

Requirements for adding wallpaper to the Ceramic 3D catalog

1. To load wallpaper textures into the Ceramic 3D program, all materials are transferred through the data storage. (file sharing service) or Log in (access) to the texture base.

2. Images of wallpaper textures in the best possible quality in any graphic format (jpg, png, tif, psd).

Image size must be at least 4800 pixels wide (minimum requirements from 2048 pixels wide). Photos of textures are not blown out.

3. Directory - MS Excel file with the names of collections, names and articles of wallpaper, their sizes (width, rapport, length of wallpaper), names of image files. Instead of a directory, you can organize a structure of folders on the appropriate name of the collection, and the names of the image files should contain information about the article, name and size of the wallpaper.

36761-7#Linen Style+530+420+++10050,

36761-7 – this is an article,

Linen Style – this name,

530+420+++10050 – this is the width, rapport and length of the wallpaper

4. The picture of the rapport should converge from all sides (continue drawing when converging from any side). If the wallpaper is glued with an offset, it should also converge with a pattern, but with an offset (the entire width of the roll and the length should be greater than the size of the rapport).