

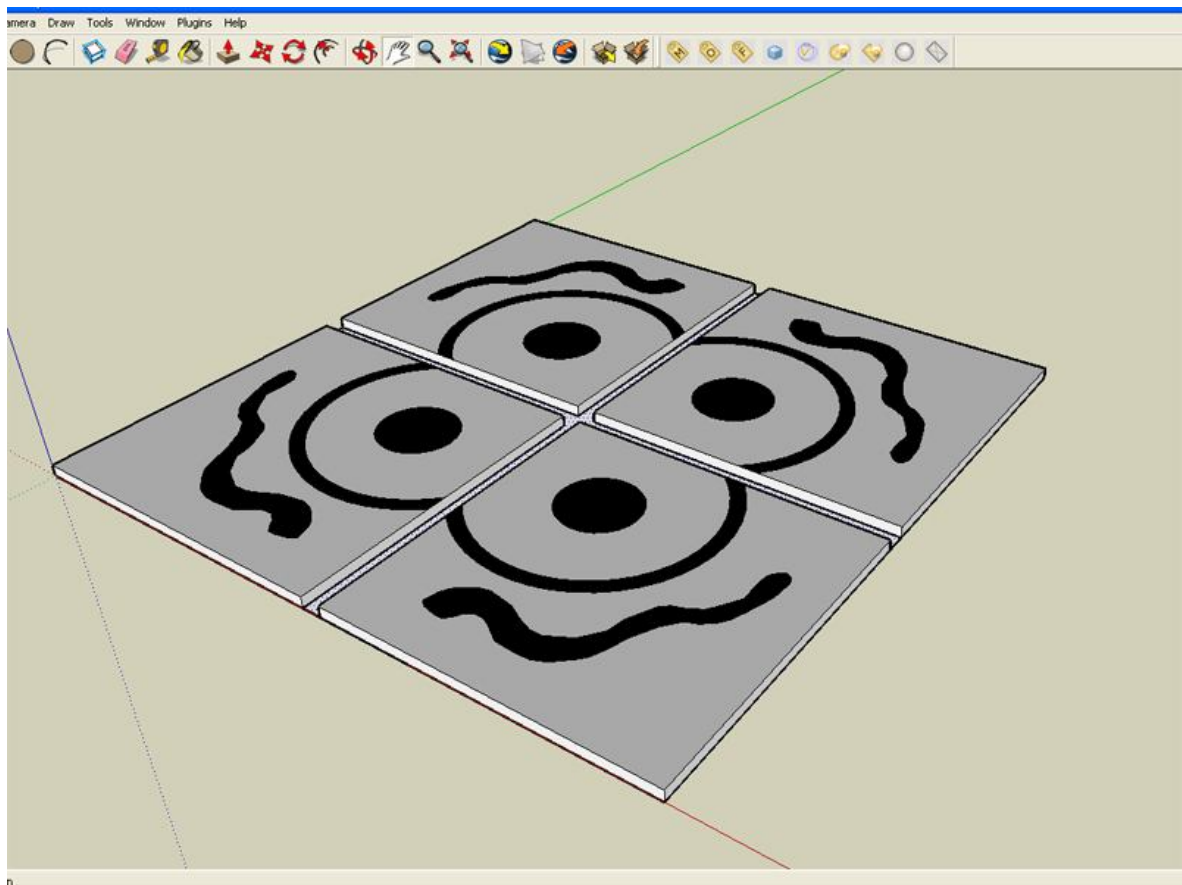
# TILE IMPRINT USING SKETCHUP, PHOTOSHOP, PIXPLANT AND VRAYSU

