

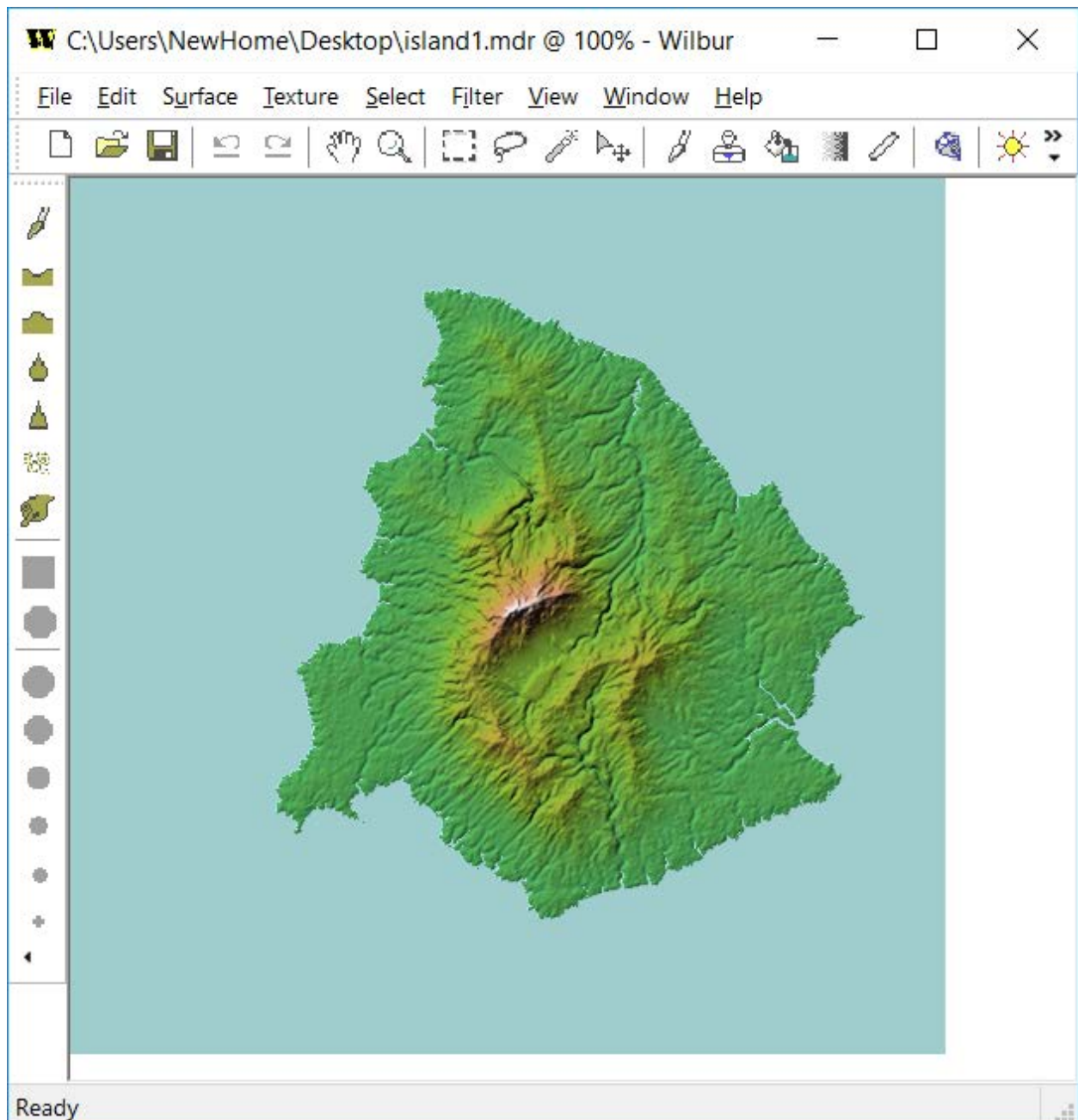
Fun with Wilbur Volume 7: Making mountain symbols for ProFantasy's Campaign Cartographer 3+

This tutorial is written against Wilbur version 1.87.

