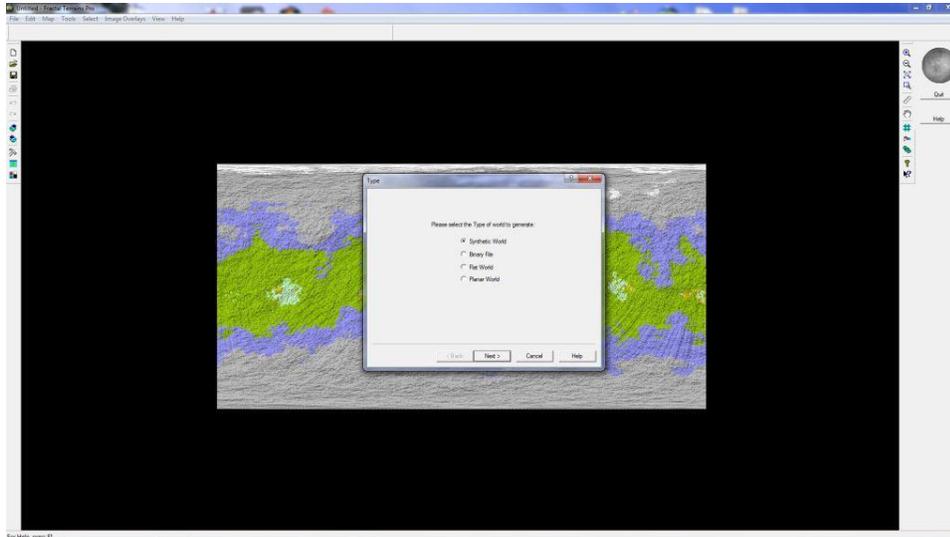
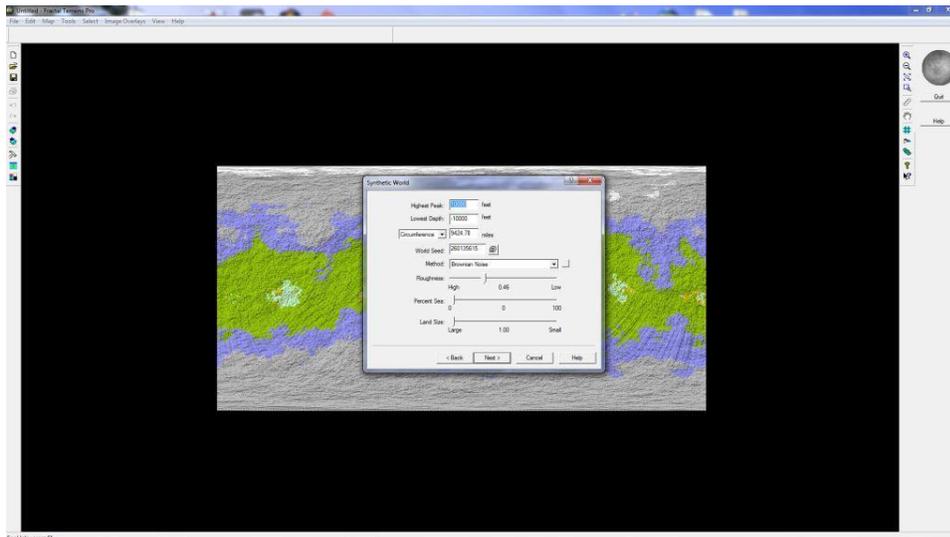


## Steps to creating a world in Fractal Terrains

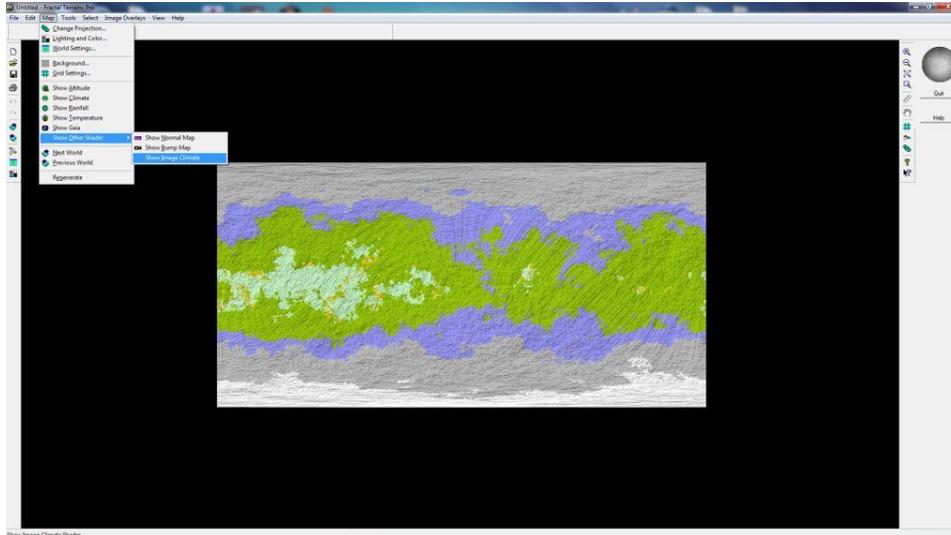
Step 1 – I normally start with the “synthetic world” planet type. I really don’t care much for the other world types, so I tend not to use them.



