



arroway *textures* edition one

This collection on DVD contains 102 professional multi-layered textures in highest resolutions of up to 60 megapixel. Nearly every texture consists of diffuse, bump and specular/glossiness map - all available in lossless-compressed format (PNG24 / PNG8).

The collection covers textures of the following categories: *Boards, Brickss, Concrete, Metal, Pavement, Plaster, Stone, Tiles* and *Misc*.

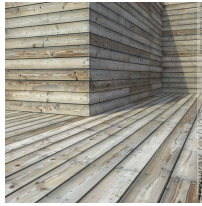
For further information to this and other products, please visit our website: www.arroway.de.

boards

boards 01

Aged

↕	8300 x 2500 (20,8mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~5,0m x 1,5m		



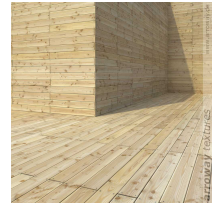
Similar to 'boards 02' but aged by some years of sun and rain

diffuse map: *boards+01_d100.png*
bump map: *boards+01_b030.png*
specular map: *boards+01_s100+g100.png*

boards 02

New and bright

↕	3800 x 3800 (14,4mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~3,8m x 3,8m		



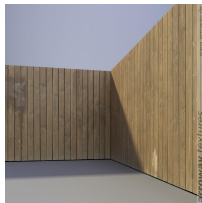
Similar to 'boards 01' but new and bright

diffuse map: *boards+02_d100.png*
bump map: *boards+02_b030.png*
specular map: *boards+02_s100+g100.png*

boards 03

Wooden Fence

↔	9000 x 1600 (14,4mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~14,0m x 2,5m		



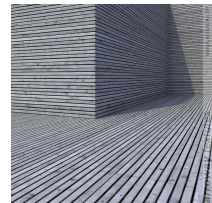
A long wooden fence with dirt and graffiti

diffuse map: *boards+03_d100.png*
bump map: *boards+03_b030.png*
specular map: *boards+03_s100+g100.png*

boards 04

Narrow Boards

↕	8000 x 3600 (28,8mpix)	
D 100%	S 50%	B 30%
T	G < S 50%	R
~4,0m x 1,8m		



Narrow boards; aged by sun and rain

diffuse map: *boards+04_d100.png*
bump map: *boards+04_b030.png*
specular map: *boards+04_s050+g050.png*

boards 05

Site Fence

↔	13800 x 2400 (33,1mpix)	
D 100%	S 100%	B 30%
T	G 15%	R
~9,5m x 1,6m		



A temporary fence for building sites

diffuse map: *boards+05_d100.png*
bump map: *boards+05_b030.png*
specular map: *boards+05_s100+(g015).png*

bricks

bricks 01

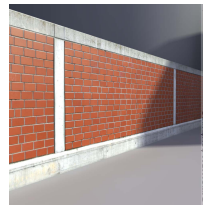
Concrete Wall

↔ 6300 x 1000 (6,3mpix)

D 100% **S 100%** **B 20%**

T **G 30%** R

~15,0m x 2,4m



Concrete-framed wall with red bricks

diffuse map: *bricks+01_d100.png*

bump map: *bricks+01_b020.png*

specular map: *bricks+01_s100+(g030).png*

bricks 02

Brickwall

↔ 2800 x 1500 (4,2mpix)

D 100% **S 100%** **B 30%**

T **G < S 100%** R

~6,0m x 3,4m



An old brick wall with strong efflorescences

diffuse map: *bricks+02_d100.png*

bump map: *bricks+02_b030.png*

specular map: *bricks+02_s100+g100.png*

bricks 03

Gable Wall

⊕ 2500 x 2100 (5,3mpix)

D 100% **S 100%** **B 10%**

T **G 20%** R

~8,0m x 7,0m



Gable wall of a house whose adjoining house was torn off

diffuse map: *bricks+03_d100.png*

bump map: *bricks+03_b010.png*

specular map: *bricks+03_s100+(g020).png*

bricks 04

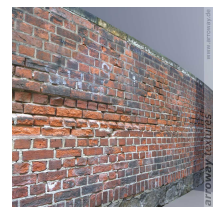
Brick Wall

↔ 3600 x 1200 (4,3mpix)

D 100% **S 15%** **B 30%**

T **G 0%** R

~6,0m x 2,0m



An old brick wall with some damaged bricks

diffuse map: *bricks+04_d100+(s015)+(g000).png*

bump map: *bricks+04_b030.png*

bricks 05

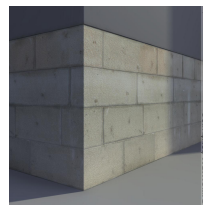
Sandstone Blocks

⊕ 4200 x 1800 (7,6mpix)

D 100% **S 100%** **B 30%**

T **G 0%** R

~2,8m x 1,2m



Wall of large sandstone blocks

diffuse map: *bricks+05_d100.png*

bump map: *bricks+05_b030.png*

specular map: *bricks+05_s100+(g000).png*

bricks 06

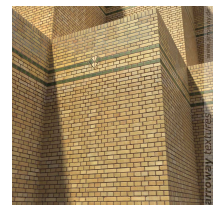
Brick Wall

⊕ 2200 x 3000 (6,6mpix)

