

BBTools Tiler

User Manual

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 7-Zip 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 located at 'C:\Program Files\Adobe' on Windows or in the 'Applications' folder on Mac. Inside, locate the 'Plug-ins' folder and drag your unzipped plugin files into this folder.

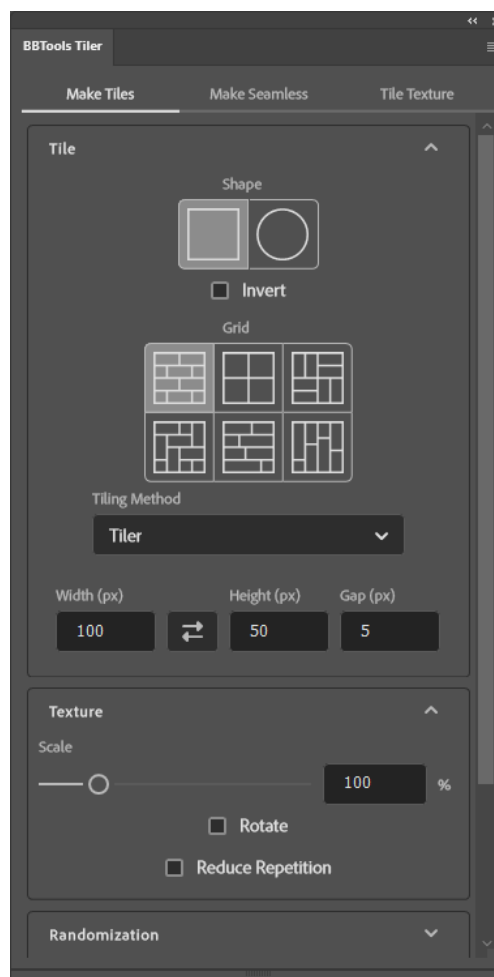
Introduction

BBTools Tiler is a Photoshop plugin designed to help 3D artists, game developers, texture designers, digital painters, and graphic artists effortlessly tile textures, procedurally build tile grids, and generate perfectly seamless assets.

Tiling textures and creating flawless, seamless layouts manually in Photoshop is historically a tedious process. It requires manual offsetting, hand-cloning seams, setting up precise grids, masking hundreds of layers, and painstakingly adjusting lighting or color variations to avoid visible tiling repetitions. BBTools Tiler automates these processes into simple, powerful UXP-driven screens that run high-performance actions under the hood, saving hours of work.

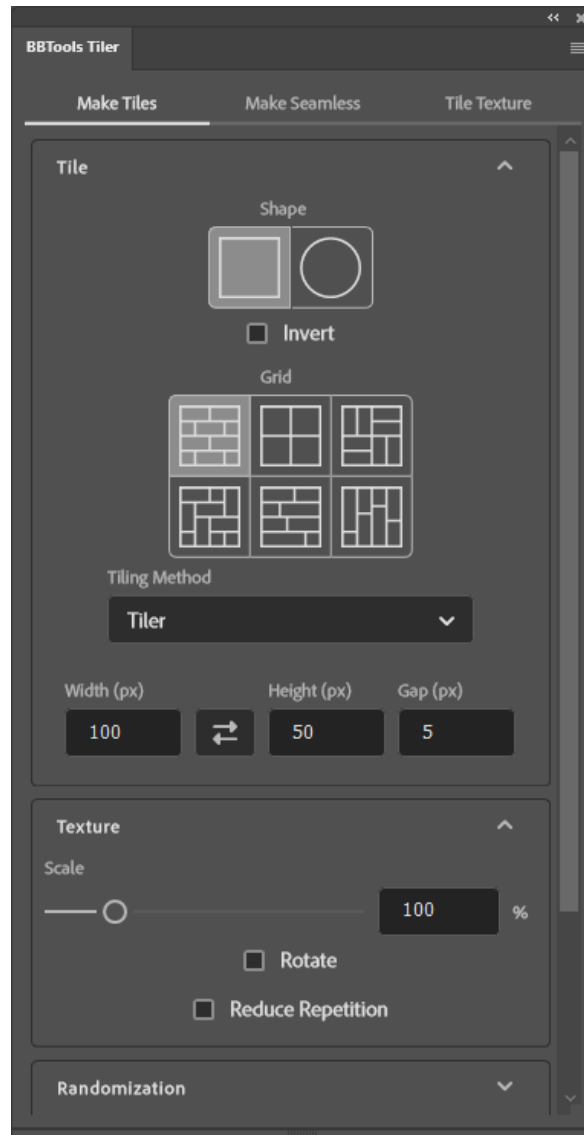
The plugin is divided into two panels:

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



Features

BBTools Tiler Panel



The main panel uses tab navigation with three tabs:

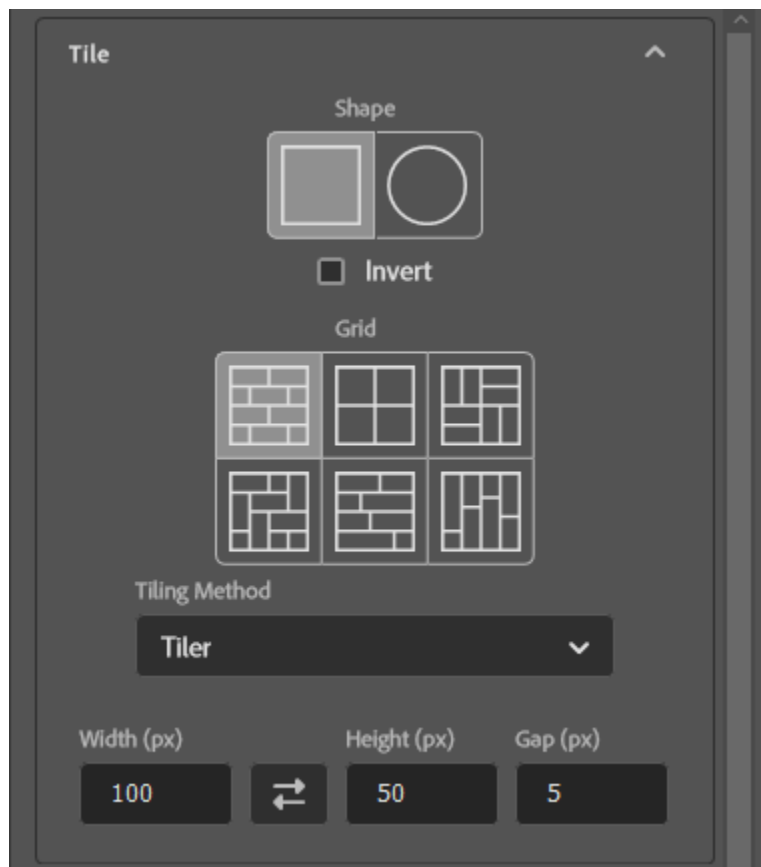
- [Make Tiles](#)
- [Make Seamless](#)
- [Tile Texture](#)

Make Tiles

The procedural generator that creates masked, randomized tile layouts from an active texture. It is divided into three collapsible sections:

- Tile
- Texture
- Randomization

Tile

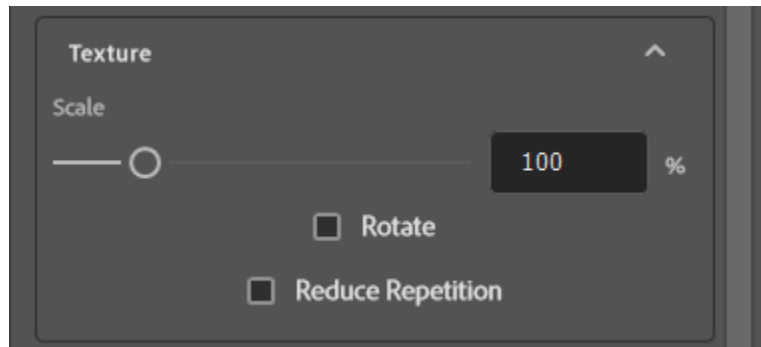


- **Shape:** Choose between Rectangle or Ellipse. Shapes can also be inverted, creating inverted masks.
- **Grid Types:**
 - Bricks
 - Ceramic
 - Basket
 - Herringbone
 - Variable Widths
 - Variable Heights
- **Tiling Methods:**
 - Tiler
 - Pattern Fill (faster for smaller textures, but may briefly flash 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

