



# *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](http://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

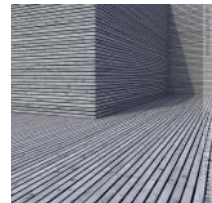
Narrow Boards

↕ 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

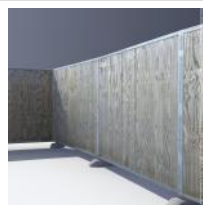
Site Fence

↔ 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

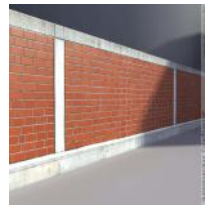
Concrete Wall

↔ 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

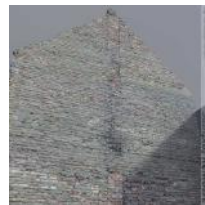
Gable Wall

⊕ 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

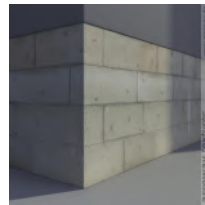
Sandstone Blocks

⊕ 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)	
<b>D 100%</b>	<b>S 50%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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 10

Clinker Wall

↕	6700 x 2600 (17,4mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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 11

Brick Wall

↔	3800 x 2800 (10,6mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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 12

Sandstone Column

↔	2800 x 5000 (14,0mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 15%</b>
T	<b>G 0%</b>	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 13

Brick Wall

↔	5000 x 7700 (38,5mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 10%</b>
T	<b>G &lt; S 10%</b>	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 14

Concrete Bricks

↕	8000 x 5600 (44,8mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 10%</b>
T	<b>G &lt; S 10%</b>	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 15

Foundation Wall

↔	5300 x 1900 (10,1mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 20%</b>
T	<b>G 0%</b>	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 16

Sandstone Arcs

↔	7700 x 2500 (19,3mpix)	
<b>D 100%</b>	<b>S 15%</b>	<b>B 15%</b>
T	<b>G 10%</b>	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)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 15%</b>
T	<b>G 10%</b>	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)	
<b>D 100%</b>	<b>S 15%</b>	<b>B 15%</b>
T	<b>G 10%</b>	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)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 15%</b>
T	<b>G &lt; S 50%</b>	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

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### concrete 01

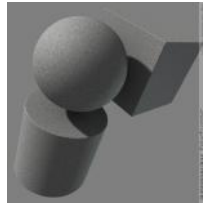
Washed Concrete

⊕ 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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 25%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 70%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 70%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G 10%</b>	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)	
<b>D 100%</b>	<b>S 75%</b>	<b>B 30%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
<b>T 100%</b>	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G 25%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G 25%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G 50%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G 50%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G 50%</b>	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

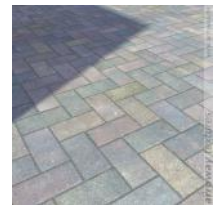
Concrete Pavement

⊕ 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

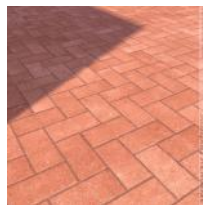
Concrete Pavement

⊕ 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

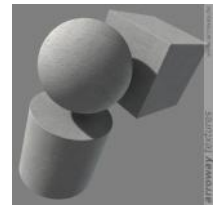
+	1500 x 1500 (2,3mpix)		
<b>D 100%</b>	<b>S 10%</b>	<b>B 30%</b>	
T	<b>G &lt; B 100%</b>	R	
~2,0m x 2,0m			



diffuse map: *plaster+01\_d100+(s010).png*  
 bump map: *plaster+01\_b030+g100.png*

### plaster 02

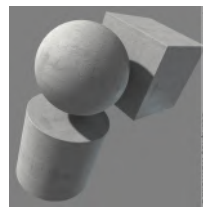
+	1500 x 1500 (2,3mpix)		
<b>D 100%</b>	<b>S 20%</b>	<b>B 30%</b>	
T	<b>G &lt; B 100%</b>	R	
~1,5m x 1,5m			



diffuse map: *plaster+02\_d100+(s020).png*  
 bump map: *plaster+02\_b030+g100.png*