By: Nomeradona

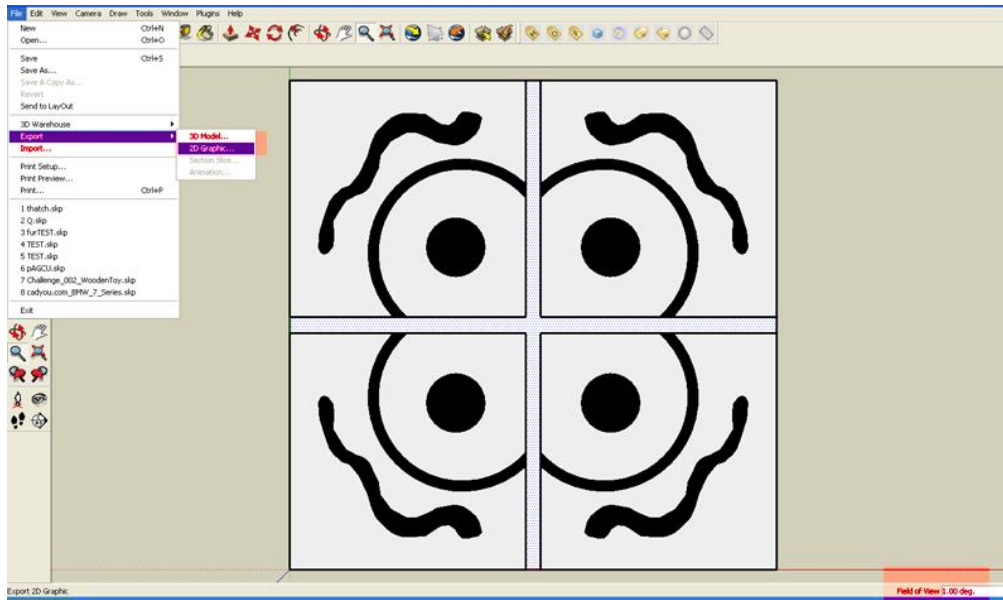
This tutorial was done to help someone in need how to do tile imprint design from a scratch.

In this tutorial, I will jump from one software to software to accomplish a particular task. Throughout this entire tutorial, I will share my experience in preparing my textures using Photoshop and Pixplant and will demonstrate how I will use them in VraySU.

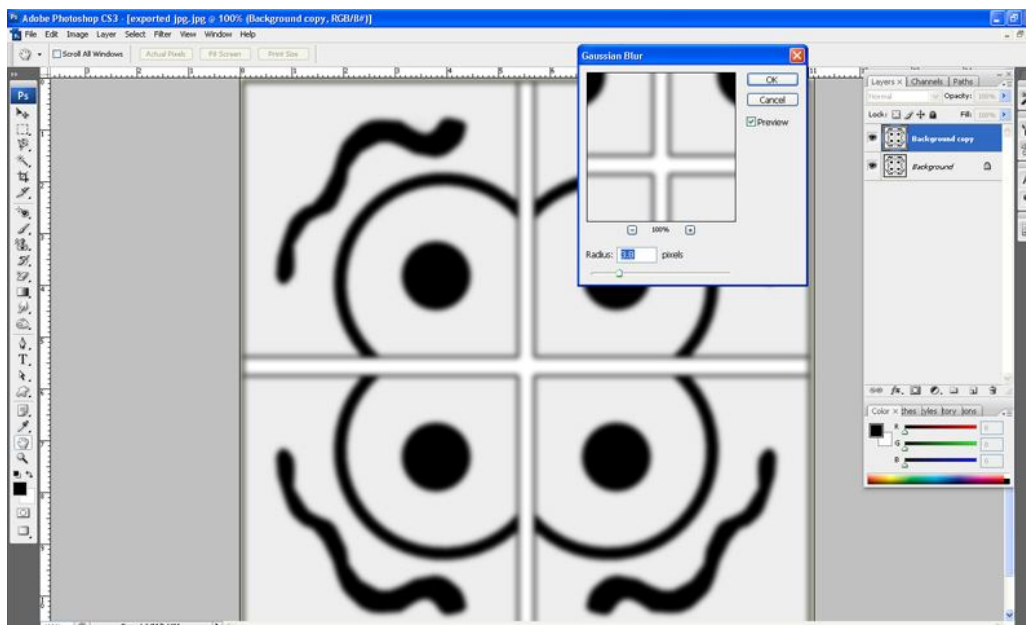
1. Let me begin by using SketchUp for my tile design. I can also use Photoshop directly, but I prefer SU because I am use to on it and at the same time want to introduce it for this purpose. Here I modeled a 30cmx30cm tile. I then quickly drew my design using freehand, arc, offset and paint tools. Once I finished the design, I mirrored it in both directions.



