paramecij's vegetation base texture pack

Author:
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Sunday, March 31, 2013 - 17:17

Art Type:
Texture

Tags:
vegetation, flora, plants, branch, branches, tree, leaf, leafs, leaves, flower, dandelion, daffodil, oak, vine, clover, sunflower, fern, chestnut, maple, forest, strawberry

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A small collection of various vegetation photos. Intended as base textures for making real-time vegetation models. All photos were taken by me, most of them were downsized by 50% to keep filesizes more friendly, but can still be considered fairly high-res.

I intend to update and grow this pack.

- various resolutions, mid to high (~1k-2k)

- already cut-out (transparent .pngs)

- public domain

Feedback more then welcome,

Enjoy!

File(s):
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Textures in this Pack

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Comments

Atmostatic
joined 8 years 3 months ago
03/31/2013 - 17:19

Para, you just made my day. Thank you so much for sharing this!

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pixel32
joined 8 years 6 months ago
03/31/2013 - 17:34

This kind of quality work is just what this site needs. Keep up the good work, thanks for picking CC0 license

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Duion2
joined 2 years 2 months ago
03/31/2013 - 18:04

Very useful, thats really what I need, but why not make a zip so they can be downloaded in one click?

And it says "pack #1", will there be more?

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Julius
joined 11 years 8 months ago
04/01/2013 - 03:36

Very nice. Have you already tried how well the GIMP normal-map plugin works with these as a base?

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manwesulimo2(
joined 10 years 1 month ago
04/01/2013 - 05:18

This is great stuff.

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Duion2
joined 2 years 2 months ago
04/01/2013 - 05:38

Sure the normalmap plugin works with that, but normalmap on leaves is not much needed, I mostly don't use them on leaves and if you want real good normal maps external specialized programs for that are better than the simple normalmap plugin.

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para
joined 8 years 2 months ago
04/01/2013 - 07:47

@Duion, yes there will be more (as already mentioned),

I plan to update this entry with more textures in the near future, or would a separate entry be better?

I uploaded as separate files so that people can see and pick the ones they need. No zip file is mainly due to my mobile internet that has limited bandwidth and slow speeds..

@Julius, haven't tried yet, if/when I get around to making some plant models from them, I will. I imagine I'd be resizing them at least if not some other minor tweaking and arranging them into a atlas texture afterwards for efficiency.. that's why I thought it's a bit pointless making normal maps at this stage. You get better results if you custom tailor the normal maps for your renderer anyway.

For very small plants and leaves on tall trees I don't use any normal/bump mapping, only for trunks, branches, bigger vegetation that can be viewed from up close..

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Duion2
joined 2 years 2 months ago
04/01/2013 - 08:43

I do not pick what I need, I leech all and later pick from my archive, because you need a big collection for finding anything useful for your project.

Zip files get unpacked automatically here, so it is easier for you to upload, easier for others to download and people can still pick individually if they want, so there is no drawback.

An atlas texture is not useful at this stage, since you probably would not use all of the textures and some would have to be heavively modified to make use of them.

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TinyWorlds
joined 9 years 10 months ago
04/03/2013 - 09:39

High quality :) There are some points you could improve on:

- provide flower part of dandelion, trunk of sunflower, strawberry fruit

- search the names of the plants you named "tree branch" and "small plant" -> users will be able to get more information if they need to

EDIT: I wonder how you make your plants transparent. I usually hold them in front of the blue sky.

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Duion2
joined 2 years 2 months ago
04/04/2013 - 04:51

Yes, name of the plants is very important if you want to make authentic models, I already wasted many many hours trying to find out the real names of some plants I found on some textures sites, named as leaf1, leaf2...

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para
joined 8 years 2 months ago
04/04/2013 - 08:19

Some trunks are hard to make into a texture from photo, I had better results hand painting these textures. That said, I'll try to provide more complete sets in the future..

About plant names, I tried my best at naming the ones I could easily identify, for most I couldn't find their name - yet.

For future releases I'm hoping pixel32 will help me with the naming ;)

@xddekadenz: yes sky works great as background, but when I go out prepared I take a white cardboard/paper/cloth background with me

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TinyWorlds
joined 9 years 10 months ago
04/05/2013 - 04:55

Depends on what plugins you are using to make textures seamless. In fact I have for example a seamless bark texture to go with acorn leaves, but my thoughts are currently too commercial to share it freely :P By the way, what's with the donation pools oga once had, where you needed to break a goal to unlock gameart? I would be interested in offering some of my work.

I commented on one of the branch textures, giving you the name :)

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fyeafifah
joined 5 years 5 months ago
12/17/2015 - 04:34

thank you.i need this so much

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MarkDowen
joined 2 years 4 months ago
01/21/2019 - 11:38

Thank you, for your work, it would be nice for future projects to put the files all in one zip archive, for easier download.

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GalaxyFox6969
joined 1 year 4 weeks ago
05/05/2020 - 03:08

Amazing artwork/texturing stuff. Looks really Nice would be good if there was a pack with lower resolution images for like low image quality graphics. but eitherway looks good :)

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