

This guide will show you how I use my Beautiful World Tiles.

I want to share them with you. If you want to use them, you should know the purpose of some of the tiles, so that they don't confuse you.

Overview:

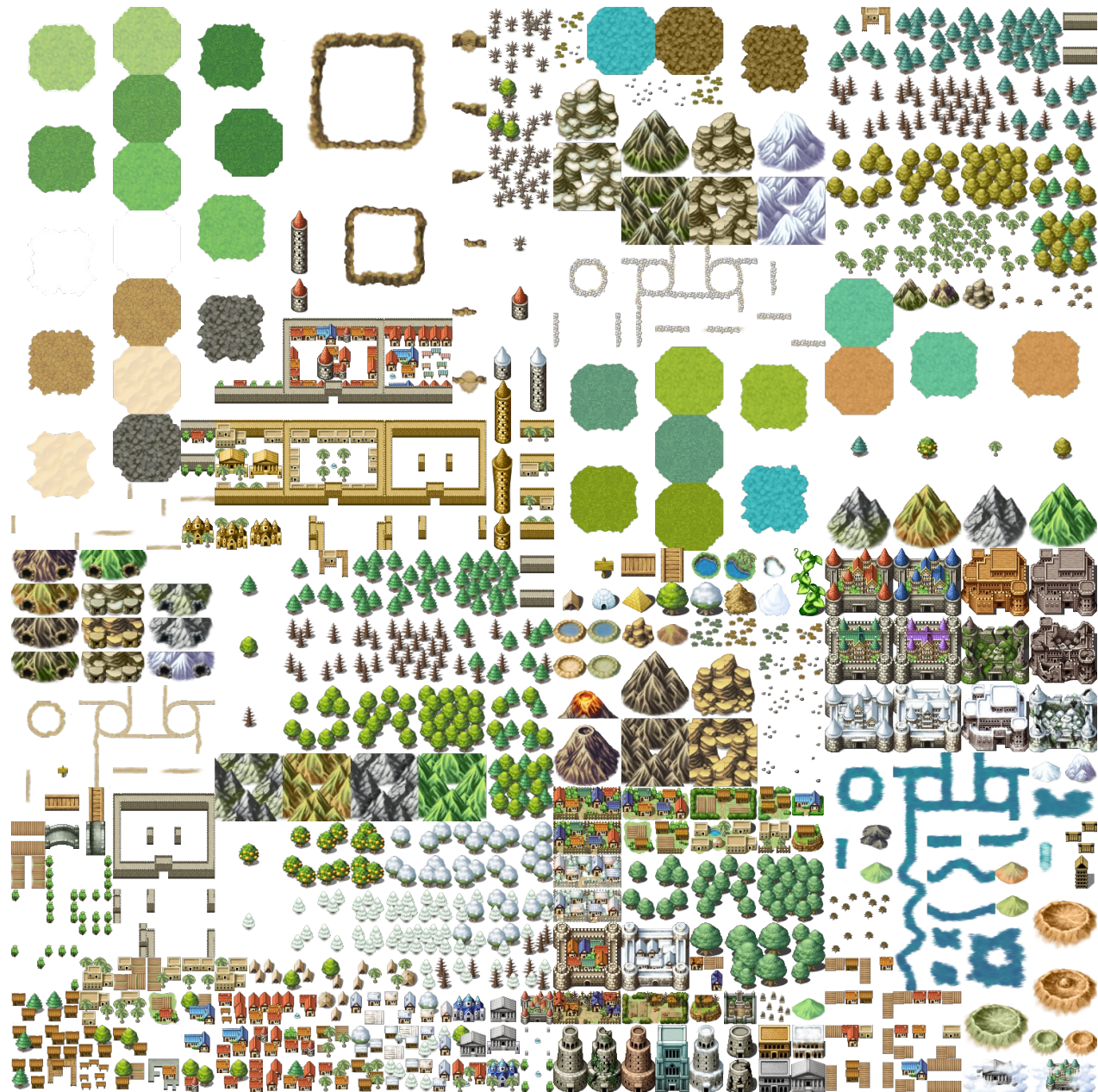
This overview shows the tiles I created. There are some original tiles of the RTP that I didn't change (you always need some keeps and stuff).

