



Texturity PBR

Product Documentation

Create and refine PBR textures from a single source image.

Generated from the bundled Texturity PBR Help documentation.

Contents

1. Introduction
2. Working with the Source Texture
3. Generate all PBR textures
4. Editing Maps
5. Roughness Workflows
6. 3D PBR Preview
7. Exporting Textures
8. Keyboard Shortcuts
9. End User License Agreement

Introduction

Texturify PBR creates PBR texture map sets from a single source image. It generates normal, albedo, depth, ambient occlusion, and roughness maps, allowing you to customize the output maps through live sliders and overlays in the sidebar, and search for source references directly from stock photography services.

Workspace tabs

Use the top tab bar to move between stages of the texture workflow:

- Source - Import, clean up, crop, and rotate the input texture. Load local images or search stock providers directly. Repair seams using the Inpaint, Rebuild Seam, or Texture Rebuild sections in the sidebar.
- Normal - Configure and preview the generated normal map (GL or DX format) and blend detail levels.
- Albedo - Adjust the generated albedo with source opacity, color overlays, Ambient occlusion overlay, and color filters.
- Depth - Adjust depth flattening and filters for the depth map.
- Ambient Occlusion - Fine-tune the Ambient occlusion map with radius, strength, bias, and blur controls.
- Roughness - Configure roughness map settings using either the Classic or Curvature method.
- 3D PBR - Preview the material on a 3D object (Plane, Rounded Cube, or Sphere) with customizable lighting, camera, and displacement settings.
- Export - Configure export folder, naming, file formats, upscaling factor, and select which maps to export.

Typical workflow

- Import, paste, or search for a source texture.
- Clean it up with Spot Heal or Clone Stamp, crop or rotate it in the Source tab.
- Enable tiled preview mode to evaluate seam repeating.
- Optionally repair seams using Inpaint or Rebuild Seam modes. Or, use Texture Rebuild to generate new pattern based on the source image.
- Press Generate to build the first set of maps.
- Adjust Albedo, Normal, Depth, Ambient occlusion, and Roughness settings in their respective tabs - most controls update live from cached results. You can save this settings combination as a preset to quickly apply it to other textures.
- Preview the material in the 3D PBR tab.
- Export the selected maps to disk in the Export tab.

Preview modes

Toggle the preview mode button in the toolbar under the preview window:

- Square - Single texture view.

- Tiled - Repeating tile view to check seams and tiling quality.

Working with the Source Texture

Importing and Resetting

You can load a texture into the workspace by:

- Dragging an image file directly into the window.
- Clicking the Import Texture (or Replace Texture) button in the sidebar.
- Pasting an image from your clipboard (Command-V).

Click the Import from stock button to search online texture references from providers (Pexels, Pixabay, or Unsplash) directly inside the app. Clicking a search result loads it as your source image.

Use the Reset All button in the sidebar to clear the current texture and revert the workspace settings to their defaults.

Stock browser

When searching stock images, use these controls:

- Provider menu - Switch between Pexels, Pixabay, and Unsplash in the dropdown.
- Search field - Type keywords to search online.
- Hover preview - Hover over a thumbnail to see a larger pop-up view.
- Load more - Click to load additional pages of results.
- Back - Return to the main Source settings sidebar.

Toolbar tools

The toolbar under the preview window contains tools for editing the texture canvas directly:

- Pan (hand icon) - Click and drag the preview canvas to pan. You can also hold the Spacebar to temporarily pan while using other tools.
- Heal / Spot Healing Tool (band-aid/brush icon) - Paint over defects or unwanted details to automatically heal them. Click to select the active healing brush tool, or hold the button to switch between the healing options. Use the bracket keys [and] to change the brush size.
- Clone Stamp (stamp icon) - Copy details from one area of the texture to another. Hold Option and click to define the source point, then paint over the target area. Adjust brush size with the [and] keys, and set the Opacity in the toolbar popover.
- Paint Brush (brush icon) - Paint directly onto the texture with a solid color. Choose the Color and Opacity, and set the brush Size and Blur in the toolbar popover (or change size with the [and] keys). Hold Option to switch to an eyedropper and click to sample a color from the canvas. Hold Spacebar to pan while painting.
- Sculpt (Normal tab) - On the Normal map tab the brush is replaced by the Sculpt tool: instead of painting color it raises or lowers the painted area. Use the Elevation slider (positive raises, negative lowers); Width and Blur shape the bump. Only the painted area's relief changes - the underlying normal detail is preserved.

