



Tutoriaux pour  
la création  
de plateaux de jeu  
avec Photoshop

 *Quenta*

## AVERTISSEMENT

Les tutoriaux présentés ici sont issus de différents sites web qui les proposent gratuitement. Ils sont ici rassemblés pour vous permettre d'apprendre à créer des plateaux de jeu avec Photoshop.

Ces tutoriaux ne donnent que des techniques. Les matériaux (images PNG de textures, d'objets, de mobiliers, de plantes, etc.) peuvent se trouver facilement sur certains sites :

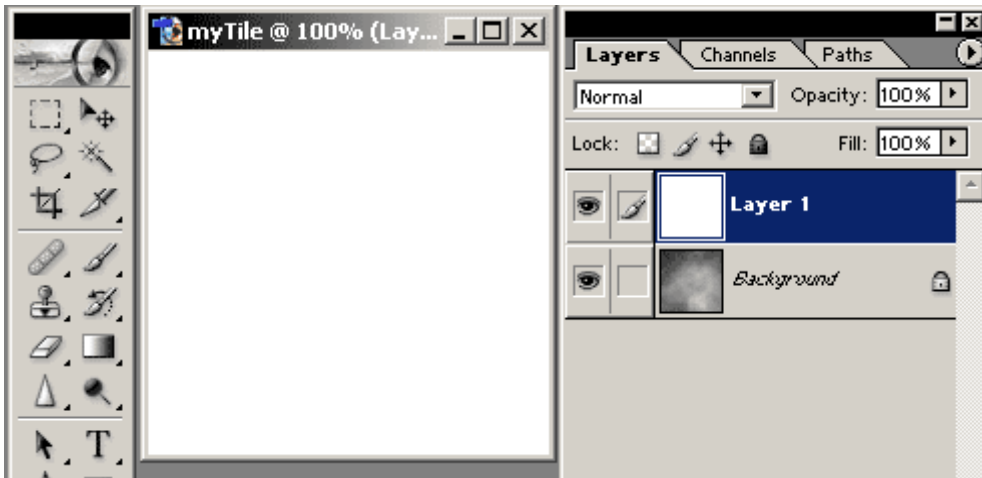
- Forum de Dundjinni
- RPG Map Share
- Textures

Les plateaux créés sont disponibles sur le site du jeu de rôle Quenta :

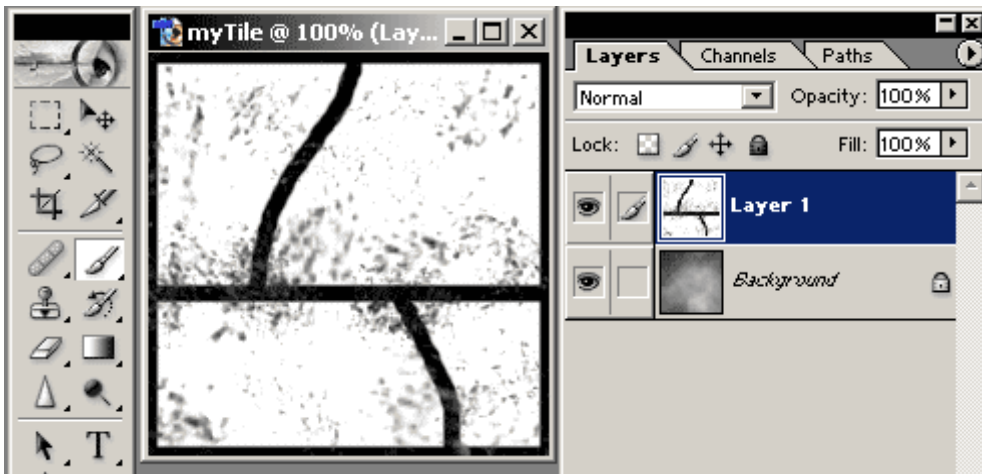
<http://quenta.jdr.free.fr>

## MAKE TILES

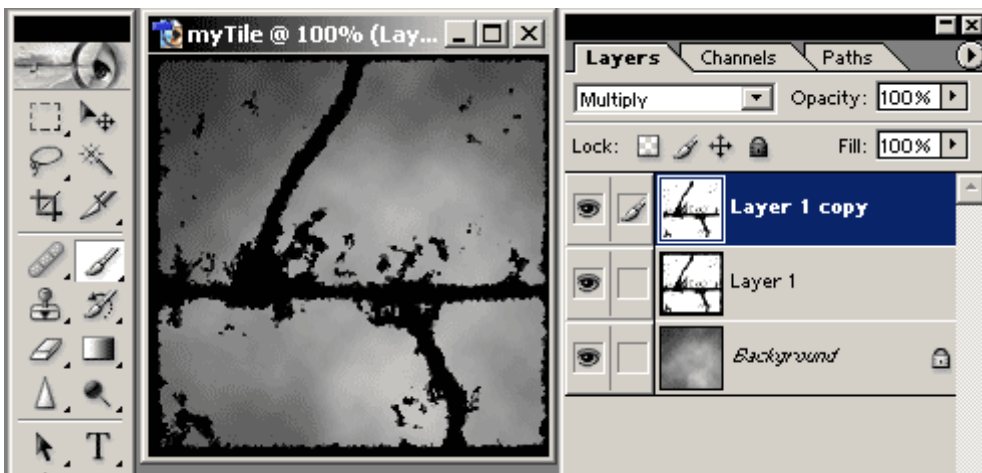
- 1- Make a new blank 200X200 pixel rgb image.
- 2- Make sure your foreground and background color are set to black and white
- 3- Create clouds: Filter>Render>Clouds.
- 3- Make a new layer (Layers>New Layer). Fill it with white (Edit>Fill...). This layer will be used for drawing the "grooves" between the tiles.



- 4- On that layer, using a hard edge brush, draw thick black lines (mine were 8 pixels wide) to create your tile pattern. On the edges of the image, try to draw lines that are half the thickness of other grooves (4 pixels in my tiles): when the tile will be repeated, two adjacent half-lines will then have the correct thickness, helping your pattern to appear seamless.
- 5- Use other brushes to draw cracks and bumps in the same layer.



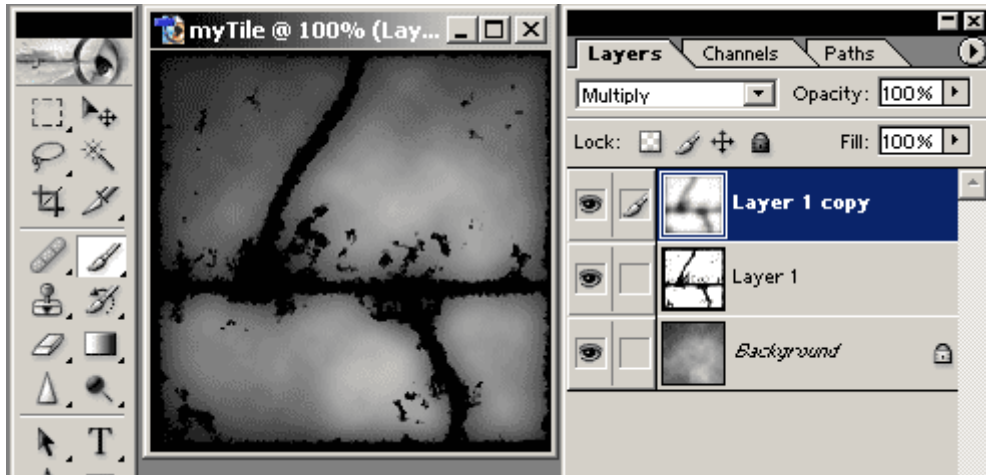
- 6- Use Filter>Sketch>Torn Edges to make the lines and patterns you just did quite uneven. My settings were Image Balance 46, Smoothness 12, Contrast 19, but of course you can play with the values...
- 7- set the blending mode of that layer to Multiply.





8- Make a copy of that layer. Put it on top of the original.

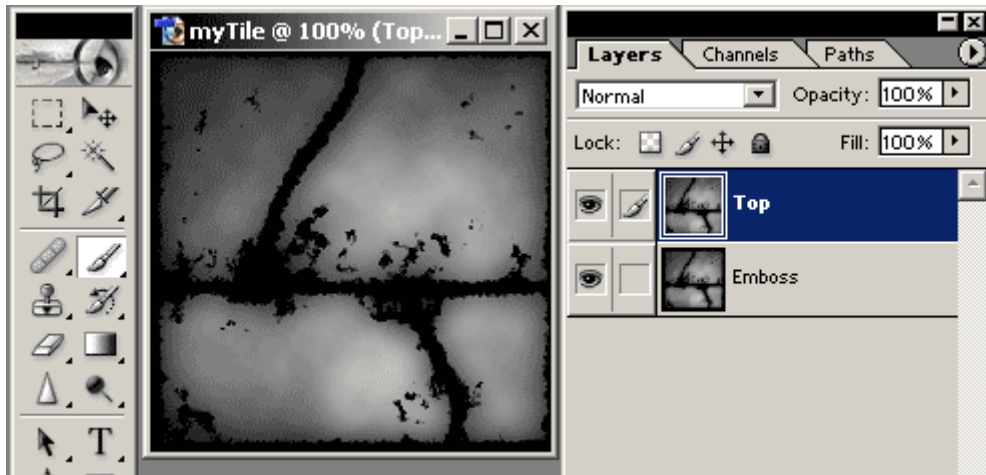
9- Blur that copied layer (Filter>Blur>Gaussian Blur) then make sure its blending mode is set to Multiply. This should let you see the original line layer underneath, and the blurred layer will seem to give it a strange shadowy look.



10- Merge all layers together. Now, you should have just one layer which looks like a crude greyscale version of your final tile.

