

Wittgenstein - Yet Another CD3 Tutorial

by Katto

Before you start this walkthrough, you should read Gandwarf's fantastic town tutorials and be familiar with the basic CC3 functions.

When you start to map a town, especially a large one, it is necessary to have the layout in mind. For older people like me it is better to draw a rough sketch, so we can remember it the other day :). It's best to do this with a pixel based program, like GIMP, PS, etc. and save it as a PNG.

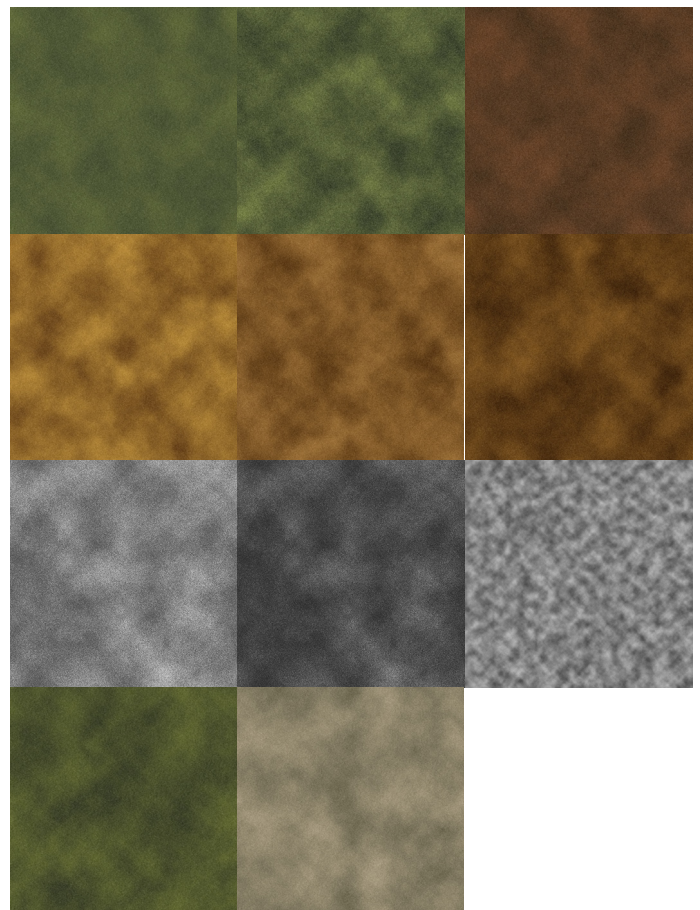
Create a new city file in CC3 without a background. I used a size of 1000² meters. OK, here we go with a blank canvas in front of us. Create a new sheet called PNG IMPORT and make sure it is on top of the sheet stack. Add a TRANSPARENCY effect to this sheet with an opacity of roundabout 30%. Click DRAW>>INSERT FILE and select your city sketch. With the SNAP function activated, place the picture from top left to bottom right.



I didn't want to use the standard CC3 textures, so I've created new ones. Think of what you need: streets, grass, fields etc. It is important that you create them in a similar way to get a homogenous result.

I've created mine in Photoshop, the used filters should be available in any other current raster program. Select a size of at least 512², so when you render the final city map in a high resolution, the pattern won't repeat much.

- select a size of 1024²
- choose to similar colours, e.g. two greens for the background
- FILTER>>RENDER>>CLOUDS
- duplicate the layer
- on the new layer FILTER>>NOISE>>ADD NOISE (10%, Gaussian Normalverteilung, monochromatic)
- duplicate the layer
- on the TOP layer FILTER>>BLUR>>GAUSSIAN BLUR (radius 0.5 pixel)
- set the opacity to 55%
- on the layer BELOW FILTER>>BLUR>>GAUSSIAN BLUR (radius 2.0 pixel)
- set the opacity to 55%
- CTRL+E to merge down

