

Landmass Tutorial

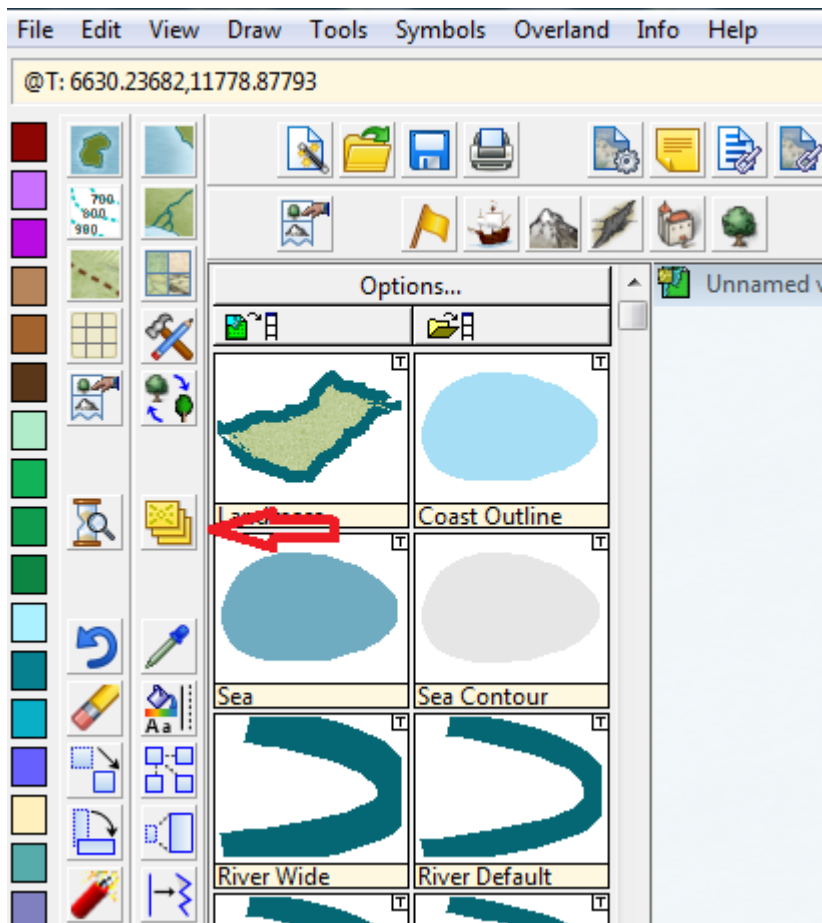
I have been asked to make a tutorial on how I make my landmasses. There are several ways of making a landmass. This is just one way of doing this. Below are my initial settings that I used:



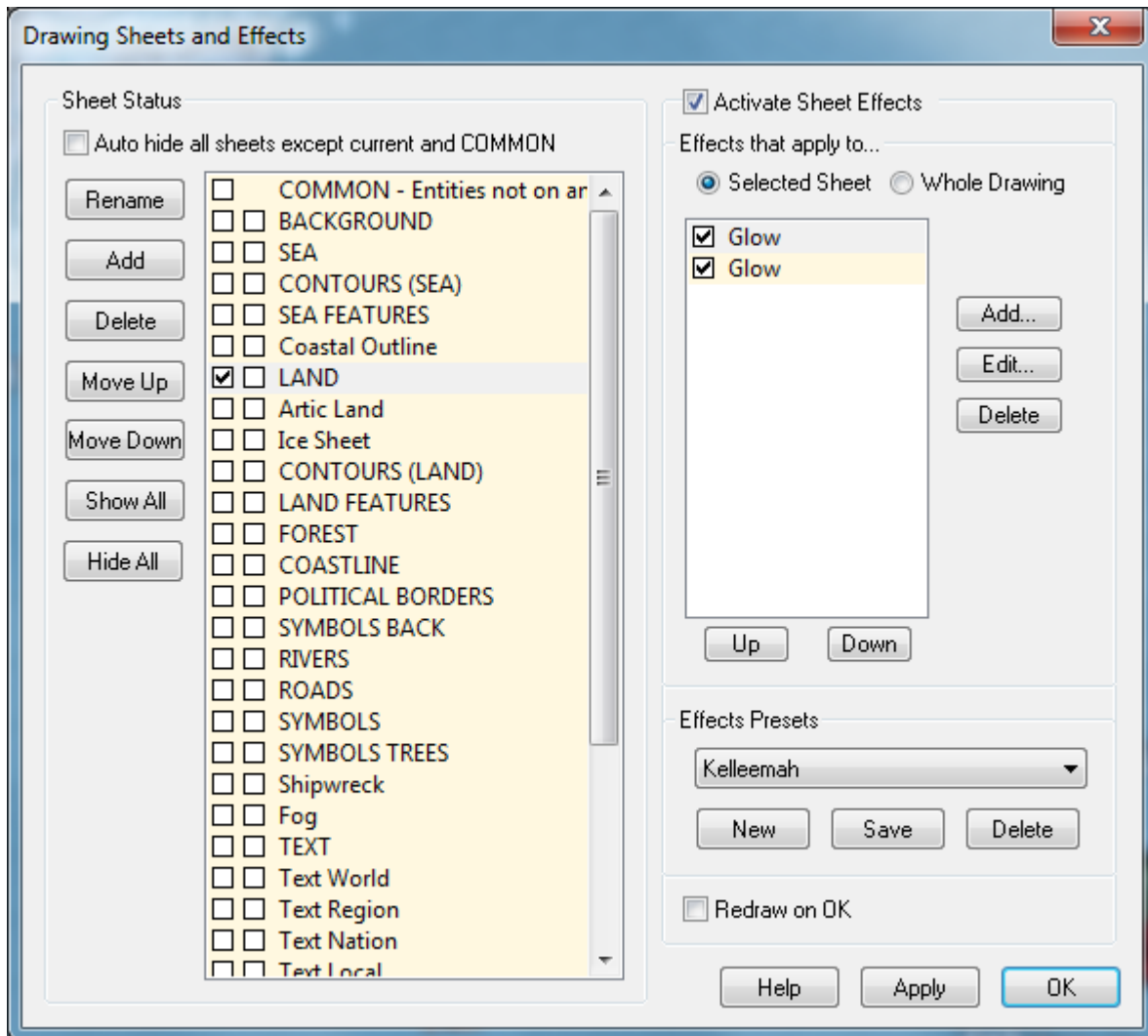
As you can see, I set the Sheets to Land, Layer to Relief/Contours, and FS: to Land_Ms.

Note: The style depends on the landmass climate. For some I have used Tundra, Snow, or Red Desert instead.

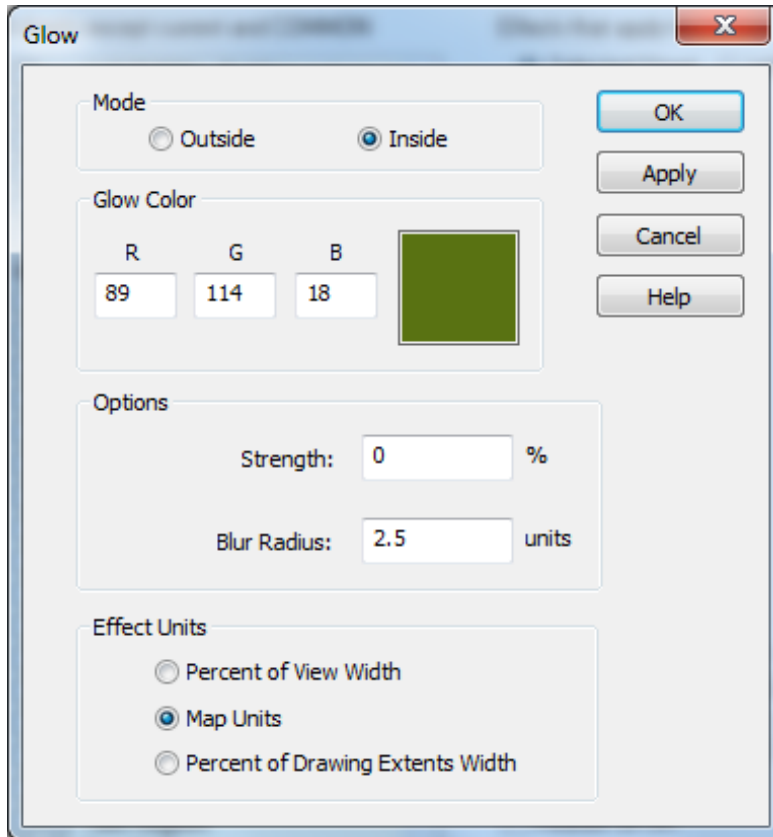
Next, I click on Sheets & Effects:

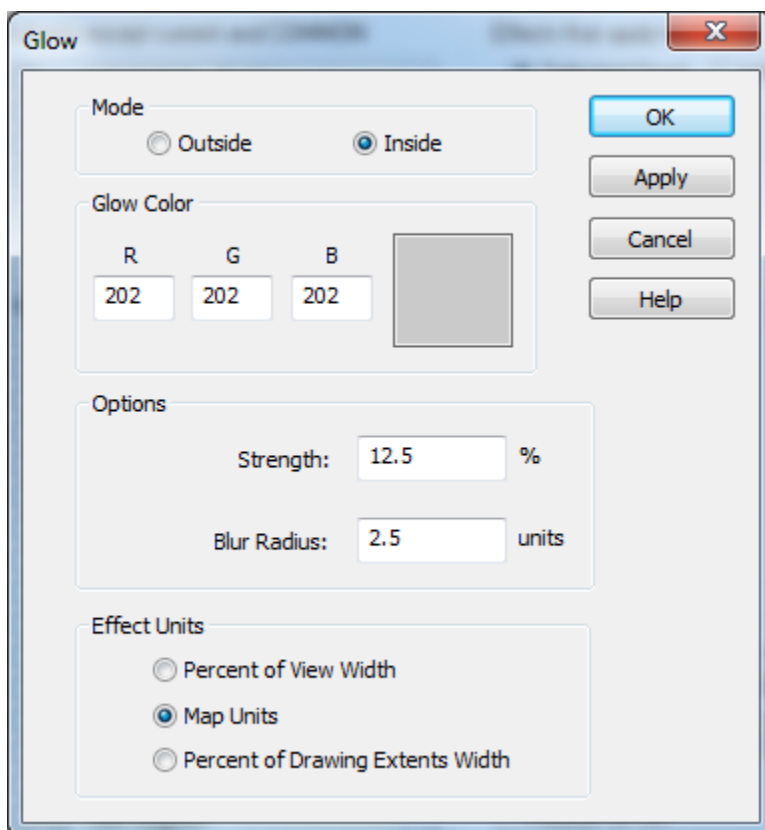
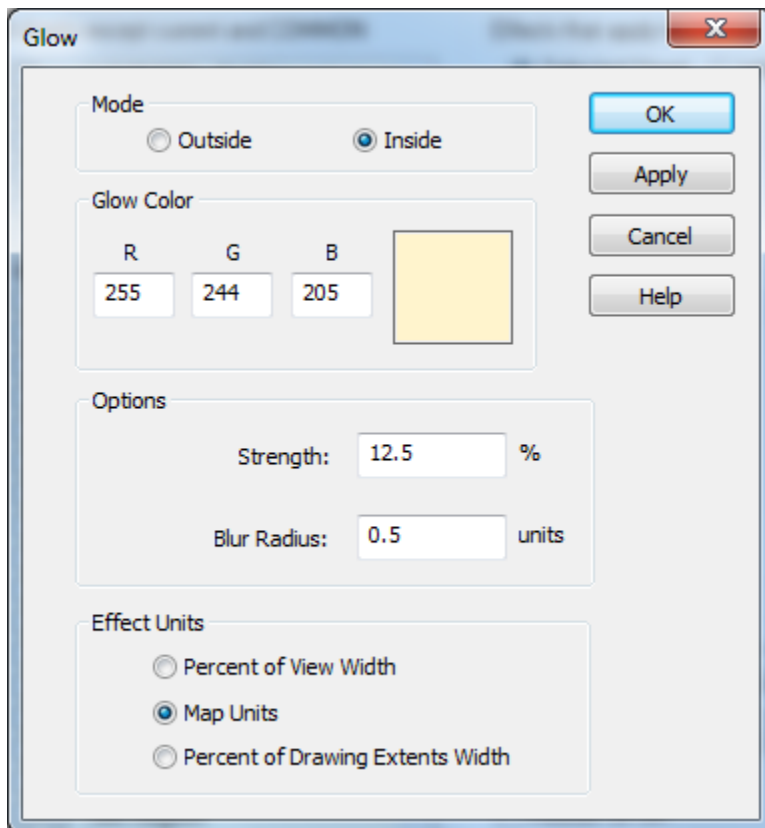


