

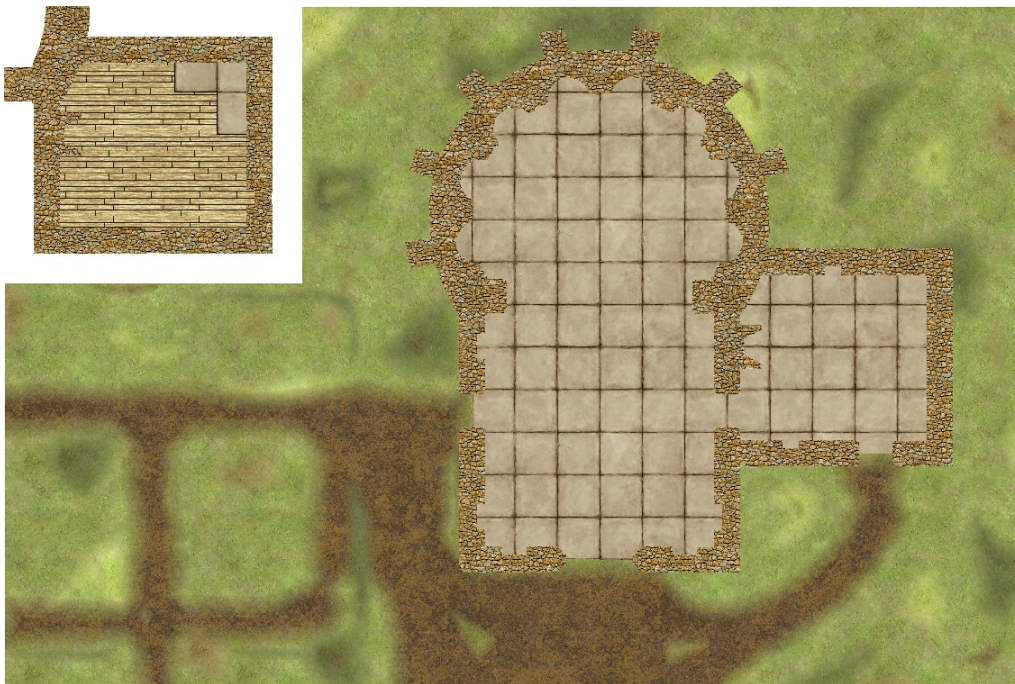


Part 7 – More fill styles and an effect

Introduction

To break the uniformity of the grass fill style, this part will

- continue creating fill styles and adding sheets
- show how to copy fill styles
- show how to create a mixed polygon: straight and smooth sides on the same entity
- show how create a mask polygon
- show how to add small smooth polygons
- detail the use of the **Edge Fade**, **Inner** sheet effect and see how it affects entities on the same sheet.



Creating a **PATH** fill style and the **PATH** sheet

The picture file used for this fill style can be downloaded [here](#)³. If you want to use the same file please read the [Terms and Conditions of Use](#).

1. Create⁴ the **PATH** fill style with a width and a height to 25 if you want to use the same picture file, or any appropriate size for another file (experiment until the values give pleasing results).
2. Add⁴ the **PATH** sheet between **GROUND** and **WALLS LOW**.

³ This picture is a jpeg file that must be converted into png. MS Paint or any picture editor should be able to save it as png after opening the file.


⁴ Refer to part 6 to get the detailed steps for creating fill styles and adding sheets.

