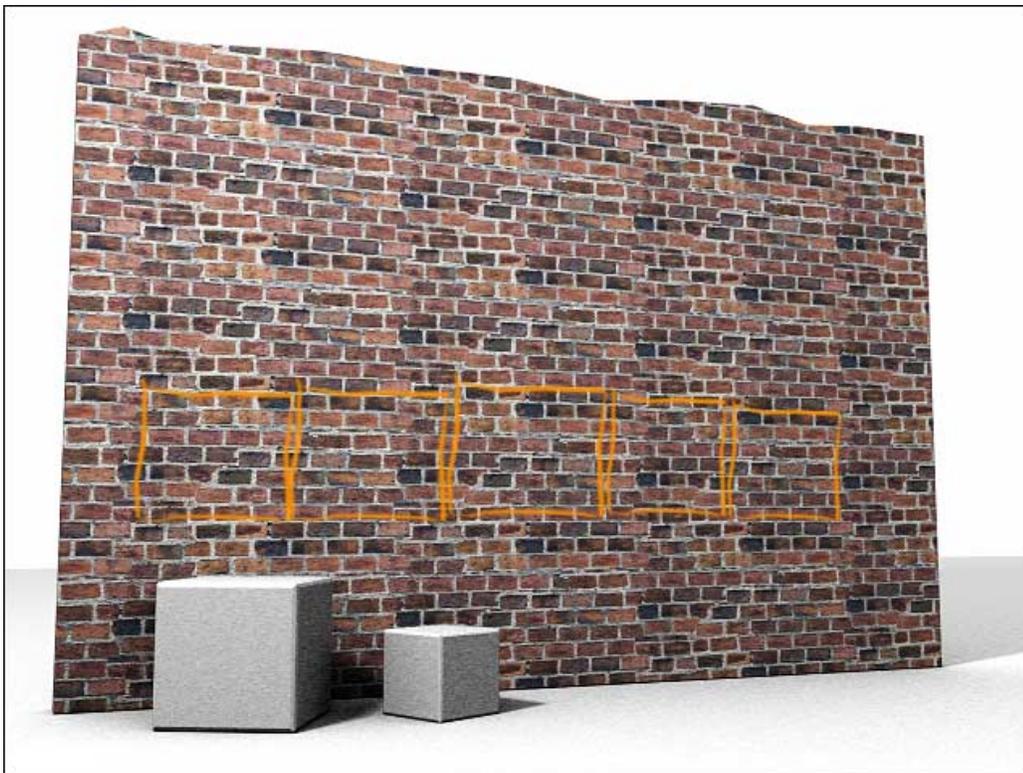


## Texture Mapping Tips: Tip 1

- Many times when modeling objects that need to be larger in scale, it is common to use a "tillable" material sample such as the one below to get more coverage. This trick works for textures that have minimal variations, but starts to show its downsides once we try to use a texture that has more varied patterns. For example old hand made bricks have too many unique variations in order to tile them without seeing a repetition of the key features.

Let's look at the case study below. You can find tiling, as well as non tiling textures in our [texture archive](#).



The Problem:

Here is a tillable texture applied to a larger piece of geometry.

It is tiled about 7 times horizontally and 4.5 times vertically to achieve the size of the brick we are looking for.

Notice the obvious repeating pattern that comes from the darker bricks in the original map.

This could be considered the "key feature" of this particular texture map, since it is these regions that draw attention to themselves.

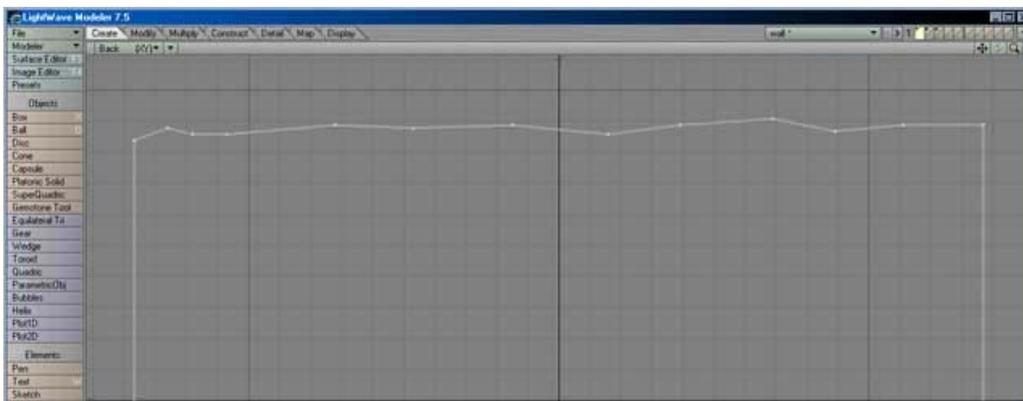
Obviously this texture is great for scenes where we need a bigger close up of a particular section of this wall, but it does not work well as a repeating tile.

