Symbol Guide: More Dungeon Symbols

Introduction

Welcome to the February issue of the Cartographer's Annual 2011. This month's guide will be shorted than usual, because we are not introducing a new style or new commands, but instead a huge amount of new symbols for your floorplans.

You will find over 1500 new symbols that integrate into the drawing style "DD3 Color" for Dungeon Designer 3.

CC3 community member Joachim de Ravenbel actually designed these objects in 3D (using Pov-ray) and exported them in high detail to create stunning DD3 artwork. From the bitmaps, we created symbols, organized them into symbol catalogs and integrated those into the DD3 symbol menus. You will also find new bitmap textures matching the symbols.

Accessing the Symbols

To use the new symbols, simply start a a new map based on a DD3 dungeon template and click the icons on the catalog toolbar. The following selections contain new symbols:

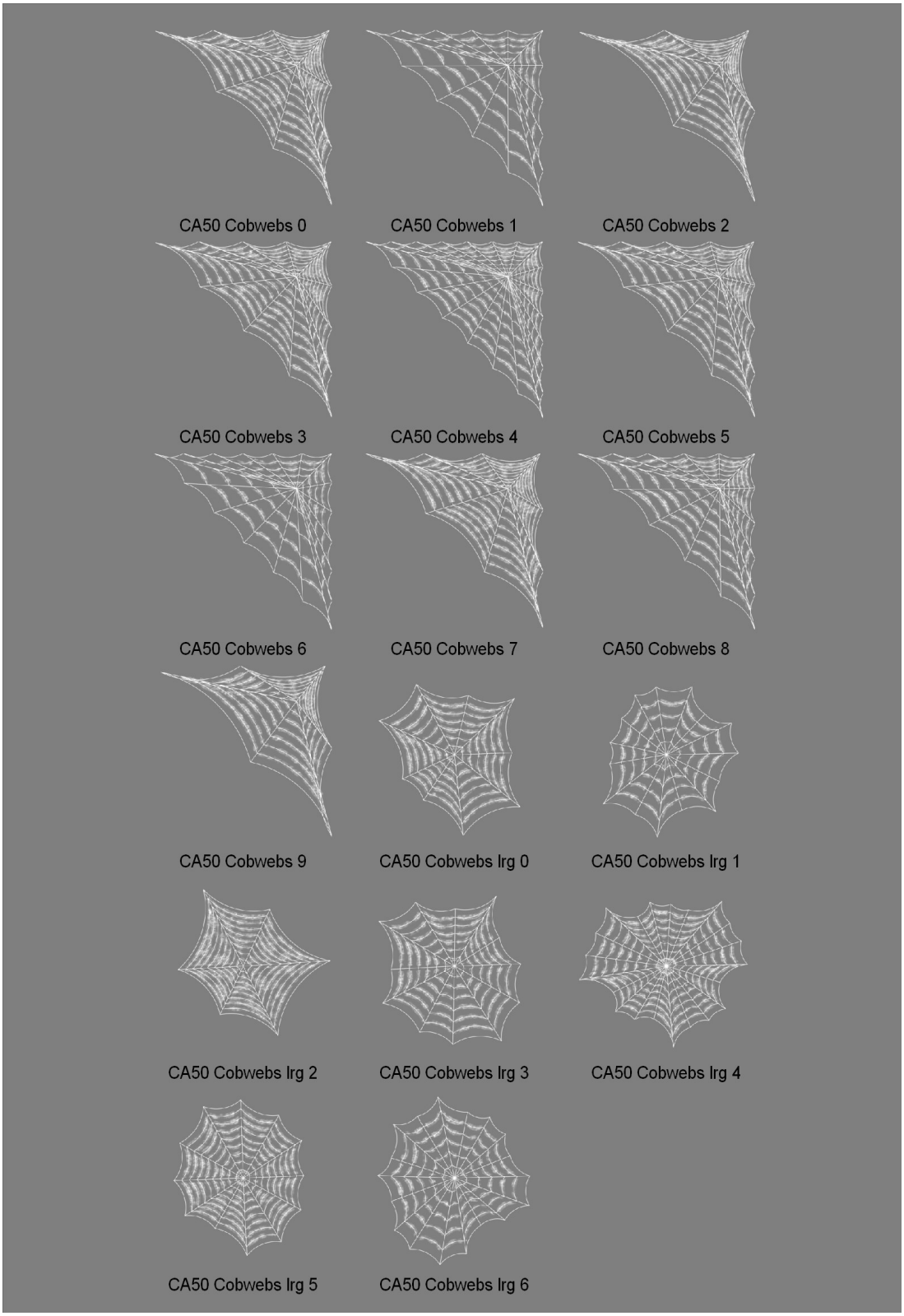
- Debris: Cobwebs
- Elemental & Magic: Elemental pillars
- Furniture: Alchemical & library furniture
- Temple and Statues: Columns and pillars
- Weapons & Objects: Alchemical and library objects
- Skirmish: Trees, bushes, fungi and vines

