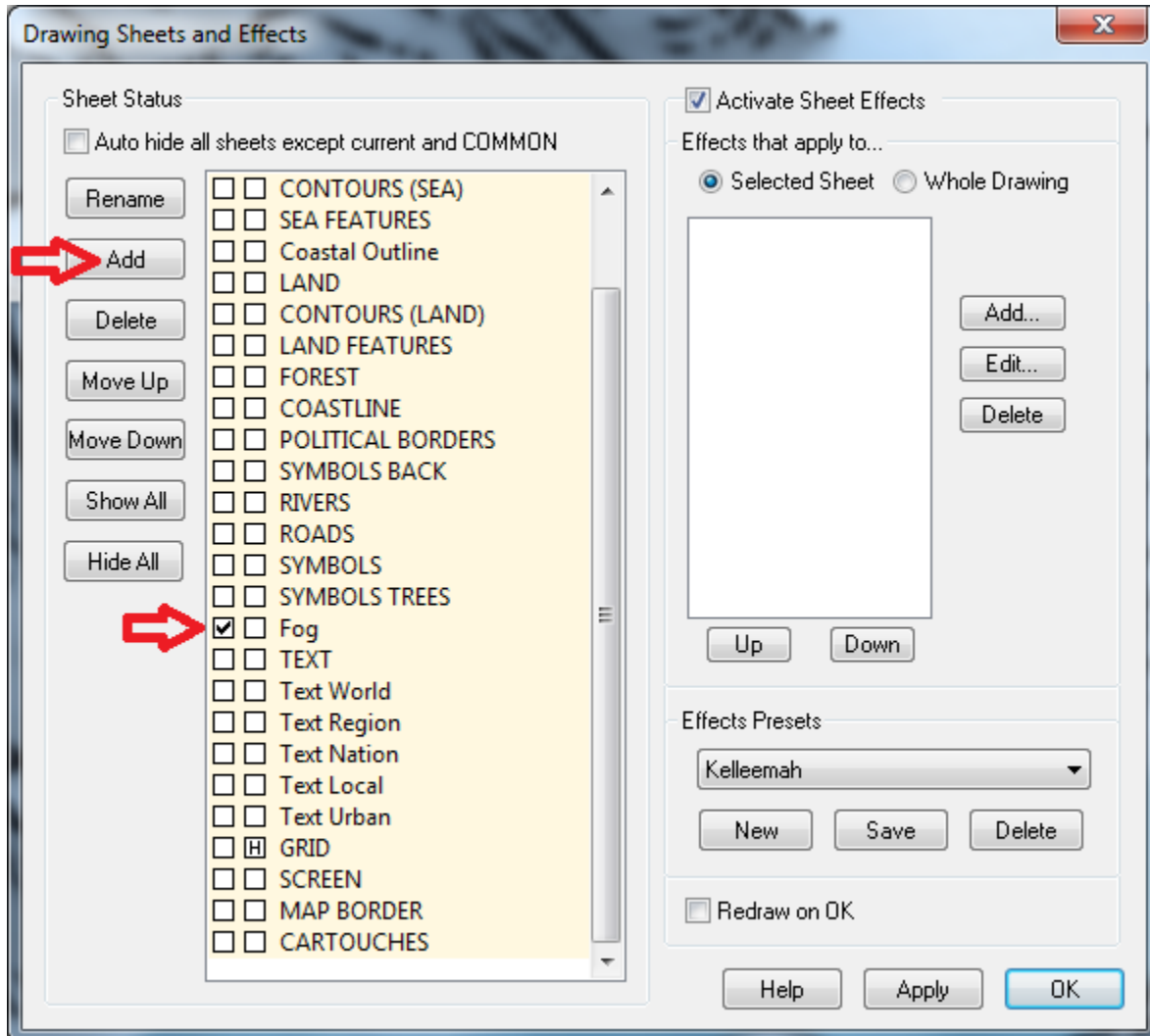


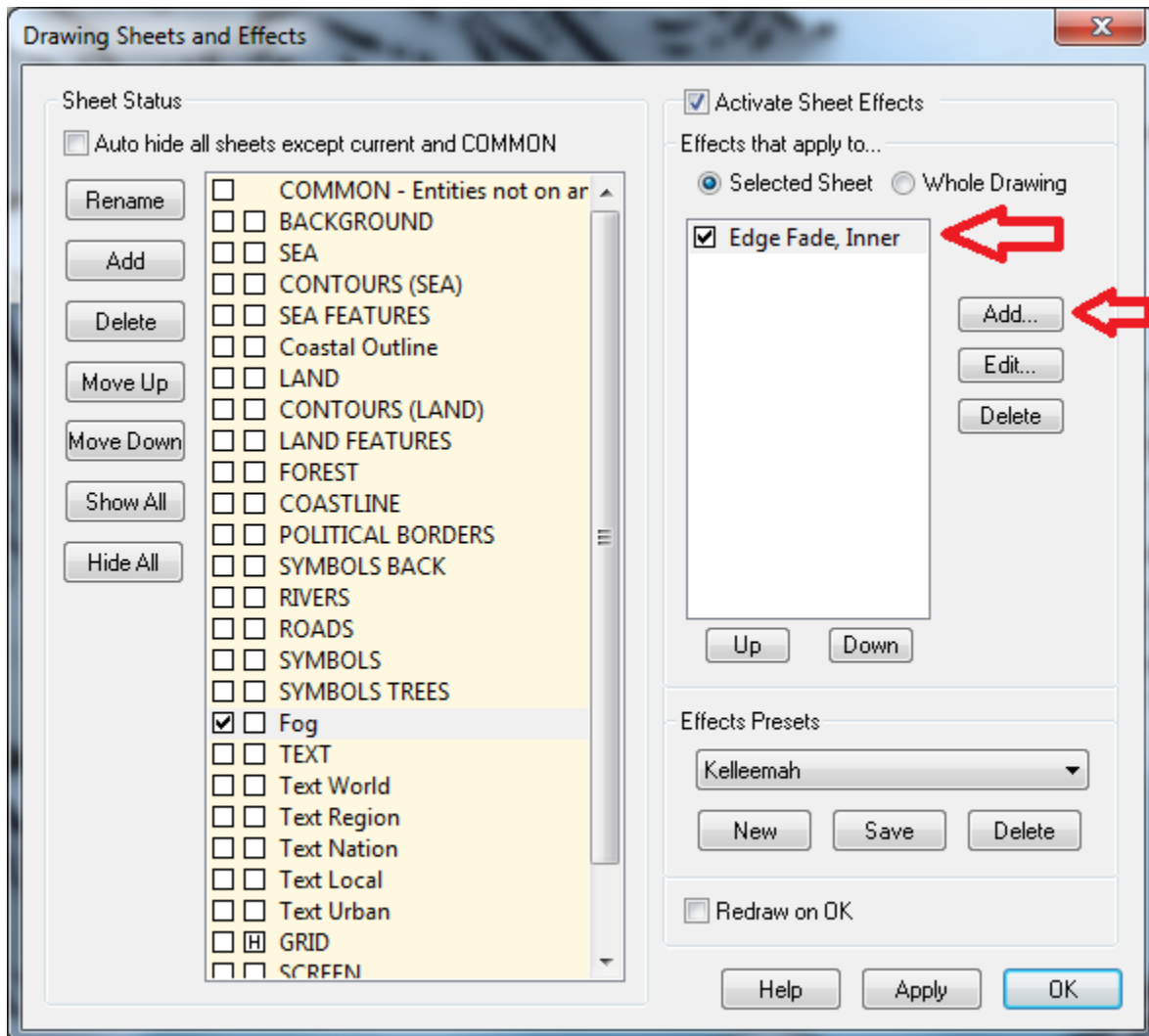
Mist Effect Tutorial

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



Click on Add and then choose Edge Fade, Inner.



