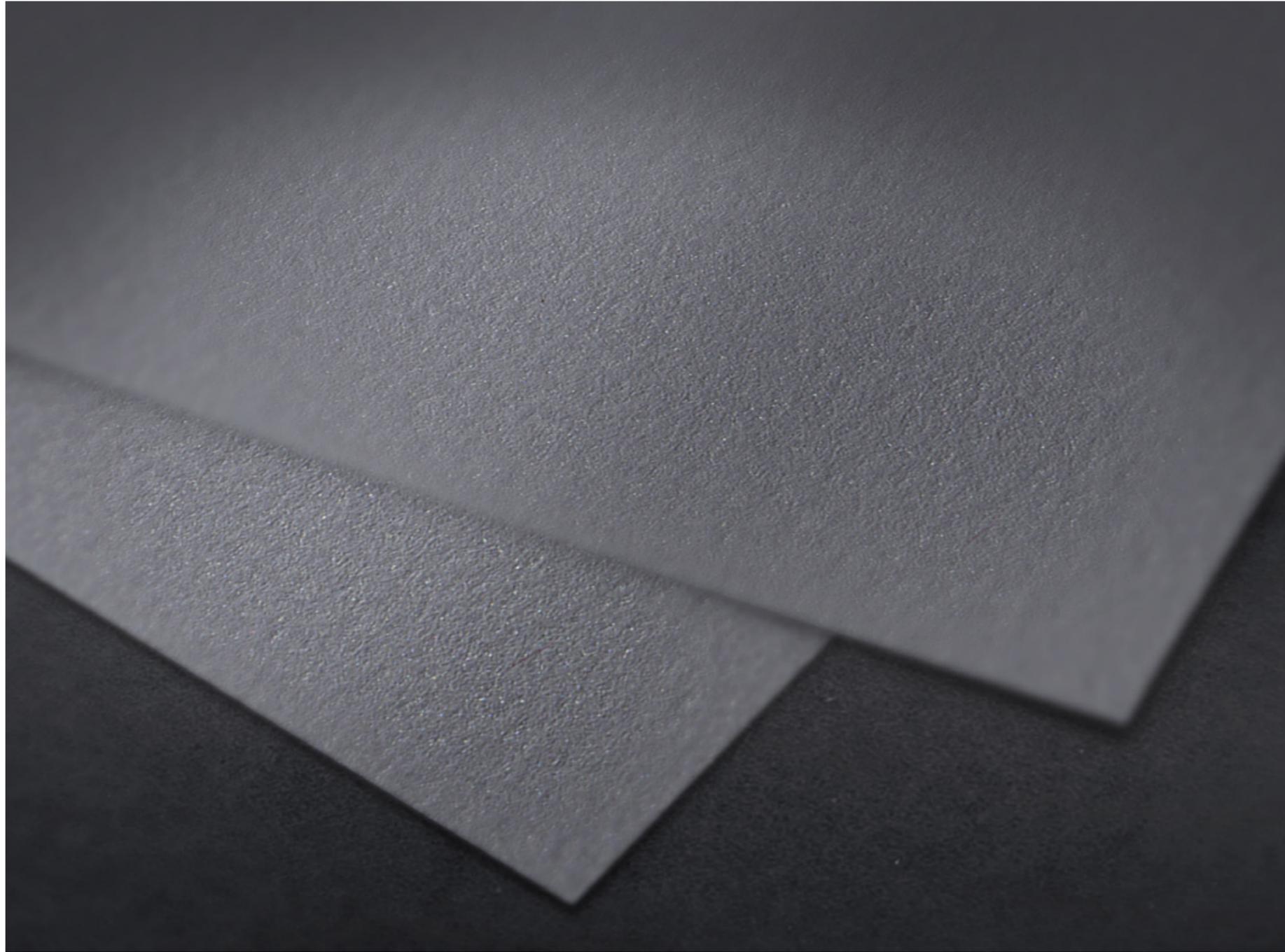


# Seamless Paper Textures

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Bundle



mockup template by Cruzine

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## Read

This is a bundle set of 116 high quality seamless paper textures that can be easily used for any type of design, regardless the size of document. You don't need to worry whether you do print or web, just open the file of desired size (72 or 300 dpi or even bigger) and place the texture in it.

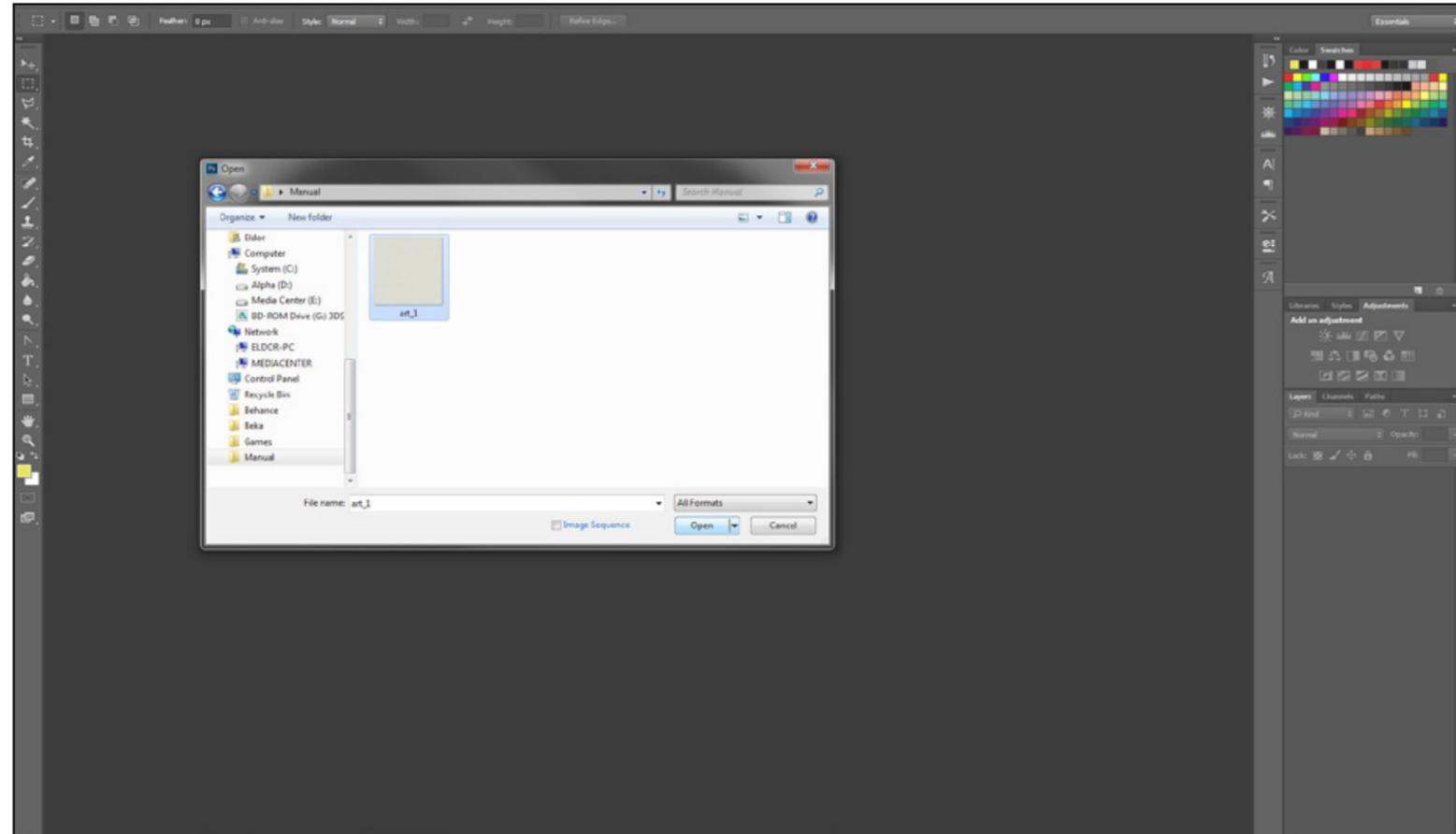
Files are made in TIFF and JPEG format, so they can be used in most softwares. For making their usage easier, there is a .PAT file that you can load into Photoshop and have complete collection of paper textures inside of Photoshop. Not all the textures have same dimensions: some are 1024x1024px, and the others are 512x512px.

