01 / HANDMADE IN EVERY FILE

# The texture travels with it

Each motif carries its own ceramic finish, even when copied and used alone.



**6 CANONICAL MOTIFS / 20 SAMPLE PLACEMENTS / 8-INCH ARTBOARDS**

Uneven painted contours, navy and gold pigment variation, and subtle ceramic glaze detail are now built into each standalone SVG as colored vector paths.

Start with standalone-motifs/T01.svg through T08.svg (T05 and T06 are excluded). Each of the six files works independently and includes its own complete surface detail.

02 / ACTUAL SVG RENDERS

# The six standalone motifs

Every sample below is rendered from its own textured vector SVG, with no separate texture layer.



**T01**

8 x 8 in

**Four-point floral medallion**



**T02**

8 x 8 in

**Floral cross**



**T03**

8 x 8 in

**Ornamental medallion**



**T04**

8 x 8 in

**Four-petal flower and arcs**



**T07**

8 x 8 in

**Acanthus scroll**



**T08**

8 x 8 in

**Navy scrolling leaves**

03 / INDIVIDUAL SVG

# A complete ceramic surface

The standalone file contains the motif, the glaze variation and the imperfect paint edges.



**T02.svg**

Self-contained

Vector paths

8-inch square

Move a motif SVG into another folder, place it in a layout, scale it or export it by itself: its handmade finish is part of the same file. There are no linked pictures, external texture files, fonts or SVG filters to supply.

The paths are detailed filled color regions. They reproduce the approved brush and ceramic character with much finer color variation than the previous simplified vectors. The original approved image is also retained for a pixel-exact reference.

04 / FILES & DIMENSIONS

# Use these six files

The canonical SVG sources are in standalone-motifs/. Matching PNGs are exported from those SVGs.

### standalone-motifs/

T01.svg, T02.svg, T03.svg, T04.svg, T07.svg and T08.svg. All six include their own complete handmade texture as editable vector shapes. Each artboard is 8 x 8 inches.

### standalone-motifs/png-2400/

Six matching 2400 x 2400 PNGs at 300 ppi for an 8-inch tile. These are rendered from the textured vectors.

### Primary_Motifs_8x8in_Textured_Vector.pdf

Six vector pages, one standalone textured motif per page, each exactly 8 x 8 inches. Print at Actual Size / 100%.

### Handmade_Pattern_40x32in_Editable_Vector.pdf

A 40 x 32 inch sample arrangement using the six textured vector motifs in 20 placements. Each placed motif carries its own texture.

### Original approved appearance

The Exact PDFs, PNGs and image-based SVGs remain included. They preserve the original 20 position-specific variations. The vector arrangement repeats the six canonical motifs.

### Complete SVG source

The .svg files are the complete code. Full text copies are also included under tiles/primary/svg-code/ and code/.

05 / EDIT & REBUILD

# Keep the texture together

All of the colored path regions belong to each motif. Move or scale the entire tile group together.

## Edit a standalone motif

Open standalone-motifs/T01.svg (or another ID) in Illustrator, Affinity Designer or Inkscape. The artwork uses filled vector shapes, including many small regions that describe glaze and pigment variation.

## Rebuild the SVG exports

Run python3 code/regenerate_svgs.py after editing the six canonical SVGs. It rebuilds the full vector arrangement, complete code copies and matching SVG copies in the legacy folders. Python 3 standard library only; no network access.

## Reconstruct the vectors from the reference

Run python3 code/rebuild_handmade_vectors.py to retrace the six packaged source crops and regenerate the textured vector PDFs and PNGs. This overwrites manual path edits. Dependencies are listed in code/requirements.txt.

## Rebuild the guide

Run python3 code/build_designer_guide.py after rendering the standalone PNGs. The guide and preview show the actual SVG output.

## Verify delivered files

Run python3 code/verify_package.py to check the delivered SHA-256 hashes. Intentional edits will cause the old hashes to differ.

06 / PRODUCTION NOTES

# Preserve the ceramic character

Deep navy, neutral ceramic white and restrained aged-gold pigment. No green accents.

## Handmade detail is part of the vector

The rebuilt SVGs carry brush contours, tonal pigment differences and glaze variation as many small filled paths. Fine image texture is reconstructed; the vector is not a pixel-identical copy of the reference photograph.

## Scalable detail

Vector curves and color regions scale with the tile. The files are detailed and may be larger or take longer to open than simple flat icons. Retain their path detail for the handmade finish.

## The original raster exports

The original approved sheet is 1402 x 1122 pixels. Its 12000 x 9600 PNG export is resampled to 300 ppi at 40 x 32 inches; it does not recover new photographic detail. The new standalone PNGs are rendered from the detailed vector reconstruction.

## Gold and finishing

Gold is an RGB painted pigment appearance. Metallic ink, foil or a spot separation is not specified. Confirm color, finish, bleed, joints and trim with the fabricator.

## Material proof

Approve a sample on the intended tile, decal, vinyl or printed material at the intended viewing distance before a full production run. The 8-inch artboard is nominal and includes the visible ceramic edge pixels from the approved source.