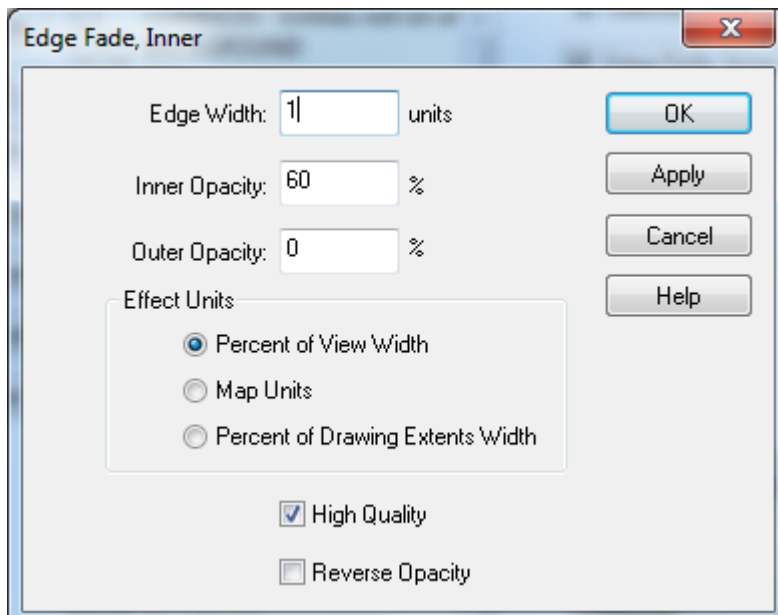
Now click on Edit and the below window opens up.

Enter 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.

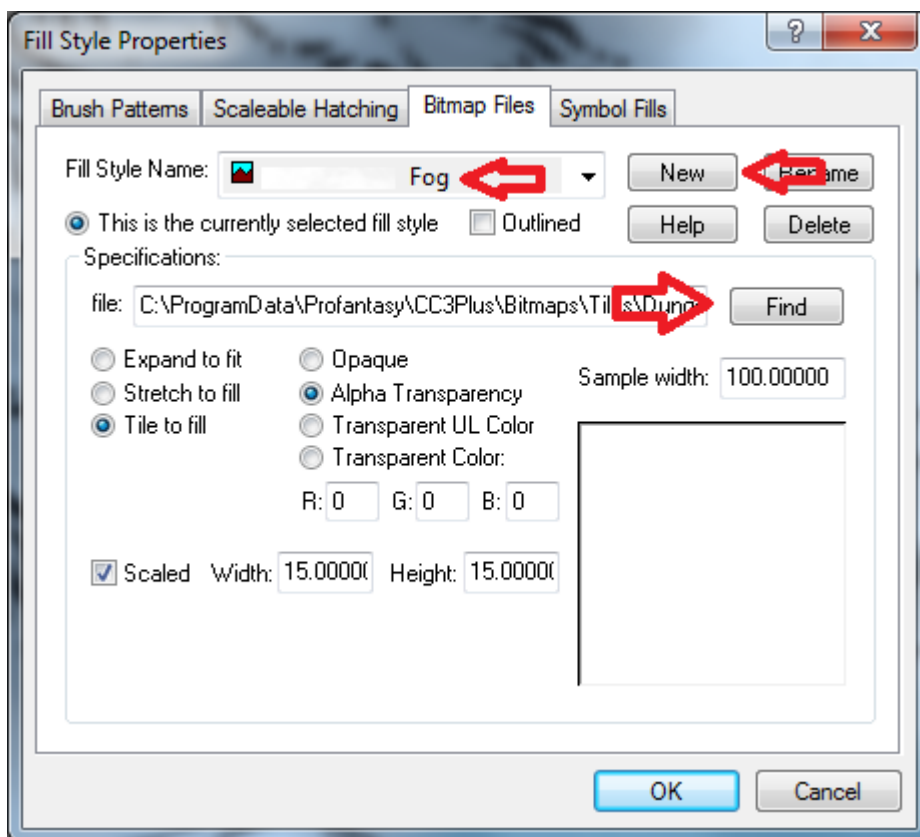


Now that the sheet is built, go to the main window with your map.

