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└ ⊕ **Mapping: How To Make Awesome Maps with DEM and GEO2 (Image Heavy)**

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⬛ 11-08-2009, 04:37 PM   #1

[R-CON]Zeno
PR:BF2 Contributor

[🎖 Lieutenant Colonel]

Join Date: Sep 2008
Posts: 3,372
🏳 Norway
Location: uskedal
Ⓜ Ⓢ

📄 **How To Make Awesome Maps with DEM and GEO2 (Image Heavy)**

ok so ive been thinking some time now about making this tutorial.

im going to explain how to make maps using these tools:

Google earth
MICRODEM
Topographical overlay for google earth
Geo control 2 (there is a 30 day demo, i have full version)
BF2 T-paint
WINRAR
SLICE
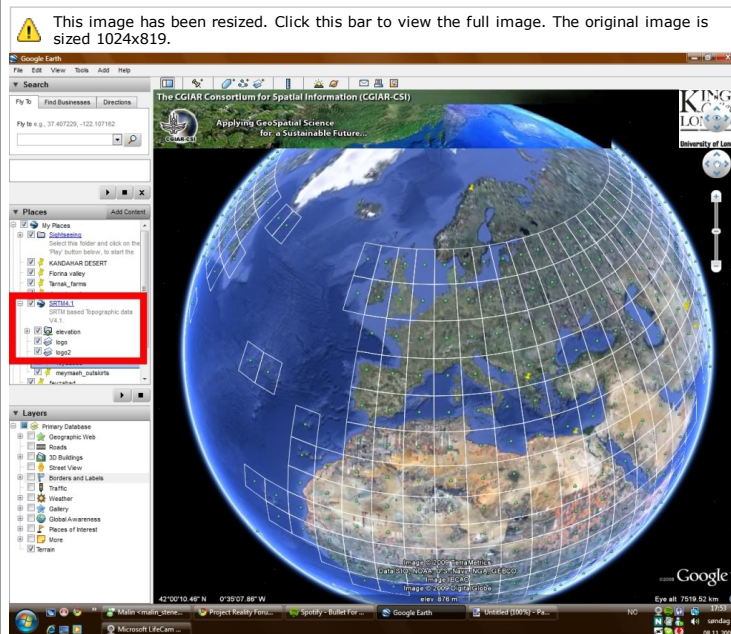Photoshop or another image editing tool

Before you start this tutorial i want you to make a new map in the bf2 editor with the name you choose.

GOOGLE EARTH

this will most likely not work as its outdated, get your files from this interface instead:
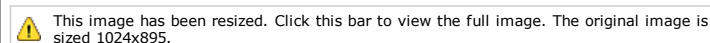
http://srtm.csi.cgiar.org/SELECTION/inputCoord.asp

ok so to start with im going to install all of the program i have listed. then you go to google earth and enable SRTM 4.1 like this:

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 1024x819.
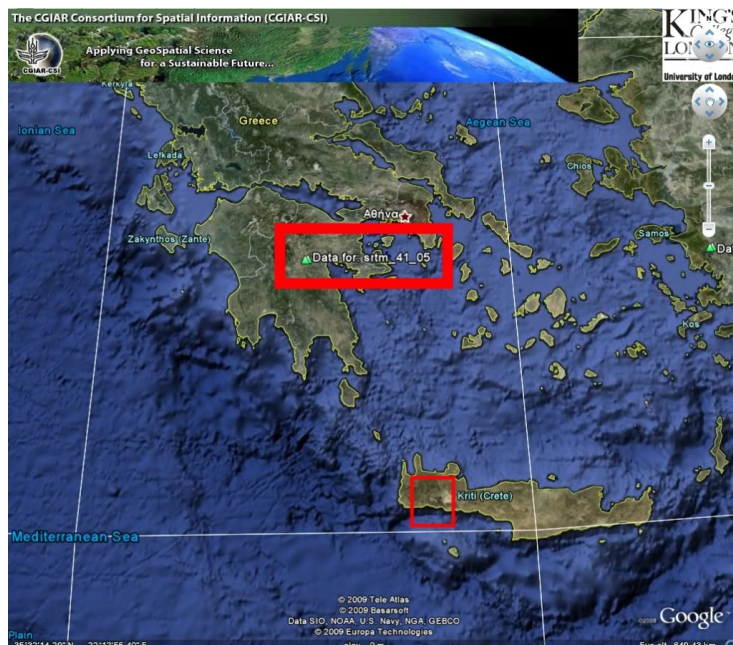