D 100% **S 100%** **B 5%**

T **G 0%** R

~2,6m x 3,5m



Wall of a 19th-century factory building

diffuse map: *bricks+06_d100.png*

bump map: *bricks+06_b005.png*

specular map: *bricks+06_s100+(g000).png*

bricks 07

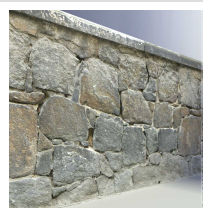
Stone Wall

↔ 2800 x 1800 (5,0mpix)

D 100% **S 100%** **B 30%**

T **G 30%** R

~1,5m x 1,0m



Wall of large natural stones

diffuse map: *bricks+07_d100.png*

bump map: *bricks+07_b030.png*

specular map: *bricks+07_s100+(g030).png*

bricks 08

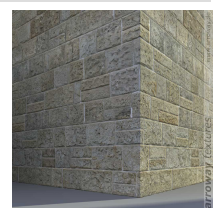
Sandstone Blocks

⊕ 7000 x 7000 (49,0mpix)

D 100% **S 20%** **B 30%**

T **G 40%** R

~4,0m x 4,0m



Wall of large and rough sandstone blocks

diffuse map: *bricks+08_d100+(s020)+(g040).png*

bump map: *bricks+08_b030.png*

bricks 09

Clinker Wall

↕	6000 x 2800 (16,8mpix)	
D 100%	S 50%	B 15%
T	G < S 100%	R
~2,4m x 1,1m		



Wall of red clinker-bricks; flamed

diffuse map: *bricks+09_d100.png*

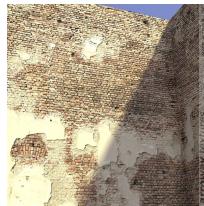
bump map: *bricks+09_b015.png*

specular map: *bricks+09_s050+g100.png*

bricks 11

Brick Wall

↔	3800 x 2800 (10,6mpix)	
D 100%	S 25%	B 30%
T	G 0%	R
~9,0m x 6,6m		



An old brick wall; remainders of plaster

diffuse map: *bricks+11_d100.png*

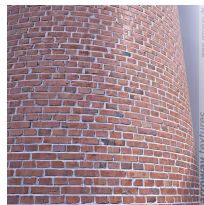
bump map: *bricks+11_b030.png*

specular map: *bricks+11_s025+(g000).png*

bricks 13

Brick Wall

↔	5000 x 7700 (38,5mpix)	
D 100%	S 25%	B 10%
T	G < S 10%	R
~2,3m x 3,5m		



A wall of red clinker-bricks

diffuse map: *bricks+13_d100.png*

bump map: *bricks+13_b010.png*

specular map: *bricks+13_s025+g010.png*

bricks 15

Foundation Wall

↔	5300 x 1900 (10,1mpix)	
D 100%	S 25%	B 20%
T	G 0%	R
~5,5m x 2,0m		



An old foundation wall

diffuse map: *bricks+15_d100.png*

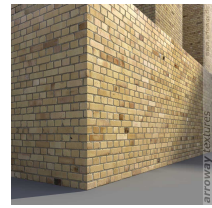
bump map: *bricks+15_b020.png*

specular map: *bricks+15_s025+(g000).png*

bricks 10

Clinker Wall

↕	6700 x 2600 (17,4mpix)	
D 100%	S 100%	B 15%
T	G < S 100%	R
~5,0m x 2,0m		



Wall of yellow clinker-bricks

diffuse map: *bricks+10_d100.png*

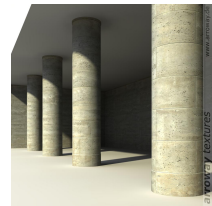
bump map: *bricks+10_b015.png*

specular map: *bricks+10_s100+g100.png*

bricks 12

Sandstone Column

↔	2800 x 5000 (14,0mpix)	
D 100%	S 25%	B 15%
T	G 0%	R
~2,0m x 3,6m		



A column, built of large sandstone blocks

diffuse map: *bricks+12_d100.png*

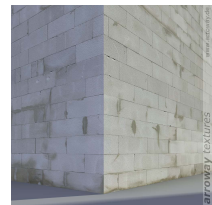
bump map: *bricks+12_b015.png*

specular map: *bricks+12_s025+(g000).png*

bricks 14

Concrete Bricks

↕	8000 x 5600 (44,8mpix)	
D 100%	S 25%	B 10%
T	G < S 10%	R
~5,0m x 3,5m		



Wall of aerated concrete bricks; rather carelessly built

diffuse map: *bricks+14_d100.png*

bump map: *bricks+14_b010.png*

specular map: *bricks+14_s025+g010.png*

bricks 16

Sandstone Arcs

↔	7700 x 2500 (19,3mpix)	
D 100%	S 15%	B 15%
T	G 10%	R
~4,0m x 1,3m		



A wall with two arcs built of sandstone blocks

diffuse map: *bricks+16_d100.png*

bump map: *bricks+16_b015.png*

specular map: *bricks+16_s015+(g010).png*

bricks 17

Marble Blocks

↕ 3500 x 2000 (7,0mpix)		
D 100%	S 25%	B 15%
T	G 10%	R
~5,0m x 2,8m		



Wall of large marble blocks

diffuse map: *bricks+17_d100.png*
 bump map: *bricks+17_b015.png*
 specular map: *bricks+17_s025+(g010).png*

