

BBTools Tiler

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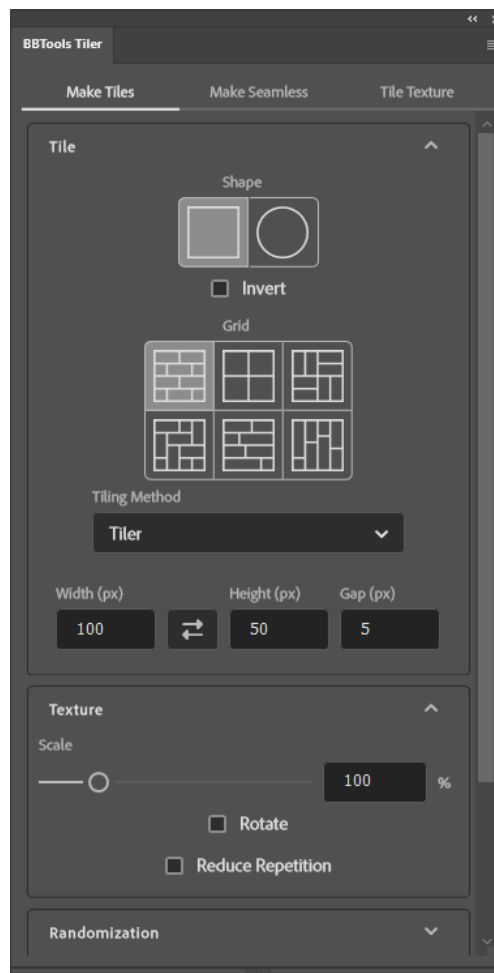
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Introduction

BBTools Tiler is a Photoshop plugin designed to simplify the creation of tiles and seamless textures. Once installed, it can be found under: *Plugins > BBTools Tiler*. The plugin supports the following languages: English, French, German, Italian, and Spanish.

BBTools Tiler is divided into two main panels:

1. BBTools Tiler (Main Panel)
2. Texture Gallery



Installation

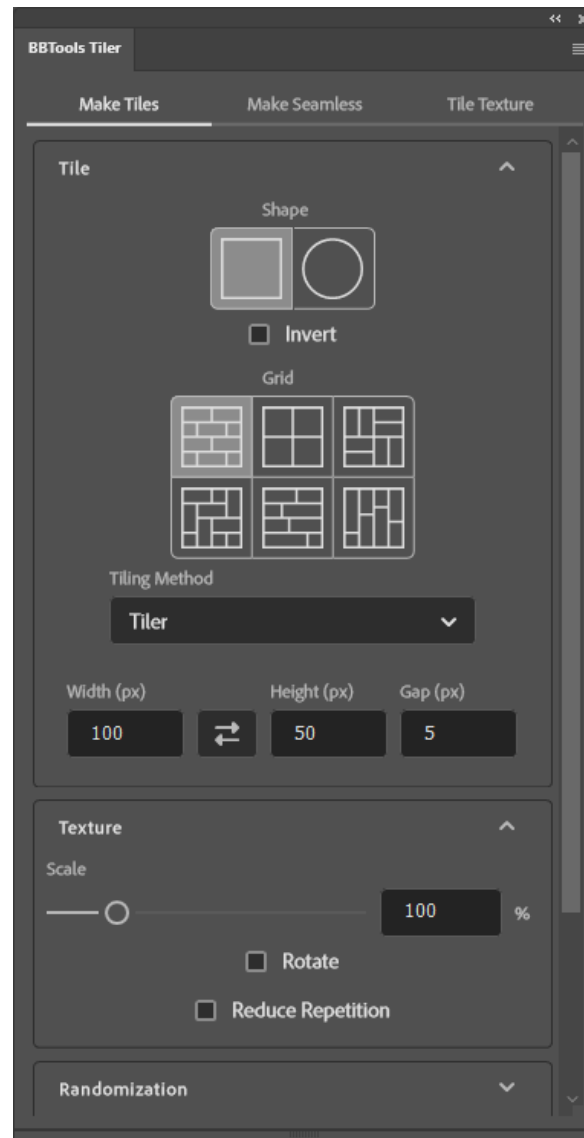
Method 1: Using the Creative Cloud Desktop App

1. **Opening Creative Cloud Desktop App:** Launch the Creative Cloud desktop app. You'll typically find it in your Applications folder on a Mac or in the Start Menu on Windows.
2. **Navigating to Plugins:** Within the app, click on the 'Stock & Marketplace' tab. This is usually located at the top of the window. Here, click on 'Plugins'.
3. **Finding Your Plugin:** Use the search bar to find the plugin you need. Once you find it, click on 'Get' or 'Learn more'—the button depends on whether the plugin is free or paid.
4. **Completing Installation:** Follow the instructions that appear on your screen. This process usually involves a few simple clicks.
5. **Accessing the Installed Plugin:** If you're unsure where to find your newly installed plugin in Photoshop, visit Adobe's 'My Exchange' website, find your plugin, and look for the 'Where to find it' section.