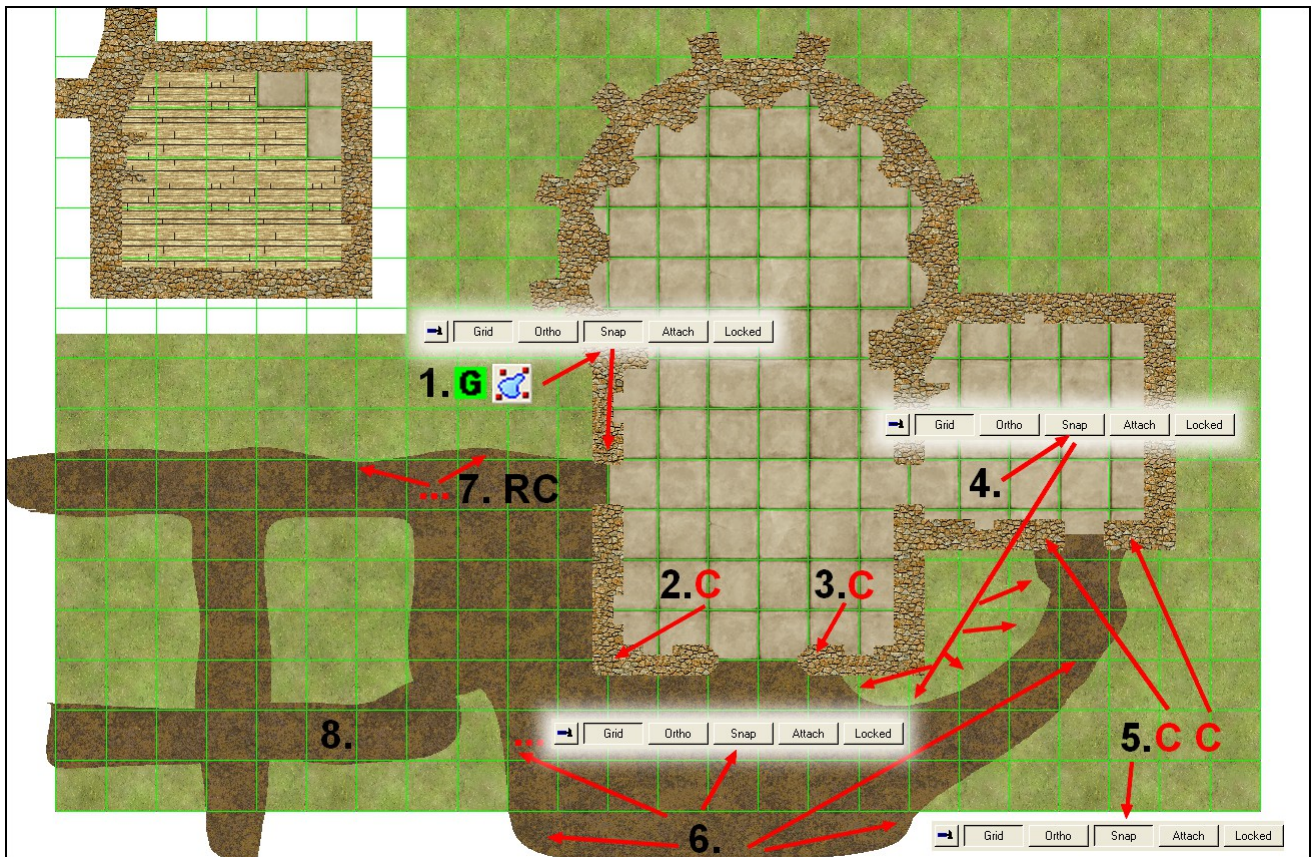


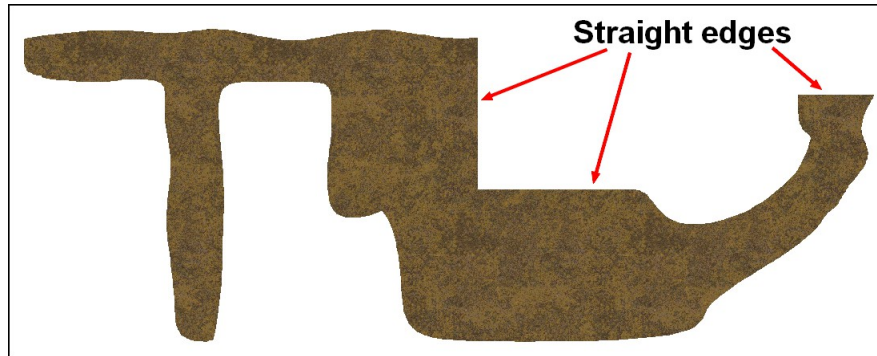


Adding a mixed polygon to create a dirt patch

This polygon sits above the grass and therefore above the **FLOORS** sheet so it must not overlap the floors polygon. It can however slightly overlap the map border (see p45).

1. Click **G**. Invoke the *Smooth Polygon* . The command line reads "1st point:". Verify that the **SNAP** button is down and click inside the wall above the left door.
2. Now the command line reads "Press 'C' to make next point a CornerP". Press the **C** key and click near the bottom left corner of the nave, inside the wall. "CornerP" stands for "Corner Point" and it means that though you selected a smooth polygon, the part between the first two points will be straight.
3. Press the **C** key again and click to the right to the main door. Making two consecutive corners points generates a straight section between them.
4. Depress the **SNAP** button and click some points leading to the lodging door.
5. Press the **SNAP** button, press **C** and select a point left to the door, than press **C** and select another to its right.
6. Depress the **SNAP** button and finish creating the shape, overlapping the map border as shown.
7. Right-click to end the command.
8. Repeat without corner point to add the part over-crossing the first (a single polygon over-crossing itself will create a hole) and save the file.