- I will now export my tile design imprint as jpeg for the purpose of creating displacement map in Photoshop. I clicked zoom tool and typed “0” in the measurement box to have parallel projection. I then clicked top view using the views toolbar. Now the model is ready to be exported as 2d graphics in jpeg format. The image below will illustrate what I am talking.**



- Next, I opened Photoshop and loaded the exported image. To create a displacement map, I simply copied the image into another layer and applied a Gaussian blur filter to it. This I did so that I will have a smooth transition between blacks and whites. In VraySU, the whiter the areas are, the higher the displacement.**



- I will save this material now as my “displacement map”.**

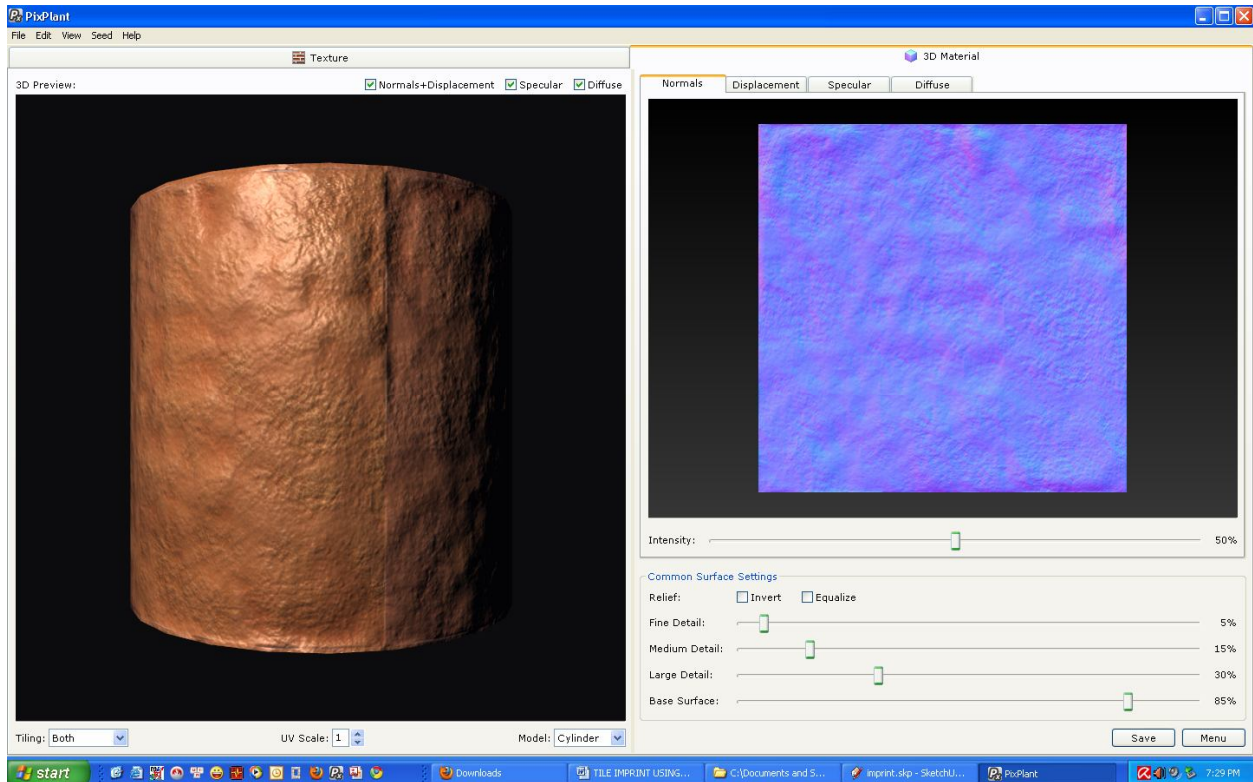
**5. Here is another material. I downloaded this from the net by Googling and typing “Terra Cotta”. I will remove those grooves using a tool called “clone stamp tool in Photoshop. Once done, I will then saved it into a jpeg image.**



