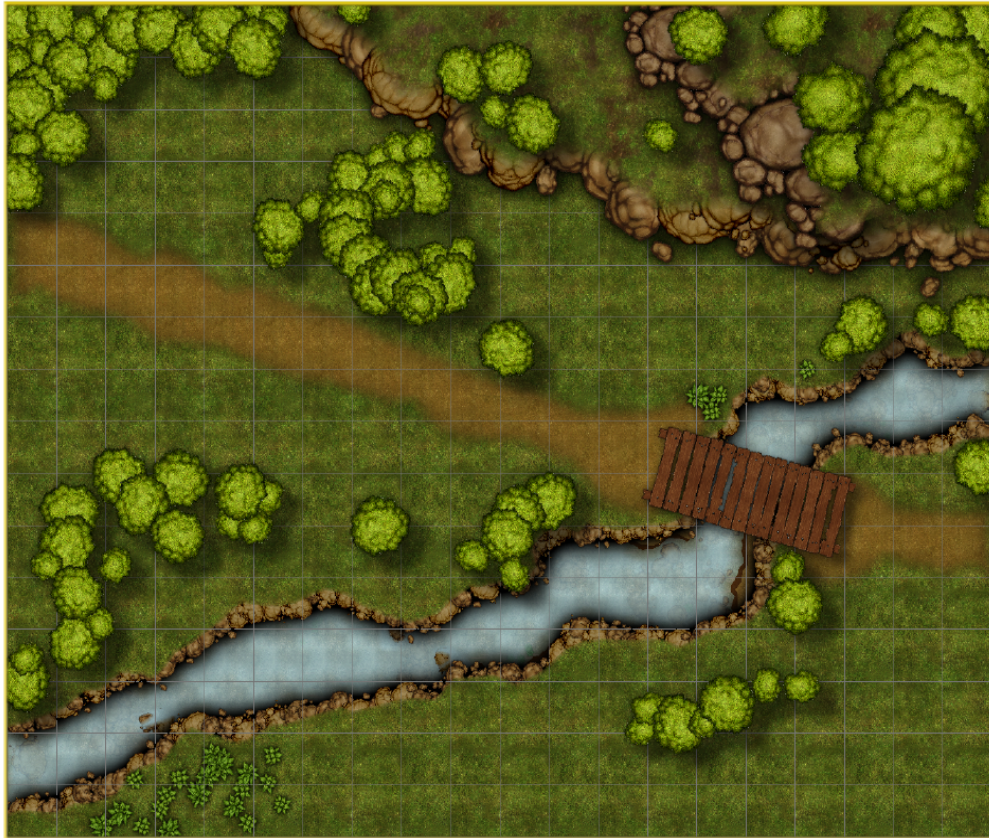


DD3 Battlemat Tutorial: Part 2 Cliffs

By Shessar



I have been asked many times to explain how I draw streams and cliffs. As a result I have decided to write several tutorials to explain my process. This tutorial is not meant to explain how to use CC3 and its DD3 add on. ProFantasy has provided ample documentation on how to use the software. This tutorial is simply a walk through of the methods I've used to draw the above battlemat.

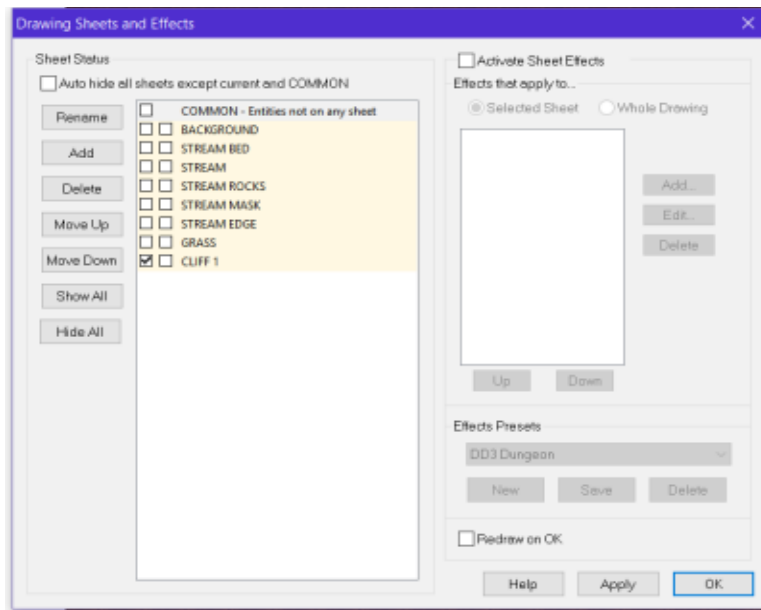
The Campaign Cartographer software by ProFantasy is extremely versatile. There are many ways to approach drawing a map. This is how I draw maps of streams and cliffs, but it is certainly not the only way of doing it. I like to think of this method as the Bottom Up method because it builds the terrain from the lowest point to the highest. I hope that you will find some benefit from the explanation.

