

GAMEMAP GENERATOR

PHOTOSHOP PLUGIN
CS 6 / CC - 2014 +

The
Orange Box

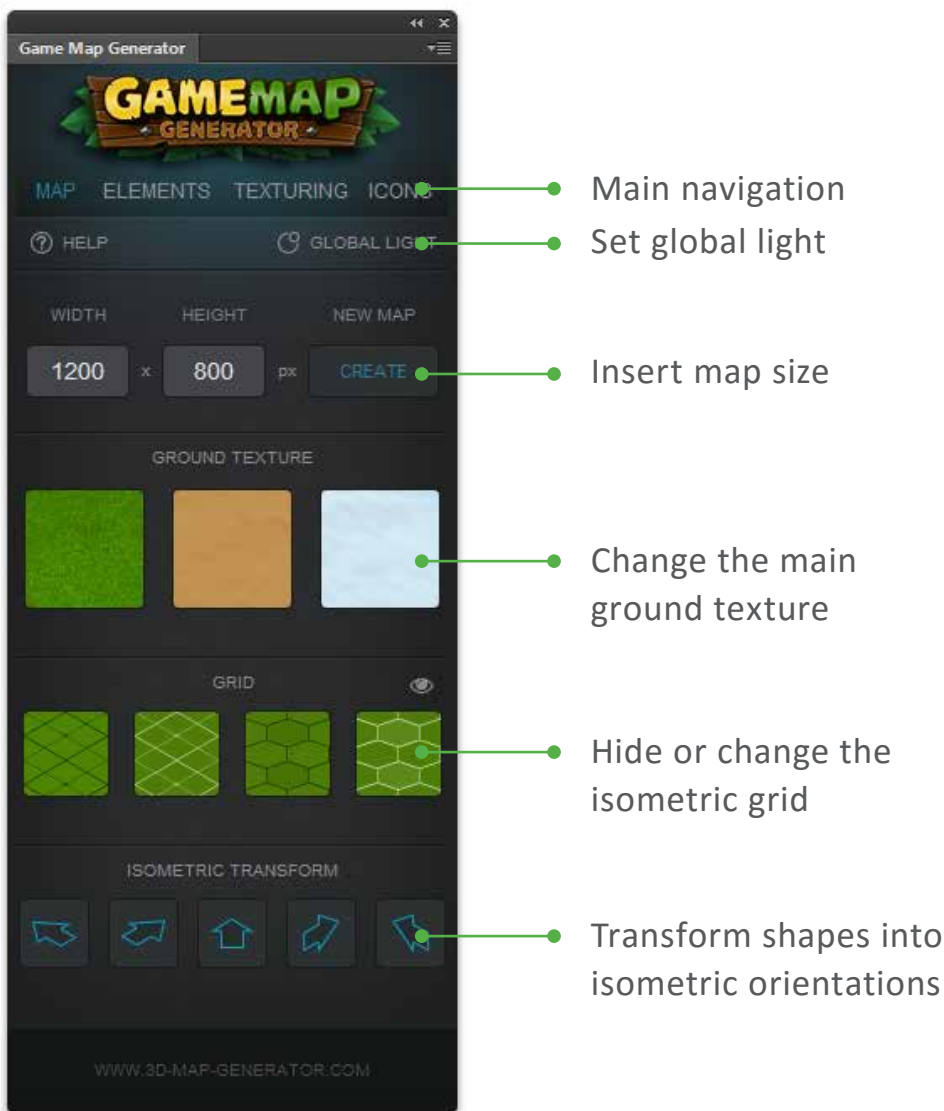
Features Overview

- Creates isometric game maps and backgrounds
- Unlimited map size
- Unlimited professional results
- 23 one-click GMG Elements possible from every shape
- 7 pre-built brushes and 18 high quality textures
- Special effect brushes
- Random textures functions
- Global light function

Extras

- 60+ isometric basic icons
- Icon Library Function (only from Photoshop CC-2014)
- Isometric Transform Tool

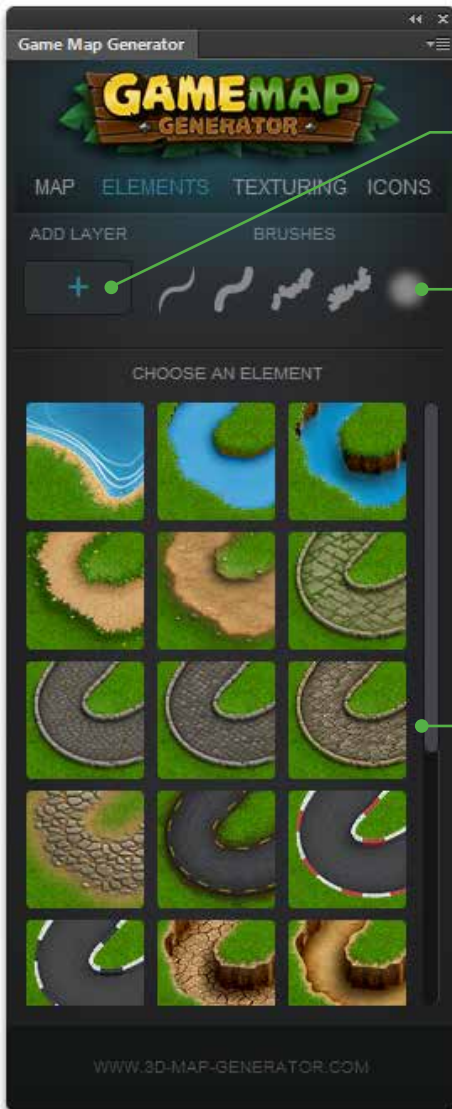
Panel Overview



Map

Simply insert the desired map size and here it goes! The app creates a map with grass surface and isometric grid. The default surface can easily be changed to desert or snow/ice. The isometric grid can be changed or hidden as required. With the global light function you can set the light incidence for the whole document. All settings are editable at any time.

