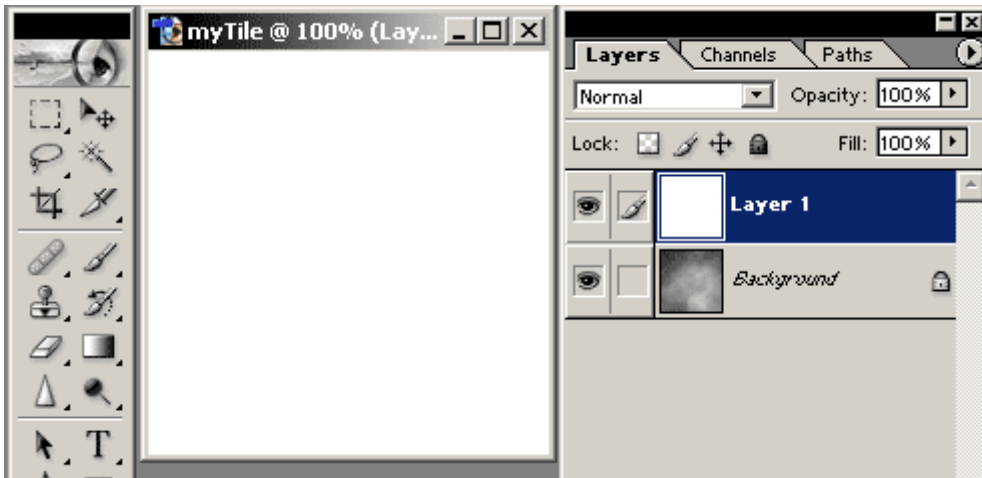# MAKE TILES

1- Make a new blank 200X200 pixel rgb image.
2- Make sure your foreground and backround color are set to black and white
3- Create clouds: Filter>Render>Clouds.
3- Make a new layer (Layers>New Layer). Fill it with white (Edit>Fill...). This layer will be used for drawing the "grooves" between the tiles.

