# Mapping Guide:
Naomi VanDoren's Fantasy Floorplans

Introduction

Welcome to the May issue of the Cartographer's Annual 2016.

This month we are proud to present a new contributing artist for the Annual: Naomi VanDoren. Her recent work for Pelgrane Press' Battle Scenes series really stood out, and we were very happy when she agreed to create the artwork for a

THE BROKEN SHOVEL TAVERN

Dungeon drawing style. You see the result before you.
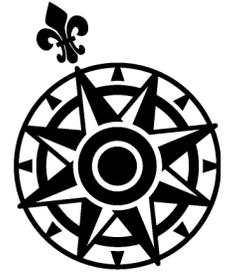
The Art of Naomi VanDoren

You'll find more of Naomi's wonderful artwork (maps & other works) on her website at naomivandoren.com and on DeviantArt.

Creating a Naomi VanDoren Style Floorplan

Let's take a look at creating a building floorplan with Naomi's style.

Starting a New Map

Start out as usual, using the New drawing wizard. Choose the map type *Dungeons*, map style *Annual Naomis Floorplans* and the option *Decide your own setting*. The style is available in both imperial and metric versions, so choose the one that matches your setting. Click *Next*.

Set the size of the map to something like 200' by 160' (the default size will create too large an area). Add the map title to the *Upper Right* corner of the map, and type in the title you want to use. If you want, you can also

add a compass rose, scale bar and a copyright notice at this point. Click *Next*.

Let us change the map background to something more appropriate for an outside area. Choose *Grass Dry_CA113* from the available fill styles. You can also add a 5' (or whatever else you need) grid overlay at this point, for example if you want to use the floorplan as a battle map. Click *Finish* and save the map.

As a final step for preparing the map I move the map title and cartouches around and scale them as necessary, because the template wizard can't be quite as precise with the placement as I like.

On the right you can see how my map looks at this point.

Building Outline

As the most important part of our map is the actual floorplan, let's draw the building's outline first.

Click the **Add Room** 🔲 button and set the floor and wall fills to the textures you want. By default Naomi's style uses solid black walls, but the floor textures are variable. I will use the *Floor_wood* bitmap fills for the main building with wooden floorboards. I will also add a few outbuildings – a barn and some sheds – with a dirt floor and narrower walls.
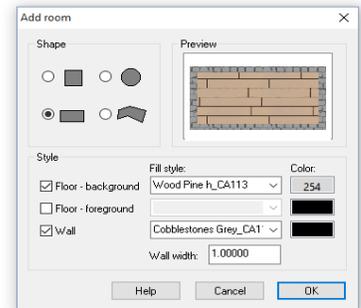
Outside

My next step is to draw the surroundings of the building. I use the *Terrain* drawing tools to draw a yard between the buildings, some grassy fields and some paths.

Click the **Skirmish** 🔴 catalog button to load the **Vegetation** catalog and add some trees and

Additional Sheets

Blending textures into each other works best by using the Edge Fade Inner sheet effect, but that means that you need a sheet for each texture.

Just create a new OUTSIDE WHATEVER sheet and put it just below the original OUTSIDE sheet in the list. If you select it as current, any terrain drawing tools will automatically draw on this sheet.

bushes to the map. Note that I created an extra sheet for the trees (named SYMBOLS TREES) because I want them to cast a different shadow from the other symbols.

Interior

Now zoom into the actual building area. Use the **Wall** drawing tools to add interior subdivisions to the house, the barn and perhaps the sheds.

The click the **Wall Features** catalog button and add doors and windows where appropriate. They will automatically cut matching breaks into the walls. You can use the *Wall Cutter* symbols to break gaps into walls without placing door symbols.

Now load the **Furniture** catalog and start adding chairs, tables, beds, cupboards, etc. Continue with the **Containers and Treasure** catalog, **Up and Down** catalog and so on to fill in the details of the floorplan.

Switch symbol sheets as necessary during placement of the interior features. Most furniture and containers should go on the default SYMBOLS sheet, but trapdoors and stairs are better placed on the SYMBOLS FLAT sheet as they don't cast a shadow. Fireplaces, doors and windows should go on SYMBOLS WALLS.

As always, you can create additional sheets as you need them.

Text Labels

The map now needs some text labels to name its features. I added short descriptors for the inn's rooms, labels for the roads and a few other features.

The June issue comes with a true type font (IM FELL DW Pica PRO) that the template uses, but of

course you can change that to any other font installed on your system.

Sheet Effects

Finally we need to enable **Sheet Effects** 🗒 for the map to achieve its full potential.