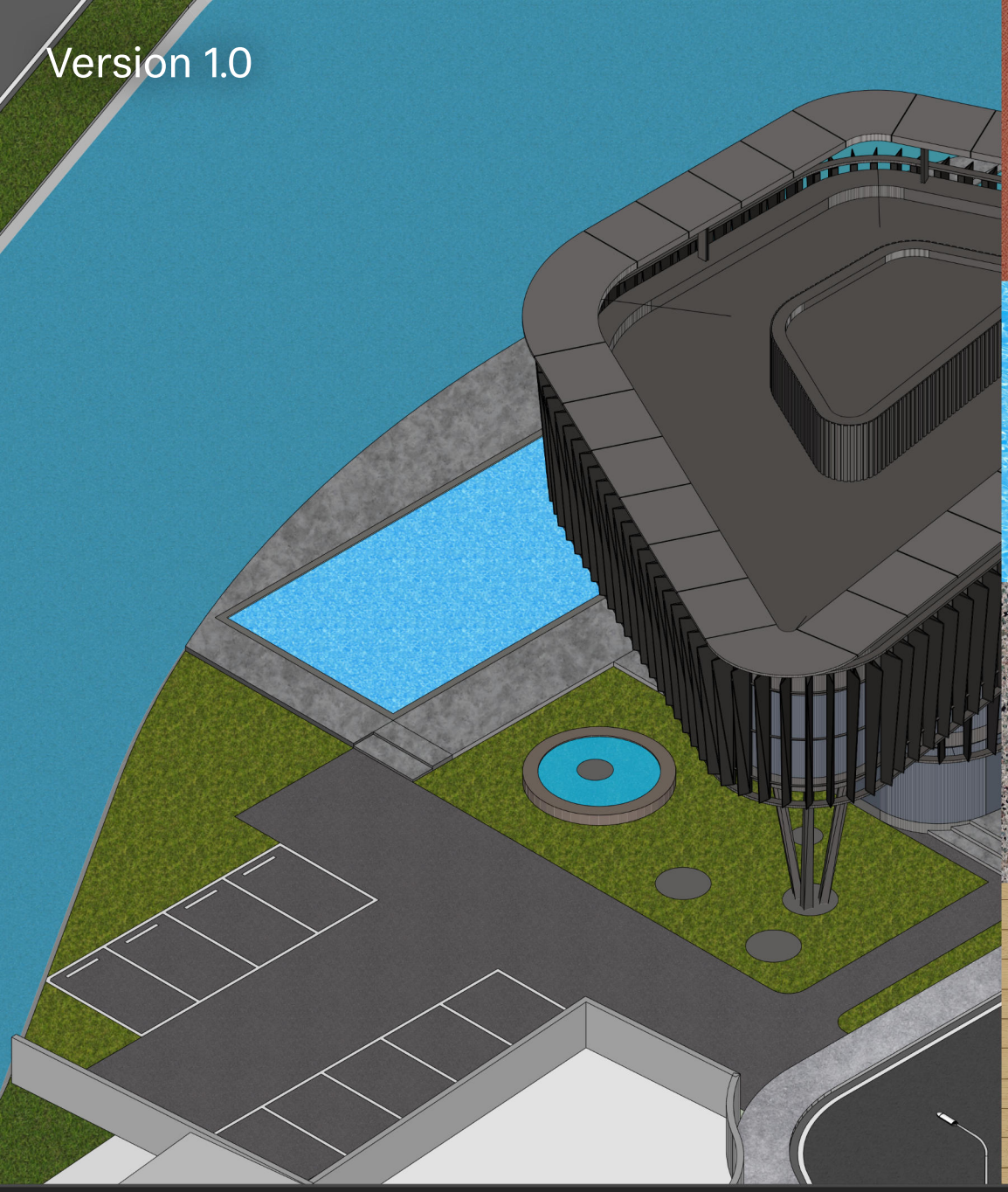