4- On that layer, using a hard edge brush, draw thick black lines (mine were 8 pixels wide) to create your tile pattern. On the edges of the image, try to draw lines that are half the thickness of other grooves (4 pixels in my tiles): when the tile will be repeated, two adjacent half-lines will then have the correct thickness, helping your pattern to appear seamless.
5- Use other brushes to draw cracks and bumps in the same layer.
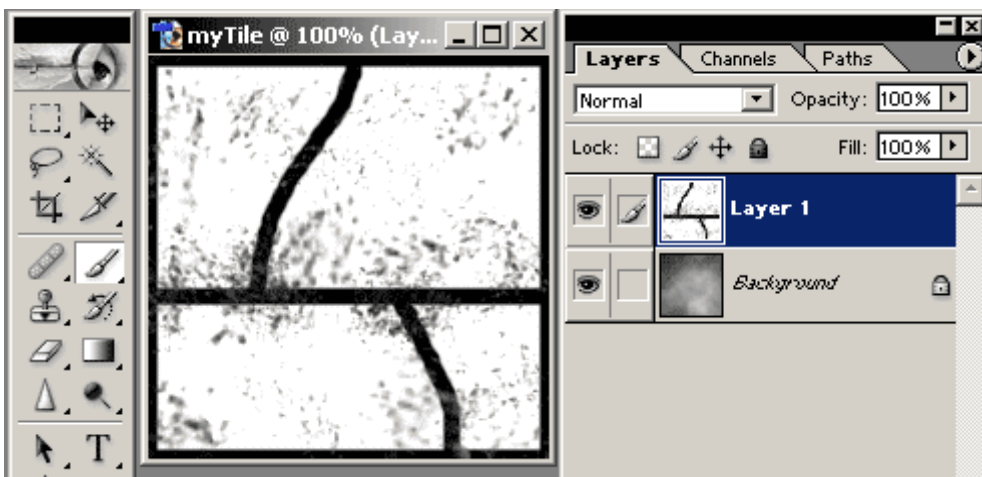
6- Use Filter>Sketch>Torn Edges to make the lines and patterns you just did quite uneven. My settings were Image Balance 46, Smootness 12, Contrast 19, but of course you can play with the values...
7- set the blending mode of that layer to Multiply.
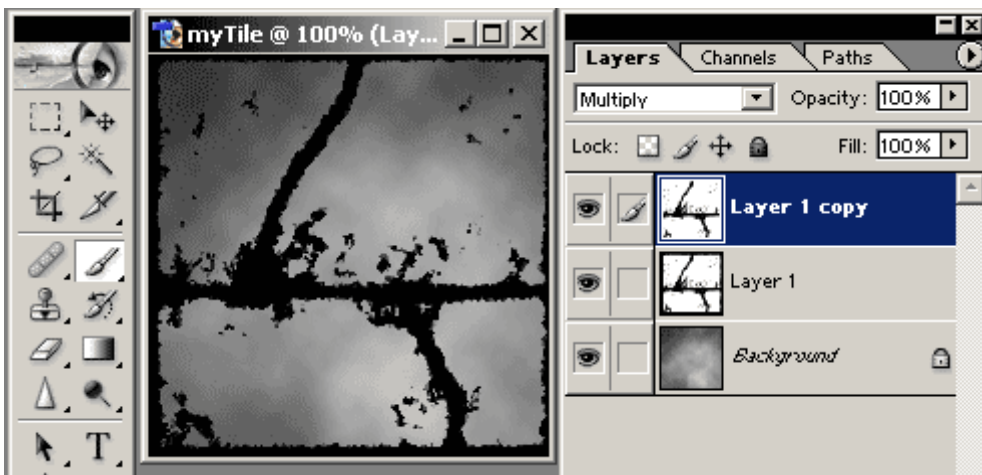
8- Make a copy of that layer. Put it on top of the original.
9- Blur that copied layer (Filter>Blur>Gaussian Blur) then make sure its blending mode is set to Multiply.This should let you see the original line layer underneath, and the blurred layer will seem to give it a strange shadowy look.
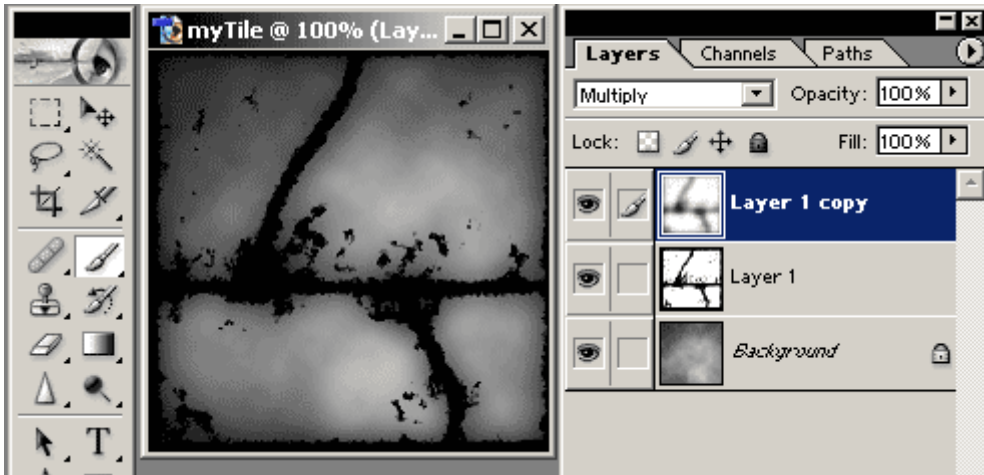
