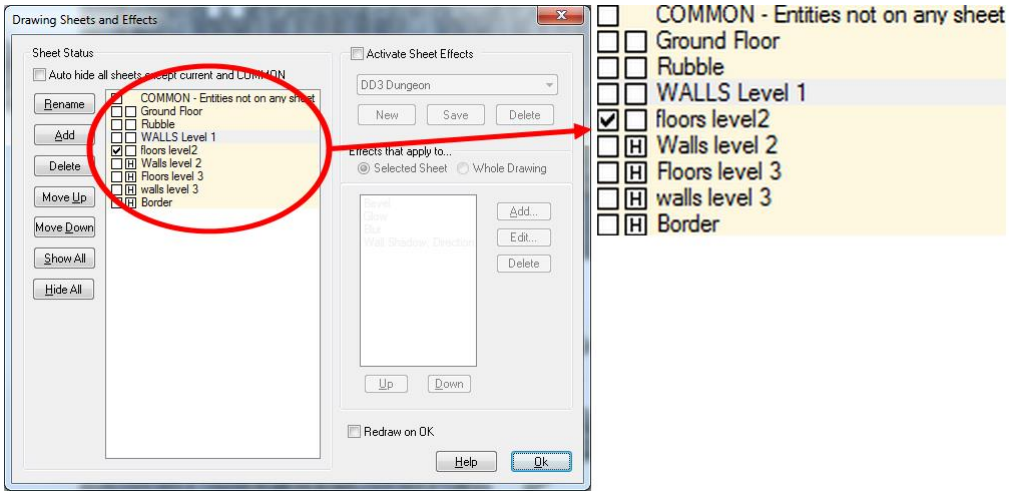
Quick Ruins

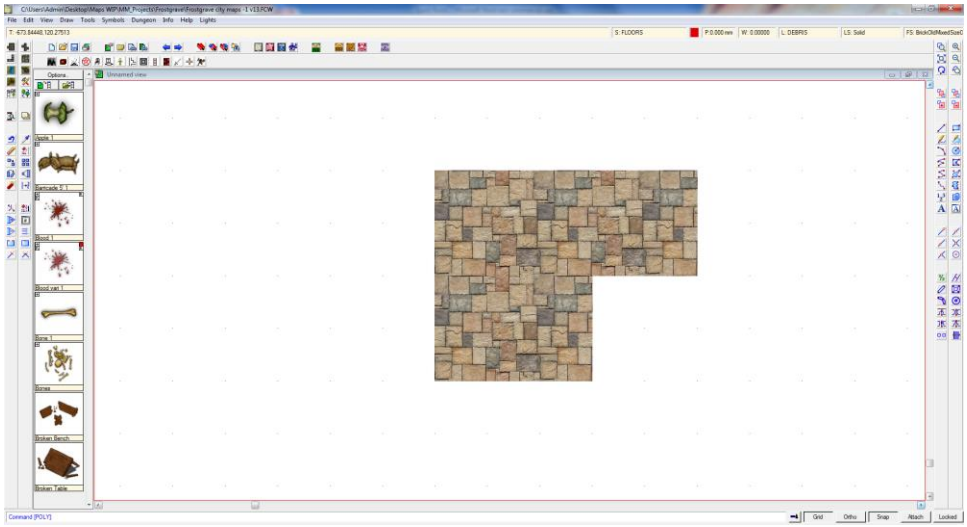
I make quick ruins using 4 basic sheets for a 2 story building. This uses JDR's method for building see his great tutorials at: https://jdr68.jimdo.com/tutoriels-tutorials/

- Ground floor – This is the sheet that the lowest level of the building and which has the ground floor surface, (I like tile or stone for first floor)
- Rubble – this is the sheet where I place ruins and rubble that have fallen from the building,
- Wall level 1 – This sheet has the walls for the first floor of the structure
- Floor level 2 – This has the flooring for the second floor



Ground floor

Make the basic shape of your building floor using the polygon tool and the texture of your choice on the ground floor sheet.