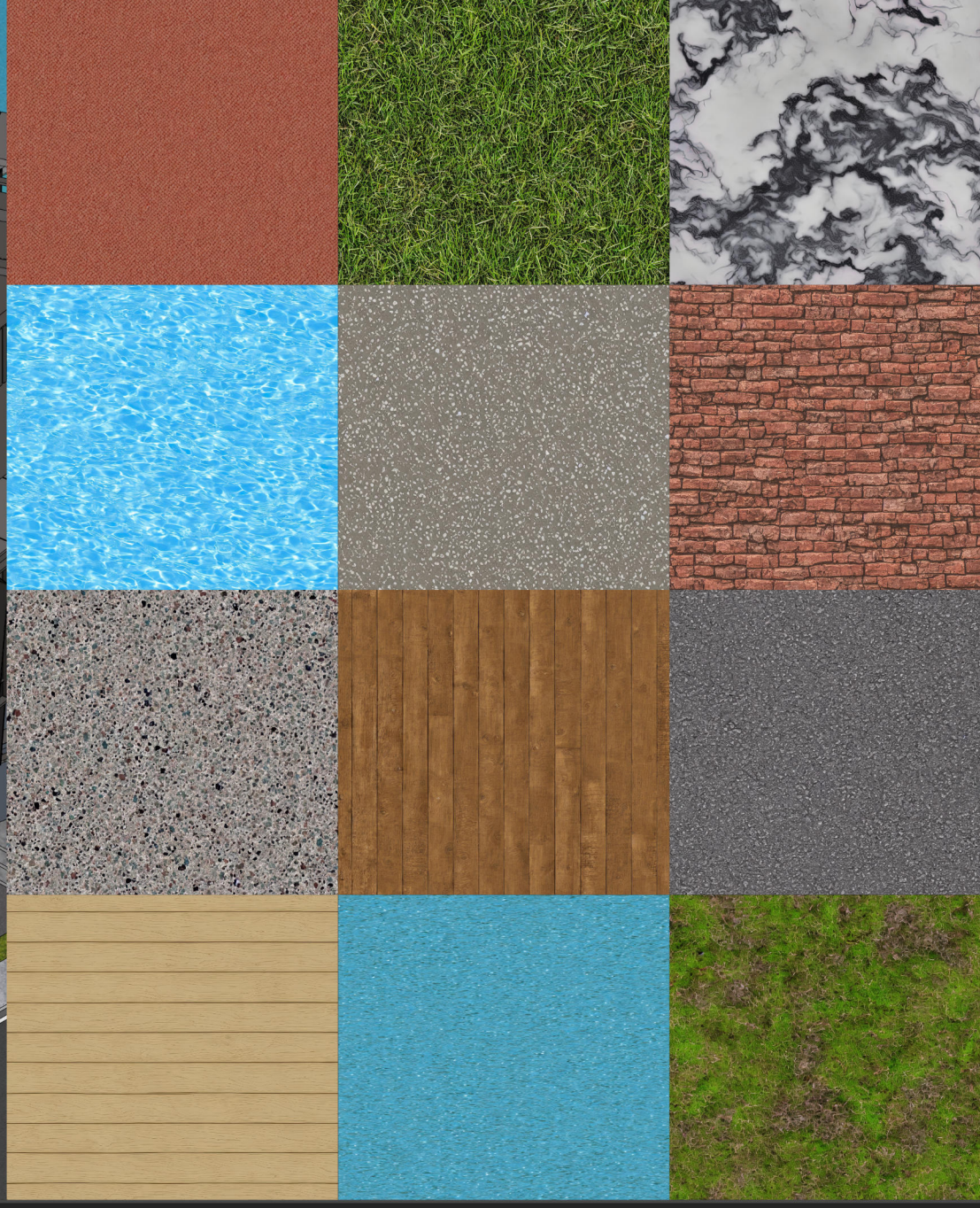
Version 1.0





