

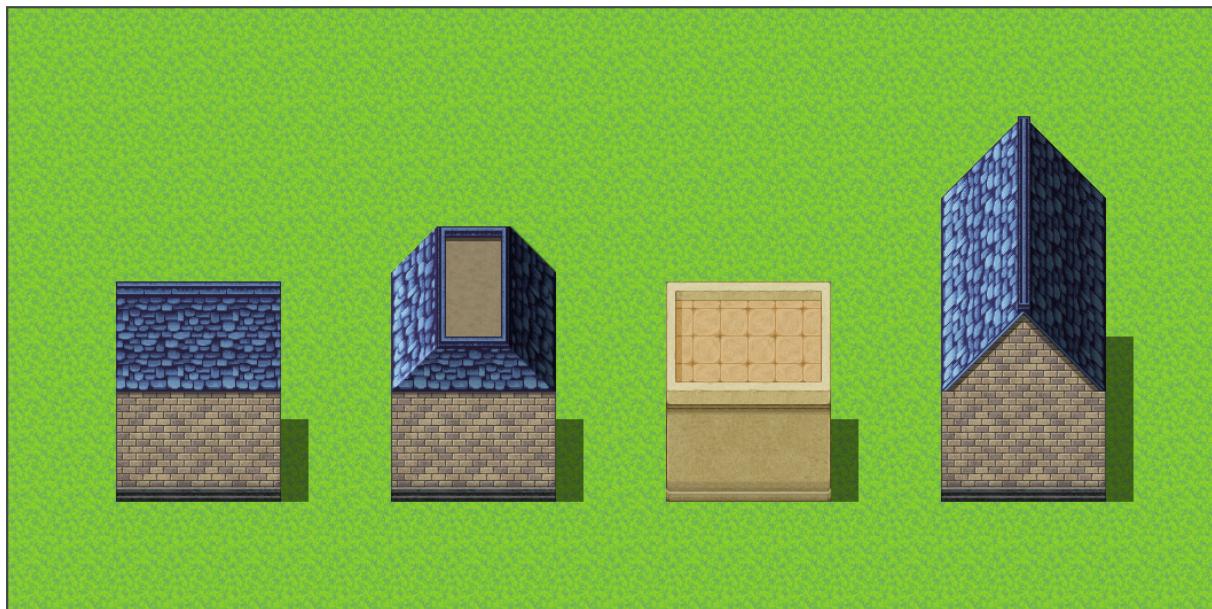
Map Medieval Buildings in RPG Maker MV

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- How to map with Pitched Roofs
- Roof Tileset parts explained

The four Roof Variants

This is a tutorial about how to map some houses for a medieval or fantasy setting. Especially houses that use a pitched roof. But what is a pitched roof? Here is a little explanation about the different available roof variants you can find for RPG Maker MV:



Sideview Pitched

Hipped

Flat

Frontview Pitched

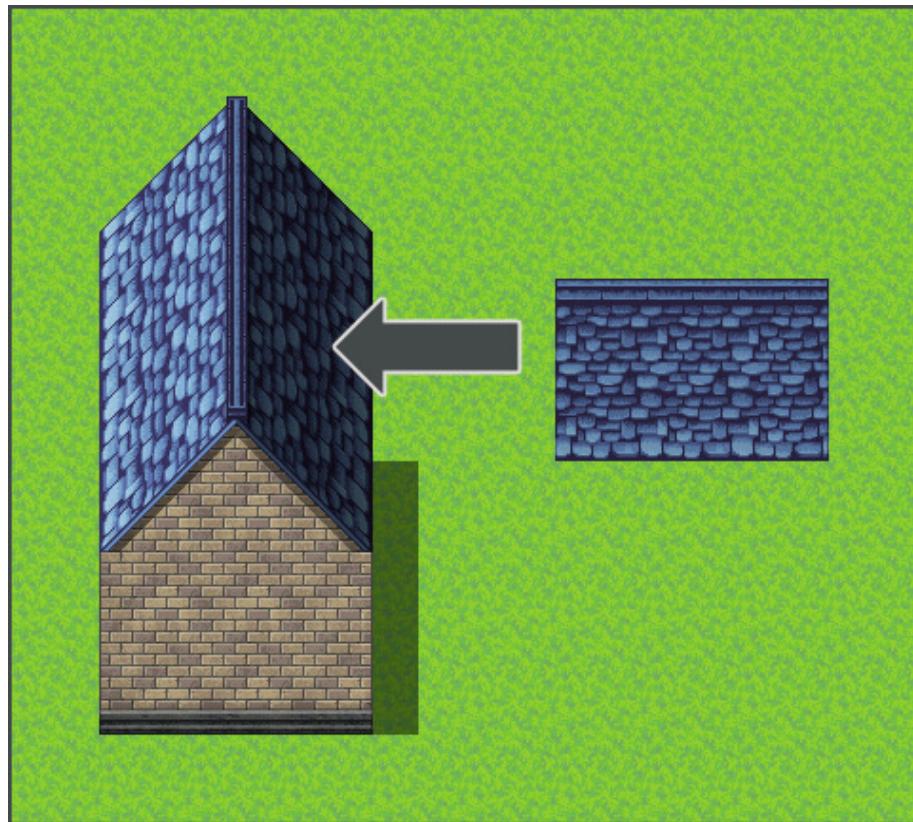
The first three you see here, are from the normal MV graphics, the fourth one is an edit done by me. You can find it here:

<http://forums.rpgmakerweb.com/index.php?/topic/60321-candacis-resources-for-mv/>

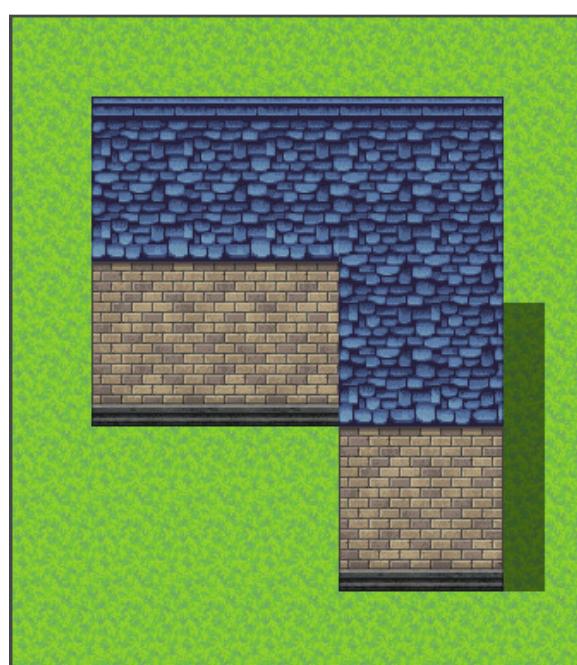
As you can clearly see, the fourth version will need more space and if you use this type, it is a good idea to make the height of the map bigger.

You often see the flat roof in lands with an arid, hot climate. You should not mix flat and pitched/hipped roofs since it has reasons when one or the other is used. Pitched roofs shield better against rain and snow, they often use timber in the construction while flat roofs are made out of stone and clay. Wood is often scarce in dry areas and a flat roof shields better against the sun. So, in general, pitched roofs in cold areas, flat roofs in warm areas. Of course, there can be pitched roofs in a hot climate, just keep in mind that flat roofs should be the predominant way of building there.