Method 2: Manual Installation via CCX File

1. **Locating the CCX File:** After downloading your CCX file (usually from a trusted online source), note where it's saved on your computer.
2. **Unzipping the CCX File:** Use a file extraction tool like 7zip or WinRAR to unzip the CCX file. Right-click on the file and select 'Extract here' or 'Extract to...' to unzip it to a chosen location.
3. **Moving Files to Photoshop Plugin Folder:** Open the folder where Photoshop is installed, typically found in 'C:\Program Files\Adobe' on Windows or the 'Applications' folder on Mac. Inside, locate the 'Plug-ins' folder and drag your unzipped plugin files into this folder.

1. BBTools Tiler Panel



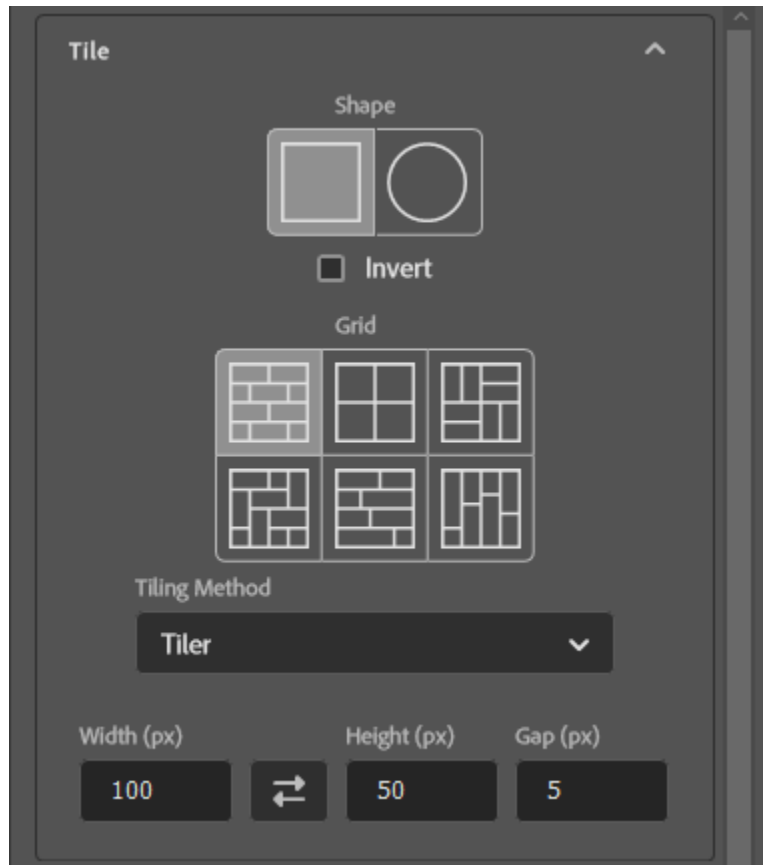
The main panel uses tab navigation with three tabs:

- Make Tiles
- Make Seamless
- Tile Texture

Make Tiles

This tab is used to generate tiled patterns. It is divided into three collapsible sections:

Tile



Shape: Choose between Rectangle or Ellipse. Shapes can also be inverted, creating inverted masks.

Grid Types:

- Bricks
- Ceramic
- Basket
- Herringbone
- Variable Widths
- Variable Heights

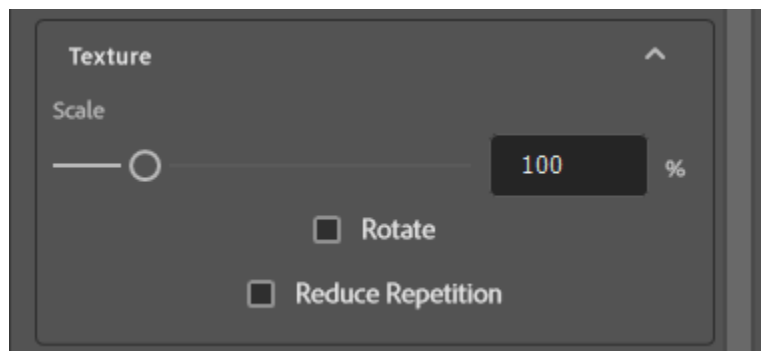
Tiling Methods:

- Tiler
- Pattern Fill (faster for smaller textures, but may briefly flash during creation).