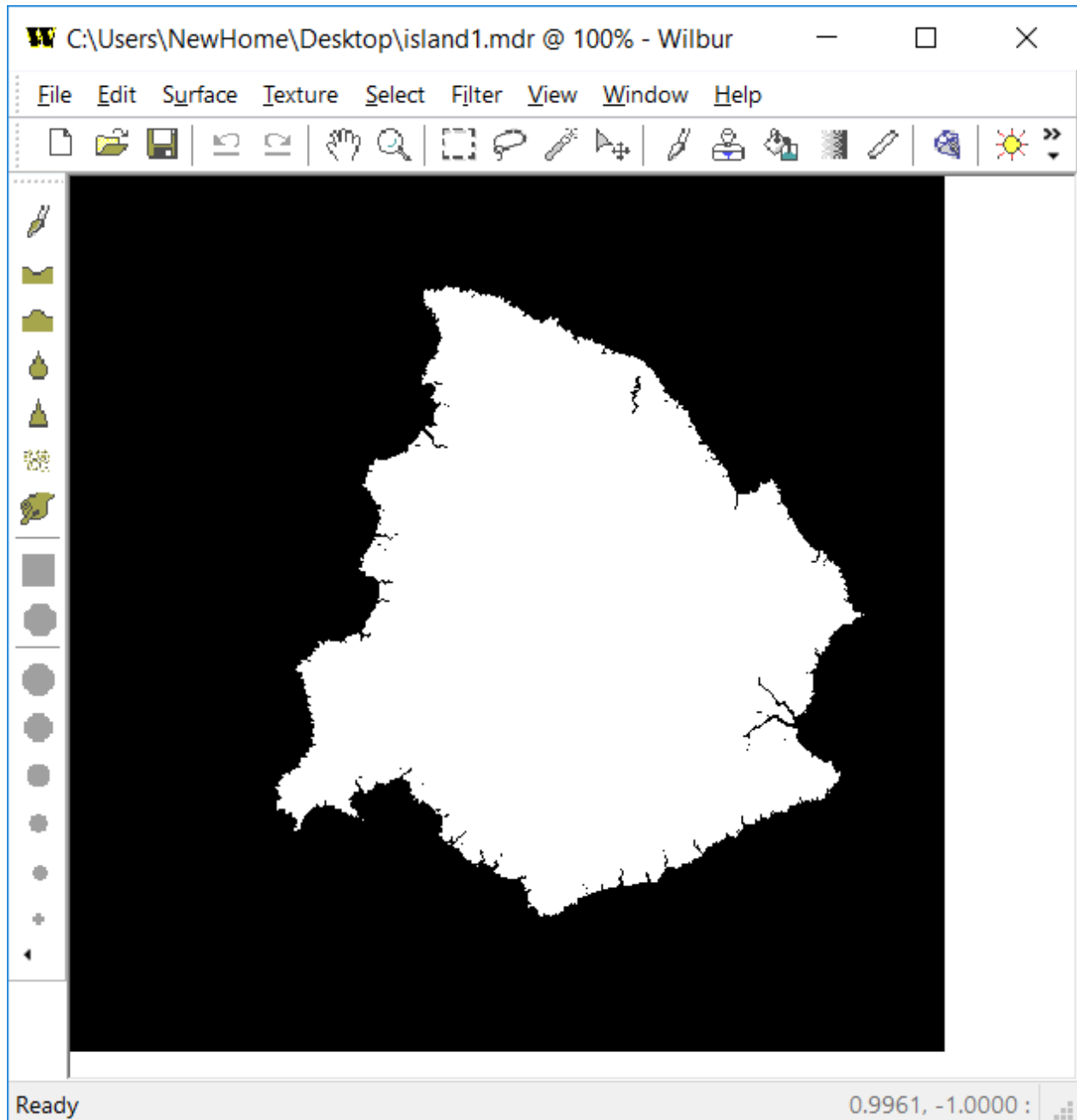
Start Wilbur and make an island as described in Fun With Wilbur, Vol 6. I included the fancy basin fill and incise flow processing described in other Fun With Wilbur items because it's prettier. For the purposes of this tutorial, I used the default size of 512x512 pixels.

