



# *arroway* *textures* tiles - volume one

This collection on DVD contains 56 professional multi-layered textures in highest resolution (6000x6000 Pixel and 4000x4000 Pixel). 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: *facade, floor, lobby, patio* and *plaza*.

For further information to this and other products, please visit our website: [www.arroway.de](http://www.arroway.de)

## facade

### tiles 21

Brick cladding, white

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Brick cladding, white, glazed

diffuse map: *tiles-21\_d100.png*

bump map: *tiles-21\_b005.png*

specular map: *tiles-21\_s100-g100-r100.png*

### tiles 22

Brick cladding, clinker-style

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 50%</b>
~6,0m x 6,0m		



Brick cladding, clinker-style

diffuse map: *tiles-22\_d100.png*

bump map: *tiles-22\_b005.png*

specular map: *tiles-22\_s100-g100-r050.png*

### tiles 23

Brick cladding

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 90%</b>
~4,0m x 4,0m		



Brick cladding, brown and rough

diffuse map: *tiles-23\_d100.png*

bump map: *tiles-23\_b005.png*

specular map: *tiles-23\_s100-g100-r090.png*

### tiles 24

Brick cladding, flamed

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Brick cladding, white, flamed

diffuse map: *tiles-24\_d100.png*

bump map: *tiles-24\_b005.png*

specular map: *tiles-24\_s100-g100-r100.png*

### tiles 25

Brick cladding, red

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Brick cladding, red, glazed

diffuse map: *tiles-25\_d100.png*

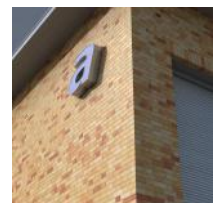
bump map: *tiles-25\_b005.png*

specular map: *tiles-25\_s100-g100-r100.png*

### tiles 26

Brick cladding, yellow

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 2%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Brick cladding, yellow, glazed

diffuse map: *tiles-26\_d100.png*

bump map: *tiles-26\_b002.png*

specular map: *tiles-26\_s100-g100-r100.png*

## tiles 27

Mosaic 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>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



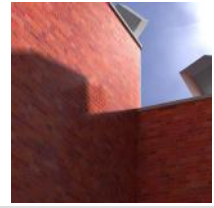
Mosaic Tiles, glazed; Color variations: yellow, blue

diffuse map: *tiles-27\_d100.png*  
diffuse map (2): *tiles-27\_d100\_2.png*  
bump map: *tiles-27\_b010.png*  
specular map: *tiles-27\_s100-g100-r100.png*

## tiles 28

Wall Tiles, red

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 2%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



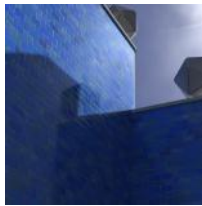
Wall Tiles, glazed, red

diffuse map: *tiles-28\_d100.png*  
bump map: *tiles-28\_b002.png*  
specular map: *tiles-28\_s100-g100-r100.png*

## tiles 29

Wall Tiles, blue

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 2%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Wall Tiles, glazed, blue

diffuse map: *tiles-29\_d100.png*  
bump map: *tiles-29\_b002.png*  
specular map: *tiles-29\_s100-g100-r100.png*

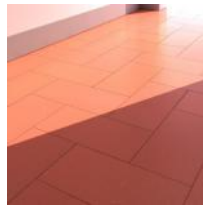
## floor

---

### tiles 30

Floor Tiles, Terracotta

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~3,0m x 3,0m		



Floor Tiles, Terracotta

diffuse map: *tiles-30\_d100.png*

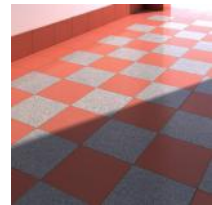
bump map: *tiles-30\_b005.png*

specular map: *tiles-30\_s100-g100-r100.png*

### tiles 31

Floor Tiles, Terracotta / Granite

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 1%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~3,0m x 3,0m		



Floor Tiles, Terracotta / Granite

diffuse map: *tiles-31\_d100.png*

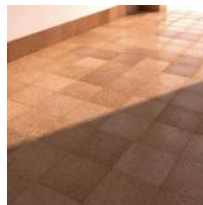
bump map: *tiles-31\_b001.png*

specular map: *tiles-31\_s100-g100-r100.png*

### tiles 32

Floor Tiles, brown

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 50%</b>
~6,0m x 6,0m		



Floor Tiles, brown

diffuse map: *tiles-32\_d100.png*

bump map: *tiles-32\_b010.png*

specular map: *tiles-32\_s100-g100-r050.png*

### tiles 33

Floor Tiles, red

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 1%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~5,0m x 5,0m		