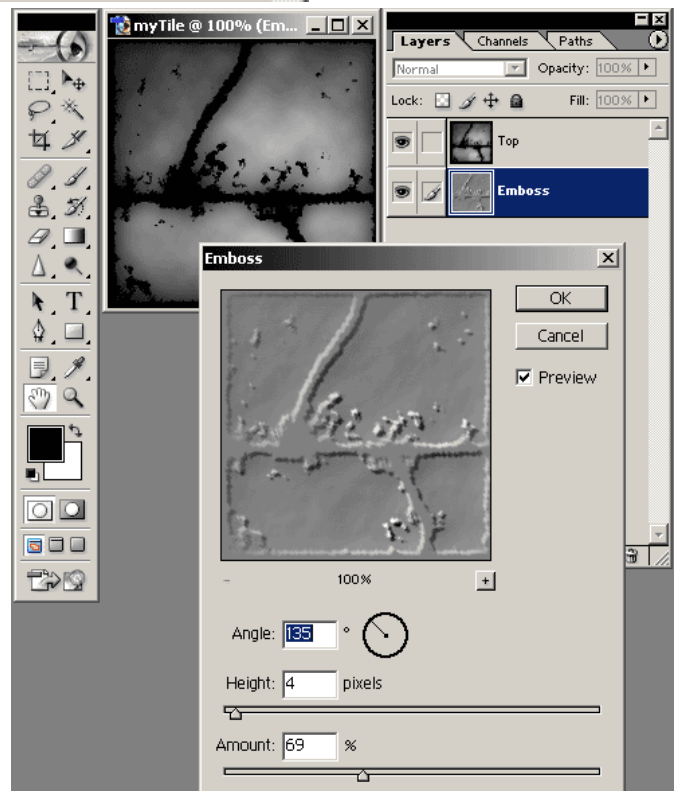
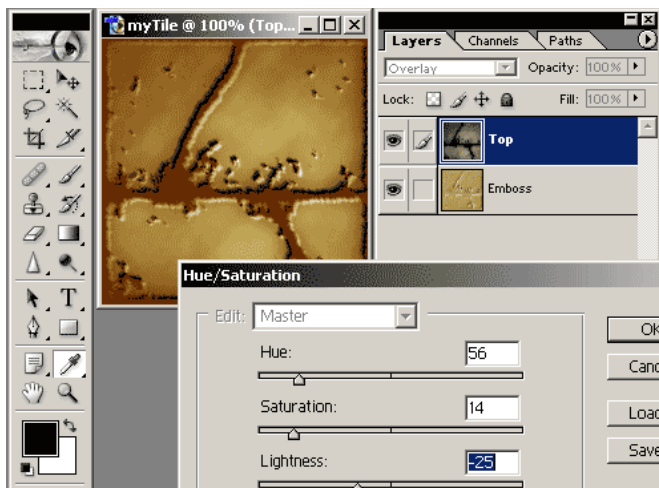
11- Name that layer "Emboss" (by double clicking on it). Duplicate that layer (layer>Duplicate). Name the duplicate "Top Layer". This duplicate should be on top of the Emboss layer.

12- Set the blending mode of the Top layer to Overlay.



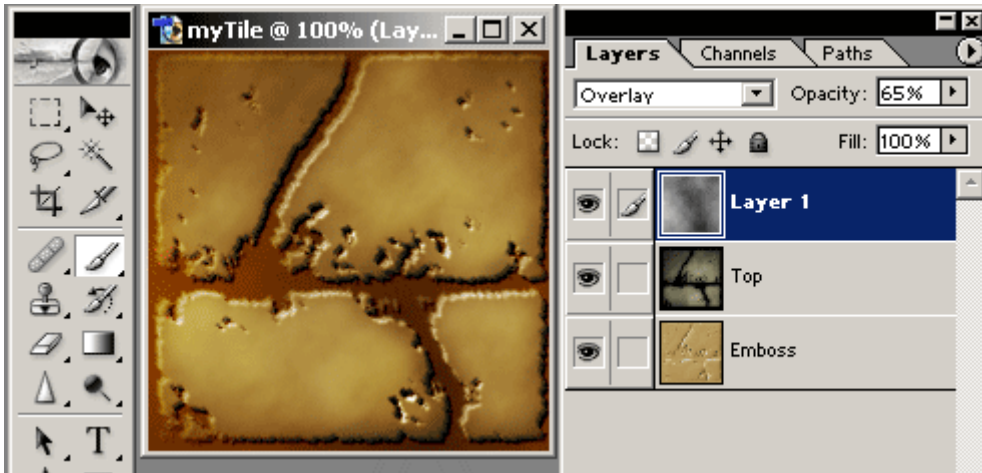
13- Make sure the Emboss layer is active, then do Filter>Stylize>Emboss. This should give you a 3d looking texturing, but be careful: low parameters are more realistic here. You will notice the embossing seems reversed: to correct this, Image>Adjustments>Invert (Ctrl+i)

14- Use Image>Adjustments>Hue/Saturation (don't forget to check the Colorize check box in the dialog) to apply the colors you want to the Top and Emboss layers.

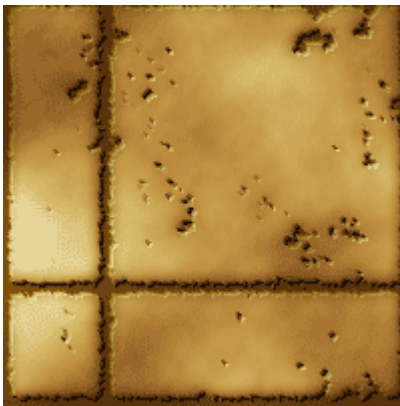




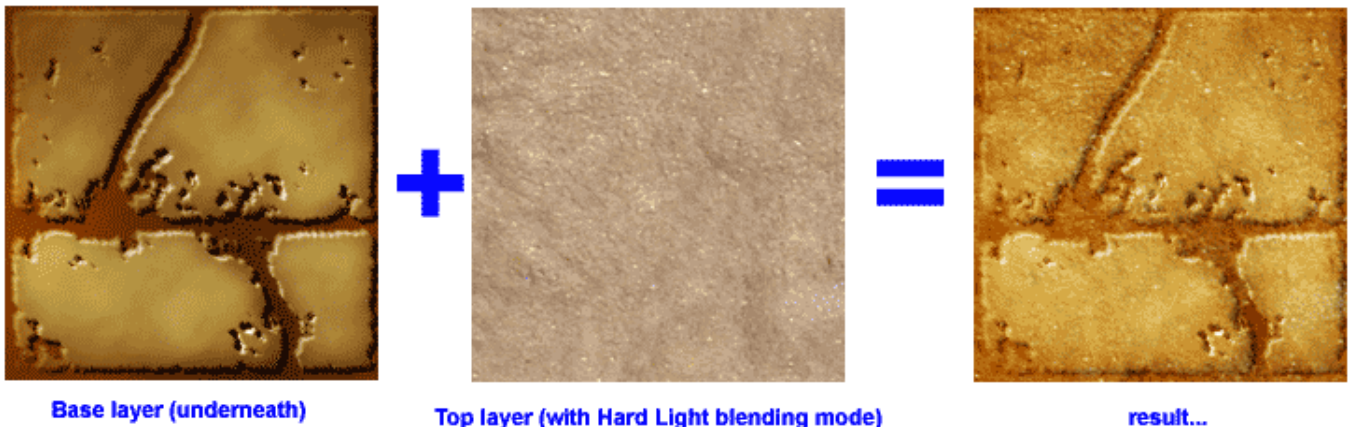
15- As an option, if you want to add a bit more dirt and depth, you can create another cloud layer on top of the actual layers, set its blending mode to Overlay.



Here is another example of tile made with this technique:



Again, the same texture but this time, I added a premade rock texture on top of everything, with the Hard Light blending mode...



As for the floor patterns (scarab, cat, lotus, etc) were first hand drawn on paper. I only drew halves, as I know I could use Photoshop to replicate and flip it to make a whole drawing.

This way, I save time and I'm 100% sure it is symmetrical. Before scanning, I used a felt marker to go over my pencil lines to make them thicker. It scans better this way. In Photoshop, it was also easier to isolate the drawing from the white background. Just correct the whites with Brightness/Contrast. I copy/pasted the whole layer to a new alpha layer then loaded that channel as a selection: this way you only get the drawing (dark lines) selected and you can go back to your regular layers, make a new layer and fill it the color you want.

For my part, I filled the selected "lines" with a cork pattern. I then used layer effects to add some outer glow (yellowish) and some bevel (raised edges effect).

# Texture que l'on peut répéter à l'infini

Nous allons créer dans cet exemple une texture de camouflage verte.

Commencez par créer un document de taille modeste, 512\*512 pixels par exemple. Sélectionnez en couleur principale un vert foncé (ici #2a4a27).



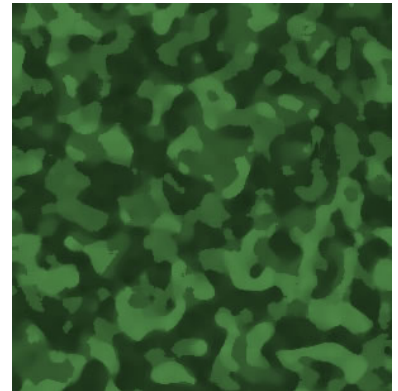
Créez un nouveau calque et remplissez-le avec cette couleur.



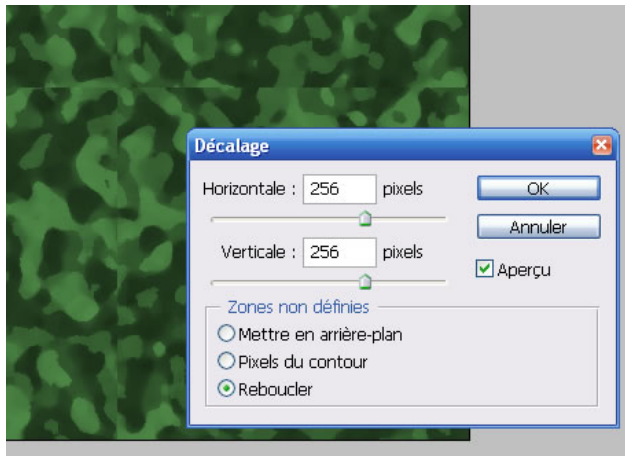
Appliquez maintenant le filtre Eponge (Filtre / Artistiques / Eponge...). Appliquez des paramètres qui vous conviennent sur l'aperçu (ici, 10/22/12).

Appliquez à nouveau ce filtre pour renforcer les motifs (ici 9/23/10).

Une texture de camouflage rapide non? Vous pouvez essayer avec d'autres couleurs, comme du marron pour la version "sable".

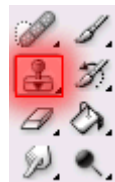


Maintenant, si vous mettez côte à côte deux images de cette texture, vous verrez une jointure. C'est ceci que nous allons retoucher. Si vous en avez une, c'est le moment de sortir votre tablette graphique.



Nous allons décaler l'image afin de rendre plus visibles les bords. Appliquez le filtre décalage (Filtre / Divers / Décalage...) avec une valeur de 256 en largeur et en hauteur (moitié de la taille de l'image). Veillez à ce que "reboucler" soit activé.

