Bricks'n'Tiles

Easy Creation of Architectural Textures
www.bricksntiles.com

Tutorial
Creating a seamless brick texture

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Welcome this this Bricks'n'Tiles Tutorial. Brick'n'Tiles is a software which creates seamlessly tileable brick textures of any kind by using any digital photo as source images. This tutorial shows how to create a brick texture from two single images.

You can download both source images as well as the project file here:

- The brick texture: sandstone.jpg
- The mortar texture: plaster.jpg
- The project file: tutorial2.bricks

In this tutorial we will use only an image of one single brick to texture a whole brick wall. We'll use the capacity of Brick'n'Tiles to create random irregularity in the brick pattern. We use some standard and advanced features of Brick'n'Tiles to add some "untidiness" to our simple brick arrangement.

1. Download the source images for the brick and the mortar texture and save them on your hard drive.

2. Start Bricks'n'Tiles or begin a new project by selecting "New" in the File Menu.

3. Set the size of the output texture to 512 x 512. These settings can be found in the Display Panel on the right side of the main window.

4. Define the type of the brick pattern, that is how the bricks should be arranged in a row like Running Bond or Stack Bond. Because we want to create a irregular pattern, choose Random Row Offset in the General Tab of the Option Panel and is set tot Random by default.
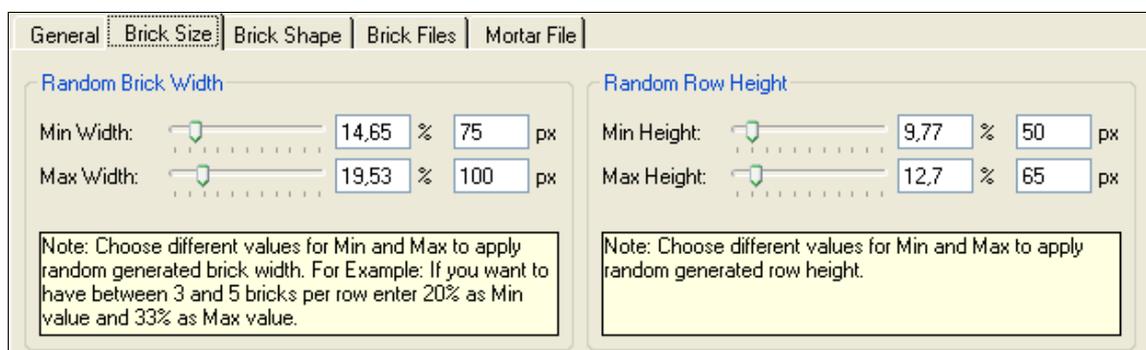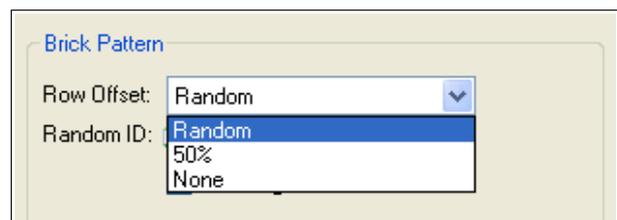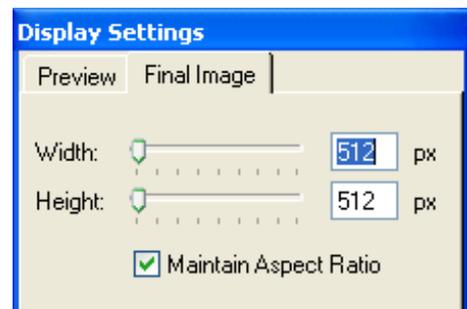
5. Now go to the Brick Size Tab and enter the following values:

    ● Min Width: 75 px

    ● Max Width: 100 px

    ● Min Height::   50 px

    ● Max Height: 65 px
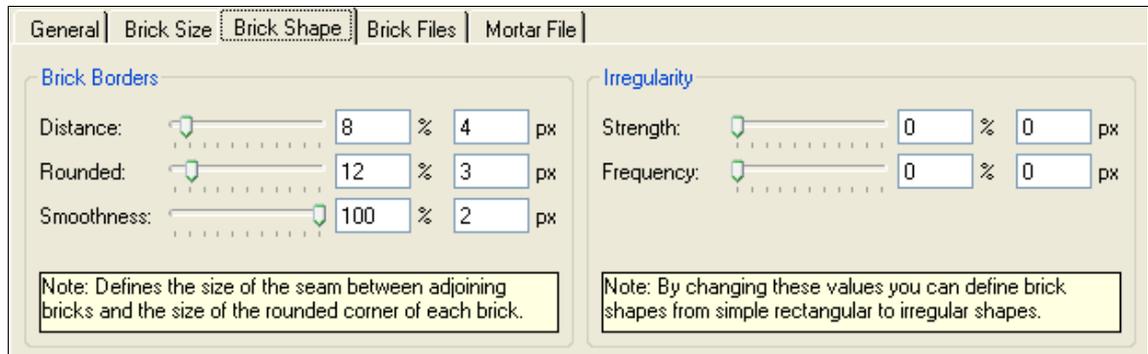
6. In the Brick Shape Tab specify the shape of the brick borders. You can define the size of the gap between the bricks (Distance), the size of rounded corner (Rounded) and the Smoothness of the brick borders which is an Antialias filter which defines how smooth the brick border will be faded into the background.