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

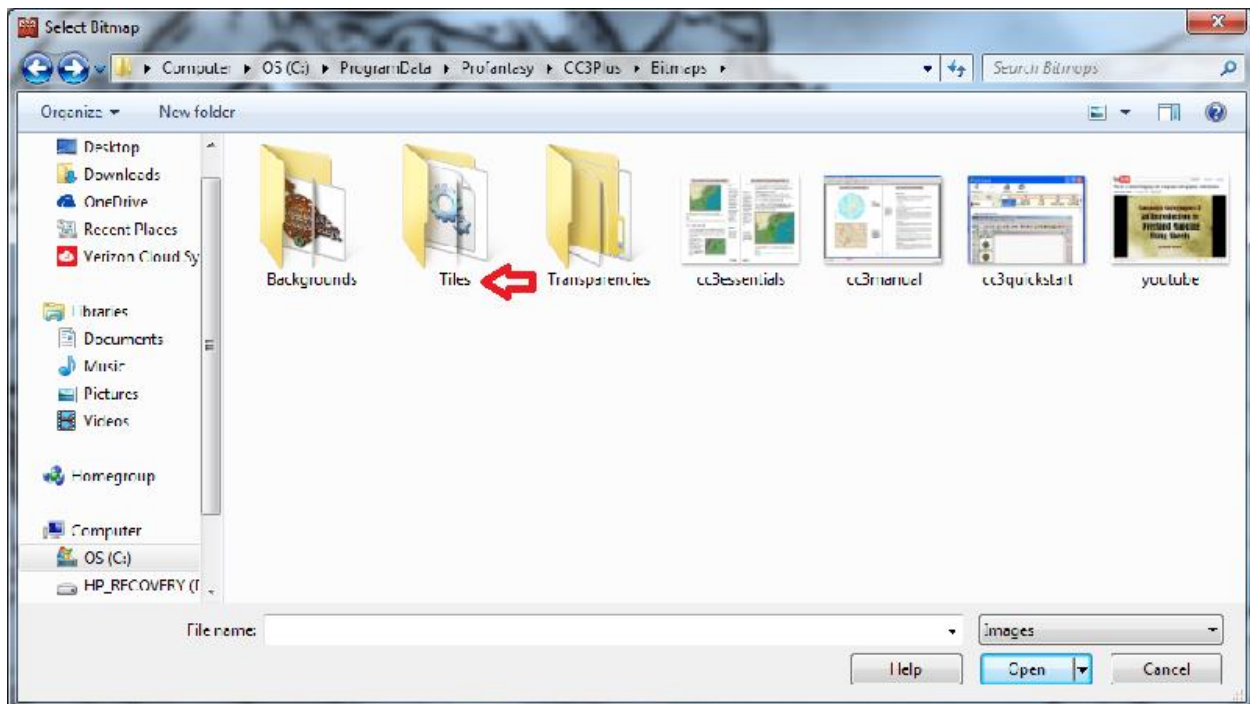
The Fill Style Properties window pops up.

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.