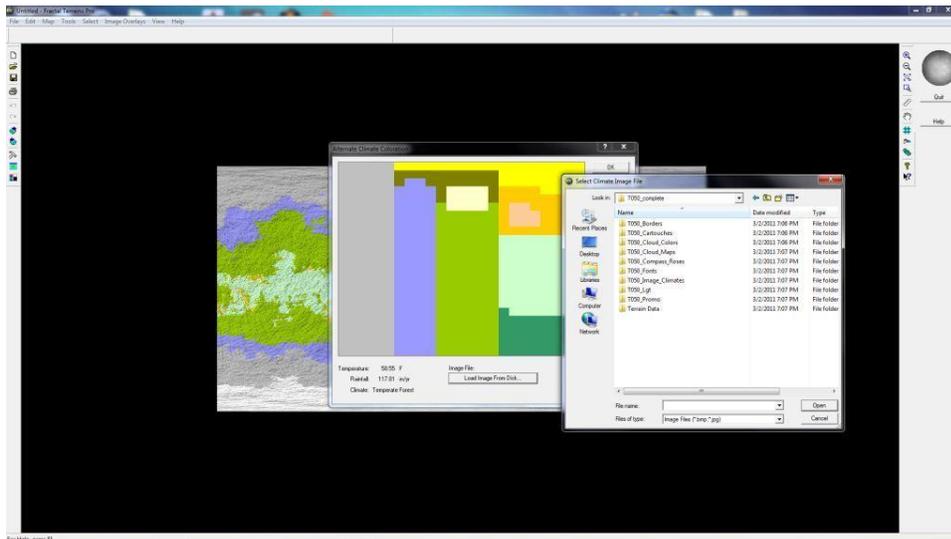
Step 2- In this example, I am using the standard defaults. For most of my maps, I tend to make the peaks higher and the valleys a little shallower to accentuate the peaks. Using the Brownian Noise or Ridged Multifractal methods generally generate the best maps when doing rock type worlds, at least in my opinion. I generally stick to Ridged Multifractal, but that is a personal preference. To flatten out the landscape, I lower the peaks and create shallower valleys.



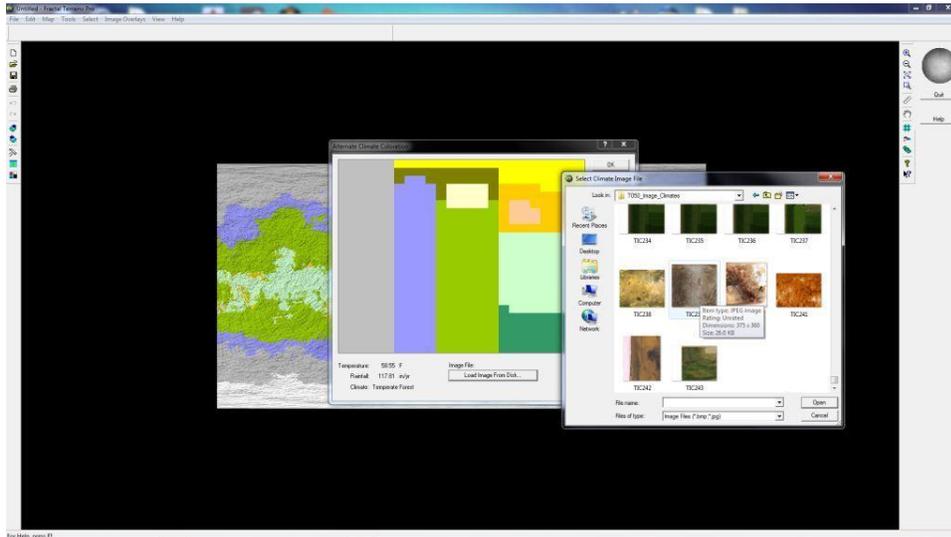
Step 3 - Once the world has been generated, I select the “Map” menu, go to the “Show Other Shader” submenu, and then select “Show Image Climate”. In this particular instance, I’m looking to create an airless world so the selection of the surface is critical to conveying that theme.



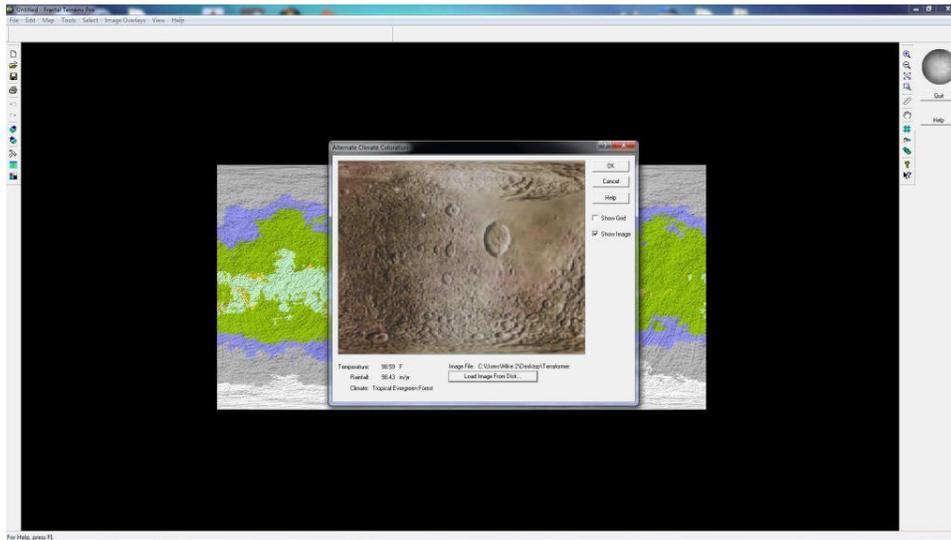
Step 4 - Once the “Show Image Climate” menu item is selected, it brings up the default color scheme, which is seen in the background. I select the “Load Image from Disk” option at the bottom, as I don’t want the generic color model that is being used. In the Terraformer directory, I select the “T050\_Image\_Climates” folder and open that up. Again, I’m looking to convey a barren, airless, rocky planetary surface.



Step 5 – Since I’m looking for barren and airless, I selected the image “TC239” from the list and load that as the landscape.



Step 6 - Once it is selected, you will see how the surface will look in the preview window. This is what I am looking for, so I simply hit “OK” at the top right.



Step 7 - Once the redraw is complete, I can now see how the colors have been applied to the surface. It looks pretty good right now, and I think I have captured the essence of what I was looking for in terms of the planetary background.

