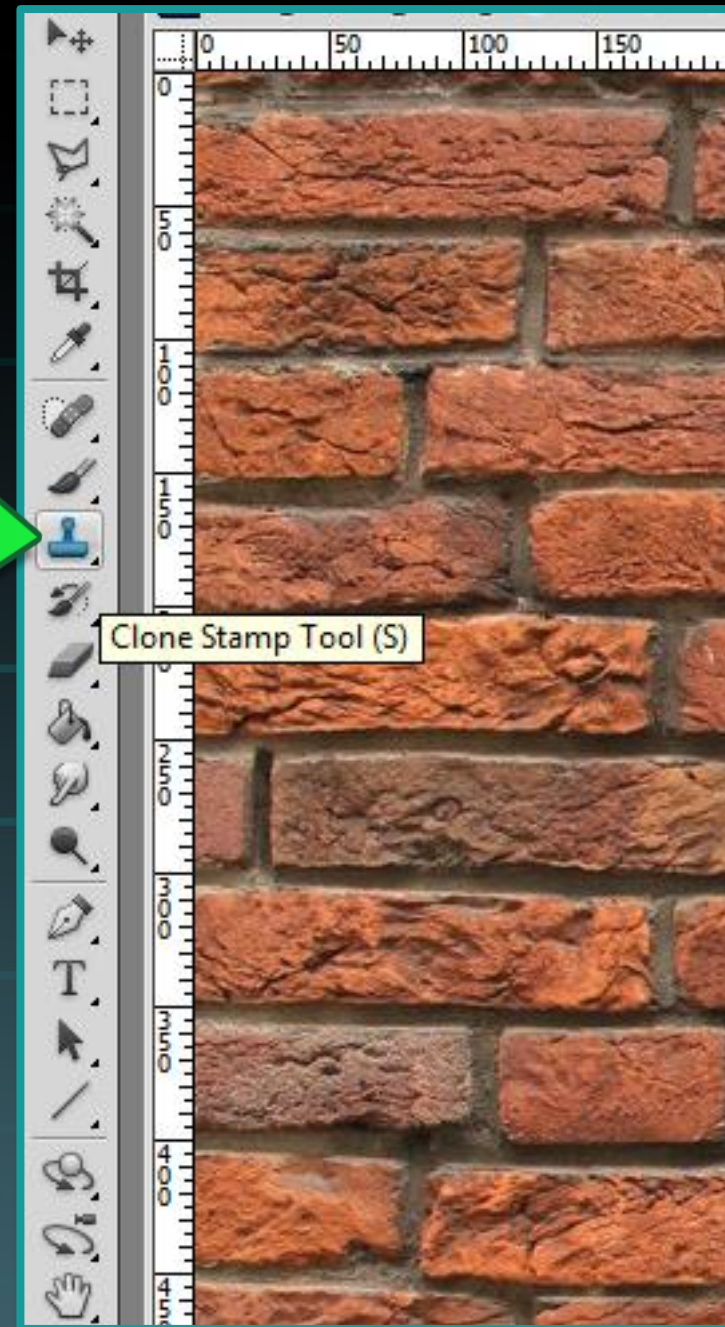


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Use painting tools such as Photoshop's **Clone Tool** to help manipulate texture files you are using.

This can produce much quicker results than painting by hand, which will often look too 'smooth' and unnatural.