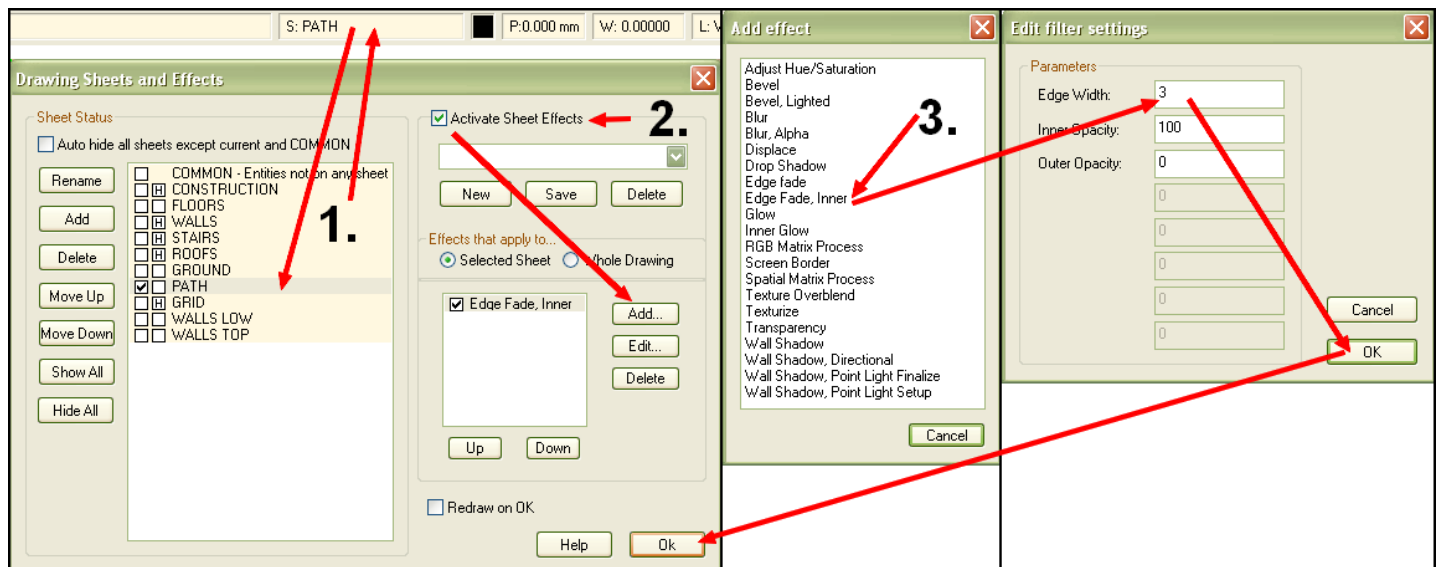


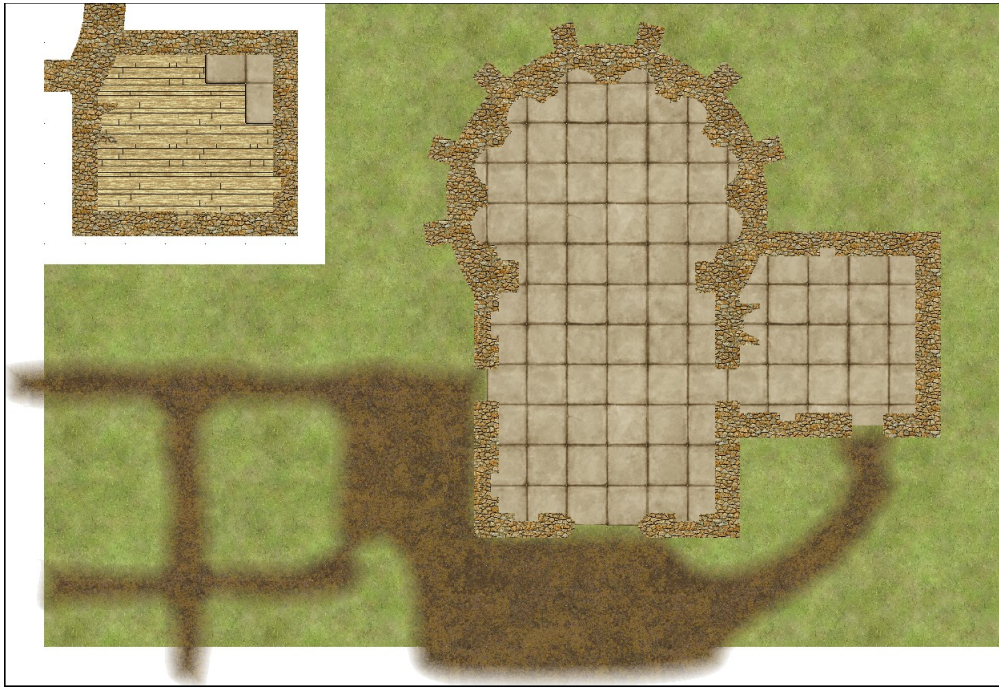
The first shape from page 43 with all other sheets hidden.

Adding an Edge Fade, Inner effect

The transition between the dirt and the grass is quite abrupt and making the edges fade will make it better looking:

1. Click on the Sheet Selector then click on the **PATH** sheet name. Make sure that the sheet's line background is gray, meaning that it is selected for sheet operations (checking the box makes the sheet graphically current, but not selected).
2. Check **Activate Sheet Effects** then click the right **Add** button (the left one adds a sheet, this one adds an effect).
3. Choose **Edge Fade, Inner** by clicking on it on the pop-up. Change the Edge Width to **3** on the second pop-up and accept other default values by clicking on the pop-up **OK** button. Close the sheets list by clicking on its own **OK** button.



