Painting Concrete Textures

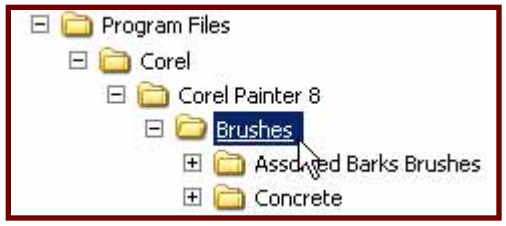
This is a demonstration and a tutorial. That's because it uses a script to paint the texture while you watch. You do need Painter 8, but that's about all.

Specifically, the script paints a seamless concrete texture. The point of the demonstration is to show you how customized brushes are used to paint seamless, textured surface materials like concrete, asphalt and woods.

Two files are necessary, the custom brush library and the script. We provide both in the .zip file called Concrete. Since scripts can be tricky in Painter, we've simplified the process by having you do a simple set-up. The following steps explain what to do.

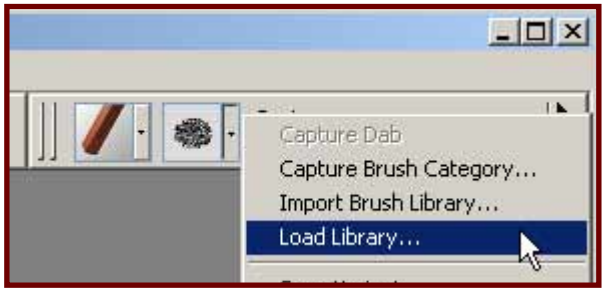
1.) First, download the .ZIP file (you need to click through our user agreement to get to access the file). Once you've downloaded the file, extract the script and brush library files to your desktop.

2.) Leave the script on your desktop, but move the Concrete folder, which is a brush library, to the root level of the Painter Brushes folder.



3.) When that is done, launch Painter 8 and open a 600 x 600 image.

4.) Select the brush icon on the tool palette and load the "Concrete" brush library using the Load Library command on the fly-out at the upper right corner of the display.

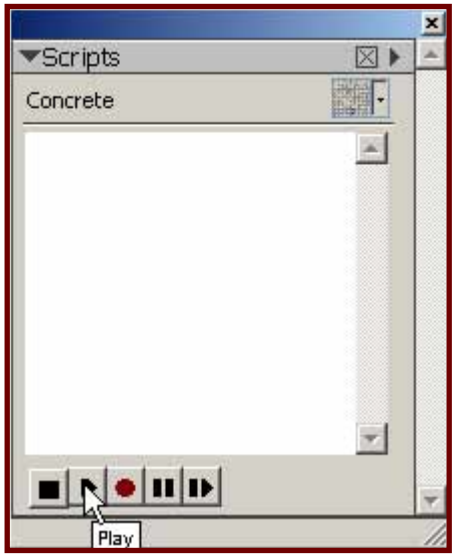


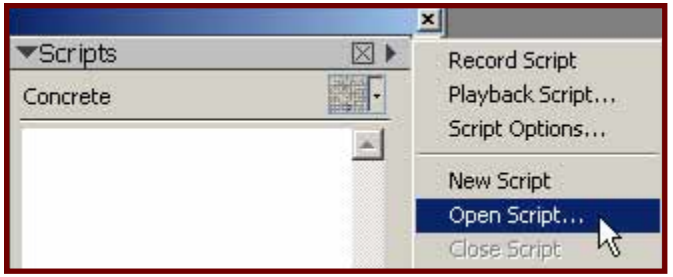
5.) Expand the Window menu and select Show Scripts.

6.) Use the Scripts fly-out and choose Open Script.