### plaster 03

+	1600 x 1600 (2,6mpix)		
<b>D 100%</b>	<b>S &lt; B 100%</b>	<b>B 30%</b>	
T	<b>G 50%</b>	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)		
<b>D 100%</b>	<b>S 50%</b>	<b>B 15%</b>	
T	<b>G 0%</b>	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)		
<b>D 100%</b>	<b>S 10%</b>	<b>B 30%</b>	
T	<b>G &lt; B 100%</b>	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)		
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>	
T	<b>G 50%</b>	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)		
<b>D 100%</b>	<b>S &lt; B 15%</b>	<b>B 15%</b>	
T	<b>G 0%</b>	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)		
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>	
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 50%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 20%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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 18

↕	2600 x 2600 (6,8mpix)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 30%</b>
T	<b>G 0%</b>	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 19

↔	2100 x 1800 (3,8mpix)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 50%</b>
T	<b>G 0%</b>	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 20

↔	6000 x 3000 (18,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 50%</b>
T	<b>G 30%</b>	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 21

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



diffuse map: *plaster+21\_d100+(s000)+(g000).png*  
 bump map: *plaster+21\_b050.png*

## plaster 22

↔	2400 x 8300 (19,9mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 15%</b>
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 23

Ornaments		
↔	2600 x 6000 (15,6mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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 24

Efflorescences		
↔	6300 x 2400 (15,1mpix)	
<b>D 100%</b>	<b>S 25%</b>	<b>B 50%</b>
T	<b>G 0%</b>	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

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### 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

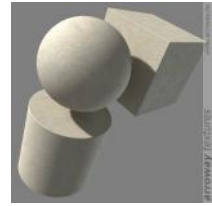
Sandstone

⊕ 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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G 70%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 50%</b>	<b>B 11%</b>
T	<b>G 10%</b>	R
~4,0m x 7,3m		



Large tiles of red porphyry

diffuse map: *tiles+04\_d100.png*

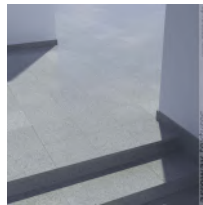
bump map: *tiles+04\_b0115.png*

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

### tiles 05

Granite

⊕	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 50%</b>	<b>B 10%</b>
T	<b>G &lt; S 50%</b>	R
~7,0m x 7,0m		



Tiles of polished granite

diffuse map: *tiles+05\_d100.png*

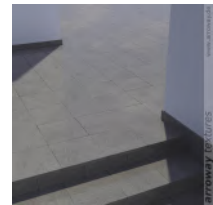
bump map: *tiles+05\_b010.png*

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

### tiles 06

Brown Slate

⊕	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G 70%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 20%</b>
T	<b>G &lt; S 100%</b>	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 10

Stone Tiles

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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 11

Stone Tiles

+	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 50%</b>	<b>B 15%</b>
T	<b>G &lt; S 50%</b>	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 12

Polygonal Tiles

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 50%</b>	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 13

Stone Tiles

+	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G 25%</b>	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 14

Concrete Tiles

+	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 25%</b>
T	<b>G &lt; S 100%</b>	R
~5,0m x 5,0m		



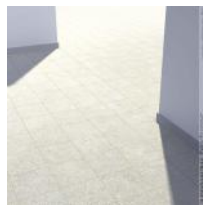
Very rough concrete slabs

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

## tiles 15

Stone Tiles

+	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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 16

Stone Tiles

+	5000 x 5000 (25,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 20%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 5%</b>	<b>B 2%</b>
T	<b>G 20%</b>	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)	
<b>D 100%</b>	<b>S 0%</b>	<b>B 10%</b>
T	<b>G 0%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	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)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	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	
<b>T 100%</b>	G	R	
~20,0cm x 12,0cm			



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

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