


## **Making maps in photoshop**

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# Making maps in photoshop

Making displacement maps in photoshop. Making height maps in photoshop. Making dnd maps in photoshop. Making normal maps in photoshop. Making battle maps in photoshop. Making d&d maps in photoshop. Making bump maps in photoshop.

This is the guide of my beginner for Photoshop - especially in using it to create custom battle maps with my table resources at 2 minutes. Please leave your requests and questions in the comments! You want to give him a ride? Here are some hand-picked asset packages to start. Dungeon Map Assets Create a Dungeon map Just like the one above with these: If your adventures are above the ground, these are the resources for you! For seafarers and seafarers, you may like some of them. These buildings have consistent dimensions and scale placement, which means you can mix and match the different floors and create a huge number of combinations! Finally, some of my favorite asset packages that do not fit other categories! And we don't stop! I have even more heritage map on my gallery: I have a nice video footage I want to produce, and this is the first. The over-the-shoulder cam, Dragon is only possible to resist the Nanida architecture and this bridge is no exception. The red dragon has really made its own, carved into its crumbled gums and marks of stranded claws. Photoshop is a great way to make a fantasy map. Of course there are other available software that could be easier to start, but there is nothing like using Photoshop to create a map. Summary To help you start the items below you will teach step by step how to draw a map in the same style as the one below: for a quick way to create a map in Photoshop you can use a map generator. Here are the articles that this is the first part of the tutorial and since the name suggests that it focuses on a simple technique to randomly generate ground in Photoshop. If you have not drawn the contour of your hand map or prefer to have a random terrain generated for you, then this is a great tutorial to start. However, if you have the outline of your map already drawn and in Photoshop, then you may want to go to article 2nd in this tutorial. Find out how to generate random land. Once you have the contour of your map drawn and ready, the next step is considerable both the ocean and the earth. It is a simple process that requires some brushwork. Add plot to your ocean and land the sea layer is where you start adding more color on the map. Until now your map is composed of green and white gradients but with the sea and the coast, now adds a fresh blue in the mix. Learn how to draw the sea and coast at last no map is complete without names of regions, cities and places for your heroes adventure and your bad ones for the scheme. Following this final part in the series you will learn the exact settings to use for typography on your map. I will also teach you an effective way to add a board to the map. Finish your map from the fantasy map market is a twin site for the Monterialbuilding School. It is building a collection of resources such as maps, tools and icons to help Worldbuilder WorldbuilderTheir imaginary world. 07-22-2008, 01:08 pm # 1 hello. I discovered this forum a week ago. A fantastic place! I did some tutorials, originally inspired by other creative writers above the Chronicles Network while we were talking about Map by making us on a map creation thread and this map thread. Since I'm here at the CG it is clear how little I know! Wilbur was a brilliant discovery and I can't wait to go through the other tutorials here and check various software. So, without further A-Do, here are the tutorials ... turning your hand drawn sketch in a detailed map of Alfa to Basic Alpha Map Aged, Parchment with a method of creation for mountain ranges, trees and trails. One of the many options to color the map 4 ways to give the map a relief using height maps - using Wilbur for one of them. Edit - Downloadable PDF documents above. You can get a reader here edit - until further notice, this thread is the place to download them from, no more on my website, as it was more to show my portfolio to get a job. I just had the time of Provide a space for them. You can always contact me if they break here or something. If I don't go back within a week, then send another - you are e-mails you probably lost in my junk mail, I always answer other creators if you approach you: my site is now located @ jez-elf.com ( Not Jezelf.co.uk As shown on tutorials - you will get a dead link) ... I became global, there is a contact form if you need my help. Thank you for your interest in them! Health Jez last update from Jezelf; 02-11-2016 at 04:51 pm. Reason: Tutorial removed from my website (which has also changed URL) 07-22-2008, 02:54 PM # 2 OMG! I love the "Blur sketch" step! What a great way to get gradients without having to use them and get a more check over! That focuses alone is pure gold not to mention the rest of the tutorials that are fantastic. Have 5 stars! I wish I could give you more! 07-22-2008, 03:13 PM # 3 Originally posted by Ravells OMG! I love the "Blur sketch" step! What a great way to get gradients without having to use them and get a more check over! That focuses alone is pure gold not to mention the rest of the tutorials that are fantastic. Have 5 stars! I wish I could give you more! You could give him one of those new things icon tut gorgeous author .... 