Maintenant il faut masquer la différence entre les bordures. Sélectionnez l'outil "Tampon de duplication".



Maintenez la touche ALT gauche de votre clavier et cliquez dans une zone de votre image qui n'a pas de bordure près d'elle, le quart bas-droite pas exemple. Ceci permet de définir la source du tampon, outil qui sert à recopier à l'identique une zone de votre image.

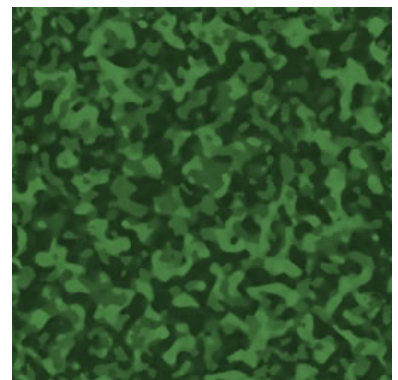
Maintenant cliquez normalement au niveau d'une bordure à maquiller, le motif est reproduit et la ligne devient moins repérable visuellement.

Modifiez souvent votre position source de l'outil (ALT gauche + clic) et essayez de reproduire des formes en harmonie avec le reste.

Vous pouvez également utiliser l'outil Doigt, bien qu'il donne un résultat un peu trop flou pour cet exemple.



Reformez la texture d'origine une fois que le résultat vous convient en utilisant à nouveau le filtre Décalage (Filtre / Divers / Décalage...) avec de valeurs inverses (-256 / -256).

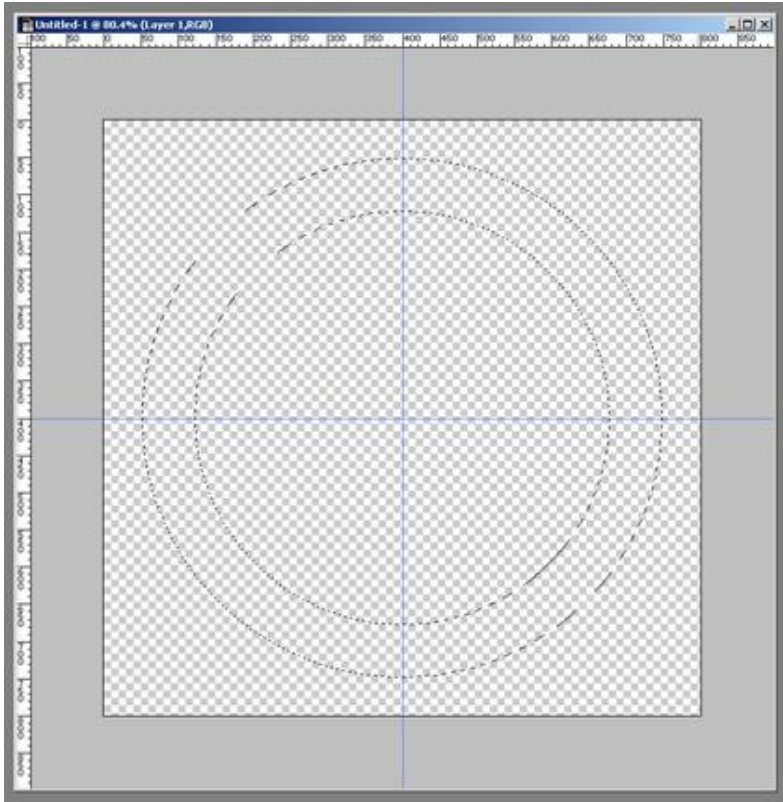
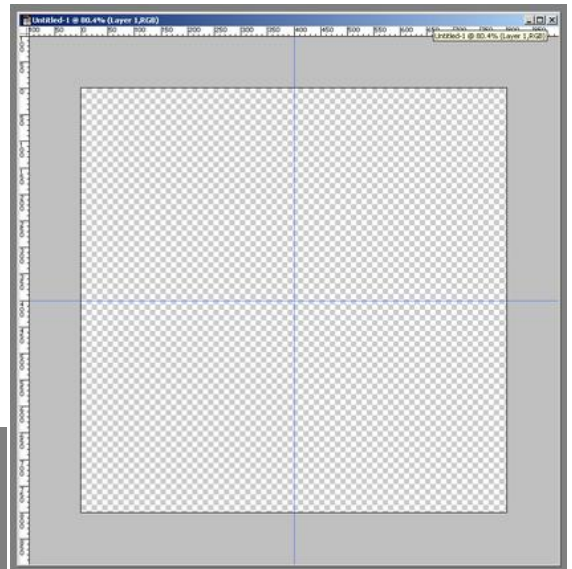


# Stone Ring Photoshop Tutorial

This tutorial will teach you how to make a stone wall easily and quickly. I used Photoshop 7, but I am sure any image manipulation program with similar features could be used. In this case it is in a circle, but could be done to any shape to represent any wall, or even a floor surface.

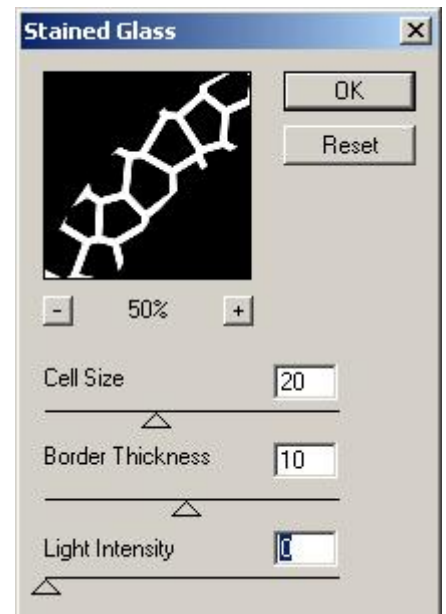
1. Create a new image (mine was 800x800) with a transparent background, and put a set of grids in the center, horizontal and vertical (select Show Rulers first):

2. Make a selection of the shape you want. To do this one I used the elliptical marquee tool, Alt then Shift to make it select from the center and constrain it to a circle I then used the tool again using Alt (click the center) release Alt then Alt again then shift to cut the center circle out:

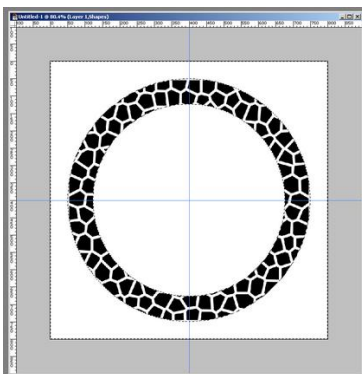


3. Go to the Channels tab, create a new channel and name it "shapes".

4. Apply the Stained Glass Filter (Filter/Texture/Stained Glass), with the following settings:

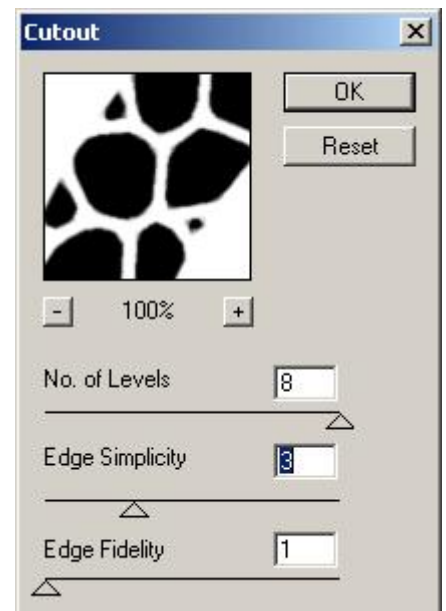


This will make your "shapes" channel look like this:



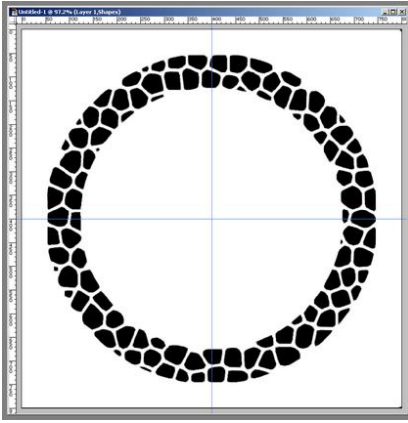
Changing the cell size and border thickness will change the size of the stones and the mortar gap that will appear between them.

5. Now apply the cutout filter (Filter/Artistic/Cutout) with the next settings:



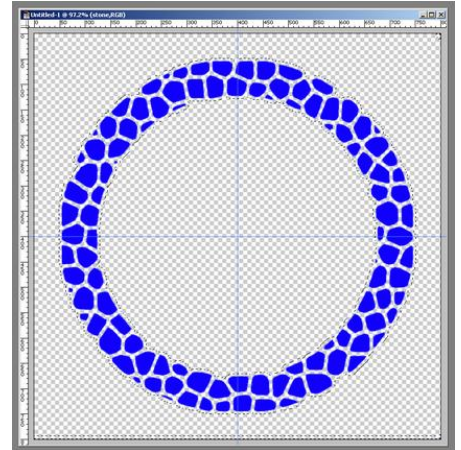


Apply it again with the same settings (just press CTRL+F)

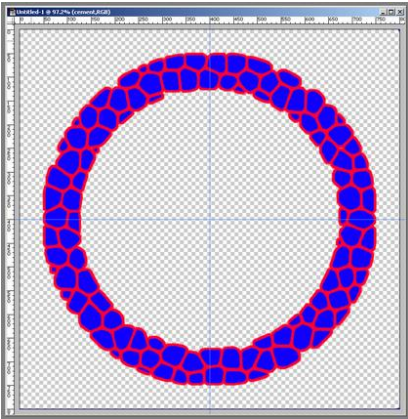


This will make the stones look smoother. You can adjust these settings, or even leave out this step to have more angular stones. AT this point you might have to touch up the stone pieces if some are too small or angular looking by using the pencil and eraser tools on the channel.