Now span a large range using Filter>>Mathematical>>Span with low=0 and high=10000

Things should look about like this:



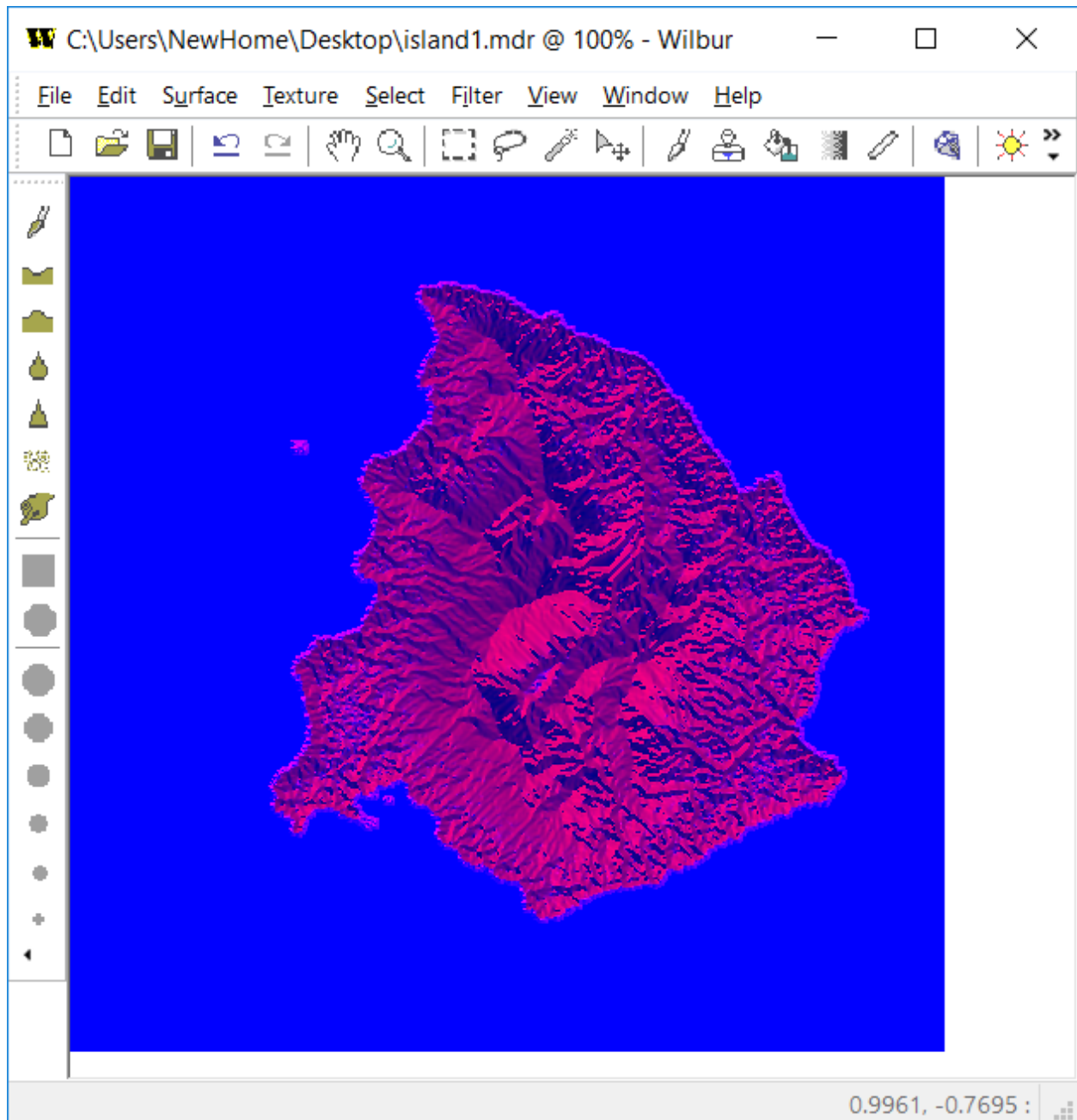
The idea here is to make a basic white symbol for just the land areas and then make a ProFantasy-style image map to work with the global sun system in CC3+ to get shading. To get the white land area, we will need a way to get the ocean area to be transparent: Wilbur doesn't offer a way to directly do that. Lots of other paint programs do, though, so we'll use one of those (I'll use Photoshop just because I have it and I'm familiar with it). Producing the land/sea mask in Wilbur is easy enough: Texture>>Gray Maps>Sea Mask. Uncheck "Sea White" to get the land white and the sea black:



Use Texture>>Save Texture As and save the texture to disk.