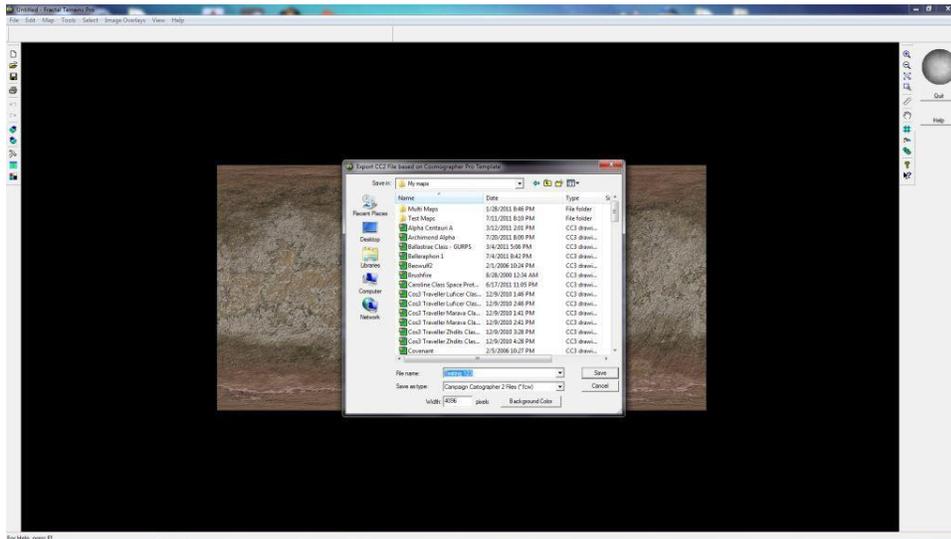


Step 8 - At this point, I go over to "File" and select "Export World" and then I select "Cosmographer Pro Template", making sure I put the map in a location I can find it again. There is no "Cosmographer 3" option, but don't worry about it, as the file type is the same.



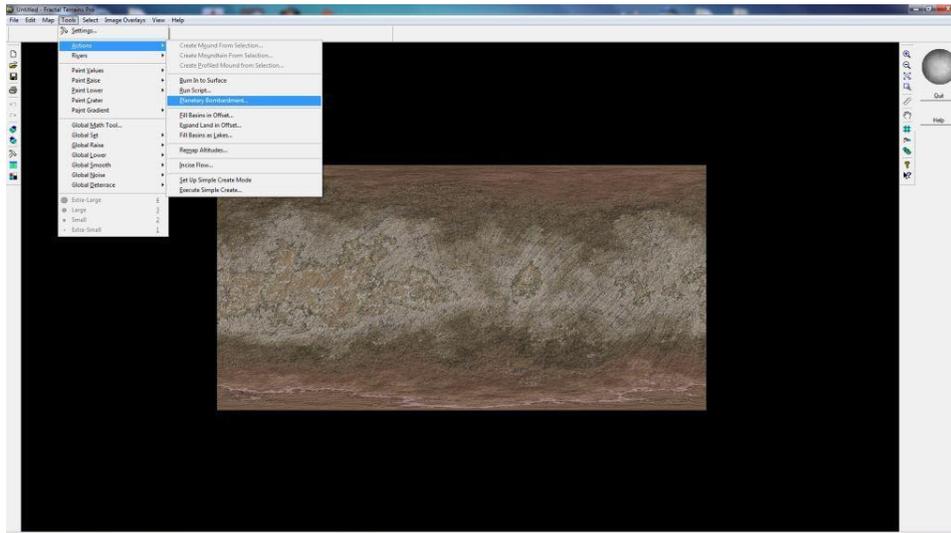
Step 9 - To easily find my maps again, I created a folder called “My Maps” which I placed right on the desktop. As you can see, I’ve tried lots of different iterations of my maps, and I’ve created quite a few other types of maps in Cosmographer 3 (CC3) as well. In this case I will just list this as “Testing 123”. You can see that it automatically fills out the type of format, in this case a \*.fcw file.

As a hard lesson learned, I found it is *absolutely critical* to make sure you increase the pixel count to something around 4096, as you can see in the bottom left of the pop up box. If you don’t select a higher pixel count, the final figure once you bring it into CC3 will not be a very good base figure, and will look pixelated.



For Help, press F1.

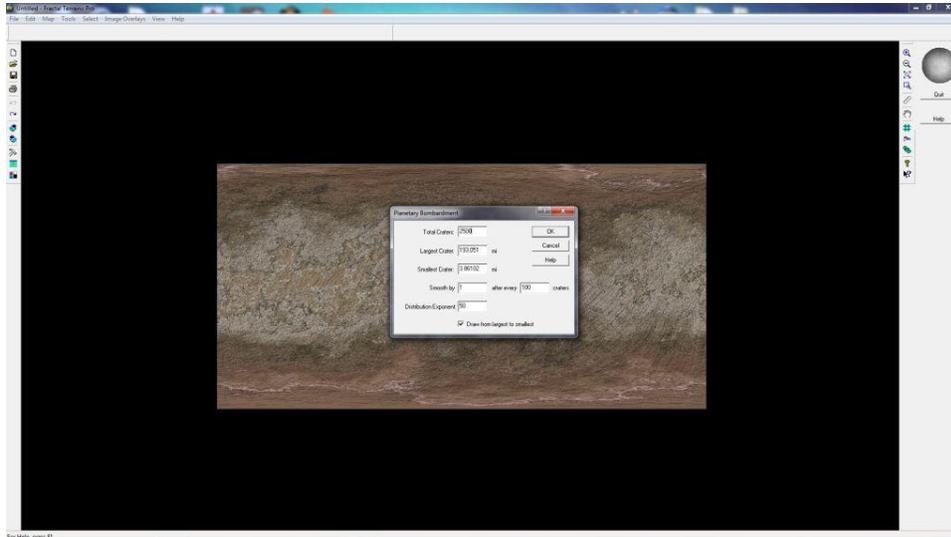
Step 9A - A neat little trick, if I want to add more character to my worlds, especially to moon surfaces or rocky outer planets, is to select the “Planetary Bombardment” option under the “Tools/ Actions” menu. I’ve done that here as an example.



