

Preparatory and Final Steps:

- [Convert Phone Photo to Digital Linework](#)
- [Grids in Photoshop](#)
- [Blend Modes Reference](#)
- [Use Photoshop to create ripples](#)
- [Convert to Underwater Landscape](#)
- [Rescaling for Printing](#)
- [Create Clean Icons](#)

1. Design:

1. Design Continent Map

- i. [Worldbuilding By Map \(whole map design\)](#)
- b. Coastlines
 - i. [Drawing Realistic Coastlines](#)
 - ii. [Drawing Old-fashioned Coastal Waters](#)
- c. Dungeons
 - i. [Isometric Maps. Using Grids for Quick Dungeon Design](#)

2. Design City Map

- a. Streets
 - i. [Preliminary Town Design](#)
 - ii. [City Design Walkthrough](#)
 - iii. [More City Design Tips](#)
- b. Buildings
 - i. [Drawing Buildings With Dynamic Brushes \(rather rough\)](#)
 - ii. [Pen Tool to draw Houses \(clean look\)](#)
 - iii. [Highlighting Featured Buildings \(hand-effect\)](#)

1. Color:

a. Color Continent Map

- a. Coastlines
 - iv. [Edge Effects](#)
- b. Mountains
 - v. [Icons, Mountains, and Aged Paper](#)
- c. Terrain
 - vi. [Grassland \(hand-effect\)](#)
 - vii. [Quick Trees \(hand-effect\)](#)

b. Dungeons

- a. [Edge Effects \(clean effect\)](#)
- b. [GIMP plugin for caves/dungeon walls \(clean effect similar to above\)](#)
- c. [How to draw Flagstones \(hand-effect\)](#)
- d. [Hatching for Dungeon Walls](#)

c. Color City Map

- a. [A Quick City Map Tutorial](#)

Isometric/Illustrative:

1. Mountains
 - a. [Cliffs](#)
 - b. [Mountains](#)
 - c. [Mountains \("arty"\)](#)
2. Terrain
 - a. [Swamps](#)
 - b. [Forests and Hills \(draw and color\)](#)
2. Dungeon
 - a. [Convert top-down to Isometric Dungeon](#)
 - b. [How to Color \(previous\) Isometric Dungeon](#)