bricks 18

Sandstone Blocks

↕ 9000 x 5700 (51,3mpix)		
D 100%	S 15%	B 15%
T	G 10%	R
~4,0m x 2,5m		



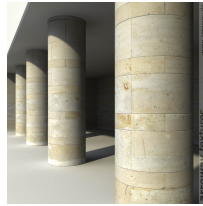
The old wall of a neo-gothic church

diffuse map: *bricks+18_d100.png*
 bump map: *bricks+18_b015.png*
 specular map: *bricks+18_s015+(g010).png*

bricks 19

Marble Column

↔ 2700 x 6400 (17,3mpix)		
D 100%	S 25%	B 10%
T	G < S 100%	R
~1,2m x 2,8m		



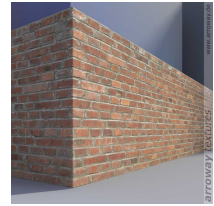
A column, built with large blocks of marble

diffuse map: *bricks+19_d100.png*
 bump map: *bricks+19_b010.png*
 specular map: *bricks+19_s025+g100.png*

bricks 20

Brick Wall

↕ 12000 x 2700 (32,4mpix)		
D 100%	S 25%	B 15%
T	G < S 50%	R
~5,3m x 1,2m		



An old and dirty red brick wall

diffuse map: *bricks+20_d100.png*
 bump map: *bricks+20_b015.png*
 specular map: *bricks+20_s025+g050.png*

concrete

concrete 01

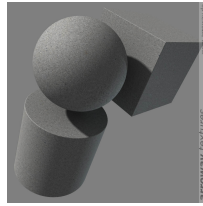
Washed Concrete

⊕ 3600 x 3600 (13,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~1,0m x 1,0m



Gray washed concrete; fine structure

diffuse map: *concrete+01_d100.png*

bump map: *concrete+01_b010.png*

specular map: *concrete+01_s050+g050.png*

concrete 02

Washed Concrete

⊕ 1300 x 1300 (1,7mpix)

D 100% **S 100%** **B 30%**

T **G 20%** R

~1,0m x 1,0m



Old washed concrete; mossy

diffuse map: *concrete+02_d100.png*

bump map: *concrete+02_b030.png*

specular map: *concrete+02_s100+(g020).png*

concrete 03

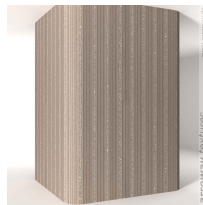
Fairfaced Concrete

⊕ 3000 x 6000 (18,0mpix)

D 100% **S 50%** **B 30%**

T **G < S 100%** R

~1,0m x 2,0m



Wall of fairfaced concrete

diffuse map: *concrete+03_d100.png*

bump map: *concrete+03_b030.png*

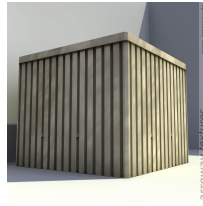
specular map: *concrete+03_s050+g100.png*