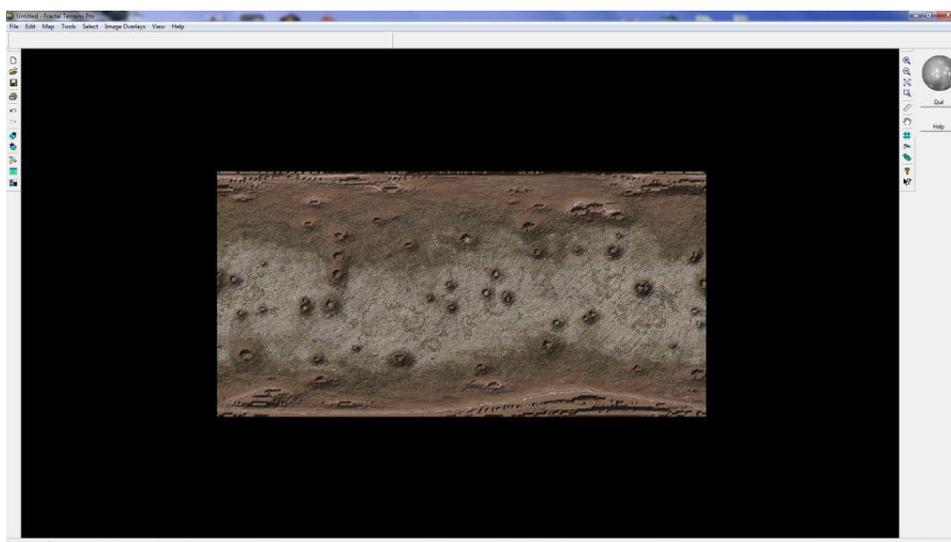
Create multiple colors on the planet.

Step 9B - When selecting the “Planetary Bombardment” option, to really get an easily recognizable cratering pattern, I tend towards the 2500 to 3000 “total craters” option. Choosing fewer craters tends to hide them, while adding more just completely overwhelms the surface features I have, which I don’t want either.

I usually leave the defaults for the other settings, as I don’t think they add much to the final product. Once I’ve made my selections, I simply press “OK” and the program runs the simulation and applies the impact craters.

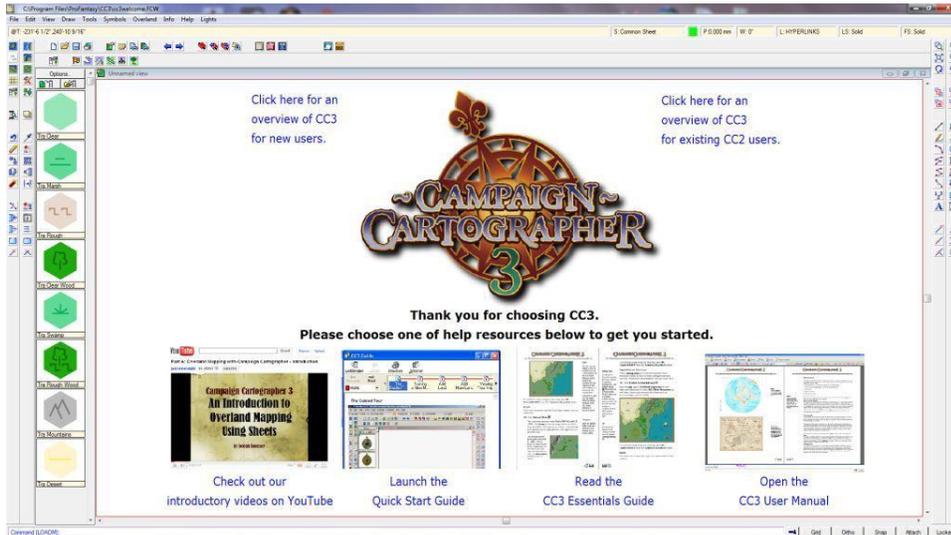


Step 9C - Once the bombardment has been added, the surface takes on a nice, randomly distributed pattern of impact craters. I actually could have lowered the amount of impacts slightly (maybe to around 1500 - 2000 or so) and I think I still would have been happy with the results. Any lower and they probably would not have shown up well.



## Moving the drawing to Campaign Cartographer 3 / Cosmographer 3

Step 10 – From here on out, I will be using CC3. This is a great program that I have come to rely on to create all of my maps. I should note that the steps outlined here are taken directly from the “Terraformer for Fractal Terrains Pro Users Manual” created by Bill Roach. It’s an excellent guide, and I would recommend that anyone using Fractal Terrains pick this up as a reference source.

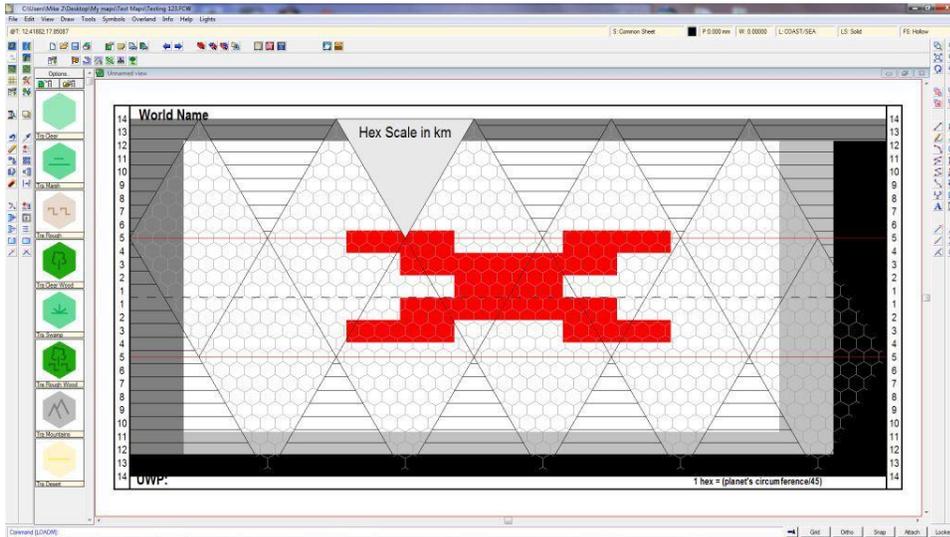


Step 11 – Now that I have CC3 open, I need to find the file that I just saved in FT. In this case, I know I called it “Testing 123” and I know I saved it in the “My Maps” folder, so it was easy to find. I created a separate file folder called “Test Maps” to try out different styles and options on my drawings, and I find they end up to be nice templates later on.

