

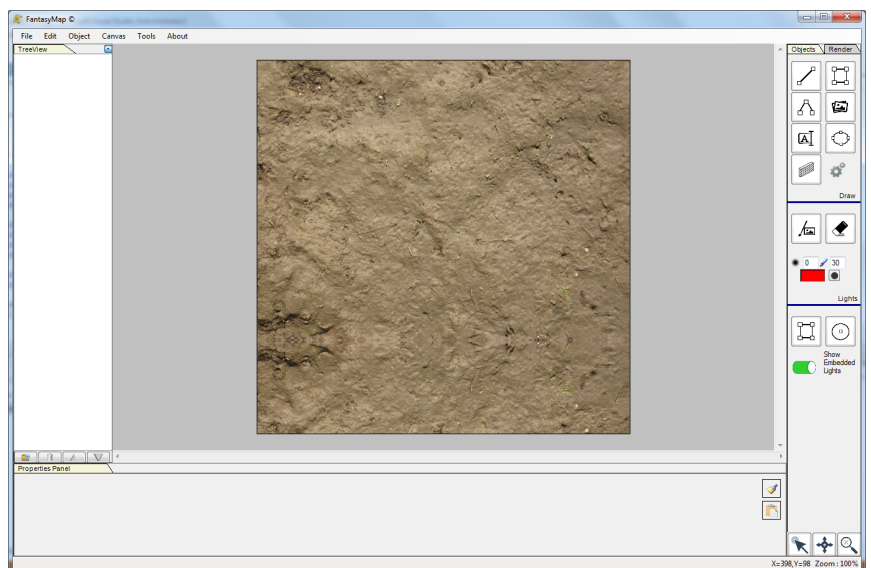
TUTORIAL 4.2

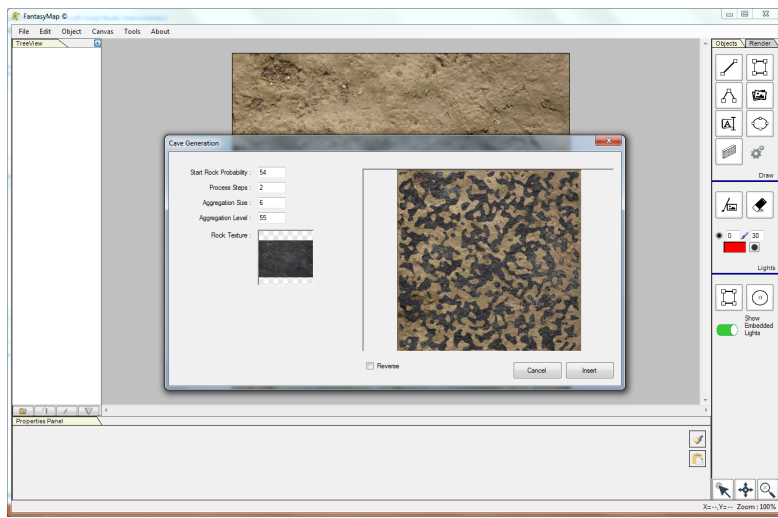
USING CAVE GENERATOR TOOL



In this tutorial we will explain how to use the cave generation tool for a very fast cavern-like dungeon creation. The tool will use the cellular automata algorithm in order to create a render bitmap that cover all you map surface.

First of all, create a new map as seen on previous tutorials: put a mud like texture on the map background.



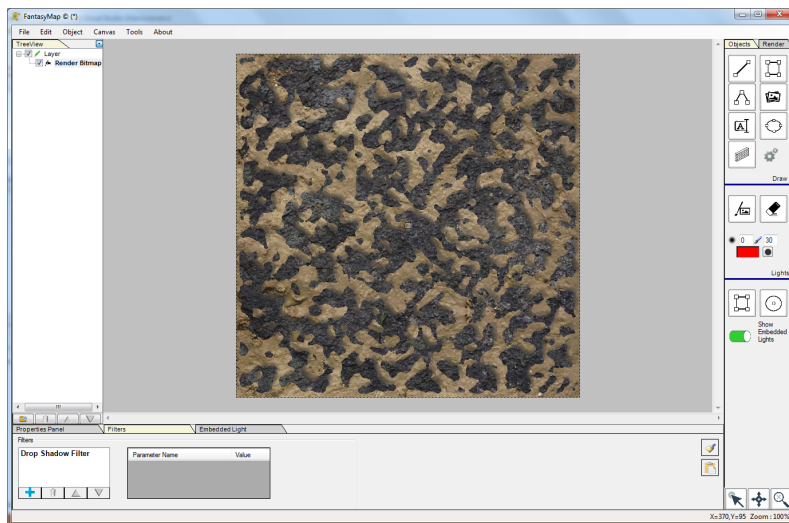
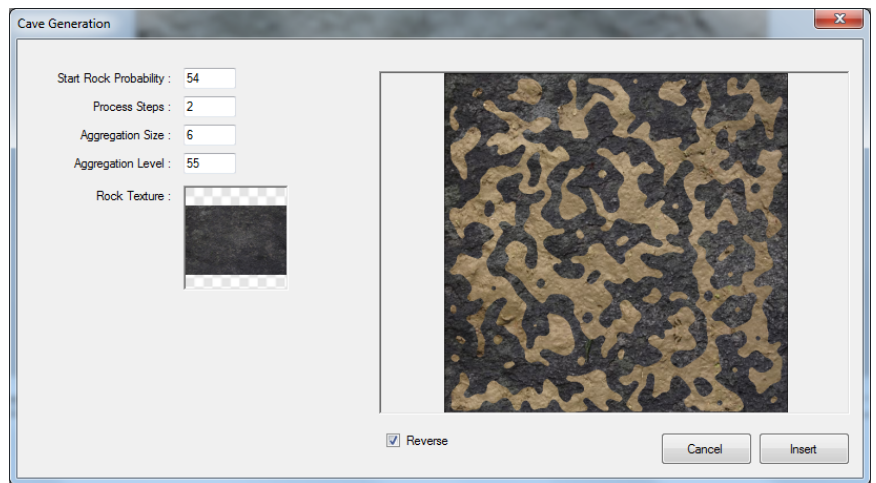


From the *Tool* menu open *Cave Generation*.

Choose, for your cave walls, a black rocky texture. Change parameters in order to modify the shape of your cavern and the size of the halls.

Remember that the final product will be a render image that you can manually adjust in order to create bigger caves or smaller passages.

Eventually, revert walls with spaces using the checkbox below.



Once finished, click on *Insert* and the new texture bitmap will be inserted in your map.

Add a drop shadow filter to your render bitmap in order to give a little depth effect. Use the brush to change the caverns as you prefer.