    On the left side you have some settings to define the Strength and the Frequency of a noise filter that is modulated to the brick patterns to add some irregularity. Enter the following values:

    ● Distance: 4 px

    ● Rounded: 3 px

    ● Smoothness: 2 px

   ● Leave the Irregularity settings to the default values (off).

7. Go to the Brick Files Tab and click on the Brick Files Button. In the dialog window click "Add File(s)...", select the downloaded brick texture and press OK.

    Because we only use one brick to texture a whole wall we need to add some variations to the brick file. First we use Brick'n'Tiles ability to change the orientation of each brick by random.

8. In the Brick Files Tag select both "Allow Horizontal Flip" and "Allow Vertical Flip".
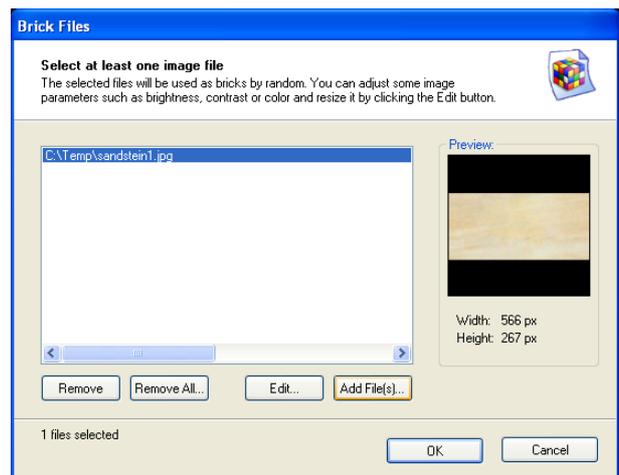
9. There are some parameters to change the color hue, saturation and luminance of bricks, too. In the Random Brick Color Section enter the following values:

   ● Change Hue: 1%

   ● Change Saturation: 3%

   ● Change Luminance: 3%
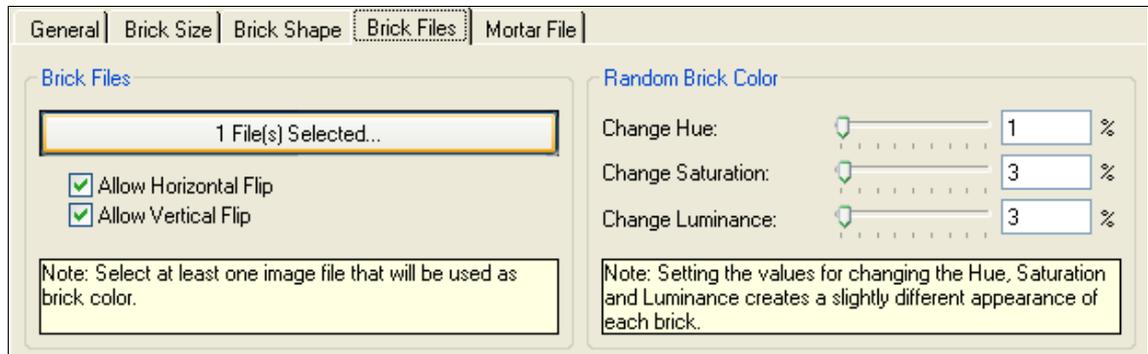
10. Go to the Mortar File Tab and do the same for the downloaded mortar texture.

    This dialog is similar to the Brick Files Dialog but it allows to select only one texture. Don't close the dialog after selecting the file because we need to adjust the image a little.

11. Press the "Edit..." Button. This will open a new window which allows you to apply some basic image operations and filters to your image.