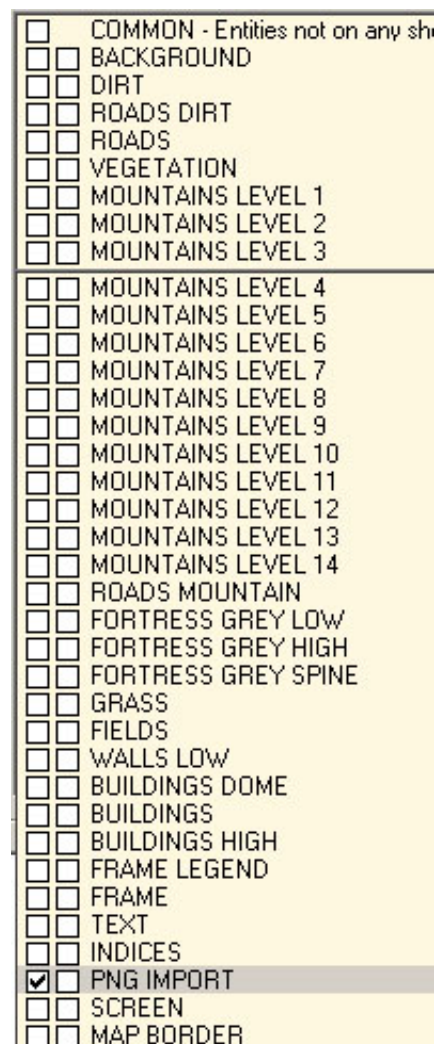
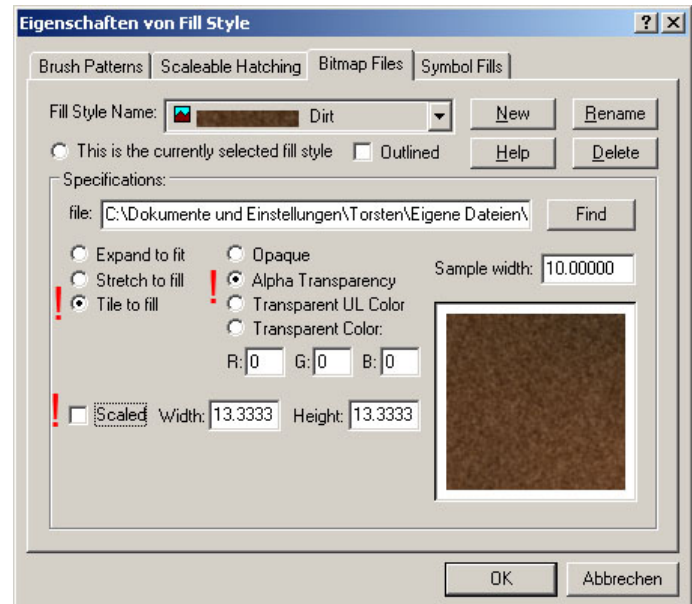


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- save as PNG with an explicit name into the same folder as your CD3 map
 - the street texture also contains grain
FILTER>>TEXTURE>>GRAIN. Play with the intensity and contrast and select the last item in the combo-box (speckled? I use a german version)
- When we have all textures, it is time to tell CC3 where to find them. Click in the FILL STYLE BOX in the upper right. A window will open. Switch to the BITMAP FILL tab and click NEW. Enter a name and click FIND to connect to the picture. Make sure the box SCALED is unchecked. Do this for every texture.

Now it is time to start mapping! Switch to the BACKGROUND sheet and make sure the effects are activated. Choose your desired fill style and draw a BOX with the same size as the MAP BORDER (SNAP is your friend). Because the BACKGROUND SHEET is below the PNG IMPORT SHEET, we still see our sketch. We will populate the map from the lowest to highest sheet (sandwich technique).



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Switch to the ROADS SHEET, set your street fill style and width and follow the lines of your sketch with the SMOOTH PATH TOOL. I used 6, 4 and 2 meters. Set the effects.

EFFECT: ROADS

- Edge Fade, Inner
Edge Width: 3
Inner Opacity: 100
Outer Opacity: 75

Create a new SHEET, called ROADS DIRT and move it below the ROADS SHEET. Set your fill style and follow the roads again using the SMOOTH PATH TOOL, but with a width of +2 meters than the above road. Set the effects.

EFFECT: ROADS DIRT

- Displace
Displacement Amount: 4
Texture Size: 0
Image is a Bump Map: unchecked
Unit: unchecked
- Edge Fade, Inner
Edge Width: 3
Inner Opacity: 100
Outer Opacity: 40

Place the buildings. I used the CD3B Gothic ones. Don't mix too many different styles!

EFFECT: BUILDINGS (standard CD3B style)

- Glow
Outside
RGB: 0/0/0
Strength: 1
Blur Radius: 1
- Glow
Inside
RGB: 88/88/88
Strength: 0
Blur Radius: 4
- Wall Shadow, Directional
Length: 3
Opacity: 50
Blur Radius: 2
Use GSD: checked
- Blur
Blur Radius: 0.25

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Create a new sheet MOUNTAIN LEVEL 1 above the ROADS. Set your mountain fill style and follow your lowest mountain line using the SMOOTH PATH TOOL. Set the effects.
Do this for each following mountain line (sandwich technique).

EFFECT: MOUNTAIN LEVEL X

- Glow
 - Outside
 - RGB: 20/20/20
 - Strength: 1
 - Blur Radius: 16
- Glow
 - Inside
 - RGB: 40/40/40
 - Strength: 1
 - Blur Radius: 12
- Bevel, Lighted
 - Bevel Size: 5
 - Intensity: 1
 - Lightness Base: 0.8
 - Lightness Range: 0.6
 - Smoothing: 2
 - Edge Fade: 2
 - Use GSD: checked

Carry on with farms, fields, walls and vegetation.
Set the effects.