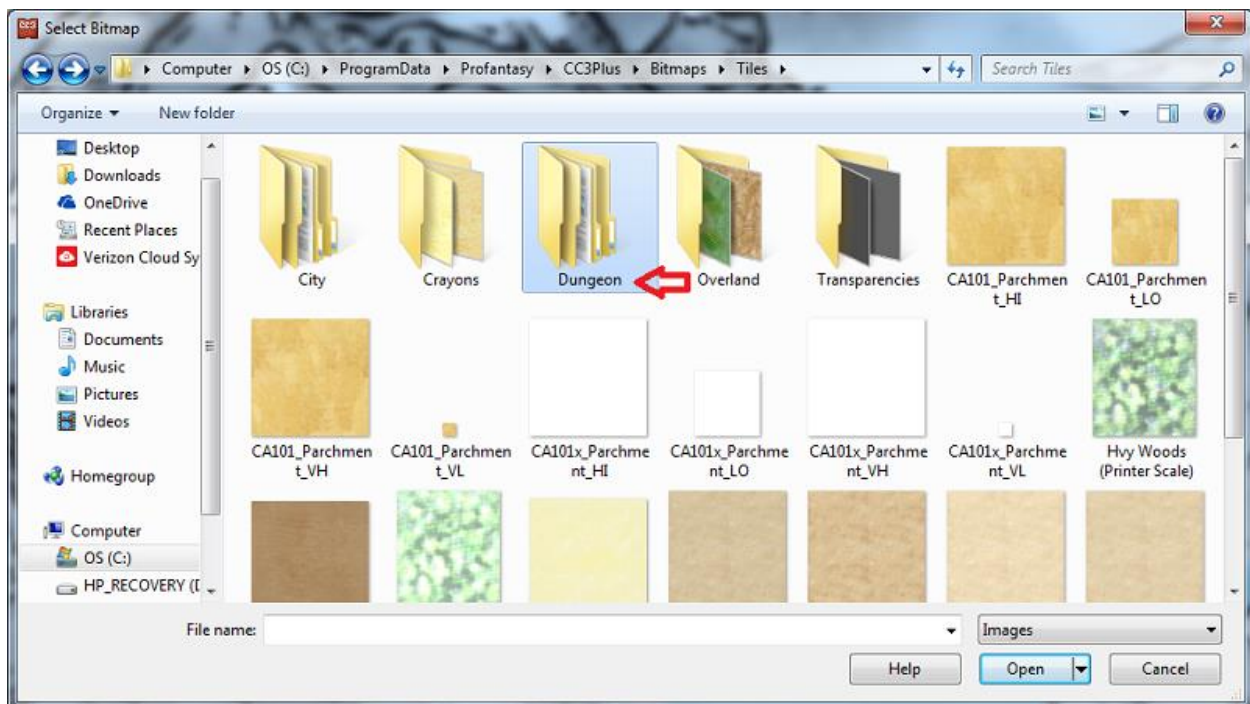


You should now be in the Bitmaps Folder.