On next few pages you can find a guide, on how to import one texture at a time to pattern palette. We will also cover how to load all textures in Photoshop from .PAT file and use them in Layer Styles or with Paint Bucket tool.

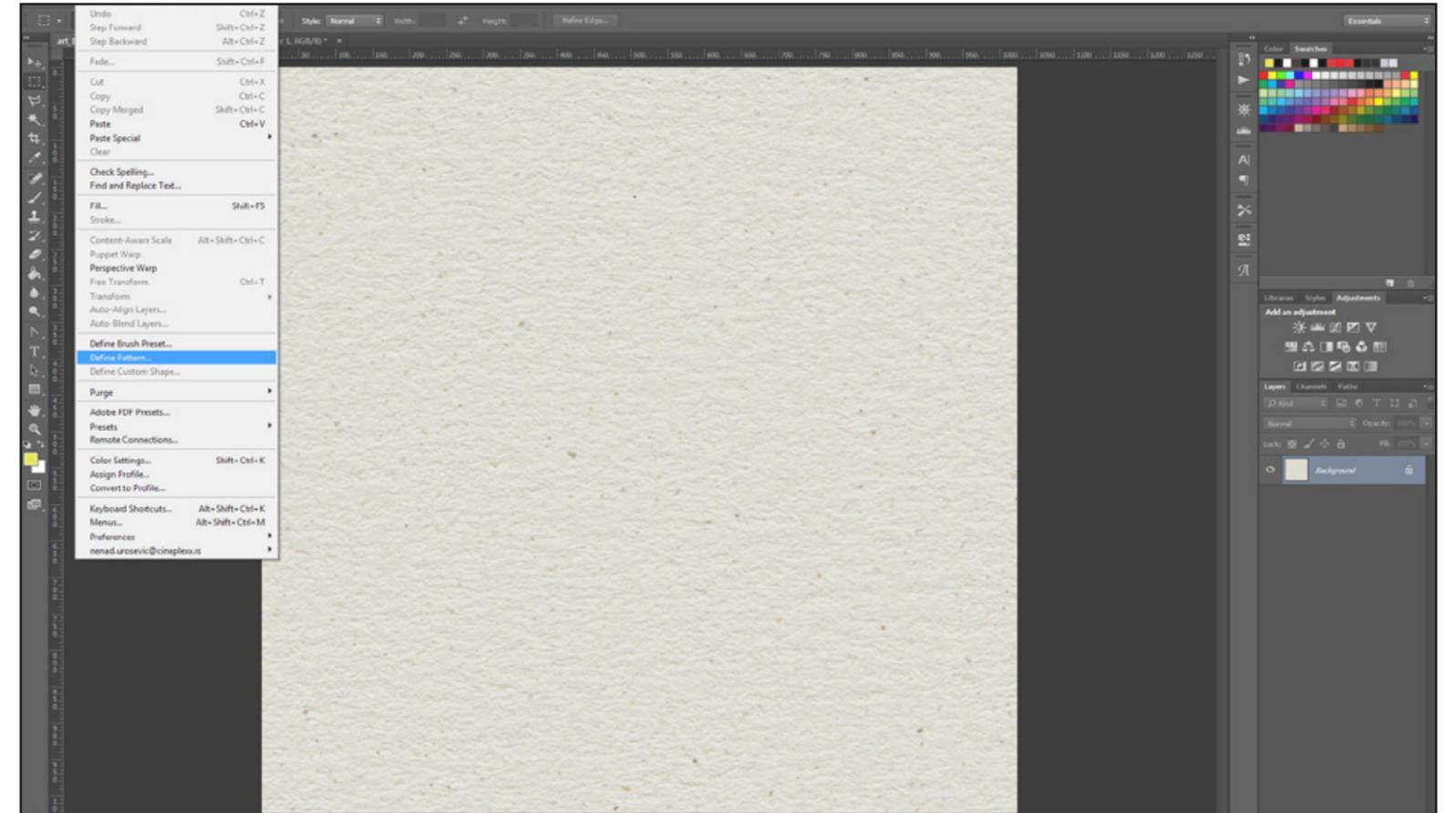
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## Do

