

arroway *textures*

concrete - volume one

This collection on DVD contains 51 professional multi-layered textures in highest resolution (up to 44 megapixel). Every texture consists of diffuse, bump and specular/glossiness map - all available in lossless-compressed format (PNG24 / PNG8).

The collection covers textures of the following categories: *bricks & tiles, floor surfaces, panel formed surfaces, wall surfaces* and *misc.*

For further information to this and other products, please visit our website: www.arroway.de

bricks & tiles

concrete 04

washed concrete wall slabs

+	11000 x 3300 (36,3mpix)	
D 100%	S 50%	B 5%
T	G < S 25%	R
~15,0m x 4,5m		



Large wall slabs of washed concrete

diffuse map: *concrete-04_d100.png*
 bump map: *concrete-04_b005.png*
 specular map: *concrete-04_s050-g025.png*

concrete 05

grooves

+	7000 x 3500 (24,5mpix)	
D 100%	S 100%	B 20%
T	G 0%	R
~7,0m x 3,5m		



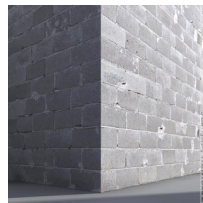
Large concrete slabs with decorative grooves

diffuse map: *concrete-05_d100.png*
 bump map: *concrete-05_b020.png*
 specular map: *concrete-05_s100-(g000).png*

concrete 06

concrete bricks

+	11000 x 3300 (36,3mpix)	
D 100%	S 25%	B 2%
T	G < S 50%	R
~6,0m x 1,8m		



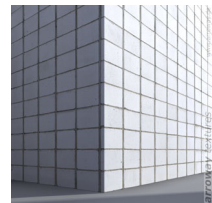
Rough wall of concrete bricks

diffuse map: *concrete-06_d100.png*
 bump map: *concrete-06_b002.png*
 specular map: *concrete-06_s025-g050.png*

concrete 07

concrete slabs

+	7200 x 4500 (32,4mpix)	
D 100%	S 25%	B 5%
T	G < S 25%	R
~4,0m x 2,5m		



White concrete facing slabs

diffuse map: *concrete-07_d100.png*
 bump map: *concrete-07_b005.png*
 specular map: *concrete-07_s025-g025.png*

concrete 08

concrete blocks

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 5%
T	G < S 50%	R
~5,0m x 5,0m		



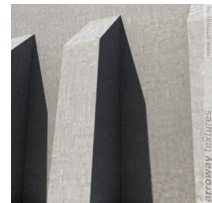
Smooth wall of large concrete blocks

diffuse map: *concrete-08_d100.png*
 bump map: *concrete-08_b005.png*
 specular map: *concrete-08_s100-g050.png*

concrete 09

fake concrete blocks

+	5000 x 5000 (25,0mpix)	
D 100%	S 50%	B 5%
T	G < S 10%	R
~5,0m x 5,0m		



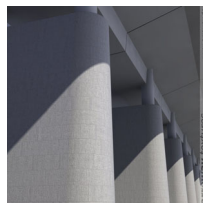
Concrete wall with block structure created by the shuttering

diffuse map: *concrete-09_d100.png*
 bump map: *concrete-09_b005.png*
 specular map: *concrete-09_s050-g010.png*

concrete 10

fake concrete blocks

+	6000 x 6000 (36,0mpix)	
D 100%	S 20%	B 20%
T	G < S 10%	R
~6,0m x 6,0m		



Concrete wall with block structure created by the shuttering

diffuse map: *concrete-10_d100.png*
 bump map: *concrete-10_b020.png*
 specular map: *concrete-10_s020-g010.png*

concrete 11

concrete slabs

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 10%
T	G < S 100%	R
~5,0m x 5,0m		



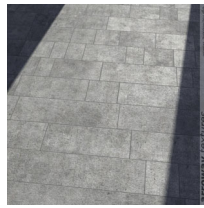
Concrete slabs with textile-like surface

diffuse map: *concrete-11_d100.png*
 bump map: *concrete-11_b010.png*
 specular map: *concrete-11_s100-g100.png*

concrete 12

concrete slabs

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 10%
T	G < S 100%	R
~8,0m x 8,0m		