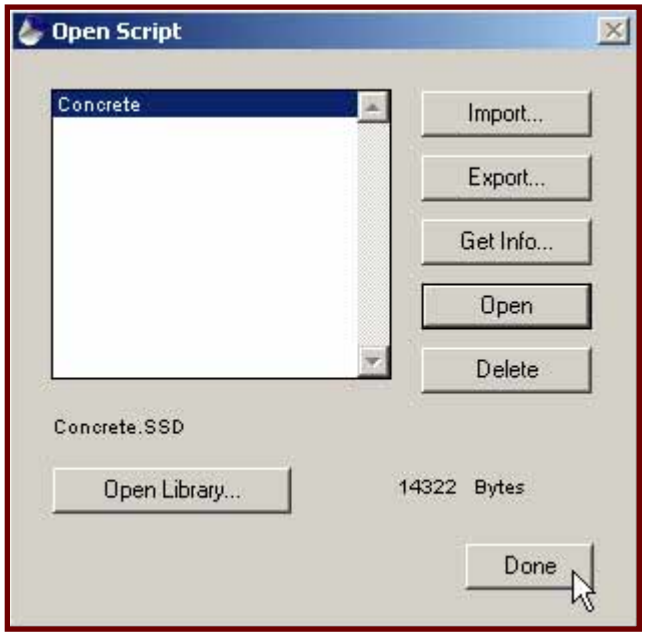
7.) Use the Open Library button to locate and select the Concrete.ssd file on the desktop, then click Done.

8.) That's it. Now stand back a few steps, reach forward and click on the Play button on the Scripts palette. (You can play the script one step at a time by using the pause and step play control buttons at the far right.)

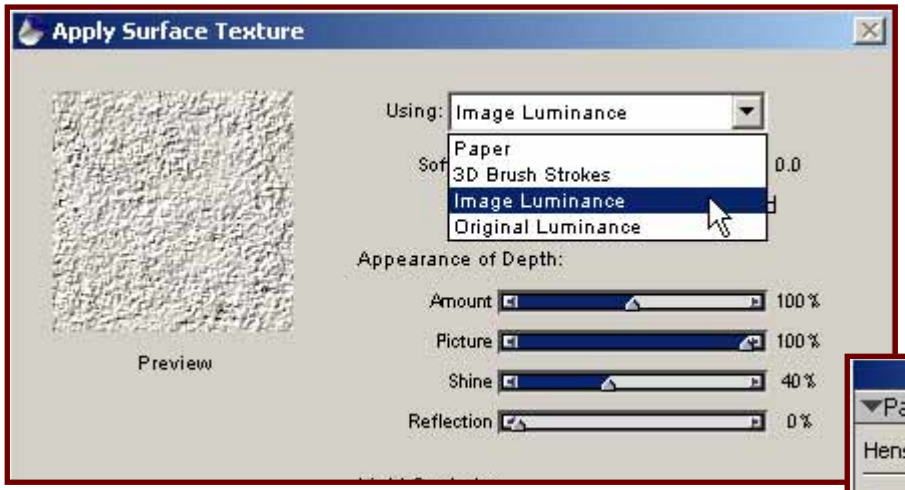




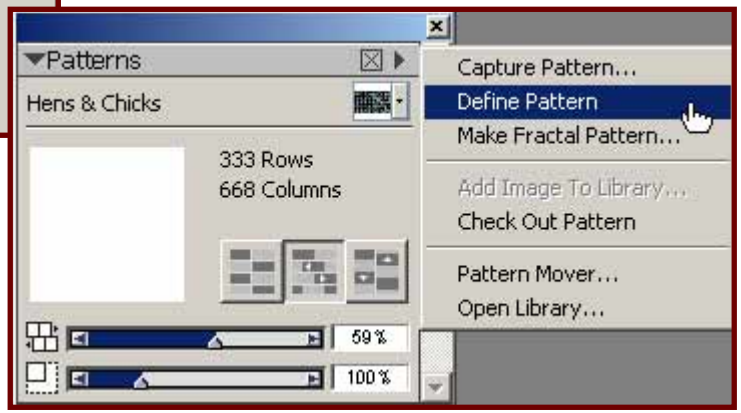
Here's what happens. Painter applies the recorded brush strokes, but it applies them as though the image is a sphere rather than a square. Since spheres do not have edges, the image is seamless. If you're not convinced, just select the hand (palm) tool on the tool palette, hold the Shift key down and drag in the image. See? No seams. But even if there were, you could use this little positioning trick to display them before cloning them away.



Try painting the texture yourself. Open a new image and do a "Ctrl + 9" to display the Patterns palette. Use the fly-out menu and select Define Pattern to make the brush strokes tile.



Now paint over the background. The brush is pressure sensitive, so lighter strokes are less opaque. That trowels the concrete. When you're done, expand the Effects menu and select Apply Surface Texture. Choose Using: Image Luminance and Okay. It's that easy.



You can paint a tiling textures on transparent layers too. That means you can paint a texture that covers only a portion of the image. If you "Load" and "Save" the layer transparency before flattening the image, you can create a texture with unique UV mapping potentials.

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