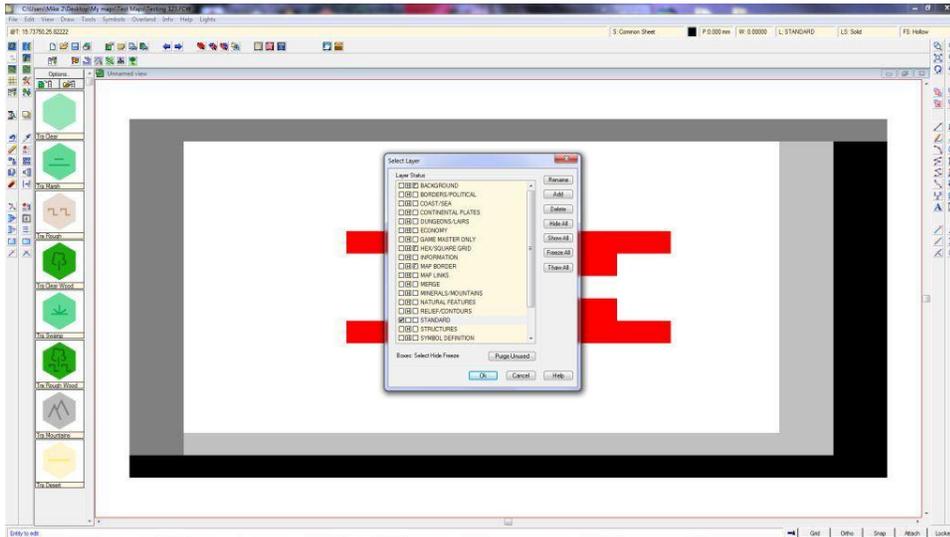
You’ll notice that there is a preview pane to the right of the file listing that apparently shows a broken file. Don’t worry about it, it isn’t broken.



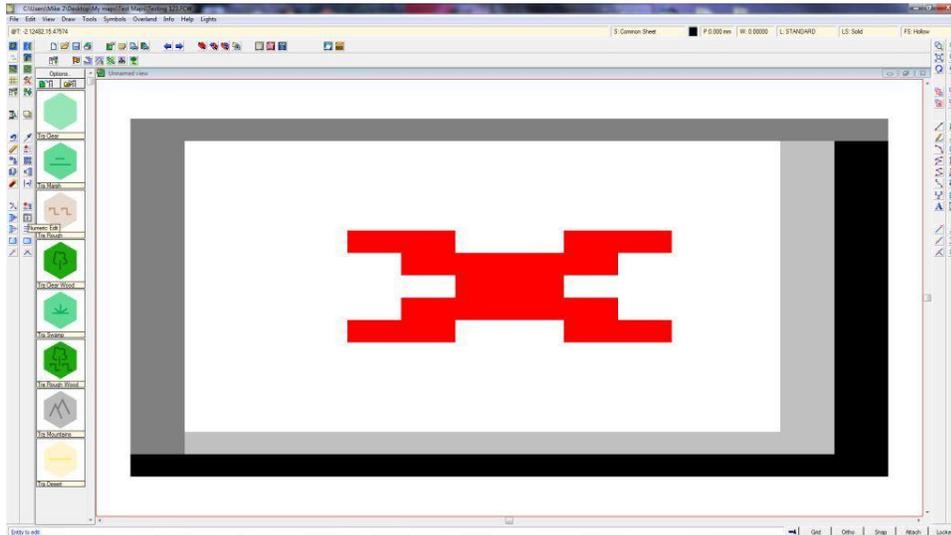
Step 12 – Once the file is selected, the preview was indeed showing what shows up on the screen. I'll fix that in the next step.



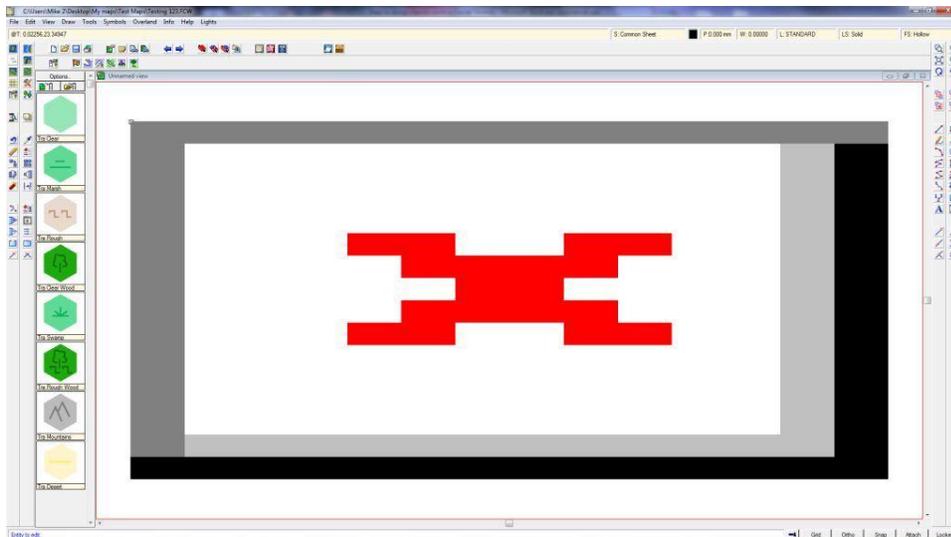
Step 13 – This step can seem a little bit difficult, but once I got the the hang of it, it was pretty easy to remember. To complete this step, I go to the input box in the upper right showing "L:Standard" and left click on it. Left clicking brings up the menu box shows in the picture below. I think select the "Standard" (which is a "Layer", not a "Sheet") and then use the "Hide all" button to hide all other layers from view. I know they are hidden when an "H" shows up in the middle column, and it is good to just double check that before moving on.



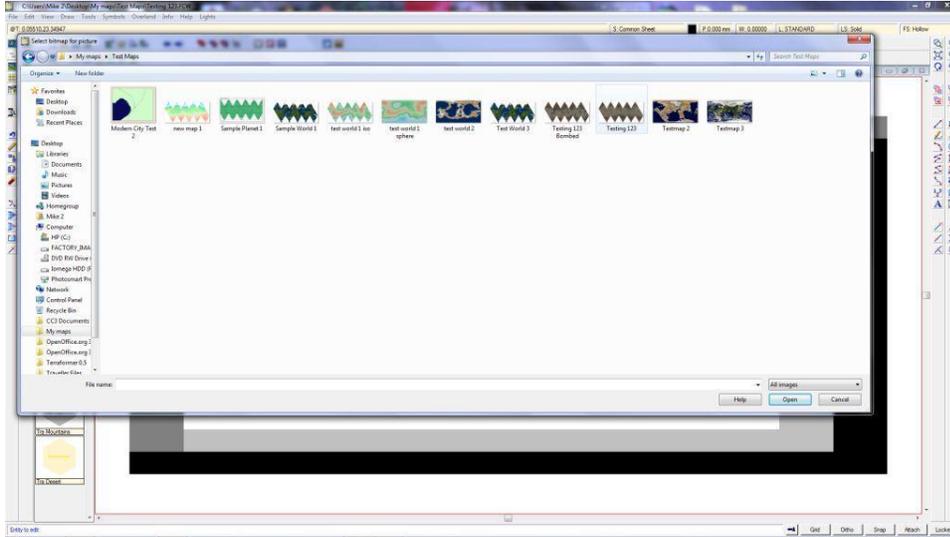
Step 14 – Now that I have a clean map, I then move to the left of the CC3 screen, and find the “Numeric Edit” button. I click it and then move my mouse over the view area.