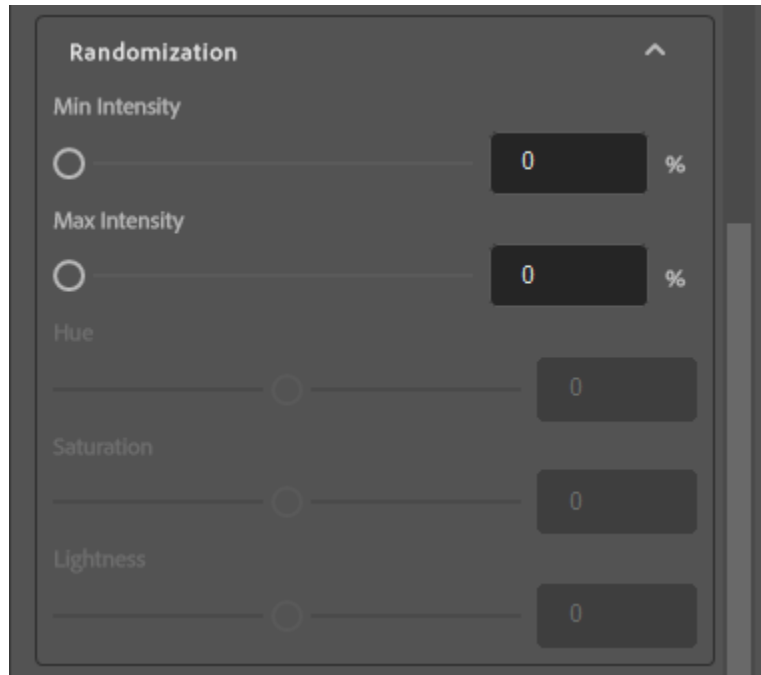
Texture



Adjust how the texture is applied to tiles:

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

Randomization

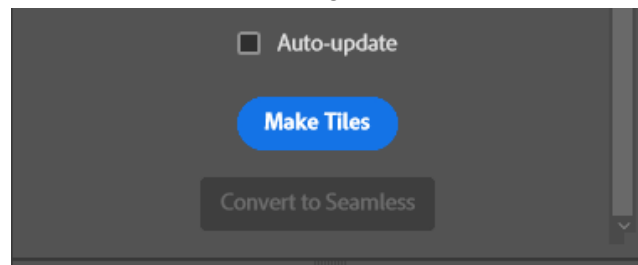


Adds a Hue/Saturation adjustment layer with randomized settings. Options include:

- **Min Intensity / Max Intensity:** Determines the minimum and maximum threshold of color variance applied to the grid tiles. If Max Intensity is 0%, randomization is fully disabled.
- **Hue:** Adds a random shift in color/tone per tile. Useful for clay tiles or painted bricks.
- **Saturation:** Vibrancy shift per tile.
- **Lightness:** Randomly brightens or darkens tiles. Extremely effective for stone walls or wood planks to represent natural moisture/density variances.