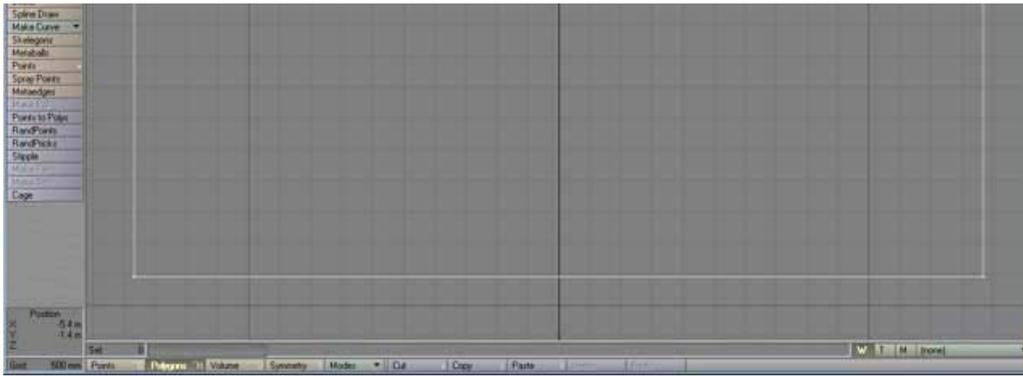
In fact, very few textures that have interesting features will tile without starting to look like a cheap wallpaper.

The Solution:

If you need to create images that look more realistic, a good strategy is to design your textures from scratch with a particular target object in mind.

To the left is the wireframe of the "wall" above. We will create a texture for this object that does not tile, but has the exact fit and proportions we are looking for





LOOKING FOR:

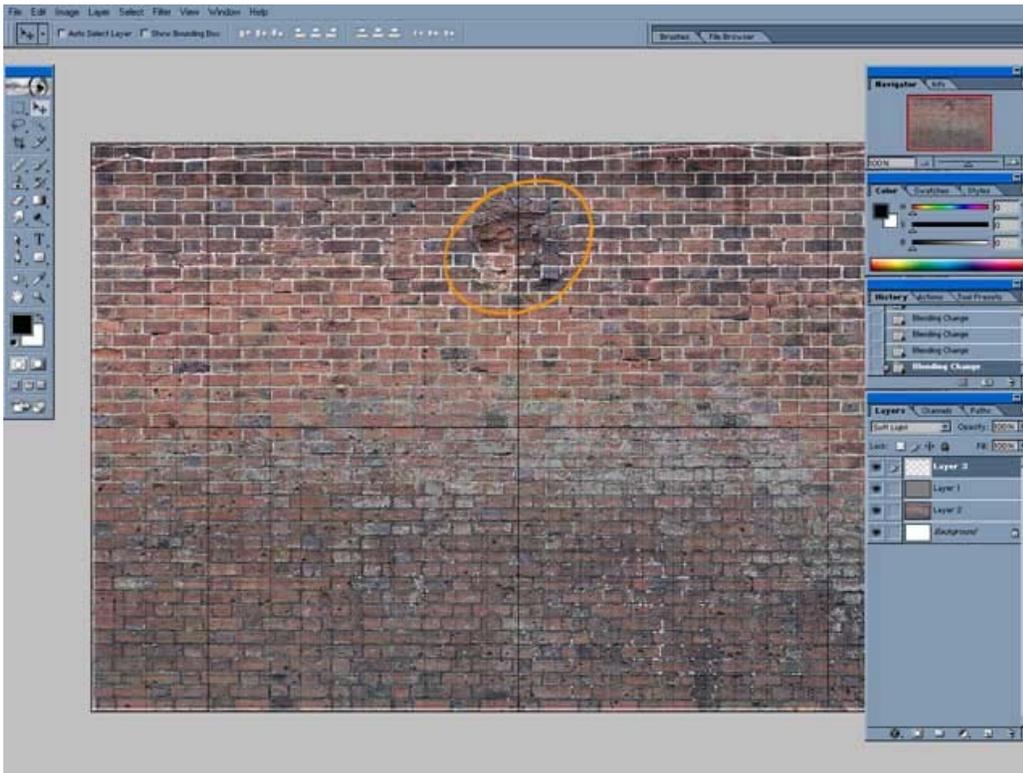
- 1) Take a screenshot of the model part in question.
- 2) Load that into photoshop for use as a template.
- 3) Put the texture you want to map on this object into a second layer. If it is too small or too big, scale it, or get more samples of the same material to be able to construct a bigger image that is not tiled.

If you don't have enough samples you can use the clone tool in photoshop to repeat parts in a random way, something tiling does not do.



It is also helpful to use a transfer mode on your template layer so it becomes transparent where there is no wireframe. In order for this to work, you need to have your texture be below the template layer.

Lastly, crop the image to the extends of your geometry to get a good fit.



We are going to use this map as the texture for the wall. Since it is already large and has enough coverage, no cloning or multi sample blending will be necessary.

If you are dealing with a smaller coverage, like the map at the top of this page, some random cloning will do the trick.

As you can imagine, this particular map has way to many key features in order to be tiled. The big dent in the upper middle region would show over and over, as well as the dirty gray sections below.

Now that you know what the object shape is that this texture is going on, you can add additional features such as extra grime or details.



As you can see, a map constructed especially for your model looks like a complete whole instead of a wall paper.

Whenever possible use this approach to get total creative freedom over the appearance of



your textures. ^^

Until next time, have fun.

-TextureSpace