With the Isometric Transform Tool all basic shapes (for creating the GMG Elements), all text layers and every other simple shapes can be transformed into an isometric perspective.



Add a new shape layer

Change the pre-selected brush

Select a GMG Element

Elements

To create a GMG Element (i.e. Game Map Generator Element), a basic shape has to be created first. This can be a pixel shape, a vector shape, a Smart Object or a text layer.

To create a pixel shape, first click ADD LAYER. An empty layer will be made and a brush pre-selected. You can start drawing immediately by using the Game Map Generator brushes or one of your own. If you are done, click on the desired GMG Element. (Make sure that the basic shape is selected.) The original basic shape remains unchanged and is now found in the "original_shape" folder in the just made GMG Element. So it can still be edited or used again for another GMG Element.



7 pre-set brushes

Select the main ground texture

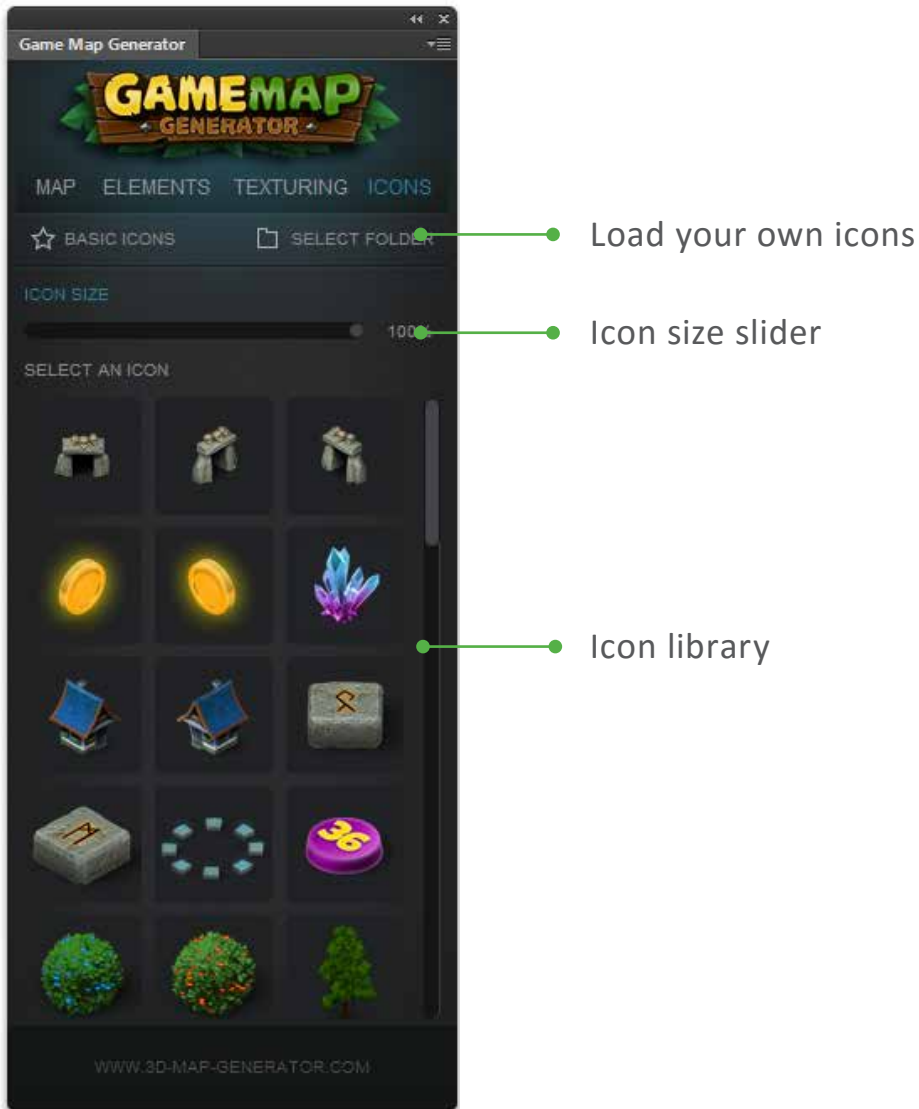
3 special brushes

Random textures

Texturing

To create a texture layer, just click on one of the 18 textures. The app will create a texture layer in the folder “surface_texture_group”. The surface that should be textured can be edited by painting on the mask. Therefore the mask must always be selected – not only the layer! Every texture is allocated to one of the pre-set brushes, but of course you can also use your own brushes instead.

With the special brushes it is very easy to conjure up little flowers, tendrils or grass. A whole carpet of flowers, mushrooms or clover with only one click can be made with one of the three random textures. All areas that should not be textured can be covered by using a mask.



Icons

In the tab “Icons” you can find all the 60+ 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.