

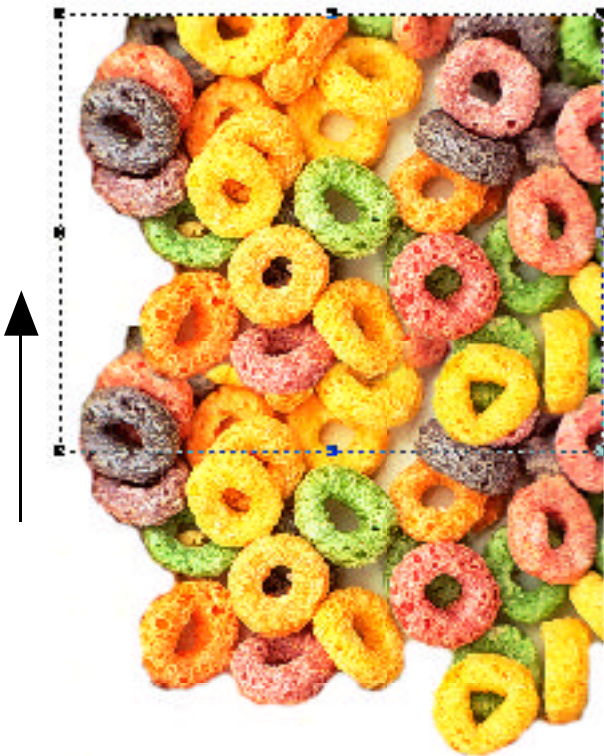
We'll use this picture of some cereal as an example for this seamless pattern.



Find a path along two sides of the image that doesn't cut through any of the picture's elements. I drew a rough line here to illustrate the path that I found.



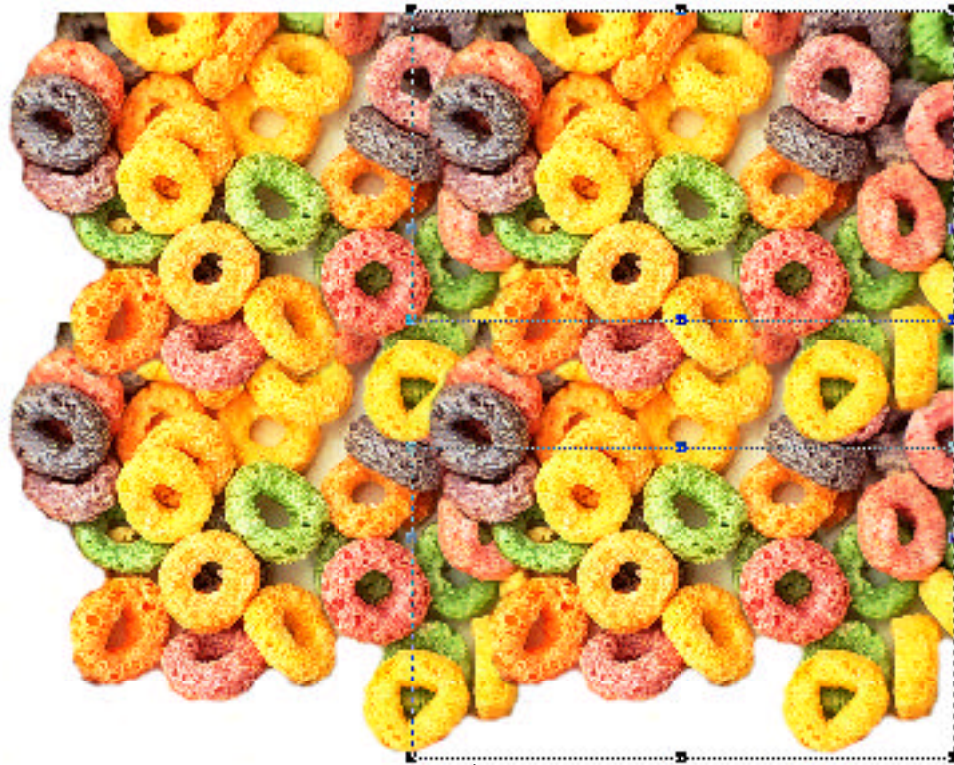
Click on the image with the Sprite tool, select the Paintbrush tool along with an appropriate sized brush and then paint out the unwanted bits.



Option-shift-drag (Mac) or Alt-shift-drag (Win) a copy of the image up and position it so that the overlap looks natural.

Select both and drag-copy the pair to the right until the overlap looks natural.

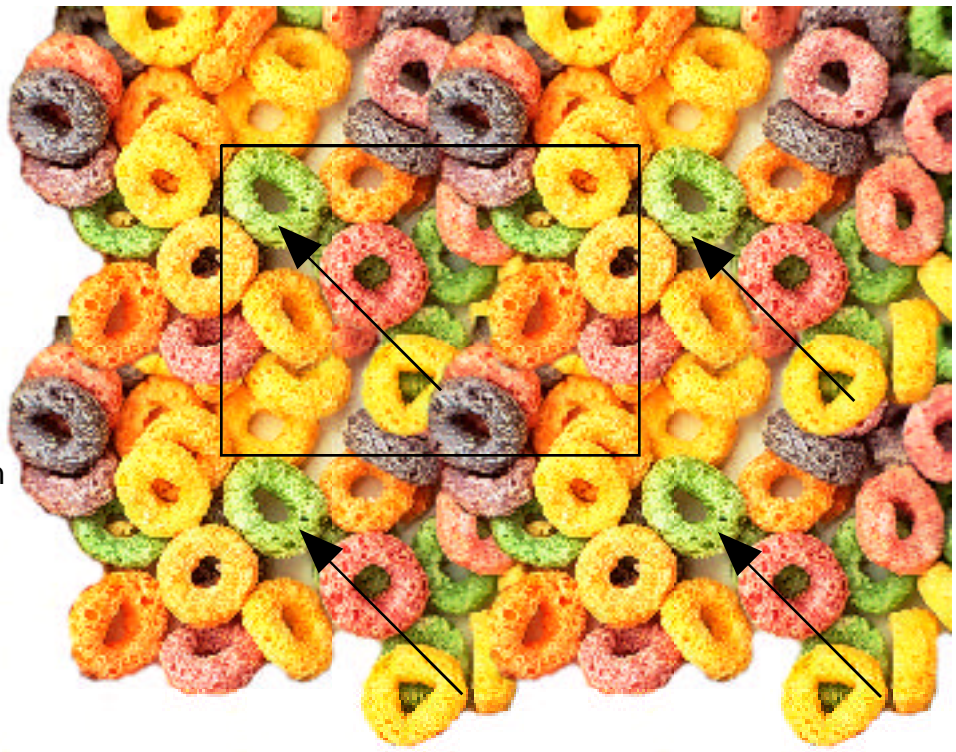
Shift select all four parts and render them together then delete the original objects.



Now pick out visually where in the pattern the elements start to repeat and then draw a rectangle that defines the area.

Note that the green “O” is captured within the rectangular area by its upper and left edges and that the bottom edge stops just on top of the O below it and on the left edge of the O to the right of it.

It’s helpfull at this point to use a hairline pen weight on the rectangle and to zoom in real close to make sure that the rectangles edges match pixel for pixel the top/bottom edges and the left/right edges.



Crop the image to the rectangle as seen here and then delete the rectangle. You may also want to use the rectangle as a mask so that you still have the entire image available in case you need to make adjustments to the crop later.

And here’s the seamless pattern. Have fun. –Dave Rumfelt