Part 1 of this tutorial covered how to draw the stream in the above battle map. This Part two will cover how the Cliffs are drawn.

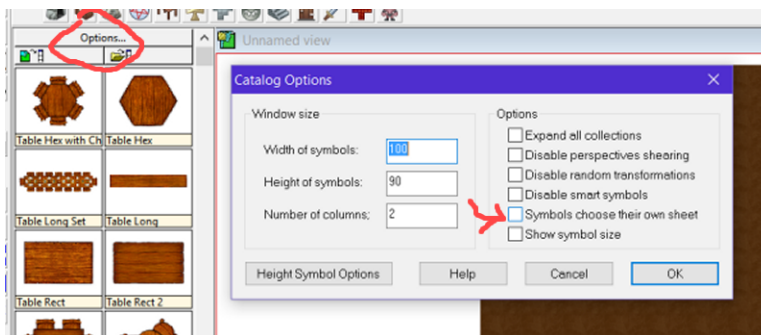
Starting with the map from Part 1:

STEP 1 – Add first row of stones for cliff

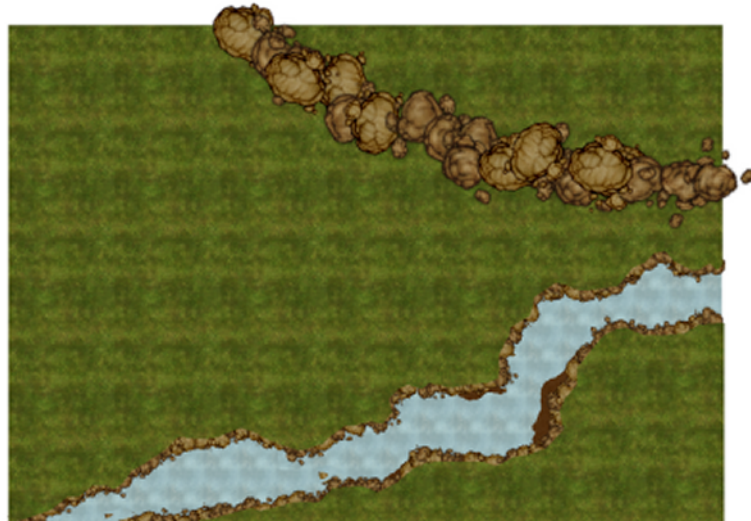
Add a new Sheet to the map called CLIFF 1. (You should also change the Layer to something that makes sense, or create a new Layer called CLIFFS.)



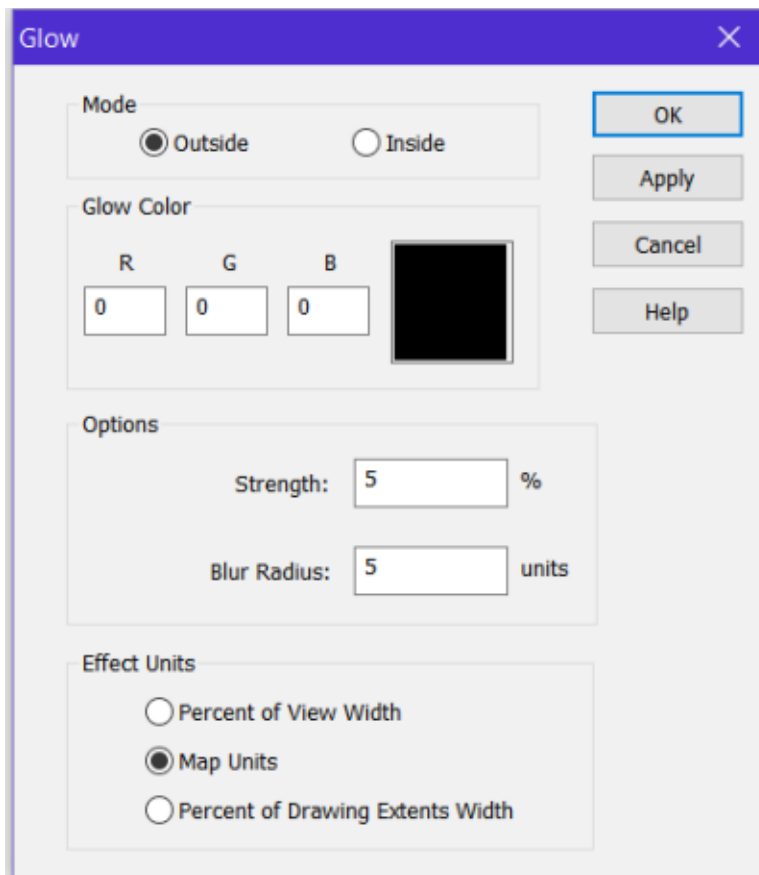
Make sure that 'Symbols choose their own sheets' is still turned off.