- Crop (crop icon) - Trim the source texture. Toggle between standard rectangular crop and perspective crop modes. Specify target output dimensions using the Width and Height fields in the crop overlay. Rotate the texture 90 degrees clockwise. Press Return to apply or Escape to cancel.

Flatten lighting

Use the Flatten lighting section in the sidebar to even out lighting, shadows, and highlights in your source texture. Toggle the section switch to enable it, and use the Flatten amount slider to control the effect strength.

Seam repair

To make your texture tile seamlessly, use the following panels in the sidebar:

- Seam Repair - Toggle the switch in the header to activate. Use the segmented picker to choose the repair method:
 - Inpaint - Blends seams using details from surrounding areas. Adjust the band thickness with the Seam patch width (px) slider, then click the Build Inpaint Layer button.
 - Rebuild Seam - Places tiles along the seams. Adjust the size of the blending band with the Seam patch width slider, then click the Build Rebuild Seam Layer button.
- Texture Rebuild - Synthesizes a completely new seamless texture based on the source. Toggle the header switch to show or hide the rebuilt layer. Use the Scale slider to adjust the frequency of the repeated details, the Patch size slider to change the size of synthesized blocks, and click the Build Texture Rebuild Layer button to run the synthesis.

You can toggle the visibility of individual seam layers at any time using the switches in their respective headers without rebuilding them.

Filters

Expand the Filters section in the sidebar to apply basic image adjustments:

- HSL - Adjust the overall color tone using the Hue, Saturation, and Lightness sliders. Click the Reset button next to HSL to clear these sliders.
- Colorize - Check this box to tint the image with a single hue.
- Input levels - Adjust the input levels histogram sliders (Shadow, Midtone, Highlight, Output range) to compress or stretch image tones.

Generate all PBR textures

After your source texture is ready, press Generate to create the first set of texture maps.

Generate

Use the main button at the bottom of the sidebar:

- Generate All PBR Textures in the Source tab to build all maps.
- Generate From Source or Regenerate From Source in the Albedo or Normal tabs to rebuild them from the current source texture.

What You Get

Generation creates the maps used across the app, including:

- Albedo for base color.
- Normal for surface detail.
- Depth for height information.
- Ambient Occlusion for contact shading.
- Roughness for surface response.

Adjust After Generating

Once the maps are generated, you can fine-tune them in the sidebar and see the result update live.

- Change normal format and strength.
- Adjust albedo look and overlays.
- Tune depth, ambient occlusion, and roughness.

When to Generate Again

You usually only need to generate once, then adjust the results. Generate again if you replace the source texture or want to rebuild the maps from scratch.

Editing Maps

After the first Generate pass, the sidebar controls in each tab update their respective maps live using cached results. You do not need to regenerate the baseline to see these changes.

Filters

Most map tabs (Source, Albedo, Depth, Ambient Occlusion, Roughness) include a Filters section in the sidebar with input levels controls and a histogram:

- Shadow / Highlight - Remaps the dark and light points of the map.
- Midtone (Gamma) - Adjusts the gamma curve of midtones.
- Output Shadow / Output Highlight - Compresses or expands the overall output tone range.

Albedo

Use the Albedo tab to adjust the color and texture overlay settings:

- Mode picker - Switch between Generate from Source and Custom Texture.
- Source opacity - Blends the original source image details back into the albedo.
- Color overlay - Enable the switch to apply a solid color overlay:
 - Color picker - Choose the tint color.
 - Blend mode - Select blending style (Normal, Multiply, Screen, Overlay, Soft Light, or Color).
 - Opacity - Set the overlay strength.
- AO overlay - Enable the switch to bake Ambient Occlusion directly into the albedo:
 - Shadow tint - Choose the shadow color picker.
 - Blend mode and Opacity - Control how the occlusion shadows blend.
 - Radius, Strength, Bias - Control the Ambient Occlusion calculation properties.
 - Post smooth - Select smoothing method (Gaussian, Bilateral (AO), or Bilateral (depth)).
 - Blur sigma and Bilateral edge scale - Smooth details while preserving edges.
 - Invert - Invert the dark and light values of the overlay.
- Filters - Adjust HSL (Hue, Saturation, Lightness sliders with a Reset button), toggle Colorize, or adjust Input Levels.