metal

metal structure 01

Steel Wall

⊕	1900 x 1600 (3,0mpix)	
D 100%	S 100%	B 30%
T	G 20%	R
~2,0m x 1,7m		



Wall of grooved sheet metal

diffuse map: *metal+structure+01_d100.png*

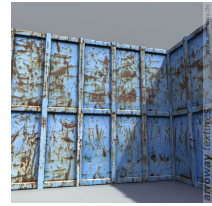
bump map: *metal+structure+01_b030.png*

specular map: *metal+structure+01_s100+(g020).png*

metal structure 02

Steel Wall

⊕	4000 x 1500 (6,0mpix)	
D 100%	S 100%	B 25%
T	G 20%	R
~5,5m x 2,1m		



A wall of steel with heavily scratched and rusty surface

diffuse map: *metal+structure+02_d100.png*

bump map: *metal+structure+02_b025.png*

bump map (flat): *metal+structure+02_b025_flat.png*

specular map: *metal+structure+02_s100+(g020).png*

metal structure 03

Steel Wall

⊕	2500 x 2500 (6,3mpix)	
D 100%	S 100%	B 10%
T	G 20%	R
~1,5m x 1,5m		



Wall of bolted metal plates; rusty

diffuse map: *metal+structure+03_d100.png*

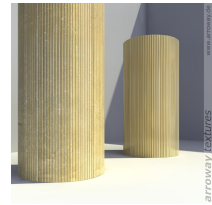
bump map: *metal+structure+03_b010.png*

specular map: *metal+structure+03_s100+(g020).png*

metal structure 04

Brass Sheet Metal

⊕	2100 x 2100 (4,4mpix)	
D 100%	S 100%	B 30%
T	G < S 70%	R
~2,0m x 2,0m		



Ribbed brass-like sheet metal; similar to 'metal structure 05' but new and clean

diffuse map: *metal+structure+04_d100.png*

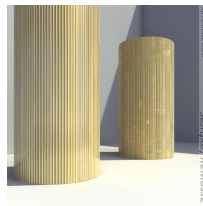
bump map: *metal+structure+04_b030.png*

specular map: *metal+structure+04_s100+g070.png*

metal structure 05

Brass Sheet Metal

⊕	2100 x 2100 (4,4mpix)	
D 100%	S 100%	B 30%
T	G < S 70%	R
~2,0m x 2,0m		



Ribbed brass-like sheet metal; similar to 'metal structure 04' but old and dirty

diffuse map: *metal+structure+05_d100.png*

bump map: *metal+structure+05_b030.png*

specular map: *metal+structure+05_s100+g070.png*

metal structure 06

Galvanized

↔	4000 x 1800 (7,2mpix)	
D 100%	S 100%	B 30%
T	G 10%	R
~2,2m x 1,0m		



Galvanized and stamped sheet metal

diffuse map: *metal+structure+06_d100.png*

diffuse map (flat): *metal+structure+06_d100_flat.png*

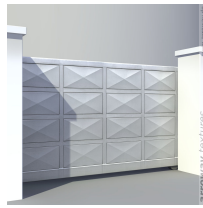
bump map: *metal+structure+06_b030.png*

specular map: *metal+structure+06_s100+(g010).png*

metal structure 07

Roll Gate

↕	4800 x 5800 (27,8mpix)	
D 100%	S 75%	B 30%
T	G 20%	R
~2,0m x 2,4m		



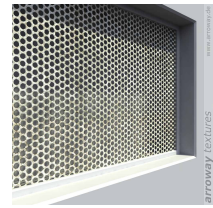
A heavy roll gate

diffuse map: *metal+structure+07_d100.png*
 bump map: *metal+structure+07_b030.png*
 specular map: *metal+structure+07_s075+(g020).png*

metal lattice 01

Lattice

↕	2700 x 1400 (3,8mpix)	
D 100%	S 100%	B 15%
T 100%	G < S 100%	R
~30,0cm x 16,0cm		



Punched sheet metal; rusty and dirty

diffuse map: *metal+lattice+01_d100.png*
 bump map: *metal+lattice+01_b015.png*
 specular map: *metal+lattice+01_s100+g100.png*
 transparency map: *metal+lattice+01_o100.png*

metal plate 01

Sheet Metal

□	2100 x 1800 (3,8mpix)	
D 100%	S 100%	B 5%
T	G 25%	R
~1,0m x 1,0m		



Thick sheet metal with dirt and scratches

diffuse map: *metal+plate+01_d100.png*
 bump map: *metal+plate+01_b005.png*
 specular map: *metal+plate+01_s100+(g025).png*

metal plate 02

Sheet Metal

□	2100 x 1800 (3,8mpix)	
D 100%	S 100%	B 5%
T	G 25%	R
~1,0m x 1,0m		



Thick sheet metal with dirt and scratches

diffuse map: *metal+plate+02_d100.png*
 bump map: *metal+plate+02_b005.png*
 specular map: *metal+plate+02_s100+(g025).png*

metal plate 03

Sheet Metal

↔	2500 x 4500 (11,3mpix)	
D 100%	S 100%	B 30%
T	G 50%	R
~1,7m x 3,0m		



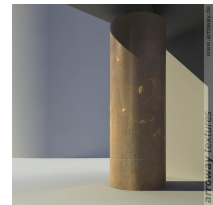
Sheet metal; rusted

diffuse map: *metal+plate+03_d100.png*
 bump map: *metal+plate+03_b030.png*
 specular map: *metal+plate+03_s100+(g050).png*

metal plate 04

Sheet Metal

↔	2500 x 4500 (11,3mpix)	
D 100%	S 100%	B 30%
T	G 50%	R
~1,7m x 3,0m		



Sheet metal; rusted

diffuse map: *metal+plate+04_d100.png*
 bump map: *metal+plate+04_b030.png*
 specular map: *metal+plate+04_s100+(g050).png*

metal plate 05

Sheet Metal

↔	2500 x 4500 (11,3mpix)	
D 100%	S 100%	B 15%
T	G 50%	R
~1,7m x 3,0m		



Sheet metal; rusted

diffuse map: *metal+plate+05_d100.png*
 bump map: *metal+plate+05_b015.png*
 specular map: *metal+plate+05_s100+(g050).png*

pavement

pavement 01

Granit Paving

↔ 3800 x 3800 (14,4mpix)

D 100% **S 100%** **B 30%**

T G R

~3,0m x 3,0m



Historical granite paving

diffuse map: *pavement+01_d100.png*

bump map: *pavement+01_b030.png*

specular map: *pavement+01_s100.png*

pavement 02

Concrete Pavement

⊕ 3000 x 3000 (9,0mpix)

D 100% **S 100%** **B 50%**

T **G < S 100%** R

~5,0m x 5,0m



Pavement of rough concrete bricks

diffuse map: *pavement+02_d100.png*

bump map: *pavement+02_b050.png*

specular map: *pavement+02_s100+g100.png*

pavement 03

Stone Pavement

⊕ 5000 x 5000 (25,0mpix)

D 100% **S 100%** **B 15%**

T **G 50%** R

~6,0m x 6,0m



Pavement of marble-like stone

diffuse map: *pavement+03_d100.png*

bump map: *pavement+03_b015.png*

specular map: *pavement+03_s100+(g050).png*

pavement 04

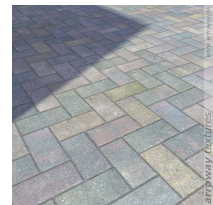
Concrete Pavement

⊕ 4200 x 4200 (17,6mpix)

D 100% **S 100%** **B 30%**

T **G 15%** R

~1,2m x 1,2m



Concrete pavement; 'autumn leaves'-colored

diffuse map: *pavement+04_d100.png*

bump map: *pavement+04_b030.png*

specular map: *pavement+04_s100+(g015).png*

pavement 05

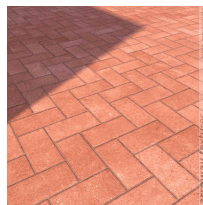
Concrete Pavement

⊕ 4200 x 4200 (17,6mpix)