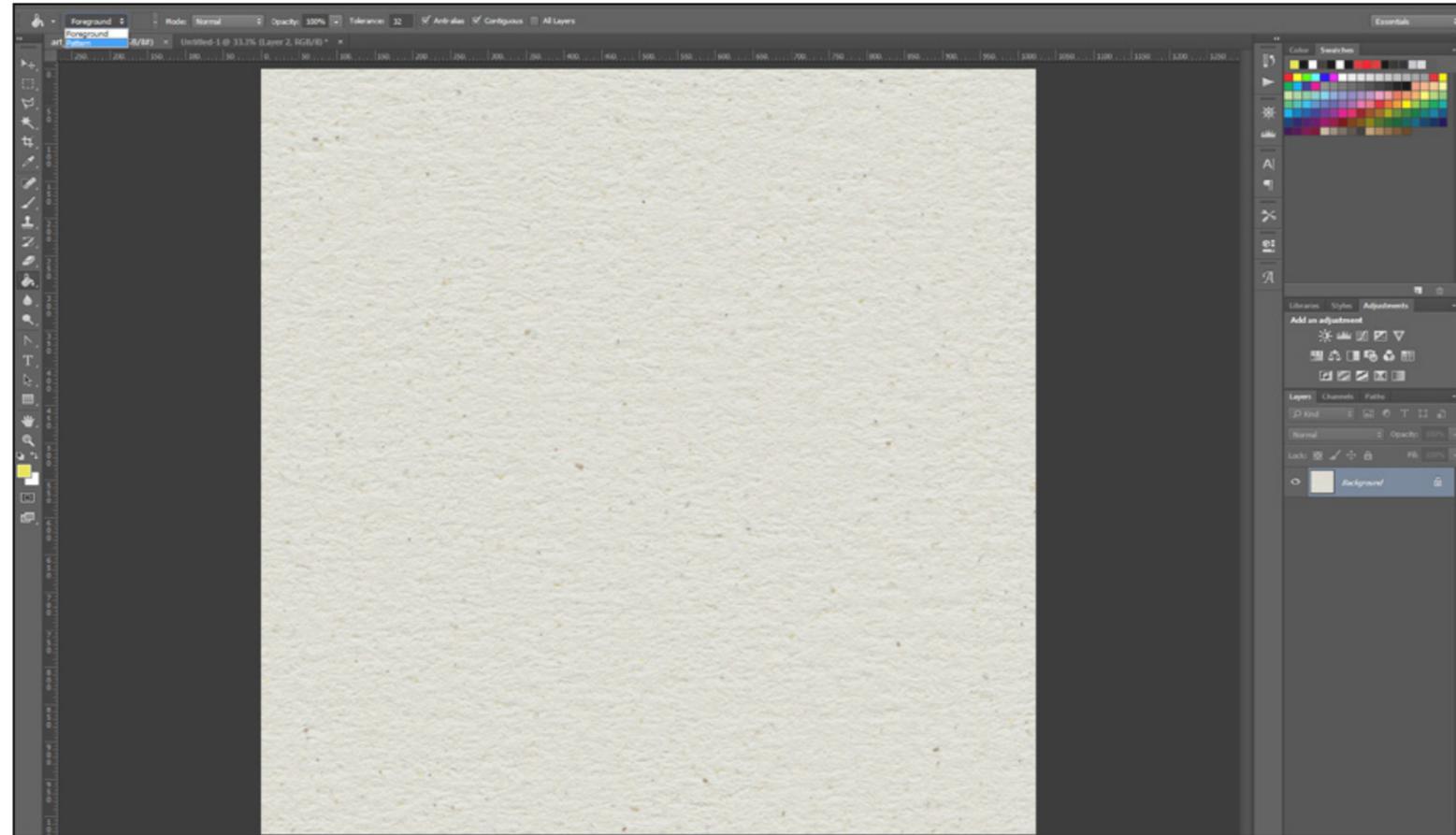
1. Locate texture on your local hard drive and open it in Photoshop.



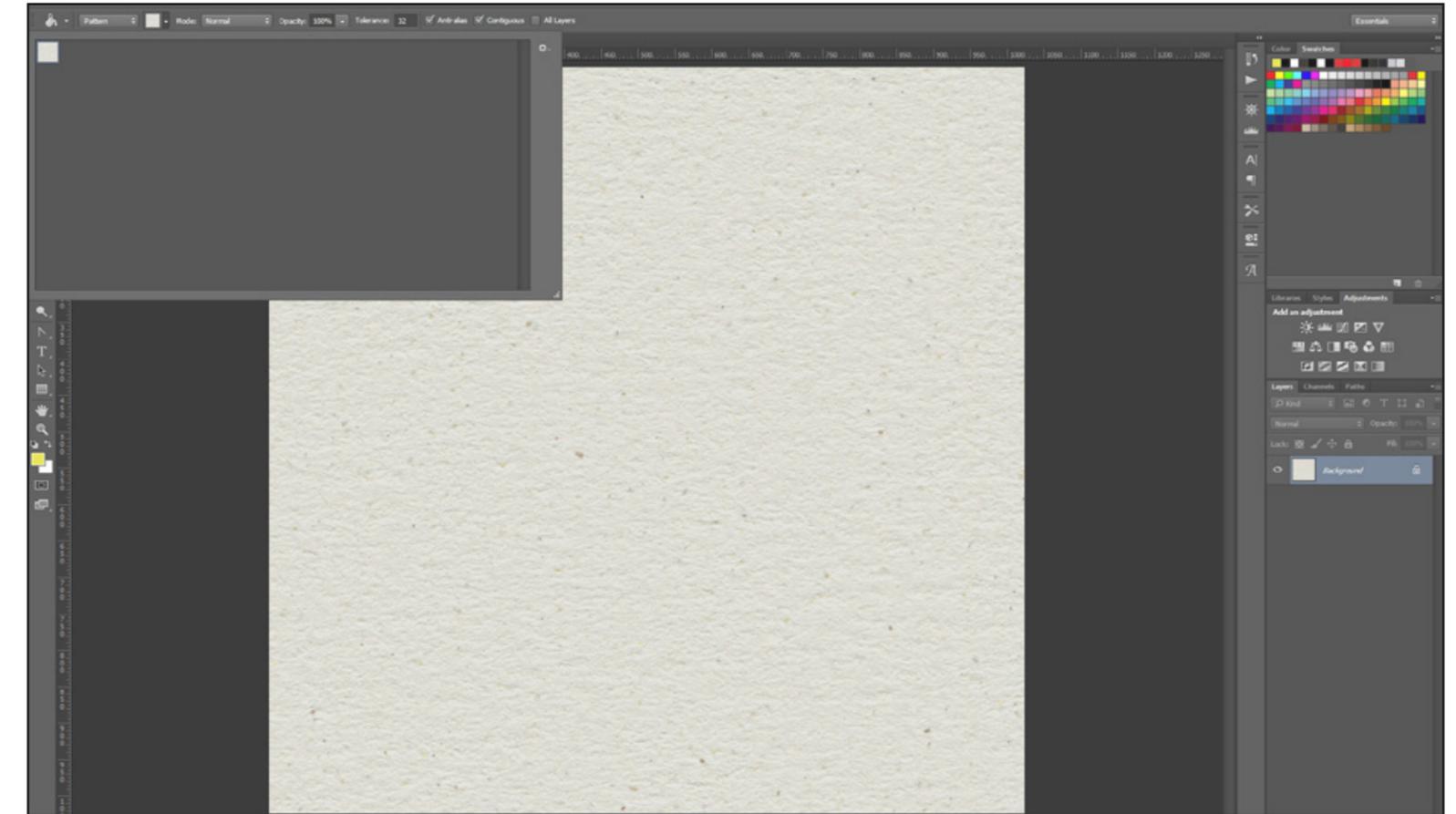
2. To load texture as a pattern in Photoshop, you need to go to Edit menu, and select Define Pattern.