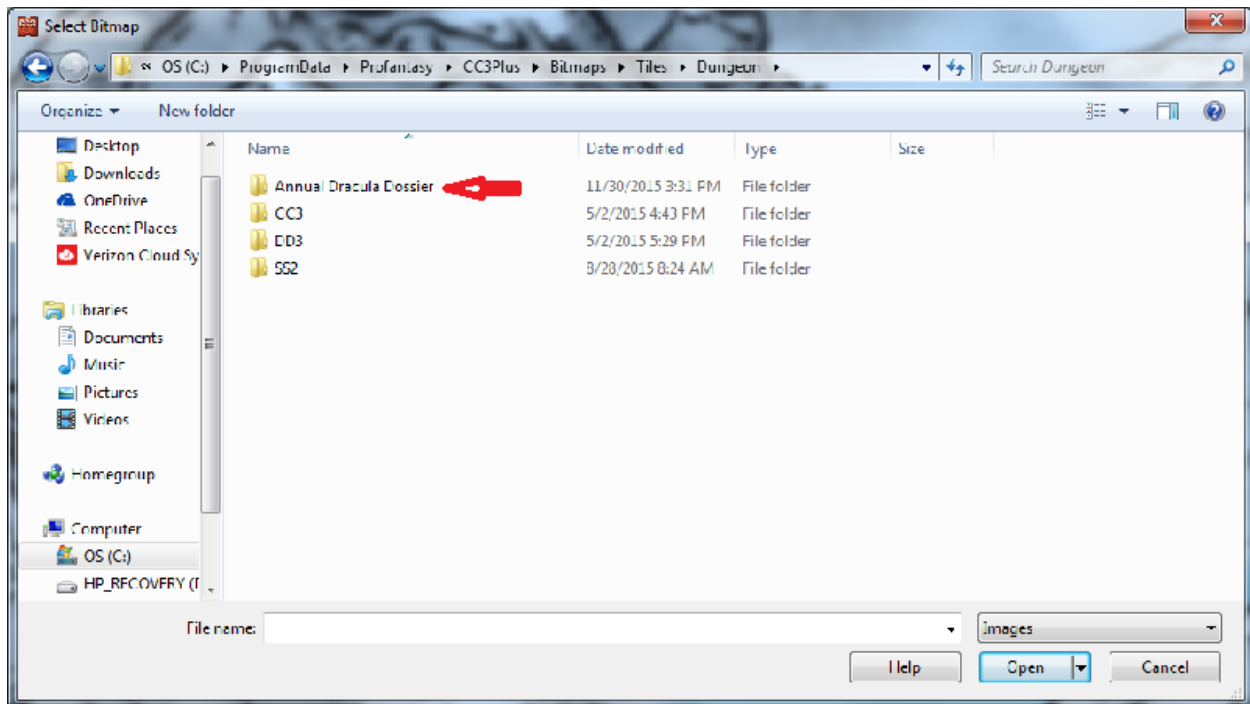
Click on Tiles



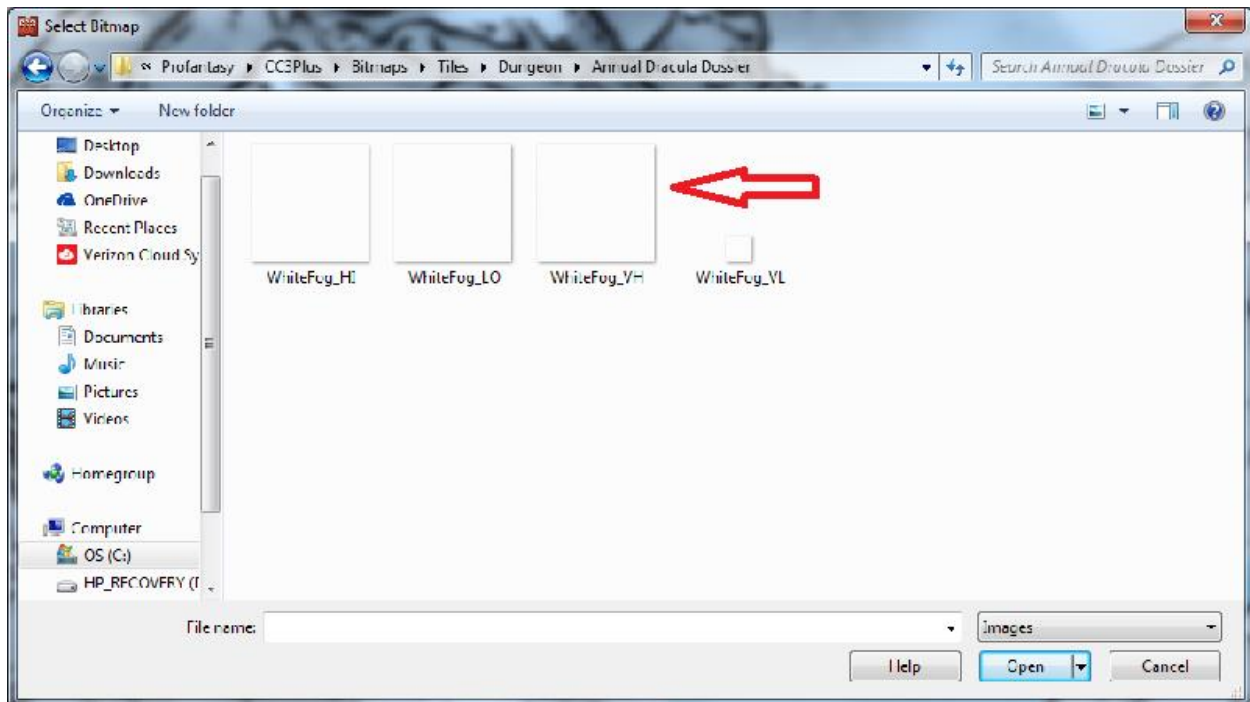
Now click on Dungeon



Now click on Annual Dracula Dossier.