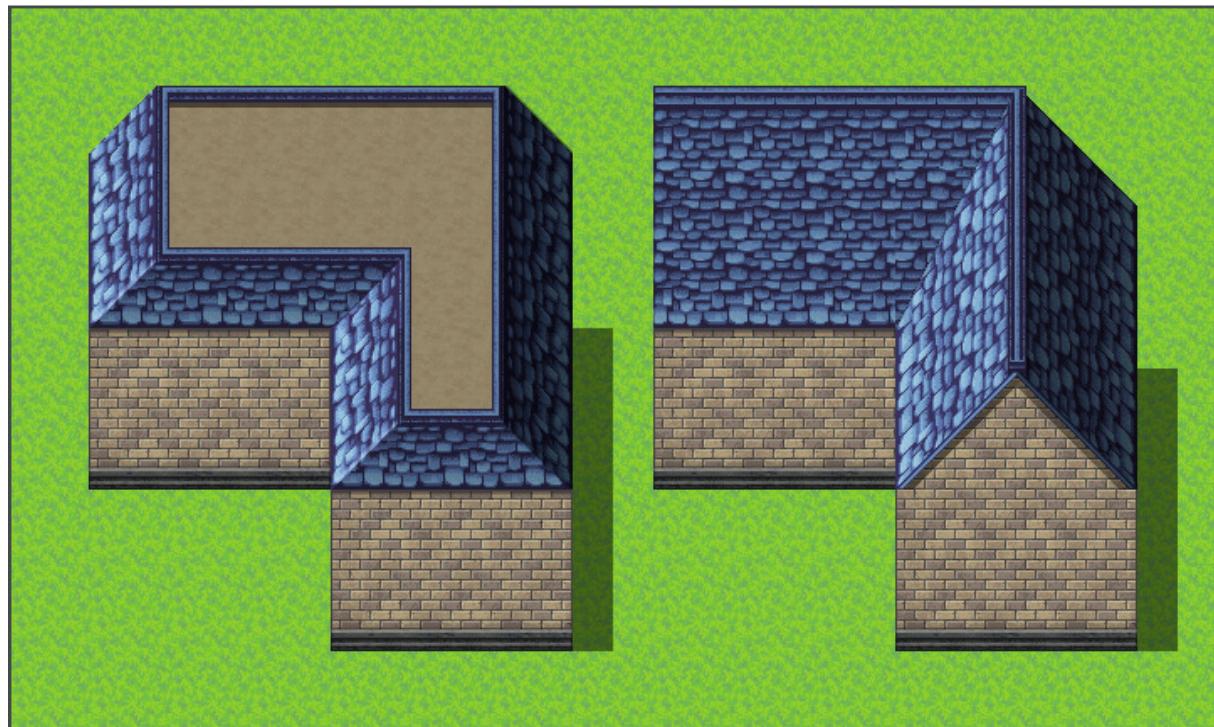
Now, a small explanation about the first roof type, the most commonly used: It is often used incorrectly since it can be sometimes hard to understand the perspective of the MV style. In essence, the first roof type is a sideview of a pitched (or hipped) roof. What you would see, if you would look at a side of a pitched roof.



I hope that makes it clear that those roofs should not be used like in the building below to make an extension of a house:



Please scratch that from your mapping techniques and use instead a hipped or pitched roof to make extensions:



For this tutorial I will concentrate on sideview and frontview pitched houses.

About Roof and Wall Textures

A mistake done often is to mix house types and throw in a bunch of different walls and roofs. Don't. Think about it, a village will likely get their resources from the same type. All the people living in the same settlement will have access to the same materials, the same builders, the same paints etc. So, 1-3 wall and roof types are entirely sufficient. The bigger the settlement, the more different textures you can use. But don't go overboard, always strive for a unified look. Less is more here.

This not only makes sense in terms of available resources for your settlement, but it also helps your game. If you use less different textures, you will achieve a cohesive look for your village or city. That makes it easier for the players recognizing different settlements and telling them apart from each other.

A well thought out texture set can even help support a specific theme you want for your settlement. For instance, for a mining/mountain town, you could use metal and dark roofs to reflect their focus.

Here are a few examples of useful pairings:

Mining Town:



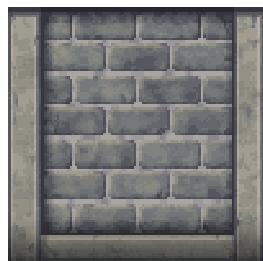
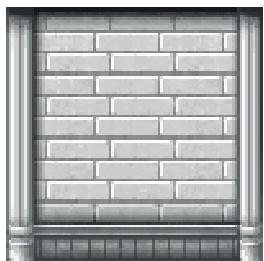
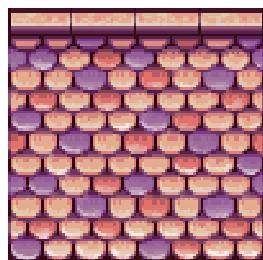
Forest Hamlet:



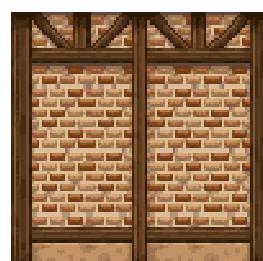
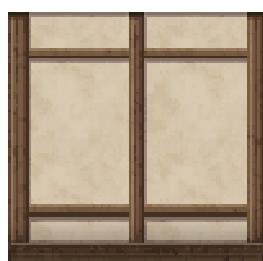
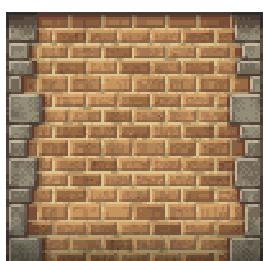
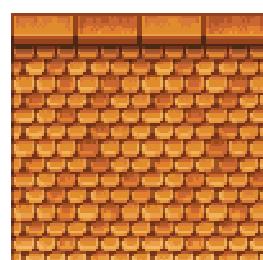
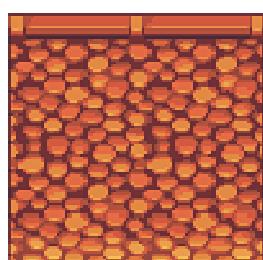
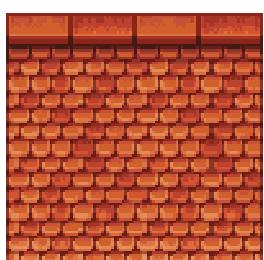
Viking Settlement:



Magic University:



Capital City:



Slum:



Dark Town:

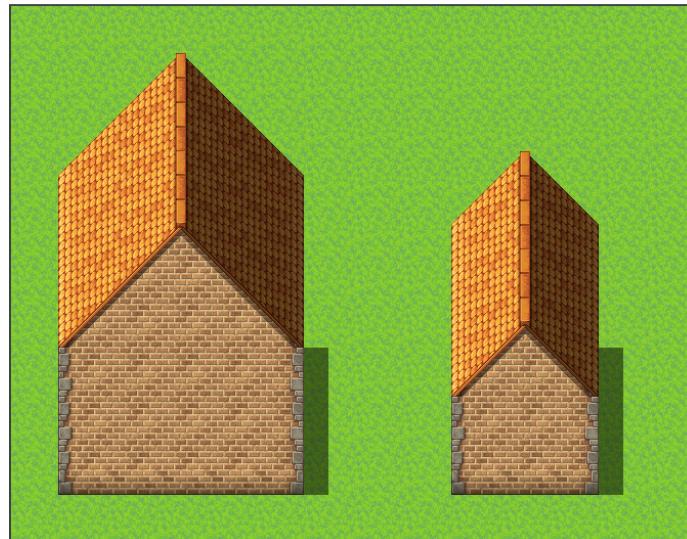


These are only a few examples how you could use textures of walls and roofs to help make unique towns with atmosphere. With more recolors or other textures, you could have even more variance.

How to map with Pitched Roofs

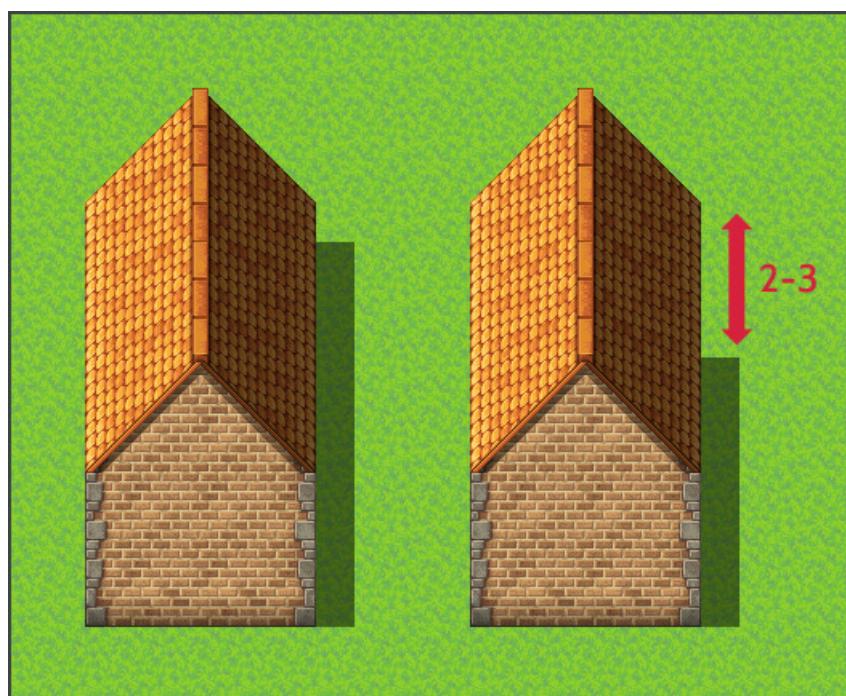
Finally, let's start with some basic building blocks and how you map pitched roofs in RPG Maker MV efficiently and fast.