At this time there are no animations for the water and waterfalls. This is something I will create soon to be used with these tilesets.

As you can see there are some patches of different terrain. These are edgetiles for different terrains so that they can be connected more smoothly and even overlap each other (be careful about using too many tiles on top of each other).

There are different kinds of woods and mountains so you can create all kinds of biomes. Some of the woods are even mixed together, so you can create smooth transitions on your worldmaps.

There are roads and streets too. Use them to connect your Cities and Villages. There are some tiles that perfectly fit on the road tiles like some farms or the avenue trees.



Tutorial:

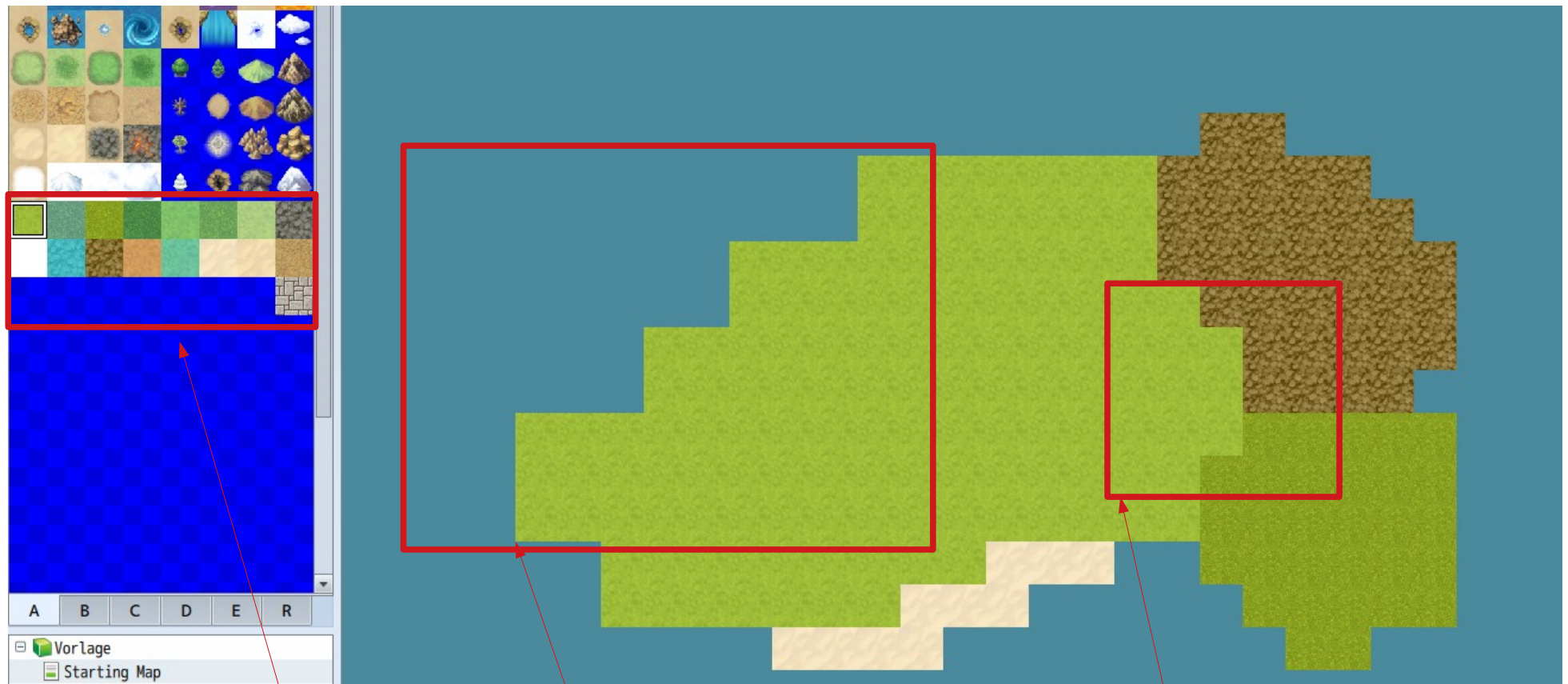


After you saved the tilesets in the subdirectory `\img\tilesets` of your project and the `Beautiful_World_Sea1.jpg` in the `\img\parallaxes` subdirectory you can copy your overworld tileset and load the tiles into it.