You will find pdf overview sheets of these symbols on the following pages.

Accessing the Bitmap Fill Styles

If you want to use the new bitmap fills in your maps, use Draw > Insert File and insert the file *CC3/System/Fill Styles/CA50 Bitmap Fills.FCW* into your map. Even if you erase it again afterward, you will find the new CA50 fill styles in the fill style dialog.

Catalog "CA50 Debris Cobwebs"



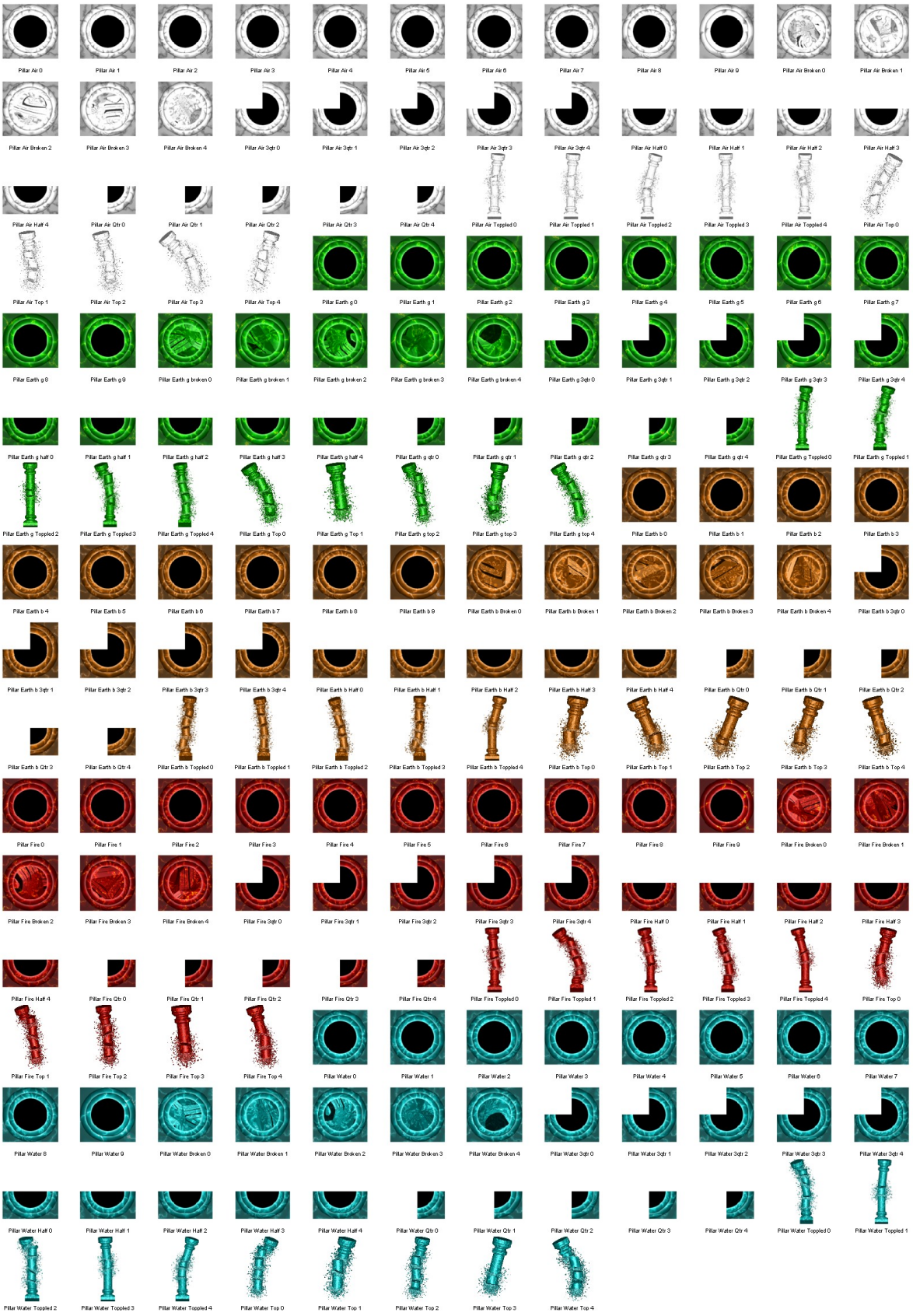
Catalog "CA50 Furniture Alchemy"