Grid Options (fields vary depending on the selected grid):

- **Bricks & Ceramic:** Width, Height, Gap
- **Basket:** Basket Size, Tiles per Basket, Gap
- **Herringbone:** Width, Height, Gap
- **Variable Widths:** Min Width, Max Width, Height, Gap
- **Variable Heights:** Min Height, Max Height, Width, Gap

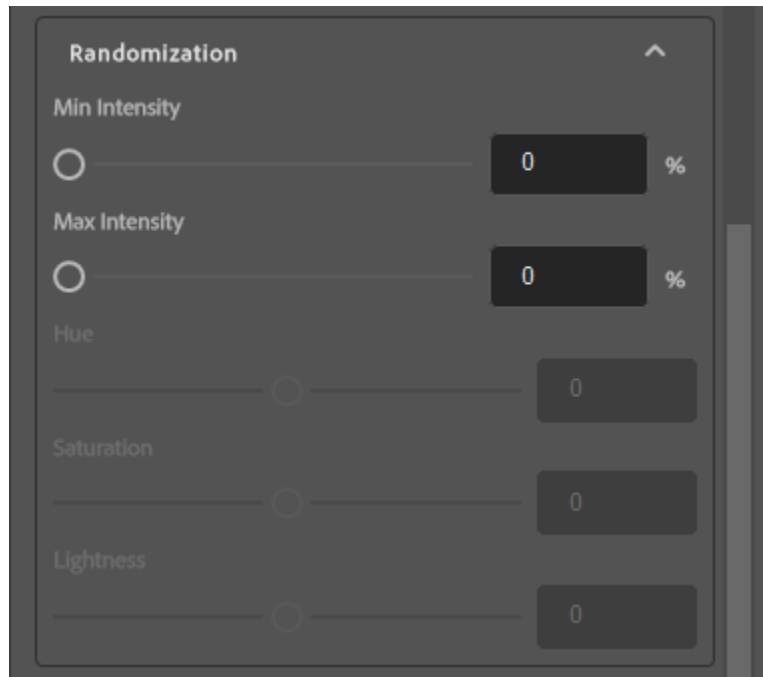
Texture



Adjust how the texture is applied to tiles:

- **Scale** (percentage)
- **Rotate** (toggle)
- **Reduce Repetition** (toggle)

Randomization

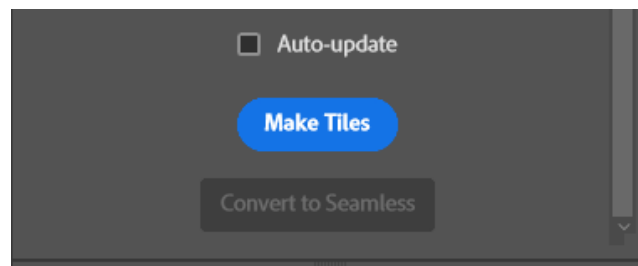


Adds a Hue/Saturation adjustment layer with randomized settings. Options include:

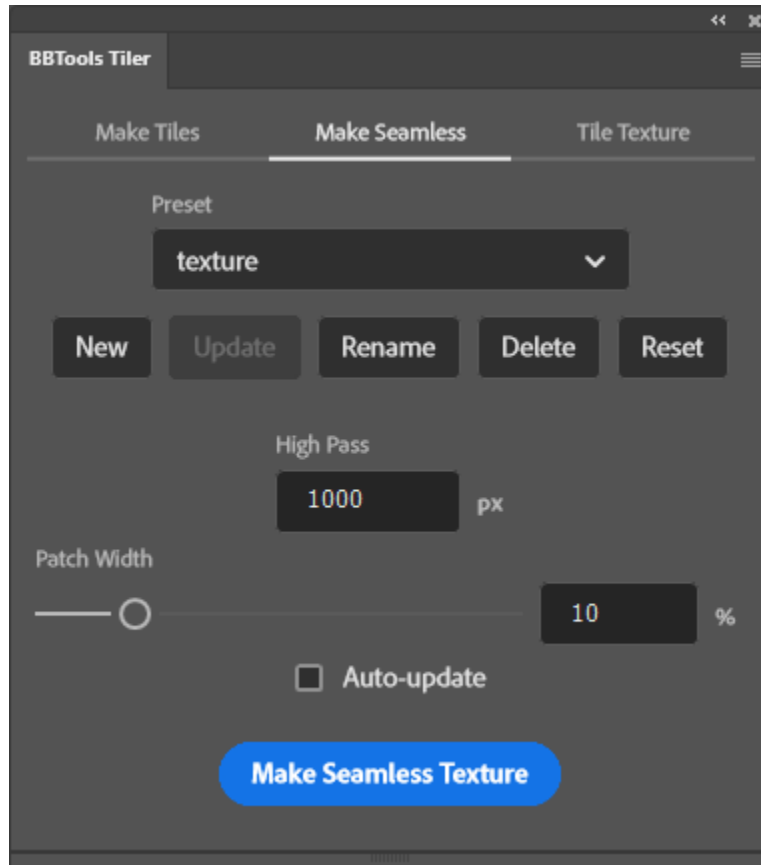
- **Min Intensity** (0–100%)
- **Max Intensity** (0–100%)
- **Hue** (-180 to 180)
- **Saturation** (-100 to 100)
- **Lightness** (-100 to 100)

Controls

- **Auto-update:** Automatically applies changes for a smoother workflow.
- **Make Tiles:** Creates the tile pattern using your chosen settings.
- **Convert to Seamless:** Becomes available after tiles are created (not available for some grid/shape combinations, such as Herringbone or Variable Widths/Heights with Ellipse).



Make Seamless



This tab allows you to convert any image into a seamless texture.

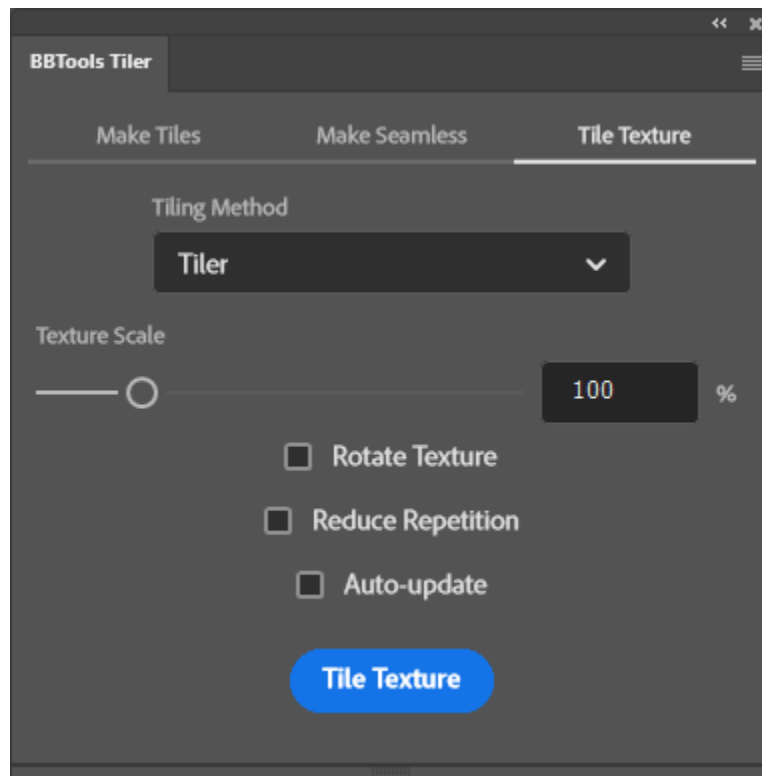
Options:

- **HighPass:** Controls light flattening (higher = more detail, lower = more even).
- **Patch Width:** Adjusts blending areas (1–50%).

Additional features:

- **Presets Manager:**
 - Save, rename, or delete your own presets.
 - Default presets cannot be changed.
 - Reset restores only the default presets.
- **Auto-update** for live updates.