JR Architecture Patterns

Introduction

This asset pack, compatible with all Affinity apps but primarily intended for Affinity Designer and Affinity Photo, contains a variety of seamless pattern textures that are saved as Pattern Layers.

Pattern Layers repeat infinitely across the bounds of the document, and can be masked to specific areas. They can also be loaded as bitmap fills when using the Vector Flood Fill tool in Affinity Designer.

When added to a document, each pattern layer comes with at least one nested layer to quickly control the blending: this will typically be a ***Tone*** layer, where you can quickly change brightness and contrast of the pattern.

Please note: these assets require at least version **1.10** of the Affinity apps (although at least V2 is recommended). The Vector Flood Fill Tool is only available in Affinity Designer 2.1.0 or higher (the tool is also available in Affinity Publisher via StudioLink).

Installation

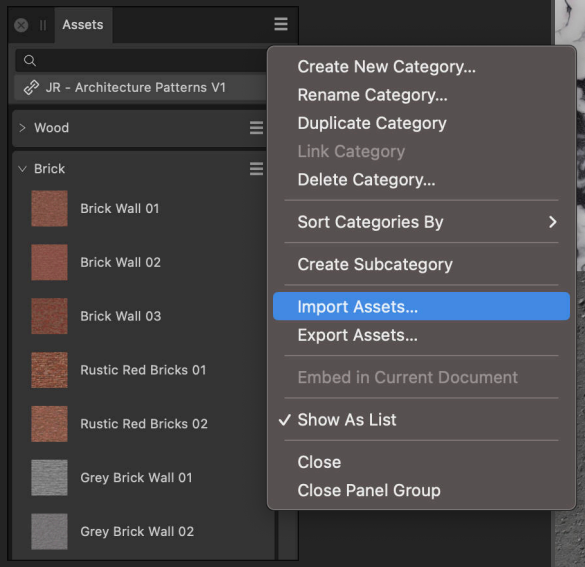
1. Extract the *JR - Patterns V1.afassets* file to a directory of your choice.

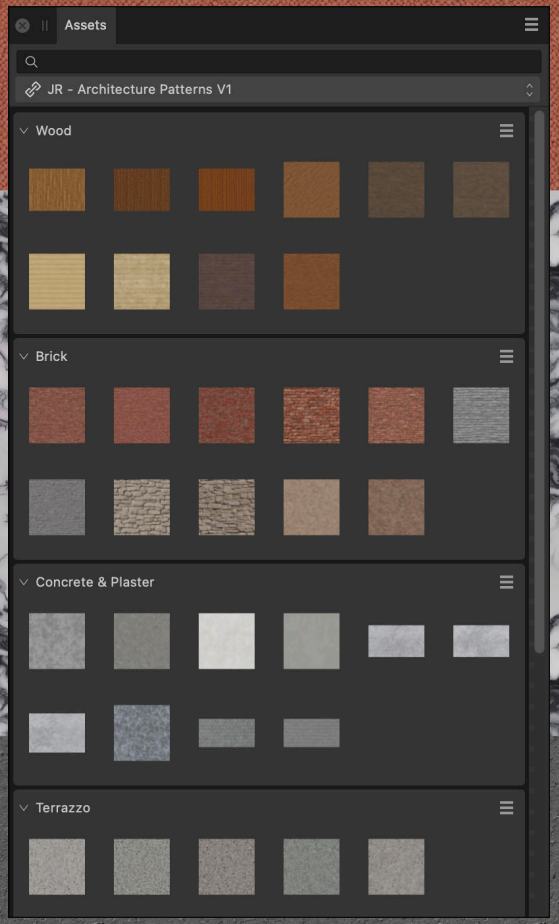
2. In your Affinity app, open the **Assets** panel—if it is not already available, go to **View>Studio>Assets** to enable it.

3. Click the options menu at the top right of the panel and choose **Import Assets...**

4. From the file dialog, choose the *JR Architecture Patterns V1.afassets* file and click **Open**.

5. The assets will now be imported.





Tip: you can also import .afassets files by click-dragging them from your file browser (Finder on macOS, Explorer on Windows) onto the user interface of the open Affinity app. Once you release the mouse button, the assets will be imported and the **Assets** panel will immediately be shown if it is not already active.

This is my preferred approach to installing Affinity resources as it is a quicker procedure!

Usage

Using the patterns provided in the asset pack is just a straightforward case of dragging them onto your document.

Affinity Photo

If you are using Affinity Photo, you will typically need to create a flood selection of the area you wish to restrict the pattern to, then add a **Mask Layer** to the pattern once it is added.

For more information, please see my video tutorial on Elevation rendering workflows.