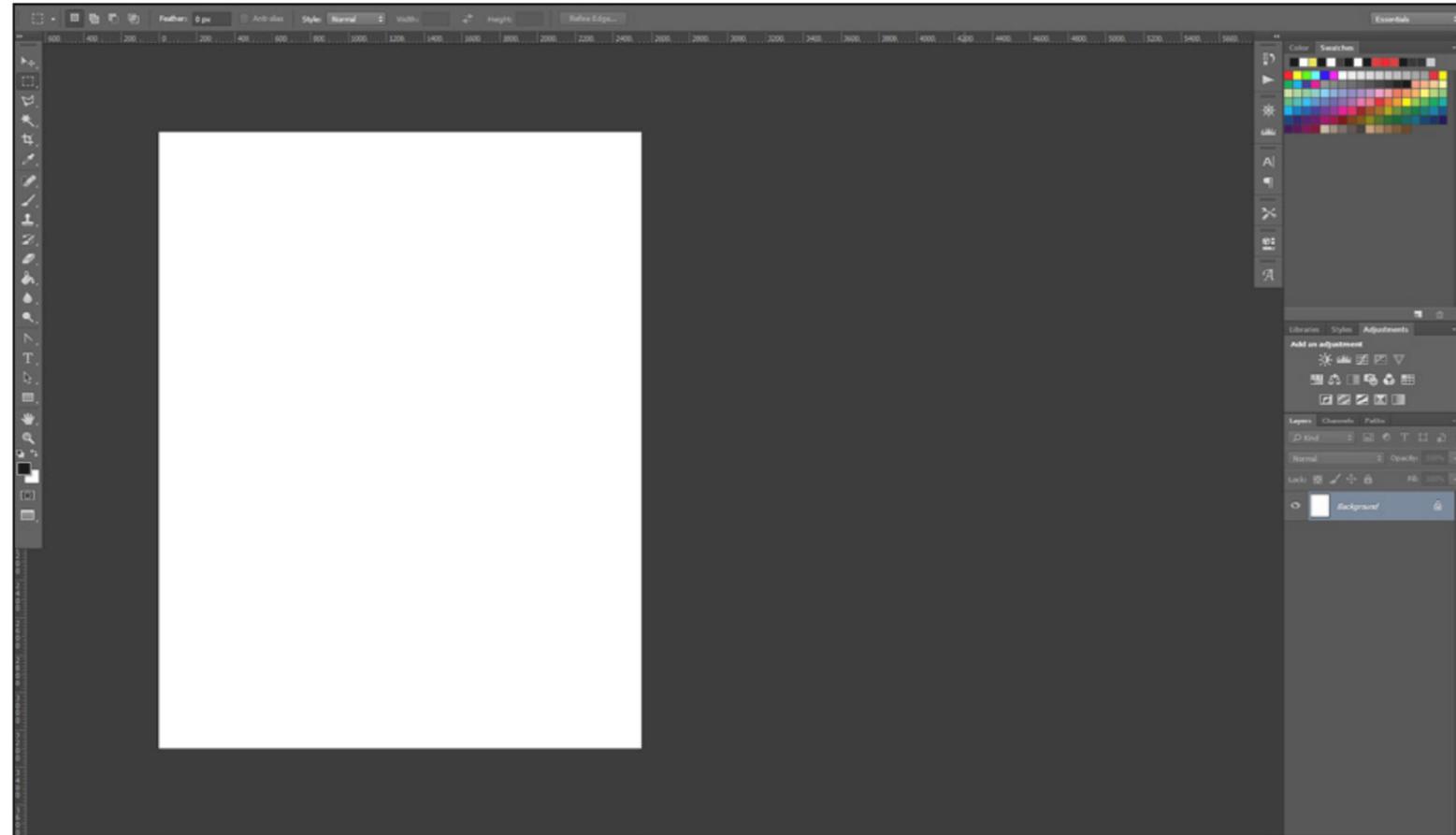
3. There are two ways how you can place patterns: the first one is to select Paint Bucket tool, than go to upper left corner and from drop down menu, where it says Foreground, click and select Pattern.



