BEHIND THE SCENES

REPEAT PATTERNS
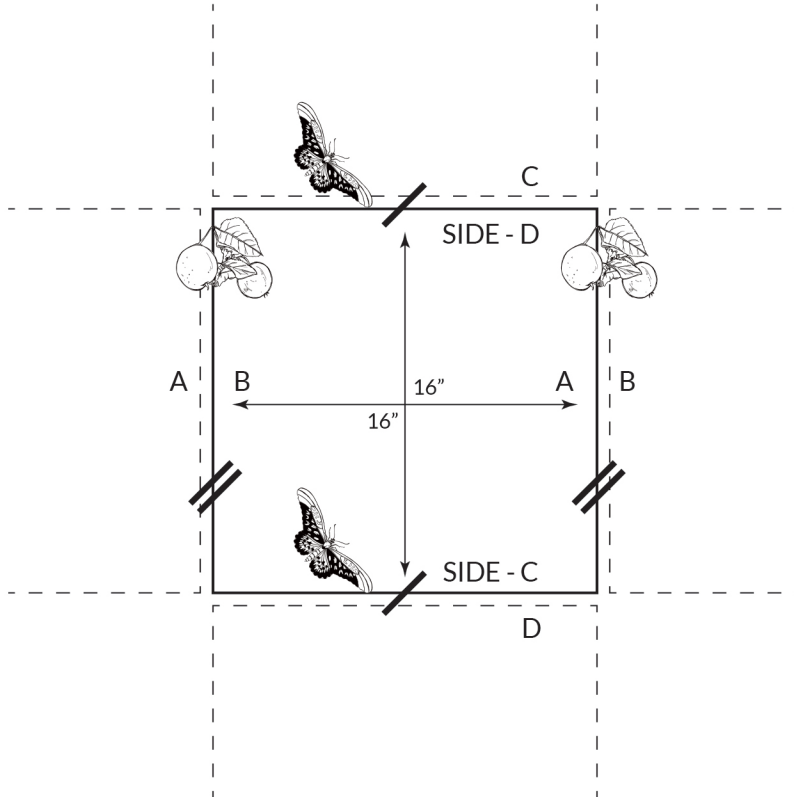
Welcome to the Brightside™

REPEAT TILE

C

SIDE - D

A   B   16"   A   B

16"

SIDE - C

D

REPEAT TILE

TWO - WAY DIRECTION
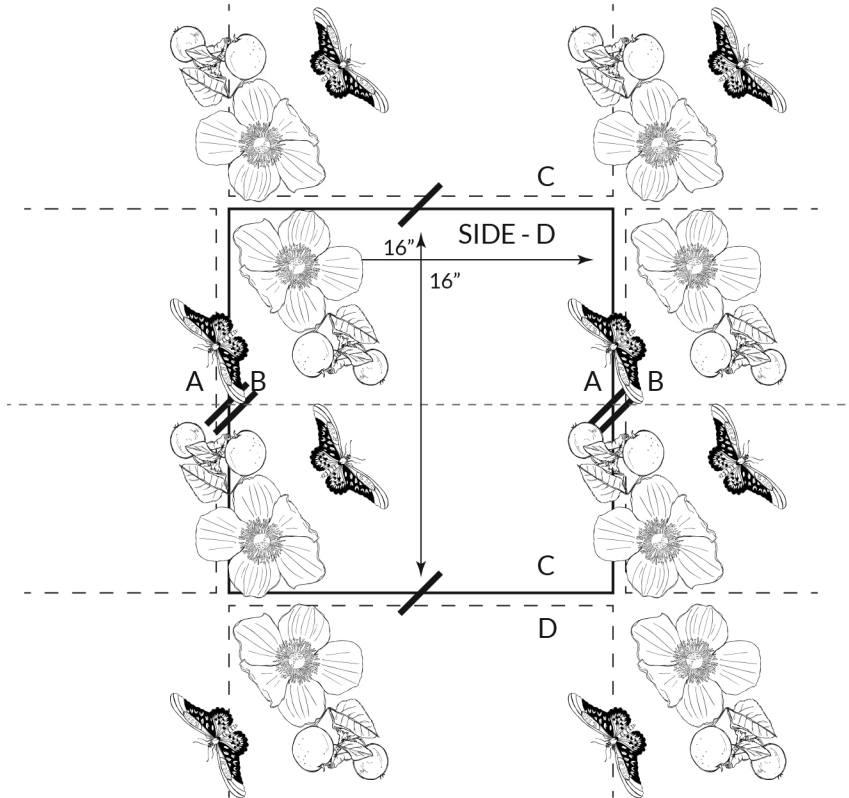
PRINTABLE PAPER WIDTH
IN THIS EXAMPLE 24"