Then you will see lots of large squares in the screen. these are the areas we are going to use.

so then you go and find the area you want to use, in this tutorial i will use the Samaria gorge in crete, Greece.

so what you do is to press the "data for XXXXXXX" and dl the link and save somewhere you can find it as marked:

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 1024x895.
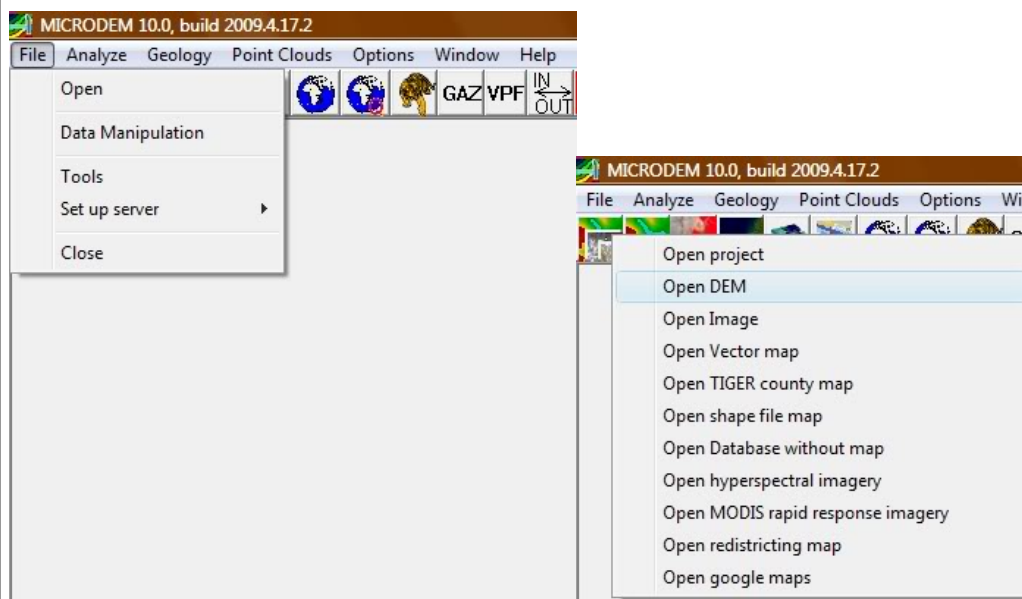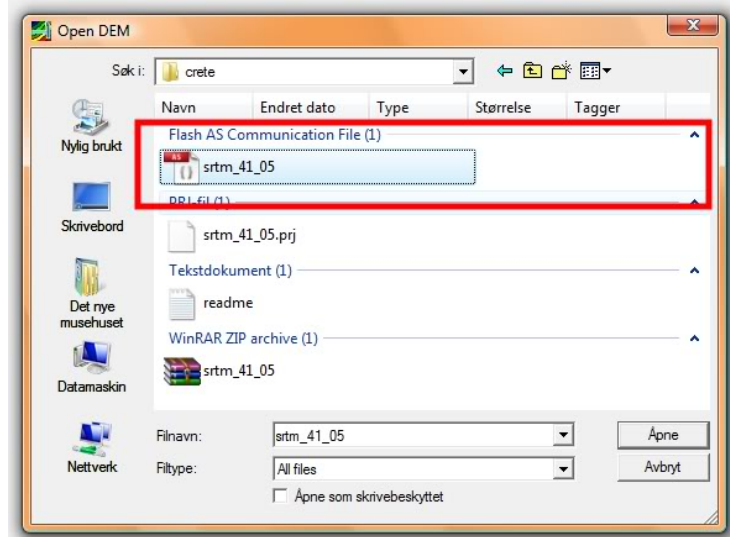
MICRODEM

Then we are going to open "MICRODEM" to scale the huge area that we have downloaded to the area we are going to use.