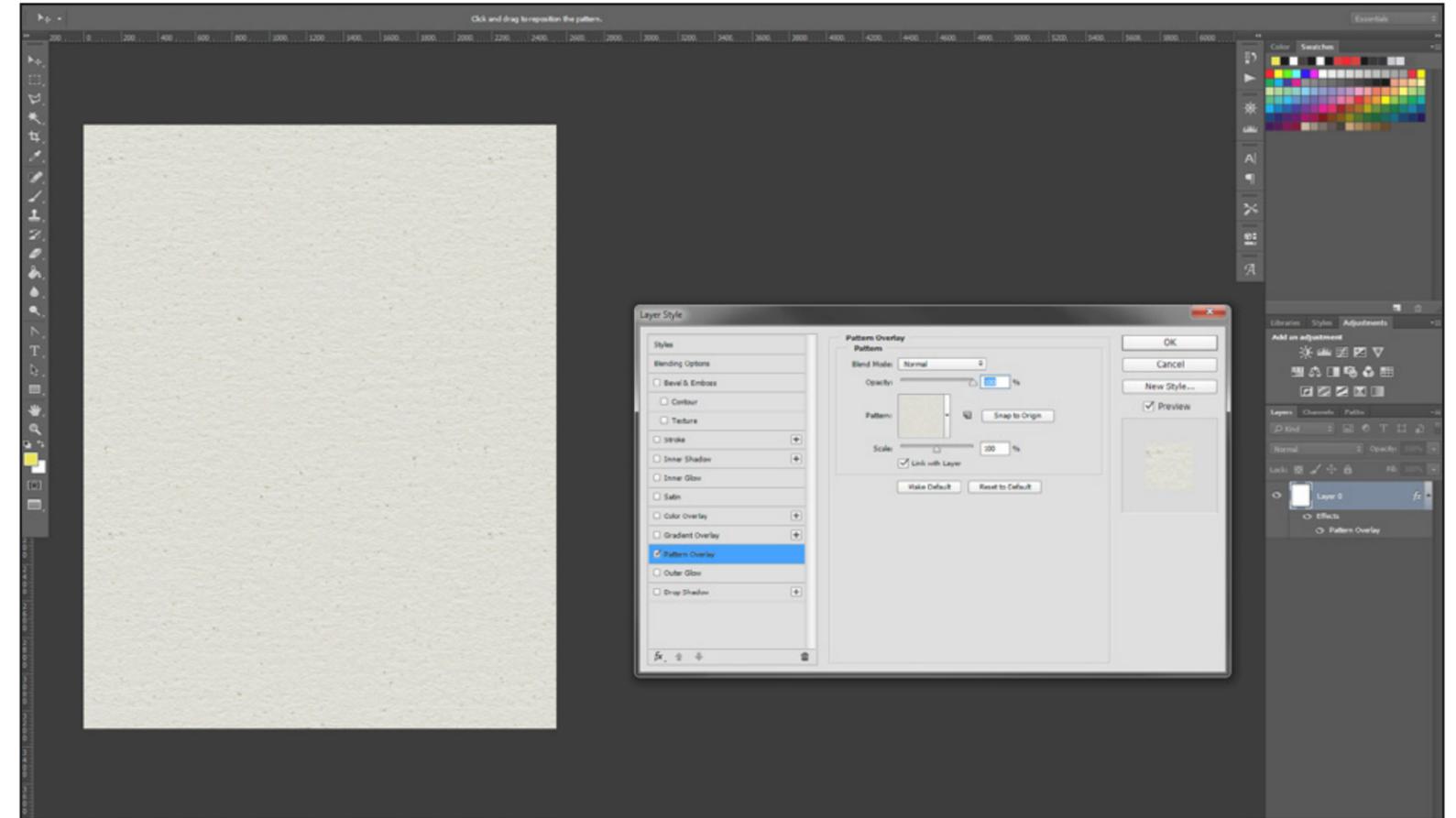
4. On the right side from the drop down menu (Foreground, Pattern) you will see a box where you can select pattern. Click on the box and select pattern you have just loaded to Photoshop. In this dialog box you will probably have more patterns that come with Photoshop, yours will be at the end.



5. Another way to use patterns is with Layer Styles. Make new file of the desired size, and open Layer Styles by double clicking on the layer you want to add the layer style on.



6. In the Layer Style dialog box go to Pattern Overlay and choose pattern you have already imported. In this way you can easily scale them down, depending on the project you are doing. Safe numbers for scaling it down are 50% and 25%, everything in between will result in blurred texture.



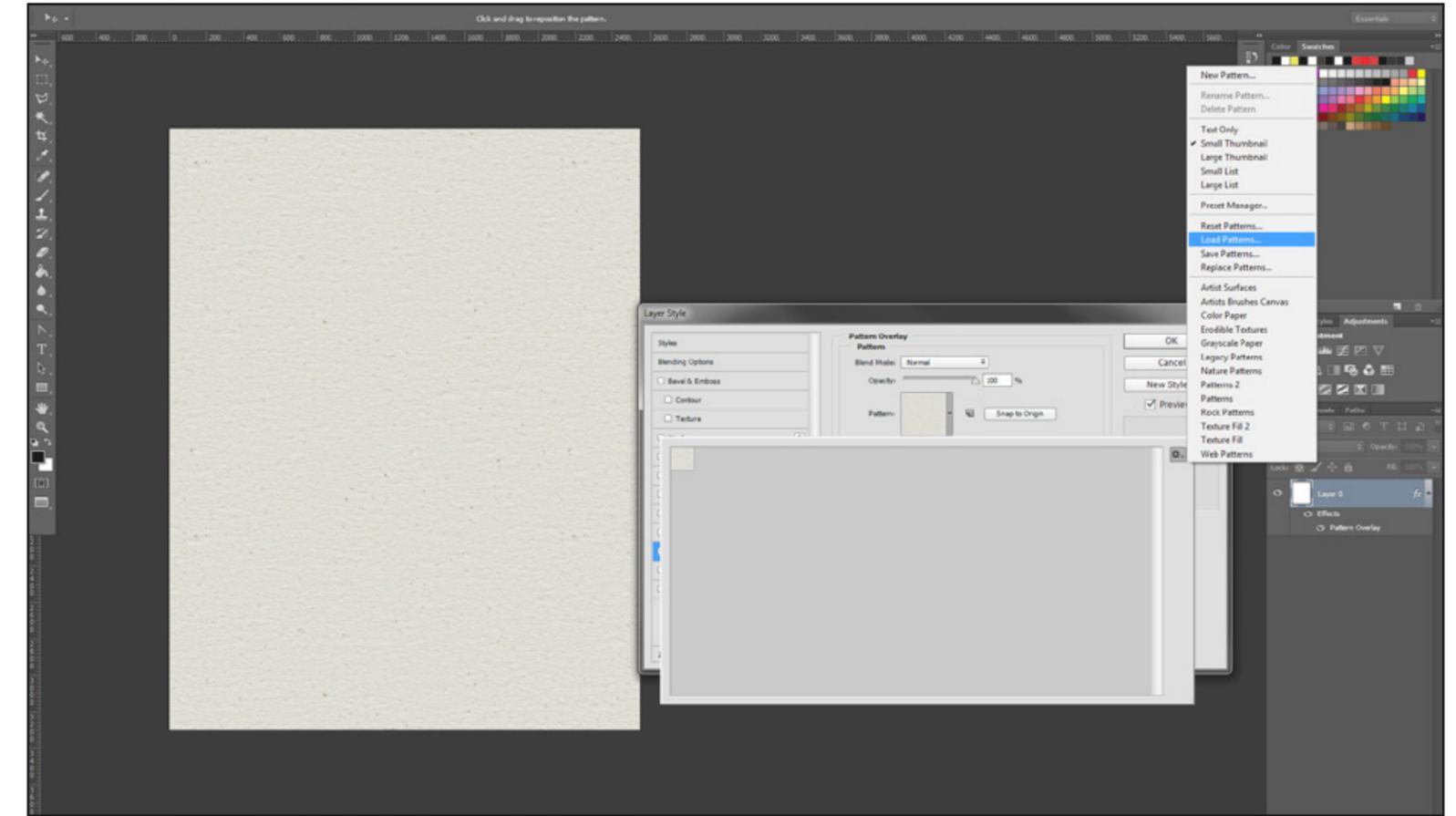
**Note:** If you place a texture through Layer Style and later resize Image, scaling percent will change and you will need to re-enter it.