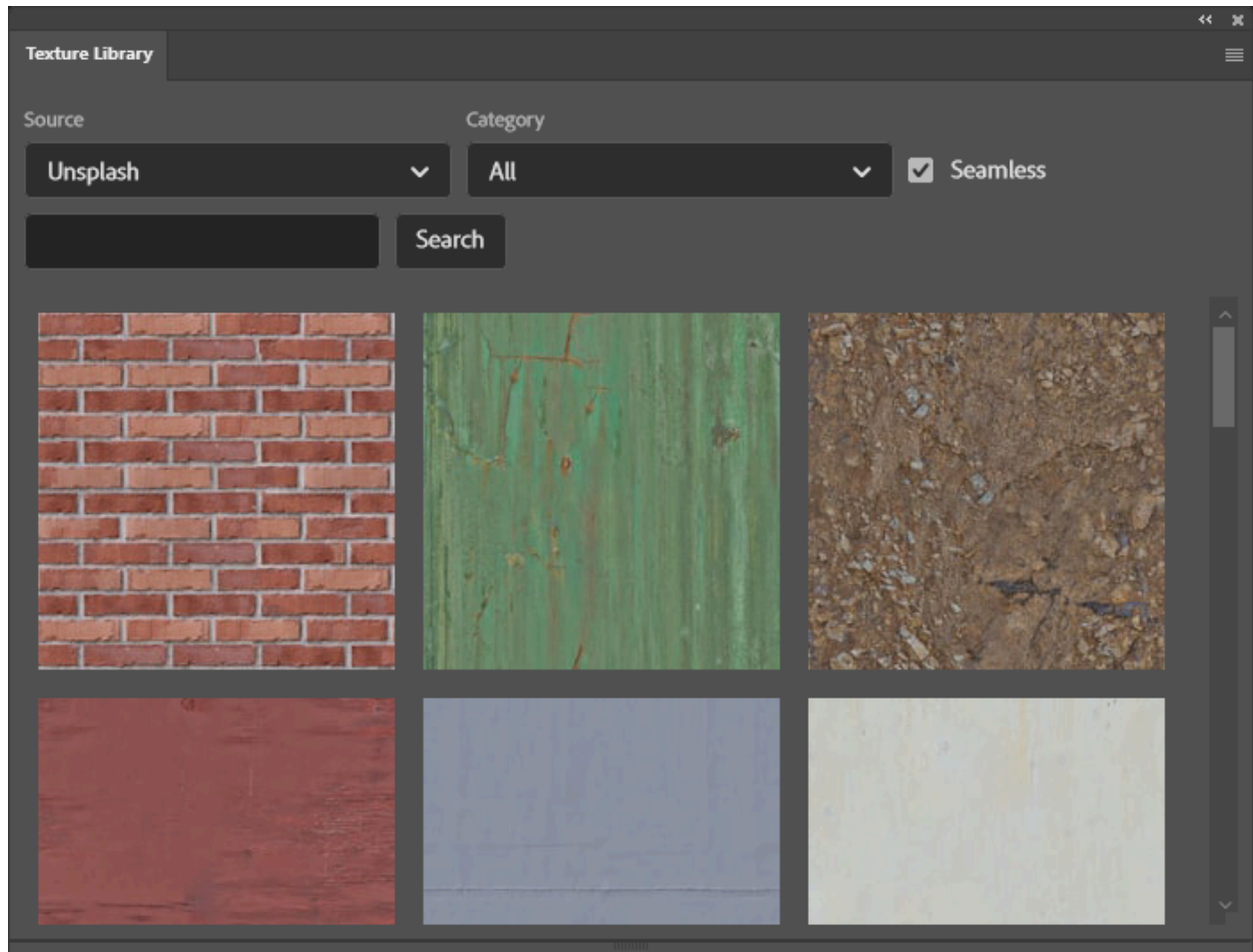
Tile Texture



This tab is similar to the **Texture** section in *Make Tiles*, but used only for applying textures (without masks).

- Includes **Scale**, **Rotate**, **Reduce Repetition**, and **Auto-update** options.

2. Texture Gallery Panel



Accessible from **Plugins > BBTools Tiler > Texture Gallery**.

Here you can browse and download textures directly into Photoshop.

Features:

- **Sources:** Choose between Unsplash and Pexels.
- **Categories:** Browse by type (e.g., All, Wood, Ground, Bricks, etc.).
- **Search:** Available for Unsplash textures.
- **Seamless Checkbox:** Filter for seamless textures only.

Workflow:

1. Select **Source** and **Category** (and search if using Unsplash).
2. Browse textures in a scrollable gallery.
3. Click a texture thumbnail:
 - The full-resolution texture will download.
 - It will be placed automatically into the currently active Photoshop document as a **Smart Object**.

Summary

- Use **Make Tiles** to create tiled patterns with shape, texture, and randomization options.
- Use **Make Seamless** to generate seamless textures and save settings as presets.
- Use **Tile Texture** for tiling adjustments without creating masks.
- Use **Texture Gallery** to browse and import high-quality textures directly into Photoshop.