C

SIDE - D

16"

16"

A B   A B

C

D

= MATCH NOTCH

- - - - = 180° ROTATION LINE

STEP REPEAT 1

ONE DIRECTION
WIDTH OF REPEAT TILE SHOULD BE
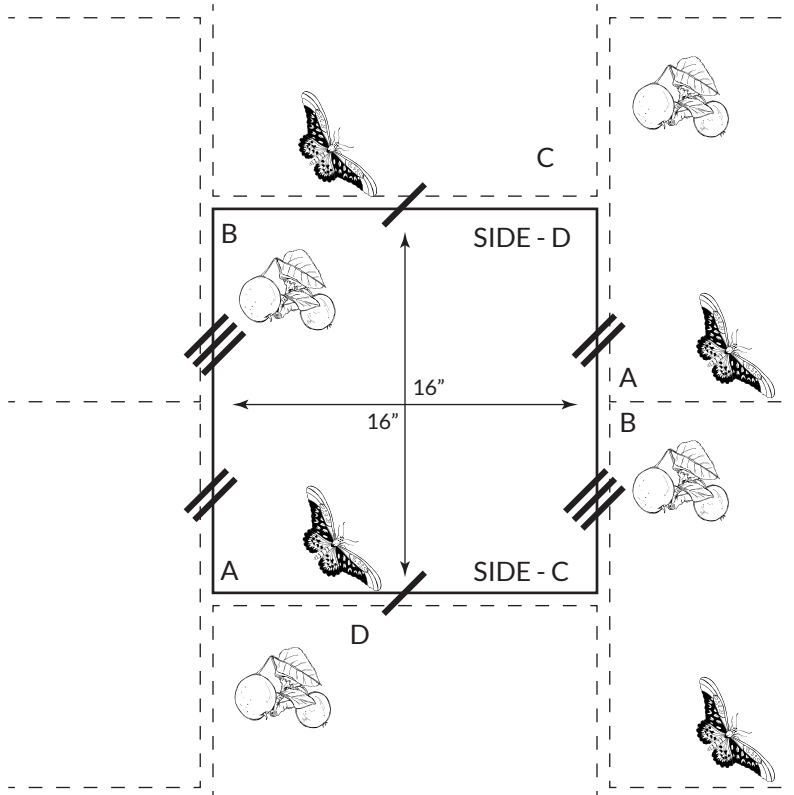HALF OF THE PRINTABLE PAPER WIDTH
(IN THIS EXAMPLE 16" x 2 = 34")

C

B

SIDE - D

16"

16"

A

B

A

SIDE - C

D

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╱ = MATCH NOTCH

STEP REPEAT 2

ONE DIRECTION
WIDTH OF REPEAT TILE SHOULD BE
HALF OF THE PRINTABLE PAPER WIDTH
(IN THIS EXAMPLE 16" x 2 = 34")

D

C

B | A

16"

16"

B | A

D

C

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/ = MATCH NOTCH

STEP REPEAT 1

TWO - WAY DIRECTION
WIDTH OF REPEAT TILE SHOULD BE
HALF OF THE PRINTABLE PAPER WIDTH
(IN THIS EXAMPLE 16" x 2 = 34")