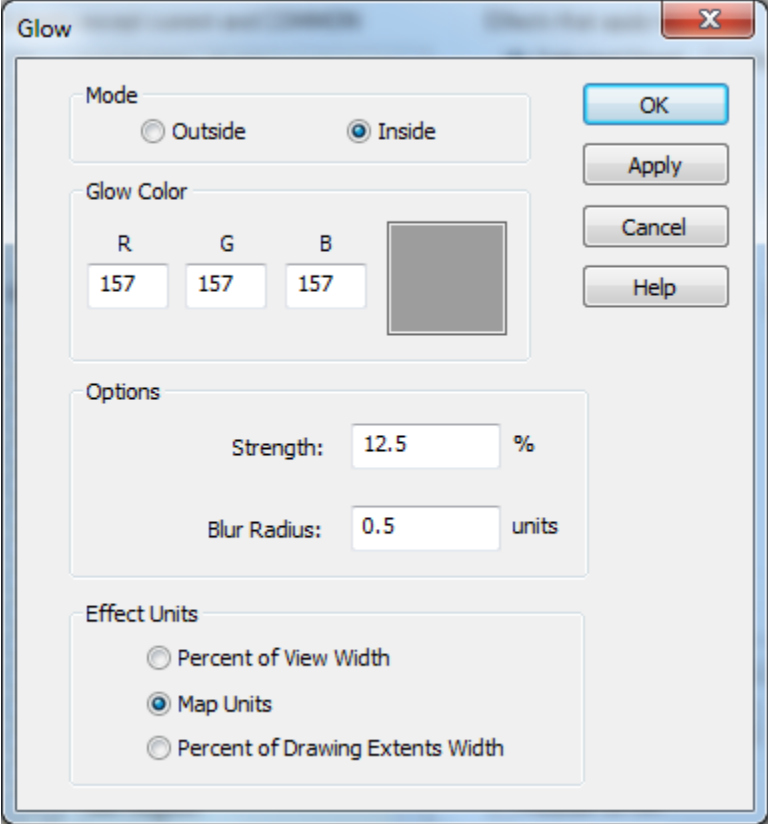
I check mark Land and add two glows (if they are not already there):



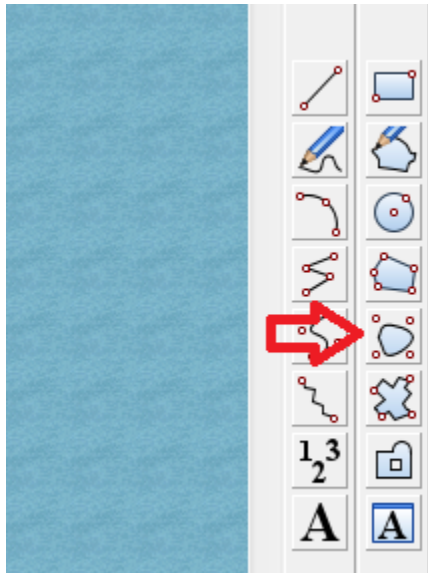
Below are the setting for both glows if I used the Land_MS fill style. Map units will vary depending on the scale that you are using. The tan one is smaller and represents the beach area, and the green goes farther in, blending into the Land_MS fill style. It also works well for the Tundra fill style. You will want to adjust the color blend depending on terrain though. The next two Glows are what I use for the Snow fill style:



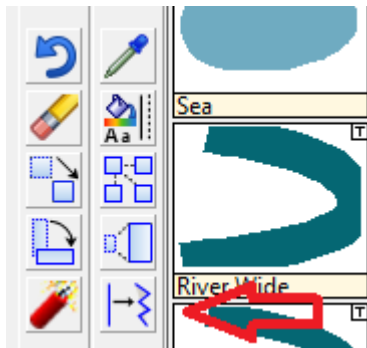




Once I have my settings where I want and my Glows where I want them, I am ready to create my landmass. I use the below tool for creating these instead of the default tool:



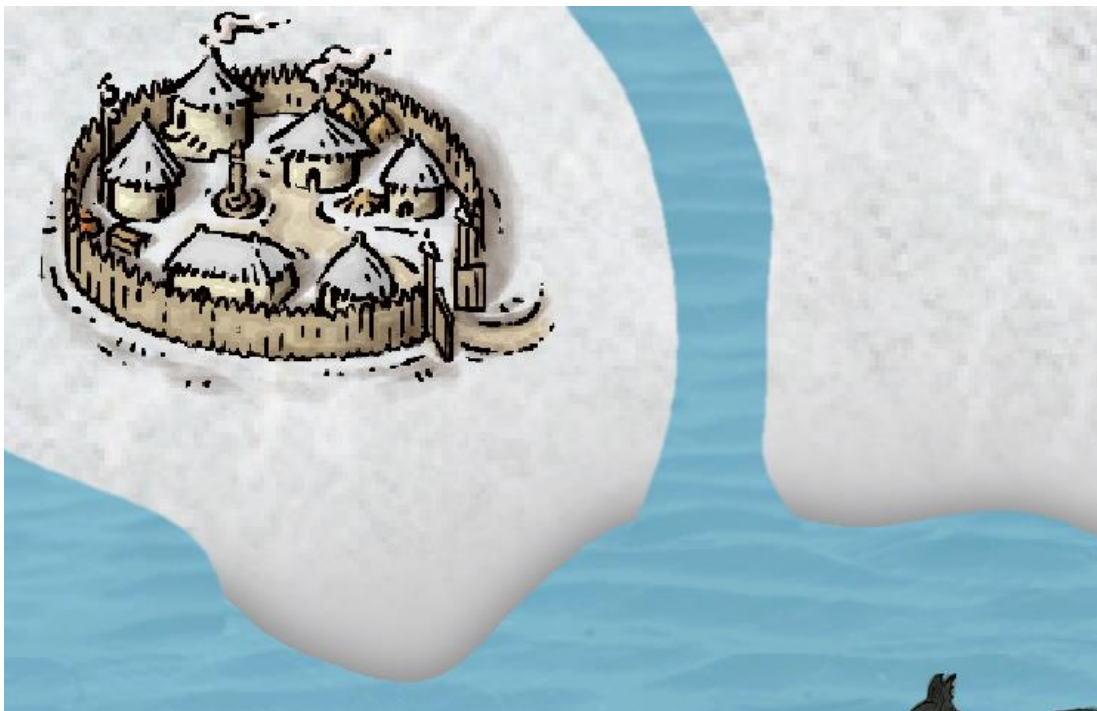
Once I have drawn out the landmass, I then fractalize it to create my coastline. I prefer a more smooth coastline for my Fantasy maps and a more realistic coastline for my Sci-Fi maps. Some times, when I fractalize, I get a smooth edge on one part of the landmass. What I do is simply use the drawing tool again over the part with the sharp edge (basically applying a band aid) and it blends right in with the original landmass and I then fractalize it to match the original landmass. Once you go through this once, it becomes really easy and quick to do. I have ran through whole island chains in mere minutes:



Here is an example of a Land_MS landmass and a Tundra_MS landmass:



Here is an example of a Snow landmass:



If you would like to add harbors, or other waterways along the coast, you can use the Rivers tutorial to add these wherever you please.

Thank you to everyone who has expressed interest in my maps and how I create them. It is truly humbling.

Charles W. Robinson