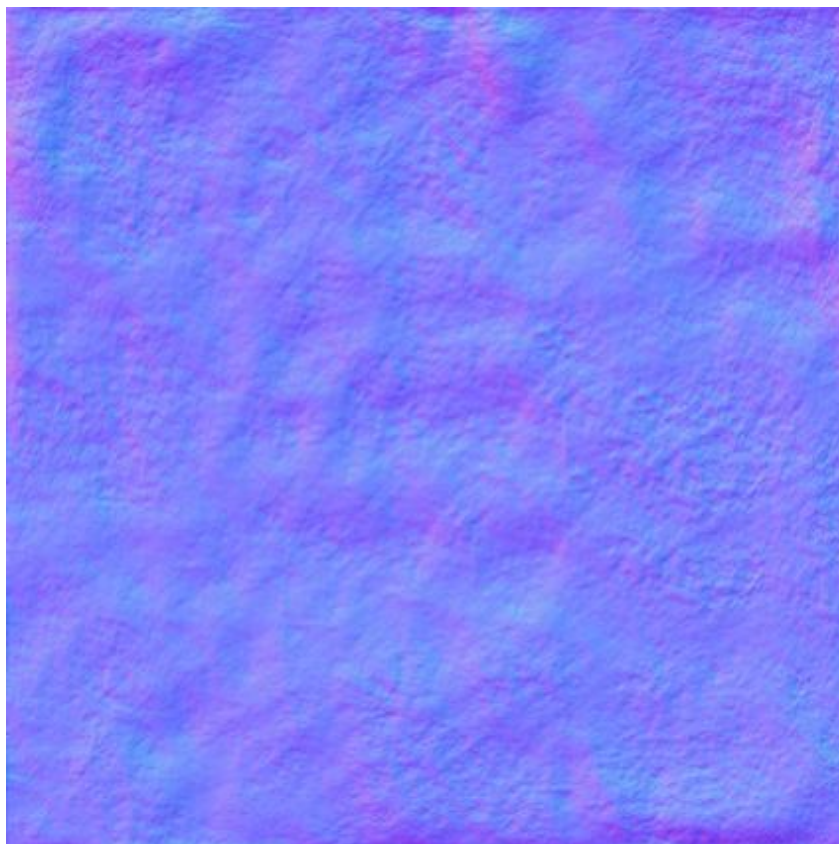
**6. Below is a seamless material I have done using Pix plant software. The jpeg image that was done above was opened in Pixplant and created a seamless diffuse map. Of course you can also use Photoshop to create seamless texture by using a filter called “offset” and removing unwanted seem using the clone stamp tool. But I found Pix plant as really cool software in doing this. The jpg material below will be the base color of the tile.**