Normal

Use the Normal tab to shape the surface normals and blend detail levels:

- Mode picker - Switch between Generate from Source and Custom Texture.
- Global strength - Scales the overall intensity of the composite normal map.

- Normal format - Choose between GL (Y-up, green channel positive) and DX (Y-down, green channel inverted).
- Layer Mix - Blend different detail frequencies:
 - Large details (AI model) - Controls the visibility of low-frequency AI details.
 - Medium details (AI model) - Controls the visibility of mid-frequency AI details.
 - Fine details (procedural) - Controls the visibility of high-frequency procedural shapes.
- Advanced - Expand to configure detail layer parameters:
 - Large details - Adjust the Blur slider.
 - Fine details - Adjust the Contrast, Blur, and High-pass sliders, or toggle the Invert depth switch.

Depth

Use the Depth tab to adjust the heightmap structure derived from normals:

- Mode picker - Switch between Generate from Normals and Custom Texture.
- Depth flattening - Enable the switch to remove low-frequency slopes and gradients, flattening the overall height range. Adjust the amount using the Flatten slider.
- Filters - Adjust the heightmap Input Levels.

Ambient Occlusion

Use the Ambient Occlusion tab to adjust ambient shadows derived from depth:

- Mode picker - Switch between Generate from Depth and Custom Texture.
- Adjustments - Configure the ambient shadow properties:
 - Radius - Sets the shadow search distance.
 - Strength - Controls the darkness of shadows.
 - Bias - Adjusts the shadow threshold to avoid clipping artifacts.
- Advanced - Expand to smooth the shadow maps:
 - Post smooth - Choose between Gaussian, Bilateral (AO), or Bilateral (depth) smoothing.
 - Blur sigma - Soften shadows overall.
 - Bilateral edge scale - Keep borders sharp (only available in Bilateral modes).
 - Invert - Flip the light and dark values.
- Filters - Adjust the occlusion map Input Levels.

Roughness

Use the Roughness tab to adjust the surface reflection and micro-relief properties:

- Mode picker - Switch between Generate from Normals and Custom Texture.
- Global roughness - Scale the overall glossiness and reflection properties.

- Method - Select the workflow to compute roughness from normal maps:
 - Classic - Basic normal-to-roughness workflow:
 - Kernel - Set the normal variation lookup kernel size.
 - Strength - Control the amplitude of the detail variation.
 - High-pass - Filter out low-frequency flat areas.
 - Output blur - Soften the final generated map.
 - Use Sobel filter - Calculate edges using the Sobel operator.
 - Invert - Invert shiny and rough zones.
 - Curvature - Advanced curvature-based workflow:
 - Curvature blend - Control the blend ratio of surface curvature.
 - Normal detail - Adjust normal z-component weighting.
 - Height presmooth - Apply smoothing before computing curvature.
 - High-pass and Strength - Fine-tune frequency range and scale.
 - Output blur and Invert - Control final post-processing and value range.
- Filters - Adjust the roughness map Input Levels.

Presets

Texturify PBR allows you to save your entire workspace configuration (including all generator and 3D preview settings) as a custom preset. You can quickly switch between different styles or recover custom parameters using the Preset Manager:

- Accessing Presets - Click the rotated ellipsis icon (three dots) next to the sidebar's tab titles to open the Preset Manager.
- Applying a Preset - Choose a saved preset from the dropdown menu list to apply all stored values to your workspace instantly.
- Saving a Preset - Select Save Preset... at the bottom of the presets list, enter a name in the dialog sheet, and save. All active map and 3D preview parameters will be stored.
- Deleting a Preset - Click the red trash can icon next to a preset's name in the list to remove it.