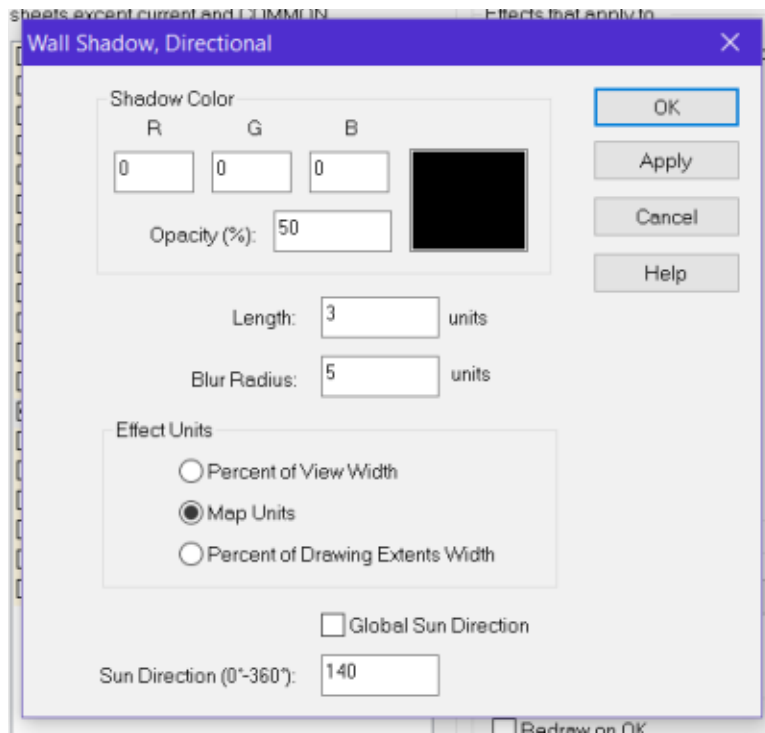
Draw a row of stones where you want the cliff to be. Increase the size of the stones to one that is fitting for cliffs. These are massive boulders and should appear that way compared to other stones in the map. Also use the Shift and ctrl keys to vary the size a bit and to rotate the stones in various directions. Stack the stones on top of each other in some places, don't just line them up in a single row. Don't worry about going off the edge of the map. We will fix this later.