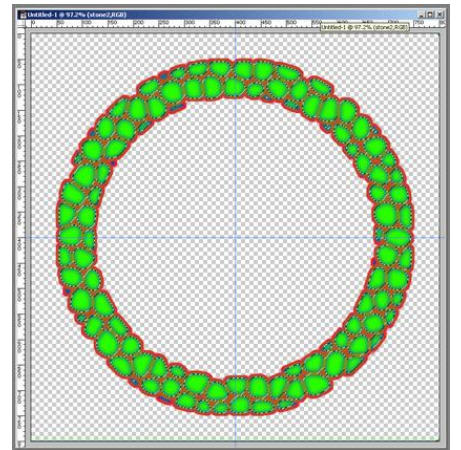
6. Now we start to make the stone... Hold CTRL while you click the "shapes" channel thumbnail, this will make a selection that contains the white areas, so invert the selection to get the stone shapes selected. On Layers tab, create a new layer, "Stone 1" and fill the "Stone 1" layer with any colour (I used blue). Keep the selection.



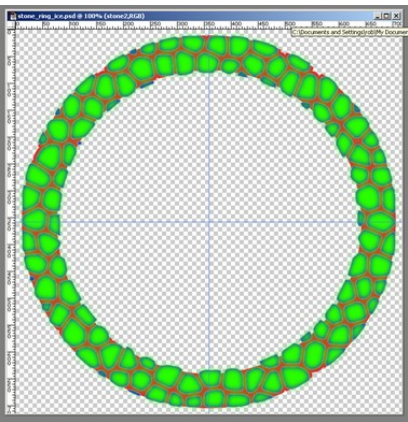
7. Expand the selection by 5px (or half your border thickness in step 4) create a new layer, "Mortar" and fill it with any colour (I used red). Drag this layer below the "Stone 1" layer.



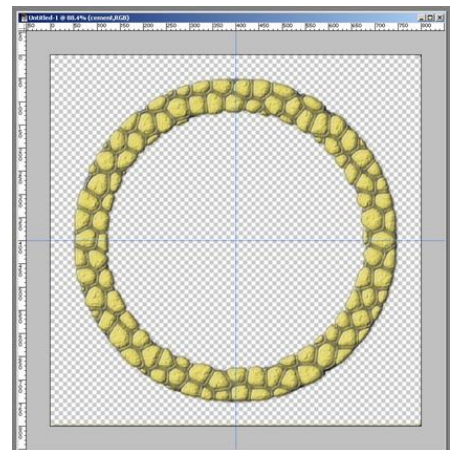
8. Now go back to the "shapes channel and CTRL click on the thumbnail, then invert the selection again. Now feather the selection by 5 px (or about 1/4 of the cell size in step 4). Make a new layer, name it "Stone 2", use the paint bucket and fill it again (I used green). At this point you should have 3 layers:



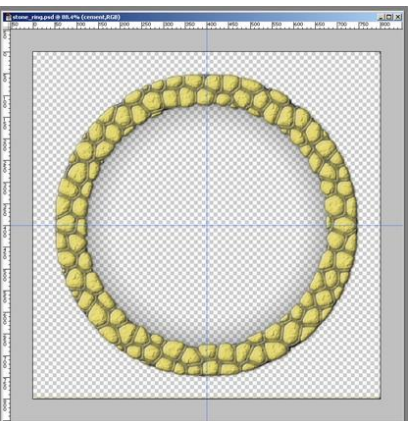
9. At this point, you will have to back to the "Mortar" layer and use the circular marquee tool to select out and erase the mortar where you don't want it on the outside and inside.



10. Now you need to apply some finishes to the layers... I used Bevel and Emboss with a texture plus a colour overlay (grayish) on the "Mortar" layer. Play with the different textures and colours until you get ones you like. On the two "Stone" layers, I used Bevel and Emboss with a texture plus a colour overlay plus a drop shadow. I just kept fiddling until I got the look I wanted...



11. The last step was to select the non-image area using the magic wand (all layers, tolerance 0, non-contiguous), inverting the selection and applying a shadow around the whole thing (I used the Eye-Candy Gradient Glow plug-in but there a large number of tutorials on the web for doing this). I also selected the "hole" and applied a transparent gradient fill to make the shadow "inside" the ring more pronounced:



That was it, export as a PNG.

<http://ffaaf.pbwiki.com/StoneRingTutorial>

## EFFET D'EAU

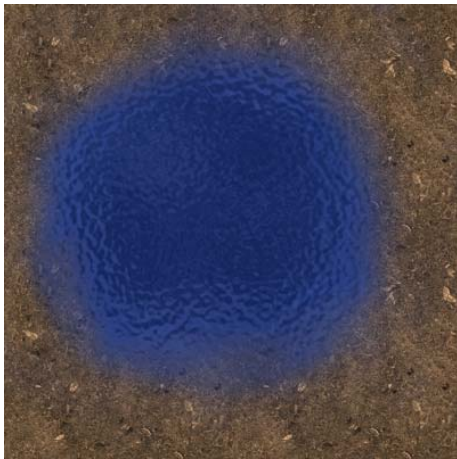
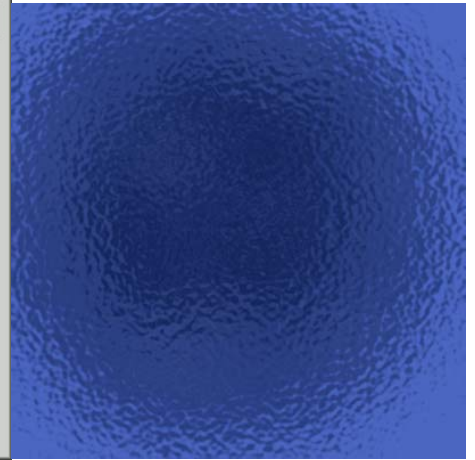
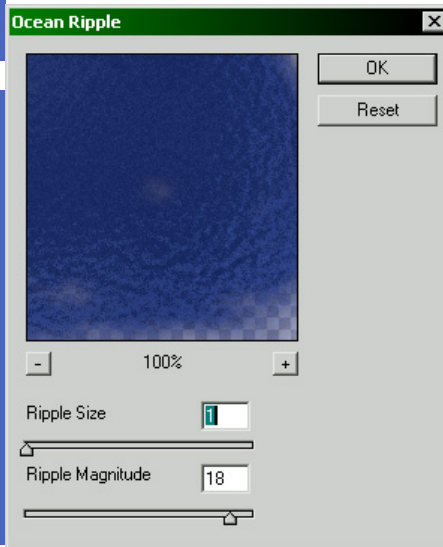
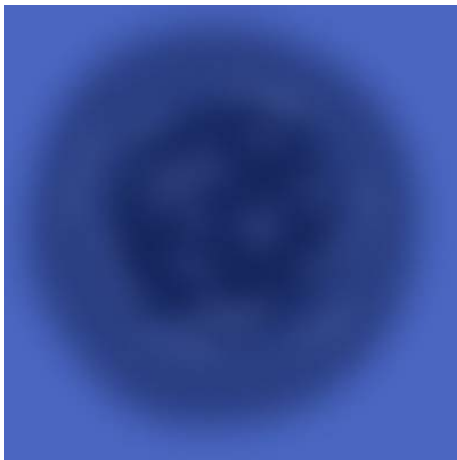


Some folks had mentioned that they liked my water texture in my latest maps so I thought I'd do a little tutorial on how I made them. I don't use a standard texture, I create a custom water effect to suit each map. It takes a little practice to get looking good but the end result can be really good.

Create a new layer and completely fill with a mid-range blue [menu:edit/fill]. The layer needs to be completely filled to stop the filter making transparent gaps at the edges. Then draw in roughly the position of the intended river, sea or lake on the map some variations of blue colour with a softish brush (see the pic below for an idea).

Apply quite a strong gaussian blur to even the colours out [menu:filter/blur/gaussian blur].

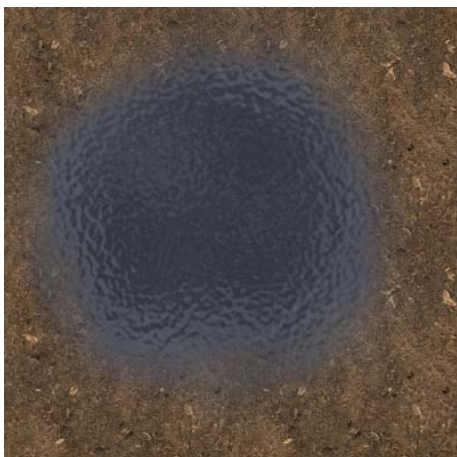
Next open the Ocean Ripple filter [menu:filter/distort/ocean ripple] and choose settings that suit the water surface you are seeking. I find a small ripple size and high magnitude works well for large scale maps. The glass filter (set on frost) can also give good results - experiment!



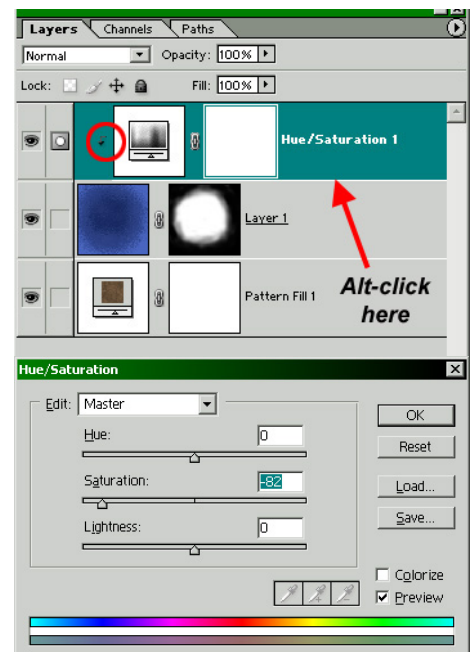
Apply a mask to the layer to hide the parts of the layer that you don't want to see. Do this by making sure the water layer is current and clicking [menu:layer/add layer mask/hide all]. The water layer should vanish, don't panic it's hidden by a complete mask. The underlying layers should be visible if there are any.

Click in the new mask thumbnail in the layers palette (it'll look like a black square to the right of the pattern symbol) to make the mask active. Use a white soft brush to draw the extent of the water. Use a low flow value to draw the edges for a natural water line.

Un-link the mask and the water layer (by clicking the little chain between the pattern and the mask thumbnails) and move the water effect around in your mask to get the best view of the ripples [hotkey 'v' = move].



Insert a hue and saturation adjustment layer [menu:layer/new adjustment layer/hue and saturation] click OK on the next two dialogue boxes. Group with the water layer by alt-clicking between the new adjustment layer and the water layer. This means the adjustment layer only affects the layer it is linked with.



Double click the adjustment layer thumbnail (the left one, not the mask) to open the adjustment dialogue box. Reduce the saturation for a more realistic effect for standard water. Change the hue if you want mud, swamp, etc. and you're done!



