
Subject: Army Texture/Pattern Tutorial.
Posted by [NeoX](#) on Sat, 24 Apr 2004 21:42:26 GMT
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<http://www.vycd-ped.com/armytexture.htm>

Subject: Army Texture/Pattern Tutorial.
Posted by [Sir Phoenixx](#) on Sun, 25 Apr 2004 01:43:34 GMT
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Or you can download a camouflage plug-in that can create many different real camouflage patterns, with any color, in any size, etc.

(www.v-d-l.com/adrenaline_download.html)

Subject: Army Texture/Pattern Tutorial.
Posted by [maytridy](#) on Sun, 25 Apr 2004 01:46:35 GMT
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Yeah, that plugin rocks.

Subject: Army Texture/Pattern Tutorial.
Posted by [Havoc 89](#) on Sun, 25 Apr 2004 02:51:03 GMT
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sure is... i use it all the time.

Subject: Army Texture/Pattern Tutorial.
Posted by [Fabian](#) on Mon, 26 Apr 2004 13:26:49 GMT
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When you use it though, make the pattern twice as big as you need it, and then reduce the image size by 50%. That way the camo pattern is anti-aliased (the plugin cant anti-alias).

Subject: Army Texture/Pattern Tutorial.
Posted by [Sir Phoenixx](#) on Mon, 26 Apr 2004 13:30:21 GMT
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You don't need to do that... All you have to do is apply the blur filter to it when it's done and that's all.

Subject: Army Texture/Pattern Tutorial.
Posted by [Fabian](#) on Mon, 26 Apr 2004 14:51:22 GMT
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Tell me your blur settings when you do that, because this is the best i get by blurring (PS 7):

As opposed to my resizing method:

Subject: Army Texture/Pattern Tutorial.
Posted by [Sir Phoenixx](#) on Tue, 27 Apr 2004 02:06:27 GMT
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Left side was done at 200x200 pixels, then resized to 100x100. Right side uses gaussian blur with 1 pixel.

(The resize method does look better...)