10- Merge all layers together. Now, you should have just one layer wich looks like a crude greyscale version of your final tile.
11- Name that layer "Emboss" (by double clicking on it). Duplicate that layer (layer>Duplicate). Name the duplicate "Top Layer". This duplicate should be on top of the Emboss layer.
12- Set the blending mode of the Top layer to Overlay.
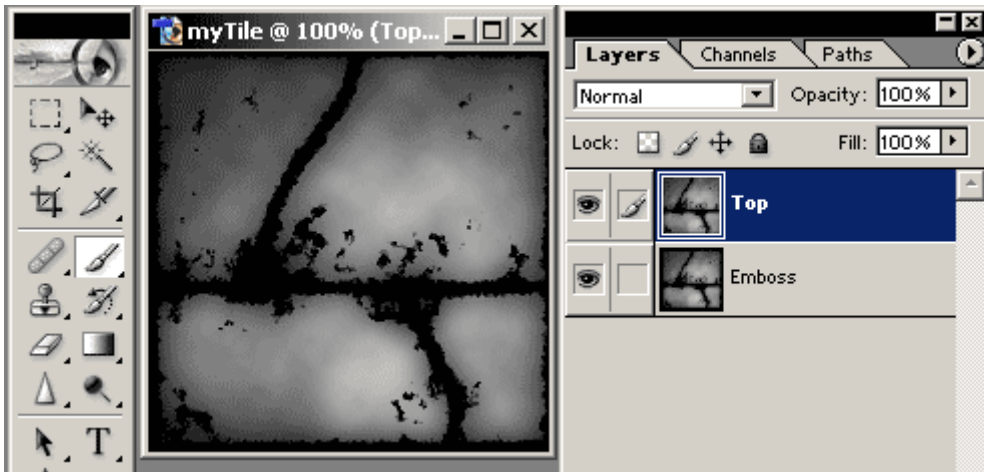
13- Make sure the Emboss layer is active, then do Filter>Stylize>Emboss. This should give you a 3d looking texturing, but be carefull: low parameters are more realistic here. You will notice the embossing seems reversed: to correct this, Image>Adjustments>Invert (Ctrl+i)
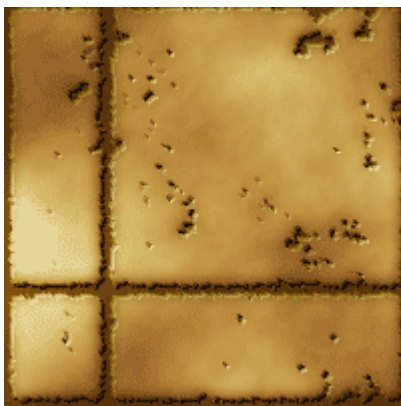
14- Use Image>Adjustments>Hue/Saturation (don't forget to check the Colorize check box in the dialog) to apply the colors you want to the Top and Emboss layers.
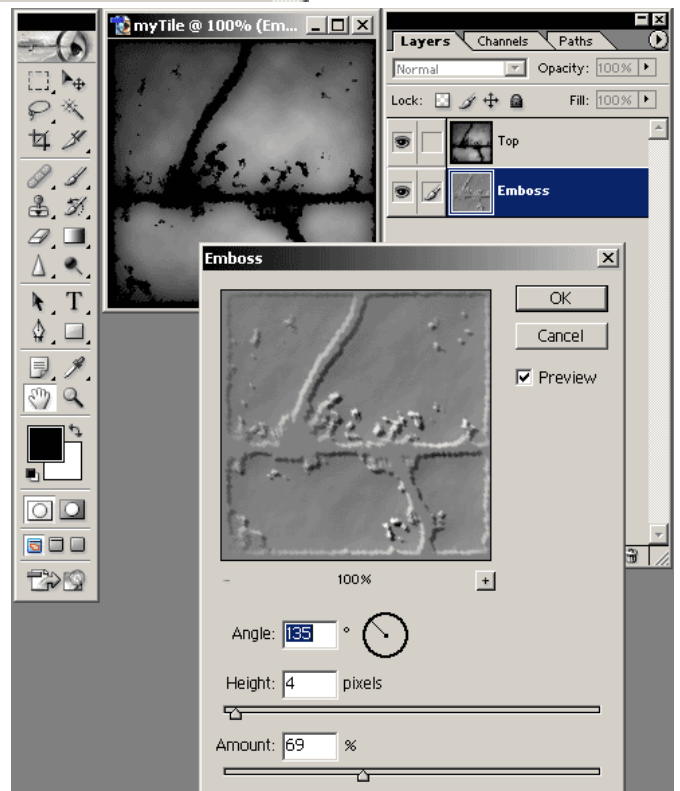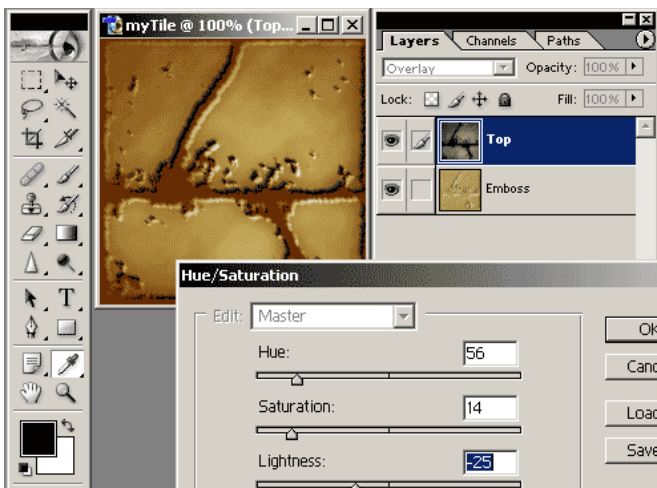
15- As an option, if you want to add a bit more dirt and depth, you can create another cloud layer on top of the actual layers, set its blending mode to Overlay.

