Subject: Re: tesselating textures
Posted by Blazea58 on Wed, 03 Jan 2007 09:18:07 GMT

If you just mean a texture in its own respect you can easily create seamless tiles with some time on your hands which is all it really takes. Matching the shades using "clone stamp" and creating new edges helps alot.

 The way you would do it is to take a photo, then hit Image Offset, then only use offset for one direction give like 100 ammount so you have room to go around the seam line. Then do top to bottom etc. It can take alot! longer this way, but if your using "texture generators" or seamless tile filters they usually don't tend to do the full job and leave a visible line directly in the texture.

 Here is an example of how you make a texture tile properly.

 Otherwise if you don't know the clone stamp feature, try to find a seamless generator as there is plenty out there.