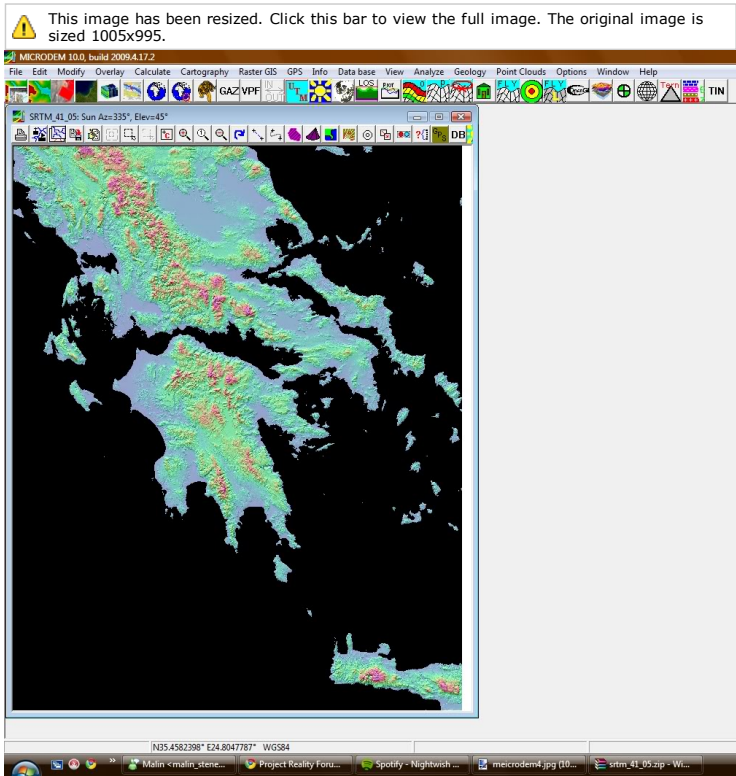i made a folder called crete that i put my DEM files into and unpacked it there.

now open the DEM by going to File-open-open DEM- select your dem:

This image has been resized. Click this bar to view the full image. The original image is sized 593x443.
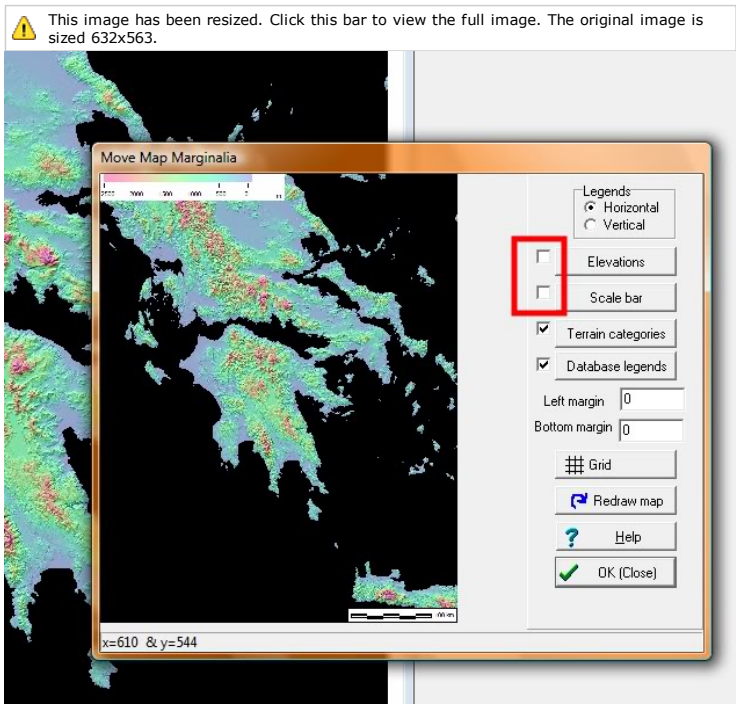
then you will get something like this:

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 1005x995.

the right click on the image and press legends/marginalia

then ummark these boxes:

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 632x563.
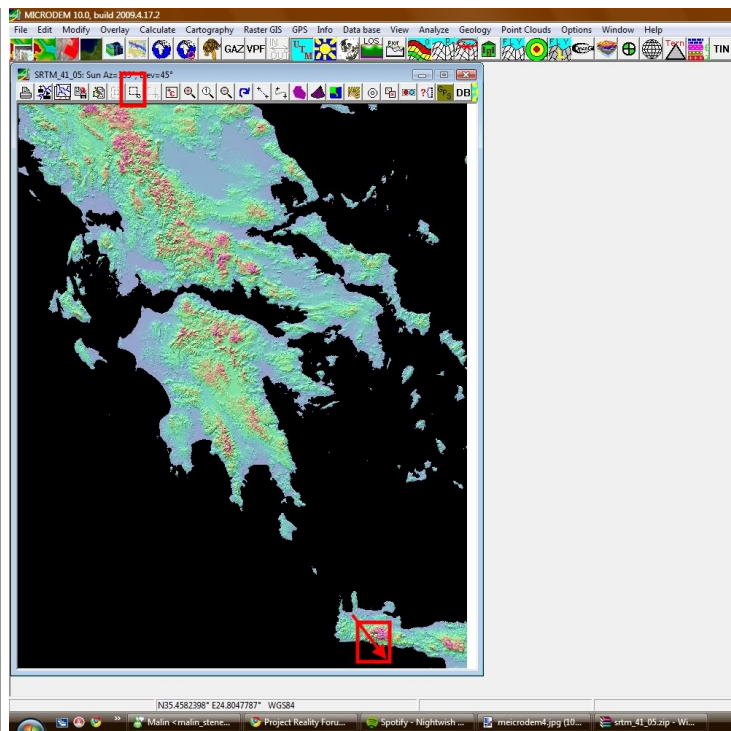

after you have done that we are going to select the area we will use...

the Samaria gorge is located on the southside of crete, so what i do is to select the subset & zoom and select the george from upper left corner to lower right corner.(might take some time to get it right]

⚠ This image has been resized. Click this bar to view the full image. The original image is sized 1005x995.
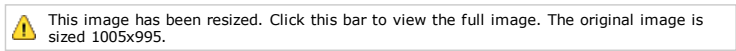
now that you have your selected area we will have to convert it to a grayscale image:

press the "no zoom button"
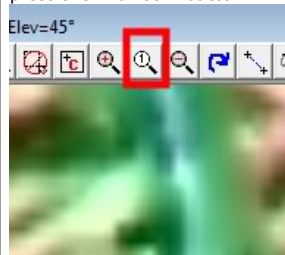
then right click on the image again and go to display parameter -> elevation and select gray scale then "ok"

now that we have got our greyscale image we are going to save it as a geotiff file.

go to file -> save map as image -> as GEOTIFF, screen scale(grayscale)

save to the folder where you had the DEM files and save with the exact name:

HeightmapPrimary

now close microdem and go to the folder where you saved it.

PHOTOSHOP

then open the heightmapprimary in photoshop and resize the image to 1024/1024 by going to image -> image size

then you go and save the image as photoshop RAW. and with the exact name: HeightmapPrimary

then open the new heightmapprimary.raw and when the "describe "heightmapprimary.raw" pops up change chanels from 2 to 1 and the depth from 8 bits to 16 bits. and IBM PC not macintosh.

then resize the image again to 1025/1025.

then save and remember to mark the IBM PC not macintosh.

Right now you could have just pasted the HeightmapPrimary.raw into your map folder and i would work fine but what we are going to do is to open it in Geo Control 2.