## WATER AND CLIFFS

[http://www.dundjinni.com/forums/forum\\_posts.asp?TID=9201&PN=2](http://www.dundjinni.com/forums/forum_posts.asp?TID=9201&PN=2)

Here is the lessons so much people have been asking me for a long time....how to make splendid and living water, and also how to make cliffs with the perfect blending !!! So I will make this easy for you guys as I'm going to do both in the same time and by posting the things I will use to make it. Hope it will be easy enough to understand and to create. I sometime use Photoshop for the finishing touch but I will try not to use it to simplify the thing as some peoples don't have this program.

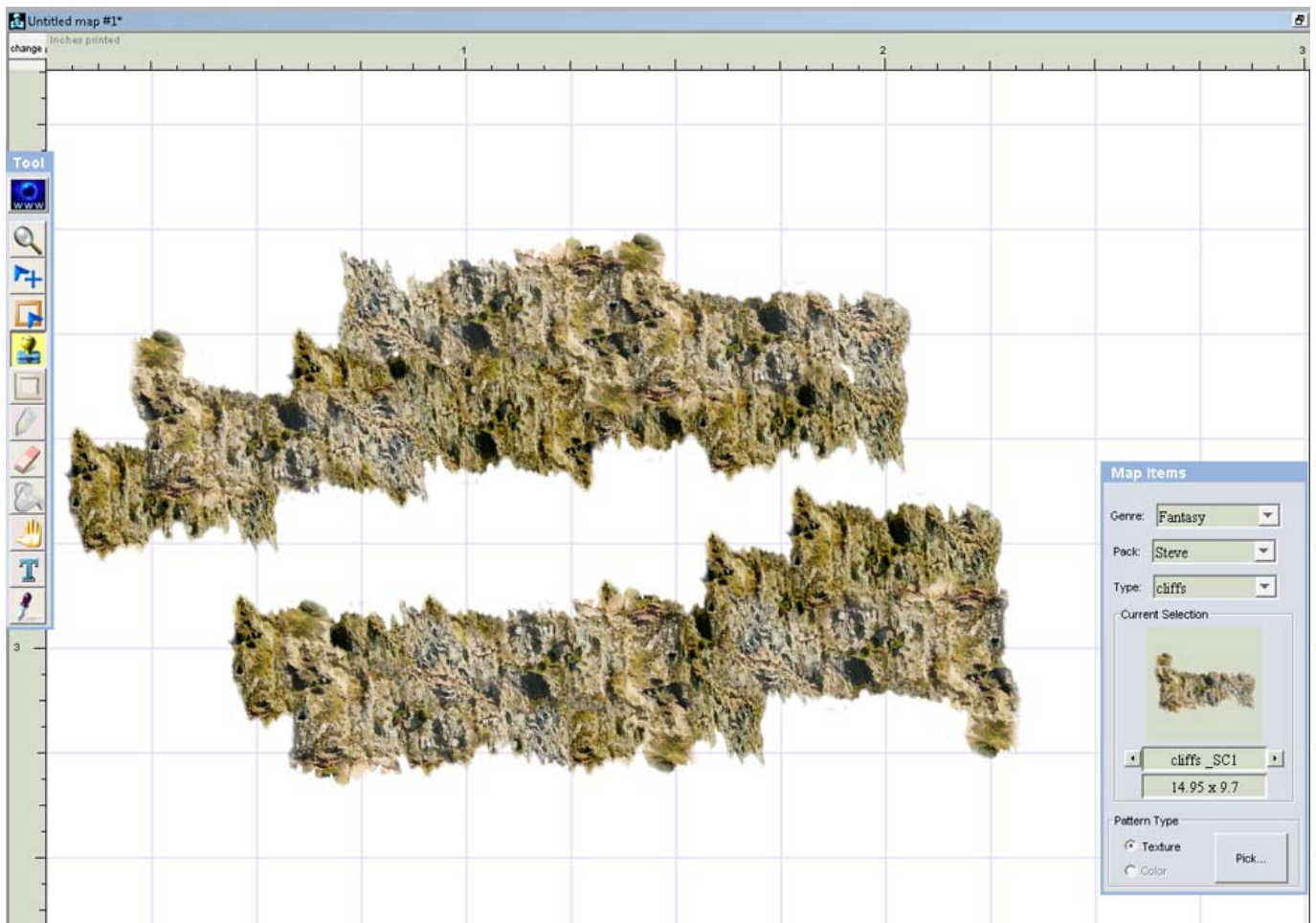
Here is the cliff I will use to start this thing.



After adding one cliff, try to stamp a couple more but not too much...we will come back to this later, I have added theses so it don't look all the same.

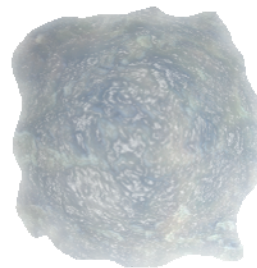
Rotate them upside down so it doesn't look like it's too perfect and stamp them one over another...as you can see we draw some borders so it looks like a river.

Now it should look like this approximately, or as you wish...





Not perfect those cliffs...but we will have to wait till we see them looking nicer. Adding some water.



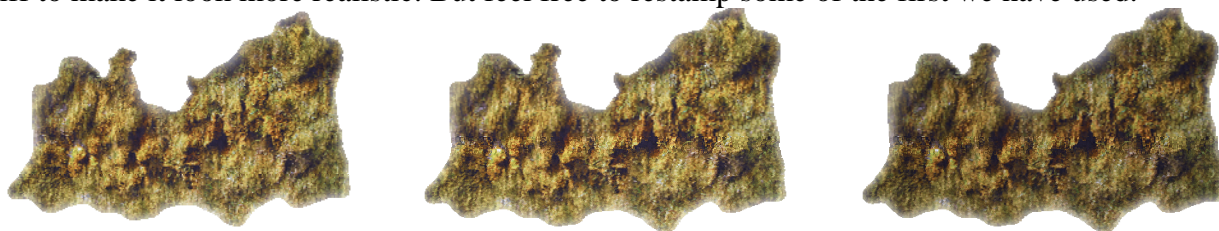
Lets stamp one like that :



Simple enough, don't bother if it goes on top of the cliffs as we going to blend that with more cliffs later. Now stamp a couple more water cover all along the river edges. So it looks completely covered. Again don't forget to rotate them in all directions so it doesn't look all the same.

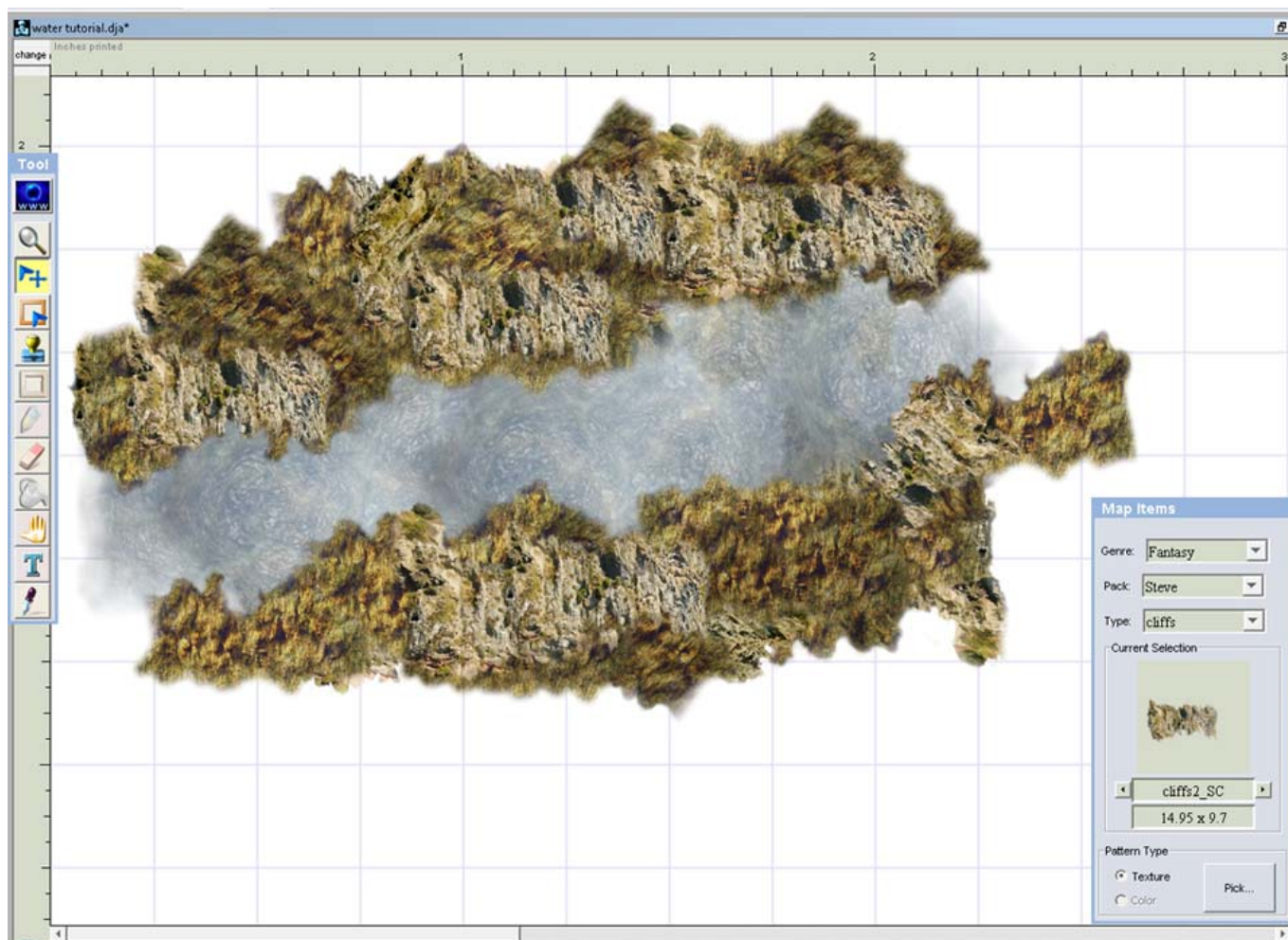


Let's proceed with re-adding more cliffs to cover the water that cover all those cliffs. Let's use a different cliff to make it look more realistic. But feel free to restamp some of the first we have used.