07-22-2008, 03:33 pm # 4 I could ... but once there are 5 stars from the tutorial .... get evaluating all Bother Once 5 people evaluated the 5-star tutorial, Jezelf gets an icon. .... is to ensure that the icon grant is guided community rather than only on the whims of the cls 07-22-2008, 05:15 pm # 5 originally published by ravells I could ... but once there are 5 stars from the tutorial .... Get Evaluation All! Once 5 people have the 5-star tutorial, the jezelf gets an icon. .... is to ensure that the grant icon is community driven rather than just on the OF THE CLS VOTED AND REPPED THE POST (ER)! 07-22-2008, 06:01 pm # 6 very useful and legible tutorial. You got great results by playing with the settings you rarely look with the photograph. Really nice. I was thinking of making some maps directly in Photoshop but I was struggling with the casualty, you gave me what I needed to get rummaging here. 07-23-2008, 01:41 am # 7 Thanks for some great advice. This will be very useful in the future. Cheers :-)) 07-23-2008, 07:59 am # 8 Woo-Hoo! I received a prize! Perfect! - Thank you for this, and the stars! Nice surprise. Happy to know that tutorials are useful. Even happy to hear that it is readable à € "some typing errors slipped through I noticed, so I go through and solve this weekend (I'm sorry any ones). I think it's probably too loose, but I like trying to write a tutorial as if my mind weak themselves to follow him. Sometimes I can get perplexed to the first step as I try to surf in various UI programs and terminology. The beautiful thing about this place is that there are so many practical tutorials. I have always been a convinced supporter of knowledge sharing (from personal experience of trying to solve things and waste so much time for attempts and errors). It is also nice to discover new things à € "from those that I didn't know they were possible and within my current capacities, to learn new things to grow them. Tancread: I noticed that Viewdale à € à € "Instant Island (thanks to Redrobes for that) could give similar results to those of the whole thing Difference Clouds I mentioned. You can then import it into PS and use the levels on it. The added advantage of using Instant Island is also generating a height map. (BTW, if Save your file created in C: Programs ViewDale folder à € "It was not obvious to my weak mind at the beginning) Greetings! Jez Last Edited by Jezelf; 07-23-2008 AT 09:28 AM. 07-23-2008, 07:20 pm # 9 Thanks for the suggestion, play with the island generator now. 07-23-2008, 10:40 pm # 10 I just wanted to emphasize this tutorial for GIMP (which should be transferable to Photoshop) on the creation of ribbons not so random. It is a little simpler than the process of cutting / paste / rotation / fit that you follow. You could probably also apply a clouds of difference several times to point 4 to make it a little raw, but you would like to make the smallest initial blur. -Rob A> This is a tutorial to create a random continental map that you can use for whatever you want! This tutorial will help you create beautiful maps that can vary from all over the world! I usually start mine as 1920x1080 so I can be able to use the map as a desktop background as I want, and it's just a good size to use. After having your canvas, open the color selector, and choose a To be used for the ocean, this is the color I used, and then fill the background to get continental shapes, create a new level first and make sure your color palette is black and white. After selecting the new level, go to Filter -> Render -> Clouds. Clouds. It should give a foggy cloud image on your canvas. To get the contours of the difficult continent, go to the filter -> Artistic -> cutout. Use the settings you use and you should be able to obtain shapes Darts that have contours of good coasts and many forms you can use for continents. Press OK to apply the grab filter The LAZO tool and select Figures that you can use for continents. They could only be used for the coasts, or simply whole forms or islands. Just select forms you would like to use and possibly think about the type of shape you want your continent to be. You can use CTRL + 1 to reverse the colors of the map. After choosing your Landmasses, hide or deleted the à € Expand, and make it expand from 10 pixels. On this new layer Fill it with a blue color so it looks like a simple coastline around your continent. To create a chain effect in the water around the continent, take the brush I selected, or only a normal with a small pixel size, I used 3.YY you can use the same layer as the coast, add only small lines around the continent. Generally large close and then the smaller line waves in addition to a further distance. Add a new layer and select Back to a black color for the brush. For the mountains I'm using this set of brushes, who would use the mountains, hills, herbs and trees. It is a great set of brushes and perfect for what we need. Here is a link on how to install the brush sets. After having it, position the mountains ranges, however you would like, and mix them to make it look cute. We participated we make a new layer to put the rivers. Select a small brush again like the one we used for ripples and use the dropper tool to select the color of the ocean.Draw a pair of rivers that spread mountain sides. Don't forget that the rivers don't generally divide. Here