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Seamless Background



First open a new file: 150wide by 150 high.

Paste a texture into the file, or you may save my texture. To save it, Right Click and choose "Save As" to download (Mac: Press and hold mouse button on the image, Select Save from the popup menu).

Select>All. Now Image>Crop. This gets rid of any excess data outside the canvas.

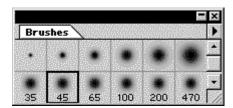


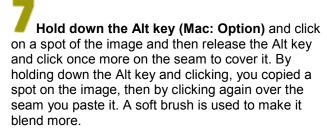
Now go to **Filter>Other>Offset**. For Horizontal Enter 75 and Vertical enter 75. The value is always half of one direction, so if the image was 50x50, then the offset would be 25x25.

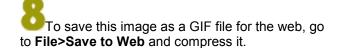


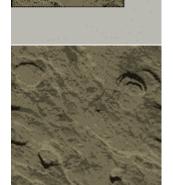
In most images you should now see seams. We need to cover them up. After we do, then it becomes a pattern. An easy way to cover up the seams is with the Rubber Stamp Tool. Select this tool from the tool bar.

Choose a soft brush, about 45 to 65 pixels wide. Make sure Caps Lock is off so you can see the brush radius.











This is something you might want to consider after you have finished the pattern.

- **1.** After you have covered the seams, Select the image: **Select>All**. Now go to **Edit>Define Pattern**.
- **2.** Open a new image, make this one much larger like around 500x500 Pixels.
- **3.** Next, to see what the pattern looks like, go to **Edit>Fill.** Select "Pattern" where it says "Use" and click ok. This should fill the image with the pattern.