7. Below you can see how does a sample texture look like at 100%, 50% and 25%.

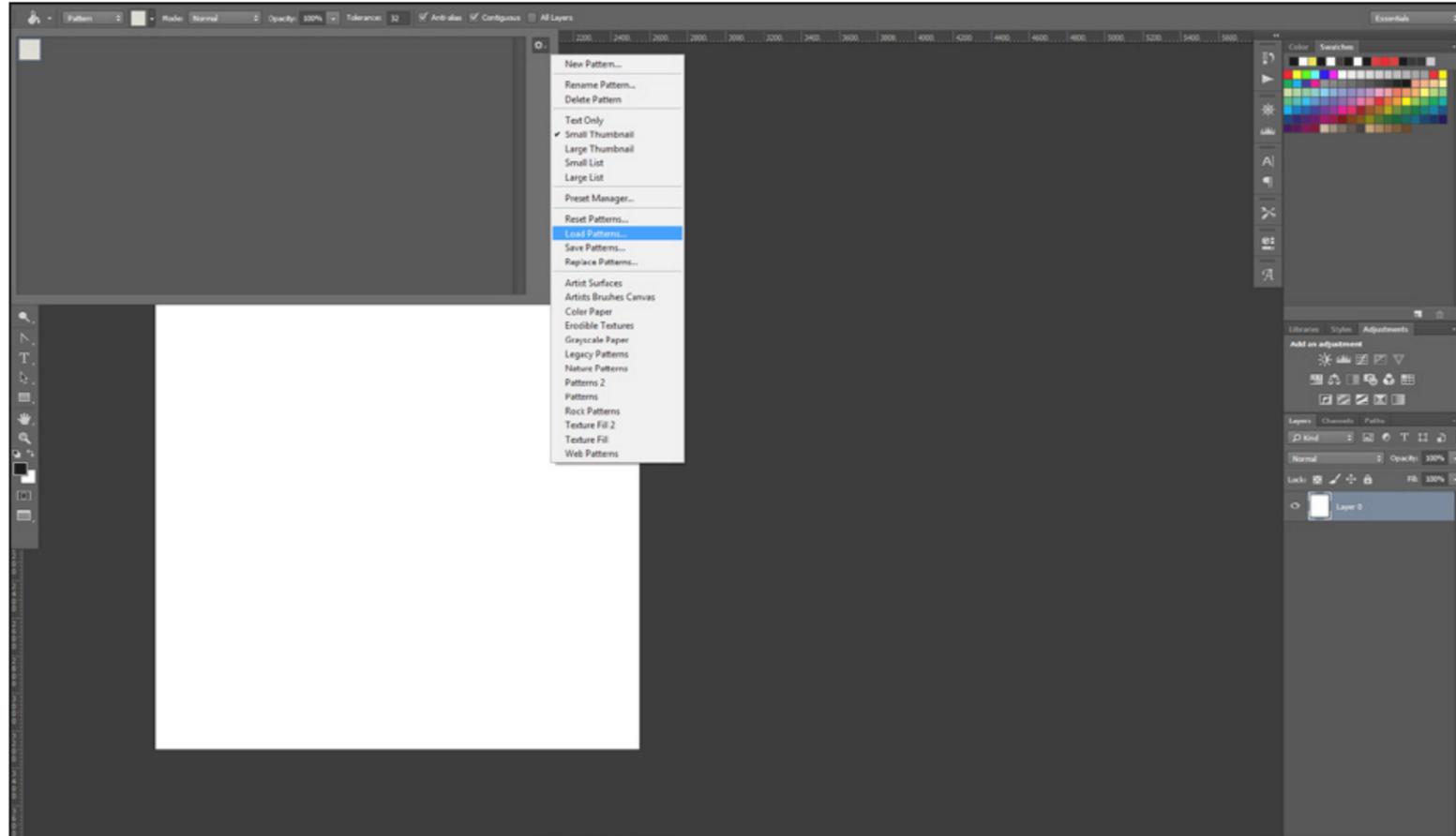


**Note:** This is just an example; depending on type and surface of each texture, this scaling effect will differ; it can be applied on all textures, but some will look significantly different at all three scalings (100%, 50%, 25%), whilst some will have different appearance at 100% and 50%, and will appear as almost flat color at 25%.

8. There is also a way to load all paper textures at ones with .PAT file. You can either load them from Layer Style dialogue box or from the Paint Bucket tool.



Loading textures from Layer Style dialogue box.



