

Creating seamless textures

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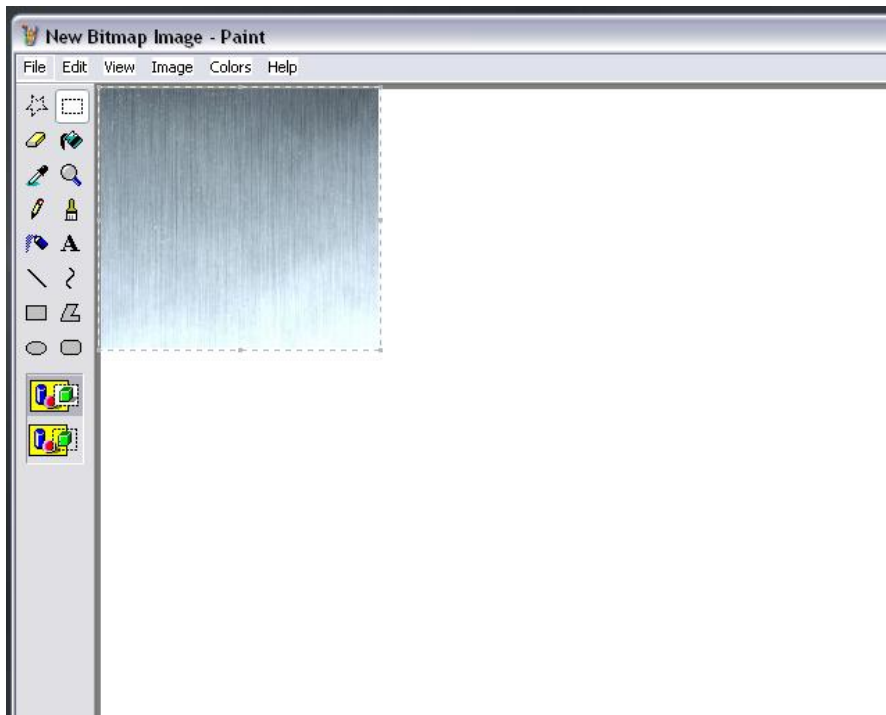
I have seen some complicated methods for creating seamless textures that require the use of graphics programs that can take time, be complicated and maybe expensive. As an alternative this is a very simple method for easily creating seamless textures from any picture that can be used in your map. Keep in mind that patterns are unavoidable and can be seen in even the best seamless textures.

For this tutorial I use **Paint** and the provided texture – **BrushedAluminum.jpg**

Note – BrushedAluminum.jpg was reduced in size to fit for this tutorial.

Step 1

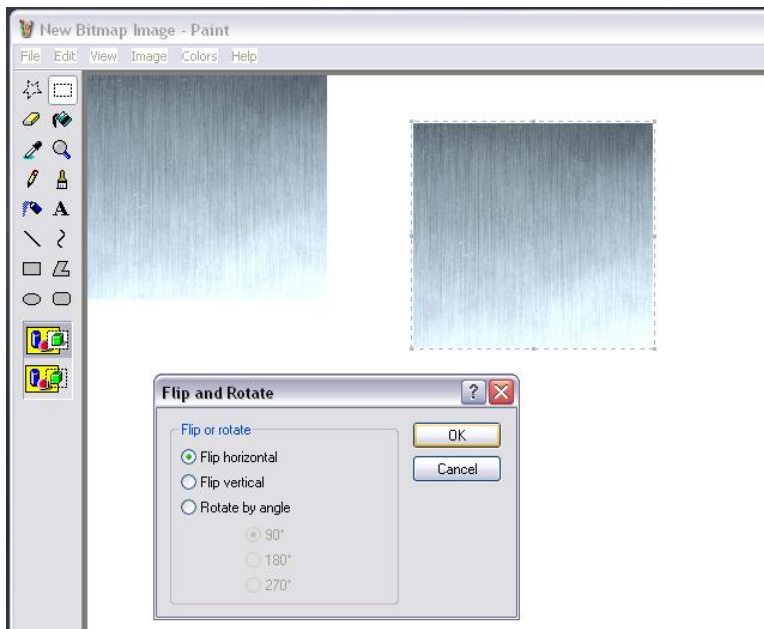
Paste the texture in Paint



Notice you have a texture with a distinct pattern – dark blending to light towards the lower right corner.