GEO CONTROL 2

the reason we are going to open the already fine heightmap in geocontrol is to make the map look so much better and also to make a colormap that we can use together with t-paint to make the map look realistic.
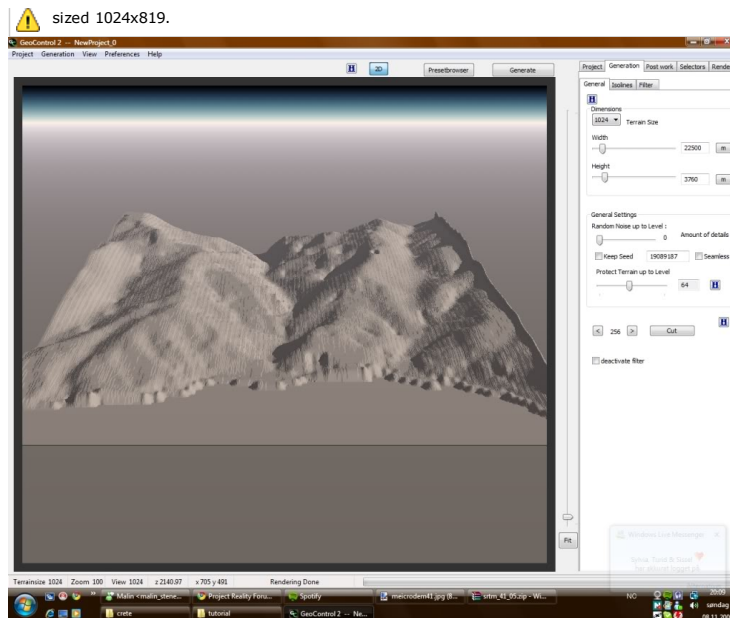
so lets open Geo control 2...

go to generation in the top menu and to terrain import.

then choose RAW (16bit) from carrara

then find your heightmap from the folder.

now you can see how the terrain is:

This image has been resized. Click this bar to view the full image. The original image is

sized 1024x819.

i see that i have som wierd areas on my map along the shore and generaly i want to make the map more interresting...

so what i do is that i go to generation on the right side of the screen and to filters.

there you have 2 standard filters basic and selective noise, you can play around with these to see the effect.

what im going to do is to add a new filter called height correction which will make my mountains look cooler:
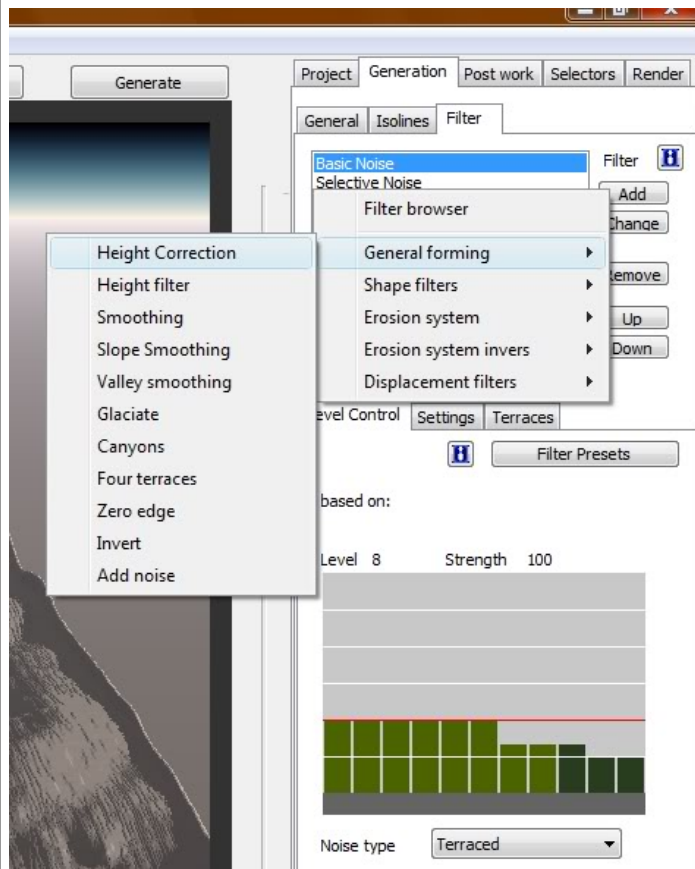
then im going to play around with the sliders under to make it look as i want.

after you got rhe filters right you go to render and texture.

the press gradient and press view in the top left corner, from there choose coloring and choose one from the list that you think will fit.

i used plains for the best result for my map...

