

TUTORIAL 4.1

USING RENDERING BITMAPS



In this tutorial we will explain how to use a render bitmap for a dungeon creation. A Render bitmap is a free hand bitmap rendered with a texture. You will draw the surface, and the software will paint such surface with the choose filling (typically an image).

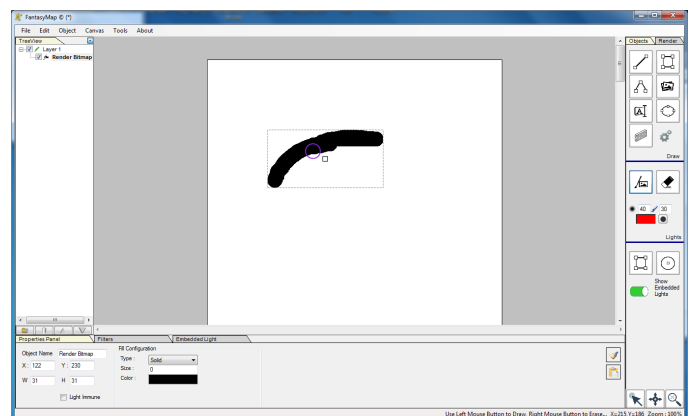
First of all, create a new map as seen on previous tutorials: Choose the render image tool and draw a shape on the map.

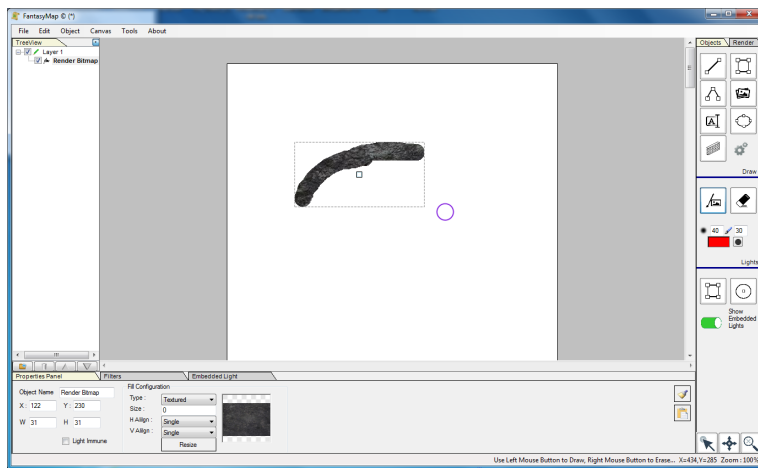


Note: clicking with the right mouse button on it you can switch from paint render mode to the free paint mode. The free paint mode is just like painting a bitmap with every other paint software;



We will focus in this tutorial with the render paint function.

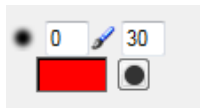




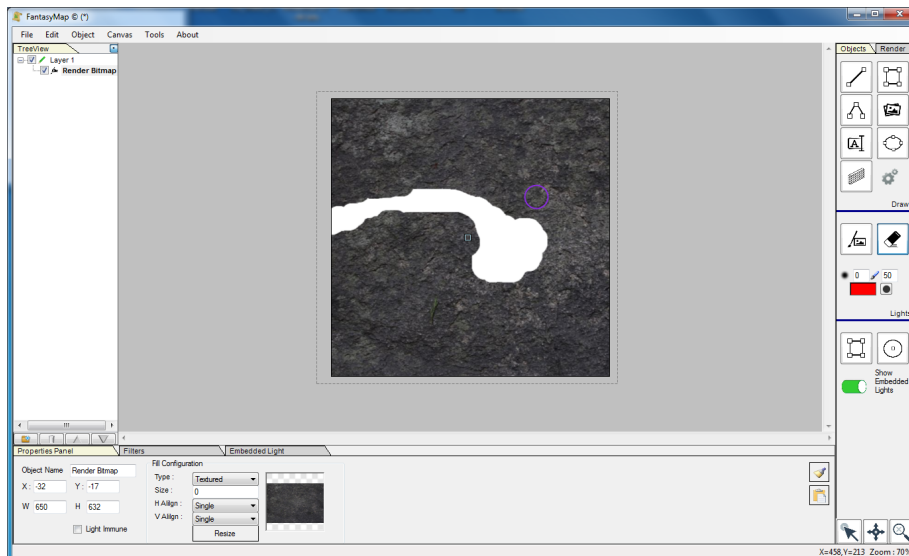
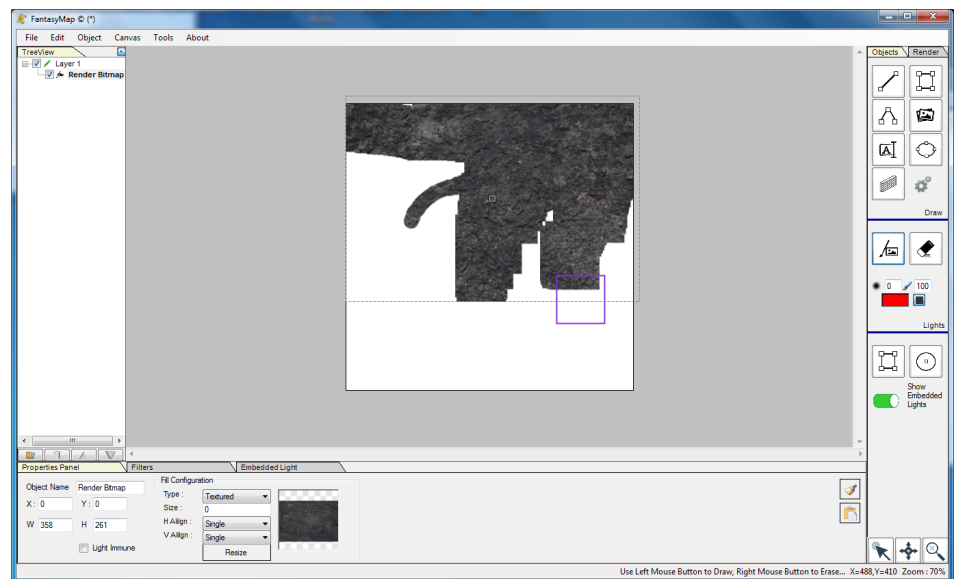
Keep the render bitmap object selected, and choose a render background like a black stone material.