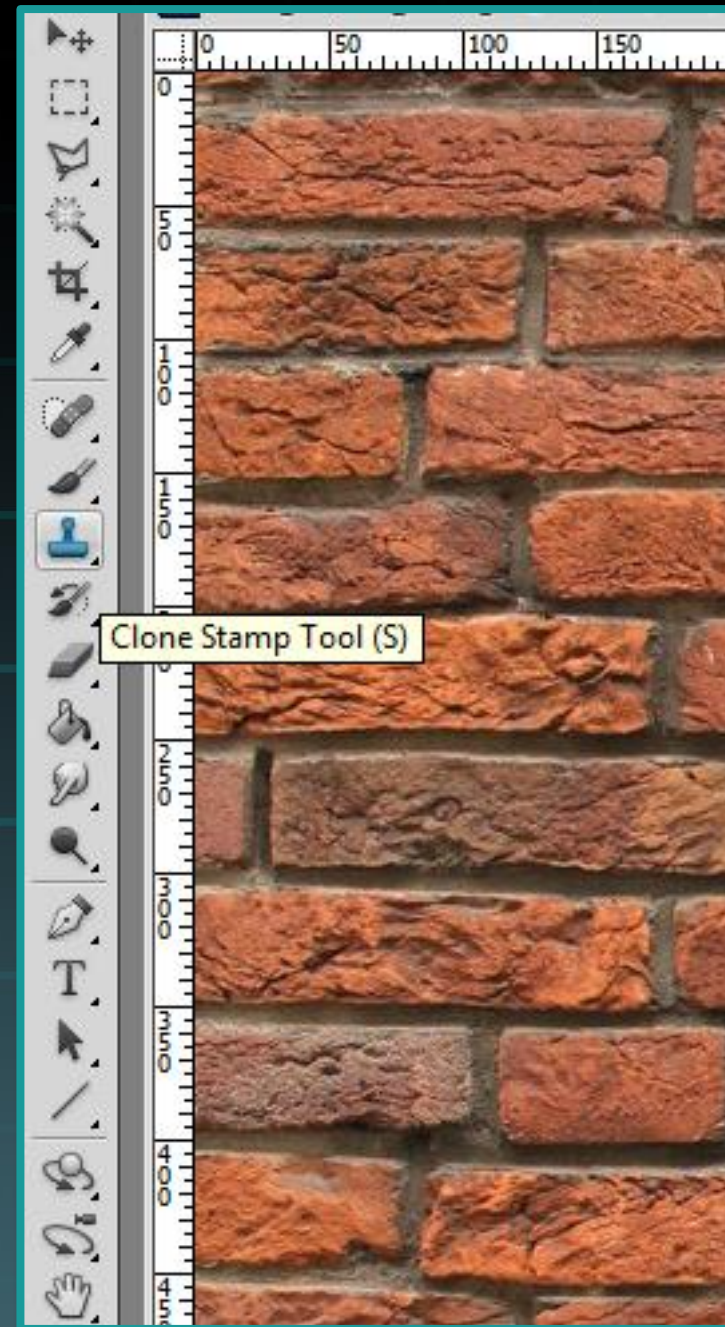
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The Clone tool uses pixel data on any layer of your choice and 'paints' using that data.

Essentially, it gives you the ability to **paint with a texture** rather than a colour.

To select a target/source area, hold the  key on the keyboard and **left-click** on an area of your image you would like to replicate.