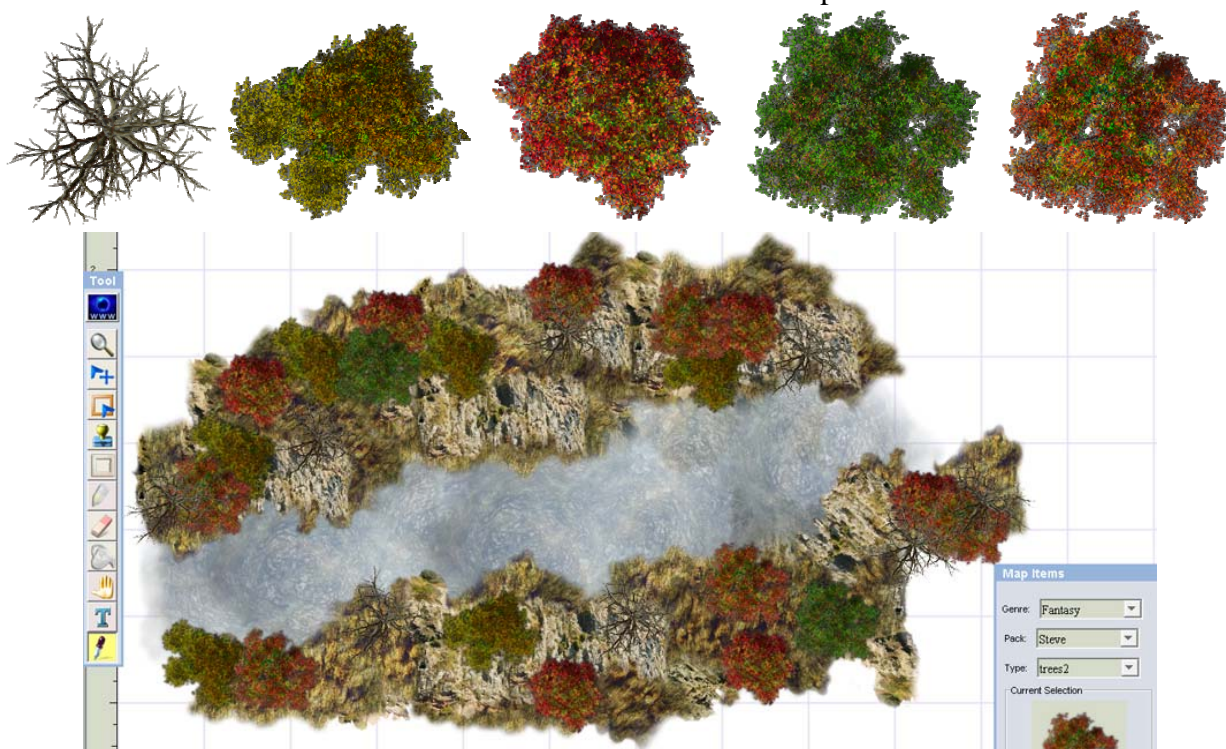


So I will now use them and the one before, all mixed up and upside down.



How I did theses? I stamped like 35 cliffs all sides and all kinds till I got what I wanted. Stamps them everywhere, and don't be shy to go back to that first cliff and then to that other one and back to the first until you get a good look. It took me like 3 minutes playing around with them.

It still look weird a bit so lets add some details so it looks real. Let's put some trees all over like the cliffs.

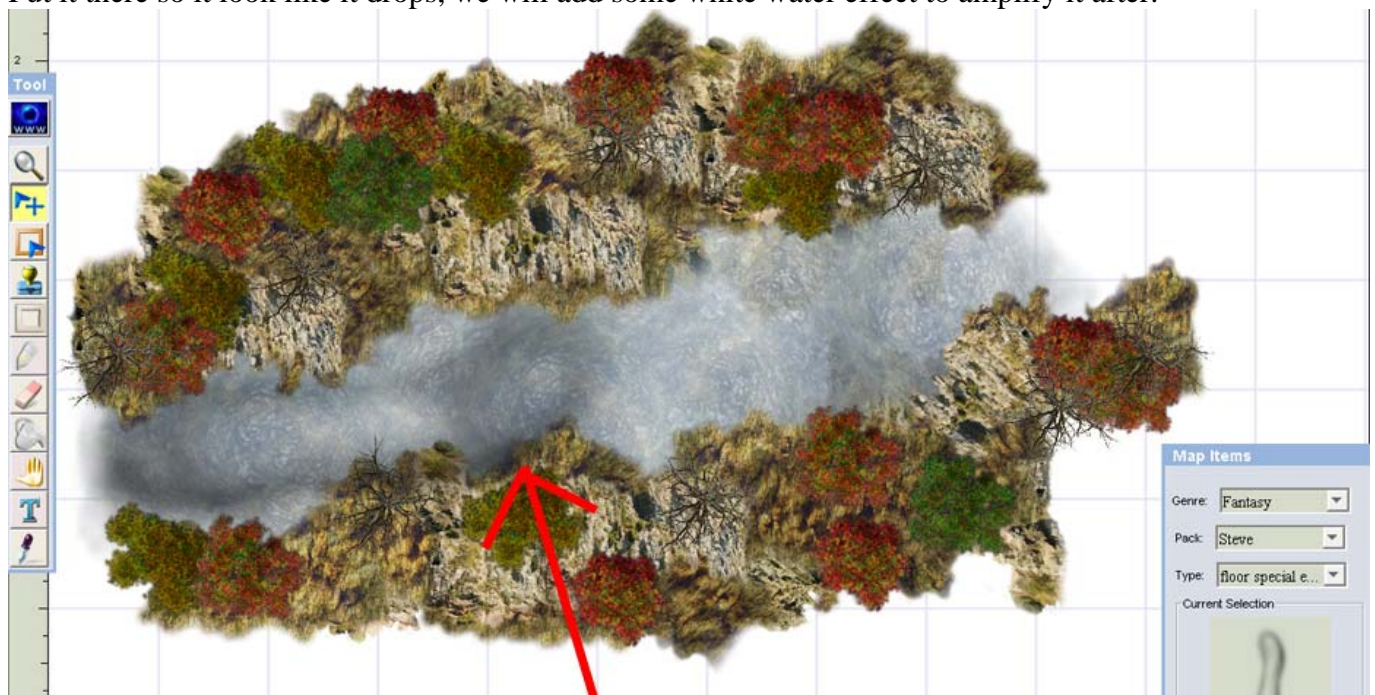




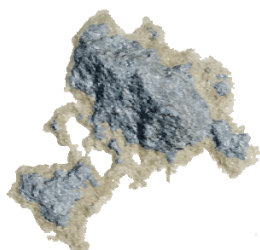
Let's add some water bumps like that the water will look like its dropping.



Put it there so it look like it drops, we will add some white water effect to amplify it after.



Let's add some white water effect.

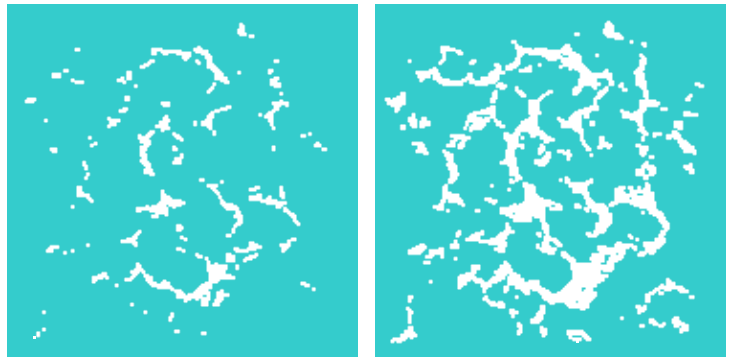


Also place blue's rock on top of the drop to make it look more realistic. Here is what it look like. Attention very small details.

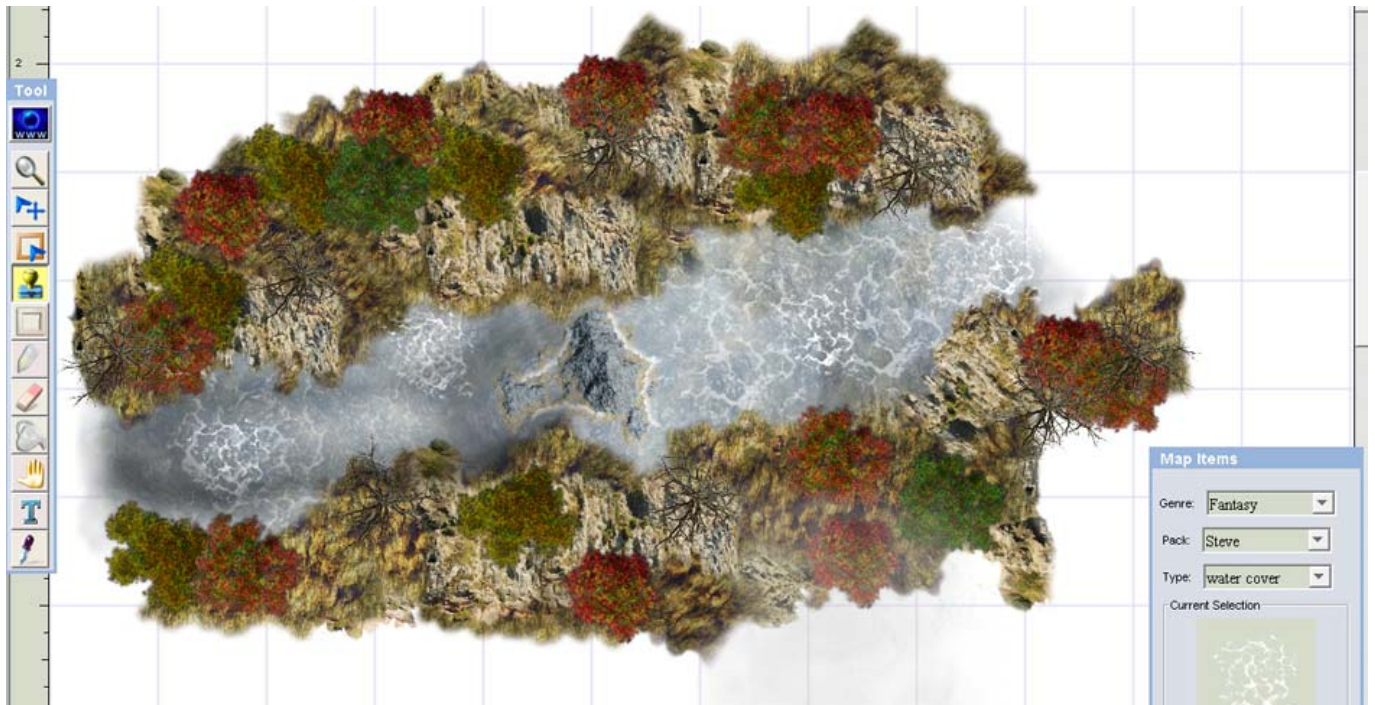




Let's add some movement in the water.