EFFECT: WALLS LOW

- Glow
 - Outside
 - RGB: 0/0/0
 - Strength: 1
 - Blur Radius: 1
- Glow
 - Inside
 - RGB: 0/0/0
 - Strength: 0
 - Blur Radius: 2
- Bevel
 - Lenth: 1
 - Strength: 50
 - Invert colors: 0
 - Fade: 0
- Wall Shadow, Directional
 - Length: 2
 - Opacity: 50
 - Blur Radius: 2
 - Use GSD: checked
- Blur
 - Blur Radius: 0.25

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EFFECT: FIELDS

- Displace
 - Displacement Amount: 4
 - Texture Size: 0
 - Image is a Bump Map: unchecked
 - Unit: unchecked
- Glow
 - Outside
 - RGB: 0/0/0
 - Strength: 0
 - Blur Radius: 1
- Edge Fade, Inner
 - Edge Width: 2
 - Inner Opacity: 100
 - Outer Opacity: 20

EFFECT: VEGETATION

- Glow
 - Outside
 - RGB: 0/0/0
 - Strength: 1
 - Blur Radius: 1
- Glow
 - Inside
 - RGB: 38/50/38
 - Strength: 0
 - Blur Radius: 5
- Wall Shadow, Directional
 - Length: 3
 - Opacity: 50
 - Blur Radius: 2
 - Use GSD: checked
- Blur
 - Blur Radius: 0.25

Let's add some dirt. This can be shortcuts, livestock areas, etc. Select your fill style and set the effects. Use the SMOOTH POLY TOOL. Place a sheet DIRT below the ROADS DIRT SHEET.

EFFECT: DIRT

- Edge Fade, Inner
 - Edge Width: 8
 - Inner Opacity: 100
 - Outer Opacity: 0

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There might be areas in the dirt where some lawn grows.

UUUPPSS: Rename the GRASS SHEET to LAWN SHEET!!! DO IT AND DON'T THINK ABOUT IT!!!

Just a language barrier.

Use the SMOOTH POLY TOOL, set the effects.

Nearly finished!

I've added some buildings in the mountains. They have the same effects like the other buildings. I've decided that they are normally used for defence and representation. Defence? A round shape is better than a square shape, so I've added them. Unfortunately there is no template of a round building in CD3, so I built it. Using the CIRCLE TOOL I drew the shapes of the buildings (CD3B_Stone Grey 2 fill style, building effects). The roof can be realized in drawing many lines in different angles. Because I had to do the same job many times I've decided to write a macro (Thanks to Joachim de Ravenbel from the ProFantasy forum!).

Copy the macro and paste it into a new textfile. Save it as "spoke.mac" and place it into your CC3 folder. In CC3 click TOOLS>>MACROS>>LOAD MACROS (or enter LOADMAC at the prompt) and select the macro. Type "spoke" at the prompt to start it and enter your values and click on the canvas to draw it.

Draw the lines on a separate sheet. I chose a line width of 0.28 meters and apply the same effects like the building sheet except the wall shadow lenght is smaller.

Have in mind that the values and colors I used in the effects match with my textures and map size (1000² meters). You will have to experiment a bit when using different textures and sizes.

I hope this small walkthrough is understandable, it was written in less than 4 hours.

regards

Torsten

EFFECT: LAWN (Yes!)

- Edge Fade, Inner
Edge Width: 6
Inner Opacity: 100
Outer Opacity: 0

MACRO SPOKE

SAVESETTINGS

GN varNumber ^DNumber of spokes:

IFERR MacroDone

GV varLength ^DLength of spokes:

IFERR MacroDone

GV varStartAngle ^DStarting angle:

IFERR MacroDone

GP varPosition ^DSelect center of spoke:

IFERR MacroDone

GV varAngle 360/varNumber

GN Index 0

:Loop

IFZ Index-varNumber MacroDone

GP varPositionNew ref varPosition <varStartAngle-(Index*varAngle),varLength

LINE varPosition varPositionNew;

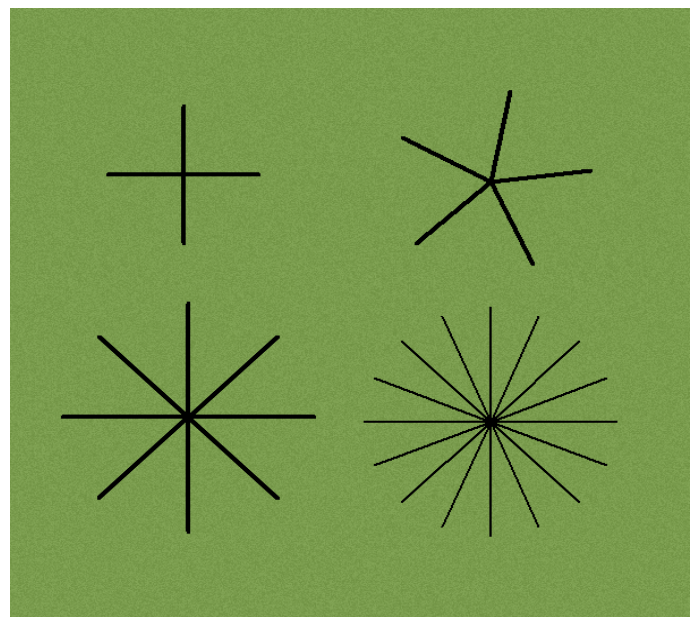
GN Index Index+1

Go Loop

:MacroDone

GETSETTINGS

ENDM



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