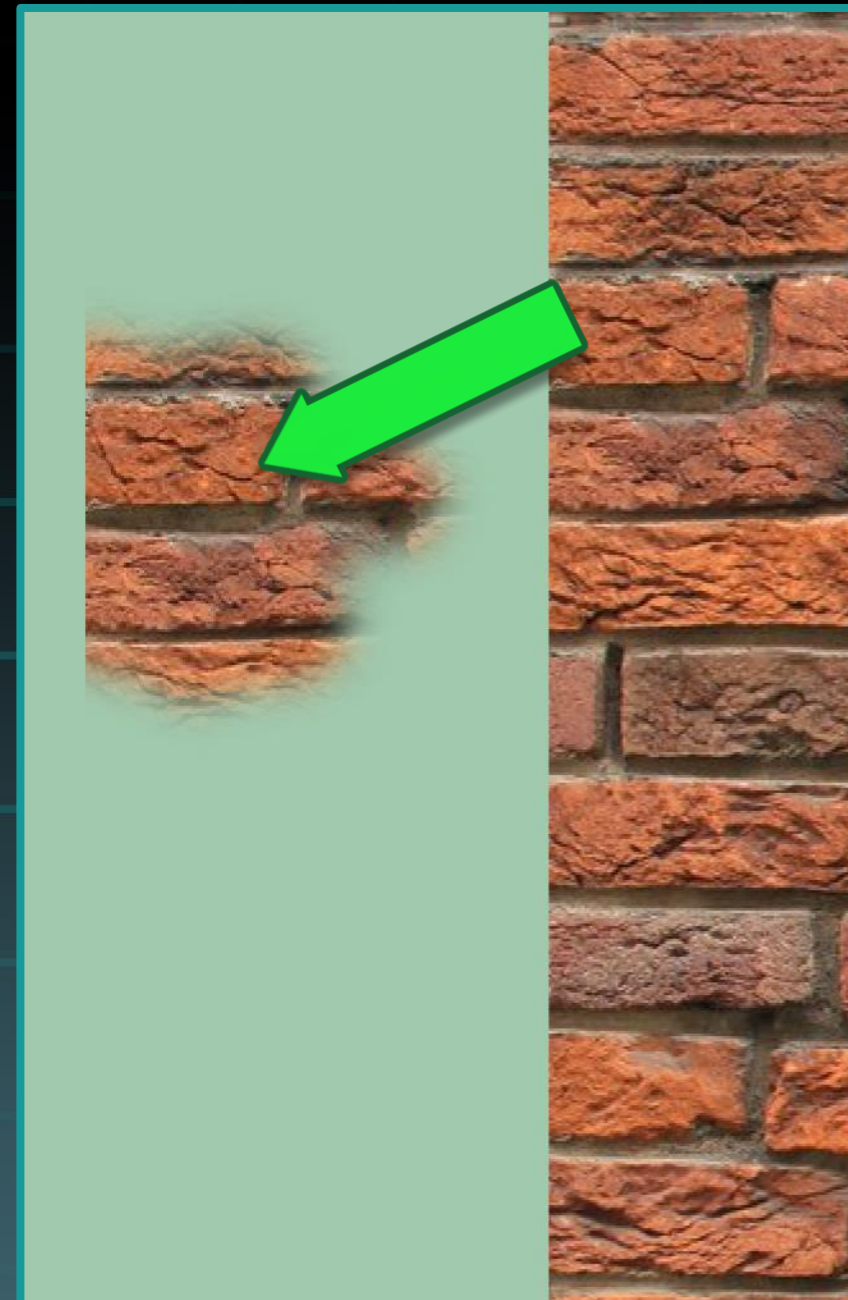
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Following this, **left-clicking** in your image will allow you to paint the target texture anywhere on your image that you wish.

It is advisable to **create a new/empty layer** to paint on as you will preserve the original texture this way, should you need to go back and use this again.

NOTE: Be aware that you will have to move the new layer using the Offset tool separately!