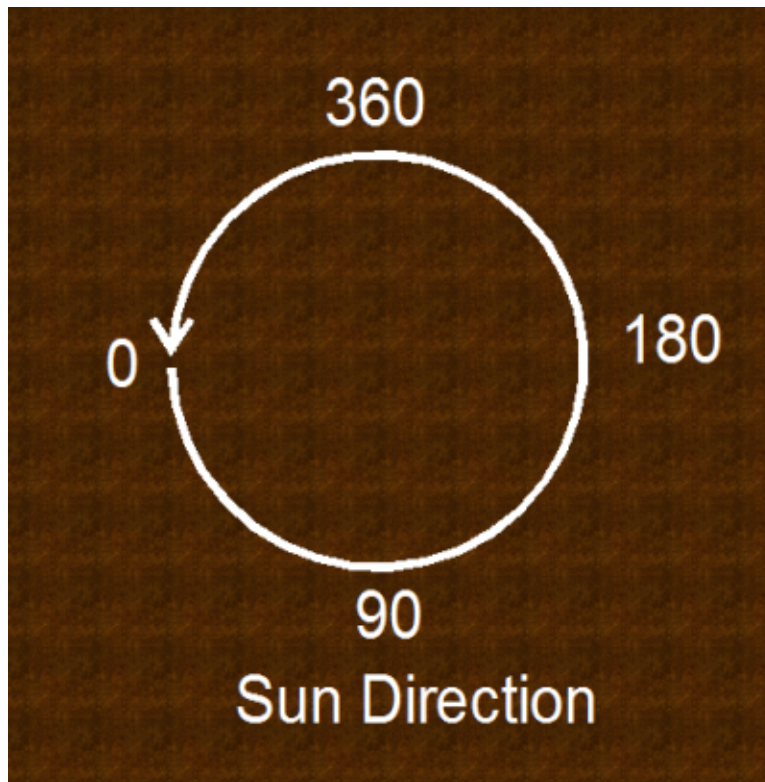
Add a Glow effect to the CLIFF 1 sheet with the following settings.



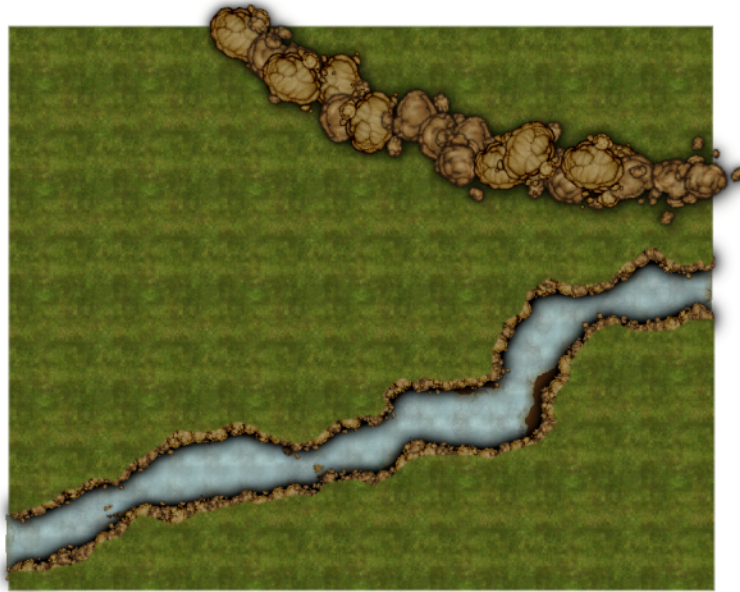
Add a Wall Shadow, Directional effect to the CLIFF 1 sheet with the following settings.
I chose to use the Sun Direction of 140 based on the time of day my players would come across this scene, in this case, morning. (The top of the map is South)



I use this simple chart to figure out what settings I want to use for Sun Direction.



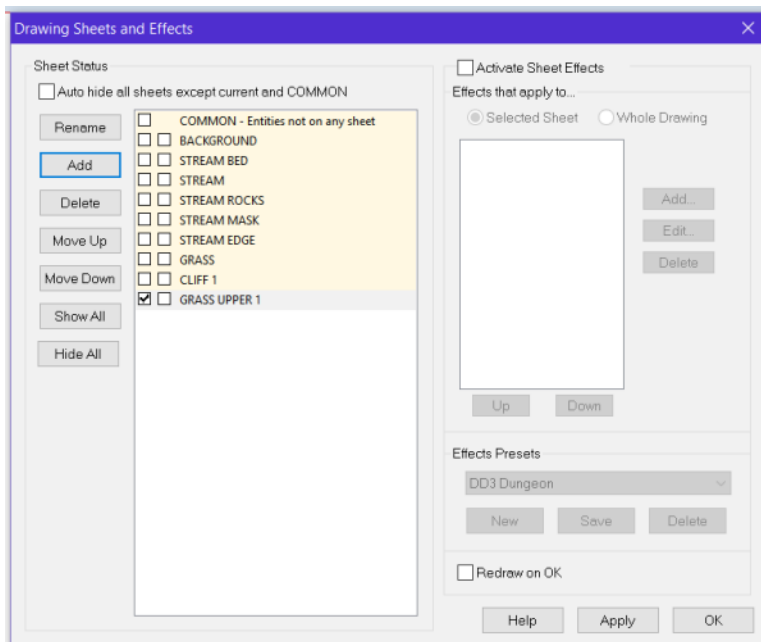
The map should now look something like this:



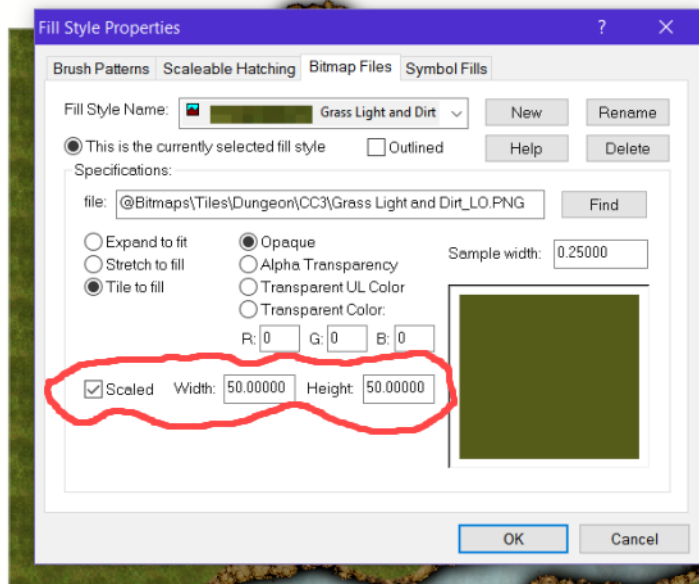
Tip: Be careful not to give the glow and wall shadows too large of a blur radius. A large blur radius can sometimes make it look like the objects are floating above the ground.

STEP 2 – Add grass to first row of cliffs

Create a new Sheet named GRASS UPPER 1



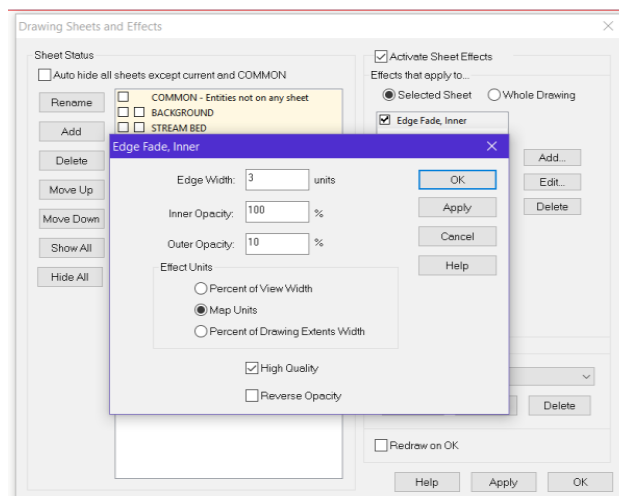
Change the Fill Style to one of the Grass and Dirt bitmaps and increase the scale to 50 x 50. The increased scale allows for variations in terrain and will emphasize the dirt in the texture.



Using the Polygon Draw Button, draw the grass, covering only half of the cliff rocks and filling in the area behind the cliff.

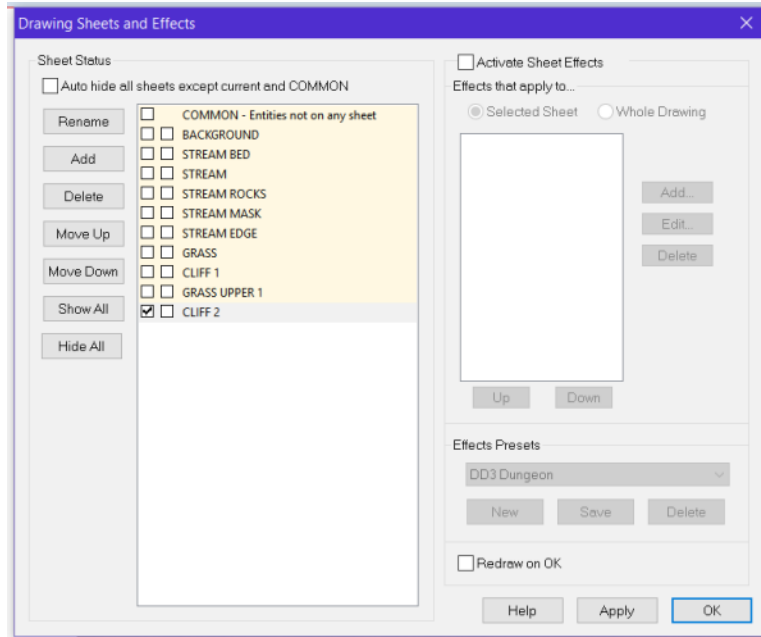


Add an Edge Fade, Inner effect to the GRASS UPPER 1 sheet using the following settings.