now go to generation on the top right and to terrain export, and choose RAW (16bit).

then save as HeightmapPrimary (important that you have that exact name with capaital H and P) into the battlefield 2/mods/your_mod/levels/your_level folder and press yes on overwrite.

now you also have to export the texture that we just created...

for this we are going to use a tool called slice witch slices images into smaler pieces that can be read by the editor.

so in geocontrol go to:
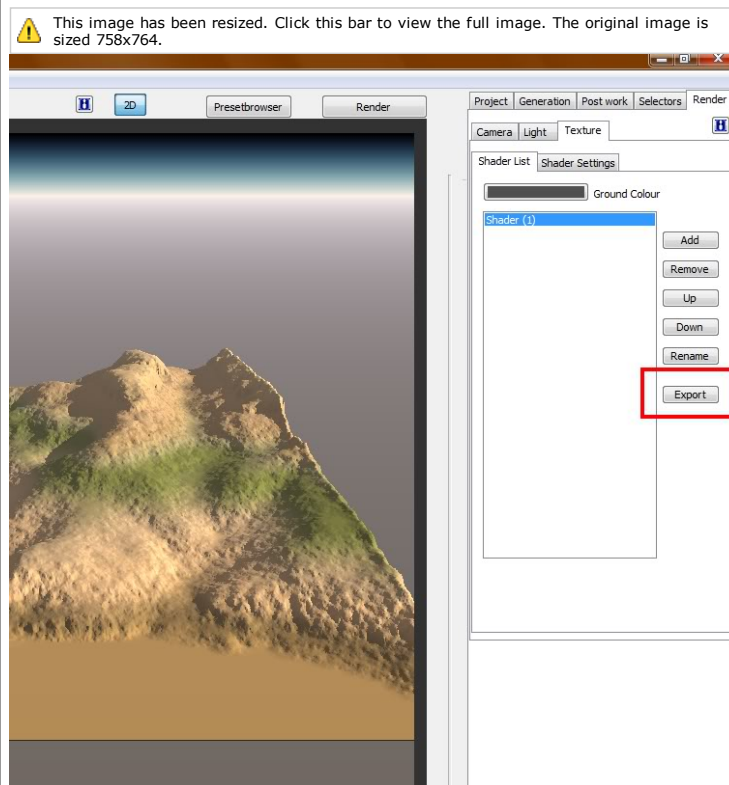
and save in the folder we created in the beginning.

now go there and open it in a img editing program and resize to 4096/4096 and resave as JPEG file.

now open slice and open the image you exported from geo2 and press slice.

now save to my_level -> editor -> colormaps

now that we got our colormap we need our detail map.

we are going to use the t-paint tool to make that.

here is the tutorial for how to use t-paint: BF2 T-paint tutorial

the only thing you have to change is that you dont copy the colormap...

that concludes this tutorial... hope it helps😃

and dont be afraid to ask if there is something that you dont understand or having trouble with😃

i will add more pics from the map another da😃

[R-DEV]Ninja2dan: Not having a spotter is like masturbating with a cheese grater...mildly amusing at first, but generally painful and bloody in the end.

Thornehaw: If all this have been evidently true, Battlefield is a much scarier and dirtier than ever imagined. Not a conspiracy, but a possibility. If it is true, then trusting another is quite worrisome.

Last edited by [R-CON]Zeno; 12-11-2015 at 10:43 AM..

QUOTE

11-09-2009, 01:23 AM   #2

[R-CON]Zeno
PR:BF2 Contributor

Lieutenant Colonel

Join Date: Sep 2008
Posts: 3,372

Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]

i would love if someone could move this to tutorials😃

Norway
Location: uskedal

[R-DEV]Ninja2dan: Not having a spotter is like masturbating with a cheese grater...mildly amusing at first, but generally painful and bloody in the end.

Thornehaw: If all this have been evidently true, Battlefield is a much scarier and dirtier than ever imagined. Not a conspiracy, but a possibility. If it is true, then trusting another is quite worrisome.