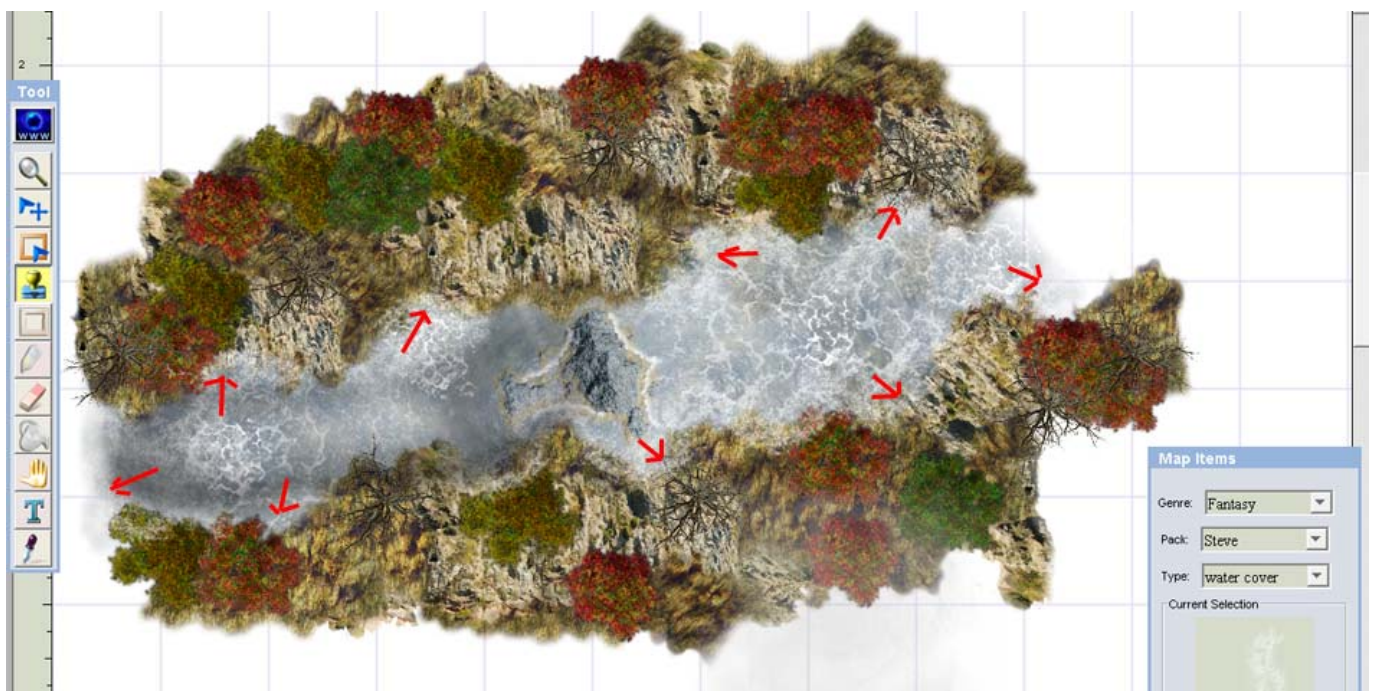
Stamps them and it should look like this now



Now you need to add effect all around the river shore.



It should look like this





Let's now add some ground around this so it looks better than just a bold river in white background.



Here is what I made in a couple min just to fill the blanks. Feel free to add some details to it so it looks the way you want too. It's not that beautiful because I really need to add some depths to it but I think you all get the Idea and that's the point.





# LIGHTNINGS

[http://www.dundjinni.com/forums/forum\\_posts.asp?TID=6992](http://www.dundjinni.com/forums/forum_posts.asp?TID=6992)

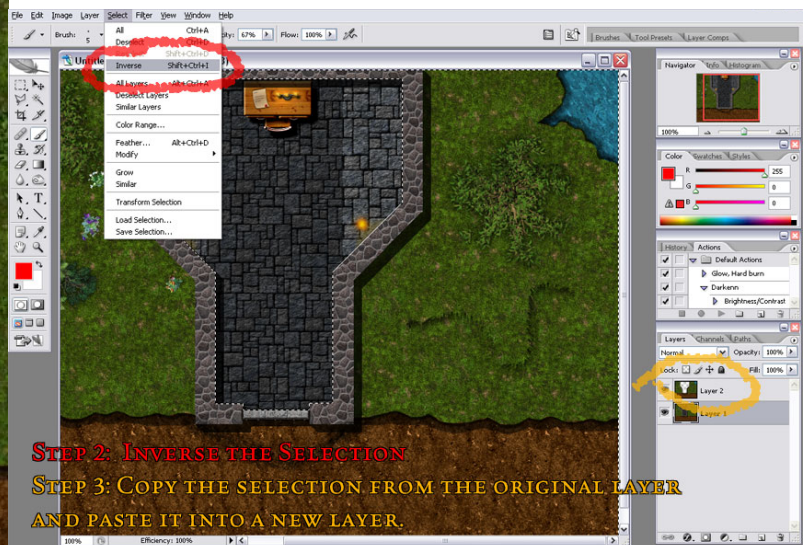
Load your map in Photoshop. Here's the map I'm using. It's quite simple and just an example.



First off, select the inside of the building using the marquee tool. I don't like to select the walls, but it's your choice.

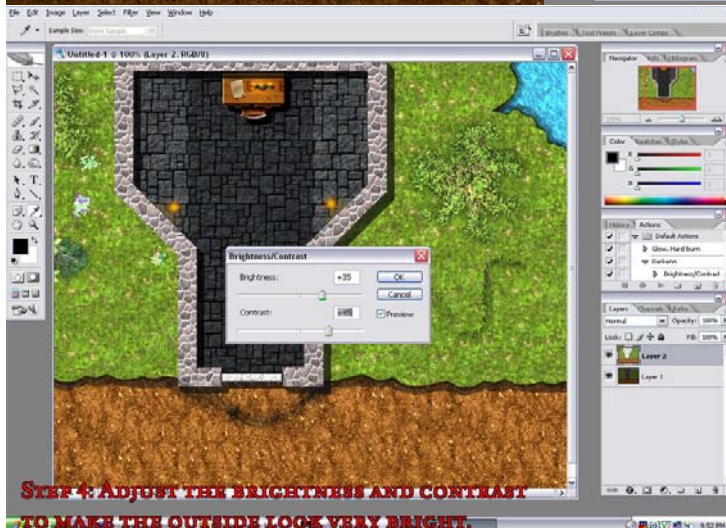


Now, invert the selection and then hit copy and paste the copy onto a new layer. We're going to brighten up and make the copy glow, so that it appears to be sunny outside.



**STEP 2: INVERSE THE SELECTION**

**STEP 3: COPY THE SELECTION FROM THE ORIGINAL LAYER AND PASTE IT INTO A NEW LAYER.**



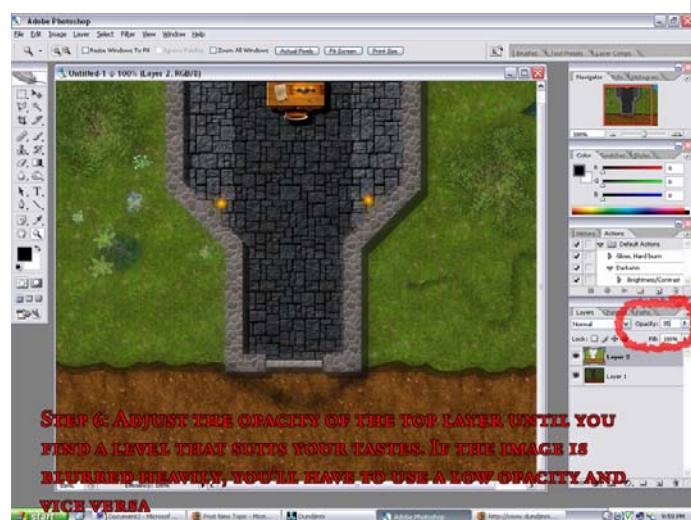
**STEP 4: ADJUST THE BRIGHTNESS AND CONTRAST TO MAKE THE OUTSIDE LOOK VERY BRIGHT.**

Under Image > Adjustments, select brightness/contrast. Adjust the levels so that it appears significantly brighter, but retains the colour. I like +35/+45 for outside areas.

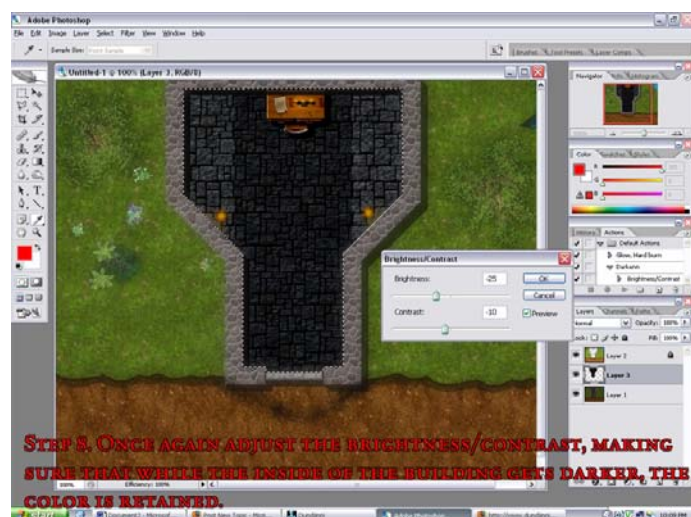


Now, it's pretty bright but it doesn't have that shine effect it should. That's the easy part. Use Filter> Blur> Gaussian Blur.