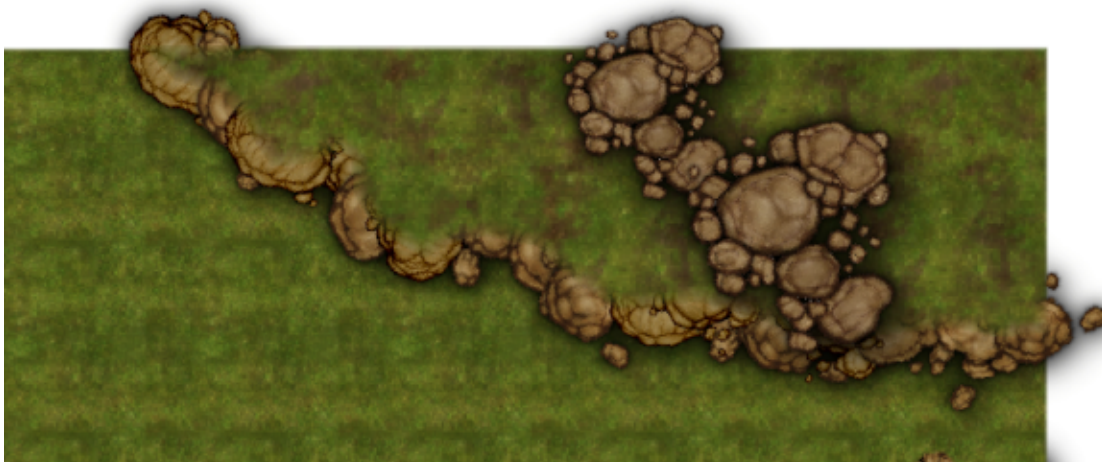


STEP 3- Adding height to the cliffs

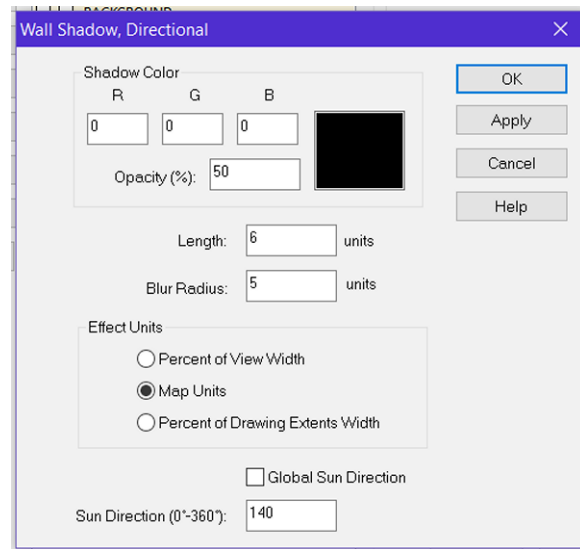
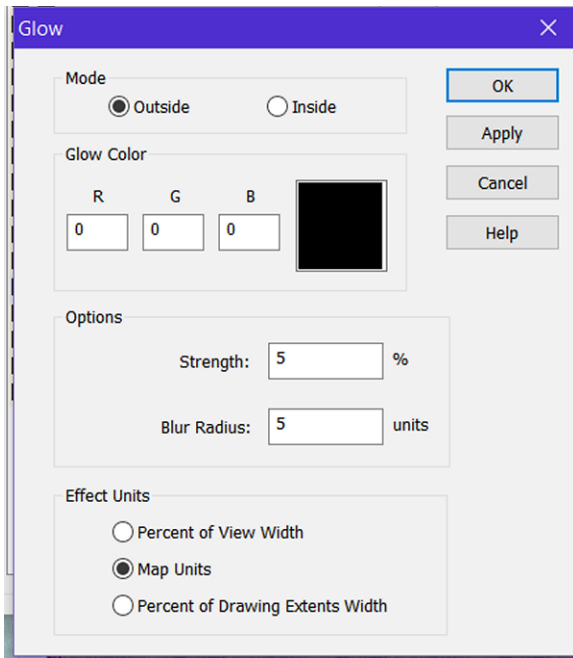
Add a new Sheet named CLIFF 2.