12. To adjust the contrast and the brightness of the image, click "Adjust Brightness / Contrast..." in the Color Menu.

    Enter the following values:

   ● Brightness: -20

    ● Contrast: 30

      Press OK, close the window and confirm that you want so save your changes to the image.
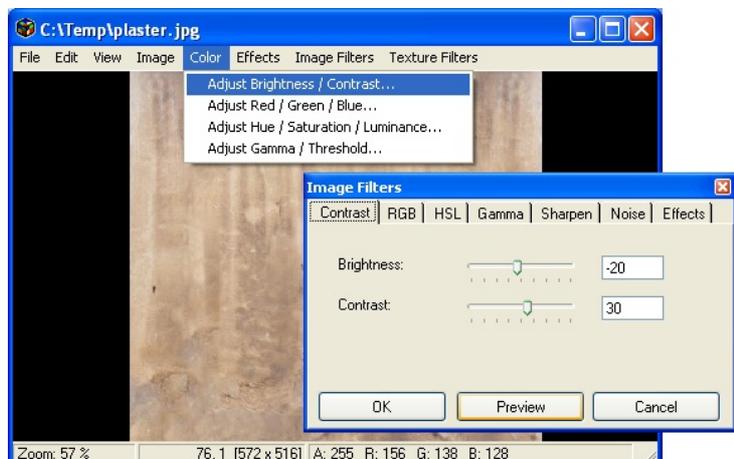
13. In the Mortar File Dialog, press OK to return to the Option Panel.

    Now wee need to convert the mortar texture to a seamless texture in order to generate a seamless brick texture.

    Because the downloaded mortar texture already seamless in horizontal direction we only need to apply the filter in vertical direction.
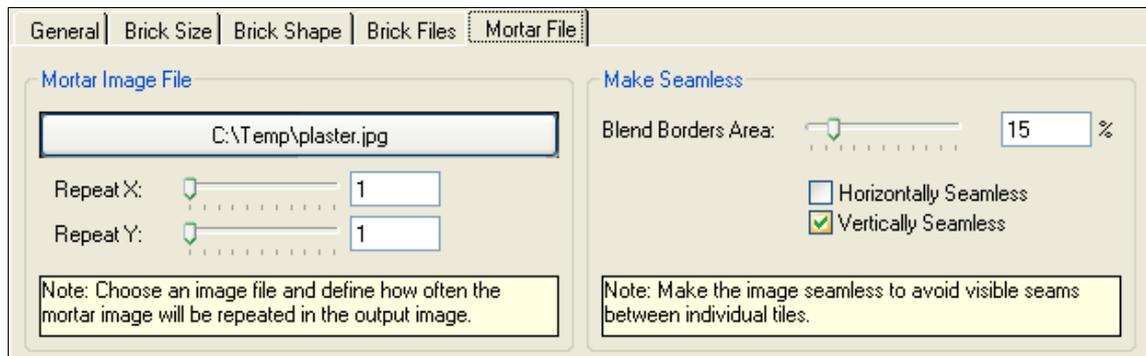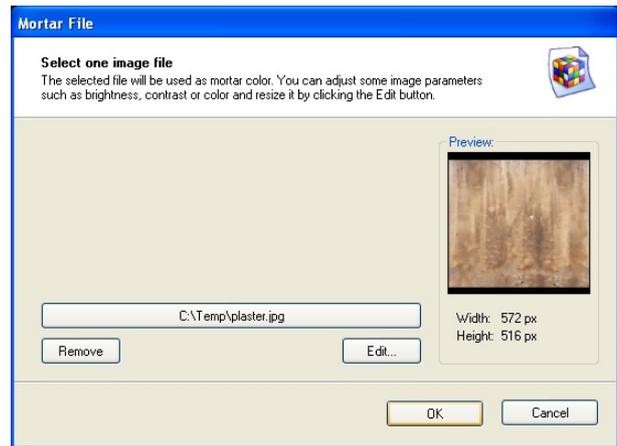
14. In the "Make Seamless" Section enter "15" as the Blend Border Area. This defines the size affected area in the image. Zero means no changes.

15. Select Vertically Seamless.

16. Press the "Update" Button in the Display Tab. Wait while the image will be created. A progress bar will be shown while rendering the image.