Floor Tiles, red

diffuse map: *tiles-33\_d100.png*

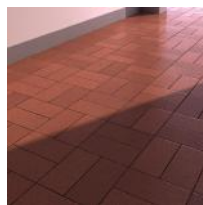
bump map: *tiles-33\_b001.png*

specular map: *tiles-33\_s100-g100-r100.png*

### tiles 34

Floor Tiles, red-brown

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



Floor Tiles, glazed, red-brown

diffuse map: *tiles-34\_d100.png*

bump map: *tiles-34\_b005.png*

specular map: *tiles-34\_s100-g100-r100.png*

### tiles 35

Floor/Wall Tiles, white

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Floor/Wall Tiles, smooth, white

diffuse map: *tiles-35\_d100.png*

bump map: *tiles-35\_b010.png*

specular map: *tiles-35\_s100-g100-r100.png*

## lobby

### tiles 36

Floor Slabs, Limestone

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Limestone, polished

diffuse map: *tiles-36\_d100.png*

bump map: *tiles-36\_b005.png*

specular map: *tiles-36\_s100-g100-r100.png*

### tiles 37

Floor Slabs, Granite

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 20%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Granite, partly polished

diffuse map: *tiles-37\_d100.png*

bump map: *tiles-37\_b020.png*

specular map: *tiles-37\_s100-g100-r100.png*

### tiles 38

Floor Slabs, Granite

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Granite, polished

diffuse map: *tiles-38\_d100.png*

bump map: *tiles-38\_b010.png*

specular map: *tiles-38\_s100-g100-r100.png*

### tiles 39

Floor Slabs, Ornament

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 1%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Ornament, polished

diffuse map: *tiles-39\_d100.png*

diffuse map (2): *tiles-39\_d100\_2.png*

bump map: *tiles-39\_b001.png*

bump map (2): *tiles-39\_b001\_2.png*

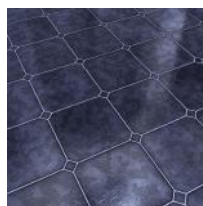
specular map: *tiles-39\_s100-g100-r100.png*

specular map (2): *tiles-39\_s100-g100-r100\_2.png*

### tiles 40

Floor Tiles, black

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 1%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Floor Tiles, black, glazed

diffuse map: *tiles-40\_d100.png*

bump map: *tiles-40\_b001.png*

specular map: *tiles-40\_s100-g100-r100.png*

### tiles 41

Floor Tiles, gray

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Tiles, gray

diffuse map: *tiles-41\_d100.png*

bump map: *tiles-41\_b005.png*

specular map: *tiles-41\_s100-g100-r100.png*

## tiles 42

Floor Tiles, white

⊕ 6000 x 6000 (36,0mpix)

**D 100%**    **S 100%**    **B 10%**

T            **G < S 100%**            R

~4,0m x 4,0m



Floor Tiles, white

diffuse map: *tiles-42\_d100.png*

bump map: *tiles-42\_b010.png*

specular map: *tiles-42\_s100-g100.png*

## tiles 43

Floor Slabs, Granite

⊕ 6000 x 6000 (36,0mpix)

**D 100%**    **S 100%**    **B 10%**

T            G            **R < S 100%**

~6,0m x 6,0m



Floor Slabs, Granite, partly polished

diffuse map: *tiles-43\_d100.png*

bump map: *tiles-43\_b010.png*

specular map: *tiles-43\_s100-100-r100.png*

## patio

### tiles 44

Paving, Clay Bricks

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	R
~5,0m x 5,0m		



Paving, Clay Bricks

diffuse map: *tiles-44\_d100.png*

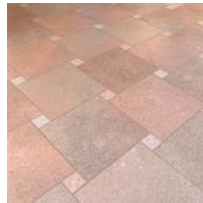
bump map: *tiles-44\_b015.png*

specular map: *tiles-44\_s100-g100.png*

### tiles 46

Floor Slabs, Ornaments

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Ornaments

diffuse map: *tiles-46\_d100.png*

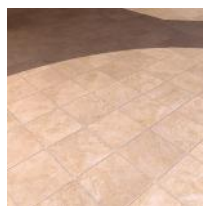
bump map: *tiles-46\_b010.png*

specular map: *tiles-46\_s100-g100-r100.png*

### tiles 48

Sandstone Slabs

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 50%</b>
~4,0m x 4,0m		



Sandstone Slabs

diffuse map: *tiles-48\_d100.png*

bump map: *tiles-48\_b015.png*

specular map: *tiles-48\_s100-g100-r050.png*

### tiles 45

Floor Slabs, brown

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, brown, rough

diffuse map: *tiles-45\_d100.png*

bump map: *tiles-45\_b005.png*

specular map: *tiles-45\_s100-g100-r100.png*

### tiles 47

Sandstone Slabs, Frame Ornaments

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Sandstone Slabs, Frame Ornaments