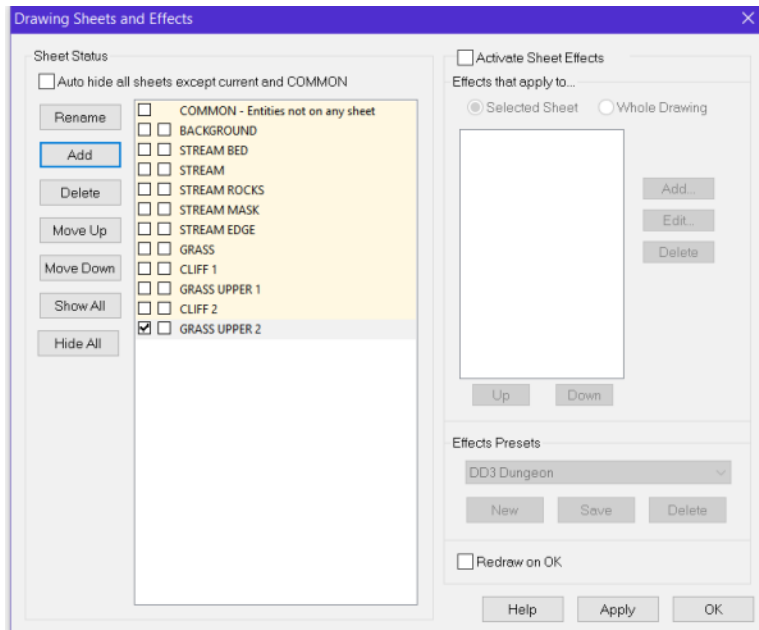
Add another layer of large boulder sized stones for more cliffs.



Add Glow and a Wall Shadow, Directional effects to the CLIFF 2 Sheet using the following settings.



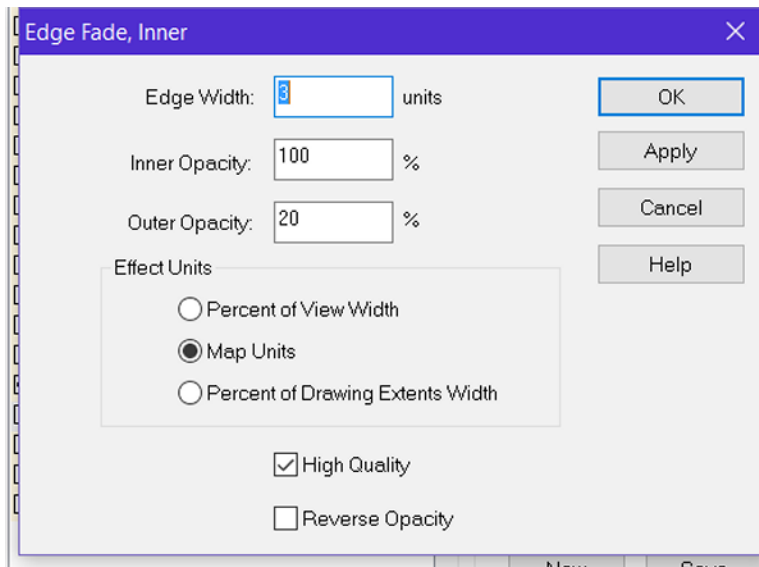
Add A new Sheet named GRASS UPPER 2.



Using the Polygon Draw Button, add grass to cover behind the CLIFF 2 rocks, covering them about halfway.



Add an Edge Fade, Inner effect with the following settings.



Your Cliffs should now look something like this. Note that you can continue adding more sheets for rocks and grass to make the cliffs higher.