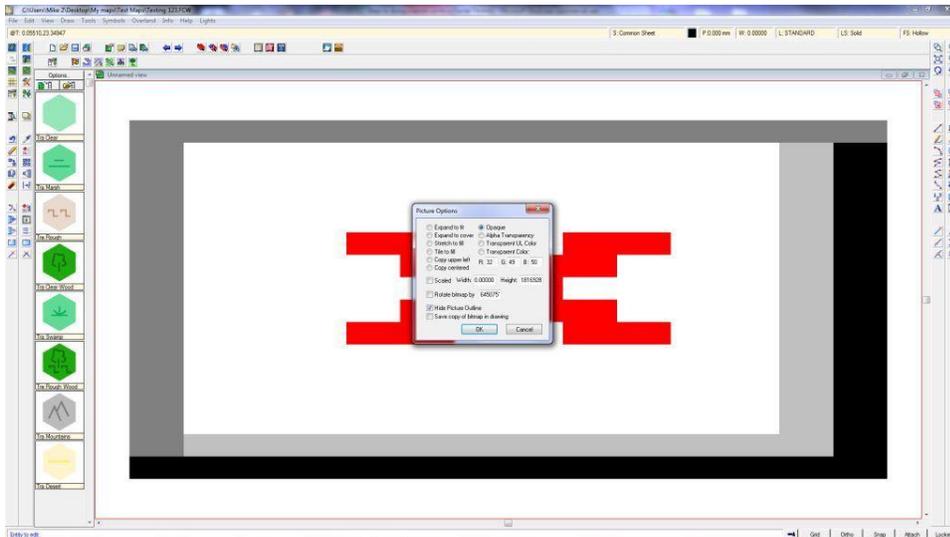
Step 15 – I next move the pointer (which is now a square) to the UPPER LEFT corner of the grey box surrounding my view window. I always use the OUTSIDE corner, not the inside corner. You can see the small square that is my pointer in the correct position in the upper left. I press the left mouse button to activate that command.



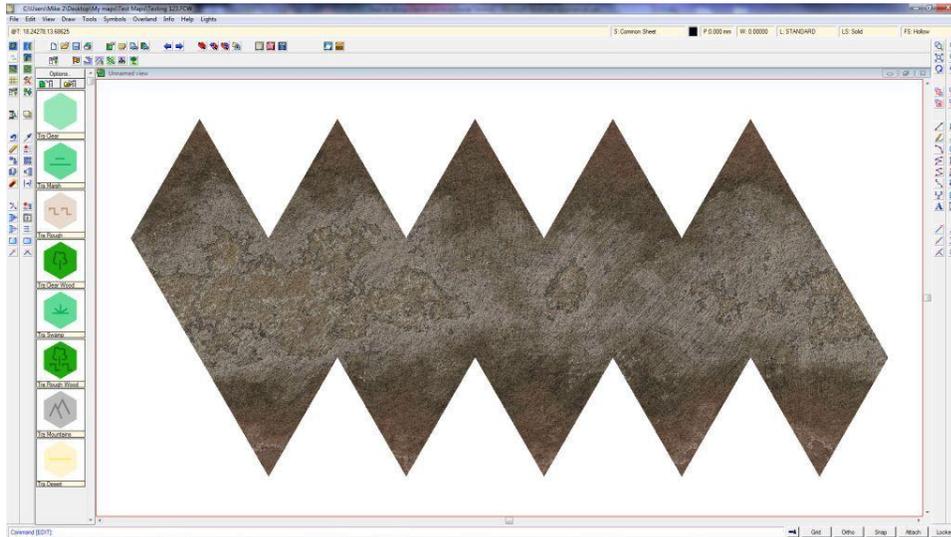
Step 16 – When I pressed the left mouse button in Step 15, a file folder view opens up. This is asking what map I want to bring into my map. Again, since I know I saved my map into the “My Maps/ TestMaps” directory, and I labeled the file “Testing 123”, its pretty easy to find. I then select the map that I am looking for and hit the “Open” button.



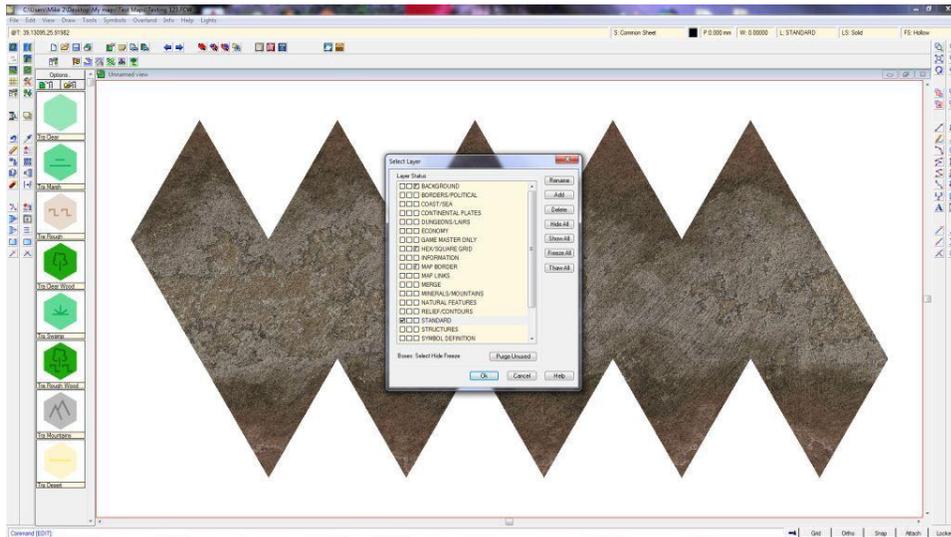
Step 17 – When “Open” button is selected, a dialogue box opens with options. I just hit the “OK’ button” as there aren’t a whole lot of things I want to change here. I don’t think I’ve ever really messed around with the settings in this box.