Catalog "CA50 Furniture Library"

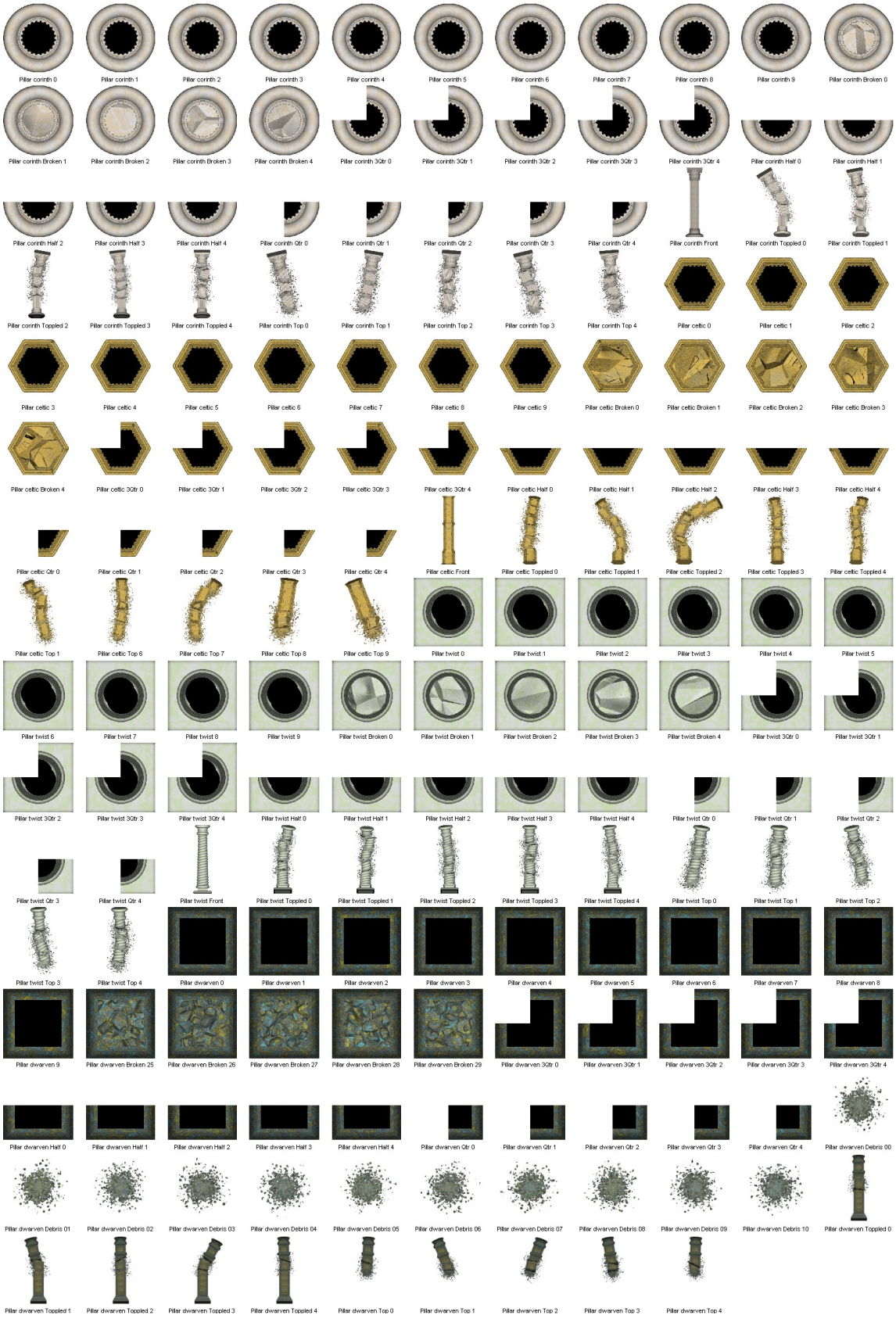
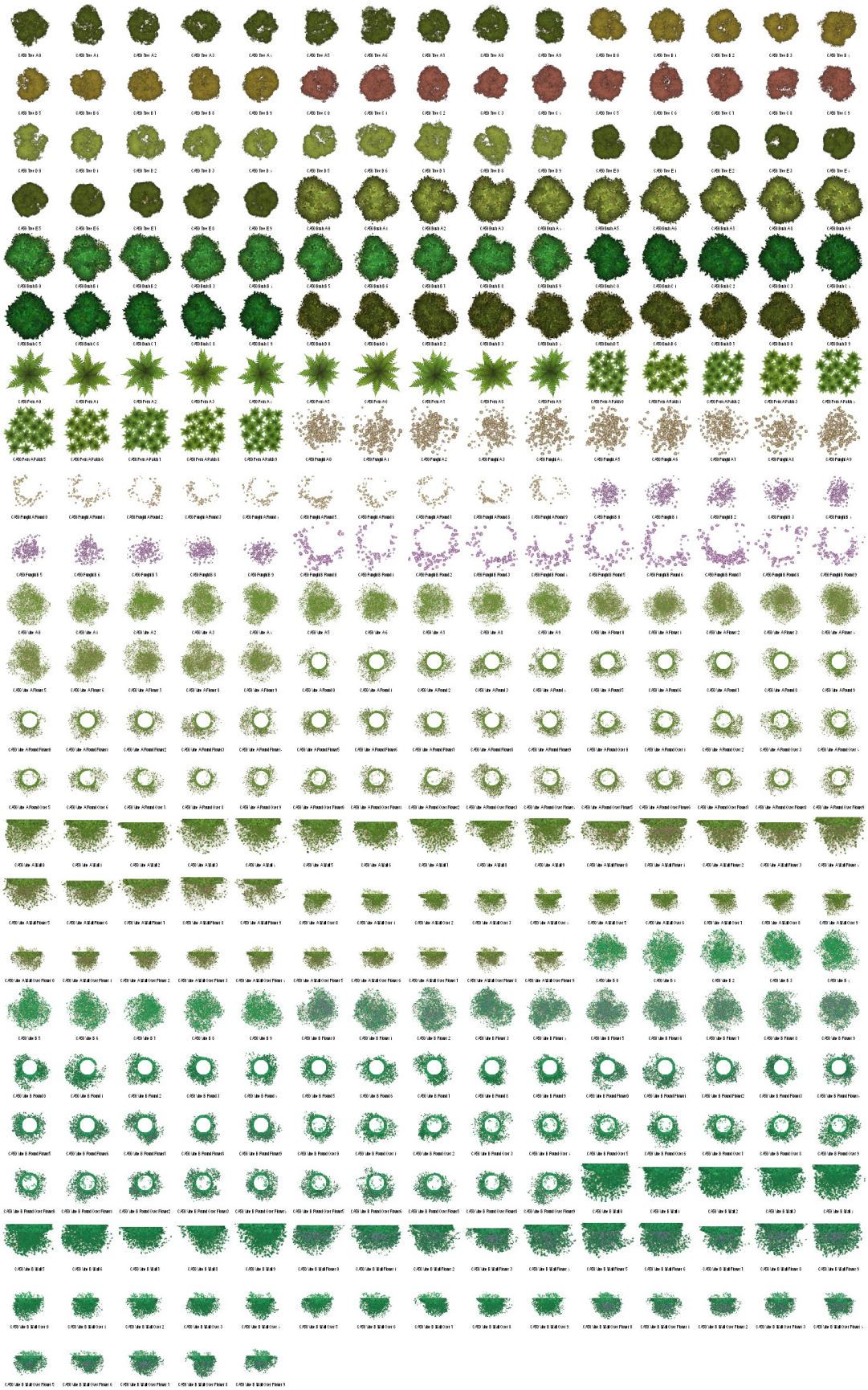
Catalog "CA50 Objects Alchemy"

Catalog "CA50 Objects Library"

Catalog "CA50 Pillars Elemental"



Catalog "CA50 Pillars"



Catalog "CA50 Vegetation"