Choose WhiteFog_VH & click on Open



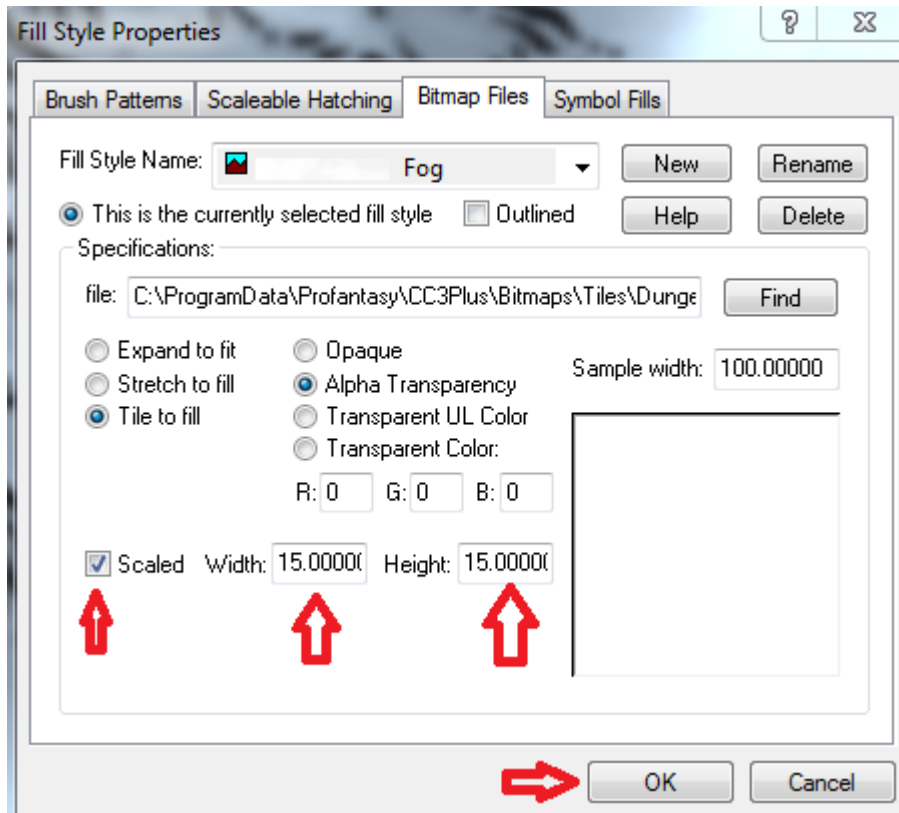
Now check scaled.

Change Width & Height to 15

And, click on OK

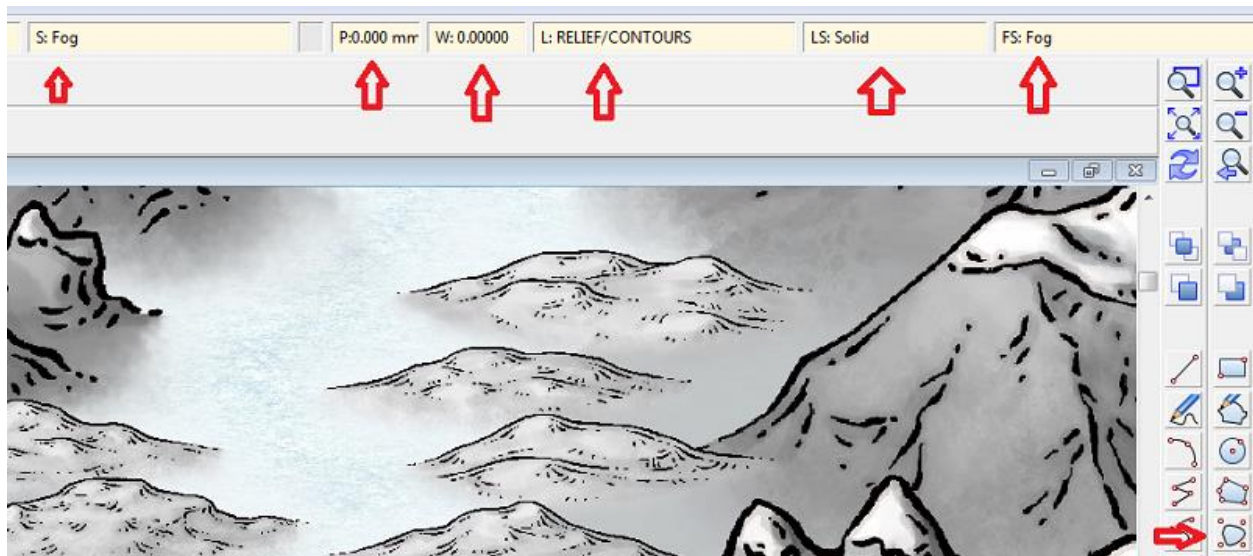
You now have the sheet and Fill Style to make a mist/fog.