Step 18 – And there is the background for my map! Pretty simple actually, once I figured out the mechanics of doing it in CC3.

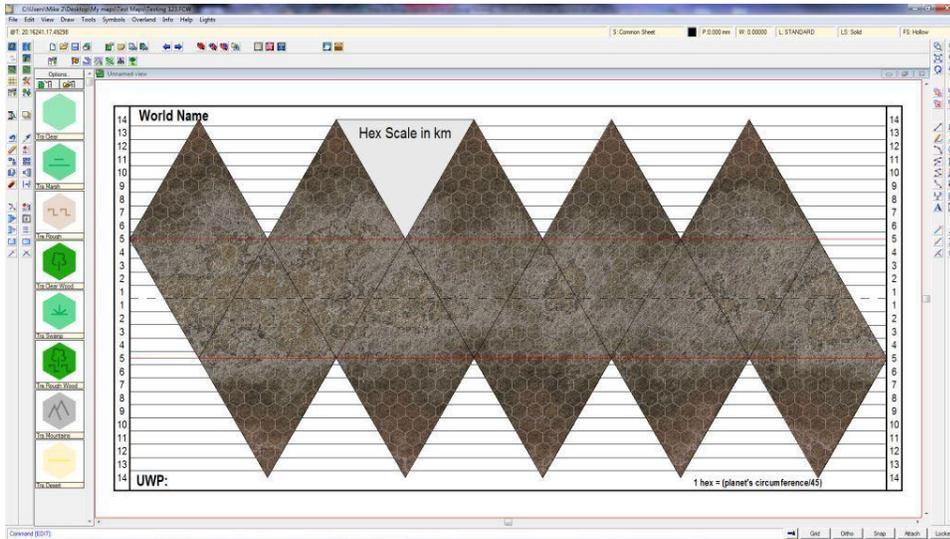


Step 19 – The next thing that needs to be done is to turn back on all of the layers. I do this by selecting the input box in the upper right again and hitting the “show all” button”. Then just hit “OK”.

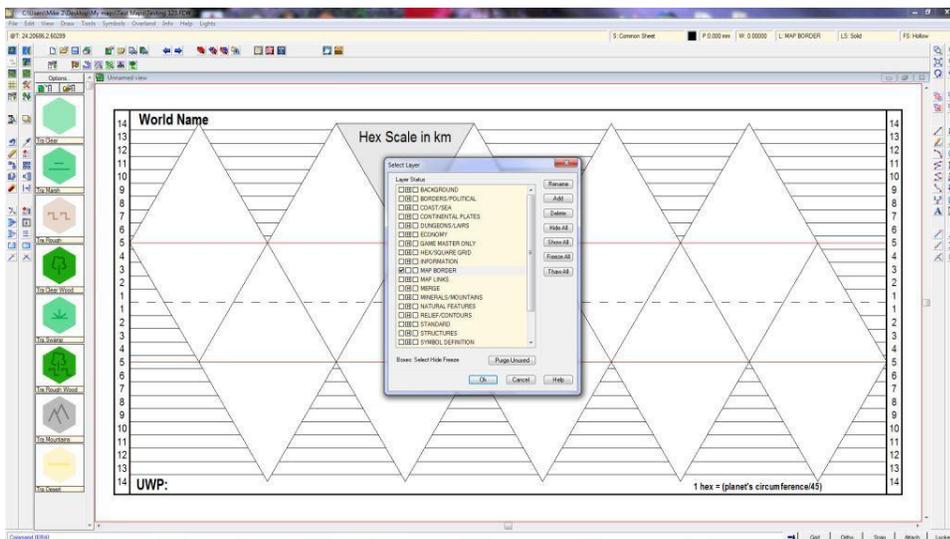


Step 20 – As you can see, I am in the home stretch as far as getting this world completed. The only things that I don't like at this point are the text in the upper left (World Name), and lower left (UWP). Since I don't want my world to say "World Name" and I am not using UWP's, they need to go.

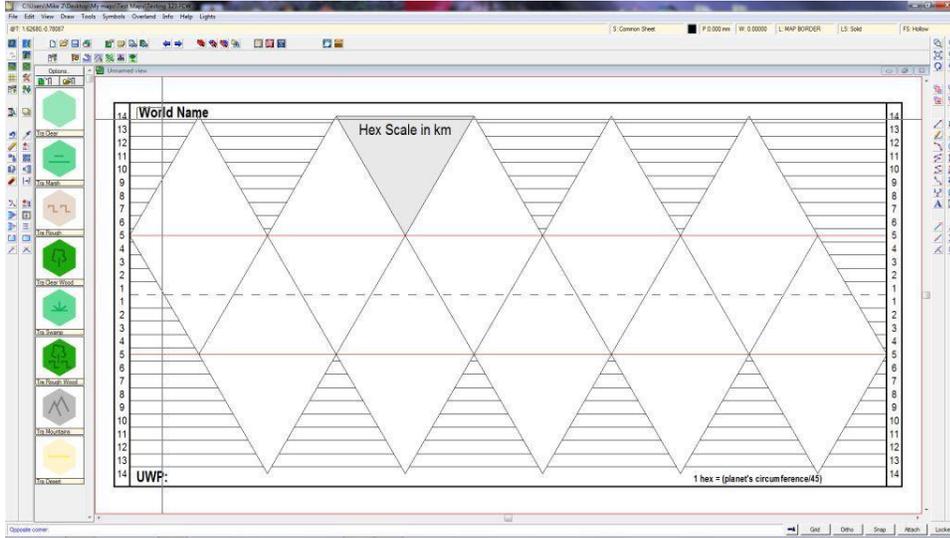
The easiest way to do this is to go back into the layers and turn some off again. To accomplish this, I go back in and turn off everything except the "Map Border" layer, so I can get at the text. If I don't turn the other layers off, when I try to select the text, I sometimes capture a lot of other items that may be hidden in the background. I really don't want to delete some of the other layers, so hiding them is much easier.