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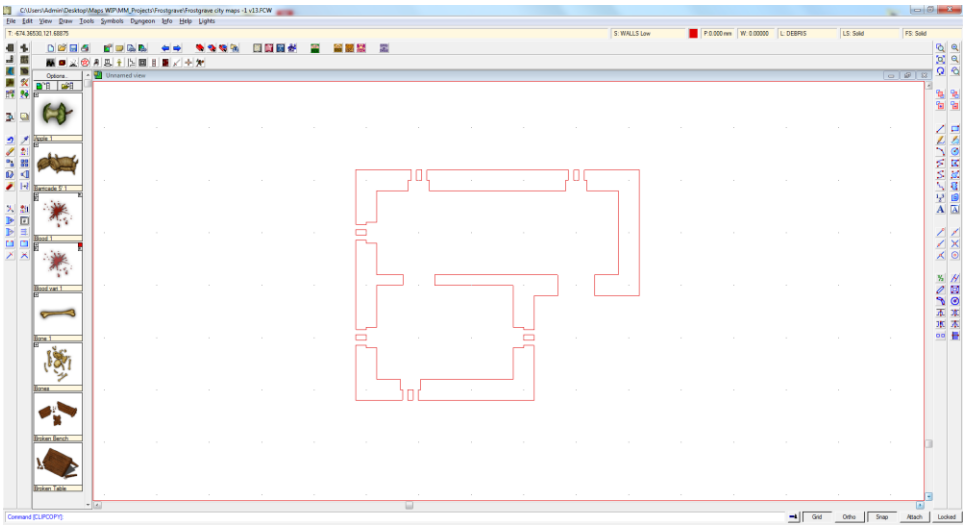
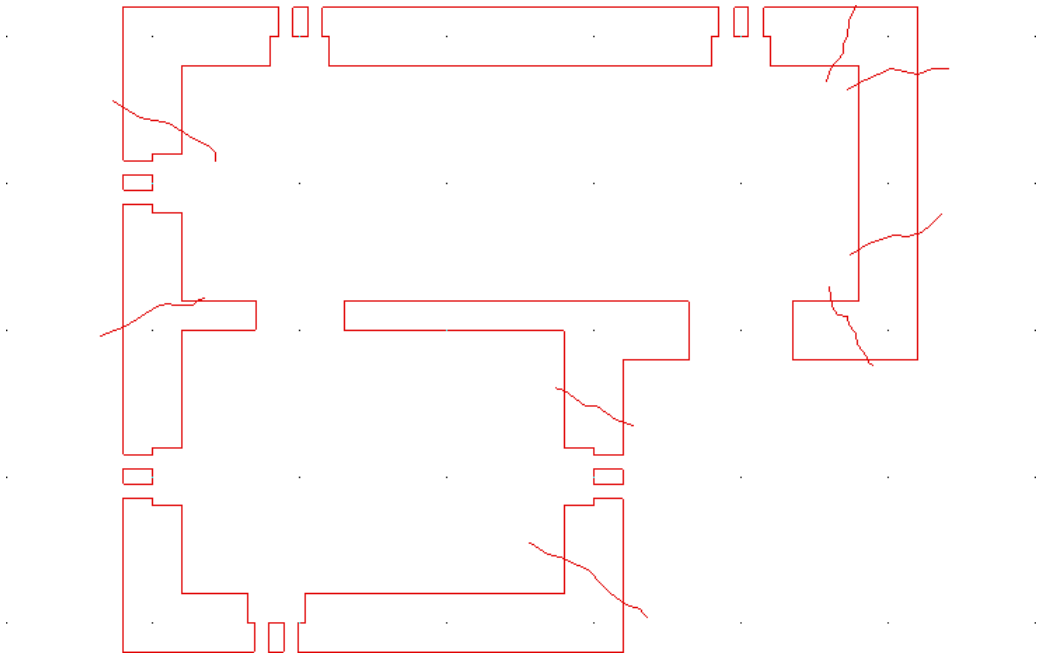
Ruined walls

1. Make a quick floor layout on the wall sheet level 1. I used lines and tools from CA46.



2. Decide on the damage of the building and using a **fractal path** cross the walls. (I find it is easier to make a nice building and wreck it than to try to make a wreck.)



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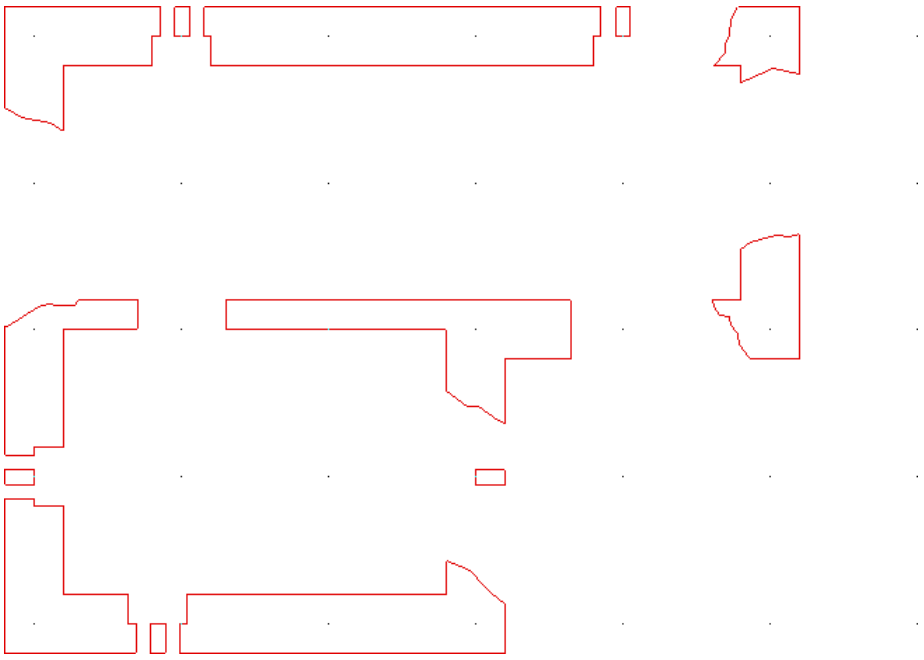
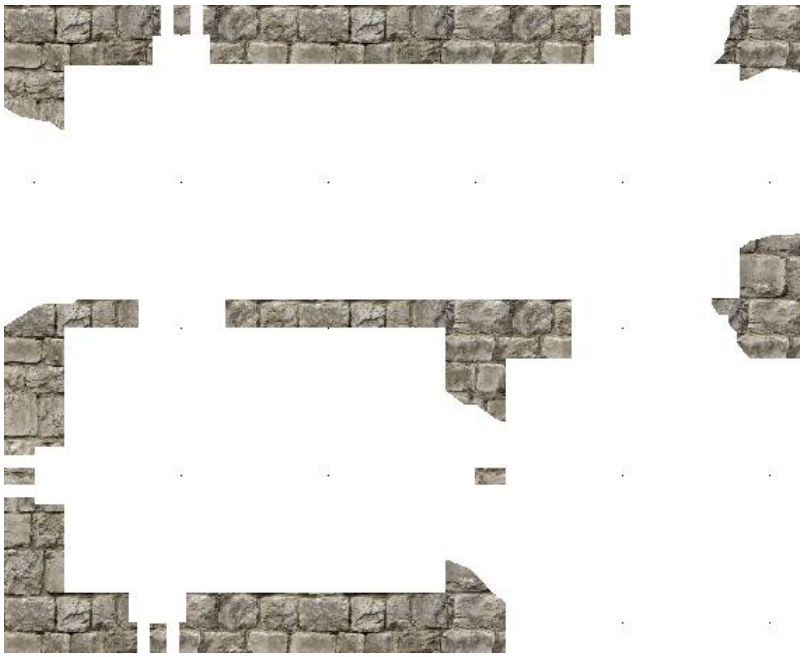
3. Using **trim to** and **trim to intersect** to clean up the ruins.



4. Select the desired fill style and use the **Multipoly** tool to fill the walls.



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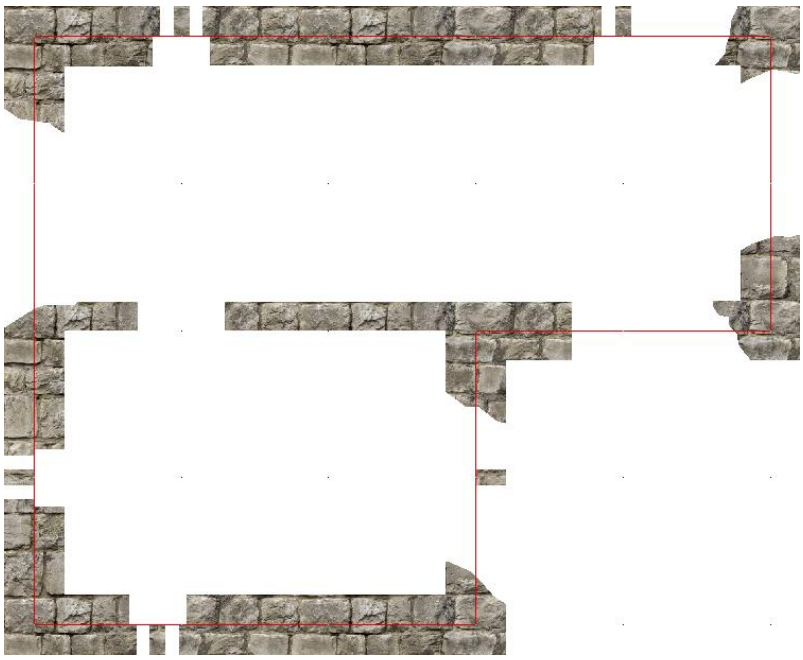
Ruined floors

1. Floors are made the same way**:**
    a. On the floor level 2 draw the basic floor shape (Red **lines**)



2. Draw the shape of your 2nd floor gaps in the ruins based on the missing walls from the below level with the fractal path tool .

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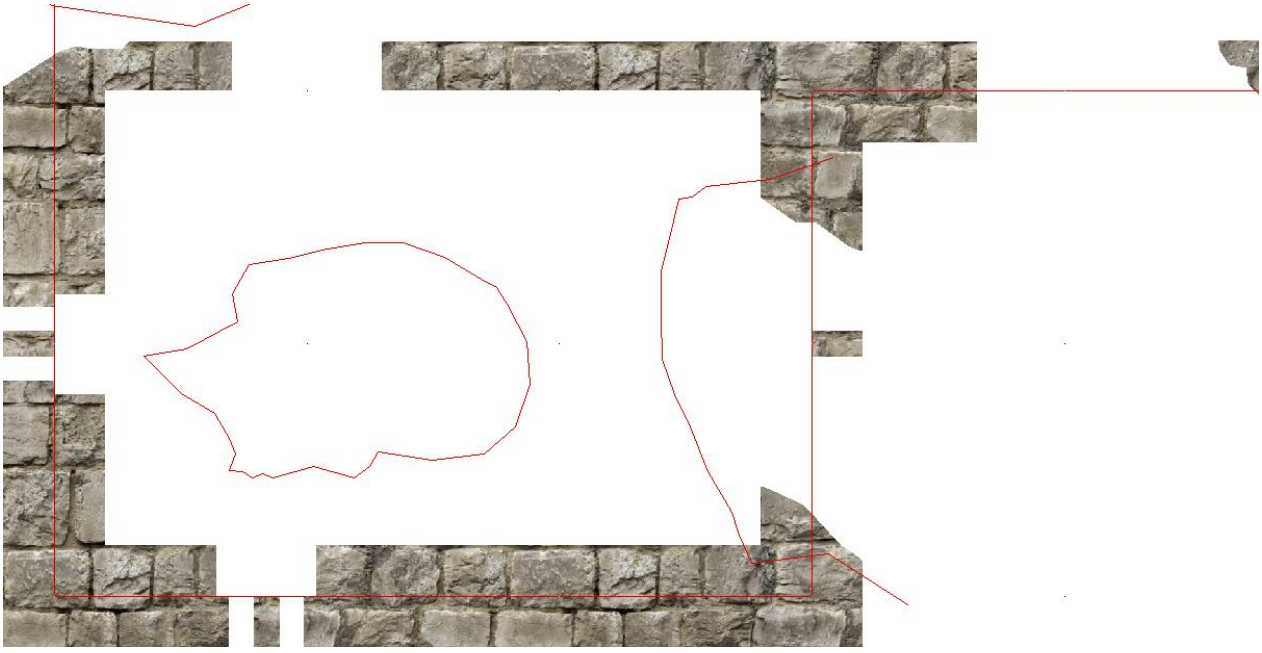
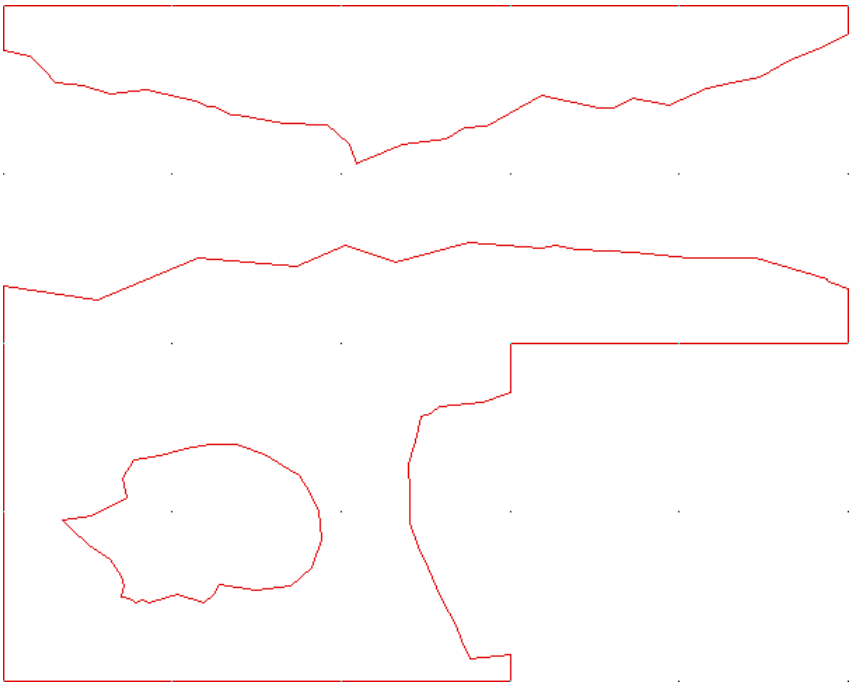
3. To make a “hole” in the 2nd floor use the **Fractal Poly** tool with the “Hollow” fill style.



4. Now using **trim to** and **trim to intersect** clean up the ruins.



5. Select the desired fill style and use the **Multipoly** tool to fill the floors.

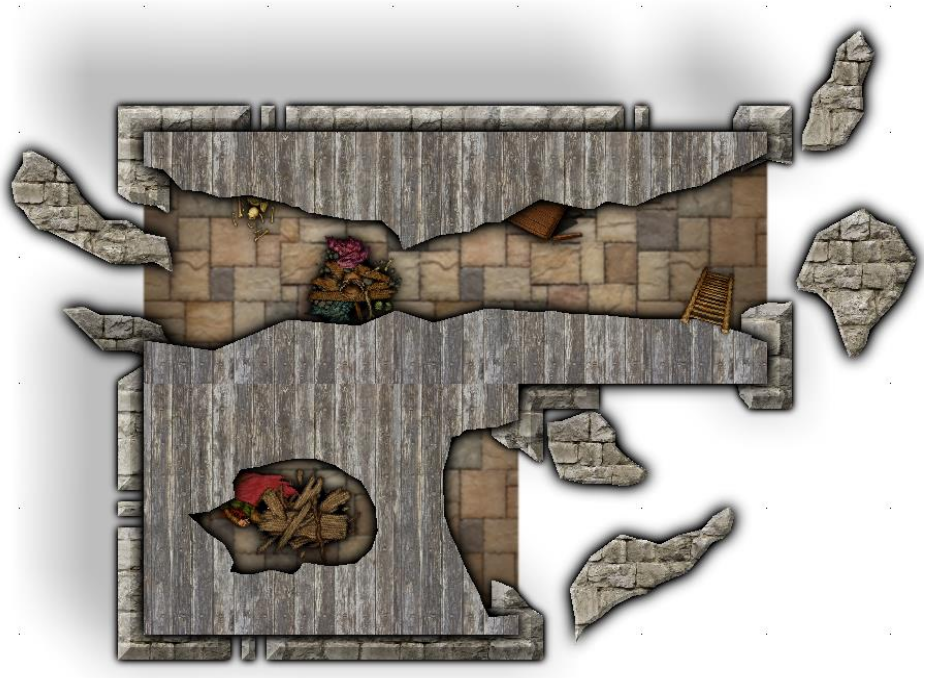
Rubble

Now that you know where the holes in the walls and floors are going to be you can go in and add rubble to give it a sense of depth on the rubble sheet. I use the fractal poly tool with the same texture as the walls to build the rubble then add some symbols from DD3.

Effects

And then it is just about adding the basic effects I use: Activate them and bring it to life.

- A Slight glow and blur on the ground floor
- A Slight glow and bevel on the rubble
- On the Wall sheet level 1 a bevel, glow and a directional shadow
- The floor sheet level 2 has a glow.