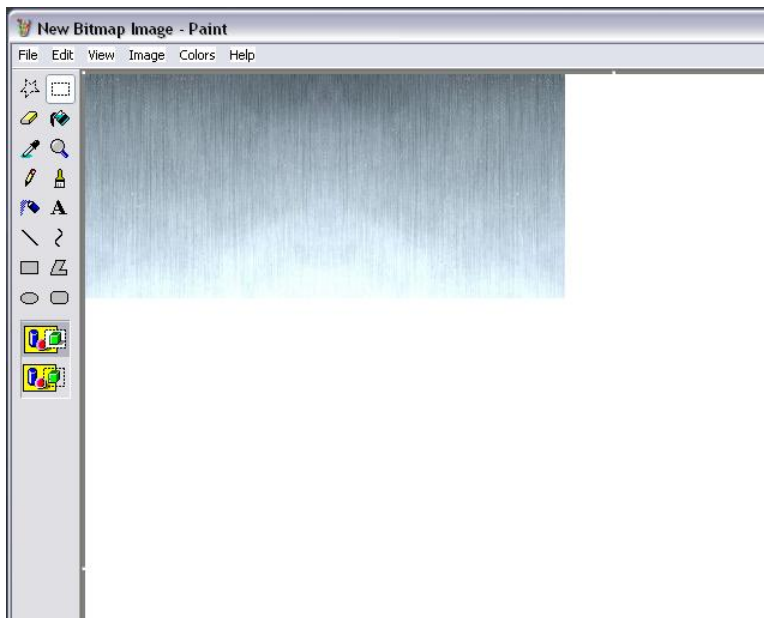
Step 2

Paste a copy of the texture and flip it horizontally.



Step 3

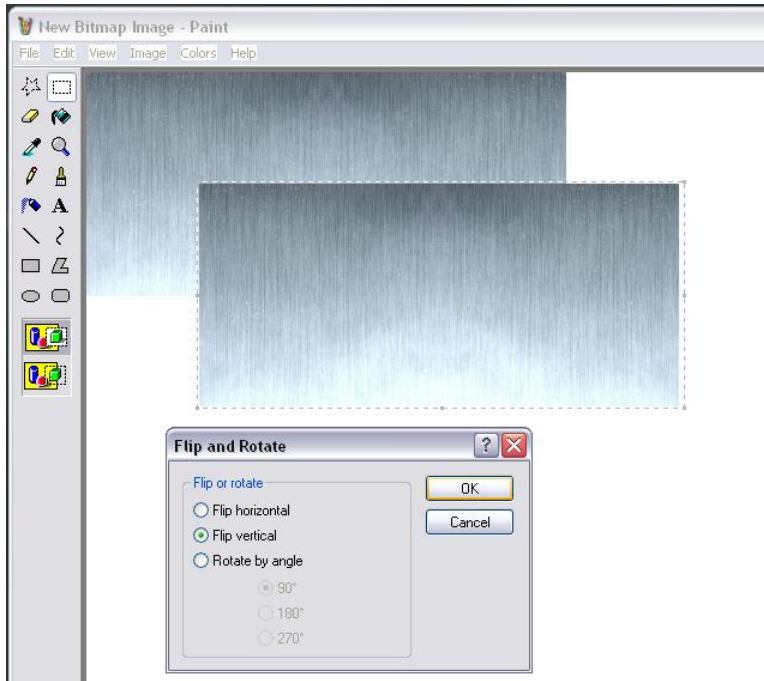
Now move the rotated texture next to the original. Be careful to place it precisely in line and even without overlapping or leaving a gap.