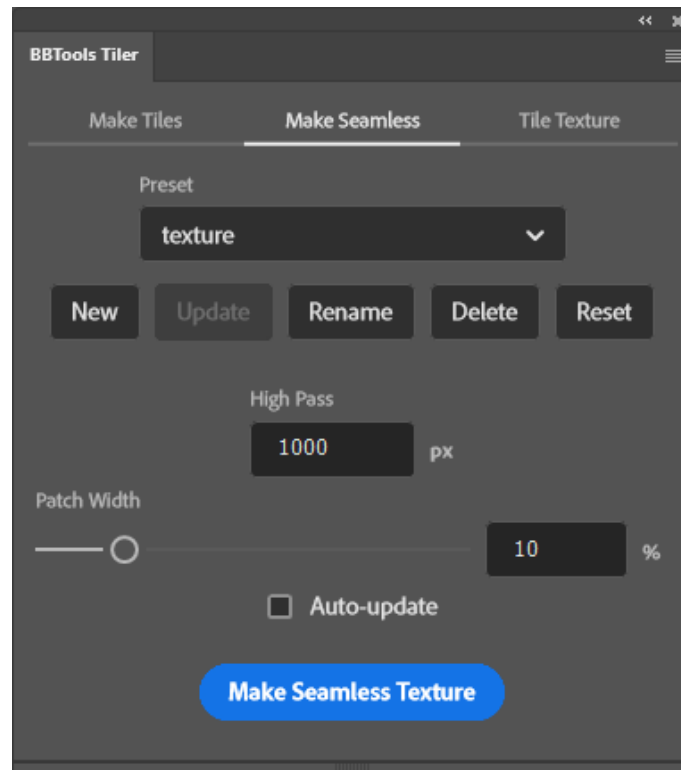
Options

- **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

A specialized utility that transforms single texture layers into repeatable, seam-free patches.



Preset Manager

Presets are persisted across Photoshop sessions. The preset manager includes:

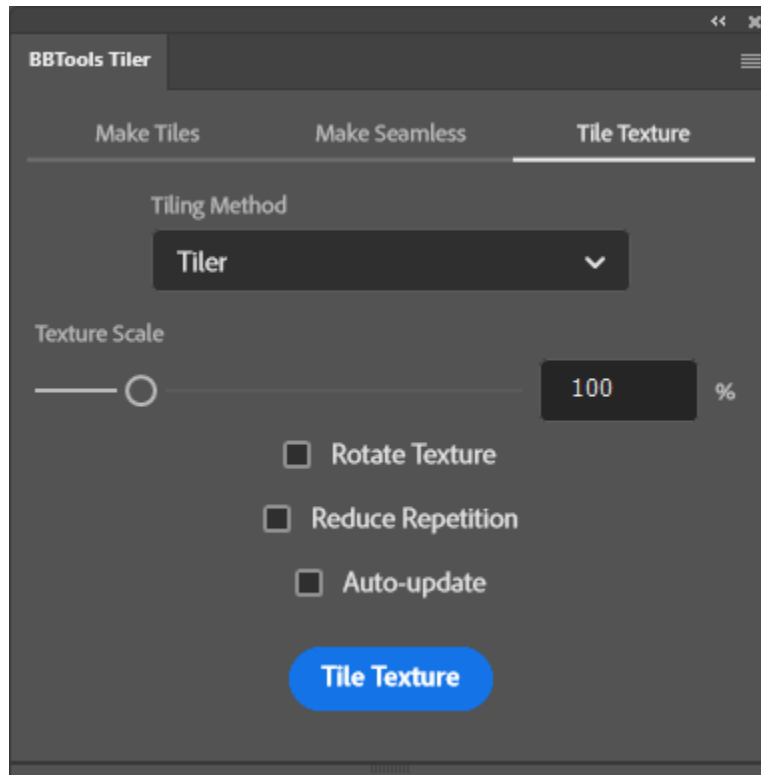
- **Select a Preset:** Use the dropdown menu to choose from default presets or your own custom saved configurations.
- **New:** Creates a new preset by prompting the user to give a preset name.
- **Save:** Click Save to store the current configuration of sliders, colors, and shapes.
- **Update:** If you modify sliders on an existing preset, click Update to save the changes.
- **Rename:** Click Rename to customize the name of your loaded preset.
- **Delete:** Click Delete to discard a preset you no longer need.
- **Reset:** Click Reset to clear all custom settings and restore factory default presets (confirmation prompt will appear).

Options

- **HighPass:** Controls light flattening (higher = more detail, lower = more even).
- **Patch Width:** Adjusts blending areas.
- **Auto-update** for live updates.