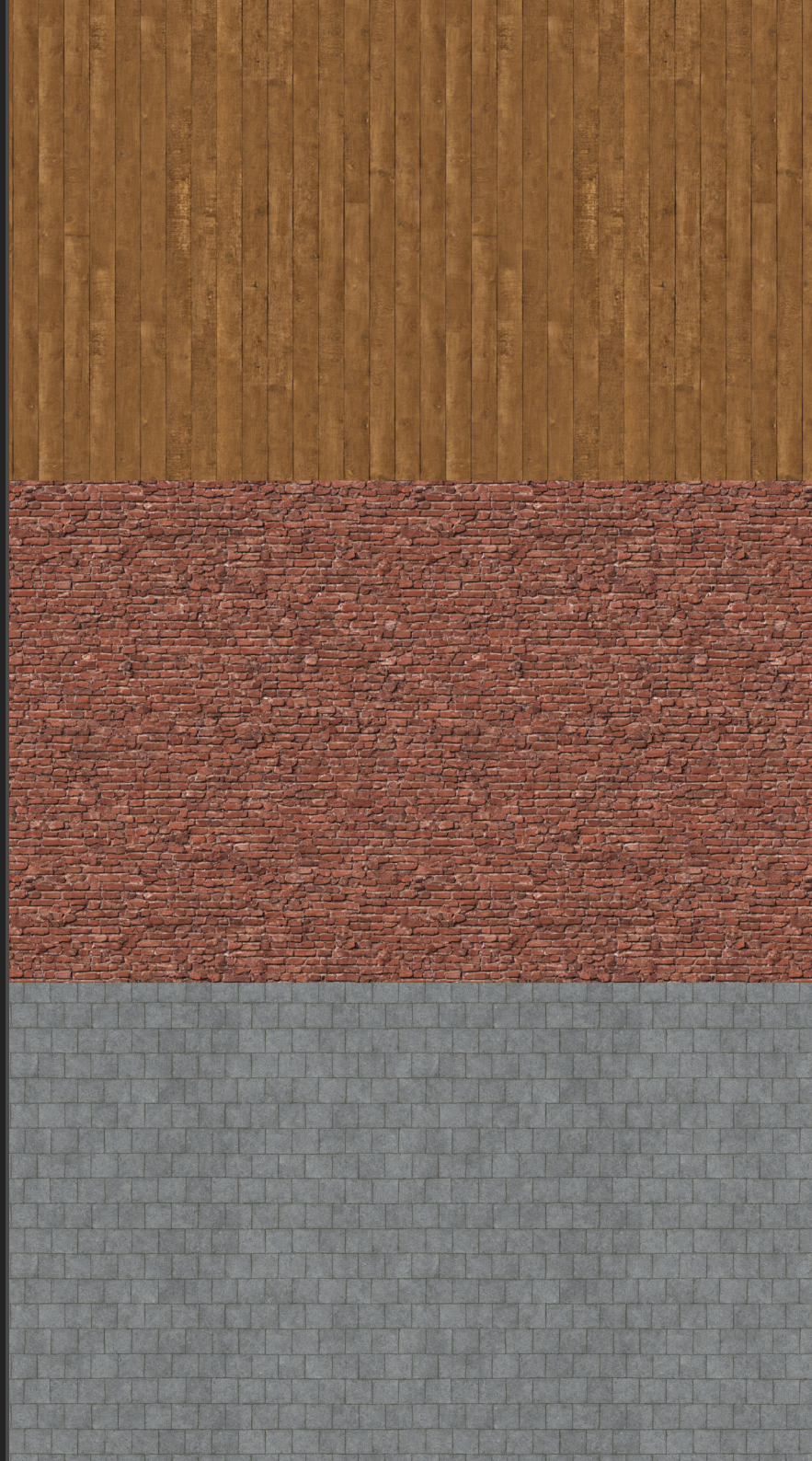
Alternatively, you can use my **JR - Architectural Rendering** macros (included in the download) to quickly create masked texture groups.