I have just drawn a few main rivers, and in the next step I will add smaller ones. After obtaining a channel pattern of the main river / drainage, you get a slightly smaller thinking size and add a river flowing into that from the different corners of the mountains. As I said that generallySplit, but doesn't mean they can't, because this is your world and you can do everything you want. For this step, I will color the continent's boiling. CTRL-Click on the image next to the level name with the original green color, selecting it. Then open the brushes and select one around and turn the hardness up to zero, and also the top size, generally about 400 pixels, but can vary at any measure necessary to adapt. With the layer still selected, it starts coloring in the parts of the biome. Here I used a slightly brownish yellow for the sands and the desert part of the continent. Give a brown color and do the same with under the mountains. You may want to decrease the size of the brush a little to make it clean, and the color of the mountains can vary from a slightly dark green, to a dark brown, or even gray. If you go a little far with the color on the mountains, you can change it to the green ground and simply smooth it. I decided that the bottom of the continent was a mystical pine forest and add a small swamp, so I got a slightly dark / green turquoise color and added that to the lower side of the map. I want to do that top mountain solitary a volcano, so I get a yellow / brown even more dark in color in the Lasso land. It generally seems spectral and terrible. And this would be all the biomes on this continent I want. If you wanted to add snow, use the same technique but with WHITE on The River Layer. CTRL-Click on the box next to the level name to select rivers. Make your color in the coastline and select a pretty small brush, ~ 70 pixels and zero hardness. While the water enters the coast area, press the brush so that it is a smooth transition from the dark blue rivers, the light blue of the coast. You can always delete the small parts that protrude if you still can see the outline. Creating a new layer that will be used for the forest and trees. I'm using the same brush set as before it has the mountains in it. Don't forget that you can always use your brush set if you want. Select the black as a palletary color. Select any type of forest you would like, here I will use pine trees for the south of the continent in the dark green part. Generally on this side map, I always like to make my trees at 60 pixels, which seems to work perfectly and looks nice, but you can always change the size depending on if you want larger trees / smaller continents. Begin Trace on the trees e Adapting them together. You can leave some empty points because after most trees are put to select the singular shaft brushes, they climb them a little, and then place them in the empty points. If some of the brush range from the deleted land those that in water. Using the singular tree brushes just widely wide open the trees, so it looks like the forest vanishes and using them to fill the empty space. Using the other type of normal tree, I continued to fill the parts of the continent where I want forests, and e the same idea with singular trees to vanish. I made a new layer for this, but his exact idea of trees. I picked up the swamp brush and tracked them to the areas I wanted them. Still using 60 pixels as general size. On another layer, select the hill brushes and place the hills where you see best dress. Possible more around the mountains if you want, or just general ones to fill the void of the open areas. On another new layer, select the singular little herbs, and sharpen them around your continent. They fill it up and make it look good. I resize them a little bit and put them where you want them or I look better, like prairies or plains. On another new layer, I just selected a small brush and chose an orange color to create lava. Put it under the mountain layer and draw into some lava flows. I used the same layer of lava, but you can always add another one. Select the color white, and usually I like to use the brush that is imagined to create snow on the mountains as it has a very nice effect. Only the colour in the peaks of the mountain peaks that need it. For my maps I like to use the Skyrim map brush set as they are very convenient and nice, but you can always make your own. Take advantage of them on a new layer at the top, and shape yet your world would like to be and is lore. Add a new layer under the map marker one, and select the profile of the previous layers with ctrl and click the box next to the name. Then go to Select -> Modify -> Expand and I usually expand it from a pixel and fill it with white to bring out the markers. On the roads, I pick a brownish shade and then take a 3 pixel brush just like I used in rivers or ocean ripples. I would put the new layer that the roads will be, under the layer of the tree and over the rivers, so they can look like bridges. Just connect the areas where you want them to connect. Get them to go behind mountains or hills or something. That's it just save it as .png or .jpeg, and if you use the size 1080x1920, they are perfect wallpapers too! I hope you enjoyed this tutorial! Add a compass if you want and type in the names of the cities and the geographical features and you're done! Done!

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