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/ = MATCH NOTCH
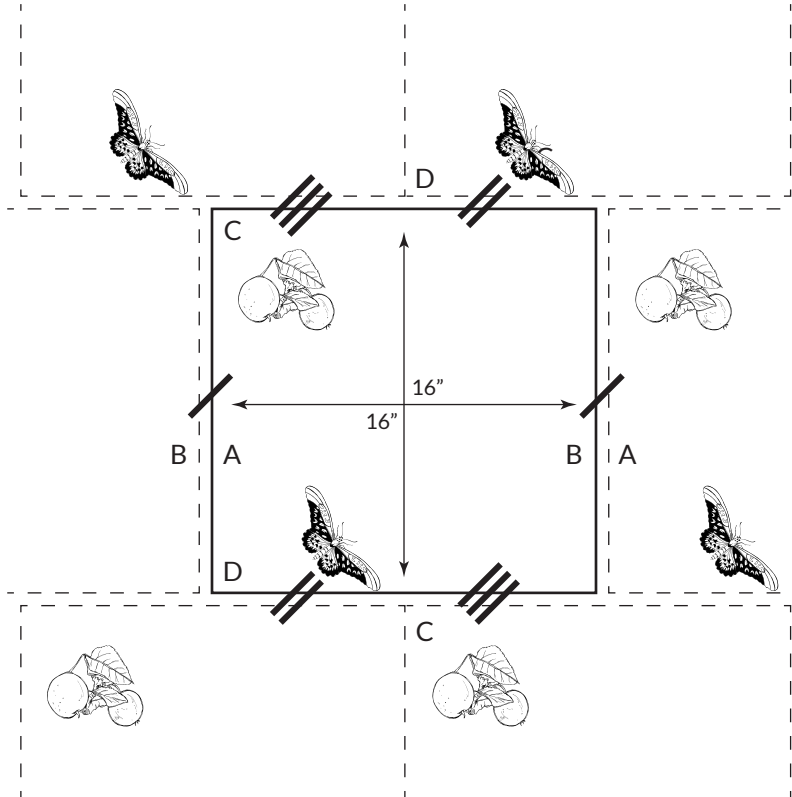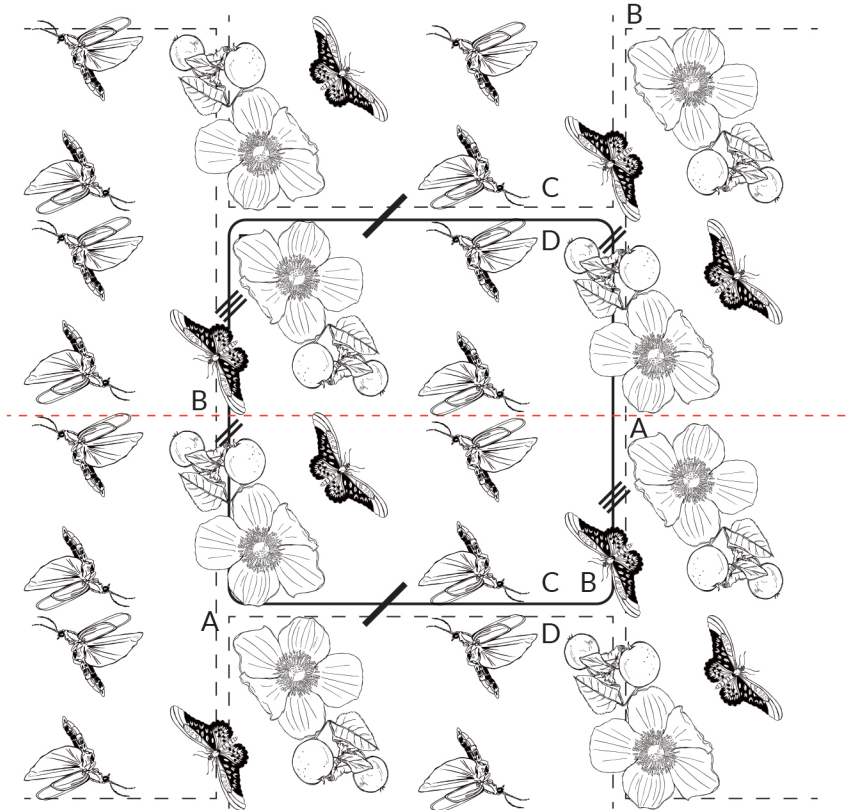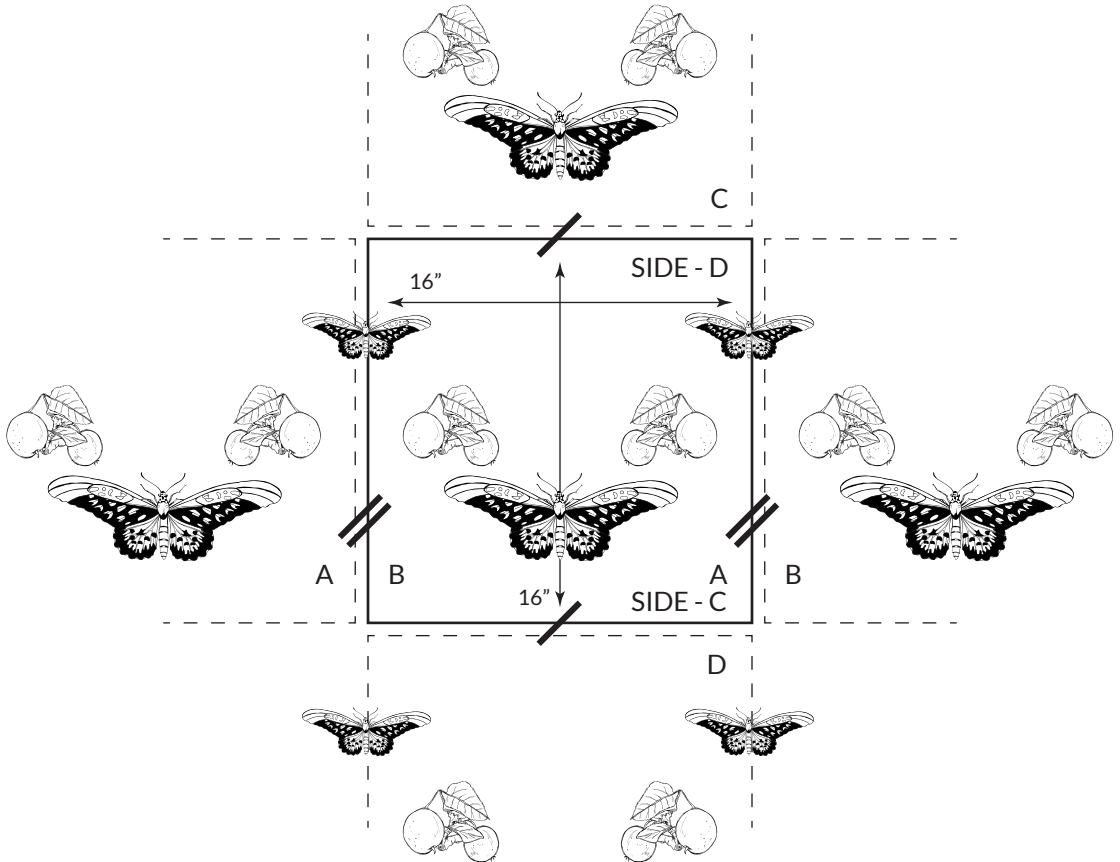
--- = 180° ROTATION LINE