Open that image with your image editor, select the black parts and delete them. Save as a png file named mtn0.png.

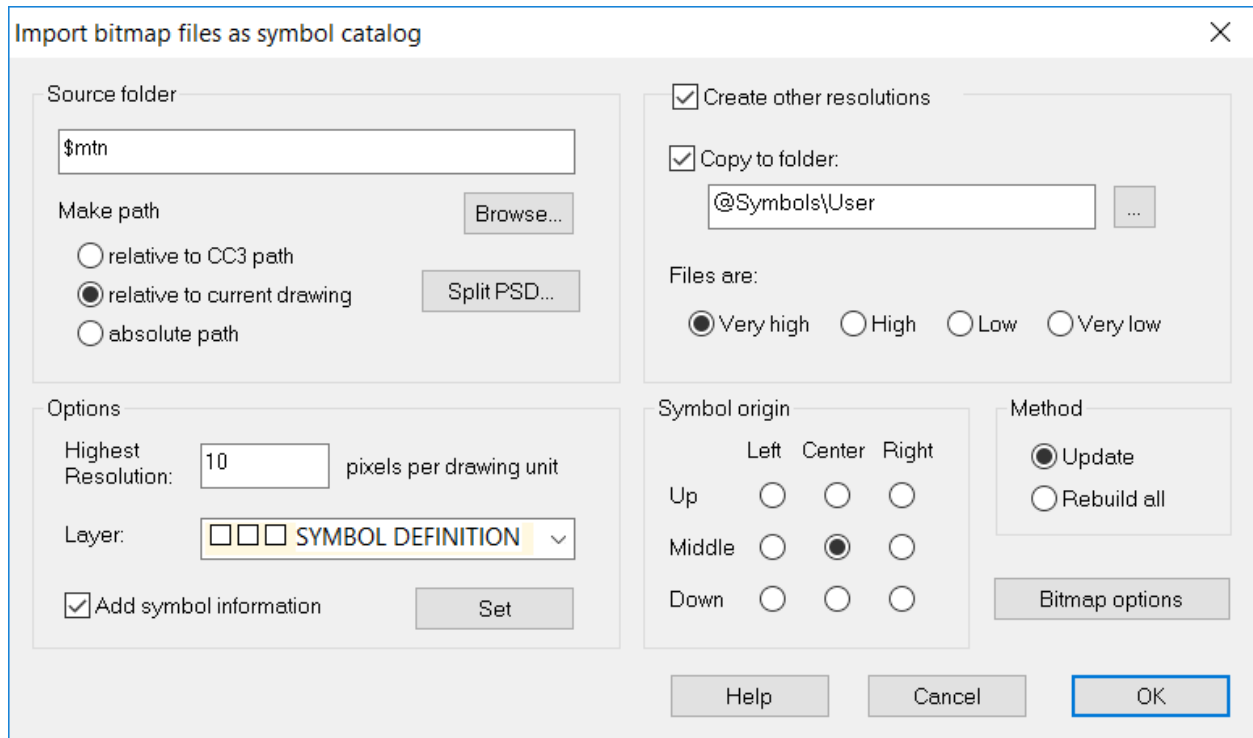
Use Texture>>Other Maps>>PF Angle Map with a Vertical Scale value of 120 to generate a ProFantasy-style angle map that will work with the CC3+ lighting computations:



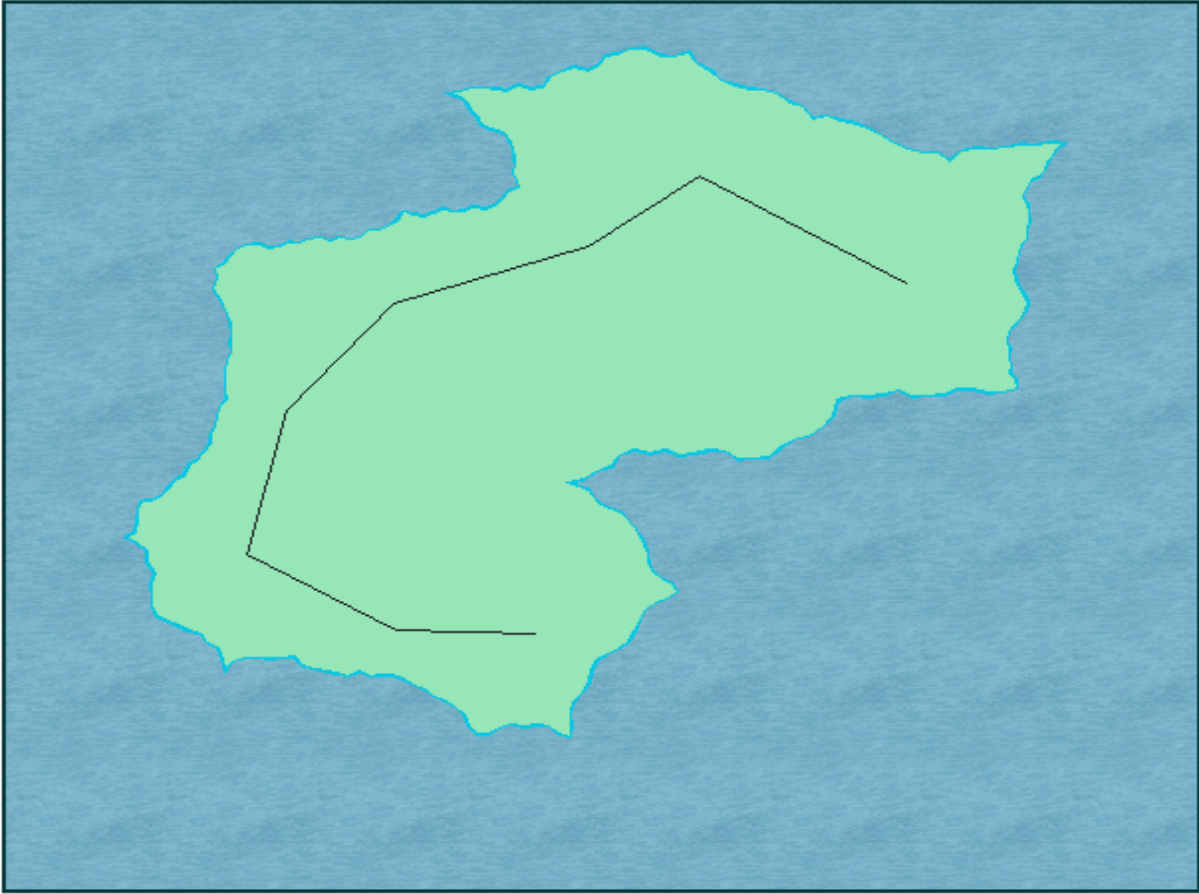
Use Texture>>Save Texture As to save this file as mtn0_MAP.png

That's it for the Wilbur parts.

Open CC3+ and make a new symbol catalog. Import the mtn0 symbol into this catalog and save it.



Start a new map. I went with the CC3 Mike Schley 1000x800 map template. Draw a landmass to host the mountain range. Because I'm too lazy to place all of the symbols, I'll use the ESC command to plop them along a spine. The spine is drawn using the PATH command:



Now use ESC to place them along the spine:

Escarpment



Symbol Catalog to Use

@Symbols\User\mtn0.fsc

Browse

Meadow

Mixed Wood Fill

Mountain Fill

mtn0

Allow random symbol selection from group

% Chance to Place

100

Symbol Angle



Invert Symbol

Angle Offset (deg)

0.00000

Angle Random (deg)