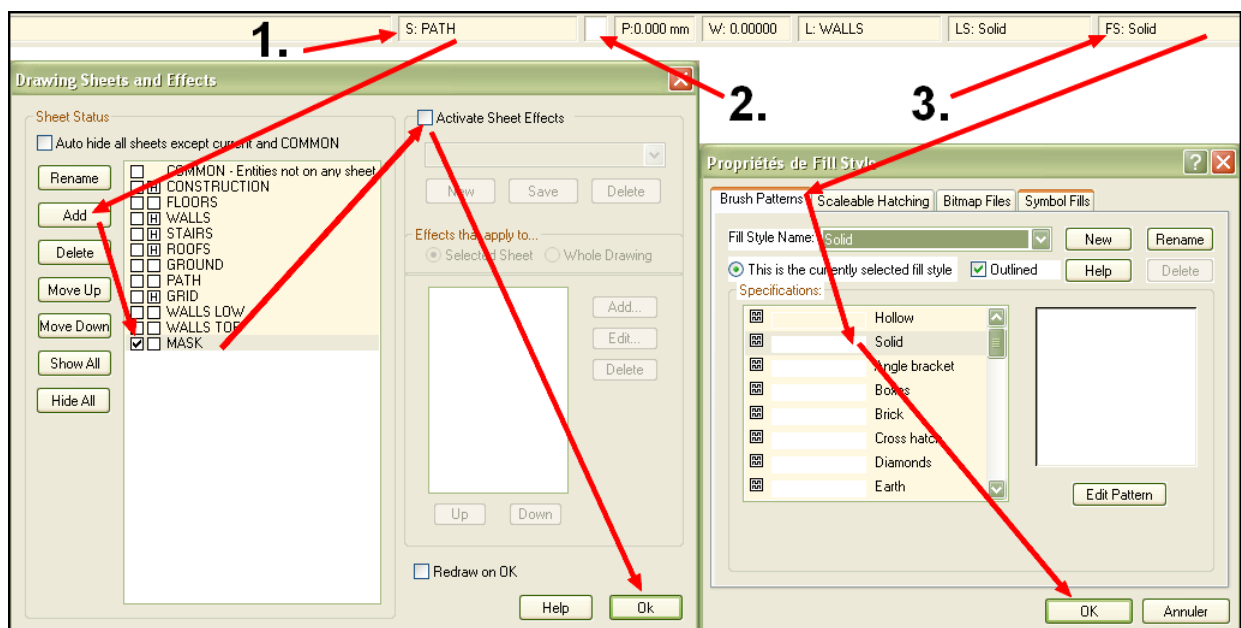


Result from page 44


Adding a mask polygon

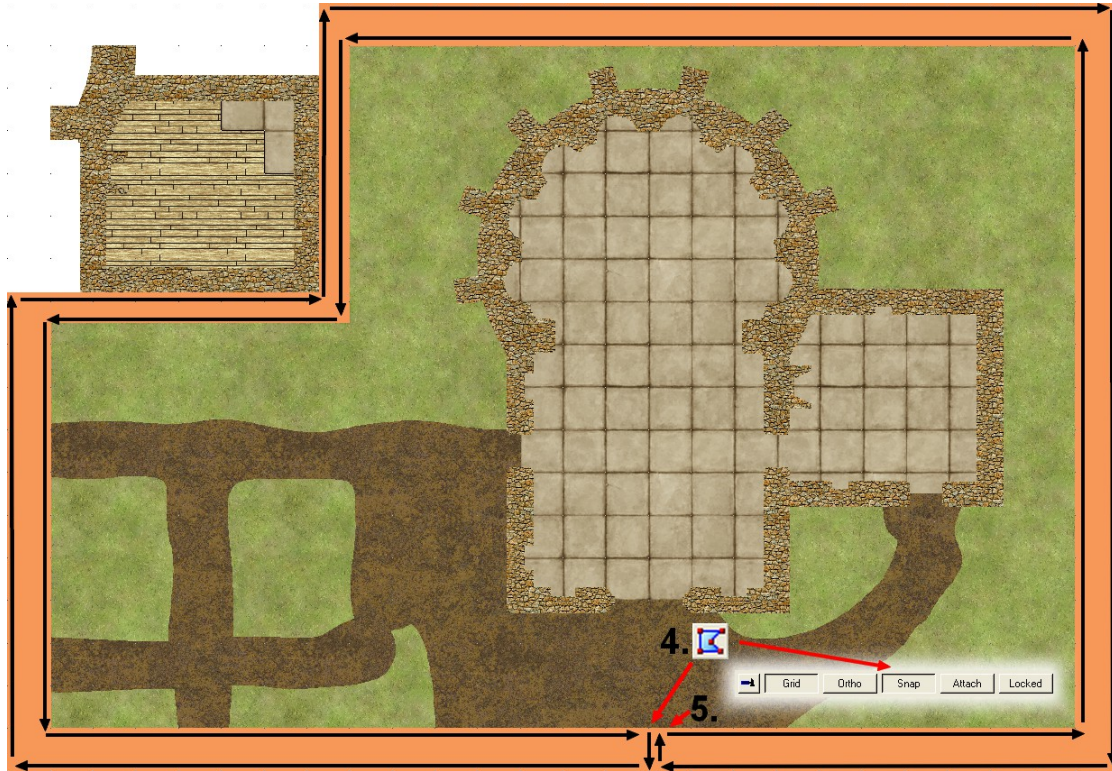
The overlapping parts on the previous picture are ungracious however if the smooth polygon were limited to the map border, the effect would have shown grass at the map edge, which is no better. The solution is to add a mask polygon on a new sheet.

1. Create the **MASK** sheet and keep it on the lowest place in the list, which correspond to the graphically highest sheet of the map, effectively masking everything else with its entities. While the sheets list is active, uncheck **Activate Sheet Effects** to speed up redraw. Close the sheets list.
2. Click on the Color Indicator and choose the white (#15) color. Click on **OK** to close the Color Selector. Alternatively click on the white square on the colors toolbar if it is available.
3. Click on the Fill Style Indicator then on the Brush Pattern tab to select the **Solid** fill style. Click **OK** to close the menu.

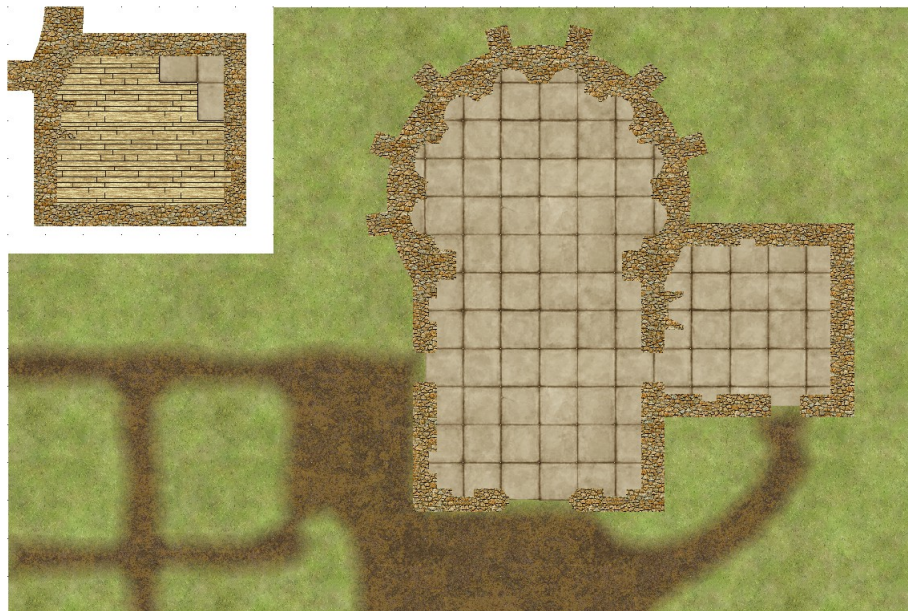




4. Draw a **polygon**  (**POLY**) with the **SNAP** button on, starting with a point on the map border bottom edge followed by a point 5' below the first. Continue clockwise with the outside edge of the mask until you reach the second point again.
5. Go back to the first point then continue counter-clockwise with the inside edge until you reach the first point a third time. Right-click to end.
6. Save the map.