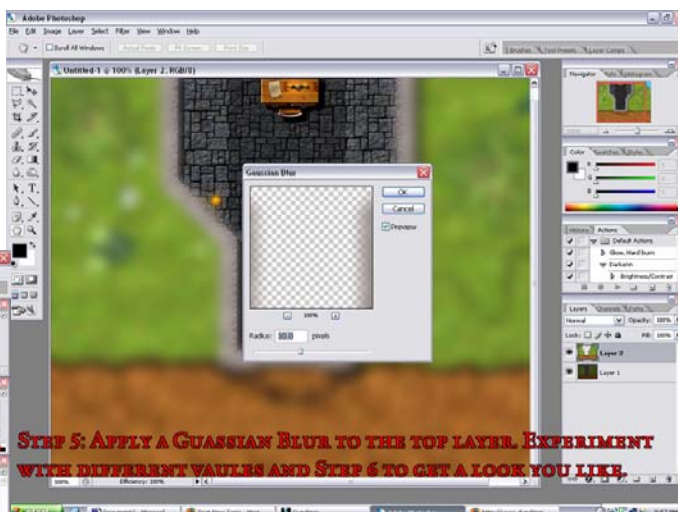
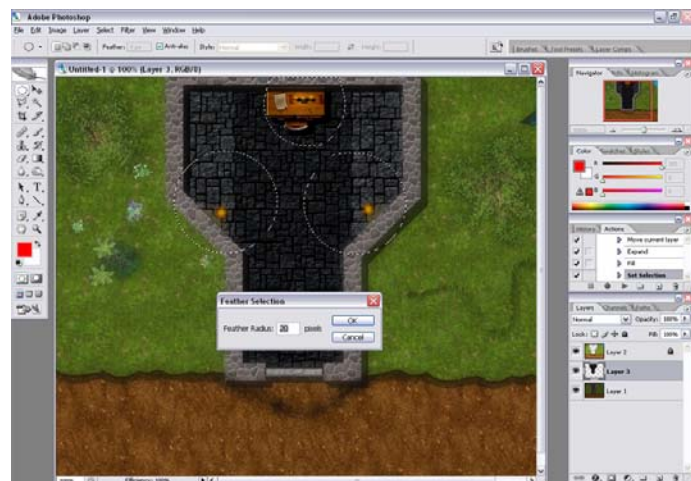
Change the opacity of the top layer to something that makes the image glow, but not so much that your eyes can't focus on details. It's all about experimentation.



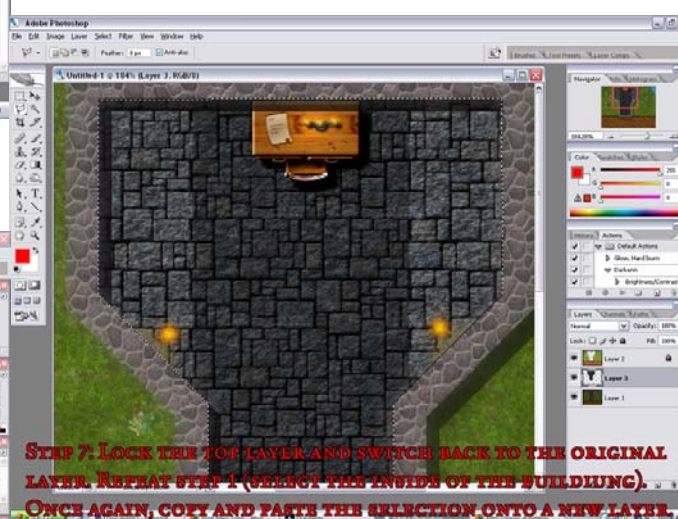
Adjust the brightness and contrast again. I tend to use less harsh values when darkening an area.



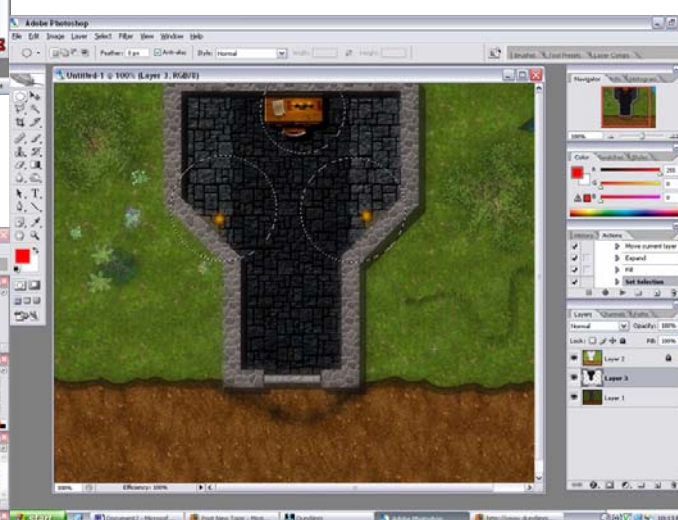
Apply a feather effect on the selection by going to Selection> Feather and choosing a value. It depends completely on how soft you want the light to be. I used 20.



Lock the top layer and select the original. Once again, select the inside of the building, but this time don't invert the selection. Copy and paste it onto its own layer.



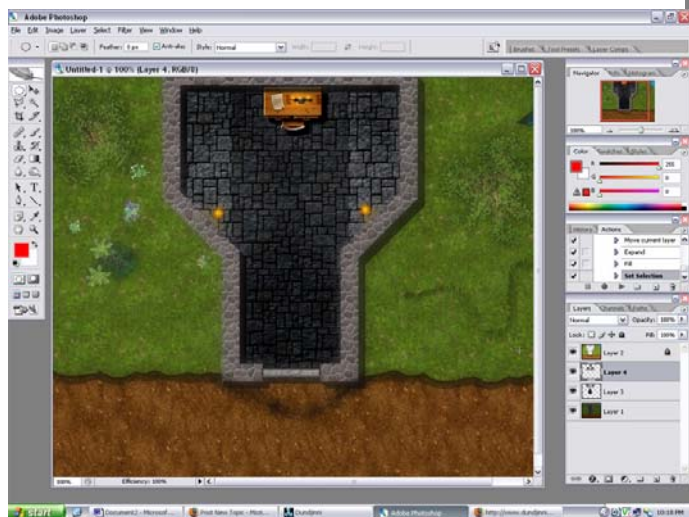
Unselect everything. Switch to a round marquee and then select round areas of the map where you have light sources such as candles and torches.





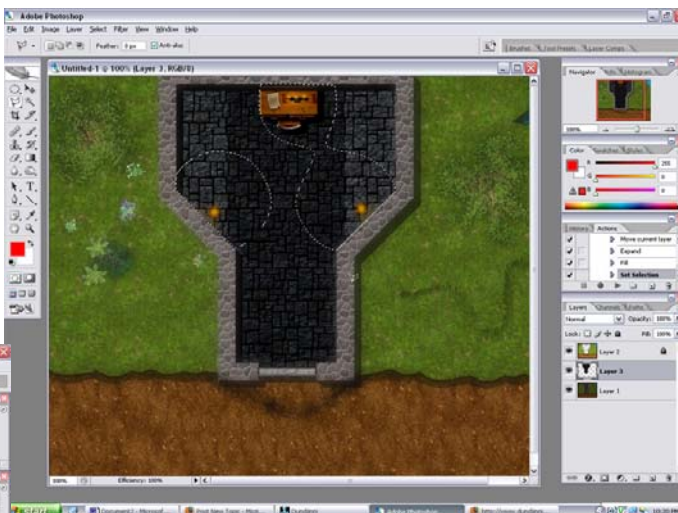
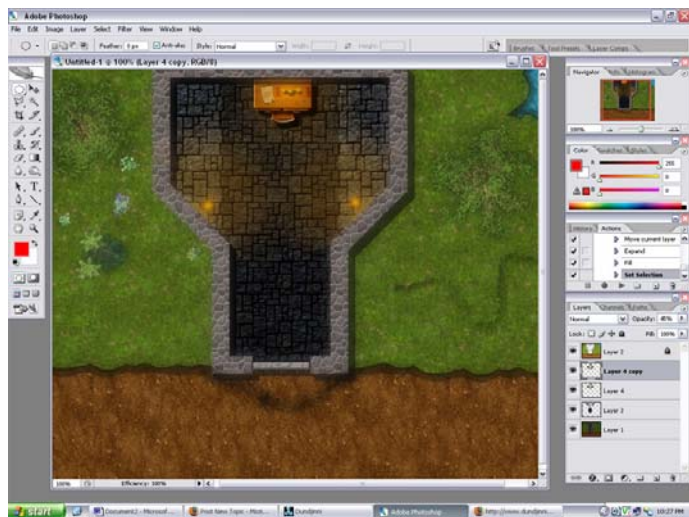
Now, using the marquee tool, deselect parts of the circle that the light wouldn't effect, such as walls. You can do this by choosing the polygonal lasso tool, and then holding ALT while selecting areas that don't belong.

Once feathered, hit delete on your keyboard to erase the feathered selection from the current layer. Now, with the selection still active, switch to your original picture. Copy the selection and paste it on a layer ABOVE the building interior that we made in step 5.

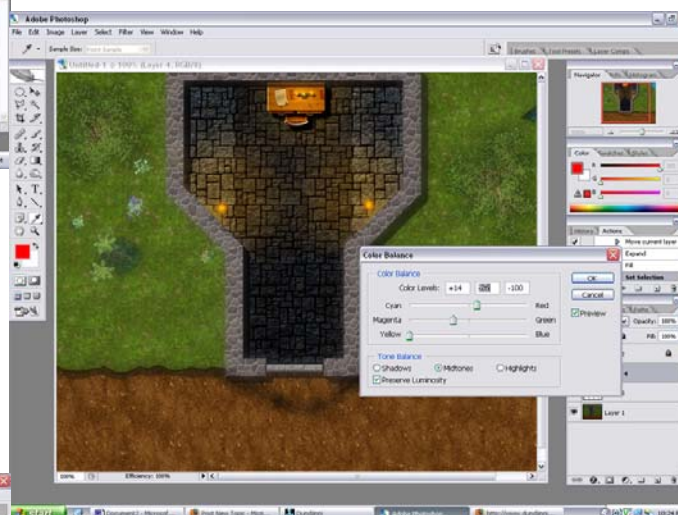


## OPTIONAL

Now comes an optional multitasked step, but one that doesn't take long. Duplicate the color balanced layer and place the duplicate on a layer above the original. Apply another gaussian blur and then adjust the opacity of the layer once again. It's basically a repeat of the steps you did before to add a 'shine' effect to the light.



Hit ctrl+b to bring up the color balance of the new layer. Alternatively, choose image> adjustments> color balance. Now, play with the colors until you get something that matches the light source.



## OPTIONAL

Here's something I do sometimes when I feel like it. Hit ctrl+a to select the entire map and choose edit> copy merged. Paste the merged selection onto a layer above all others, apply a tiny gaussian blur and adjust the opacity. I love shiny, smooth maps.

