

TUTORIAL 3.2

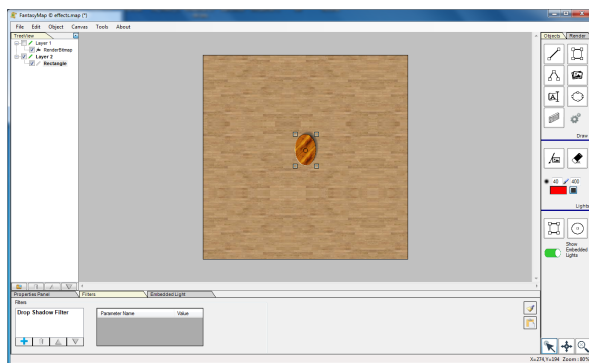
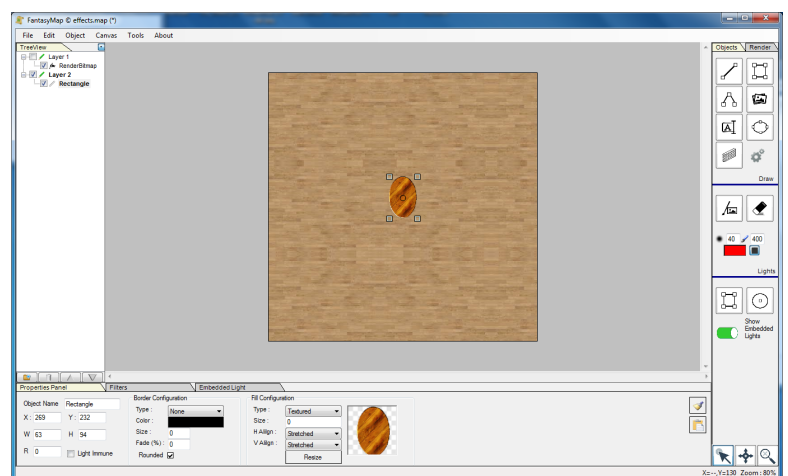
ADD SIMPLE FILTER EFFECT



In this tutorial we will briefly explain how to insert a simple effect in order to increase a little bit map quality.

First of all, create a new map as seen on previous tutorials: put a wooden floor on the background and an oval table in the middle of the room.

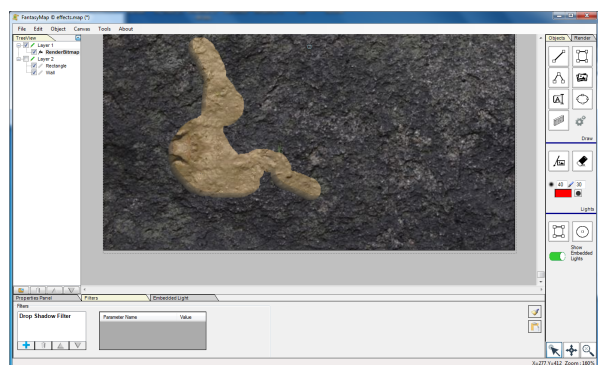
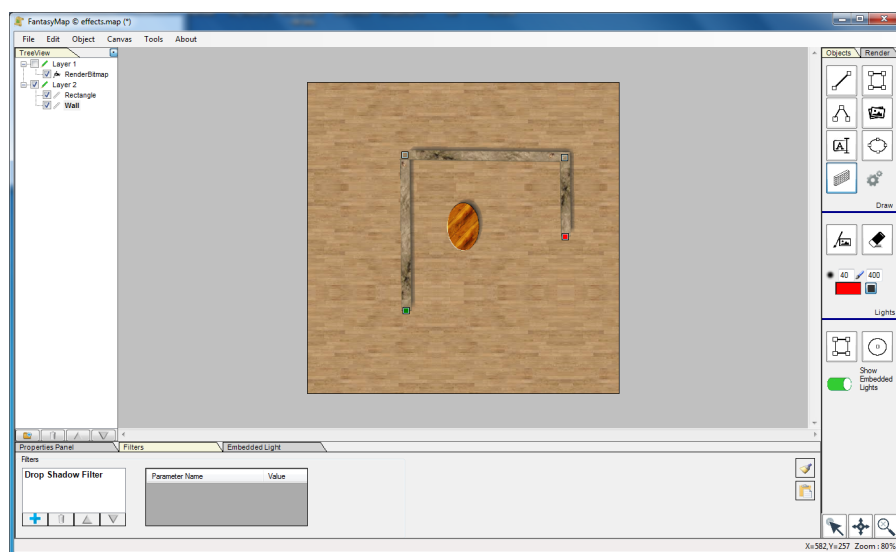
This is very plain, the depth of the design cannot be perceived.



Keep the table selected, and go to the filter tab in the property panel at the bottom of the screen.

Add a *Drop shadow* effect to the object. You'll see the table dropping a dark shadow on the background below. Change filter parameters in order to rotate the shadow in the direction you prefer. You can also change shadow lightness and dimensions.

Effects can be added to all objects like walls (we'll see in the next tutorials how do they work).



Drop shadow effect is often used to create a cavern (using render bitmaps) with a minimum height effect. You can also copy/paste filter configuration with the same buttons of drawing properties (but in this case you will paste only filter configuration)