D 100% **S 100%** **B 30%**

T **G 15%** R

~1,2m x 1,2m



Concrete pavement; red

diffuse map: *pavement+05_d100.png*

bump map: *pavement+05_b030.png*

specular map: *pavement+05_s100+(g015).png*

pavement 06

Concrete Pavement

⊕ 4200 x 4200 (17,6mpix)

D 100% **S 100%** **B 30%**

T **G 15%** R

~1,2m x 1,2m



Concrete pavement; gray

diffuse map: *pavement+06_d100.png*

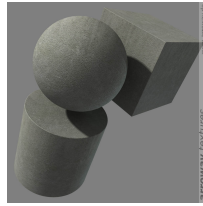
bump map: *pavement+06_b030.png*

specular map: *pavement+06_s100+(g015).png*

plaster

plaster 01

+	1500 x 1500 (2,3mpix)		
D 100%	S 10%	B 30%	
T	G < B 100%	R	
~2,0m x 2,0m			

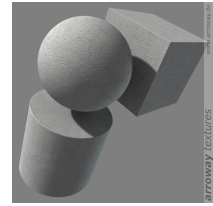


diffuse map: *plaster+01_d100+(s010).png*

bump map: *plaster+01_b030+g100.png*

plaster 02

+	1500 x 1500 (2,3mpix)		
D 100%	S 20%	B 30%	
T	G < B 100%	R	
~1,5m x 1,5m			

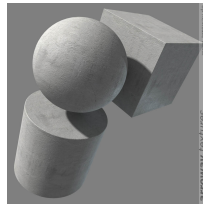


diffuse map: *plaster+02_d100+(s020).png*

bump map: *plaster+02_b030+g100.png*

plaster 03

+	1600 x 1600 (2,6mpix)		
D 100%	S < B 100%	B 30%	
T	G 50%	R	
~2,0m x 2,0m			



diffuse map: *plaster+03_d100+(g050).png*

bump map: *plaster+03_b030+s100.png*

plaster 04

+	5500 x 3600 (19,8mpix)		
D 100%	S 50%	B 15%	
T	G 0%	R	
~2,0m x 2,0m			



A large wall with white bumpy plaster

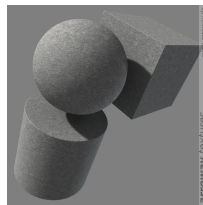
diffuse map: *plaster+04_d100.png*

bump map: *plaster+04_b015.png*

specular map: *plaster+04_s050+(g000).png*

plaster 05

+	1800 x 1800 (3,2mpix)		
D 100%	S 10%	B 30%	
T	G < B 100%	R	
~2,0m x 2,0m			



diffuse map: *plaster+05_d100+(s010).png*

bump map: *plaster+05_b030+g100.png*

plaster 06

←	12000 x 4700 (56,4mpix)		
D 100%	S 100%	B 30%	
T	G 50%	R	
~4,6m x 1,8m			



A rough-plastered wall

diffuse map: *plaster+06_d100.png*

bump map: *plaster+06_b030.png*

specular map: *plaster+06_s100+(g050).png*

plaster 07

+	1200 x 1200 (1,4mpix)		
D 100%	S < B 15%	B 15%	
T	G 0%	R	
~2,0m x 2,0m			



diffuse map: *plaster+07_d100+(g000).png*

bump map: *plaster+07_b015+s015.png*

plaster 08

←	6000 x 4900 (29,4mpix)		
D 100%	S 100%	B 30%	
T	G < S 100%	R	
~4,5m x 3,8m			



A large wall with a base of washed concrete slabs

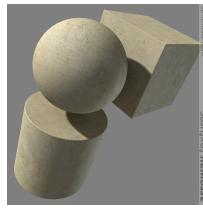
diffuse map: *plaster+08_d100.png*

bump map: *plaster+08_b030.png*

specular map: *plaster+08_s100+g100.png*

plaster 09

⊕	1700 x 1700 (2,9mpix)	
D 100%	S 25%	B 30%
T	G 0%	R
~2,5m x 2,5m		



diffuse map: *plaster+09_d100.png*
 bump map: *plaster+09_b030.png*
 specular map: *plaster+09_s025+(g000).png*

plaster 10

⊕	1700 x 1700 (2,9mpix)	
D 100%	S 50%	B 30%
T	G 0%	R
~2,5m x 2,5m		



diffuse map: *plaster+10_d100.png*
 bump map: *plaster+10_b030.png*
 specular map: *plaster+10_s050+(g000).png*

plaster 11

⊕	1500 x 1500 (2,3mpix)	
D 100%	S 25%	B 30%
T	G < S 100%	R
~2,0m x 2,0m		



diffuse map: *plaster+11_d100.png*
 bump map: *plaster+11_b030.png*
 specular map: *plaster+11_s025+g100.png*

plaster 12

↔	1900 x 2000 (3,8mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~3,0m x 3,0m		



An old plastered Wall with weatherings

diffuse map: *plaster+12_d100+(s000)+(g000).png*
 bump map: *plaster+12_b030.png*

plaster 13

↔	3900 x 1200 (4,7mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~11,0m x 3,4m		