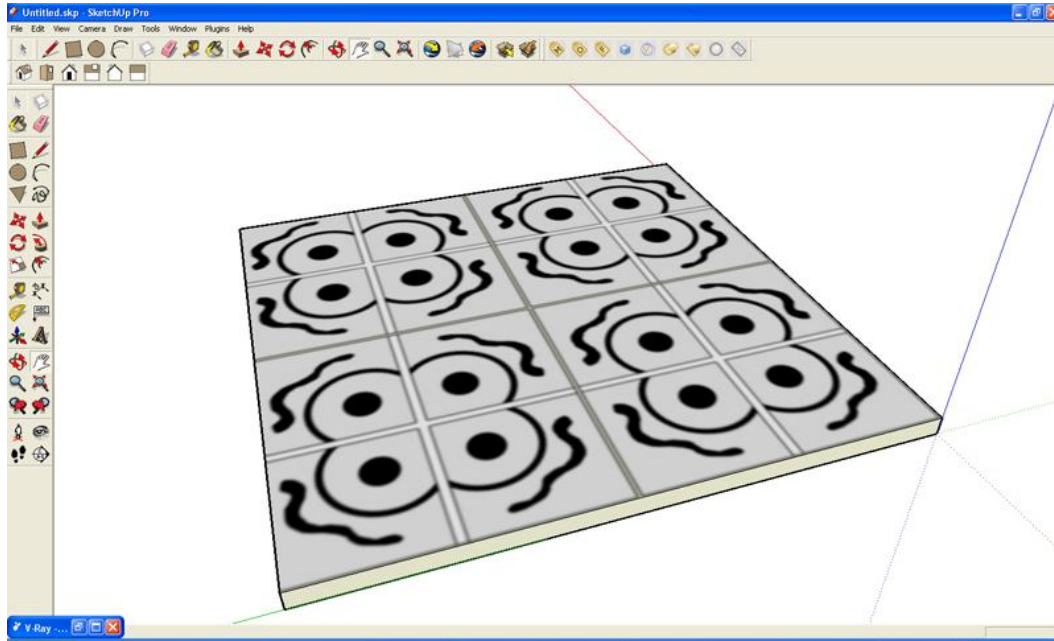
Here is a screen grab of Pixplant



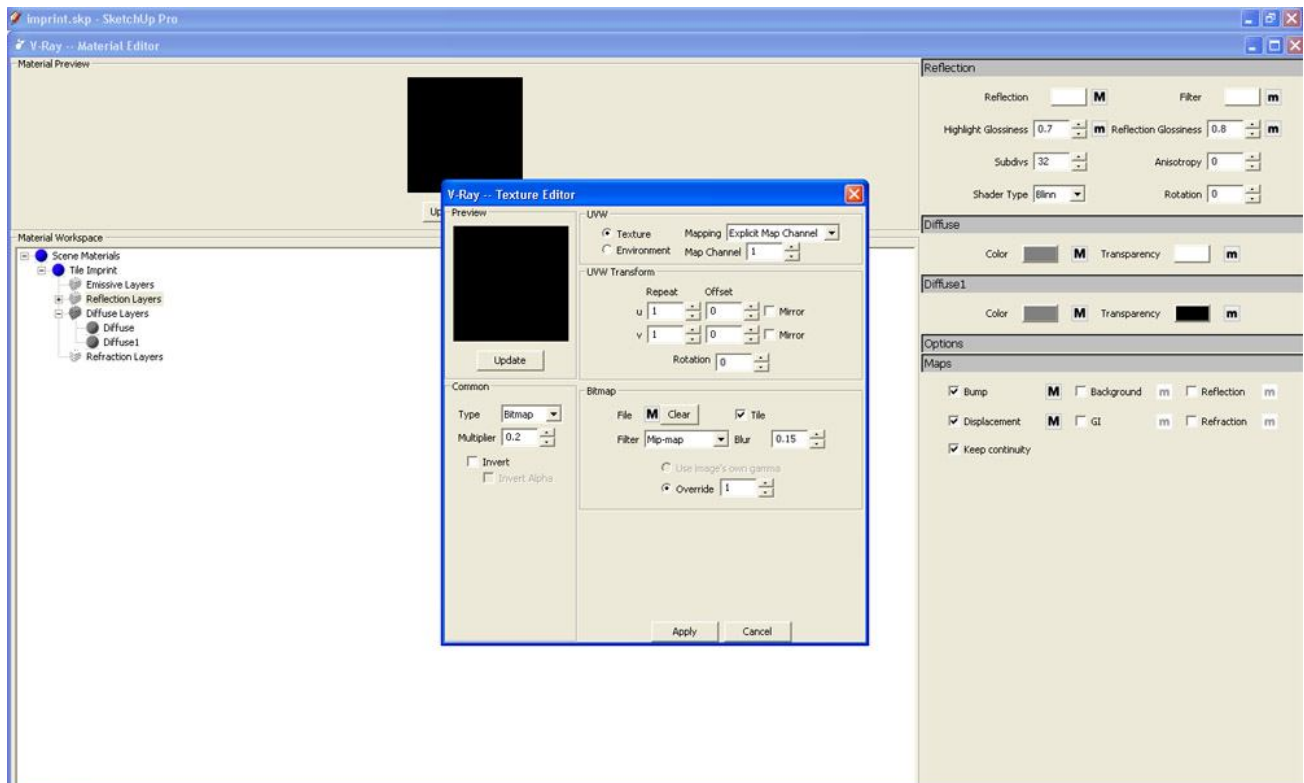
I also saved a “normal map” which will be used as Bumpmap. I found using normal map in bumpmap slot as more effective map rather than a black and white bumpmap.



7. The image below shows the setup of the floor tile in SketchUp. Here I did a 60cm x 60cm plane. I painted the displacement map in this plane. This is very important, because the mapping of displacement map will follow exactly the UV's of this diffuse map.