Roughness Workflows

Use the Roughness tab to adjust the roughness map, which controls the surface shininess and glossiness. You can switch the input mode at the top between generating automatically or loading a custom texture.

Global Settings

- Mode picker - Switch between Generate from Normals and Custom Texture.
- Global roughness - A slider at the top to adjust the overall brightness (roughness level) of the map. Lower values make the surface glossier, while higher values make it rougher.

Method Selection

When generating automatically, choose the generation method using the Method segmented picker:

Classic

Generates roughness based on surface gradient changes. Use these controls to adjust the result:

- Kernel - Adjusts the sampling window size for analyzing surface details.
- Strength - Controls the intensity of the generated roughness variations.
- High-pass - Removes low-frequency gradients, leaving only local details.
- Output blur - Softens the output map to reduce noise.
- Use Sobel filter - Toggle this checkbox to change the gradient analysis algorithm style.
- Invert - Check this box to swap rough and smooth areas.

Curvature

Generates roughness by combining surface normals and calculated height details. Use these controls to adjust the result:

- Curvature blend - Balance between normal variation and surface curvature.
- Normal detail - Controls the contribution of the normal map's flatness.
- Height presmooth - Smooths the underlying height details before calculating curvature.
- Strength - Adjusts the contrast of roughness features.
- Output blur - Softens the final roughness output.
- Invert - Swap rough and smooth areas.

Filters

Expand the Filters section in the sidebar to adjust the roughness map's Input Levels (Shadow, Midtone, Highlight, Output range).

3D PBR Preview

Use the 3D PBR tab to preview your generated material on a lit 3D model in real time.

Bottom Toolbar

The toolbar under the 3D window allows you to switch the viewport drag behavior and adjust the field of view:

- Orbit Camera (circular arrows icon) - Click and drag with the left mouse button to rotate the camera around the object. Right-click and drag to rotate the background panorama environment and key light direction.
- Pan Camera (hand icon) - Click and drag to slide the camera viewport position horizontally or vertically.
- Rotate Environment (globe icon) - Click and drag to rotate the panorama environment and light direction without moving the camera.
- Zoom Controls - Use the minus/plus magnifier buttons, the slider, or type a percentage in the input box to zoom in and out.

Sidebar Settings

Configure the scene, material, and geometric properties in the sidebar:

3D Scene

- Object - Choose the preview mesh shape:
 - Plane - Flat sheet, ideal for tiles, walls, and floors.
 - Rounded Cube - A beveled cube with rounded edges.
 - Sphere - A simple ball, useful for checking general shading.
- Panorama - Choose the environment lighting preset in the dropdown.
- Solid background color - Toggle the switch to hide the panorama image and show a solid backdrop color. Use the color picker to choose the color.
- Sway camera - Toggle to enable a subtle, automatic idling camera movement for dynamic material feedback.
- Environment lighting - Adjust the brightness of the ambient light coming from the panorama.
- Direct light - Adjust the brightness of the directional sun-like key light.

Preview tuning

- Scale - Adjusts the UV tiling scale to tile the maps across the object surface.
- Normal strength - Adjusts the intensity of the normal bump map.
- Roughness map strength (shown if a roughness map is generated) - Scales the generated roughness map values.
- Roughness constant (shown if no roughness map is active) - Sets a fallback flat roughness value.

- Metalness - Sets the metallic property of the material (0 for non-metal, 1 for fully metallic).
- Ambient Occlusion - Controls the shadow darkness of the ambient occlusion map on the material.

Displacement

This section appears when the Object is set to Sphere or Rounded Cube. It deforms the actual mesh geometry using the depth map:

- Displacement switch - Enable or disable mesh displacement.
- Mesh detail (x) - Increases the subdivisions of the 3D mesh for finer geometric details.
- Displacement depth - Adjusts how far the surface vertex points deform from the baseline.

Parallax displacement

This section appears when the Object is set to Plane. It creates a volumetric depth effect on flat surfaces:

- Parallax switch - Enable or disable the parallax effect.
- Depth - Adjusts the simulated height depth scaling.