Put the `Beautiful_World_A5b` under A5. The other tiles can be put under B to E without any specific order.

Then choose Beautiful_World_Sea1.jpg as parallax background and check the box show in editor.

[illegible]



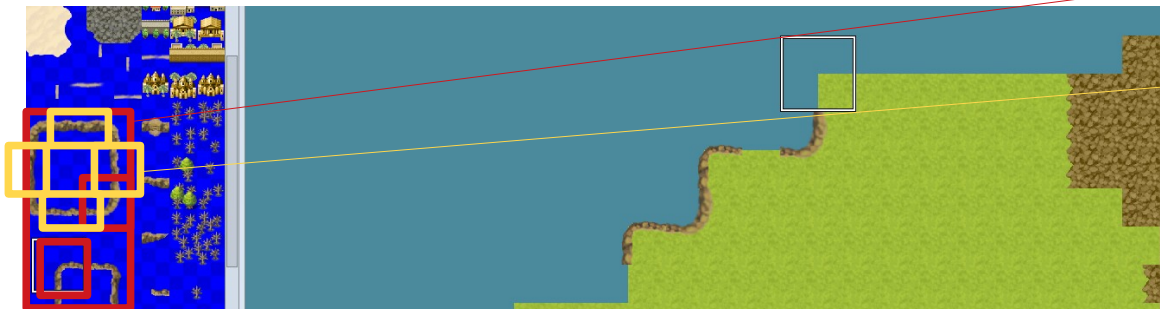
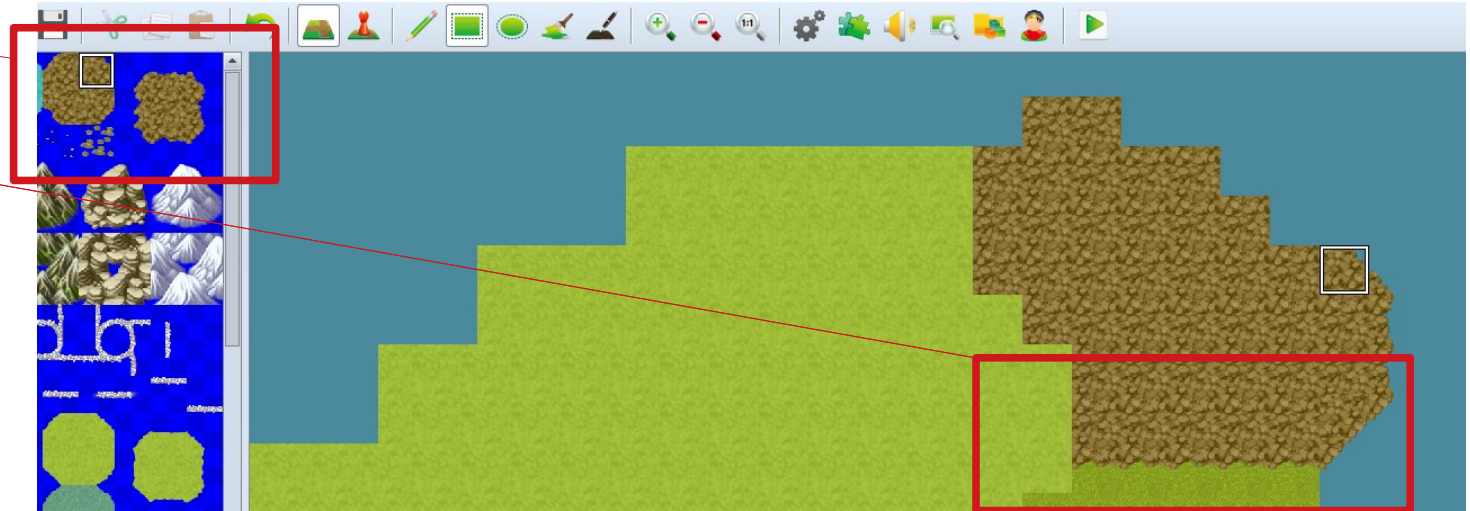
Use the A5 tiles to draw some basic shapes.