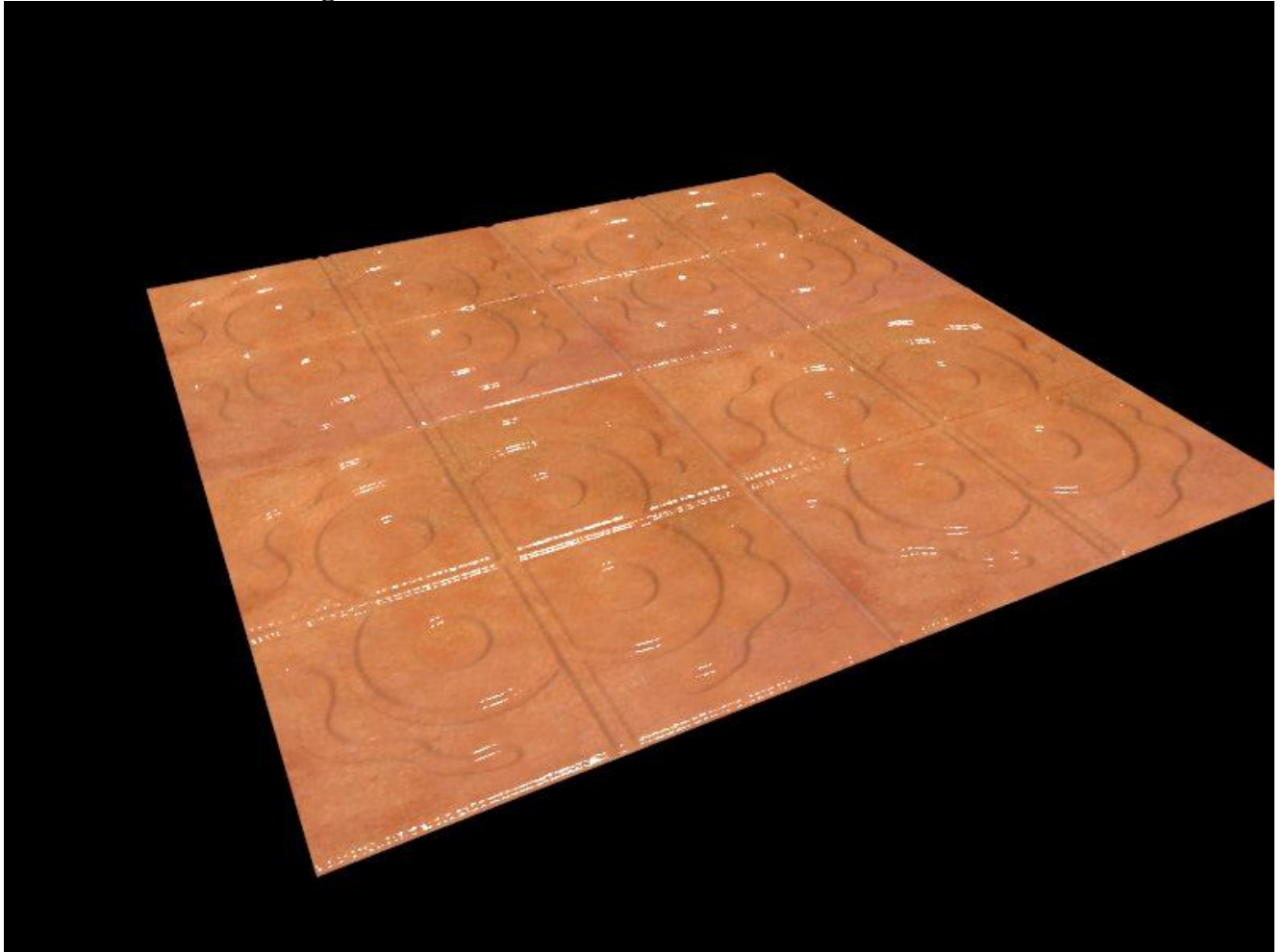
8. The image below shows the settings for the imprinted tile material.



