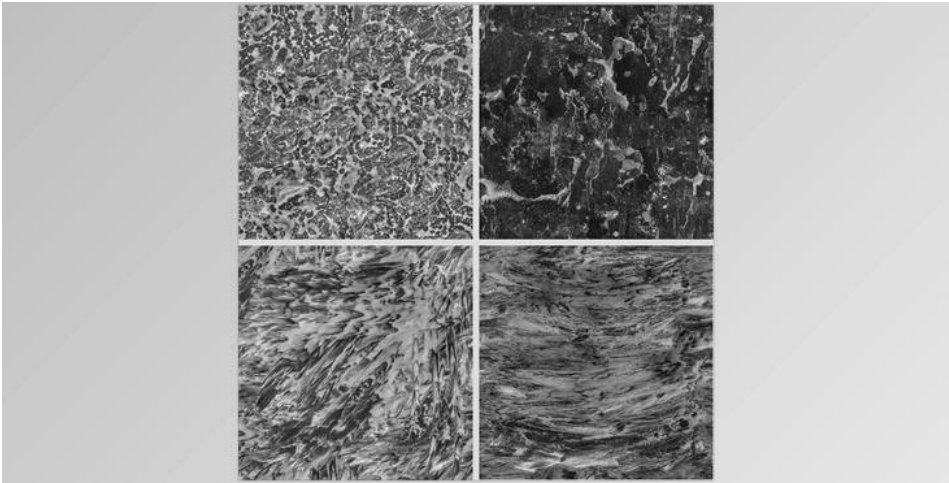




Artstation – Surface Imperfections – Water Stains Pack

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Surface Imperfections – Water Stains Pack: Surface imperfections are subtle variations in the appearance of various surfaces, originating from natural weathering or human interaction. They manifest in diverse shapes and forms, such as streaks on phones, dirt on cars, or water stains on mirrors. In essence, surface imperfections encompass the wear and tear elements on surfaces.

My collection of surface imperfections is meticulously captured from natural surfaces, ensuring both high quality and ultra-realism. Unlike procedural or painted textures that often lack the realism and fidelity of real-life elements, gathering material from reality provides an unparalleled source of authenticity.

This pack serves as a solution to infuse the realism that 3D often lacks, offering a diverse range of elements, including different finger smudges, weathering effects, generic smudge patterns, specific fingerprints, dust, and grunge maps.

In 3D software applications, these textures are assertive when used as material masks or for gloss, normal/bump, or metallic variation. They add a level of definition to your materials, ensuring a realistic reaction that enhances the overall authenticity of your 3D creations.

- Tiling Textures: Hand-tiled smudge textures are carefully equalized to minimize visible repetition.
- Stencils: Non-tiling textures suitable for use as stencils in 3D painting software like Substance Painter or Mari or for arbitrary realistic detailing elsewhere.
- Decals: Non-tiling separated textures, ideal as brushes in 2D and 3D painting software, and decals in game and render engines.



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