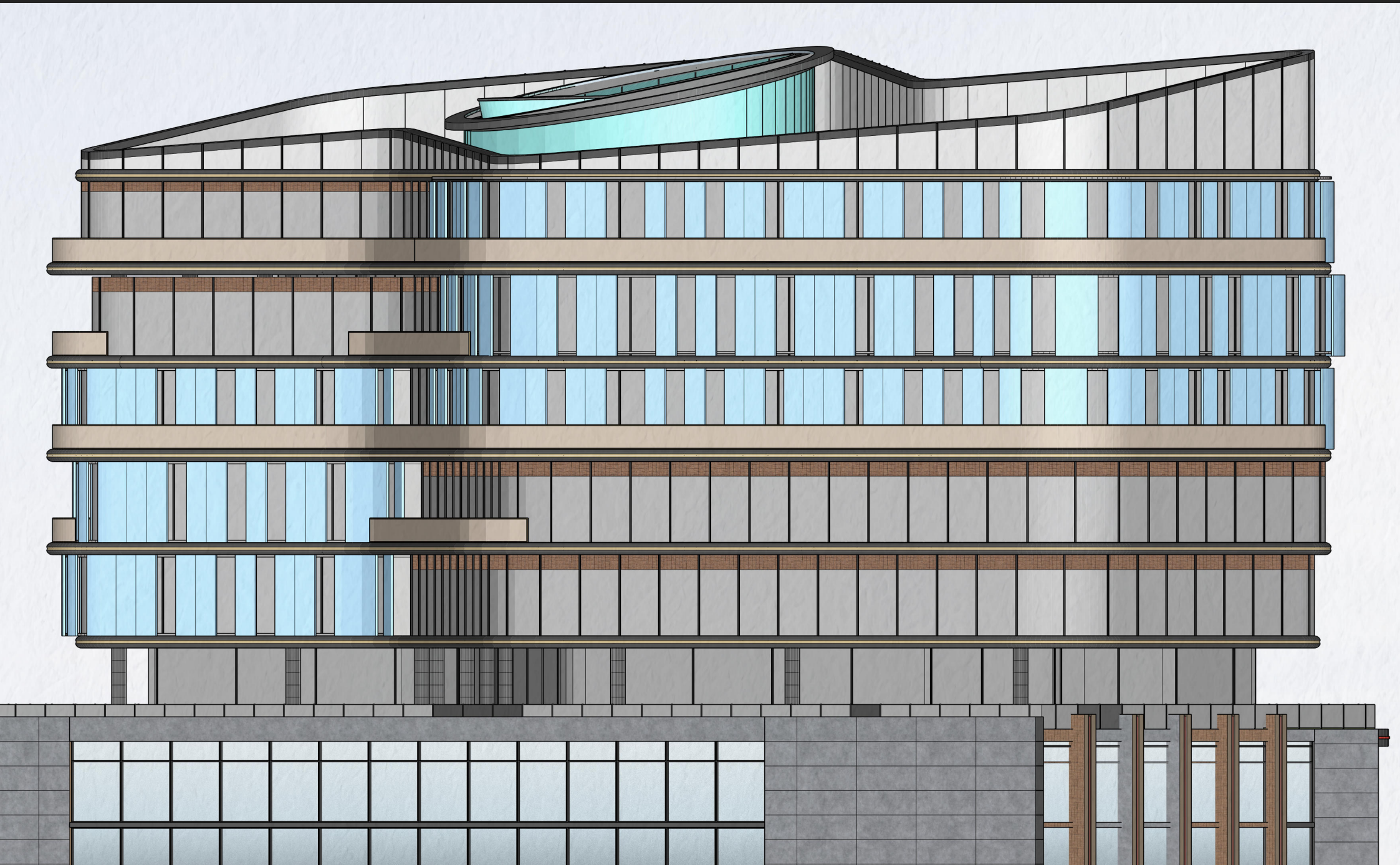
Use the **Flood Select Tool** to make a selection of the area you want to texture (don't forget to enable **Antialias**), then run the **Masked Texture Group** macro. You can now drag-drop multiple patterns into the masked group to easily switch between textures on the fly, and reposition/scale them easily without affecting the mask.

Affinity Designer

Affinity Designer 2.1.0 and above comes with the **Vector Flood Fill Tool**. This allows you to easily 'load' a pattern as an active fill, then single click to flood areas with it—perfect for vector plans and diagrams sourced from DWG/DXF and PDF files.

See my video tutorial Vector Flood Fill with Bitmap Patterns for more information.



Credits

All pattern images created and edited by James Ritson.