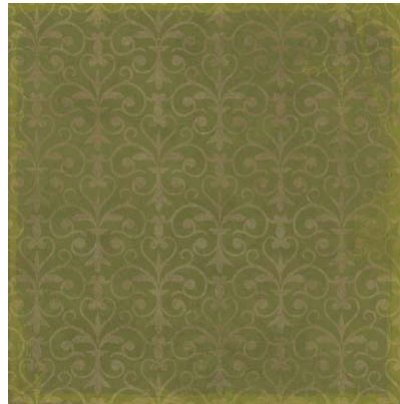


# USING THE OFFSET FILTER

## – TO MAKE TILING PATTERNS

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*This tutorial includes instructions/screen shots for PSCS3 and PSE7, if you have other versions of PS or PSE it should work for you too. If you use another program, read carefully and you should be able to figure out which tools do the same thing in your program!*



In our first tutorial on Patterns, we taught you to take a brush and save it as a pattern. This tutorial we will learn how to make more complex patterns using the OFFSET FILTER.

### TILING PATTERNS

A tiling pattern is one where the pattern repeats seamlessly without visible indication of where one repeat ends and the next one starts, as on the paper above. PS and PSE have a great filter that allows us to achieve this easily!

1. Find a brush that you feel would make a good repeating pattern. Things to take into account are how large you want the pattern, how many times you want it to repeat, how intricate or simple a pattern you are looking for.
2. Create a new document that is a size which allows for the number of repeats you want. **YOU WILL NEED TO LOCATE THE EXACT CENTER OF THIS DOCUMENT NUMERICALLY**, so choose carefully!

Here's a quick chart:

| # of pixels | repeats |
|-------------|---------|
| 200         | 18      |
| 300         | 12      |
| 400         | 9       |
| 600         | 6       |

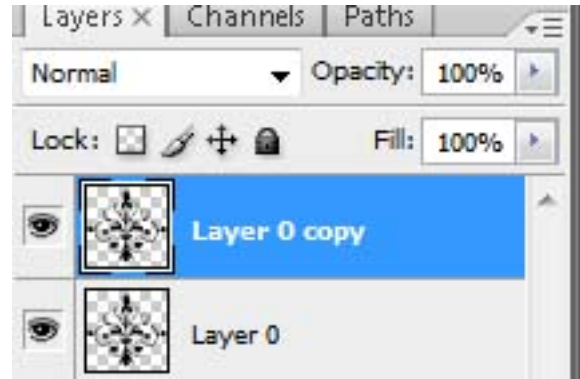
You can determine other pixel settings by dividing 3600 (number of pixels in a 12x12 page) by the number of repeats you'd like to have.

3. Choose your brush tool and the brush you want to use, and stamp it right in the center of the new document.

4. Resize this layer until it is as large as the documents allows. If the image touches the sides of the page, then the patterns will touch. If you want space around each pattern element, leave half that much space between the brush image and the edge of the page.

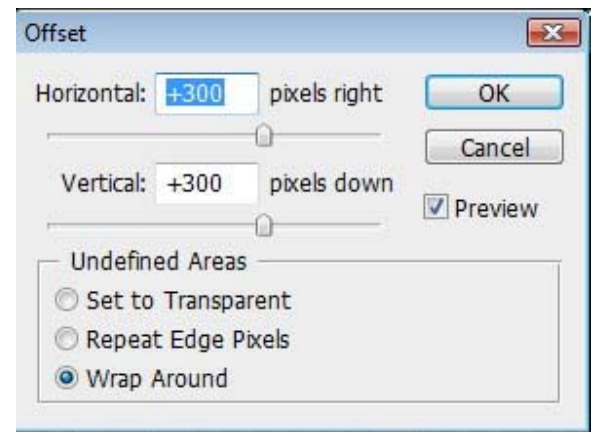


5. Duplicate this layer. You should now have two images directly on top of each other:



6. With the top layer active, go to FILTER>Other and choose Offset Filter.

7. You will get a dialog box asking you for values. You need to enter a number that is **EXACTLY HALF** of the number of pixels in the whole pattern image for each dimension. So for a 600x600 px pattern, enter 300 in each box. **Then check the Wrap Around button (this is important!)**



What this does is slide your image over and up so that half is showing at the top, and half at the bottom, half of the top half is at the left and the other half is at the right, same on the bottom. Basically it broke the image into 4 quadrants and put one in each corner. Now when you fill with this pattern, the edges will match up perfectly into one repeating pattern! Try this with a texture image – then use the clone tool to repair where you see lines in the center, and you will have a seamless tiling pattern!

8. You will still need to turn your image into a pattern and save it as we explained in the first tutorial – Patterns From Brushes. Go to Edit>Define Pattern and name it, then go to the Preset Manager and save it as a .pat file.

Hope this is helpful, have fun playing!

Happy Scrapping! *Jenn*