Subject: tesselating textures
Posted by Veyrdite on Wed, 03 Jan 2007 08:03:30 GMT
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how do you make a texture, that when tiled looks continuous?

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

Subject: Re: tesselating textures
Posted by Jerad2142 on Wed, 03 Jan 2007 15:21:24 GMT
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I don't suppose you could provide us a link to a good one?

Subject: Re: tesselating textures
Posted by Blazea58 on Wed, 03 Jan 2007 15:40:04 GMT
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There is alot of useful ones out there but most you will have to pay for.

http://www.seamlesstexturegenerator.com/

http://www.i-tex.de/news.php

http://www.blitzbasic.com/Community/posts.php?topic=46368

And here is one for photoshop just as a filter
http://redfieldplugins.com/filterSeamlessWorkshop.htm

Subject: Re: tesselating textures
Posted by Veyrdite on Thu, 04 Jan 2007 05:35:24 GMT
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how do you use the redfied photoshop plugin. installed it.

Subject: Re: tesselating textures
Posted by Blazea58 on Thu, 04 Jan 2007 09:57:02 GMT
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To use the plugin just make sure you did infact get the package for the redfield plugins, make sure to run and install in correct path. Other then that get an image ready then hit select all, then hit Filter, go to the bottom and RedField/Seamless Workshop. The window i find is pretty simple to use, and it is alot more effective then i had previously thought. Here is an example i just made with a path which turned out perfectly seamless.

When it does its work your picture may get stretched, its best you make a selection of that then start new/resize old and put it on.

Subject: Re: tesselating textures
Posted by Veyrdite on Wed, 10 Jan 2007 09:58:23 GMT
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shpanx
might as well ask another qusetion while this topic is here, how do you make normal pictures semi-transpearent (i think it's called alpha channeling) in adobe photoshop?

Subject: Re: tesselating textures
Posted by Blazea58 on Wed, 10 Jan 2007 11:30:36 GMT
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For doing alpha channels its fairly simple and all you need is alot of time to burn, unless your going for the easy way out and not doing it by hand. In my opinion the only good way is by hand so you can tell it exactly which shades to not show up.

I have noticed with gmax you can somewhat simulate it if you are to use multiply as your shader

type in the material editor, or you can use screen mode which is just simple glass like hand of nod has. This is a texture using multiply, it works alot better then screen mode which just makes every part totally transparent.

Now if you want to truely have a texture not show one part at all (alpha channel) then you just need an image to start with.
Now you just have to use the magic wand tool and select all the background color. When you feel you have gotten it all done, hit Select at the top , then inverse, then save selection. Name selection alpha1 and then save your texture as tga and 32 bits is a must for alpha.

Subject: Re: tesselating textures
Posted by Veyrdite on Wed, 10 Jan 2007 23:43:50 GMT
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thanx, works a jiff. but you forgot the "alpha test"
now all i need is to find the adapter for my camera mount (i wish it was just a usb cord), lost it yesterday. it had all the ones i was meaning to use.

Subject: Re: tesselating textures
Posted by Veyrdite on Wed, 10 Jan 2007 23:45:33 GMT
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lol, i just found out, the camera mount was a scam, the usb from the back of it could plug straight in the my camera.