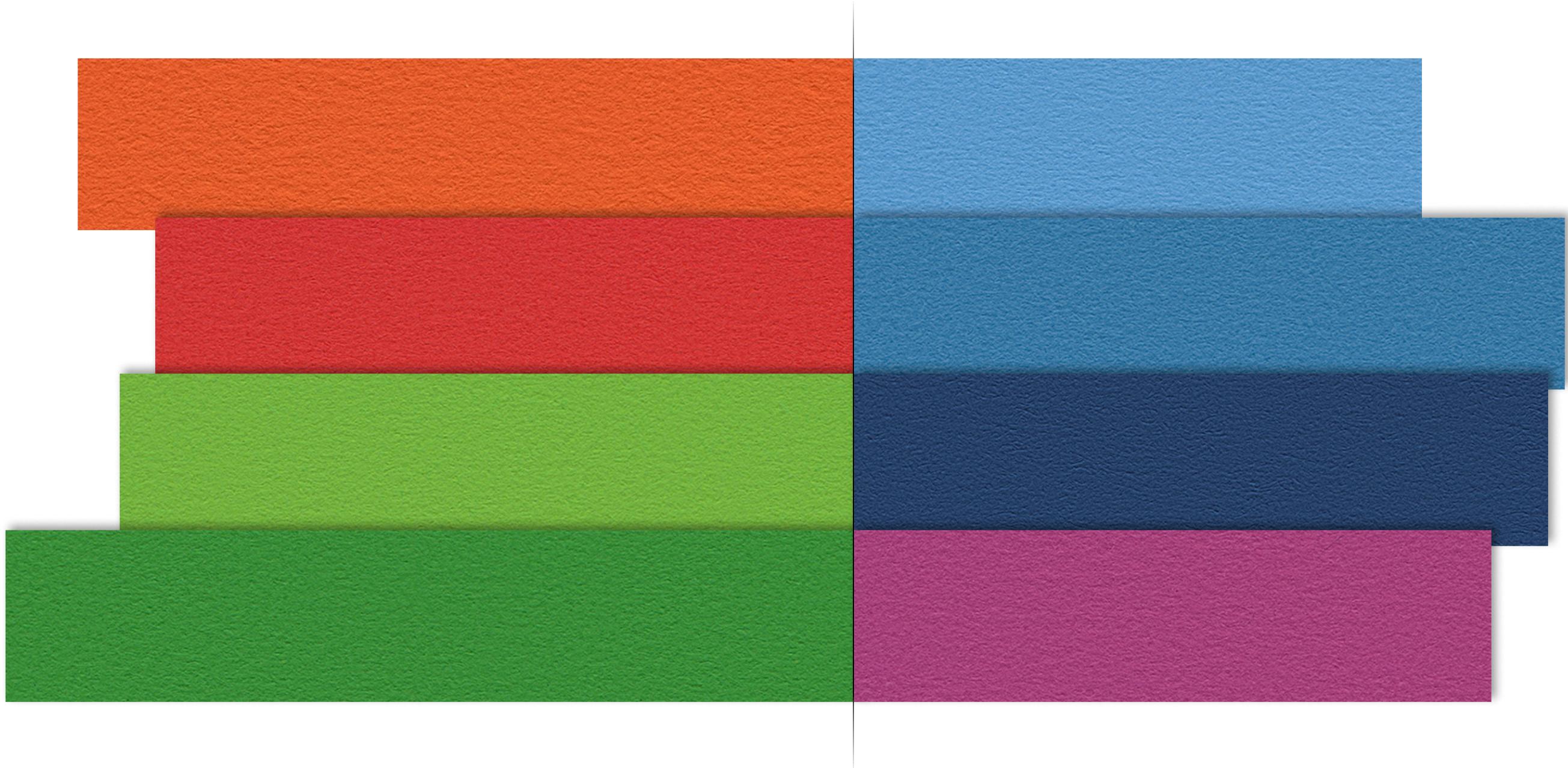
Loading textures from the Paint Bucket tool.