Step 4

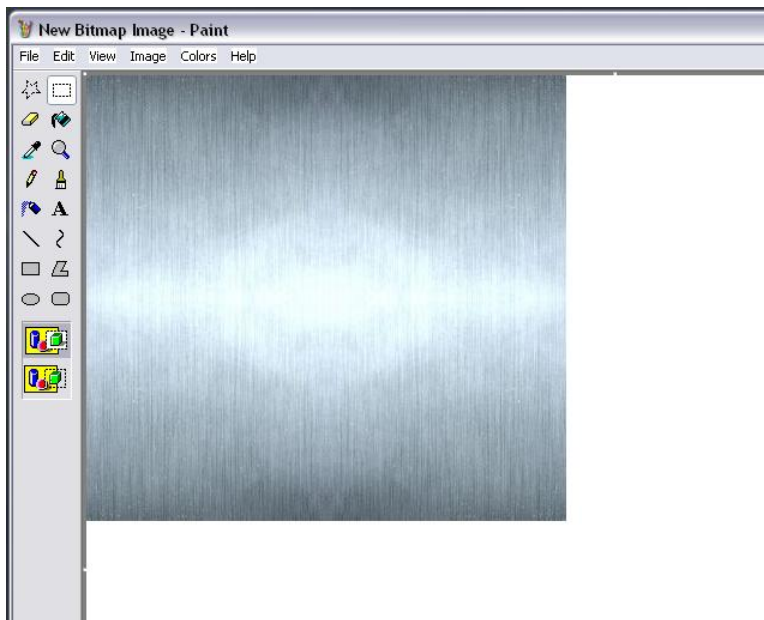
Now copy the entire image using the select tool. Be careful to select it from the very bottom without losing any detail and without grabbing any unwanted background.

Paste the copy and flip the image vertically.



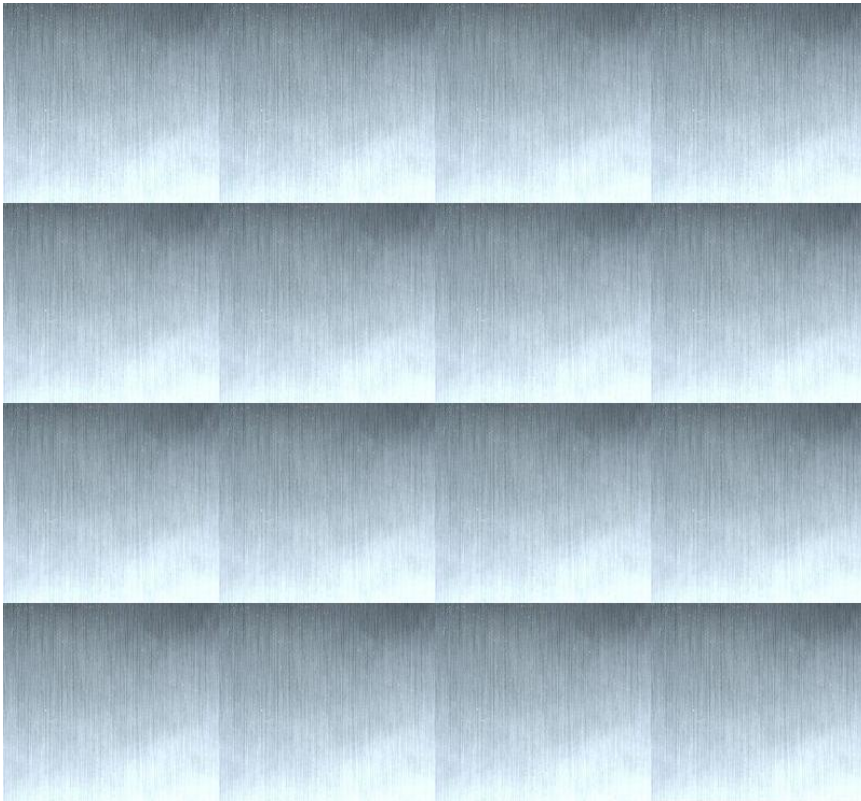
Step 5

Line it up and set the border.



Now you have your texture.

Before – when tiled the original Brushed Aluminum has obvious seam lines.



After – Now your image appears to be seamless.