Tile Texture

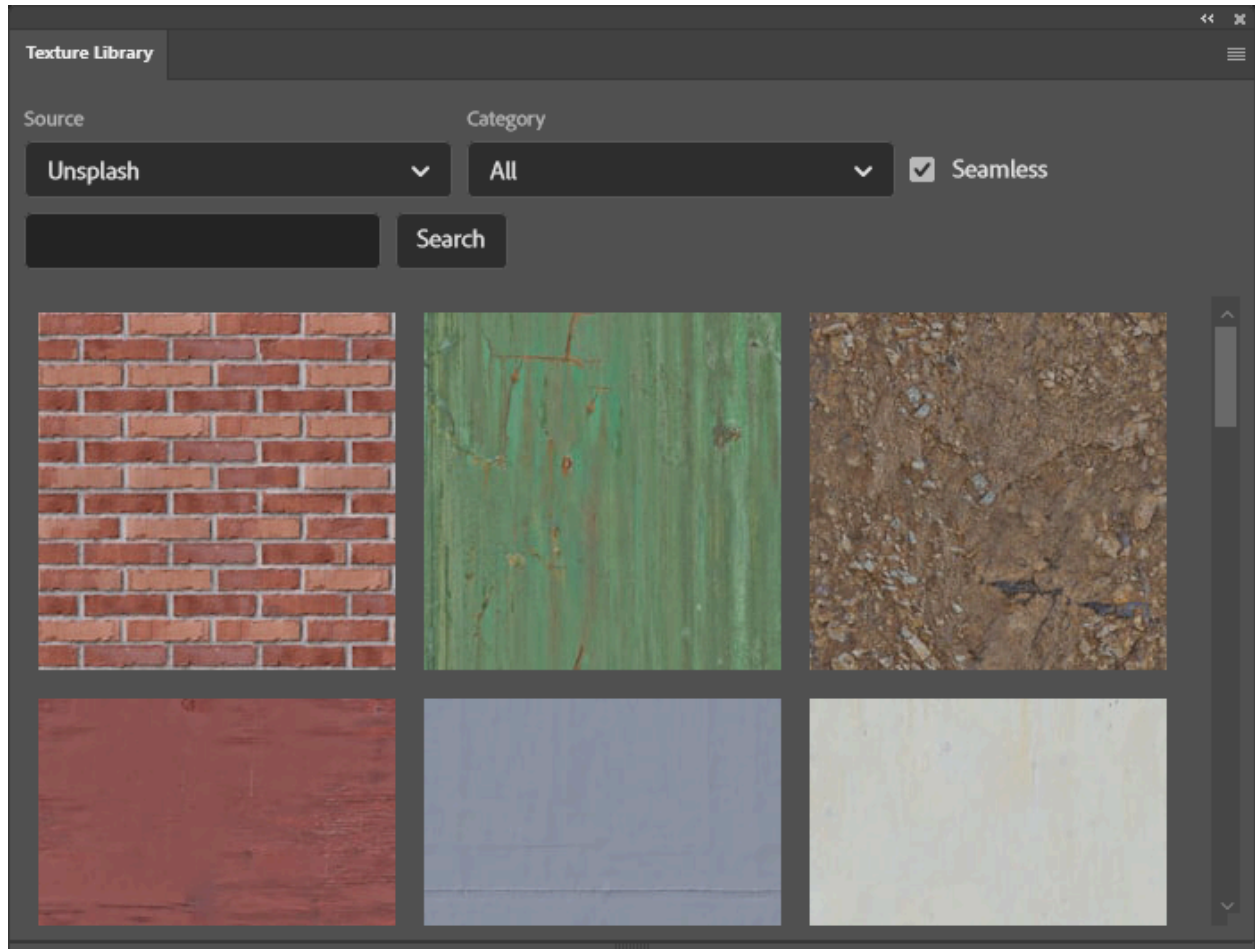
A fast, direct tiling tool that repeats a seamless texture layer across the document boundaries using customizable scaling, rotation, and repetition-reduction rules.



- **Tiling Method:** Tiler or Pattern Fill.
- **Texture Scale:** Adjusts the relative scale of the texture pattern.
- **Rotate Texture:** Rotates the texture by 90 degrees.
- **Reduce Repetition:** Smooths out repeating elements so the tiled texture looks like a single continuous surface.
- **Auto-update:** Automatically executes the tiling operation on every parameter change.

Texture Library Panel

The **Texture Library** is your built-in gateway to high-quality, royalty-free textures. It features live network query matching and attribution support.



- **Source:** Choose between **Unsplash** and **Pexels**.
- **Category:** Filters textures by standard categories (e.g., Brick, Wood, Stone, Concrete, Ground).
- **Search box:** Search textures by keyword. This is only available for the Unsplash source.
- **Seamless:** When selected, it only shows seamless textures.