Here is another example of tile made with this technique:

Again, the same texture but this time, I added a premade rock texture on top of everything, with the Hard Light blending mode...

Base layer (underneath)   **Top layer (with Hard Light blending mode)**   **result...**
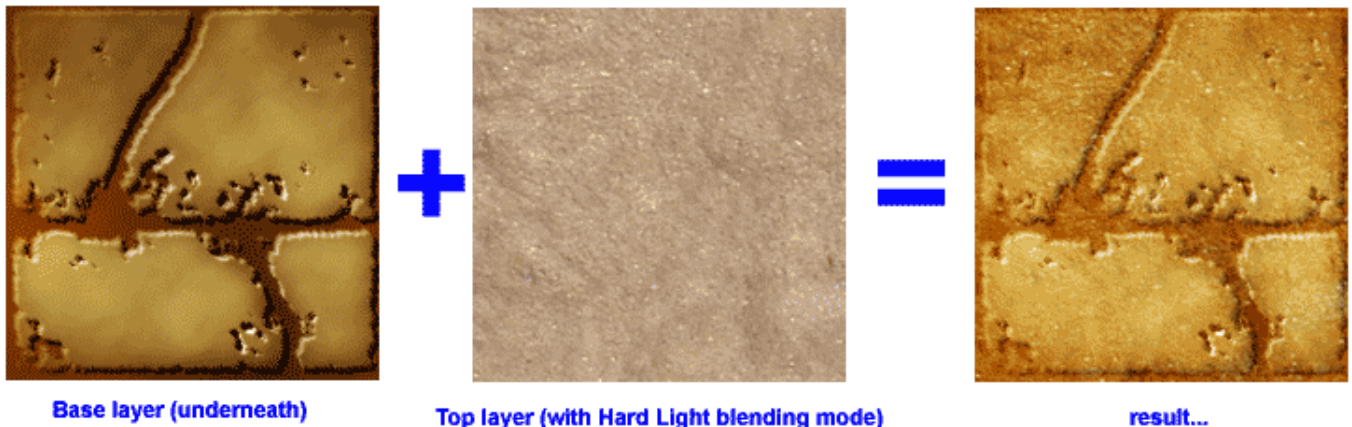
As for the floor patterns (scarab, cat, lotus, etc) were first hand drawn on paper. I only

drew halves, as I know I could use Photoshop to replicate and flip it to make a whole drawing.

This way, I save time and I'm 100% sure it is symmetrical. Before scanning, I used a felt marker to go over my pencil lines to make them thicker. It scans better this way. In Photoshop, it was also easier to isolate the drawing from the white background. Just correct the whites with Brighness/Contrast. I copy/pasted the whole layer to a new alpha layer then loaded that channel as a selection: this way you only get the drawing (dark lines) selected and you can go back to your regular layers, make a new layer and fill it the color you want.

For my part, I filled the selected "lines" with a cork pattern. I then used layer effects to add some outer glow (yellowish) and some bevel (raised edges effect).