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.

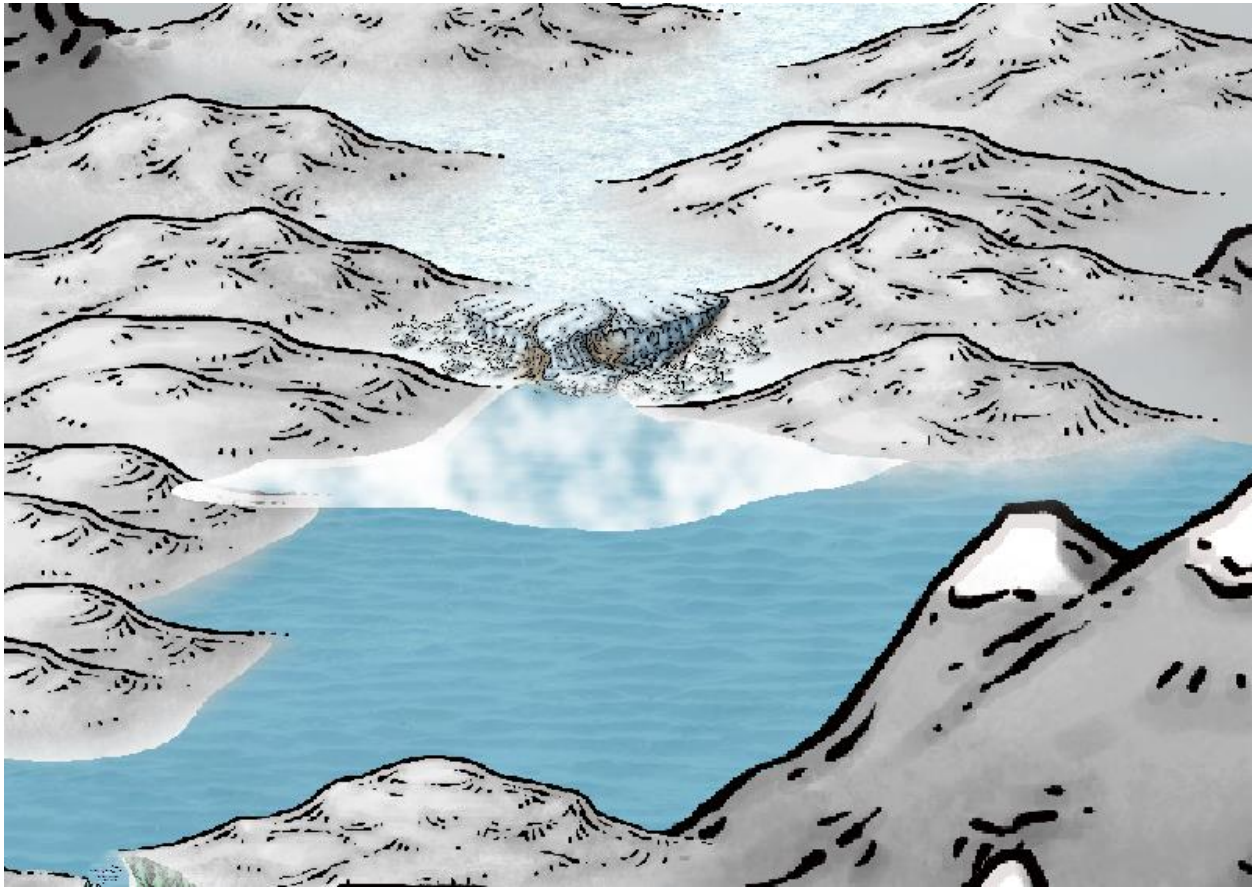


These are the six settings that I use on the main screen.

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.