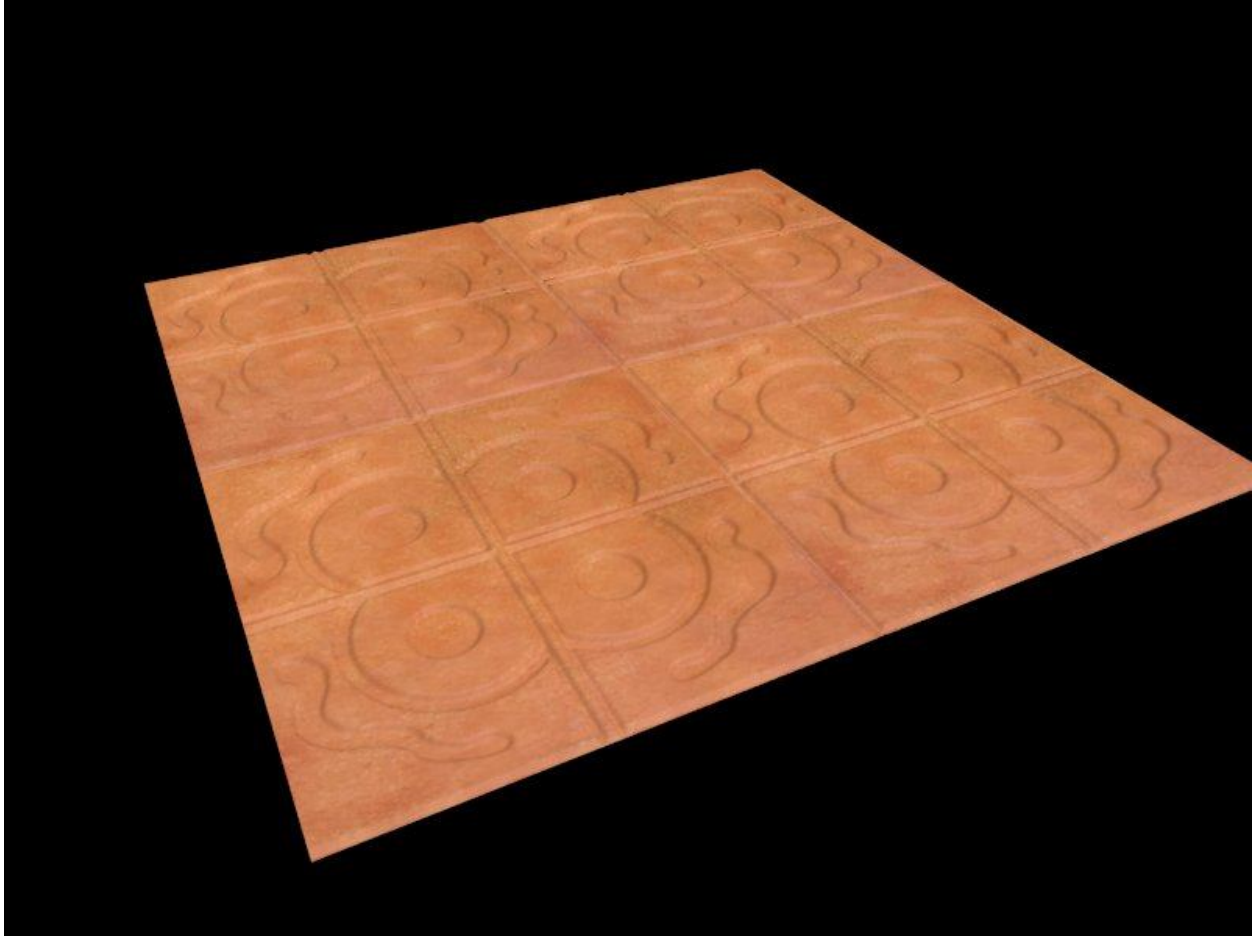
This material can be achieved by:

- a. Creating another Diffuse layer (Diffuse 1)..... Load the brown terra cotta diffuse map by clicking the small “m” beside the Color box of this new diffuse layer.
- b. It is important that the old diffuse Layer (Diffuse) will not have any effect in the material other than its UVmap setting.... The transparency color must be turned into a complete white
- c. Loading the “normal map” under the bump slot.
- d. Loading the “displacement map” under the displacement map. In this particular exercise the multiplier of both bump and displacement map were 0.2.
- e. Finally creating a fresnel reflection map with .07-.08 glossiness and 32 subdivision.

Here are the render images.



**And here is with glossiness of .55 with less reflection.**



**I hope this is useful...**

**Cheers!**

**Nomeradona....**