## Mist Effect Tutorial

To do this, you will need CC3+ and you will need the 2015 Annual/Style Pack, Dracula Dossier.

- 1. Create a new sheet and name it "Fog" or "Mist"
- 2. Place it below SYMBOL TREES & above TEXT

Sheet Status   Auto hide all sheets except current and COMMON   Rename   CONTOURS (SEA)   SEA FEATURES   Coastal Outline   LAND   Delete   CONTOURS (LAND)   LAND FEATURES   Move Up   FOREST   COASTLINE   Move Down   POLITICAL BORDERS   SymBOLS BACK   Show All   RIVERS   Fog   TExt   Text World   Text World   Text World   Text Urban	Drawing Sheets and Effects	
Image: GRID     Imag	Sheet Status         Auto hide all sheets except current and COMMON         Rename       CONTOURS (SEA)         SEA FEATURES         Add         Coastal Outline         Add         Delete         CONTOURS (LAND)         Delete         CONTOURS (LAND)         Delete         COASTLINE         Move Up         FOREST         COASTLINE         Move Down         POLITICAL BORDERS         SYMBOLS BACK         Show All         RIVERS         Nove Down         SYMBOLS TREES         Fog         Text World         Text World         Text Vrban         Hide RID         SCREEN         MAP BORDER	Effects that apply to Selected Sheet Whole Drawing Add Edit Delete Up Down Effects Presets Kelleemah New Save Delete Redraw on OK

Click on Add and then choose Edge Fade, Inner.

Drawing Sheets and Effects	
Sheet Status         Auto hide all sheets except current and COMMON         Rename       COMMON - Entities not on ar         BACKGROUND         Add       SEA         Add       SEA         CONTOURS (SEA)         Delete       SEA FEATURES         Coastal Outline         Move Up       LAND         CONTOURS (LAND)         Move Down       LAND FEATURES         FOREST       FOREST         Show All       COASTLINE         POLITICAL BORDERS       E         Hide All       SYMBOLS BACK         SYMBOLS       SYMBOLS         SYMBOLS       SYMBOLS         Text World       Text Region         Text Nation       Text Local         Text Urban       GRID         GRID       SCRFFN	<ul> <li>Activate Sheet Effects</li> <li>Effects that apply to</li> <li>Selected Sheet Whole Drawing</li> <li>Edge Fade, Inner</li> <li>Add</li> <li>Edit</li> <li>Delete</li> <li>Up</li> <li>Down</li> <li>Effects Presets</li> <li>Kelleemah</li> <li>New</li> <li>Save</li> <li>Delete</li> <li>Redraw on OK</li> <li>Help</li> <li>Apply</li> <li>OK</li> </ul>

Now click on Edit and the below window opens up.

Inter the following:

- 1. Edge Width: 1
- 2. Inner Opacity: 60
- 3. Outer Opacity: 0
- 4. Effect Units: Percent of View Width
- 5. Choose High Quality

Now click on Okay.

Note: These are the settings that work with the scale that I am working with. You may have to experiment some to get it to work right on your map.

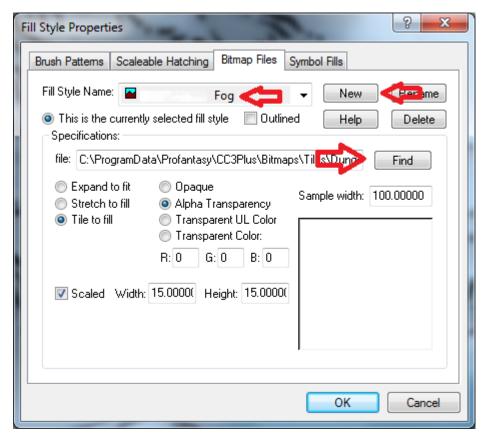
Edge Fade, Inne	er			×	
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Outer	Opacity:	0	%	Cancel	
Effect	Units			Help	
	🔘 Map Units				
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		☑ High Qua	-		

Now that the sheet is built, go to the main window with your map.

- 1. Click on the Fill Style window in the top right.
- 2. Choose any of the Fill Styles.

The Fill Style Properties window pops up.

- 1. Click on New.
- 2. Under Fill Style Name, change it to Fog or Mist depending on what you named the sheet.
- 3. Now click on Find.

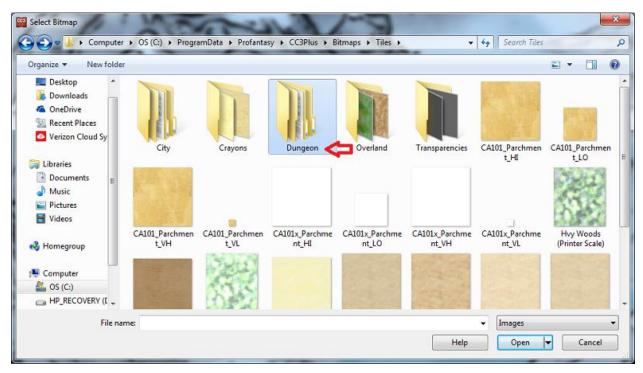


You should now be in the Bitmaps Folder.

Click on Tiles

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Now click on Dungeon



Now click on Annual Dracula Dossier.

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Now check scaled.

Change Width & Height to 15

And, click on OK

You now have the sheet and Fill Style to make a mist/fog.

Note: The Width & Height for the scale I use is 15. You may have to experiment a little to see what size works best for the scale you are using.

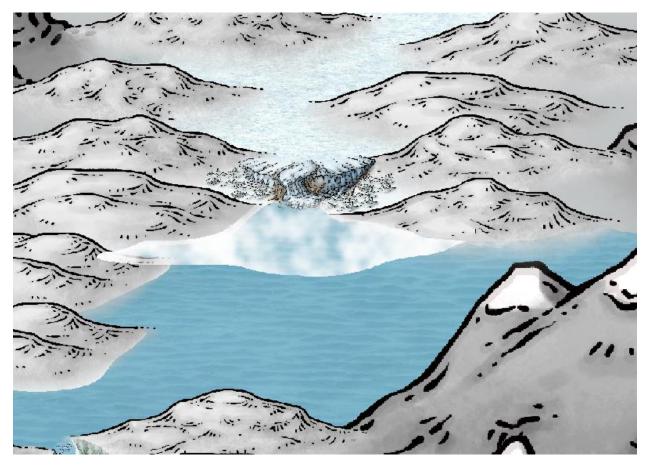
Fill Style Properties
Brush Patterns Scaleable Hatching Bitmap Files Symbol Fills
Fill Style Name: 🔤 Fog 👻 New Rename
This is the currently selected fill style     Dutlined     Help     Delete     Specifications:
file: C:\ProgramData\Profantasy\CC3Plus\Bitmaps\Tiles\Dunge Find
<ul> <li>Expand to fit</li> <li>Stretch to fill</li> <li>Tile to fill</li> <li>Transparent UL Color</li> <li>Transparent Color:</li> <li>R: 0</li> <li>G: 0</li> <li>B: 0</li> </ul>
Scaled Width: 15.0000( Control of the second secon
OK Cancel

These are the six settings that I use on the main screen.

And you can see which drawing tool that I use for drawing in my Fog/Mist.



Now, if you draw it in and don't have your sheets active yet, it looks UGLY!



But, when you turn on the sheet effects, you get the original picture that I shared at the top of this post. I hope you liked the tutorial.