I let some space for cliffs here. Cliffs are big tiles so I have been mapping 2-tiled edges.

Here I will create a transition between 3 biomes.

Using the edgetiles of the tileset.

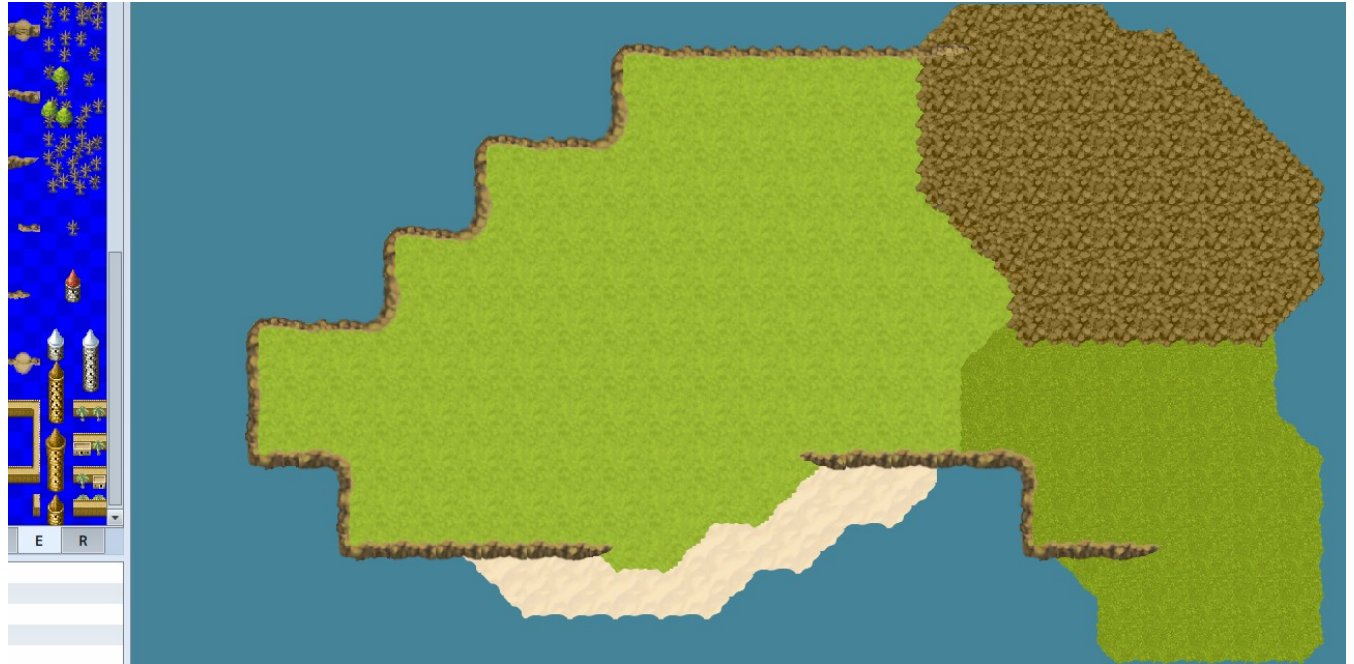
Creating smooth transitions.



Placing the clifftiles (they are big).
There are inner and outer tiles.

On the inner tiles there are cliffs that
you can place to make your cliffs
longer.

I finished the island up with more cliffs and a beach. Now we can place some tiles like trees, mountains, rivers and towns.



Now our little island is finished!

Terms of use:

- free to use in commercial and non-commercial projects
- you need to have a licence for RPG-Maker MV (because these tilesets are edits of the RTP)
- You have to credit AcoBaco (That's me! :D)
- You have to have fun using these sets, or you are not allowed to do so ;)
- Feel free to edit and change things all over, as I did!