MIRROR REPEAT

ONE DIRECTION

PRINTABLE PAPER WIDTH
IN THIS EXAMPLE 24"

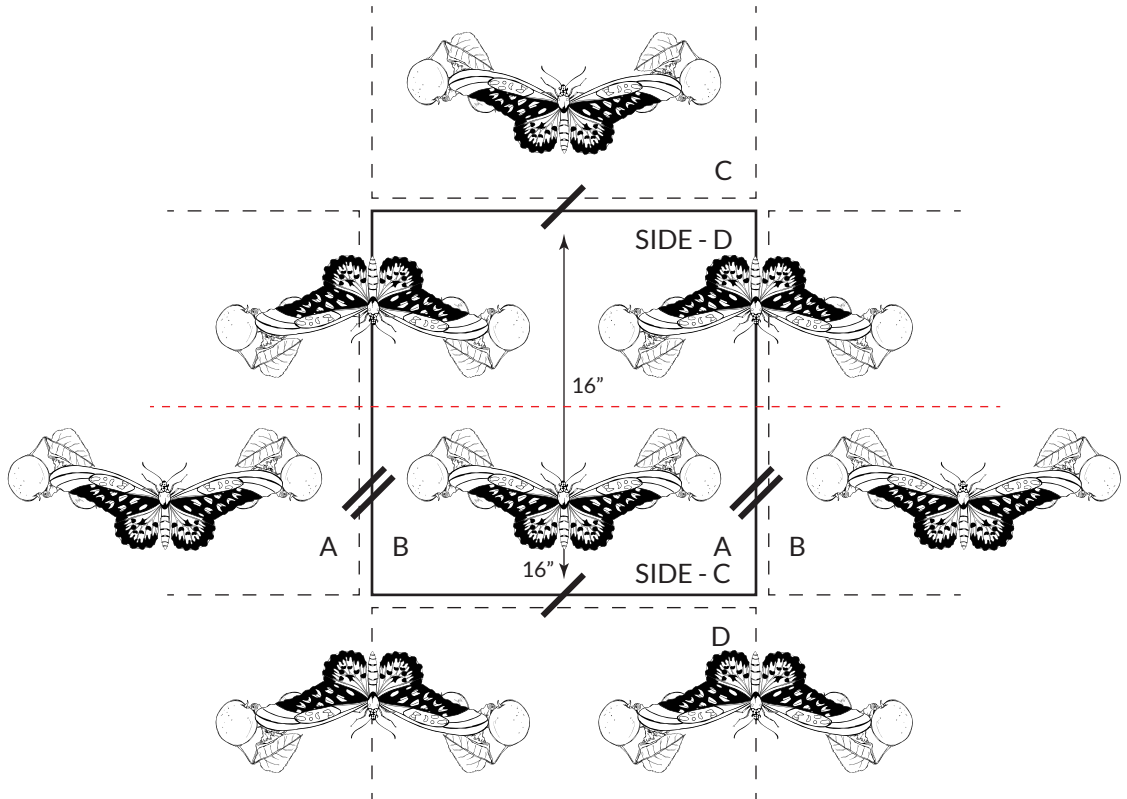16"