90.00000

Symbol Scaling

Default

X Only

Y Only

Scale Random %

20

Distance

Between Symbols

15.00000

Random Distance

5.00000

Use Sym Width

Percent Overlap

0.00000

Symbol Scale & Location



Starting Scale %

100

% Along

33

Center Scale %

100

% Along

66

Ending Scale %

100

Save

Load

Reset to Defaults

Help

Cancel

OK

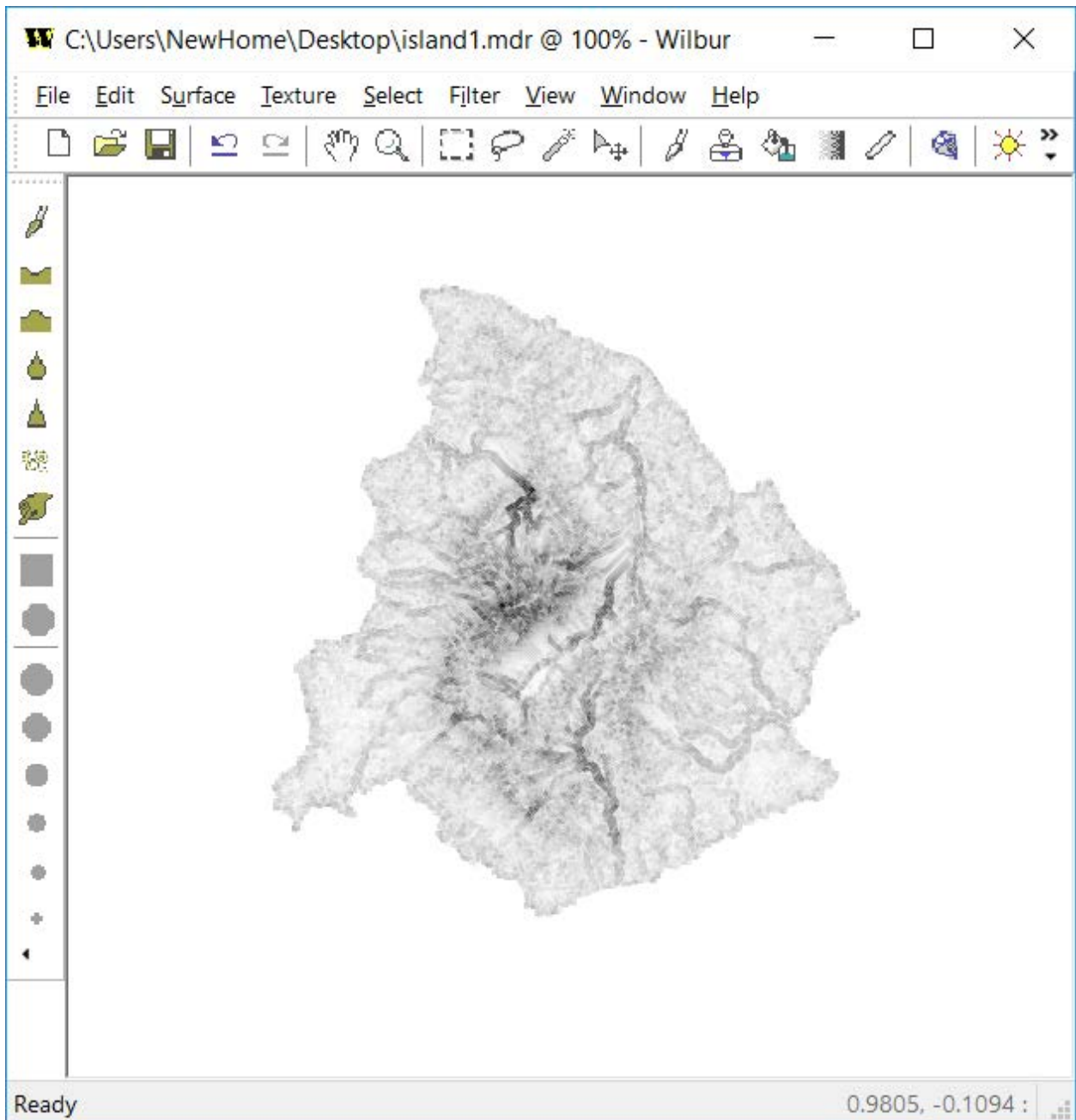


Hmmm... That's not very pretty. Zoom in a bit, though:

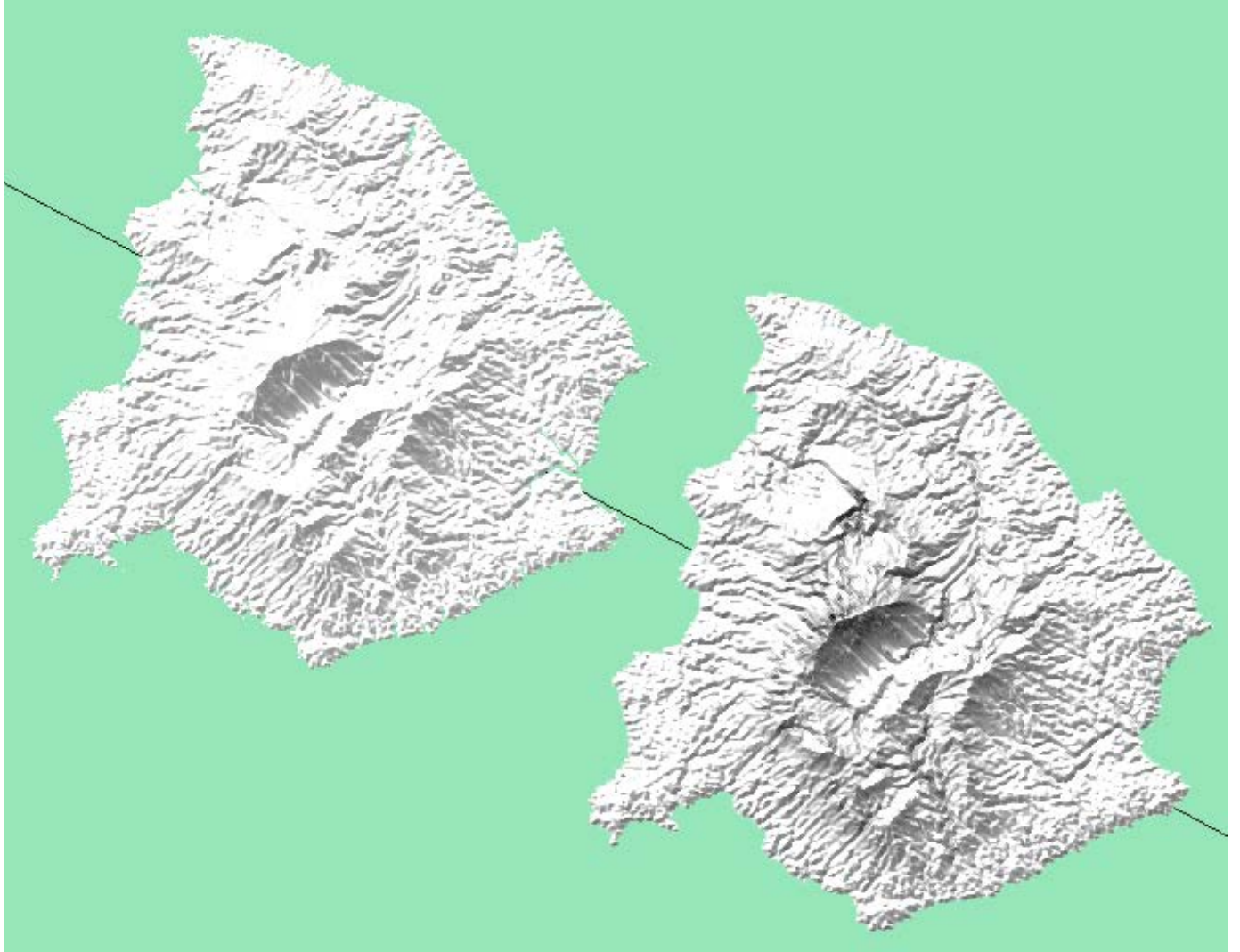


Well, it's not great, but that was just a quickie with a single symbol and mass/automatic placement on top of that.