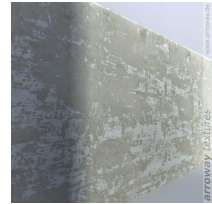


An old plastered Wall with weatherings

diffuse map: *plaster+13_d100+(s000)+(g000).png*
 bump map: *plaster+13_b030.png*

plaster 14

↔	4000 x 2500 (10,0mpix)	
D 100%	S 0%	B 20%
T	G 0%	R
~12,0m x 7,5m		



Plastered wall; unevenly discoloured

diffuse map: *plaster+14_d100+(s000)+(g000).png*
 bump map: *plaster+14_b020.png*

plaster 15

↔	2500 x 1800 (4,5mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~4,0m x 2,9m		



A plastered wall; the bottom part has a different color for some reason

diffuse map: *plaster+15_d100+(s000)+(g000).png*
 bump map: *plaster+15_b030.png*

plaster 16

↔	1800 x 2600 (4,7mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~1,0m x 1,5m		



Plaster with strong weatherings

diffuse map: *plaster+16_d100+(s000)+(g000).png*
 bump map: *plaster+16_b030.png*

plaster 17

↔	1800 x 2600 (4,7mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~1,0m x 1,5m		



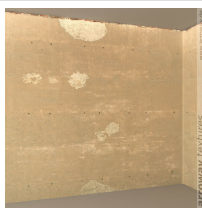
Plaster with strong weatherings

diffuse map: *plaster+17_d100+(s000)+(g000).png*

bump map: *plaster+17_b030.png*

plaster 19

↔	2100 x 1800 (3,8mpix)	
D 100%	S 0%	B 50%
T	G 0%	R
~8,0m x 7,0m		



An old plastered wall

diffuse map: *plaster+19_d100+(s000)+(g000).png*

bump map: *plaster+19_b050.png*

plaster 21

↔	8000 x 1600 (12,8mpix)	
D 100%	S 0%	B 50%
T	G 0%	R
~8,0m x 1,6m		



diffuse map: *plaster+21_d100+(s000)+(g000).png*

bump map: *plaster+21_b050.png*

plaster 23

Ornaments		
↔	2600 x 6000 (15,6mpix)	
D 100%	S 25%	B 15%
T	G < S 100%	R
~1,0m x 2,3m		



An old plastered indoor wall with ornaments

diffuse map: *plaster+23_d100.png*

bump map: *plaster+23_b015.png*

specular map: *plaster+23_s025+g100.png*

plaster 18

↕	2600 x 2600 (6,8mpix)	
D 100%	S 0%	B 30%
T	G 0%	R
~4,0m x 4,0m		



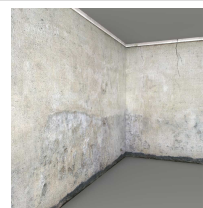
A large plastered wall with frame-decor

diffuse map: *plaster+18_d100+(s000)+(g000).png*

bump map: *plaster+18_b030.png*

plaster 20

↔	6000 x 3000 (18,0mpix)	
D 100%	S 100%	B 50%
T	G 30%	R
~8,0m x 4,0m		



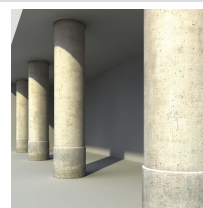
diffuse map: *plaster+20_d100.png*

bump map: *plaster+20_b050.png*

specular map: *plaster+20_s100+(g030).png*

plaster 22

Plastered Column		
↔	2400 x 8300 (19,9mpix)	
D 100%	S 25%	B 15%
T	G	R
~1,0m x 3,5m		



A plastered Column

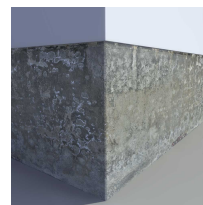
diffuse map: *plaster+22_d100.png*

bump map: *plaster+22_b015.png*

specular map: *plaster+22_s025.png*

plaster 24

Efflorescences		
↔	6300 x 2400 (15,1mpix)	
D 100%	S 25%	B 50%
T	G 0%	R
~4,0m x 1,5m		



A plastered wall with efflorescences

diffuse map: *plaster+24_d100.png*

bump map: *plaster+24_b050.png*

specular map: *plaster+24_s025+(g000).png*

plaster 25

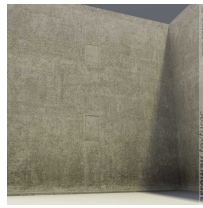
Big Wall

↔ 3400 x 3400 (11,6mpix)

D 100% **S 25%** **B 20%**

T **G 0%** R

~6,0m x 6,0m



A big plastered wall

diffuse map: *plaster+25_d100.png*

bump map: *plaster+25_b020.png*

specular map: *plaster+25_s025+(g000).png*

plaster 26

Frame Decoration

⊕ 3000 x 3600 (10,8mpix)

D 100% S **B 15%**

T G R

~0,8m x 1,0m



Plaster with frame decoration

diffuse map: *plaster+26_d100.png*

bump map: *plaster+26_b015.png*

stone

stone granite 01

Granite

⊕ 6000 x 4000 (24,0mpix)

D 100% **S 100%** B

T G R

~40,0cm x 27,0cm



Smoothed but not polished

diffuse map: *stone+granite+01_d100.png*

specular map: *stone+granite+01_s100.png*

stone sandstone 01

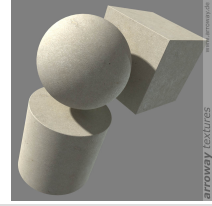
Sandstone

⊕ 1600 x 1600 (2,6mpix)