SIDE - D

C

A B

A B

SIDE - C

16"

D

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/ = MATCH NOTCH

BEHIND THE SCENES
MIRROR REPEAT
TWO - WAY DIRECTION

PRINTABLE PAPER WIDTH
IN THIS EXAMPLE 24"

C

SIDE - D

16"

A   B   A   B

16"   SIDE - C

D

/ = MATCH NOTCH
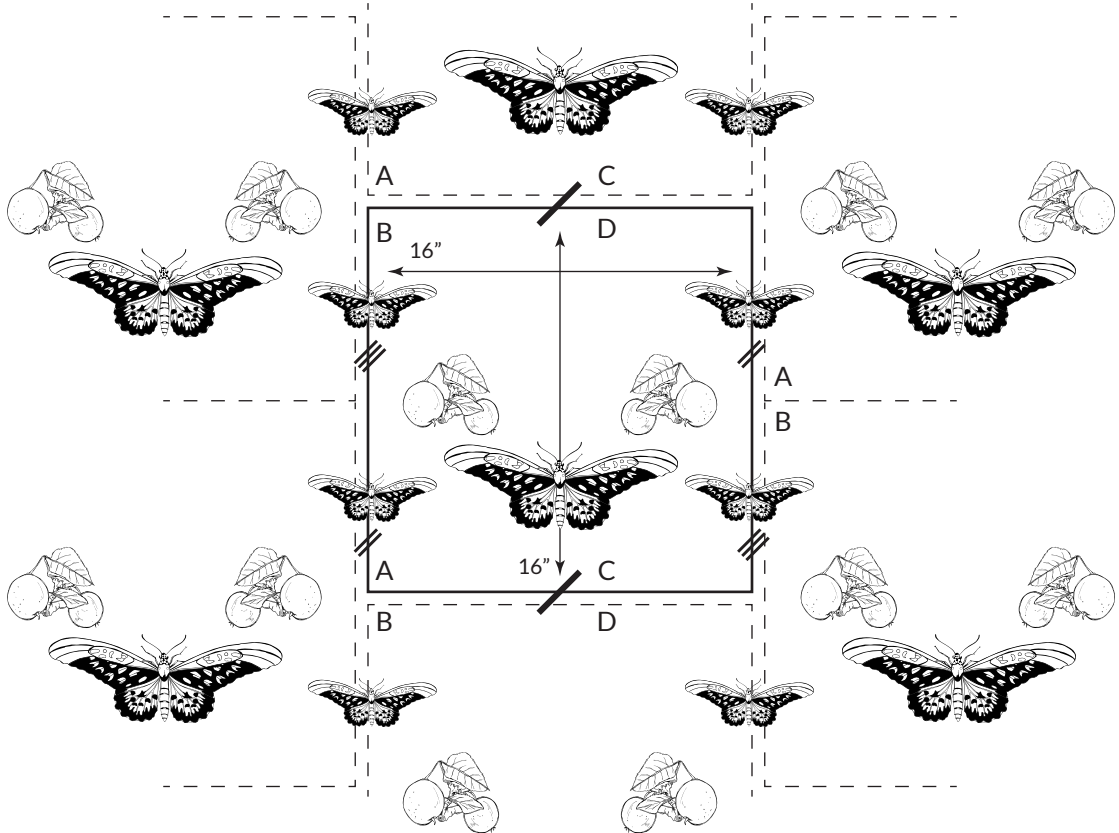
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STEP MIRROR REPEAT 1