diffuse map: *tiles-47\_d100.png*

diffuse map (2): *tiles-47\_d100\_2.png*

bump map: *tiles-47\_b005.png*

bump map (2): *tiles-47\_b005\_2.png*

specular map: *tiles-47\_s100-g100-r100.png*

specular map (2): *tiles-47\_s100-g100-r100\_2.png*

### tiles 49

Floor Tiles, gray

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Floor Tiles, gray

diffuse map: *tiles-49\_d100.png*

bump map: *tiles-49\_b005.png*

specular map: *tiles-49\_s100-g100-r100.png*

## tiles 50

Floor Tiles, Terracotta

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Tiles, Terracotta

diffuse map: *tiles-50\_d100.png*  
bump map: *tiles-50\_b005.png*  
specular map: *tiles-50\_s100-g100-r100.png*

## tiles 52

Stone Slabs

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Stone Slabs

diffuse map: *tiles-52\_d100.png*  
bump map: *tiles-52\_b010.png*  
specular map: *tiles-52\_s100-g100-r100.png*

## tiles 54

Floor Slabs, Terrazzo

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~2,0m x 2,0m		



Floor Slabs, Terrazzo, gray

diffuse map: *tiles-54\_d100.png*  
bump map: *tiles-54\_b005.png*  
specular map: *tiles-54\_s100-g100-r100.png*

## tiles 56

Floor Slabs, Terrazzo

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~2,0m x 2,0m		



Floor Slabs, Terrazzo, brown

diffuse map: *tiles-56\_d100.png*  
bump map: *tiles-56\_b005.png*  
specular map: *tiles-56\_s100-g100-r100.png*

## tiles 51

Floor Tiles, yellow

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 75%</b>	<b>B 30%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



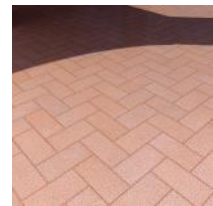
Floor Tiles, yellow

diffuse map: *tiles-51\_d100.png*  
bump map: *tiles-51\_b030.png*  
specular map: *tiles-51\_s075-g100-r100.png*

## tiles 53

Stone Slabs

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Stone Slabs

diffuse map: *tiles-53\_d100.png*  
bump map: *tiles-53\_b010.png*  
specular map: *tiles-53\_s100-g100-r100.png*

## tiles 55

Floor Slabs, Terrazzo

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~2,0m x 2,0m		



Floor Slabs, Terrazzo, blue

diffuse map: *tiles-55\_d100.png*  
bump map: *tiles-55\_b005.png*  
specular map: *tiles-55\_s100-g100-r100.png*

## tiles 57

Floor Slabs, Terrazzo

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 1%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~3,0m x 3,0m		



Floor Slabs, Terrazzo, white

diffuse map: *tiles-57\_d100.png*  
bump map: *tiles-57\_b001.png*  
specular map: *tiles-57\_s100-g100-r100.png*



## tiles 58

Polygon Slabs, Terrazzo

⊕ 6000 x 6000 (36,0mpix)

**D 100%**   **S 100%**   **B 5%**

T   **G < S 100%**   **R < S 100%**

~3,0m x 3,0m



Polygon Slabs, Terrazzo, white

diffuse map: *tiles-58\_d100.png*

bump map: *tiles-58\_b005.png*

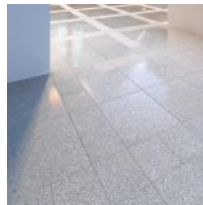
specular map: *tiles-58\_s100-g100-r100.png*

## plaza

### tiles 59

Granite Slabs, partly polished

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 15%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



Granite Slabs, partly polished

diffuse map: *tiles-59\_d100.png*  
bump map: *tiles-59\_b015.png*  
bump map (2): *tiles-59\_b015\_2.png*  
specular map: *tiles-59\_s100-g100-r100.png*  
specular map (2): *tiles-59\_s100-g100-r100\_2.png*