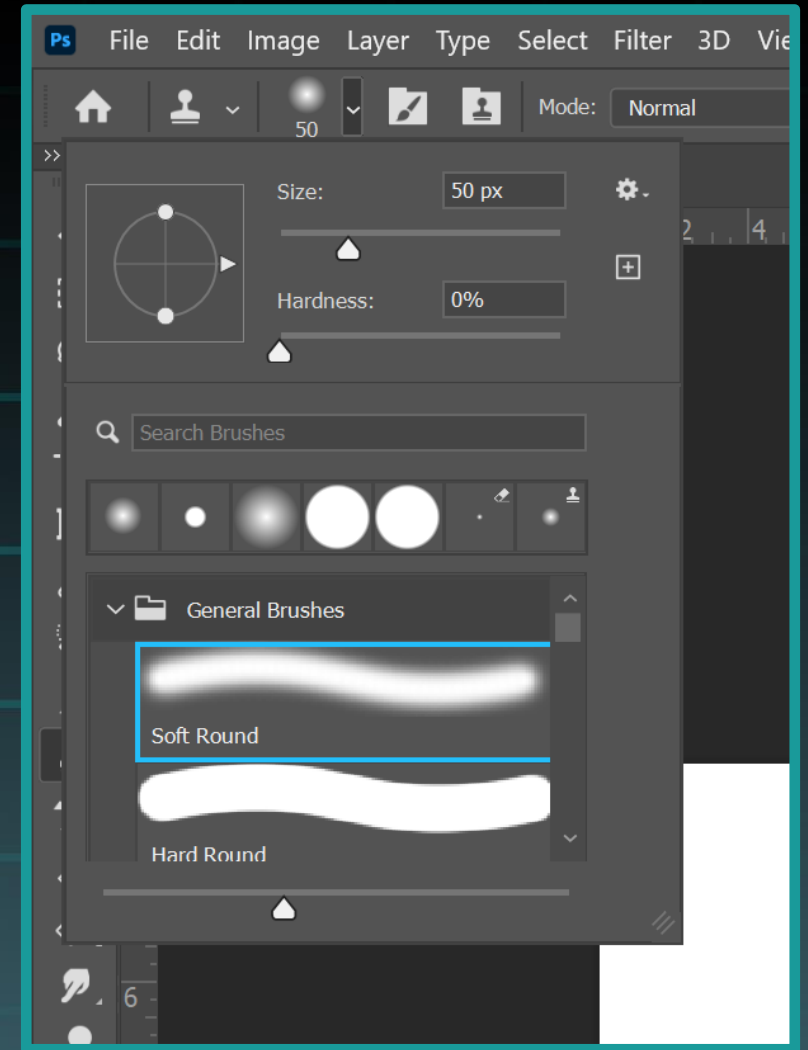


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Consider **using a soft or 'feathered' brush** for this exercise as it will allow you to blend your new texture detail over the original seams of the image.

By combining the Clone tool with Photoshop's Selection, Move, Blur and brush tools, we can build up our own bespoke bricks/texture details that will help 'blend' the seams that are visible on our image.