ONE DIRECTION
WIDTH OF REPEAT TILE SHOULD BE
HALF OF THE PRINTABLE PAPER WIDTH
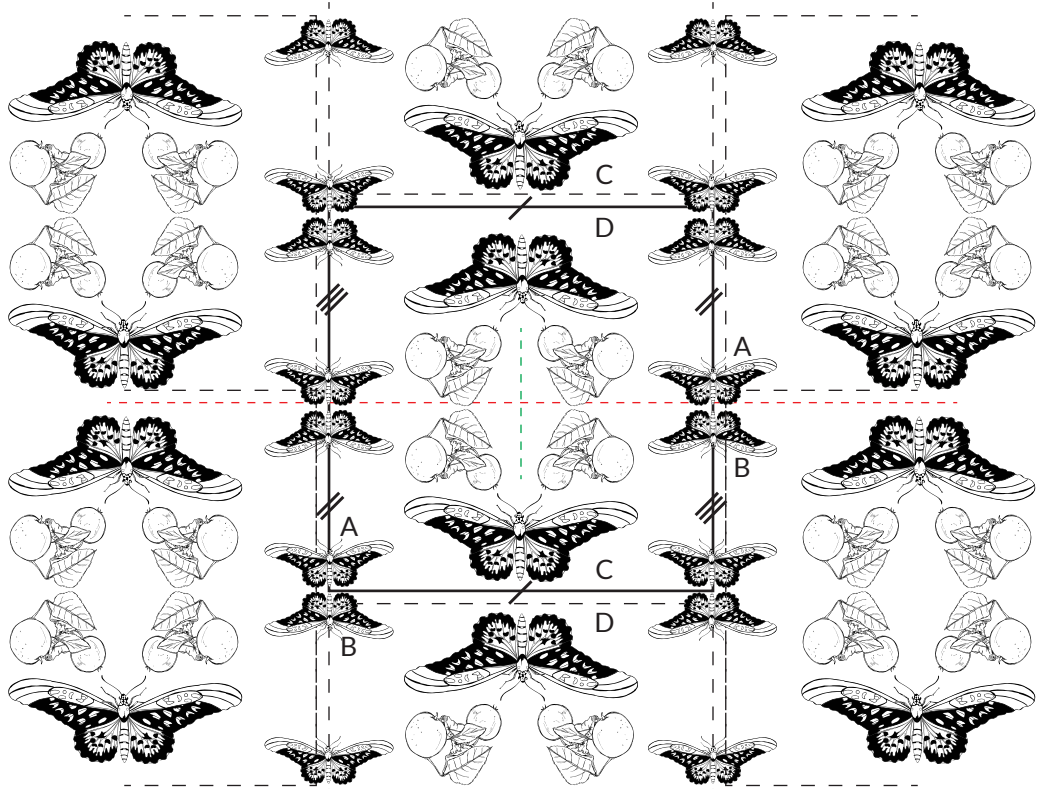(IN THIS EXAMPLE 16" x 2 = 34")

A
C
B
D
16"
A
B
16"
A
C
B
D

/ = MATCH NOTCH

STEP MIRROR REPEAT 1

TWO - WAY DIRECTION
PERFECT METHOD FOR A SYMMETRICAL DESIGN
WIDTH OF REPEAT TILE SHOULD BE HALF OF THE PRINTABLE PAPER WIDTH
(IN THIS EXAMPLE 16" x 2 = 34")