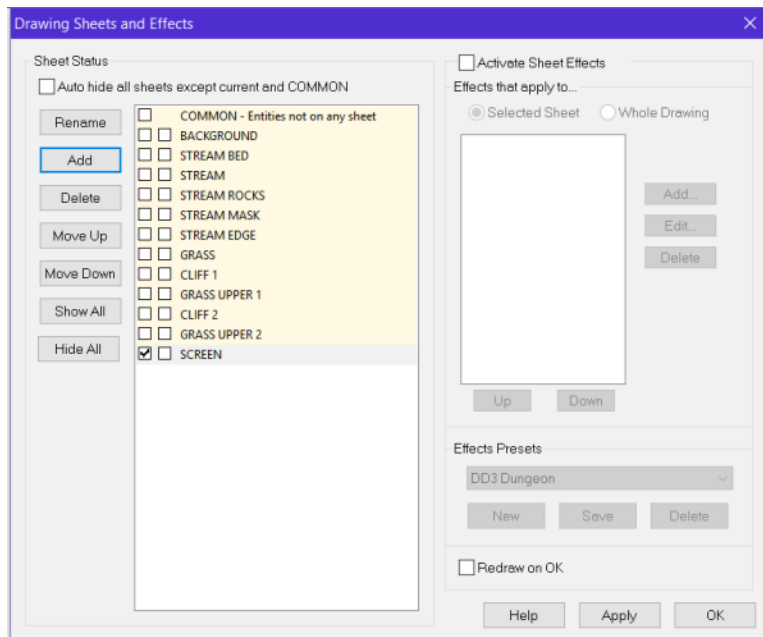


STEP 4 – Hiding the overflow.

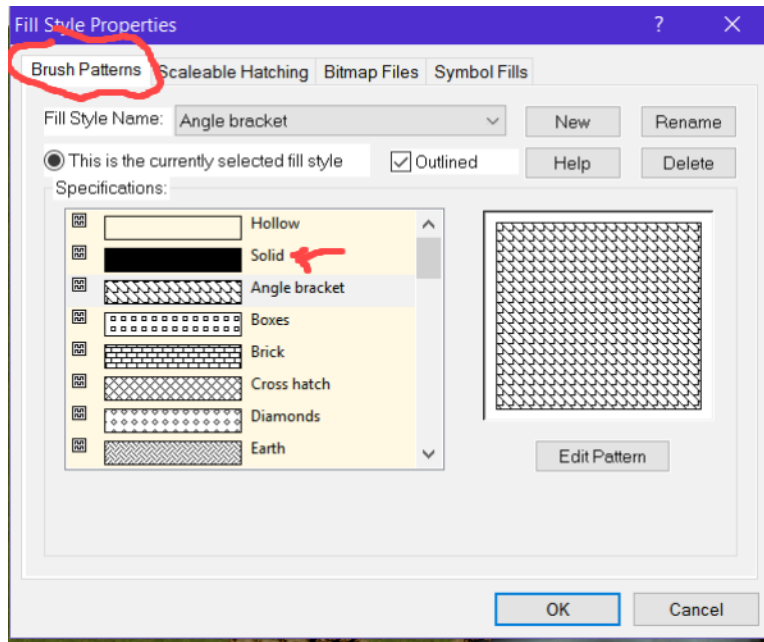
Looking at the map, we can see that many of our objects are outside of the map's border. To clean this up, we are going to hide the overflow with a white screen.



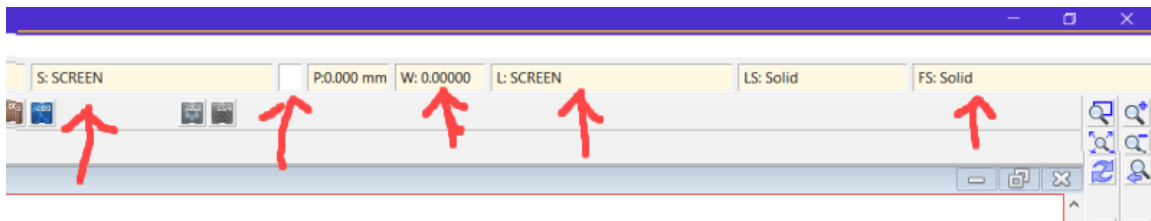
Start by adding a new Sheet Named SCREEN and make it active. Also set your Layer to SCREEN. Add it if you need to.



Open the Fill Style dialogue on the Status Bar. Change the top Tab to Brush Patterns and the fill style to Solid.



Change the current color to White (15) and make sure your line width is set to 0. Your status bar should look like this:



Using the Box Draw Button (on the right) draw boxes on each edge of the map, making them just large enough to hide the overflow of objects.

I have made my boxes pink rather than white in the image below so that you can see what I am drawing.



With white boxes surrounding the entire outer edge of the map, the overflow of objects is now hidden and the base terrain of the map is complete. It is now ready for you to add vegetation and other details as you desire.