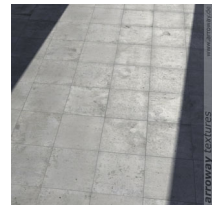
Concrete slabs for wall or floor

diffuse map: *concrete-12_d100.png*
bump map: *concrete-12_b010.png*
specular map: *concrete-12_s100-g100.png*

concrete 13

concrete slabs

+	4000 x 4000 (16,0mpix)	
D 100%	S 50%	B 2%
T	G < S 50%	R
~4,0m x 4,0m		



Smooth concrete slabs

diffuse map: *concrete-13_d100.png*
bump map: *concrete-13_b002.png*
specular map: *concrete-13_s050-g050.png*

concrete 14

wall slabs

+	5000 x 5000 (25,0mpix)	
D 100%	S 25%	B 5%
T	G < S 25%	R
~5,0m x 5,0m		



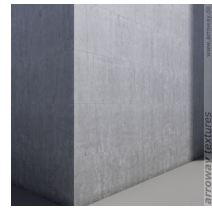
Concrete slabs with a very smooth surface

diffuse map: *concrete-14_d100.png*
bump map: *concrete-14_b005.png*
specular map: *concrete-14_s025-g025.png*

concrete 15

fake blocks

+	5000 x 5000 (25,0mpix)	
D 100%	S 100%	B 5%
T	G < S 50%	R
~5,0m x 5,0m		



Concrete wall with block structure created by the shuttering

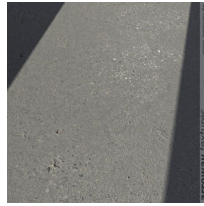
diffuse map: *concrete-15_d100.png*
bump map: *concrete-15_b005.png*
specular map: *concrete-15_s100-g050.png*

floor surfaces

concrete 16

concrete floor

+	5100 x 7000 (35,7mpix)
D 100%	S 50% B 5%
T	G < S 25% R
~3,0m x 4,0m	



Rough concrete floor surface

diffuse map: *concrete-16_d100.png*

bump map: *concrete-16_b005.png*

specular map: *concrete-16_s050-g025.png*

concrete 17

concrete floor

+	6000 x 6000 (36,0mpix)
D 100%	S 100% B 10%
T	G < S 100% R
~6,0m x 6,0m	



Concrete floor

diffuse map: *concrete-17_d100.png*

bump map: *concrete-17_b010.png*

specular map: *concrete-17_s100-g100.png*

concrete 18

concrete floor

+	8000 x 4000 (32,0mpix)
D 100%	S 50% B 5%
T	G < S 50% R
~8,0m x 4,0m	



Concrete floor

diffuse map: *concrete-18_d100.png*

bump map: *concrete-18_b005.png*

specular map: *concrete-18_s050-g050.png*

concrete 19

concrete floor

+	6000 x 6000 (36,0mpix)
D 100%	S 50% B 5%
T	G < S 50% R
~6,0m x 6,0m	



Concrete floor

diffuse map: *concrete-19_d100.png*

bump map: *concrete-19_b005.png*

specular map: *concrete-19_s050-g050.png*

concrete 20

concrete floor

+	6000 x 6000 (36,0mpix)
D 100%	S 100% B 5%
T	G < S 100% R
~3,0m x 3,0m	



Concrete floor; rough surface

diffuse map: *concrete-20_d100.png*

bump map: *concrete-20_b005.png*

specular map: *concrete-20_s100-g100.png*

concrete 21

concrete floor

+	6000 x 6000 (36,0mpix)
D 100%	S 100% B 5%
T	G < S 100% R
~4,0m x 4,0m	



Concrete floor

diffuse map: *concrete-21_d100.png*

bump map: *concrete-21_b005.png*

specular map: *concrete-21_s100-g100.png*

panel formed surfaces

concrete 22

exposed concrete

+			7000 x 3500 (24,5mpix)
D 100%	S 50%	B 5%	
T	G < S 50%	R	
~10,0m x 5,0m			



Wall of exposed concrete; 2x2 panel shuttering

diffuse map: *concrete-22_d100.png*

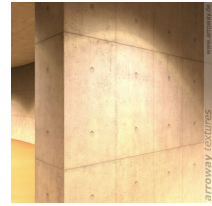
bump map: *concrete-22_b005.png*

specular map: *concrete-22_s050-g050.png*

concrete 23

exposed concrete (gray, 1x2)