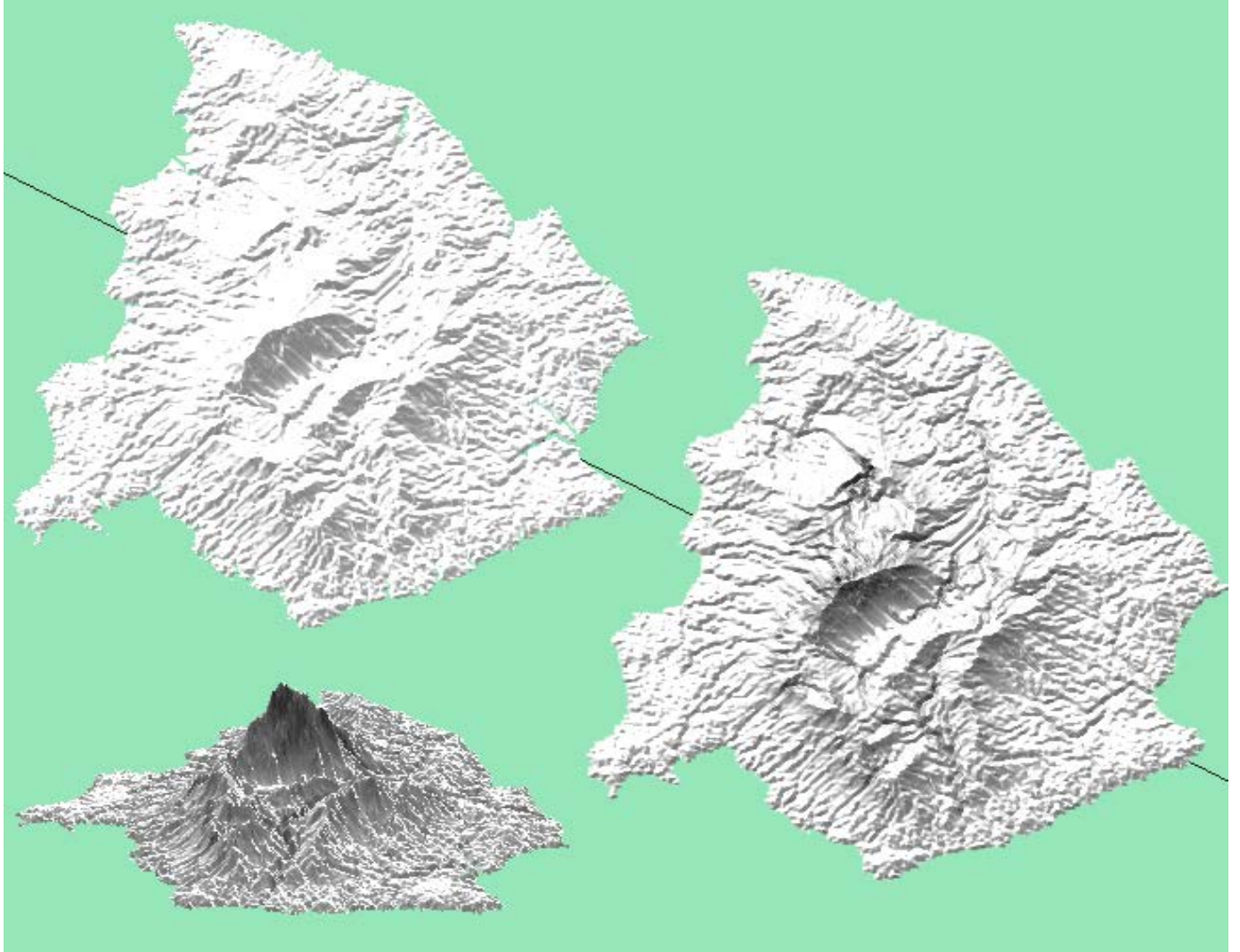
There are many possible variations on this technique, including coloring some of the information in Wilbur before importing it into CC3. For example, using Texture>>Relative Elevation followed by Texture>>Color Adjustment>>Invert RGB Components will give a map that looks as shown below:



It's the same geometry, so the same map will work. Placing the first symbol next to the new one shows the difference in appearance that darkening the subtle shifts can bring:



There many other tricks that Wilbur can do, including a 3D option as shown below for comparison:



And moving the sun angle does have an impact:

