

# CAMPAIGN CARTOGRAPHER

## CC3+ TUTORIAL

### GENERAL INFORMATION

- This tutorial is based on the first map I ever created with CC3/CC3+. The main intention of this tutorial is to allow me to reproduce multiple world/regional maps with the same looks. You should be able to follow this tutorial and reproduce each step after carefully reading the manual.
- When the “Autosave”-feature asks you to save your current progress it will not overwrite the file you are currently working on. Instead, it will always save the information to a file named **AUTOSAVE.FCW**.
- Even though some of the names of the newly created drawing tools might look strange this will help you find them easily with your current map style.

### A: WORLD MAP (1400X1000) [MIKE SCHLEY STYLE (METRIC)]

#### MAP SETTINGS:

- As the title already suggests this map is based on the Mike Schley Overland style, so therefore open a new sheet and select the corresponding style.
- For the Dimension choose 1400x1000 for a world map. Regional maps will be smaller and shall be discussed within another tutorial.
- Open the “Drawing Properties” and set the “Default symbol scale” to 0.5.

#### LANDMASS [FIG 1]:

- Figure out what ratio between land and sea suits your world the best. And then start with the drawing the basic shape of your continents. Use the “Default Landmass” tool for this step, no changes necessary.
- Don’t forget to put enough islands around the big landmasses, this will make them more interesting.
- Always try to mix the way you draw. Some coasts will be very linear and smooth while others will be wild and fractal.



Fig 1 - Basic shape of the continents with islands already added to the map.

## MOUNTAINS [FIG 2]:

- Check if the scaling is still set to 0.5 and “Smart Tracking” is activated.
- Start with “Hill 1” and cover all of the chosen area.
- Put the mountain symbols of your choice on top of the hills. Use different mountain symbols [e.g. “Mountain Irq 1”, “Mountain 1” and “Mountain sml 1”] to create variation.
- Finish the mountain off by putting the “Mountain Background” underneath everything.
- You can also turn the steps 3 and 5 around, but then you need to change the visibility order for each hill by yourself.



Fig 2 – Mountains, Hills and Mountain Background put on map.

## RIVERS & LAKES [FIG 3]:

- Open the “Default River”-tool and select “River, Lake”. Open the “Default River”-tool again and click on “Advanced”. Now create a new tool, name it “River (1400x1000) Lake” and choose “Path/Polygon” as drawing method. Repeat this step for “River (1400x1000) River, Small” and edit the “Properties”. Now change the width of the river to 0.00050 “Fraction of Map Border”.
- Start with the lake and then add the rivers. When a river starts or ends at a lake or the coast use the “Attach” feature. But be sure to select the attach mode “Nearest Point ON” first. And always remember, rivers never split up on their way down.
- In terms of “Sheets & Effects” use “Blur” and “Outer Glow” on the “Rivers” sheet. [Fig 13]
- Finally, if you notice any rivers reaching too far into a lake just adjust the drawing order by setting the lake on top of this sheet.

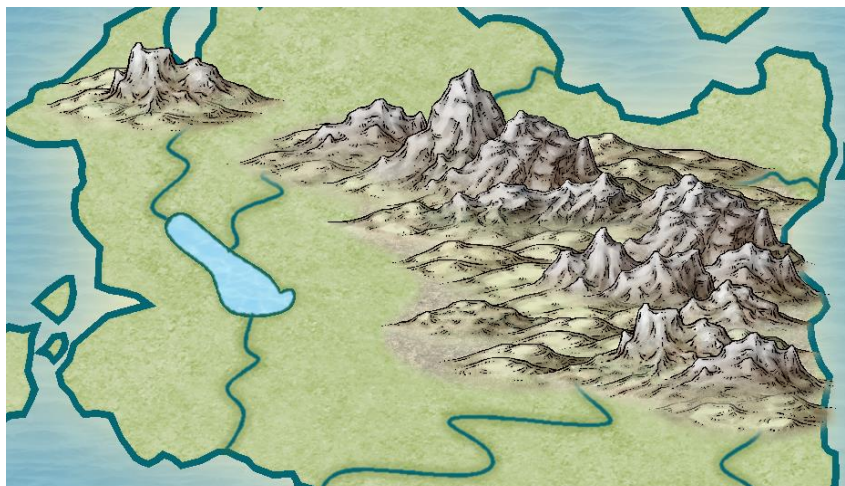


Fig 3- Add rivers and Lakes to progress with the natural layout of the landscape.

#### FORESTS [FIG 4]:

- Change the “Default symbol scale” to 0.75 and select a “... Trees 1”- or “...Tree 1”-tool.
- Fill the forest area with trees but leave some spaces in between. Use different tree types for different climate zones of your world. The top and bottom 200km are solely filled with pine trees. The next 50km are a mixture with decid trees and the rest of the world is solely filled with decid trees.
- Open the “Sheets & Effects” and select the sheet “Forest”. Add the effect “Edge Fade, Inner” with the settings presented in Fig 14. Now add a “Forrest Background” to every major forest on your map.
- Finally create a new sheet called “Symbols Tree (Back)” and move it just above the “Rivers”-sheet. Select the “Change Properties”-tool and move every tree symbol that is placed behind a mountain to this sheet.



Fig 4 – Forests and single trees added to a northern island.

#### FARMLANDS [FIG 5]:

- Repeat the process of creating a new terrain style [see Rivers & Lakes [Fig 3]:]. This time modify the tool “Terrain Default, Desert” and name it “Terrain (1400x1000) Farmland”. Open the “Custom tool properties” by clicking the properties-button and change the sheet name to “Farmland”.
- Select the newly created drawing tool and start filling up the area next to rivers and lakes where there is enough sweet water for the plants to grow.
- Don’t cross rivers with your drawing, this will emphasize the sweet water spots even more.
- Edit the new sheet called “Farmland” and add the “Edge Fade, Inner”-effect to it. Match the options to Fig 15 and move all farmlands to this sheet.



Fig 5 – Terrain features and corresponding effects added to finish this continent.

## DESERTS [FIG 6]:

- Repeat the process of creating a new terrain style [see Rivers & Lakes [Fig 3]:] for the desert drawing tool and name it “Terrain (1400x1000) Desert”. First, change the drawing method to “Fractal”. This allows you to trace the coastline and leaving no green spots on the map. Second, change the sheet name to draw on to “Desert”.
- Activate the new tool to draw deserts into your map and make use of the “Trace”-feature.
- Open the “Sheets & Effects”-window and create a new sheet called “Desert”. Move this just below the sheet “Farmland”. Now, add the effects “Edge Fade, Inner” and “Glow” to this sheet with the options presented in Fig 16.



Fig 6 – Desert without special features added to the map.



Fig 7 – Islands created in the far north of the map.

### ICELANDS [FIG 7]:

- Create a new drawing tool called "Terrain (1400x1000) Ice Back" in the way shown before based on the terrain "Plains Light". Choose "Fractal" as the drawing style and set the default sheet to "Ice (Back)". This time also change the layer to draw on. As snow is not really vegetation "Natural Features" seem more appropriate.
- In a next step form the drawing tool "Terrain (1400x1000) Ice" based on the terrain style "Tundra". Again put the drawing method to "Fractal" and the sheet to "Ice", the layer is already set to "Natural Features" by default.
- Move the "Ice (Back)"-sheet on top of "Ice" and both below "Desert".
- Add the effects "Edge Fade, Inner" and "Adjust Hue/Saturation" to the sheet "Ice (Back)" while the "Ice"-sheet gets "Transparency" and "Edge Fade, Inner" [identical options for both sheets, see Fig 17].
- Now form the shape of the Iceland you want to create and always use the "Trace"-feature on the coasts. Start with the background and then create an identical formed shape on top, again the "Trace"-feature is very handy for this task.

### DEADLANDS [FIG 8]:

- First, set up a new drawing tool called "Terrain (1400x1000) Dead Land" based on "Terrain Default, Hills Back". Change the drawing method to "Fractal", the sheet to "Deadland" and the layer to "Natural Features".
- Add "Edge Fade, Inner" to the effects [Fig 18].



Fig 8 - Terrain Deadland with symbols on top.

### SWAMPS [FIG 9]:

- Start with the creation of a new tool called "Terrain (1400x1000) Swamp". Even though the name suggests otherwise, use the tool "Terrain Default, Scrub" as a base. As usual put the drawing method to "Fractal", the sheet to "Swamp" and the layer to "Natural Features".
- The sheet should be placed right below "Deadland". For the effects, add "Edge Fade, Inner", "Transparency", "Adjust Hue/Saturation" and "RGB Matrix Process" with the option presented in Fig 19.

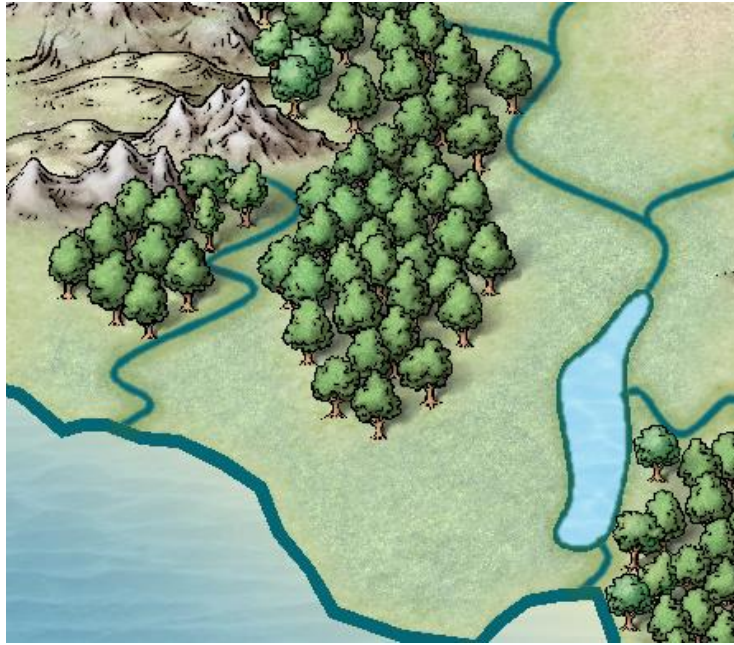


Fig 9 - Newly created swamp area.

#### GRASSLAND [FIG 10]:

- Create a new drawing tool called "Terrain (1400x1000) Grassland" based on "Terrain Default, Grassland" and change the drawing method to "Fractal". The sheet this drawing should be placed on is called "Grassland" and the layer "Natural Features".
- With the effects "Edge Fade, Inner" and "Transparency" the changes here are of a small nature [Fig 20].
- Position the new sheet between "Ice" and "Deadland".



Fig 10 - Grassland terrain added to the nearly finished map.

## COASTLINES [FIG 11]:

- First of all, the landmasses need some effects to be raised from the background. Open the “Sheets & Effects”-window and add three times the “Glow”-effect to the sheet “Land”. The corresponding options you will find in Fig 21.
- Secondly, open the “Select Default Contour Line”-window and select “Contour, Default (Land)” and draw liberally around the landmass.
- Finally, add the effect “Blur” with the settings presented in Fig 22 to the sheet “Coastline”.



Fig 11 - Finished group of islands with a smooth coastline around.

## RESULT



Fig 12 - World map with all terrains and effects added.

Welcome to the world "Skalderand" created by Malmo3000 with CC3+. You might notice that there are still lots of features missing (like a compass rose, a scale, navigation lines, etc.). These will all be added in the future via Photoshop or any other program. Right now, I really hope you enjoyed my little step-to-step tutorial on creating a map on your own. Feel free to try various changes to the effects and have lots of fun with CC3+.



B: APPENDIX

SHEETS & EFFECTS [WORLD MAP]:

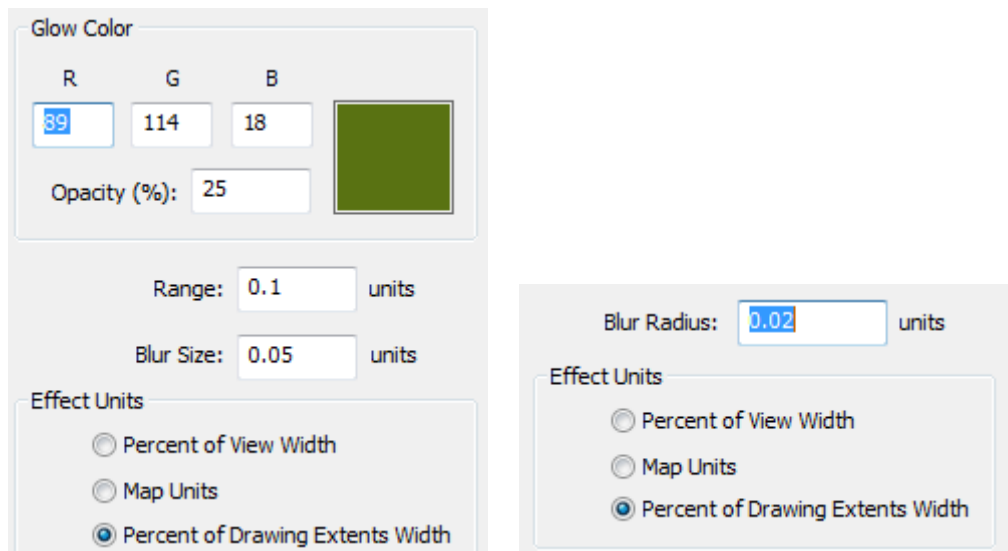


FIG 13 - SHEET "RIVERS"

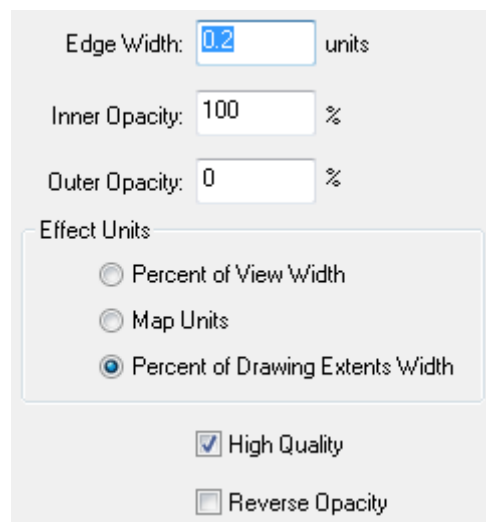


FIG 14 - SHEET "FOREST"

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

FIG 15 - SHEET "FARMLAND"

Mode

Outside  Inside

Glow Color

R	G	B
<input type="text" value="255"/>	<input type="text" value="240"/>	<input type="text" value="189"/>

Options

Strength:  %

Blur Radius:  units

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

FIG 16 - SHEET "DESERT"

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

Hue:  ±%

Saturation:  ±%

Lightness:  ±%

Opacity (%):

FIG 17 - SHEET "ICE (BACK)" AND "ICE"

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

FIG 18 - SHEET "DEADLAND"

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

Opacity (%):

Hue:  ±%

Saturation:  ±%

Lightness:  ±%

R =  \*R  \*G  \*B +

G =  \*R  \*G  \*B +

B =  \*R  \*G  \*B +

FIG 19 - SHEET "SWAMP"

Edge Width:  units

Inner Opacity:  %

Outer Opacity:  %

Effect Units

Percent of View Width

Map Units

Percent of Drawing Extents Width

High Quality

Reverse Opacity

Opacity (%):

FIG 20 - SHEET "GRASSLAND"

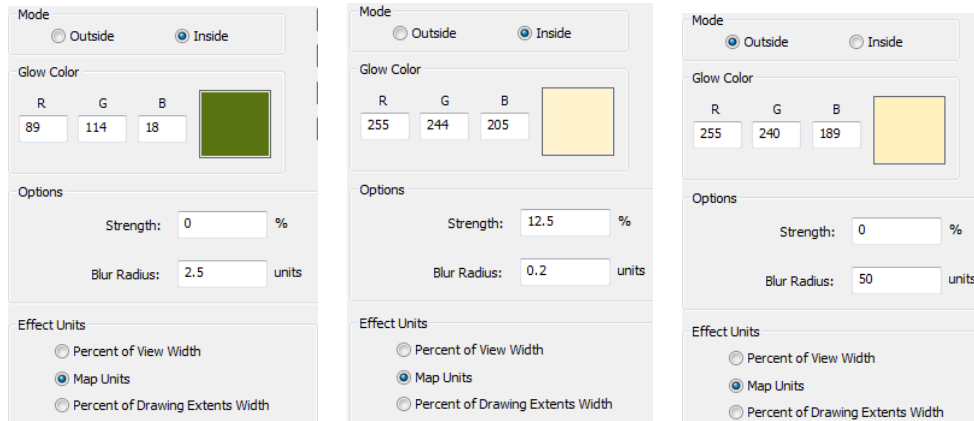


FIG 21 - SHEET "LAND"

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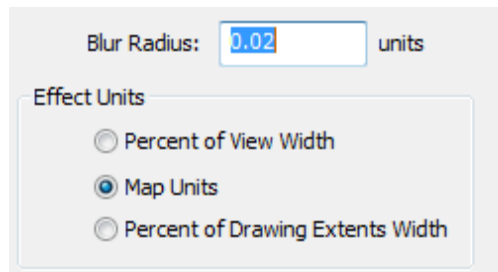


FIG 22 - SHEET "COASTLINE"

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