D 100% **S 100%** **B 15%**

T **G 10%** R

~0,5m x 0,5m



diffuse map: *stone+sandstone+01_d100.png*

bump map: *stone+sandstone+01_b015.png*

specular map: *stone+sandstone+01_s100+(g010).png*

stone sandstone 02

Sandstone

⊕ 1600 x 1600 (2,6mpix)

D 100% **S 100%** **B 10%**

T **G 10%** R

~0,5m x 0,5m



diffuse map: *stone+sandstone+02_d100.png*

bump map: *stone+sandstone+02_b010.png*

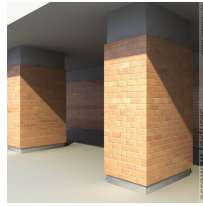
specular map: *stone+sandstone+02_s100+(g010).png*

tiles

tiles 01

brown, glazed

⊕	2000 x 3100 (6,2mpix)	
D 100%	S 100%	B 15%
T	G 70%	R
~1,6m x 2,5m		



Glazed brown tiles

diffuse map: *tiles+01_d100.png*

bump map: *tiles+01_b015.png*

specular map: *tiles+01_s100+(g070).png*

tiles 02

White Tiles

⊕	2400 x 6000 (14,4mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~0,8m x 2,0m		



White flamed tiles; a little dirt

diffuse map: *tiles+02_d100.png*

bump map: *tiles+02_b030.png*

specular map: *tiles+02_s100+g100.png*

tiles 03

Sandstone

⊕	4000 x 4000 (16,0mpix)	
D 100%	S 100%	B 15%
T	G 20%	R
~1,5m x 1,5m		



Large sandstone slabs

diffuse map: *tiles+03_d100.png*

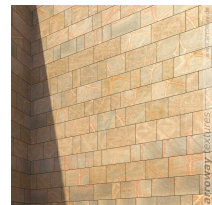
bump map: *tiles+03_b015.png*

specular map: *tiles+03_s100+(g020).png*

tiles 04

Red Porphyry

⊕	3800 x 6900 (26,2mpix)	
D 100%	S 50%	B 11%
T	G 10%	R
~4,0m x 7,3m		



Large tiles of red porphyry

diffuse map: *tiles+04_d100.png*

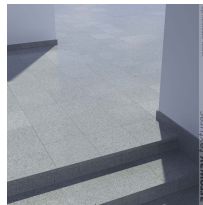
bump map: *tiles+04_b0115.png*

specular map: *tiles+04_s050+(g010).png*

tiles 05

Granite

⊕	5000 x 5000 (25,0mpix)	
D 100%	S 50%	B 10%
T	G < S 50%	R
~7,0m x 7,0m		



Tiles of polished granite

diffuse map: *tiles+05_d100.png*

bump map: *tiles+05_b010.png*

specular map: *tiles+05_s050+g050.png*

tiles 06

Brown Slate

⊕	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 10%
T	G < S 100%	R
~8,0m x 8,0m		



Tiles of polished brown slate

diffuse map: *tiles+06_d100.png*

bump map: *tiles+06_b010.png*

specular map: *tiles+06_s100+g100.png*

tiles 07

Wall Tiles

⊕	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 30%
T	G 70%	R
~2,0m x 2,0m		



Large stone tiles with some dirt

diffuse map: *tiles+07_d100.png*

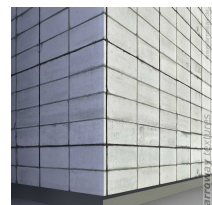
bump map: *tiles+07_b030.png*

specular map: *tiles+07_s100+(g070).png*

tiles 08

Concrete Slabs

⊕	7500 x 3500 (26,3mpix)	
D 100%	S 100%	B 15%
T	G < S 100%	R
~4,0m x 1,9m		



diffuse map: *tiles+08_d100.png*

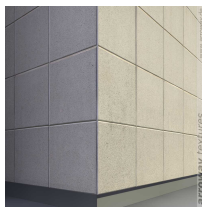
bump map: *tiles+08_b015.png*

specular map: *tiles+08_s100+g100.png*

tiles 09

Artificial Sandstone

+	5600 x 5600 (31,4mpix)	
D 100%	S 100%	B 20%
T	G < S 100%	R
~3,2m x 3,2m		



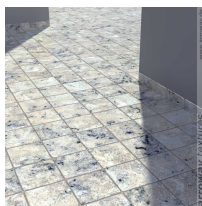
large wall tiles of artificial sandstone

diffuse map: *tiles+09_d100.png*
 bump map: *tiles+09_b020.png*
 specular map: *tiles+09_s100+g100.png*

tiles 11

Stone Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 50%	B 15%
T	G < S 50%	R
~6,0m x 6,0m		



diffuse map: *tiles+11_d100.png*
 bump map: *tiles+11_b015.png*
 specular map: *tiles+11_s050+g050.png*

tiles 13

Stone Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 15%
T	G 25%	R
~7,5m x 7,5m		



diffuse map: *tiles+13_d100.png*
 bump map: *tiles+13_b015.png*
 specular map: *tiles+13_s100+(g025).png*