QUOTE

☐ 11-09-2009, 01:51 AM   #3

nozumu
Lance Corporal

Join Date: Sep 2008
Posts: 89
Taiwan
Location: Republic of China

📄 **Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]**

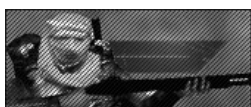MICRODEM - microdem download

this link not work ?

QUOTE

☐ 11-09-2009, 03:24 AM   #4

[R-CON]Zeno
PR:BF2 Contributor

Lieutenant Colonel

Join Date: Sep 2008
Posts: 3,372
Norway
Location: uskedal

📄 **Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]**

download the complete MICRODEM install😃

[R-DEV]Ninja2dan: Not having a spotter is like masturbating with a cheese grater...mildly amusing at first, but generally painful and bloody in the end.

Thornehaw: If all this have been evidently true, Battlefield is a much scarier and dirtier than ever imagined. Not a conspiracy, but a possibility. If it is true, then trusting another is quite worrisome.

QUOTE

☐ 11-11-2009, 01:36 PM   #5

nozumu
Lance Corporal

Join Date: Sep 2008
Posts: 89
Taiwan
Location: Republic of China

📄 **Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]**

Quote:

Originally Posted by **Zeno** ▷
download the complete MICRODEM install😃

I can't connect to this site....😕

QUOTE

☐ 11-11-2009, 03:47 PM   #6

BloodBane611
SUPPORTING MEMBER

Major General

📄 **Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]**

Works for me. Maybe a temporary/personal connection problem.

[R-CON]creepin - "because on the internet 0=1"

QUOTE

Join Date: Nov 2007

Posts: 6,551

United States of America

Location: The Snowy Northeast

11-12-2009, 01:14 AM   #7

nozumu

Lance Corporal

Join Date: Sep 2008

Posts: 89

Taiwan

Location: Republic of China

Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]

Quote:

> Originally Posted by **BloodBane611**
> *Works for me. Maybe a temporary/personal connection problem.*

May be blocked Taiwan 😕

Republic of China
Taiwan Armed Forces
Dev TAF
開 發 小 組

QUOTE

11-12-2009, 04:12 AM   #8

TH3_BL4CK

Lance Corporal

Join Date: Mar 2009

Posts: 72

Australia

Location: Coffs/Nsw

Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]

This sounds very cool and also very helpfull.
Ill give this a go on the map im creating at the moment.

Ill post some Pics if the terrain turns out alright 🙂

BLACKIE

"My stomach was making the rumblies, that only hands would satisfy!"

QUOTE

11-13-2009, 07:35 AM   #9

[R-CON]Zeno
PR:BF2 Contributor

Lieutenant Colonel

Join Date: Sep 2008

Posts: 3,372

Norway

Location: uskedal

Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]

Quote:

> Originally Posted by **TH3_BL4CK**
> *This sounds very cool and also very helpfull.*
> *Ill give this a go on the map im creating at the moment.*
>
> *Ill post some Pics if the terrain turns out alright* 🙂

lol i was just about to post a link to this tutorial when i saw your map🙂

Norwegian Forces
Development team
-Zeno
MAPPER

[R-DEV]Ninja2dan: Not having a spotter is like masturbating with a cheese grater...mildly amusing at first, but generally painful and bloody in the end.

Thornehaw: If all this have been evidently true, Battlefield is a much scarier and dirtier than ever imagined. Not a conspiracy, but a possibility. If it is true, then trusting another is quite worrisome.

QUOTE

☐ 11-13-2009, 10:17 AM   #10

TH3_BL4CK

▽ Lance Corporal

Join Date: Mar 2009

Posts: 72

🇦🇺 Australia

Location: Coffs/Nsw

📄 **Re: [Tutorial] How to make awsome maps with DEM and GEO2 [IMG HEAVY!]]**

Little Problem I ran into and i cant seem to solve it, any ideas Zeno?

┌─ **Attached Thumbnails** ─────────────────────────────────────┐
│   │
│   [1018x534 49kb JPEG]   │
│   │
└───┘

BLACKE

"My stomach was making the rumblies, that only hands would satisfy!"

QUOTE

REPLY

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Tags

awesome, awsome, dem, geo2, heavy, image, img, make, maps, tutorial, wsome

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