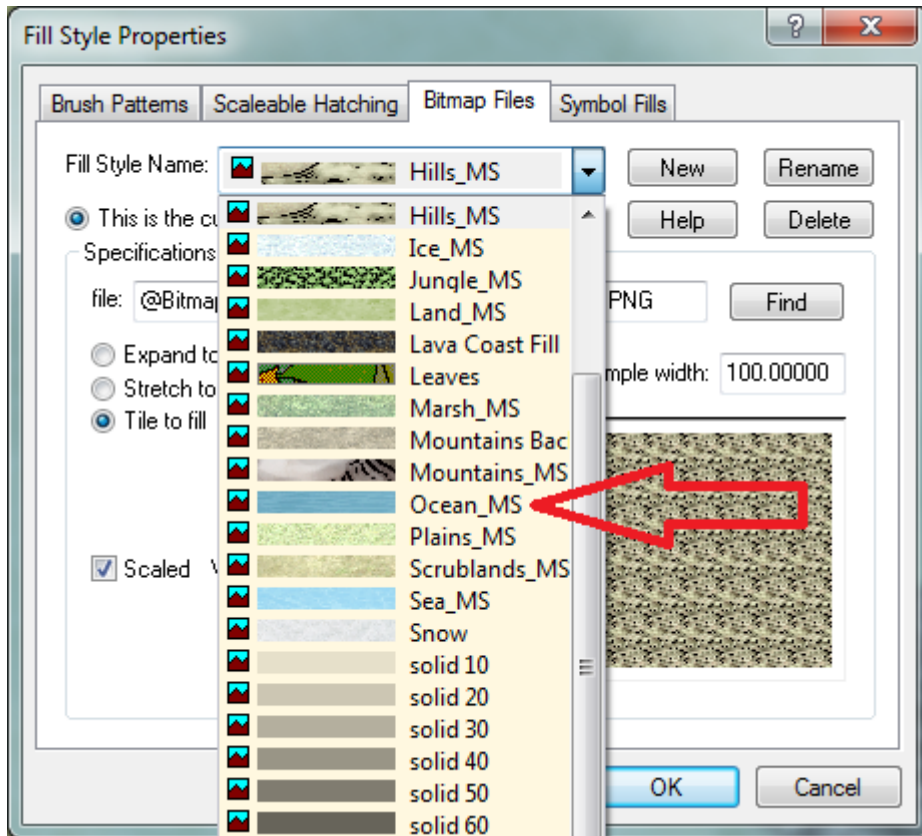
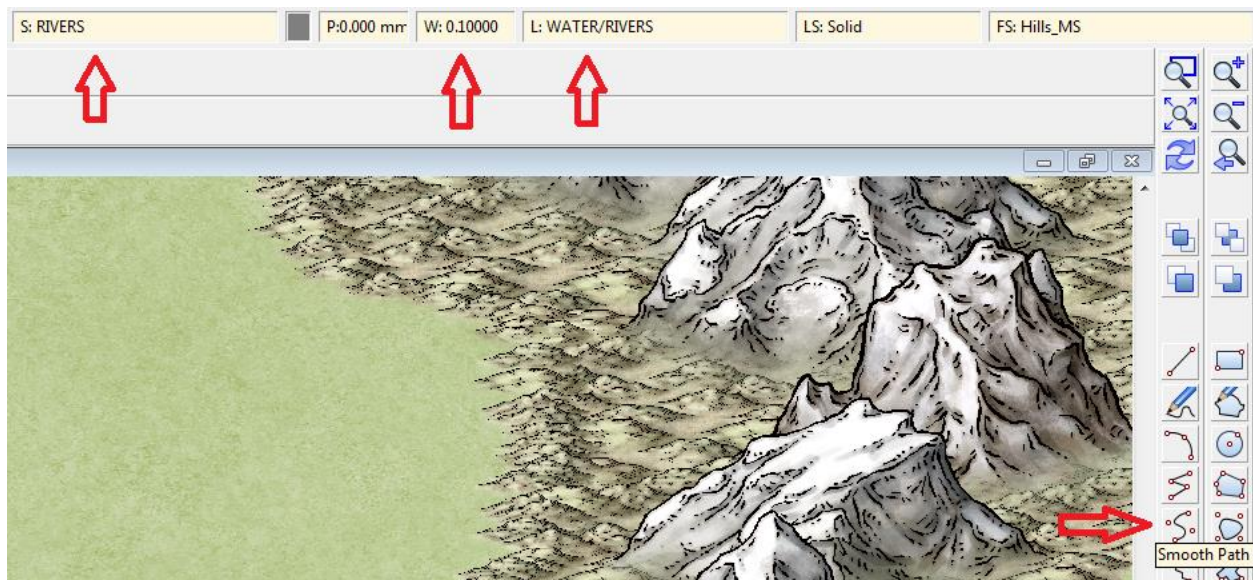


Robinson's - River Tutorial

First click on Fill Style on the top right and pick Ocean Fill Style.



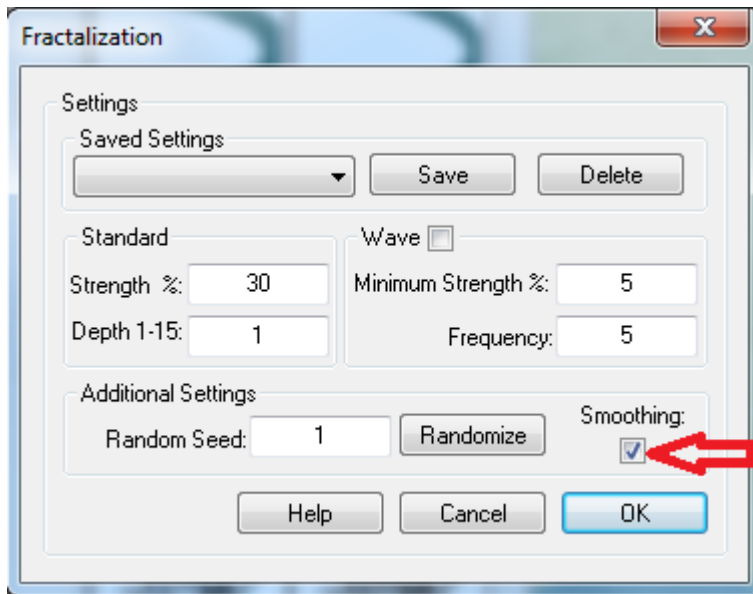
Now change Style to River, Width to 0.1, Layer to Water/Rivers, and select Smooth Poly.



Now place the rivers in the general shape that you want. They will be thin to begin with. Do not connect to the source nor the coast.



Choose Fractalization on the left side of your work space and select smoothing.



Now Fractilize the two rivers. I used it one each river twice.



You now place any object along the rivers to give yourself a sense of scale. Connect to your river sources and destinations (Hills & Ocean in this case).



You now select Smooth Poly from the drawing tools on the right. Reduce the width to 0.0. You then start at the destination (Ocean). You want to start in the water. Remember to keep it wide at the destination and narrow at the source. Use the original line as your guide. Click along the guide line varying the distance to get a more natural feel. When you get to the source of the river, come to a point and then run back down the other side of the river to the destination. When you are back in the water, connect your end point back to your starting point. Now you have a more natural river.



For the larger river I moved the City up the river some and then use the same method to create a small inlet.



This was a real quick and dirty tutorial, but with practice and patience, you can make some really nice rivers. There are several ways of making rivers of course, so experiment and have fun.

Thank You,

Charles W. Robinson