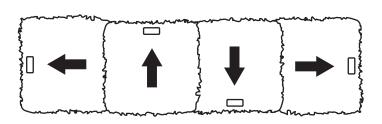


Seamless Texturing Skins Placement Guide



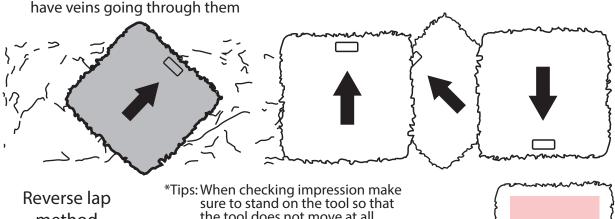


Keep it random Overlap tools 6 in to 8 in

*Note: Use the tool name on the back of tool to reference the orientation

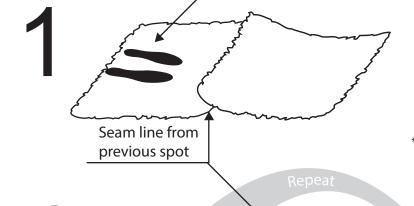
*Tips: A good idea is to stamp some of the tools at angles to create a more random effect. This method is most effective with textures that

*Tips: Never pick up a tool and then put it down in the same place, same orientation as before, it will create a ghost image of the pattern



method

the tool does not move at all



Area of mat to tamp, keep away from edges. Reverse lap to avoid imprinting edge of tool

*Note: Do not stamp up to edge to avoid seam line. A good method to get rid of seam lines from the previous spot is to stamp next tool overlapping the previous spot by reverse lapping them

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