Note: on this example map, to be visible, the mask polygon was create in orange instead of white.



The same with effects on and a white mask polygon

Note: if you export your map as a rectangular section picture (bmp, jpeg or png) strictly limited to the desired area, you can bypass creating the mask polygon.





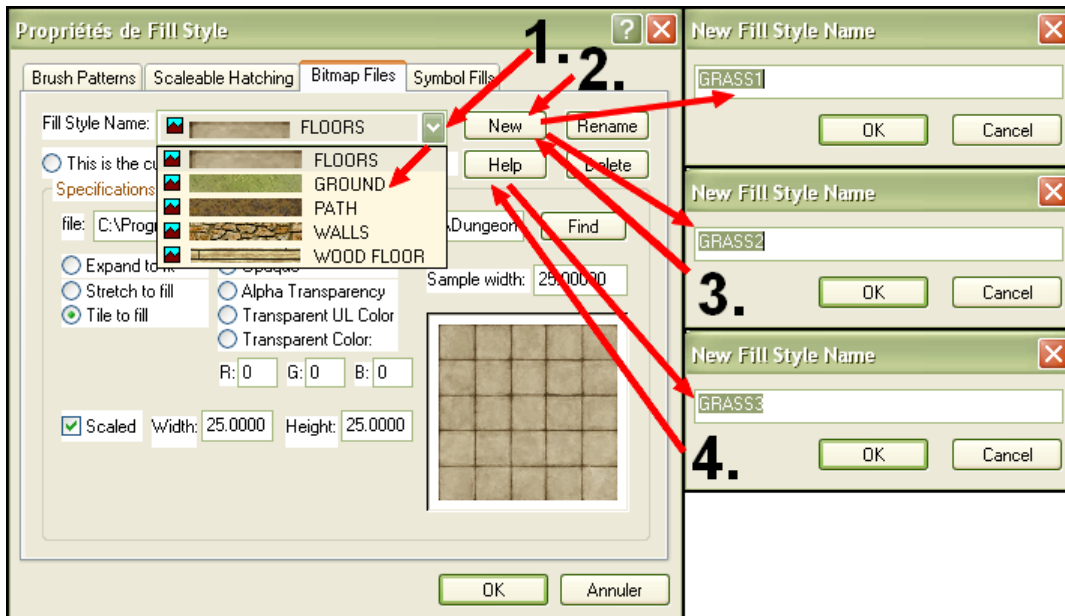
Copying the GROUND fill style

When you create a new bitmap file fill style, all the parameters are automatically copied from the selected current fill style.

To ensure that two – or more – fill styles have the same parameters, you just have to select the original one first, then click on **New** and change the picture file.

To break the uniformity of the grass, small polygons of slightly lighter or darker fill styles will be added. The [Jon Roberts Dungeon Annual](#) provides variations of the standard grass with light, dark and dry versions.

1. Click on the Fill Style Indicator then on the Bitmap File tab. Click on the “V” shaped button next to the current fill style name and select the **GROUND** fill style.
2. Click on **New**, type **GRASS1**, click **Find** and browse:
CC3\Bitmaps\Tiles\Dungeon\Annual Jon Roberts\Grass_green_dark_HI.PNG
3. Click on **New**, type **GRASS2**, click **Find** and browse:
CC3\Bitmaps\Tiles\Dungeon\Annual Jon Roberts\Grass_green_light_HI.PNG
4. Click on **New**, type **GRASS3**, click **Find** and browse:
CC3\Bitmaps\Tiles\Dungeon\Annual Jon Roberts\Grass_dry_HI.PNG



Single file

If you chose a bitmap file that doesn't have tint variations, you can create these files yourself using any picture editor (The Gimp, PhotoFiltre Photoshop...) and use hue, contrast, saturation... filters to alter the picture and create the corresponding fill styles.

All these three new fill styles now share the same settings: no **outline**, **opaque**, **tile to fill**, **Scaled**, **Width**, **Height** and **Sample width** with the original **GRASS** fill style.

Adding a GROUND 2 sheet




Because the turfs of grass that will now be added will be blended in the background grass and the dirt path, a new sheet must be added.

