



3D MAP GEO GENERATOR

Features Overview

3D isometric maps

- Three isometric map orientations
- 3D-Maps from every shape and any size
- Smart Object maps
- Unlimited map size
- Unlimited quantity of layers (map height)

Map styles and backgrounds

- Layer structure with 3D effect
- Tree and water brushes
- Grass edges, gravel, spume effect
- Layer color presettings and custom color function
- Background presettings
- Layer surface, effects and background editable seperately for unlimited times
- Global light function

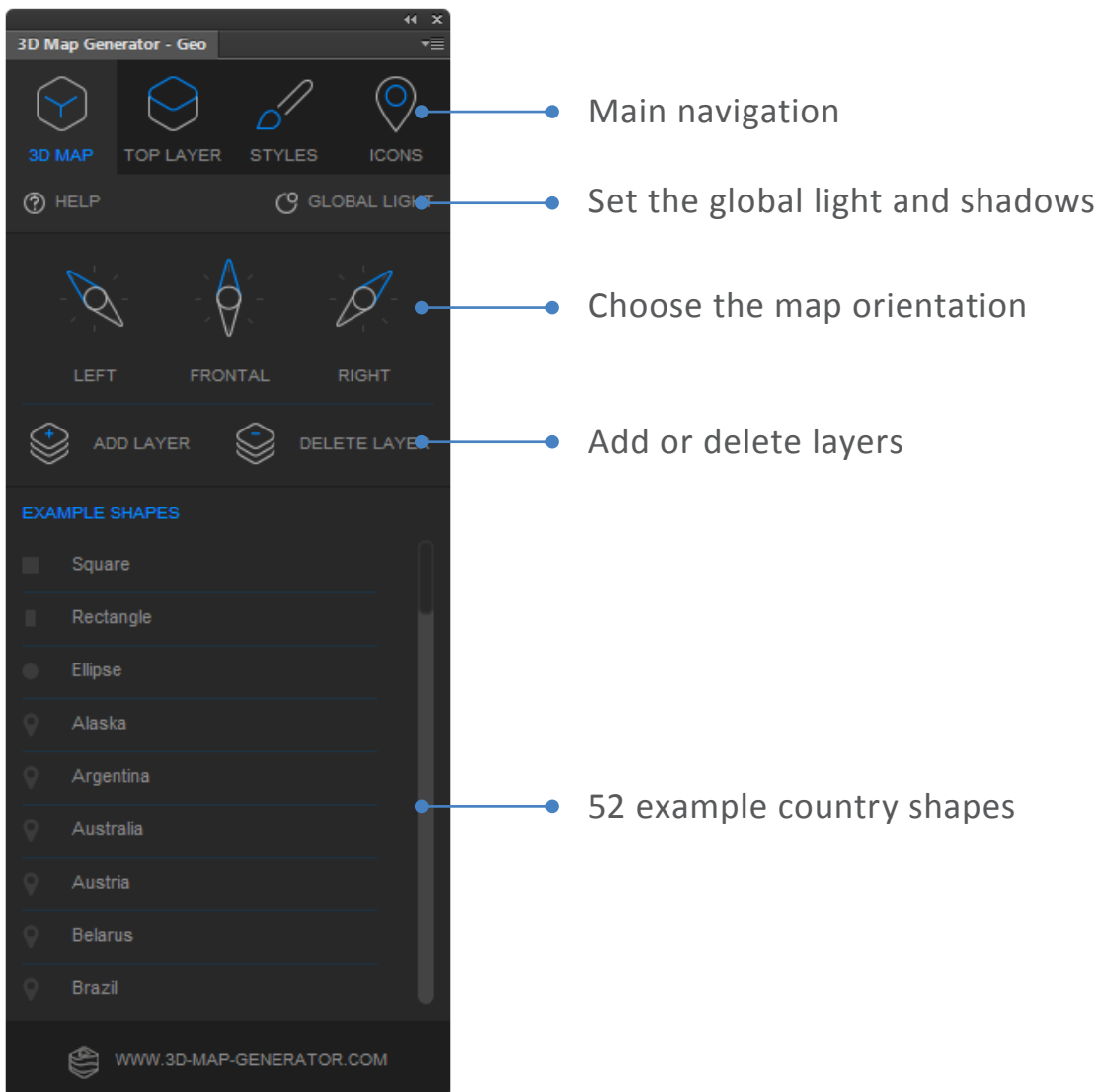
Top-Layer-Designer

- Perfectly aligned marks and surface objects
- Pre-built brushes and textures
- Heights and depths function
- Auto Texturing function
- Fake contour-lines effect function
- Editable for unlimited times