tiles 15

Stone Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~6,0m x 6,0m		



diffuse map: *tiles+15_d100.png*
 bump map: *tiles+15_b030.png*
 specular map: *tiles+15_s100+g100.png*

tiles 10

Stone Tiles

+	4000 x 4000 (16,0mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~8,0m x 8,0m		



diffuse map: *tiles+10_d100.png*
 bump map: *tiles+10_b030.png*
 specular map: *tiles+10_s100+g100.png*

tiles 12

Polygonal Tiles

+	6000 x 6000 (36,0mpix)	
D 100%	S 100%	B 5%
T	G < S 50%	R
~8,0m x 0,0m		



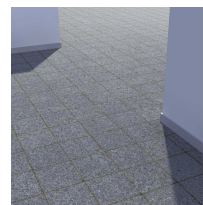
Large polygonal tiles of smooth marble

diffuse map: *tiles+12_d100.png*
 bump map: *tiles+12_b005.png*
 specular map: *tiles+12_s100+g050.png*

tiles 14

Concrete Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 25%
T	G < S 100%	R
~5,0m x 5,0m		



Very rough concrete slabs

diffuse map: *tiles+14_d100.png*
 bump map: *tiles+14_b025.png*
 specular map: *tiles+14_s100+g100.png*

tiles 16

Stone Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 5%
T	G < S 100%	R
~5,0m x 5,0m		



Slabs of artificial sandstone

diffuse map: *tiles+16_d100.png*
 bump map: *tiles+16_b005.png*
 specular map: *tiles+16_s100+g100.png*

tiles 17

Stone Tiles

+	8000 x 8000 (64,0mpix)	
D 100%	S 100%	B 5%
T	G < S 100%	R
~8,0m x 8,0m		



Large slabs of artificial sandstone

diffuse map: *tiles+17_d100.png*
bump map: *tiles+17_b005.png*
specular map: *tiles+17_s100+g100.png*

tiles 18

Polygonal Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~6,0m x 6,0m		



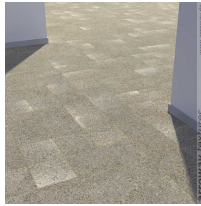
Large polygonal slabs of porphyry

diffuse map: *tiles+18_d100.png*
bump map: *tiles+18_b030.png*
specular map: *tiles+18_s100+g100.png*

tiles 19

Concrete Tiles

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 20%
T	G < S 100%	R
~6,5m x 6,5m		



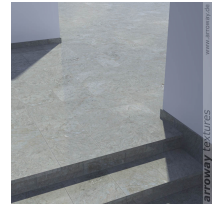
Very rough and mossy concrete slabs

diffuse map: *tiles+19_d100.png*
bump map: *tiles+19_b020.png*
specular map: *tiles+19_s100+g100.png*

tiles 20

Stone Tiles

+	6000 x 6000 (36,0mpix)	
D 100%	S 100%	B 10%
T	G < S 100%	R
~8,0m x 8,0m		



Large tiles of polished marble

diffuse map: *tiles+20_d100.png*
bump map: *tiles+20_b010.png*
specular map: *tiles+20_s100+g100.png*

misc

misc cardboard 01

Cardboard

⊕	3000 x 2000 (6,0mpix)	
D 100%	S 5%	B 2%
T	G 20%	R
~0,7m x 0,5m		



Corresponding to 'cardboard edge 01'

diffuse map: *misc+cardboard+01_d100.png*
 bump map: *misc+cardboard+01_b002.png*
 specular map: *misc+cardboard+01_s005+(g020).png*

misc cardboard edge 01

Cardboard Edge

→	2699 x 38 (0,1mpix)	
D 100%	S 0%	B 10%
T	G 0%	R
~46,0cm x 0,5cm		



Corresponding to 'cardboard 01'

diffuse map: *misc+cardboard+edge+01_d100+(s000)+(g000).png*
 bump map: *misc+cardboard+edge+01_b010.png*

misc roller shutter 01

Shutter

⊕	2700 x 2700 (7,3mpix)	
D 100%	S 100%	B 15%
T	G < S 100%	R
~2,0m x 2,0m		



Same as 'roller shutter 02' but clean

diffuse map: *misc+roller+shutter+01_d100.png*
 bump map: *misc+roller+shutter+01_b015.png*
 specular map: *misc+roller+shutter+01_s100+g100.png*

misc roller shutter 02

Shutter

⊕	2700 x 2700 (7,3mpix)	
D 100%	S 100%	B 15%
T	G < S 100%	R
~2,0m x 2,0m		



Same as 'roller shutter 01' but dirty

diffuse map: *misc+roller+shutter+02_d100.png*
 bump map: *misc+roller+shutter+02_b015.png*
 specular map: *misc+roller+shutter+02_s100+g100.png*

misc roller shutter 03

Shutter

□	4000 x 4800 (19,2mpix)	
D 100%	S 100%	B 30%
T	G < S 100%	R
~1,2m x 1,5m		



A shutter of aluminium; rather old and dirty

diffuse map: *misc+roller+shutter+03_d100.png*
 bump map: *misc+roller+shutter+03_b030.png*
 specular map: *misc+roller+shutter+03_s100+g100.png*

misc stamp 01

Stamp

□	3000 x 1800 (5,4mpix)		
D	S	B	
T 100%	G	R	
~20,0cm x 12,0cm			



'FRAGILE - Handle With Care - DO NOT DROP!'

transparency map: *misc+stamp+01_o100.png*