



## creating tiled backgrounds

One often requested feature for any website is a patterned or tiled background. If done correctly this can greatly contribute to the visual feel of the overall design and give the site a more complete appearance, especially when viewed on a larger screen with fixed display sizes.

To create a suitable graphic - in this tutorial we will create a fine striped background pattern (as shown below) from scratch - you will need to be clear about the pages final look and set up a fitting pattern.

The final image, optimised and saved for the web, will become the background for our web page and be tiled as a background image for the `body` of the `html` page. It is therefore vital to ensure seamless tiling across the entire window.



### 1 • file and colour set up

To ensure fast loading time - set up new document at no more than 100px. The file needs to be set up as a square graphic and be edited to show no visible transitions between each repetition on screen.

- create a new document in Photoshop at 100px x 100px resolution 150dpi (to allow more room for optimisation)
- set the foreground colour to a medium to light grey (such as #B5AEA4) and set the background colour to black

## 2 • texture edit

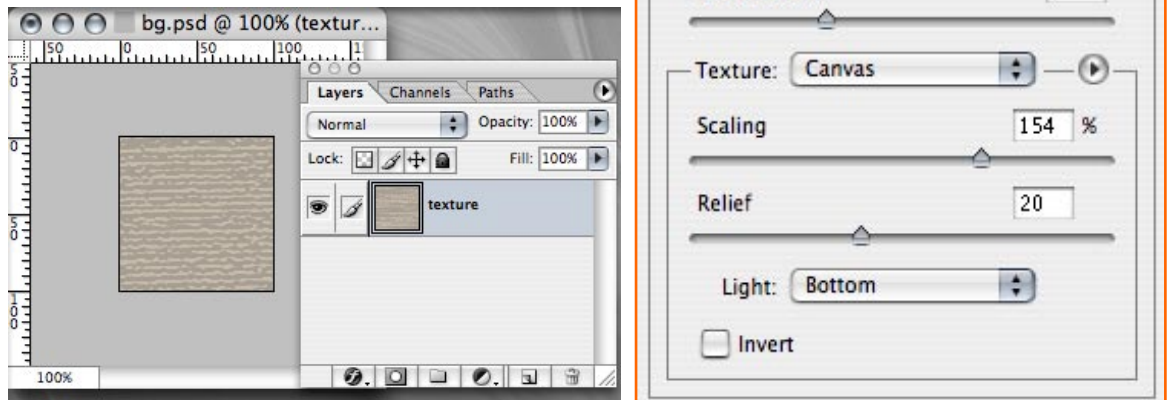
There are 3 steps to create the subtle stripes for the background pattern:

### 2.1 apply filter

- fill the existing layer with your chosen grey and name it 'texture'
- choose from the top menu: *Filters* > *Artistic* > *Rough Pastels* (texture: canvas)



adjust the settings as required and click 'ok' to apply.

Your file should now look like this:

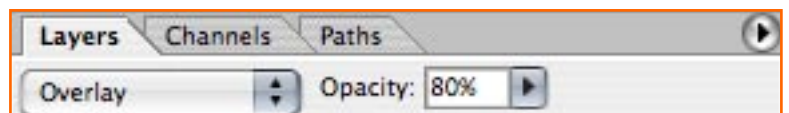


### 2.2 adjust colour and brightness balance

As we will edit the image to ensure seamless tiling it is important to be satisfied with the initial texture as any changes later on will only cost time unnecessarily. If needed - adjust the image's colour balance as well as luminosity using any of the steps below:

- add a Hue/Saturation adjustment layer  on top of the texture layer and desaturate the image, ie apply negative saturation to grey out the image's colouring
- add a Brightness/Contrast adjustment layer  to edit the image's overall lightness and intensity of texture

- duplicate the texture layer and apply a suitable setting of a blending mode to the top most texture layer (can be repeated for more subtle results)

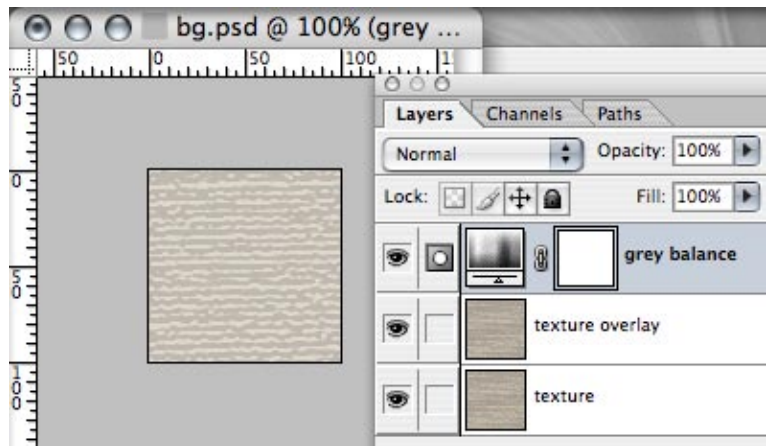


- create a new layer and fill it with a selected colour, ie a darker/lighter shade of any existing tone within the image (or contrasting with its colour scheme) and again choose an appropriate setting of a chosen blending mode to influence the feel of the texture

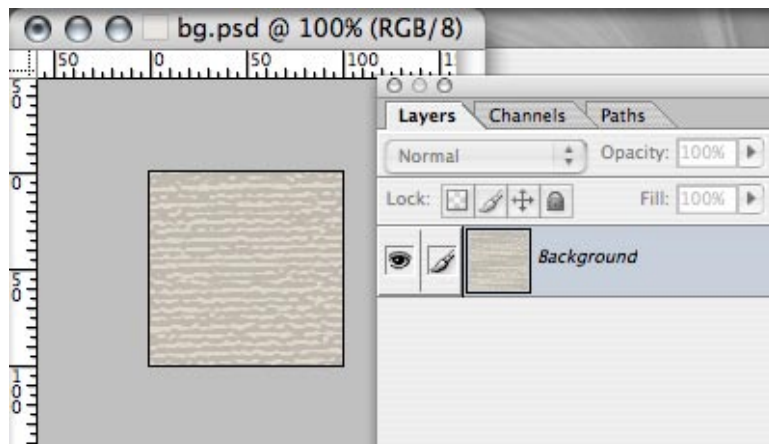
## 2.3 apply motion blur

Your image should now look something like this:

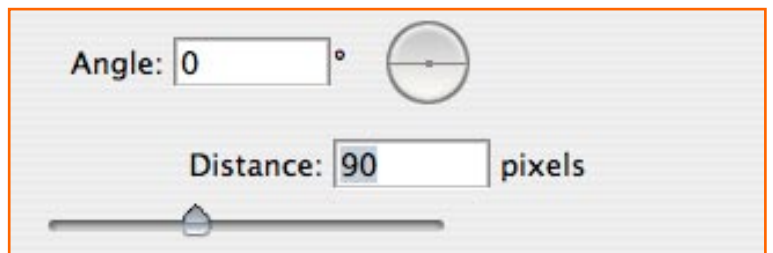
At this point you might want to make a back-up copy of the image, in case you need to change or edit the existing pattern later on.



In order to apply any new filters  
- flatten the image  
top menu: *Layers > Flatten Image*



- choose from the top menu:  
*Filters > Blur > Motion Blur*  
and set the angle to 0 for horizontal stripes  
click 'ok' to apply



## 3 • offset filter and edit pattern

To ensure seamless tiling of the created pattern on the [html](#) page - there are a few more steps to be done in order to get rid of any visible lines.

### 3.1 offset filter

It is best to zoom in to about 200-300% to be able to see any small errors and lines within the pattern. Zooming in and out during the next few steps will allow you a clear view of the flow of the pattern in close up view as well as in final display size.

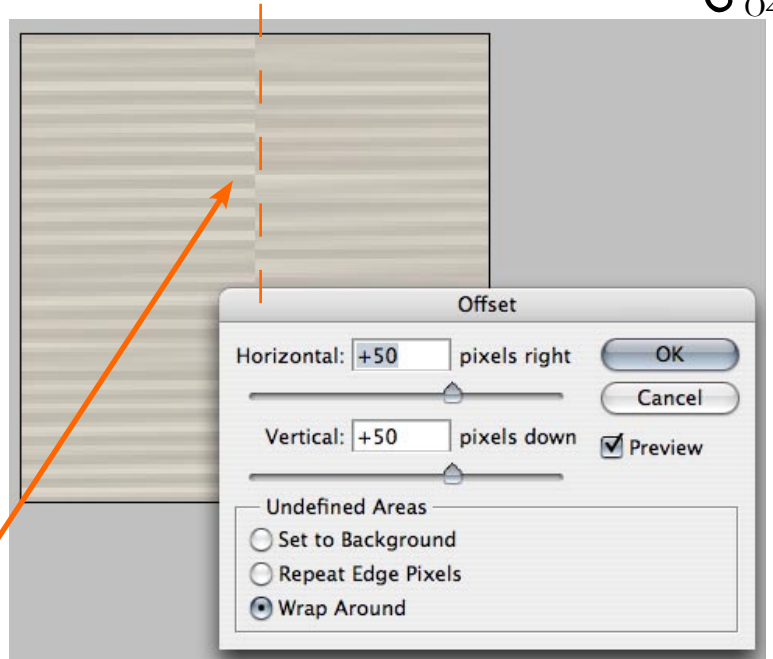


### 3.2 motion blur

- choose from the top menu: *Filters* › *Other* › *Offset*
- set the pixels to 50px left and right and select the 'wrap around' option - click 'ok' to apply

By offsetting the entire image centrally you will now see any areas which might show any seam within the final pattern.

In our existing pattern of horizontal stripes - the most visible seam is a vertical line.




The 'wrap around' option will repeat the existing pixels in any undefined areas of the image and hide any additional seam.

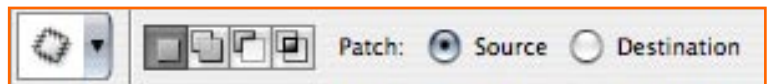
### 3.3 edit pattern

To edit the pattern into a graphic able to be tiled seamlessly - use any of the techniques below to eliminate the visible line/s.

These steps in combination with the offset filter can be repeated as many times as required.

- choose the clone stamp tool, 
  - select / set a suitable brush size of a soft cornered brush
  - hold down the 'alt' key and click on an area close to the line to define the clone area
  - paint out the line, redefining the close area when necessary

- choose the patch tool 
  - select your preferred option: source /or/ destination



- if source selected - define seam area to be edited by drawing selection with patch tool
- click within the selection and drag towards a suitable area within the pattern (you will see a preview of your current edit within the first selection)
- on mouse release the selected area will be cloned onto the previously chosen seam area
- edit any remaining lines by using the smudge tool



- use your preferred selection tool and 'alt' drag a copy of the selected area onto the seam area
  - select an appropriate portion of the pattern\
  - hold down the 'alt' key and drag the selection onto the seam
  - use the blur or smudge tool to eliminate any fine lines remaining



#### 4 • save optimised



To get the image ready for use within your site - take it into ImageReady and save an optimised version into your site folder.

#### 5 • apply background texture to web page

Edit your chosen page to contain mock content and apply your new image, called here "bg.jpg", as background graphic to the `body` tag within your CSS code, as shown below:

```
body {
  background: #8E8270 url(bg.jpg) top left repeat;
  padding: 1em;
}
```