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# Look

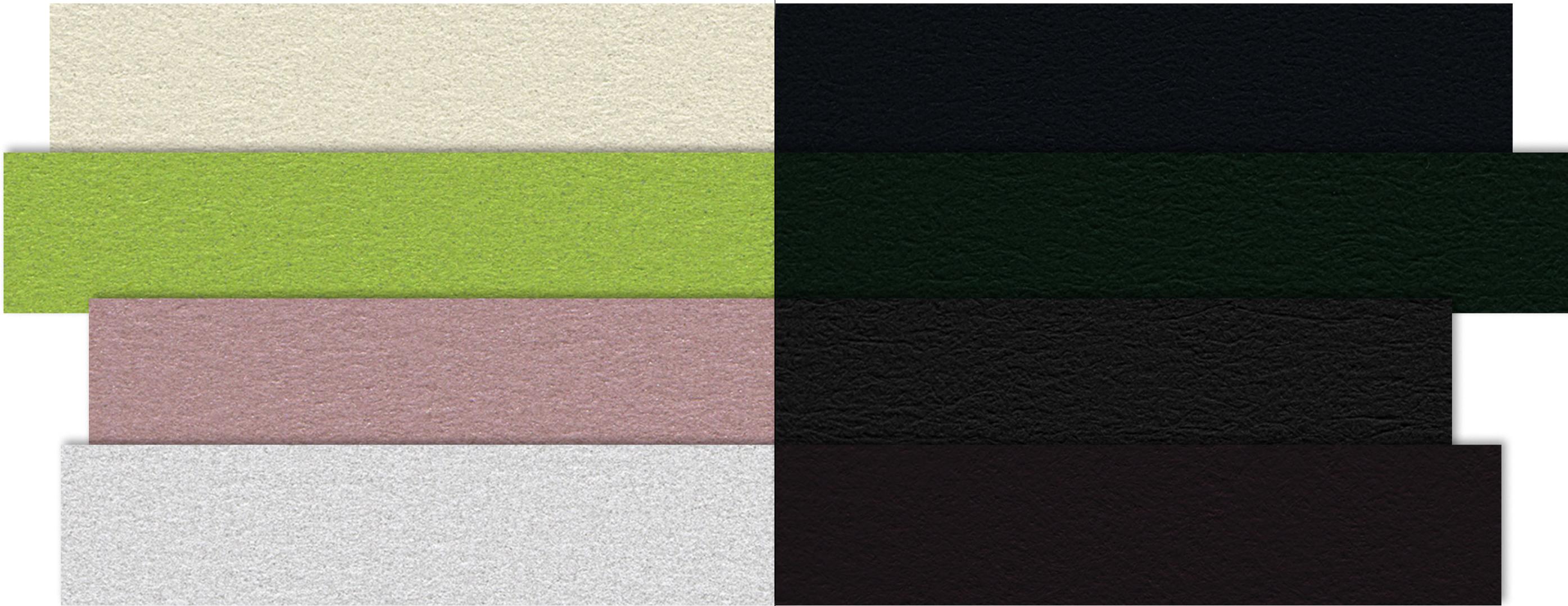






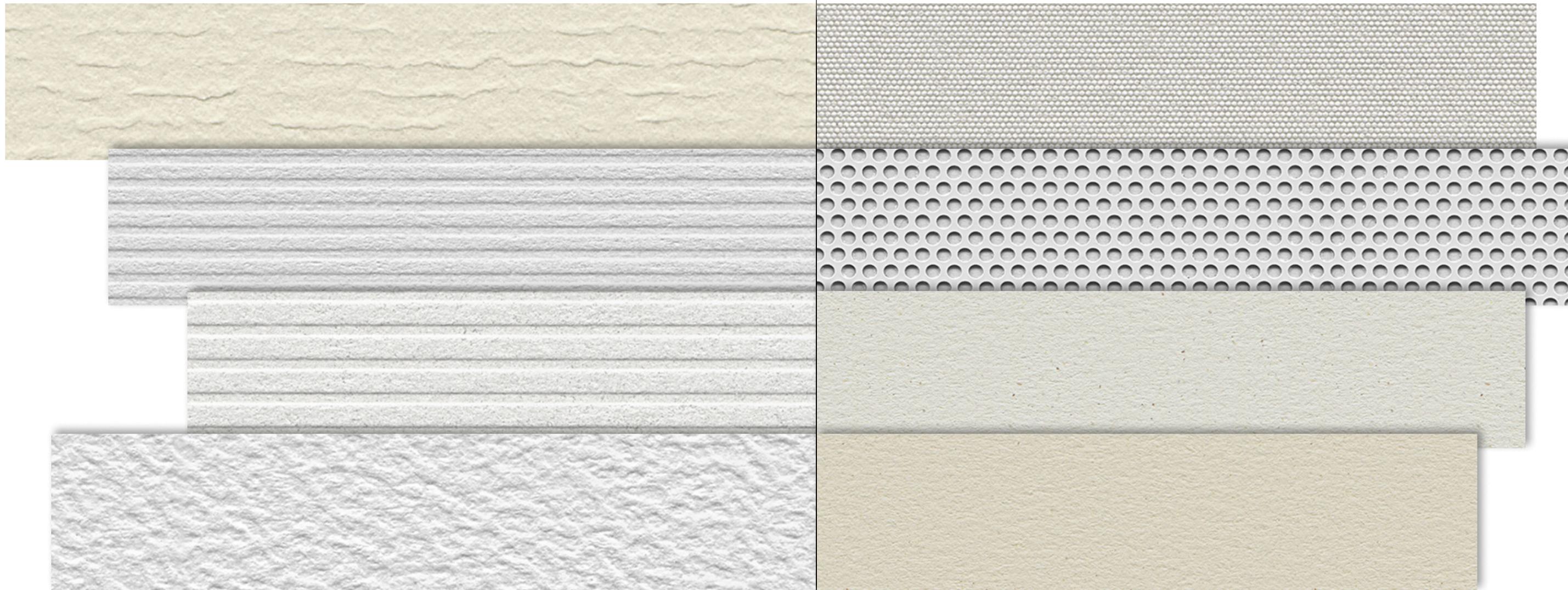










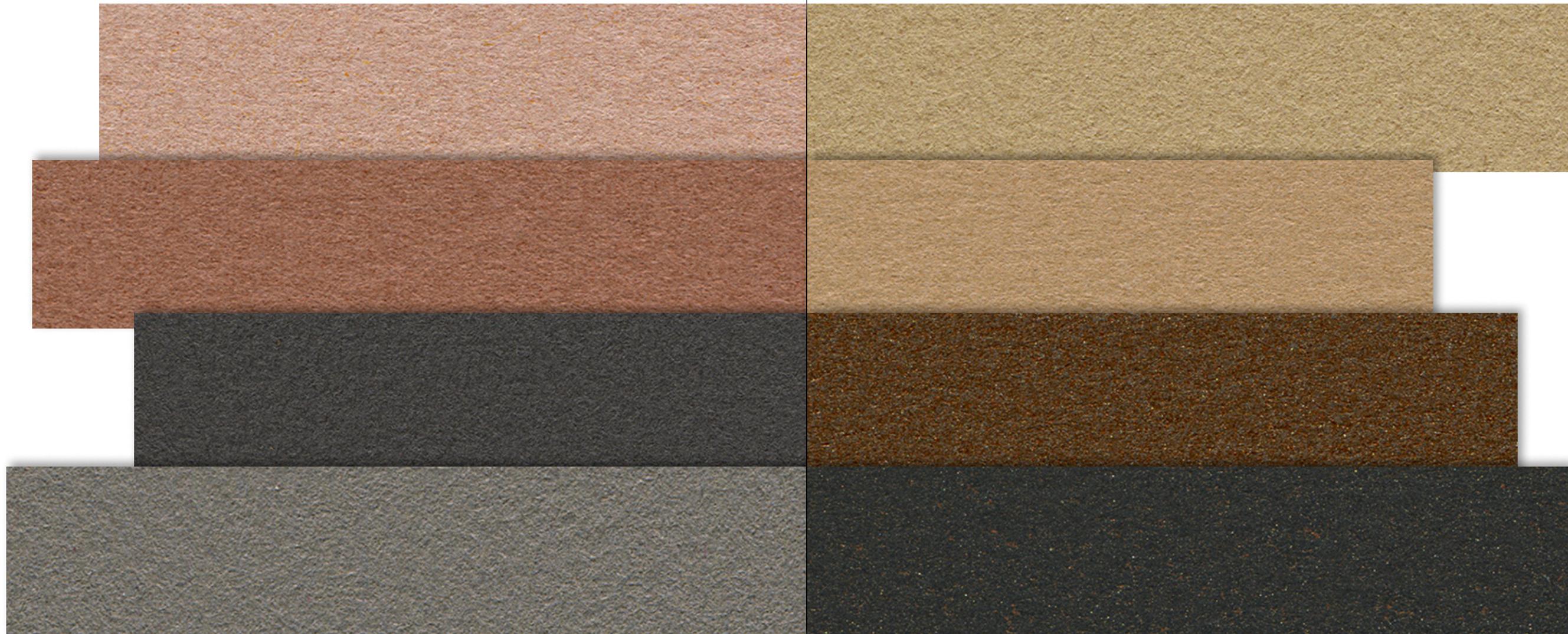


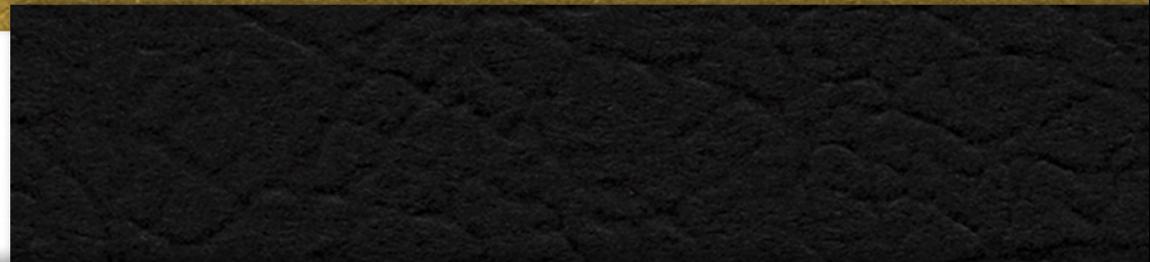












## Papers

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White (12)  
Color (12)  
Sticky notes (4)  
Metallic (6)

Pebble (10)  
Dark (4)  
Embossed (22)  
Art (19)

Pastel (9)  
Recycle (12)  
Ground (4)  
Leather (2)

Make it seamless, make it stunning

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