Subject: Grass Texture
Posted by **Sn1per XL** on Wed, 07 May 2003 02:18:59 GMT
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hmm i was wondering whats the best way to make a custion grass texture in photoshop i made a new using the brushes and the sharpen filter but i get little white dots can a few people good with graphics help me out.

Subject: Grass Texture
Posted by **Captkurt** on Wed, 07 May 2003 02:54:51 GMT
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If you don't find a happy ending, try some of these sites, they have some good textures, depending on what you need it for, but then you have to have a way of loading them and resaving them in .TGA format.

http://www.grsites.com/textures/

http://textures.forrest.cz/

http://home.ptd.net/~drbob/textures.html

I have otheres if this doesn't help.

Subject: Grass Texture
Posted by **Sn1per XL** on Wed, 07 May 2003 18:35:38 GMT
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im mostly looking for grass but i wanna make my own i can make my own but not as good as westwood made there grass i was looking for a photoshop tutorial.

Subject: Grass Texture
Posted by **General Havoc** on Wed, 07 May 2003 19:05:06 GMT
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Wesstwood used a lot of real textures. They took digital images of real objects and edited them for use in the game. You can see this especially on the trees. If you have a digital cameral then you could take your own images to make textures. you would have to get them to tile though or it may look out of place.

_General Havoc

Subject: Grass Texture
Posted by maytridy on Wed, 07 May 2003 20:11:53 GMT
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Yeah, i did that. It's a bitch to try to get them to repeat, without looking like crap.

Subject: Grass Texture
Posted by Sn1per XL on Wed, 07 May 2003 21:02:53 GMT
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yea well i only got a webcam lol has a cord but i bet if someone tried ahrd enough it would look
real most game creatuers use textures from photoshop and im sure that some on renegade were
made with photoshop only so im gonna keep trying to get a real nice effect

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