### tiles 60

Sanstone Slabs

+	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
~4,0m x 4,0m		



Sanstone Slabs, frame-decor

diffuse map: *tiles-60\_d100.png*  
bump map: *tiles-60\_b010.png*  
specular map: *tiles-60\_s100-g100-r100.png*

### tiles 61

"Floor Slabs, Sand/Limestone

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Floor Slabs, Sand/Limestone, frame-decor

diffuse map: *tiles-61\_d100.png*  
bump map: *tiles-61\_b010.png*  
specular map: *tiles-61\_s100-g100-r100.png*

### tiles 62

Floor Slabs, Sandstone/Granite

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~4,0m x 4,0m		



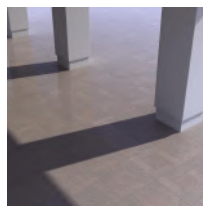
Floor Slabs, Sandstone/Granite

diffuse map: *tiles-62\_d100.png*  
bump map: *tiles-62\_b010.png*  
specular map: *tiles-62\_s100-g100-r100.png*

### tiles 63

Granite Slabs, red

+	6000 x 6000 (36,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 50%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



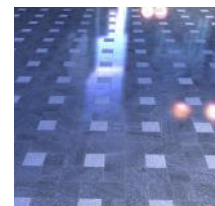
Granite Slabs, red

diffuse map: *tiles-63\_d100.png*  
bump map: *tiles-63\_b050.png*  
specular map: *tiles-63\_s100-g100-r100.png*

### tiles 64

Granit Slabs

+	4000 x 4000 (16,0mpix)	
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



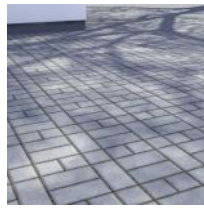
Granit Slabs, partly polished

diffuse map: *tiles-64\_d100.png*  
diffuse map (2): *tiles-64\_d100\_2.png*  
bump map: *tiles-64\_b005.png*  
bump map (2): *tiles-64\_b005\_2.png*  
specular map: *tiles-64\_s100-g100-r100.png*  
specular map (2): *tiles-64\_s100-g100-r100\_2.png*

## tiles 65

Concrete Paving

⊕ 6000 x 6000 (36,0mpix)		
<b>D 100%</b>	S	<b>B 10%</b>
T	G	R
~7,0m x 7,0m		



Concrete Paving

diffuse map: *tiles-65\_d100.png*  
bump map: *tiles-65\_b010.png*

## tiles 66

Concrete Paving

⊕ 5196 x 6000 (31,2mpix)		
<b>D 100%</b>	S	<b>B 10%</b>
T	G	R
~5,2m x 6,0m		



Concrete Paving

diffuse map: *tiles-66\_d100.png*  
bump map: *tiles-66\_b010.png*

## tiles 67

Concrete Paving

⊕ 6000 x 6000 (36,0mpix)		
<b>D 100%</b>	S	<b>B 10%</b>
T	G	R
~6,0m x 6,0m		



Concrete Paving

diffuse map: *tiles-67\_d100.png*  
bump map: *tiles-67\_b010.png*

## tiles 68

Concrete Slabs

⊕ 6000 x 6000 (36,0mpix)		
<b>D 100%</b>	<b>S 100%</b>	<b>B 20%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Concrete Slabs

diffuse map: *tiles-68\_d100.png*  
bump map: *tiles-68\_b020.png*  
specular map: *tiles-68\_s100-g100-r100.png*

## tiles 69

Concrete Slabs, Puddles

⊕ 6000 x 6000 (36,0mpix)		
<b>D 100%</b>	<b>S 100%</b>	<b>B 10%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~6,0m x 6,0m		



Concrete Slabs, Puddles

diffuse map: *tiles-69\_d100.png*  
diffuse map (2): *tiles-69\_d100\_2.png*  
bump map: *tiles-69\_b010.png*  
specular map: *tiles-69\_s100-g100-r100.png*  
specular map (2): *tiles-69\_s100-g100-r100\_2.png*

## tiles 70

Floor Slabs, Washed Concrete

⊕ 6000 x 6000 (36,0mpix)		
<b>D 100%</b>	<b>S 100%</b>	<b>B 5%</b>
T	<b>G &lt; S 100%</b>	<b>R &lt; S 100%</b>
~3,0m x 3,0m		



Floor Slabs, Washed Concrete

diffuse map: *tiles-70\_d100.png*  
bump map: *tiles-70\_b005.png*  
specular map: *tiles-70\_s100-g100-r100.png*