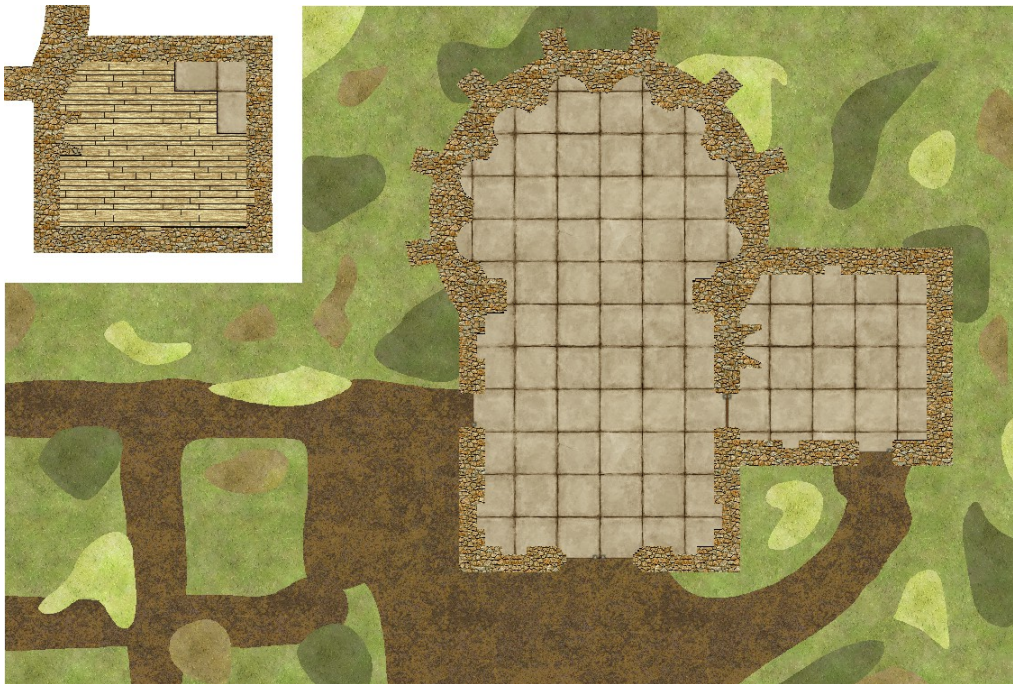
1. Create the **GROUND2** sheet.
2. Using the **Up** button, place it between the **PATH** and the **WALLS LOW** sheets.
3. Leave the sheets list by clicking **OK**.



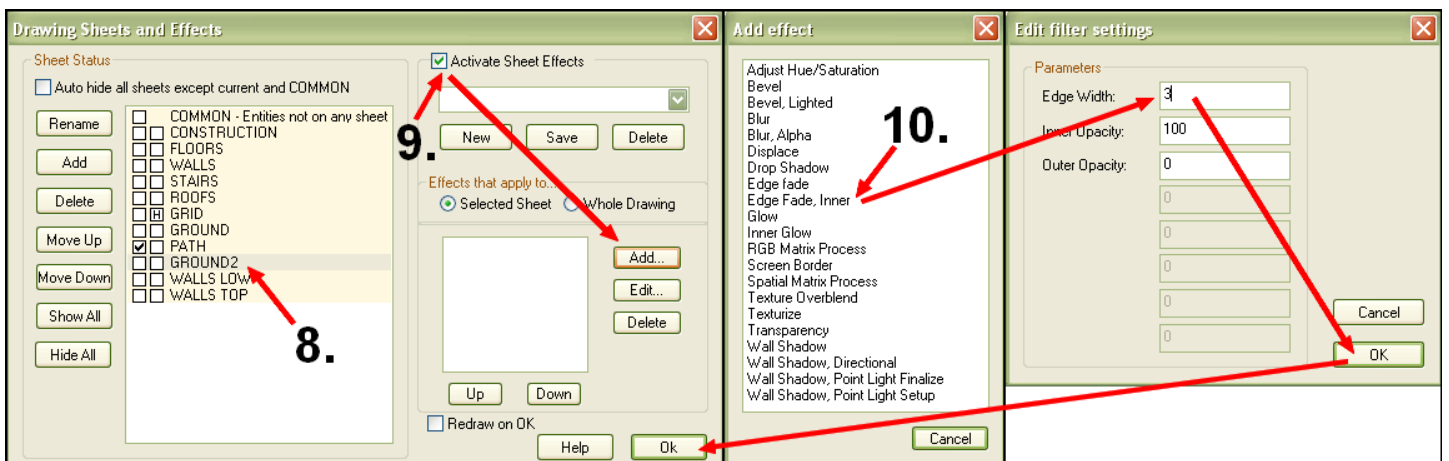


Breaking uniformity

1. Click on the Fill Style Indicator and select the **GRASS1** fill style.
2. Use the **Smooth Polygon**  to create some patches randomly across the grass. Don't fear to overlap the map border, the walls or the path, but don't reach the floor.
3. Click on the Fill Style Indicator and select the **GRASS2** fill style.
4. Use the **Smooth Polygon**  to create more patches. Take care not to cross any patch from 2. (see p49).
5. Click on the Fill Style Indicator and select the **GRASS3** fill style.
6. Use the **Smooth Polygon**  to create even more patches. Take care not to cross any patch from 2. or 4.
7. Fill free to repeat any pair of steps.