Exporting Textures

Use the Export tab to choose where to save your texture maps, their format, output size, and which specific maps to write to disk.

Sidebar Settings

Configure your export options in the sidebar panels before clicking the primary Export to Folder button:

Folder

- Choose folder... - Click to open a macOS system panel and select the destination directory.
- File name - Enter the base name for the exported files. Custom suffixes will be appended to this name.

Format

- Choose between PNG (lossless, recommended), JPEG (lossy), and TIFF (lossless, high-fidelity) format.
- Quality (shown for JPEG only) - Adjust the slider to set the JPEG compression percentage (50% to 100%).

Output size

- Enter the export dimensions in the Width and Height fields.
- Lock Aspect Ratio (lock icon) - Toggle to keep the original image proportions when resizing, or unlock to stretch the image.
- Note: The maximum base export size is 1024 pixels. To export larger textures, configure the Upscale options below.

Upscale

Choose an upscaling factor to enlarge the texture maps upon export:

- Off - Exports maps at their baseline processing resolution.
- 2x - Doubles the output resolution (e.g., up to 2048 px).
- 4x - Quadruples the output resolution (e.g., up to 4096 px).

Maps

Toggle the checkbox next to each map you want to save. Customize the file suffix in the text box next to each map (e.g., the suffix `\_normal` appends to your base file name, creating `base\_normal.png`):

- Albedo
- Normal
- Depth
- Ambient occlusion

- Roughness
- Source
- Source attribution info (.txt) - (Available only when importing from stock providers) Saves a text file containing provider, author name, and original stock links for license and credit purposes.

Batch Export

Expand this advanced section to process multiple textures in a folder at once using your current export and map settings:

- Input folder - Choose the folder containing the source images you want to convert.
- Output folder - Choose the folder where the generated PBR map sets will be saved.
- Run batch - Click to process all images in the input directory.

Keyboard Shortcuts

General

- Command-Z - Undo
- Shift-Command-Z - Redo
- Command-V - Paste image from clipboard
- Shift-Command-? - Open Help

Navigation

- Space (hold) - Temporarily switch to Pan tool
- Command+= or Command-= - Zoom in
- Command-- - Zoom out
- Scroll wheel - Zoom in/out in texture previews, including Crop and Clone Stamp workflows

Brush tools (Spot Heal & Clone Stamp)

- [- Decrease brush radius
-] - Increase brush radius
- Option-click - Set clone stamp source point

Crop tool

- Drag inside selection - Move the crop area in Perspective mode
- Drag outside selection - Pan the preview in Perspective mode
- Return or Enter - Apply crop
- Escape - Cancel crop

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- For the purpose of exploiting, harming or attempting to exploit or harm minors in any way;
- To generate or disseminate verifiably false information and/or content with the purpose of harming others;
- To generate or disseminate personal identifiable information that can be used to harm an individual;
- To defame, disparage or otherwise harass others;
- For fully automated decision making that adversely impacts an individual's legal rights or otherwise creates or modifies a binding, enforceable obligation;
- For any use intended to or which has the effect of discriminating against or harming individuals or groups based on online or offline social behavior or known or predicted personal or personality characteristics;
- To exploit any of the vulnerabilities of a specific group of persons based on their age, social, physical or mental characteristics, in order to materially distort the behavior of a person pertaining to that group in a manner that causes or is likely to cause that person or another person physical or psychological harm;
- For any use intended to or which has the effect of discriminating against individuals or groups based on legally protected characteristics or categories;
- To provide medical advice and medical results interpretation;

- To generate or disseminate information for the purpose to be used for administration of justice, law enforcement, immigration or asylum processes, such as predicting an individual will commit fraud/crime commitment (e.g. by text profiling, drawing causal relationships between assertions made in documents, indiscriminate and arbitrarily-targeted use).

Third-Party AI Models

AI models and derivatives of models used in Texturity PBR. When generating AI images with Texturity PBR, you also agreeing to comply with the following third-party terms and conditions:

Depth Anything <https://github.com/DepthAnything/Depth-Anything-V2>

RealESRGANer <https://github.com/xinntao/Real-ESRGAN>

LaMa <https://github.com/advimman/lama>

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