Now up close you can clearly see there are issues with this building; The ground floors have sharp edges, the rubble is clumpy, and where the level 2 floor meets the walls looks funny. These are certainly true and if I was just going to be making a one off building I would add additional items to correct these but as this is for a village scale map, I'm not planning on adding that level of detail. At the scale of the map I think it looks decent.

***Note**: if you want to make a building with more floors you just use the same concept and add additional wall and floor levels.*

Also an additional thank you to Joachim de Ravenbel for his edits of this document.

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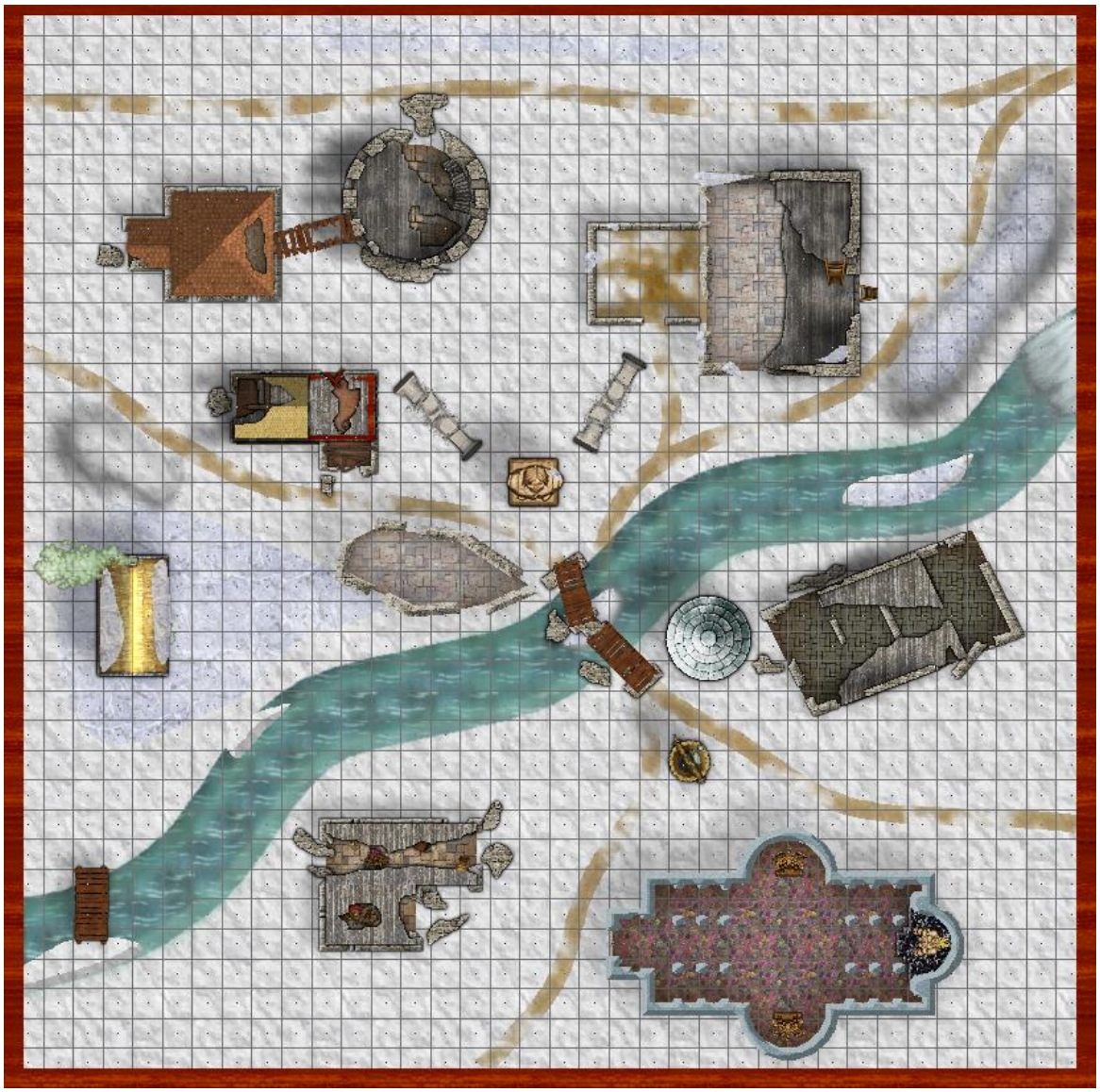

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