+			3000 x 6000 (18,0mpix)
D 100%	S 50%	B 5%	
T	G < S 25%	R	
~3,0m x 6,0m			



wall of exposed concrete; 1x2 panel shuttering; corresponding to 'concrete 24' and 'concrete 25'

diffuse map: *concrete-23_d100.png*

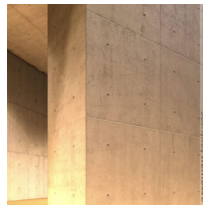
bump map: *concrete-23_b005.png*

specular map: *concrete-23_s050-g025.png*

concrete 24

exposed concrete (gray, 2x2)

+			6000 x 6000 (36,0mpix)
D 100%	S 50%	B 5%	
T	G < S 25%	R	
~6,0m x 6,0m			



wall of exposed concrete; 2x2 panel shuttering; corresponding to 'concrete 23' and 'concrete 25'

diffuse map: *concrete-24_d100.png*

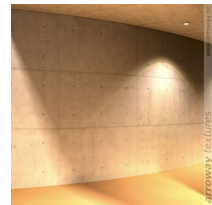
bump map: *concrete-24_b005.png*

specular map: *concrete-24_s050-g025.png*

concrete 25

exposed concrete (gray, 3x2)

+			6000 x 6000 (36,0mpix)
D 100%	S 50%	B 5%	
T	G < S 25%	R	
~6,0m x 6,0m			



wall of exposed concrete; 3x2 panel shuttering; corresponding to 'concrete 23' and 'concrete 24'

diffuse map: *concrete-25_d100.png*

bump map: *concrete-25_b005.png*

specular map: *concrete-25_s050-g025.png*

concrete 26

exposed concrete (anthracite, 1x2)

+			3000 x 6000 (18,0mpix)
D 100%	S 50%	B 5%	
T	G < S 25%	R	
~3,0m x 6,0m			



wall of anthracite colored exposed concrete; 1x2 panel shuttering; corresponding to 'concrete 27' and 'concrete 28'

diffuse map: *concrete-26_d100.png*

bump map: *concrete-26_b005.png*

specular map: *concrete-26_s050-g025.png*

concrete 27

exposed concrete (anthracite, 2x2)

+			6000 x 6000 (36,0mpix)
D 100%	S 50%	B 5%	
T	G < S 25%	R	
~6,0m x 6,0m			



wall of anthracite colored exposed concrete; 2x2 panel shuttering; corresponding to 'concrete 26' and 'concrete 28'

diffuse map: *concrete-27_d100.png*

bump map: *concrete-27_b005.png*

specular map: *concrete-27_s050-g025.png*

concrete 28

exposed concrete (anthracite, 3x2)

⊕ 6000 x 6000 (36,0mpix)		
D 100%	S 50%	B 5%
T	G < S 25%	R
~6,0m x 6,0m		



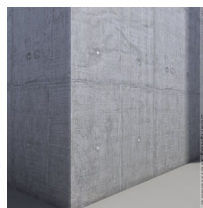
wall of anthracite colored exposed concrete; 3x2 panel shuttering; corresponding to 'concrete 26' and 'concrete 27'

diffuse map: [concrete-28_d100.png](#)
 bump map: [concrete-28_b005.png](#)
 specular map: [concrete-28_s050-g025.png](#)

concrete 30

exposed concrete

↔ 5200 x 4600 (23,9mpix)		
D 100%	S 50%	B 10%
T	G < S 25%	R
~5,0m x 4,4m		



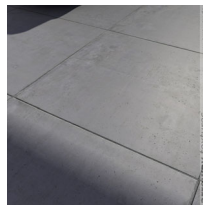
wall of exposed concrete

diffuse map: [concrete-30_d100.png](#)
 bump map: [concrete-30_b010.png](#)
 specular map: [concrete-30_s050-g025.png](#)

concrete 32

exposed concrete

⊕ 5000 x 5000 (25,0mpix)		
D 100%	S 25%	B 5%
T	G < S 50%	R
~5,0m x 5,0m		



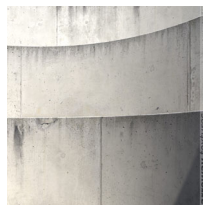
exposed concrete with a very smooth surface; for wall and floor

diffuse map: [concrete-32_d100.png](#)
 bump map: [concrete-32_b005.png](#)
 specular map: [concrete-32_s025-g050.png](#)

concrete 34

concrete wall

↔ 14000 x 1600 (22,4mpix)		
D 100%	S 50%	B 5%
T	G < S 25%	R
~14,0m x 1,6m		



long wall of exposed concrete; correspondig to 'concrete 35'

diffuse map: [concrete-34_d100.png](#)
 bump map: [concrete-34_b005.png](#)
 specular map: [concrete-34_s050-g025.png](#)

concrete 29

exposed concrete

↔ 6600 x 3700 (24,4mpix)		
D 100%	S 25%	B 5%
T	G < S 25%	R
~4,0m x 2,3m		



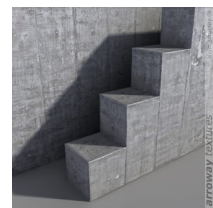
dirty wall of exposed concrete

diffuse map: [concrete-29_d100.png](#)
 bump map: [concrete-29_b005.png](#)
 specular map: [concrete-29_s025-g025.png](#)

concrete 31

exposed concrete

↔ 7000 x 3500 (24,5mpix)		
D 100%	S 25%	B 10%
T	G < S 25%	R
~8,0m x 4,0m		



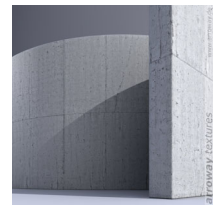
wall of exposed concrete

diffuse map: [concrete-31_d100.png](#)
 bump map: [concrete-31_b010.png](#)
 specular map: [concrete-31_s025-g025.png](#)

concrete 33

exposed concrete

⊕ 5200 x 4600 (23,9mpix)		
D 100%	S 50%	B 10%
T	G < S 25%	R
~4,2m x 3,7m		



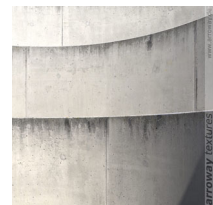
wall of bright exposed concrete

diffuse map: [concrete-33_d100.png](#)
 bump map: [concrete-33_b010.png](#)
 specular map: [concrete-33_s050-g025.png](#)

concrete 35

concrete wall

↔ 14000 x 1600 (22,4mpix)		
D 100%	S 50%	B 5%
T	G < S 25%	R
~14,0m x 1,6m		



long wall of exposed concrete; correspondig to 'concrete 34'

diffuse map: [concrete-35_d100.png](#)
 bump map: [concrete-35_b005.png](#)
 specular map: [concrete-35_s050-g025.png](#)

wall surfaces

concrete 36

boards shuttering

↔ 8300 x 4300 (35,7mpix)

D 100% **S 25%** **B 10%**

T **G < S 25%** R

~11,0m x 5,7m



wall of exposed concrete; distinct boards-structure, created by the shuttering

diffuse map: *concrete-36_d100.png*

bump map: *concrete-36_b010.png*

specular map: *concrete-36_s025-g025.png*

concrete 37

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-37_d100.png*

bump map: *concrete-37_b010.png*

specular map: *concrete-37_s050-g050.png*

concrete 38

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-38_d100.png*

bump map: *concrete-38_b010.png*

specular map: *concrete-38_s050-g050.png*

concrete 39

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-39_d100.png*

bump map: *concrete-39_b010.png*

specular map: *concrete-39_s050-g050.png*

concrete 40

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-40_d100.png*

bump map: *concrete-40_b010.png*

specular map: *concrete-40_s050-g050.png*

concrete 41

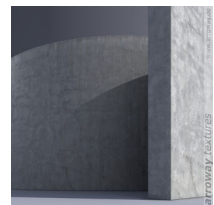
large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-41_d100.png*

bump map: *concrete-41_b010.png*

specular map: *concrete-41_s050-g050.png*

concrete 42

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-42_d100.png*

bump map: *concrete-42_b010.png*

specular map: *concrete-42_s050-g050.png*

concrete 43

large concrete surface

↔ 8800 x 5000 (44,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 50%** R

~5,0m x 2,8m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-43_d100.png*

bump map: *concrete-43_b010.png*

specular map: *concrete-43_s050-g050.png*

concrete 44

board shuttering

⊕ 5800 x 4300 (24,9mpix)