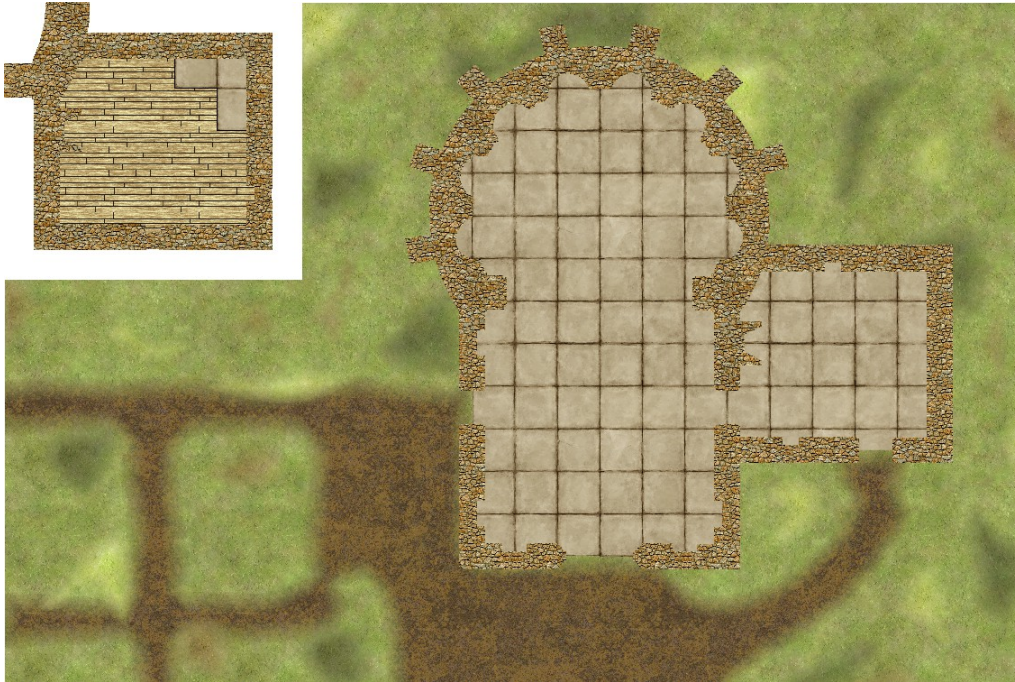


8. Click on the Sheet List Indicator then on the **GROUND2** name to gray the whole line.
9. Check **Activate Sheet Effects** then click the right **Add** button.
10. Choose **Edge Fade, Inner** by clicking on it on the pop-up. Change the Edge Width to **3** in the second pop-up and accept other default values by clicking on the pop-up **OK** button. Close the sheets list by clicking on its own **OK** button.



Note: on this example, the current sheet is **PATH** but this is only true once you close the sheets list. As long as it is open, the active sheet is **GROUND2**, shown by the gray background.

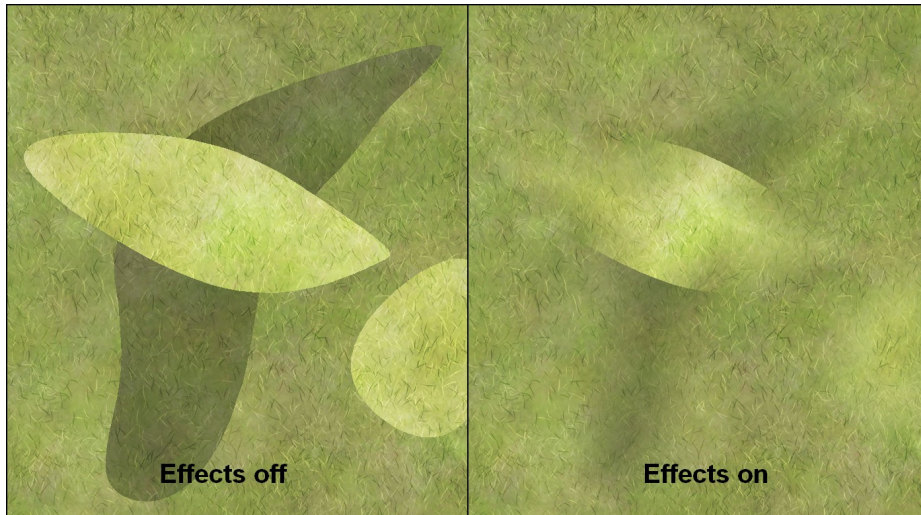




Result from page 48.

About edge effects

Many effects, **Edge Fade**, **Bevel**, **Glow**... affect the edges of entities and not the inside. To be true, they affect the edges of the **drawn areas**. If you cross two patches on the **GROUND2** sheet, you'll get something like:

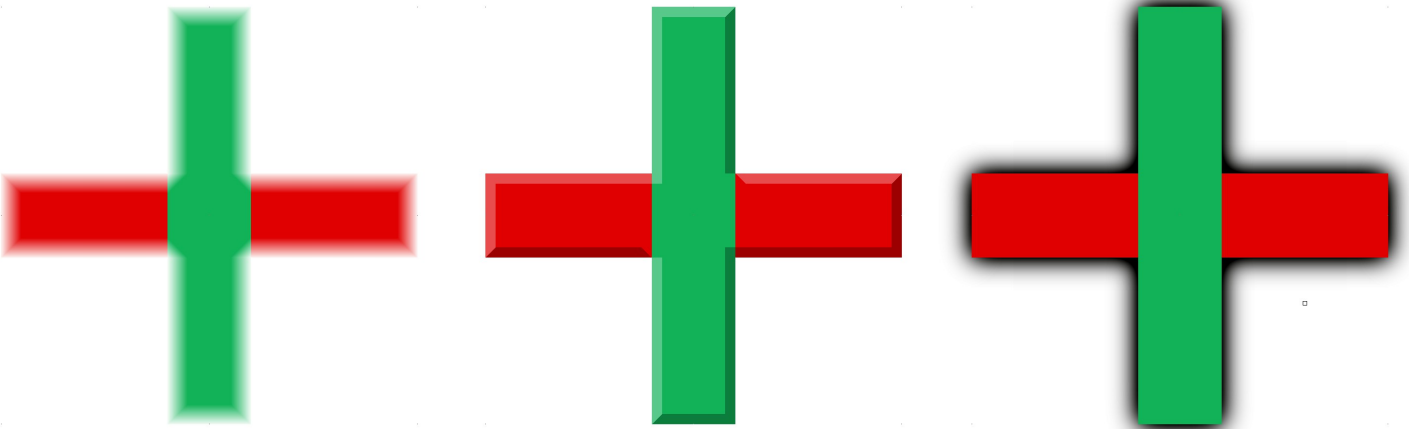


The mid-section of the light grass area does not blend in the dark one because they share the same sheet. The mid-section is not on an edge of the draw area but inside the dark grass area.