You'll notice that only the painted area will be rendered with the image you choose. For a better result, choose Tiled for both horizontal and vertical.

Select a square brush from the brush settings, and increase the size to 100px.



Now Paint all the map, covering all the white area with your dark rock.

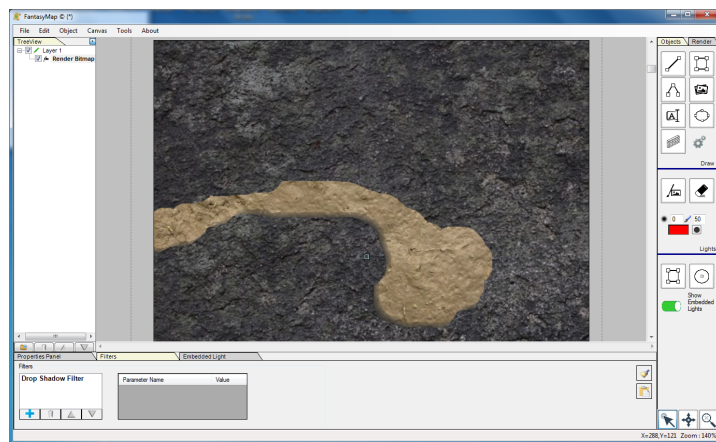
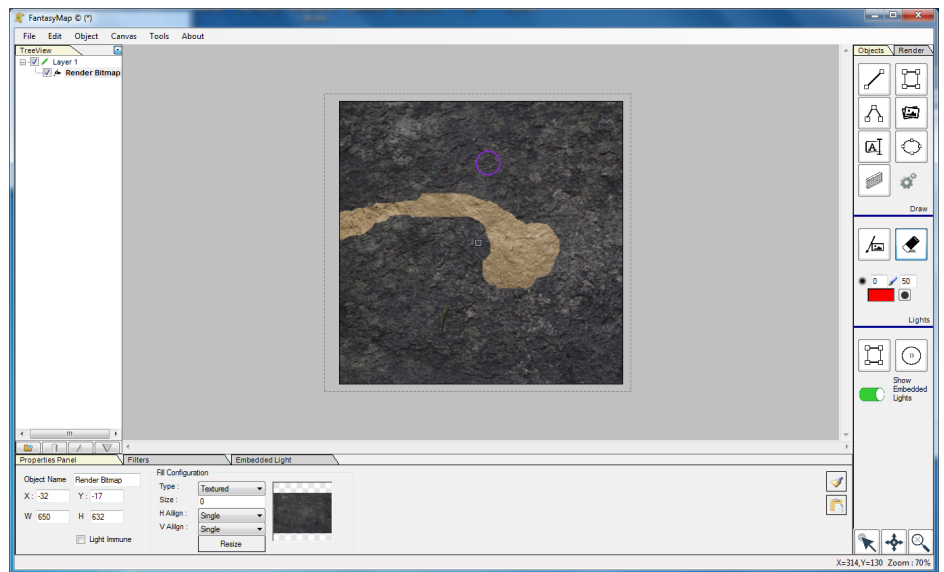


Now use the eraser tool to dig into your mountain a tunnel and a small cave.

What? The background is still white? Change it in the background setting of your map!

Now it is much more better.

Something is still missing. Try to add a *Drop shadow* effect to the render bitmap...



that's it! Change brush size in order to make bigger or smaller tunnels, blur a little corners deleting the spikes, and you'll be able to draw a set of caverns in a few minutes.

Sometimes filters can be a little slow to compute: while drawing tunnels you can temporarily deactivate them double-clicking on the filter name.