17. Now press Ctrl-T to activate the Show Tiles display mode. You can see if the image is seamlessly tileable. To navigate the preview window use the left mode button the pan and the right mouse button to zoom.
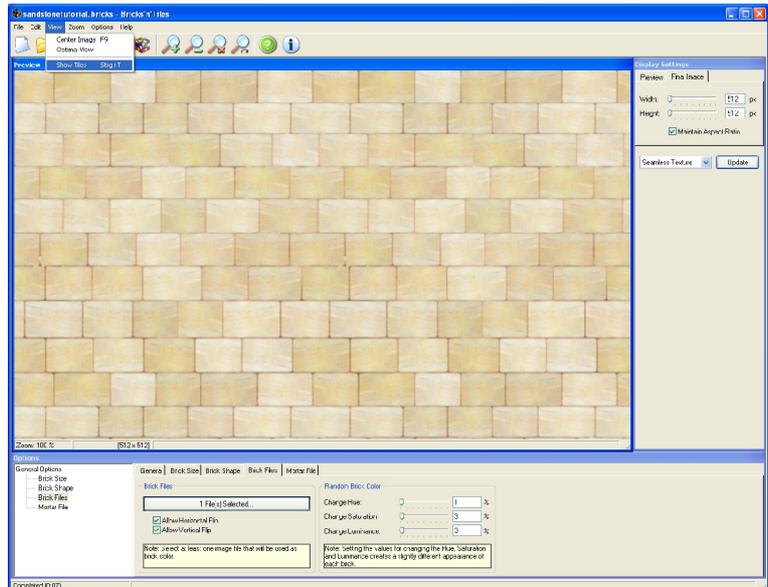
18. This texture still looks too even and too clean. We have to fix that and use once again the Brick'n'Tiles image filters.

    These image filters are available in the Preview Window for all brick files, mortar files and also the output image. To open your output image in the preview window, select "Edit Image..." in the Edit Menu or press Ctrl-E.

19. We want to add some artificial structure that makes the image appear more untidy and natural. For natural structures, however, the built-in Noise Image Filter generates convincing results.

    Open the Noise Image Filter by selecting "Noise..." in the Image Filters Menu. Now enter the following values:
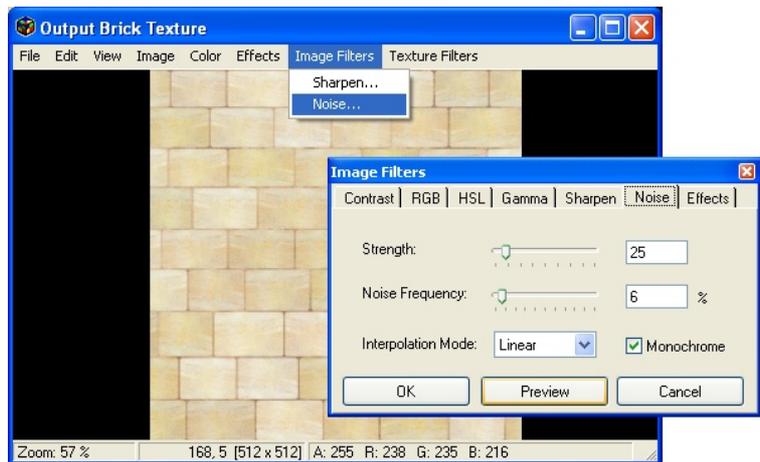
    - Strength: 25
    - Noise Frequency: 6%
    - Interpolation Mode: Linear
    - Select Monochrome

      Click OK to apply the filter to the image.

20. If you turn on the Show Tiles display mode by pressing Ctrl-T you may recognize that the image is not seamless anymore after applying the filter. We can correct this by using the "Create Seamless Texture..." filter in the Texture Filter Menu.

Because this problem only appears on the left and right border of the image we only need to use the "Horizontally Seamless" option.
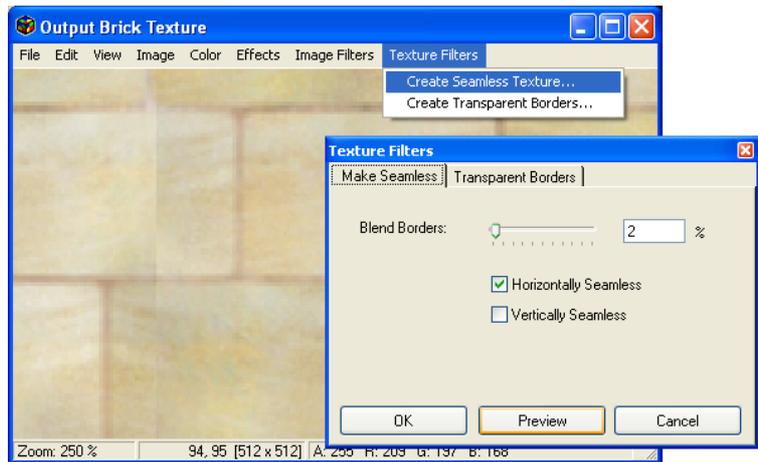
In the Make Seamless Dialog enter the following values:

● Blend Borders: 2%

● Check Horizontally Seamless

● Uncheck Vertically Seamless

Press OK the apply the filter to the image.

21. Now save the image in the Preview Window before closing it. This is because the changes are not transferred to the output image. Select "Save As..." in the File Menu.