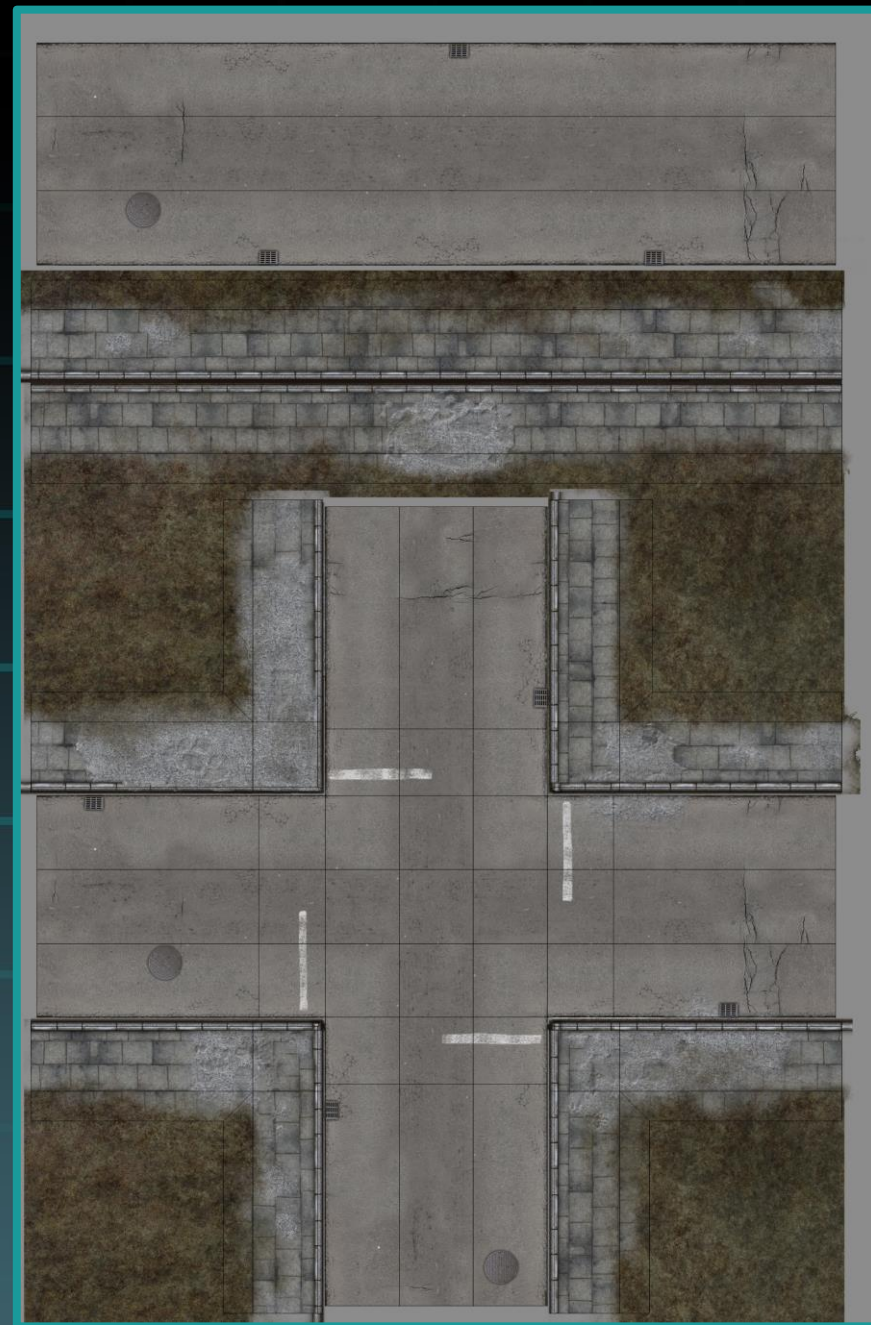


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REMEMBER: Tiled textures will not automatically work on your model – it depends on how you UV unwrap the geometry!

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





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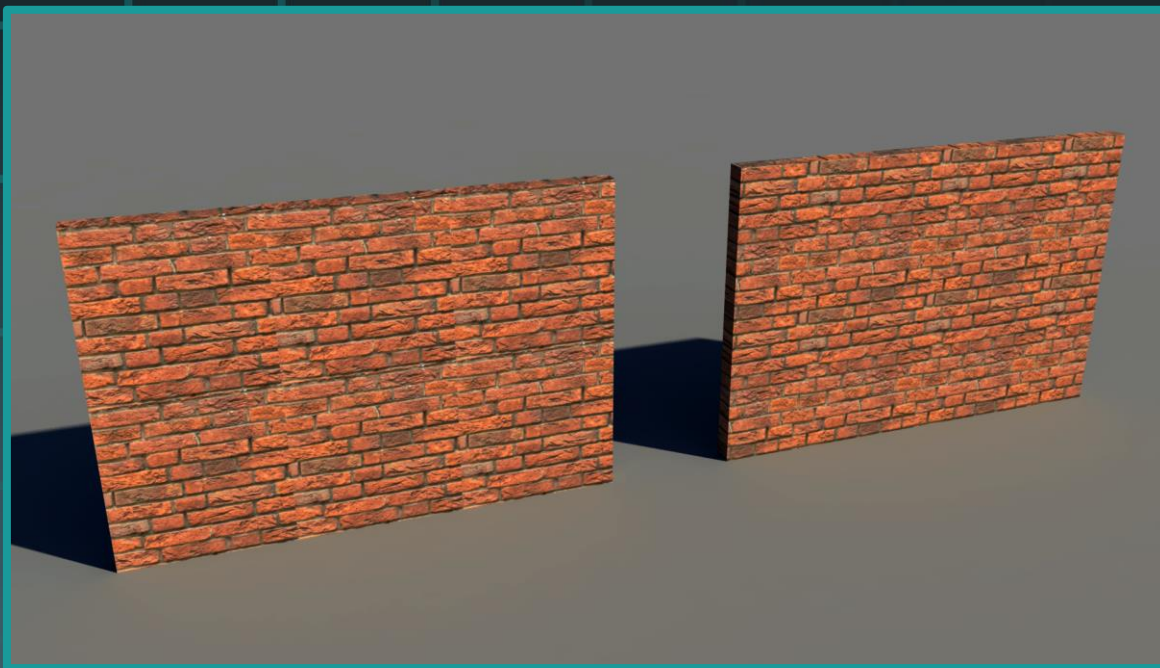
Exercise: Make a Tileable brick wall texture

Using a photo of a brick wall, the **Offset Tool** and the **Clone Brush** tool, reduce the visible seams and create a wall texture that could be used as a default texture for many different shapes and sizes of building.

UNTILED (SEAMS VISIBLE)



TILED (SEAMLESS)





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Remember:

**SAVE YOUR WORK
AND SAVE IT OFTEN!**



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