Extra

- 33 basic icons and elements
- 52 country vector shapes

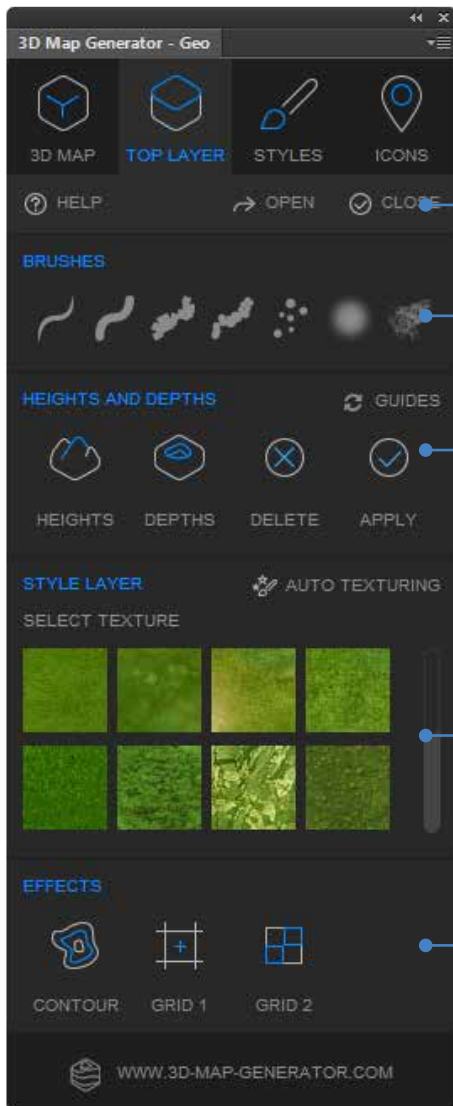
Panel Overview



3D Map

As a base shape there can be used pixel shapes, text layer, vector layer or Smart Objects. The size of the base area is freely selectable and sets the size of the 3D Map. The finished 3D Map will be automatically generated in a 300 dpi document.

Note: The recommended base shape size is up to 1000 x 1000 px (this produces a 3D Map size of ca 1750 x 1100 px). All panel elements like textures and brushes are conformed to that size. Of course generally every base shape size is possible. But the manageable size of the map depends also on the performance of your computer.



Open and close the Top-Layer

7 brushes for texture painting

Heights and depths tool

14 Textures and Auto Texturing function

Effect tools
- Fake contour lines
- 2 Grids



Top Layer Designer

Open and close the Top-Layer

Press the OPEN button to open the Top-Layer. This process can take a bit time because the folder structure will be checked and updated first.

The CLOSE button closes the Top-Layer. When doing this, all no longer required layers like GUIDES and heights and depths will be set invisible while effects and texture folders will be shown. Shall some special layers not be visible, too, they have to be set invisible directly in the folder. The CLOSE button does not generate heights and depths, it only saves the changes at the texture.

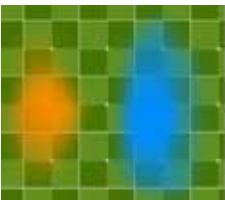
Brushes

Use the 7 pre-built brushes to texturize the terrain or to create paths, roads and waters. Play around with the size and the opacity of the brushes. Of course you can also use your own brushes.



Heights and Depths

Positions and area sizes are set by using heights and depths layers. The layers will be generated automatically when you press the respective button. Also for editing and reworking these two buttons can be used. As soon as you click the button, the required brushes will be load so that you can start drawing immediately. Of course you can also use all other brushes to draw in heights and depths.



*Transparency and gradients
are treated as solid color*

When finished, the heights and depths will be rendered by clicking the APPLY button. Depending on the map size that process can take a few minutes. Afterwards the Top-Layer will be closed automatically and has to be opened again for further editing.

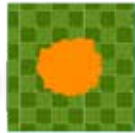
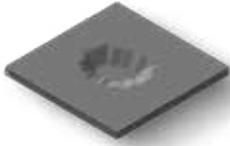
The DELETE button deletes the drawn in areas in the Top-Layer. However it doesn't delete the already generated heights and depths on the 3D Map. Shall these been deleted, too, the APPLY button has to be clicked additionally.

The GUIDES button creates outlines in the guides folder. They can be very useful to see where the heights and depths are exactly located while texturing the surface.

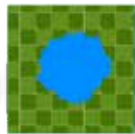
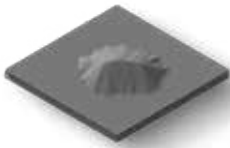
This is how heights and depths behave:

Generally heights are deleted by depths. That means that drawn in heights areas will be deleted if depths are drawn in at the same place.

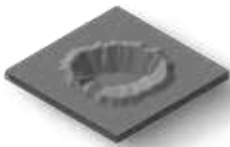
Some examples:



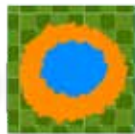
Only depths



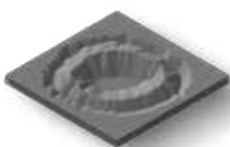
Only heights



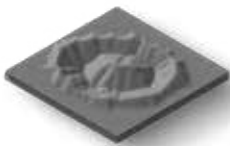
Depths with heights outside



Heights with depths outside



Depths with heights outside and depths again



Heights with depths outside and heights again

The altitude of the heights acts on the marked area less the depths.
The deepness of the depths is always 10 px.