D 100% **S 25%** **B 5%**

T **G < S 50%** R

~4,0m x 3,0m



wall of exposed concrete; distinct boards-structure, created by the shuttering

diffuse map: *concrete-44_d100.png*

bump map: *concrete-44_b005.png*

specular map: *concrete-44_s025-g050.png*

concrete 45

chipboard shuttering

⊕ 6000 x 6000 (36,0mpix)

D 100% **S 50%** **B 5%**

T **G < S 25%** R

~4,0m x 4,0m



wall of exposed concrete; distinct chipboard-structure, created by the shuttering

diffuse map: *concrete-45_d100.png*

bump map: *concrete-45_b005.png*

specular map: *concrete-45_s050-g025.png*

concrete 46

large concrete surface

↔ 7700 x 3800 (29,3mpix)

D 100% **S 25%** **B 20%**

T **G < S 10%** R

~6,0m x 4,0m



large surface of exposed concrete; also perfect raw material for custom concrete textures

diffuse map: *concrete-46_d100.png*

bump map: *concrete-46_b020.png*

specular map: *concrete-46_s025-g010.png*

misc

concrete 47

concrete blocks

↔	11000 x 2400 (26,4mpix)	
D 100%	S 50%	B 5%
T	G < S 50%	R
~3,0m x 0,7m		

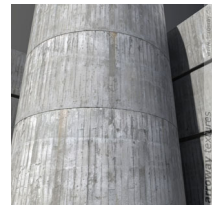


diffuse map: *concrete-47_d100.png*
 bump map: *concrete-47_b005.png*
 specular map: *concrete-47_s050-g050.png*

concrete 48

boards shuttering

⊕	10000 x 1500 (15,0mpix)	
D 100%	S 50%	B 5%
T	G < S 50%	R
~14,0m x 2,1m		



wall of exposed concrete; old and dirty; distinct boards-structure, created by the shuttering

diffuse map: *concrete-48_d100.png*
 bump map: *concrete-48_b005.png*
 specular map: *concrete-48_s050-g050.png*

concrete 49

concrete column

↔	3800 x 4200 (16,0mpix)	
D 100%	S 50%	B 5%
T	G < S 25%	R
~1,9m x 2,1m		

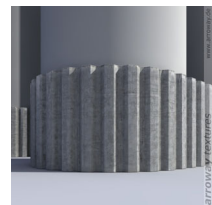


diffuse map: *concrete-49_d100.png*
 bump map: *concrete-49_b005.png*
 specular map: *concrete-49_s050-g025.png*

concrete 50

concrete wall

↔	8800 x 2700 (23,8mpix)	
D 100%	S 50%	B 10%
T	G < S 50%	R
~8,8m x 2,7m		



for bridge-piers, quay walls etc.

diffuse map: *concrete-50_d100.png*
 bump map: *concrete-50_b010.png*
 specular map: *concrete-50_s050-g050.png*

concrete 51

painted concrete wall

↔	8400 x 3000 (25,2mpix)	
D 100%	S 50%	B 5%
T	G < S 50%	R
~5,0m x 1,8m		



concrete wall; weather beaten coat of oil paint

diffuse map: *concrete-51_d100.png*
 bump map: *concrete-51_b005.png*
 specular map: *concrete-51_s050-g050.png*

concrete 52

concrete stairs

⊕	top: 3500 x 7000 front: 3500 x 3000 (24,5mpix + 10,5mpix)	
D 100%	S 25%	D 100%
T	G < S 50%	T
top: ~2,2m x 4,4m front: ~2,2m x 1,9m		



two individual textures which can be combined to texturize cuboid formed concrete parts; e.g. stairs

diffuse map (front): *concrete-52_d100_front.png*
 diffuse map (top): *concrete-52_d100_top.png*
 bump map (front): *concrete-52_b005_front.png*
 bump map (top): *concrete-52_b005_top.png*
 specular map (front): *concrete-52_s025-g050_front.png*
 specular map (top): *concrete-52_s025-g050_top.png*

concrete 53

concrete column

↔ 5200 x 4800 (25,0mpix)

D 100% **S 50%** **B 10%**

T **G < S 25%** R

~2,3m x 2,1m



diffuse map: *concrete-53_d100.png*

bump map: *concrete-53_b010.png*

specular map: *concrete-53_s050-g025.png*