= MATCH NOTCH
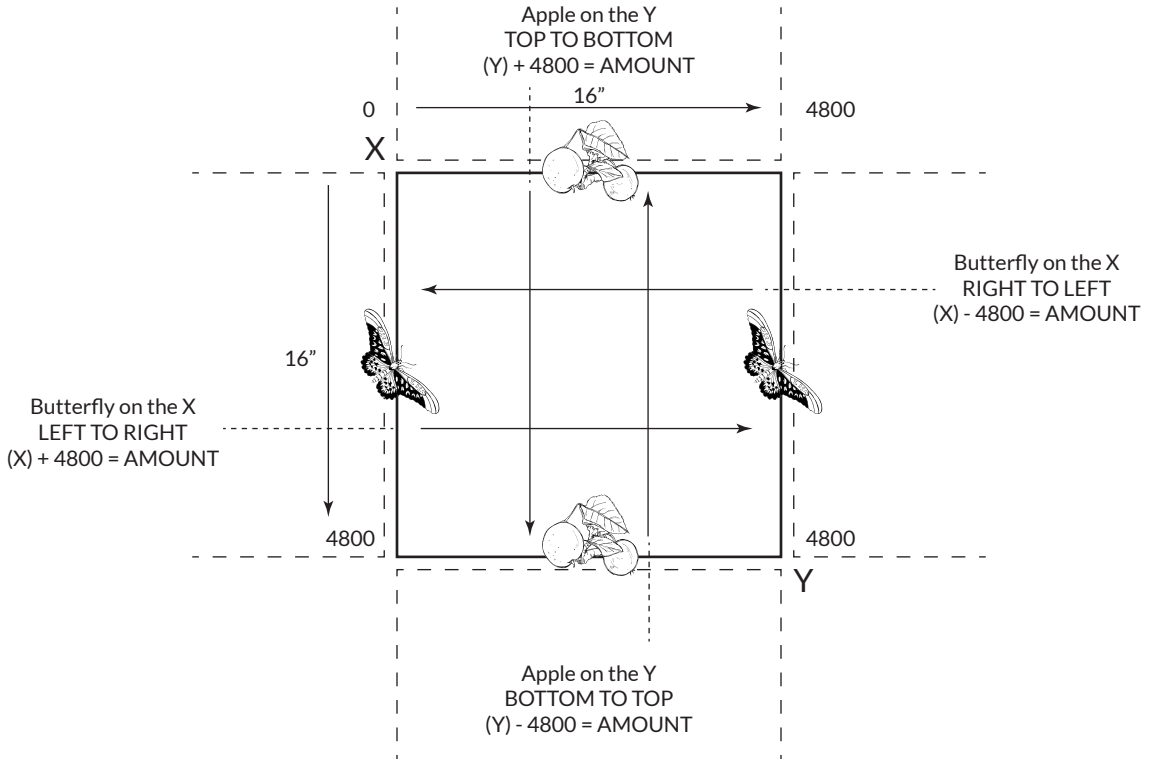
= 180° ROTATION LINE

= MIRROR LINE

THE MATH 1

REPEAT TILE

Photoshop is best for me for repeat tiles.

I'll copy and paste my vector art into the file as pixels. (Note: Smart Objects don't improve my desired output)

My Photoshop PRINT file for this example is 16" x 16" 300 dpi CMYK. The pixels are 4800 X 4800.

The pixel ratio is important for the mathematically movement of the illustration to match on the edge for a seamless print.

Apple on the Y
TOP TO BOTTOM
(Y) + 4800 = AMOUNT

0   16"   4800

X

Butterfly on the X
RIGHT TO LEFT
(X) - 4800 = AMOUNT

16"

Butterfly on the X
LEFT TO RIGHT
(X) + 4800 = AMOUNT

4800

4800

4800

Y

Apple on the Y
BOTTOM TO TOP
(Y) - 4800 = AMOUNT
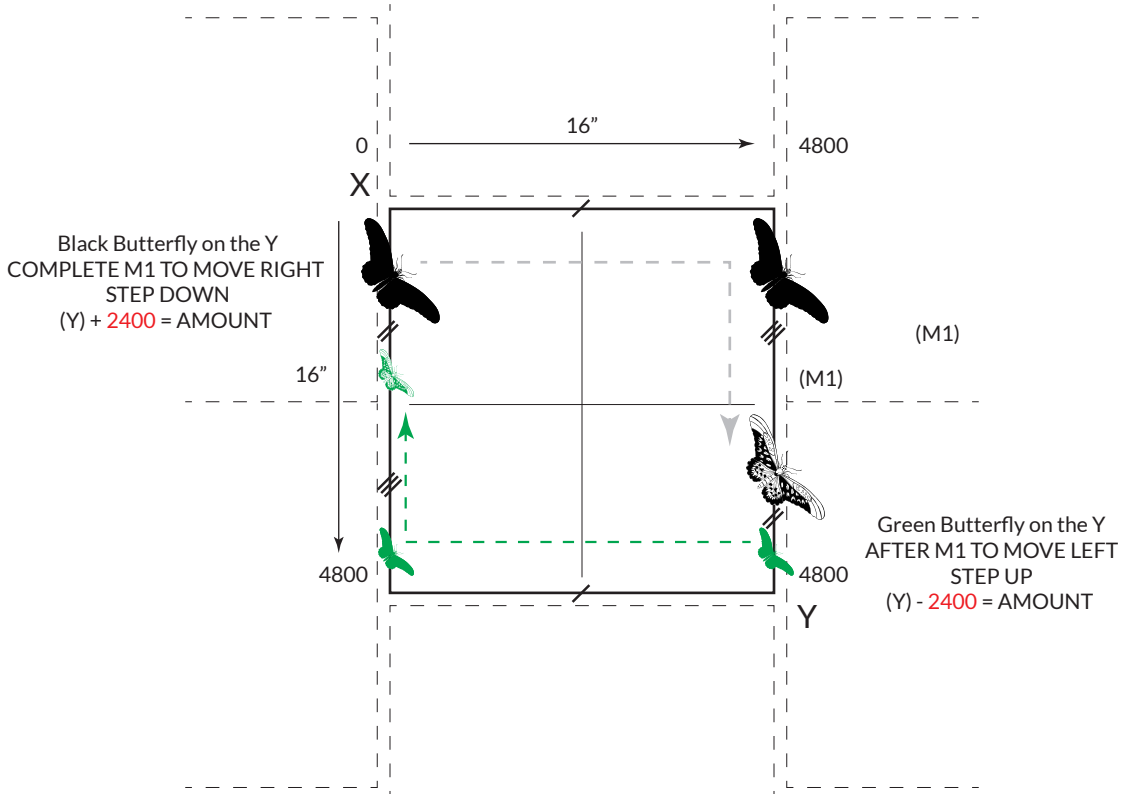
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THE MATH 2