Style Layer

Within the Top-Layer there can be placed every texture, marking, lettering or other stuff. Please put them into the folder „texturing“. For generating a new texture layer, choose one of the style layers. A new style layer will automatically be placed on the topmost level in the „texturing“ folder.

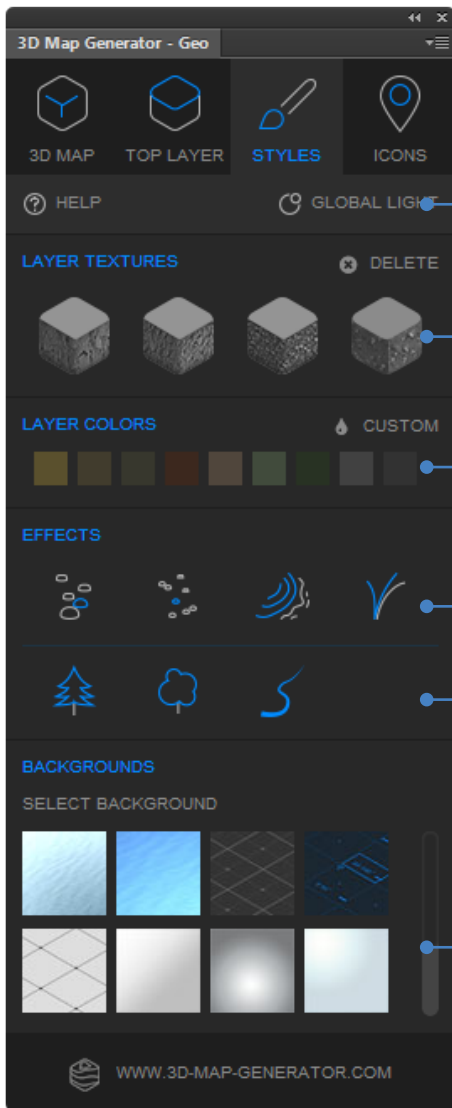


With the **Auto Texturing** function there will be created a basic texture that can be of course refined afterwards. This function considers the drawn in heights and depths.



Effects

At the moment there are 3 effects available. The Contour-Lines function generates fake contour lines und considers the drawn in heights and depths. You can set your own color. Grid 1 and 2 generate grids that will be visible on the 3D Map. However you can only use one of both grids at a time.



- Set the global light and shadows
- Layer surfaces
- Color presets and custom color function
- Gravel, spume and grass edges effects
- Tree and river brushes
- Background presets

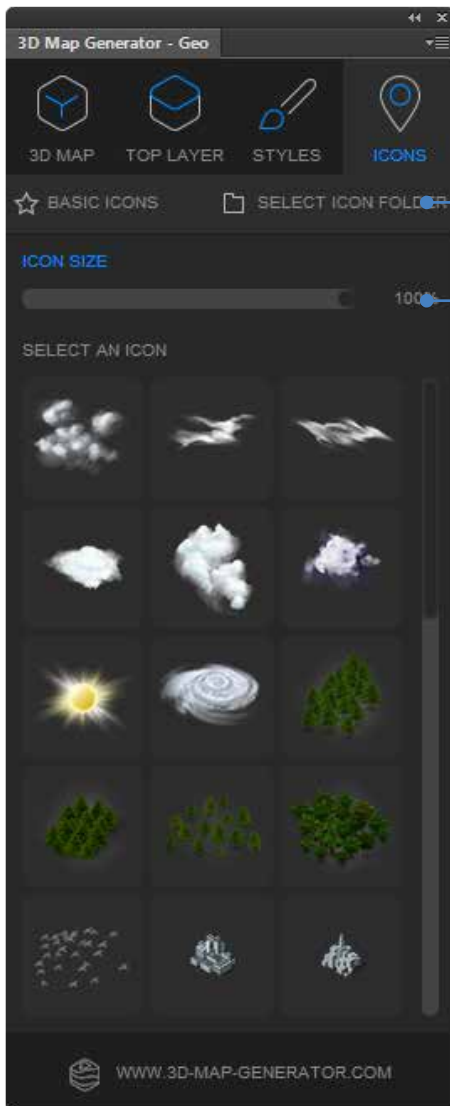


Styles

Here you can set the layer structure and color. Beside 9 color presets you can also use your own layer color.

The effects gravel, spume und grass edges can be used independently of each other. For details on the surface you can use the effect brushes. At the moment there are 2 tree brushes and one water brush available. Simply select one of them and start to draw on the map surface.

There are also 12 different background presets available.



Load your own icons

Icon size slider



Icons

In the tab „Icons“ you can find all the 33 basic icons. It is also possible to load your own icons into the panel. You can upload PNG files or PSD files with only one layer:

1. Select the icon folder
2. Thumbnails are generated automatically
3. The icons can be loaded

At the first load of an own icons folder a „thumbnail“ folder will be generated. If the folder should be filled with new icons, first the „thumbnails“ folder has to be deleted manually to upload all icons into the panel.