

# The Teach You How to Not Suck Page!

## Mapping Form

Here's an example of Bad, compared to Good Mapping.



Can You guess which is the **GOOD**? That's *RIGHT*. The one on the **right**! Now, How do we avoid the dreaded left side? Simply. Detail and time.

First thing to notice is that the one on the right **IS NOT** straight. And the water **towards the edge is darker** than that of the water by the shore-- this is **Shading**. Of course, water out to sea is deeper, so it would naturally be dark. If we look closely at the trees on the right side, we can see that actually a **darker grass** is used **compared** to that of the ground around the flowers and bushes.-- This is also **Shading** Everything on the right side looks in place, *nothing looks odd or out of place*. It has a kind of Natural feeling. Strive for the right, not the left. I could give more examples of good vs. bad mapping, but I think you all get the picture with this.

Now of course, there's a few things you should always use good form with. The road is ground2, the grass and water are ground1, the trees trunks and house are BG, while all the treetops are all FG Tiles. Not all, but 3 out of the 4 groups of flowers patches have a pick-up able pink flower. Standard nature says there isn't ALWAYS a flower, and if someone where to pick up the flower, the effect wouldn't change at all since not all patches of ground2 flowers have a flower object. There is a certain constancy you should keep up, like all tree trunks BG, but you don't need to always place flower objects in flower patches, or keep paths going straight.

Some examples of good mapping not clearly demonstrated here are that trees don't always clumped together. There are always spare trees in the middle or a small gap or something along those lines. It increase the natural feeling and adds more to a forest feeling. The trees spread out by the house in the right picture gives a vague example of this. These are a few hard concepts to understand, but can greatly improve mapping.

Another advantage to that of the right is that it used not one, or two, but many different types of trees.-- trees that **Blend** with each. Using one may get the job done, or two that do not blend, but it looks 1000 times better if you put more than one type of tree-- that match. A palm tree and a fir tree do *Not* match Also, Don't overdo it, BUTt a **small** bit of variety does wonders.