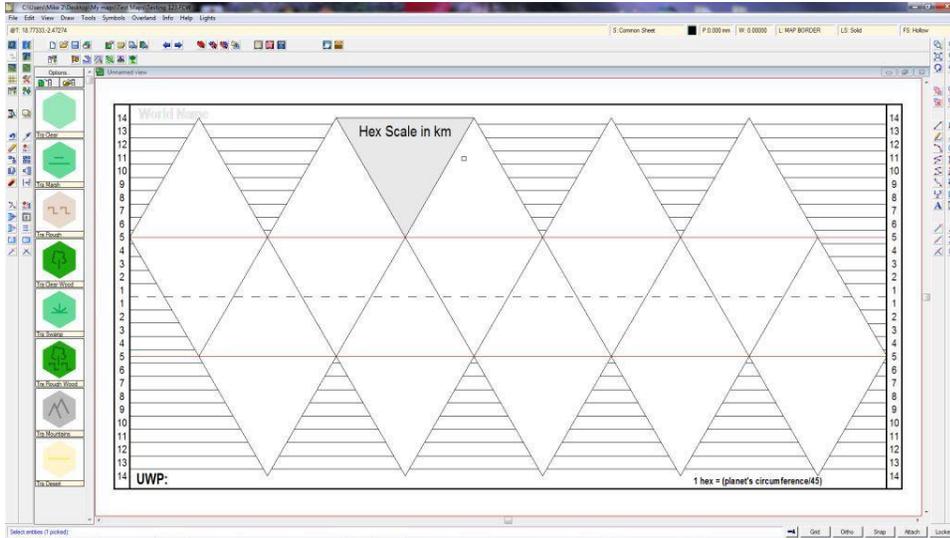
Step 21 – Its definitely different, but I can see now that everything other than the "Map Border" is now off. Next, I select the "Erase" option along the left toolbar (the one that looks like a pencil eraser) and highlight the text I want to remove.



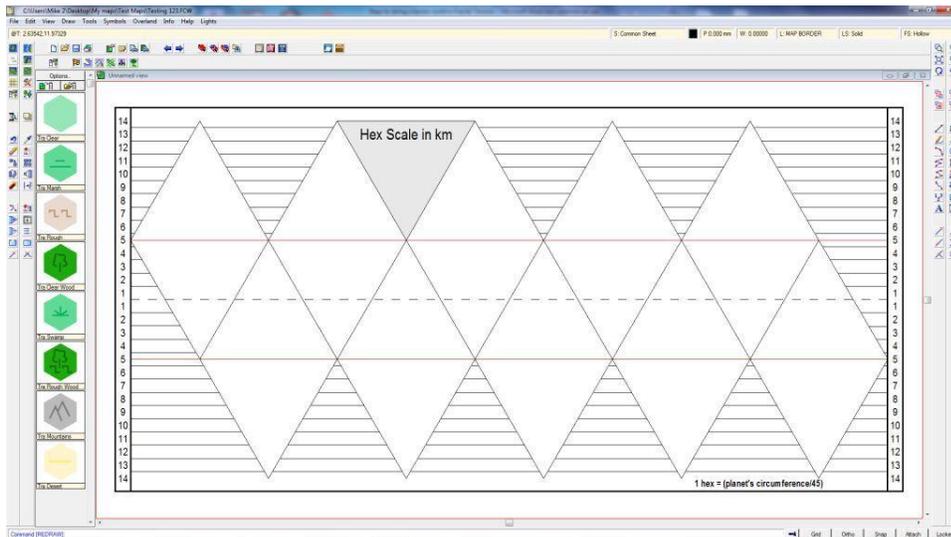
Step 22 – Here I am highlighting the text. As I mentioned previously, I need to be careful not to capture any other lines or items, which is why I turned off the other layers. I can also zoom in on the text to be more precise.



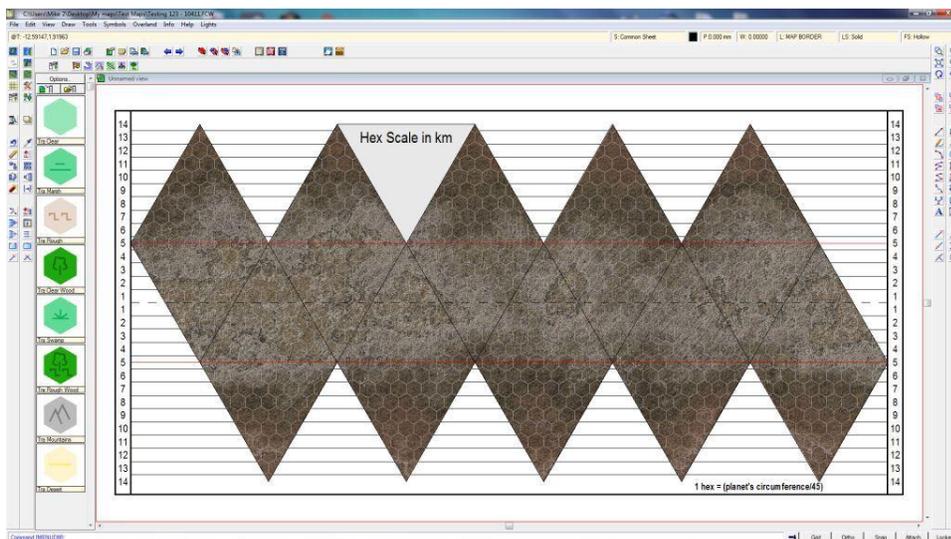
Step 23 – Once I select the text, it changes to transparent, meaning it is ready to be deleted.



Step 24 – Once I have highlighted all the text, I just select “do it” and all of the text I wanted to remove disappears. I can still see the text showing through, but it is after I click the redraw button. Now it is time to add everything back in. As a side note, this is now the time to add new text, if I wanted to do that. At this stage, I really don’t want to add any other text to my figure.



Step 25 – This is the view with all of the layers turned back on. It looks pretty good, but how do I get it to save and print out??



Step 26 – To print, I use a commonly available PDF converter, right now it is “Print2PDF”, which can be found on CNET. There are others out there, but I like Print2PDF as it is easy to use. The file size is pretty large though, around 7 Mb or so.

