SEAMLESS TEXTURE PACK Vol.1

019_AMETRY_DESIGN_TEXTURES_MASK_INV_4K_Vol.1

Texture numeration.

Type of texture.

Texture pack edition.

Resolution.

Inverted version.

TYPES OF TEXTURES

MASKS
High contrast masks, useful in the material development process, often used to add glossiness and reflection effects, as well as dirt or wear.

SCRATCHES
Useful textures when traying to create extremely worn materials.

FINGERPRINTS
Useful textures when traying to create materials for frequently used objects.

NORMALIZED TEXTURES
All textures in this pack are normalized, meaning that they are made in a way that guaranties the full 255 steps between full black and full white.

INVERTED VERSIONS
Each texture has an inverted version of itself. Each texture went through a simple inversion, after this it was also normalized.

DUST
Helpful textures when creating materials for objects in dirty/dusty conditions.

SPILLS
Handy when traying to recreate dirty surfaces, product of a leak or spill.

UTILITY
Textures that can be used both as bump or mask for reflections, glossiness, blends…

ENOJY!

Give us your feedback