STEP REPEAT TILE

Do Math 1 (M1) to move illustration to the correct side left or right.
The only Math needed is 1/2 of Y
In this example it 4800 / 2 = 2400

0   16"   4800

X

**Black Butterfly on the Y
COMPLETE M1 TO MOVE RIGHT
STEP DOWN
(Y) + 2400 = AMOUNT**

16"

(M1)

(M1)

4800   4800   4800

Y

**Green Butterfly on the Y
AFTER M1 TO MOVE LEFT
STEP UP
(Y) - 2400 = AMOUNT**

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╱ = MATCH NOTCH

THE MATH 3

STEP REPEAT TWO WAY ONLY
Watch Video 9 for explanation.
The basic principle here is to have matching characters on the seam below the red line.

Green Butterfly
Get the distance from Y in photoshop
Y - 2400 = A

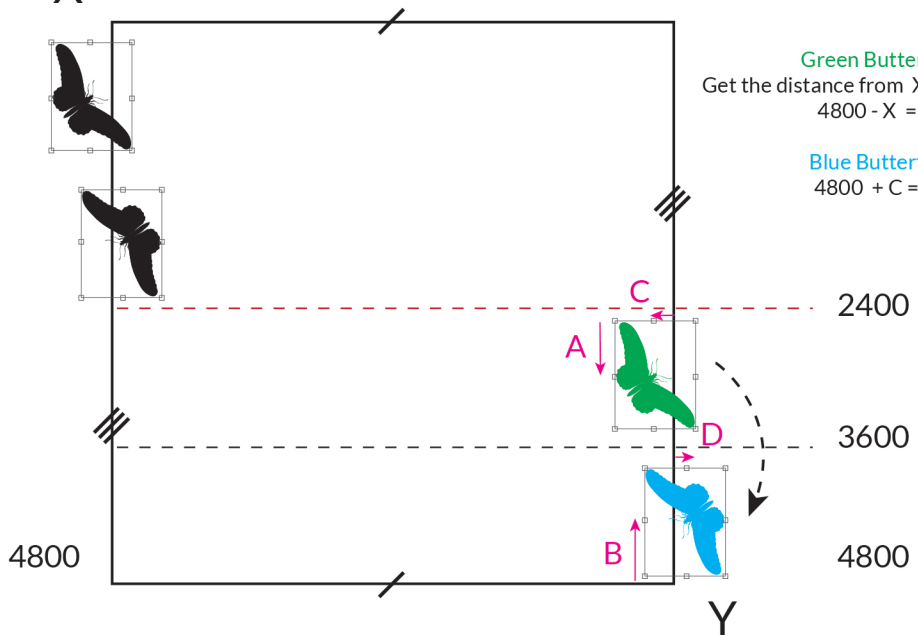**Blue Butterfly**
Copy Green, rotate 180
To get B
4800 - A = B

Green Butterfly
Get the distance from X in photoshop
4800 - X = C

Blue Butterfly
4800 + C = D

/ = MATCH NOTCH