Here are more examples with two rectangles forming a cross and other sheet effects affecting only the edges:

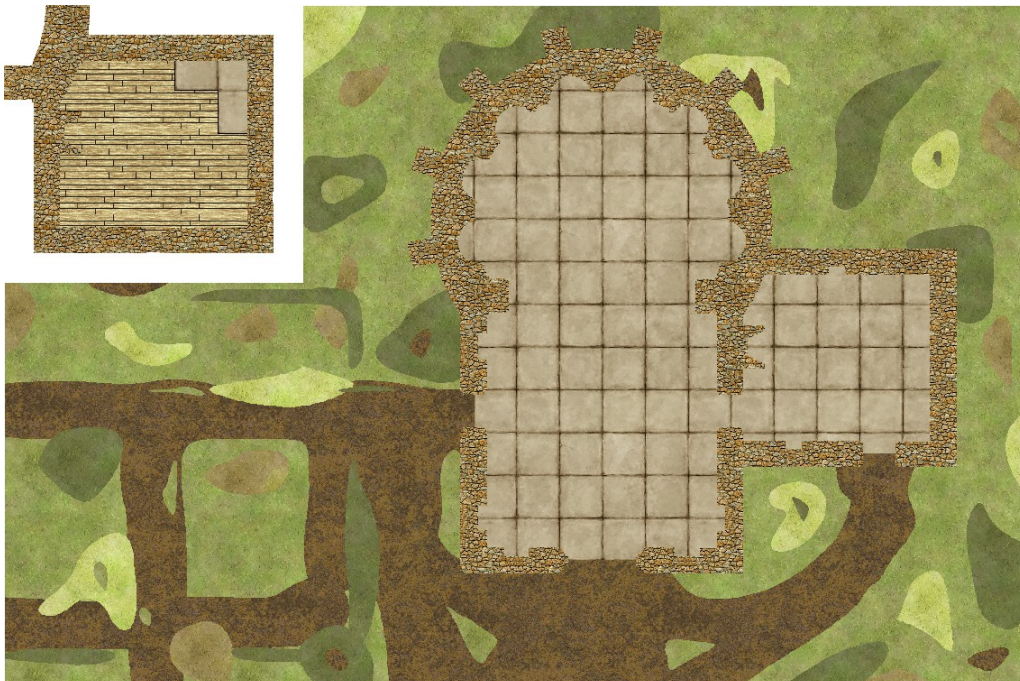


From left to right: **Edge fade, inner**; **Bevel**; **Glow**. In every case, the part of the green rectangle crossing the red one is not affected by the effect.

More uniformity breaking

To further modify the look of the grass area by crossing smooth polygons or adding other polygons inside the former, a new sheet is needed to circumvent the previous phenomenon:

1. Create a **GROUND3** sheet placed between **GROUND2** and **WALLS LOW**. Add an **Edge Fade Inner** effect with a width of 2 for the smaller areas instead of 3.
2. Use the **Smooth Polygon**  tool with the **GRASS**, **GRASS1**, **GRASS2**, **GRASS3** and even the **PATH** fill style to add the last patches.
3. Save the map.

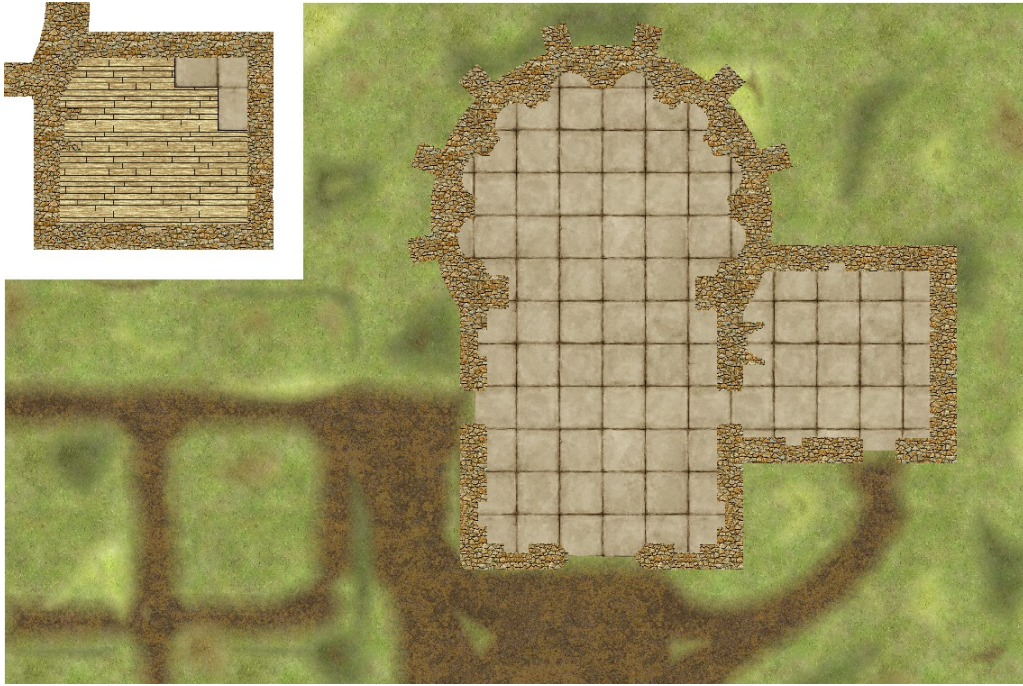




Conclusion

The **Edge Fade**, **Inner** effect has been applied to make the grass background look more random. The process involved creating a mixed polygon for the dirt area, and smooth polygons with variation copies of the initial fill style.

Understanding the way effects affect the entities on a sheet prevents odd results when shapes cross or stack, but the solution is to add more sheets.



In the next part, stairs will be added inside the building and the **Bevel** and **Transparency** effects will be used.