You should start mapping the walls first and after that the pitched roof:



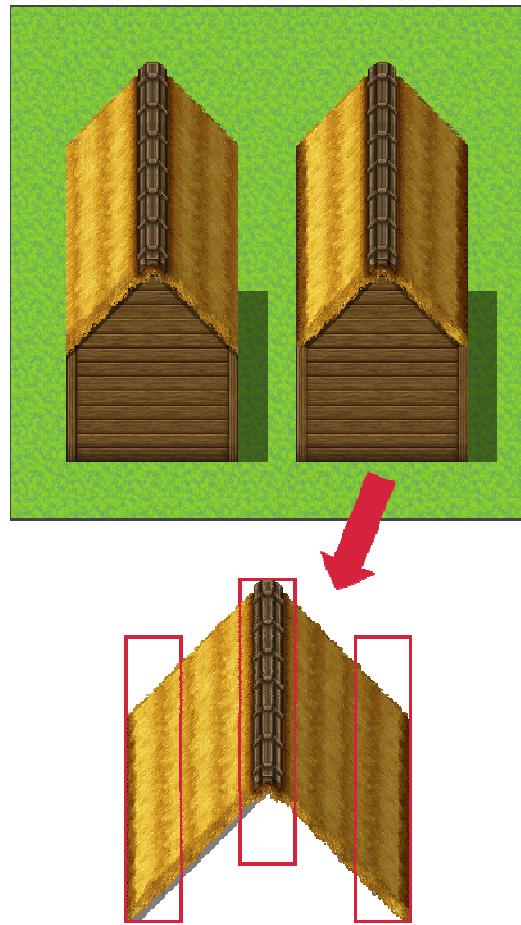
There are two main variants you could make: A 5-tile wide or a 3-tile wide pitched roof. **The minimum height of your walls should be 6 tiles for a 5-tile wide roof and 4 tiles for a 3-tile wide roof.** Otherwise the ratio between walls and roof looks a bit off.

The shadow should end 2 or 3 tiles under the last roof piece:



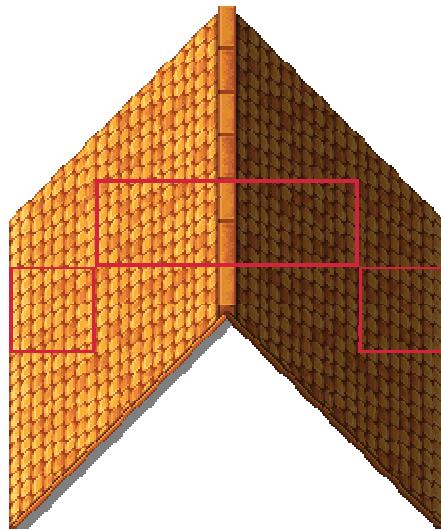
You don't want your roof looking like it is nailed against a pinboard or lying on the ground. The shadow is a good way to indicate how deep your building is, meaning how far does it extend in the back.

If you want to map a 3-tile wide roof, I suggest that you first select and place the middle part of the roof, the roof ridge. Then pick the outer end pieces. You can see the difference here:

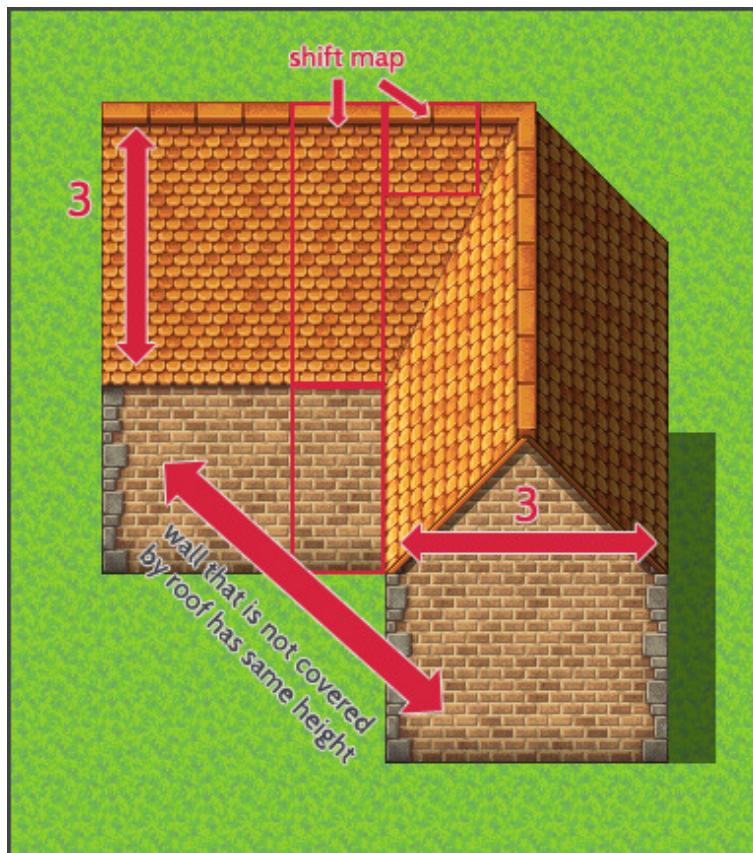


If you know beforehand that you will only map 3 tile wide roofs, it is better to edit the tilesets to make it easier and faster for you.

You can make the pitched roof longer by repeating these tiles:



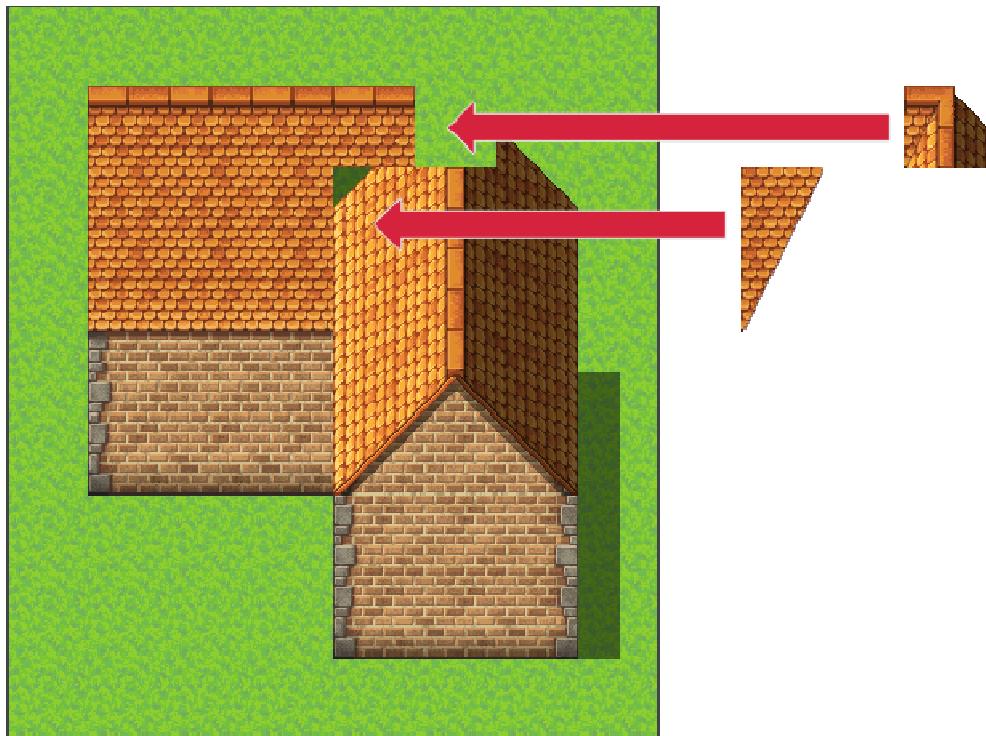
Now, let's make an extension to a pitched roof. Like this:



Always keep one simple rule in mind: The width of your pitched roof (either 3 or 5 tile wide) determines the height of your A3 walls. In this example the pitched roof is 3 tiles wide, so the A3 roofs are 3 tiles high. The wall under the A3 roof should have the same height as the wall under the pitched roof that is **not** covered by roof tiles. In this example it is 2 tiles high. Of course, you can experiment with the wall heights (e.g. make the walls under the A3 roof 1 tile

higher), but this is a good guideline. Also, make sure that the wall on the most right has no end pieces. They wouldn't be visible.

Here you can see an unfinished house before you place the extension parts:



I would suggest placing the whole pitched roof first and then deleting the necessary top parts, so you can replace it with the extension part. Of course, with the MV's ability to map 2 layers on top of each other without the need of events, this isn't really required. But if you later want to place chimneys, towers or additional decoration on the roofs, it can be helpful. Keep in mind that you have to shift map some of the A3 roof parts for a seamless transition.

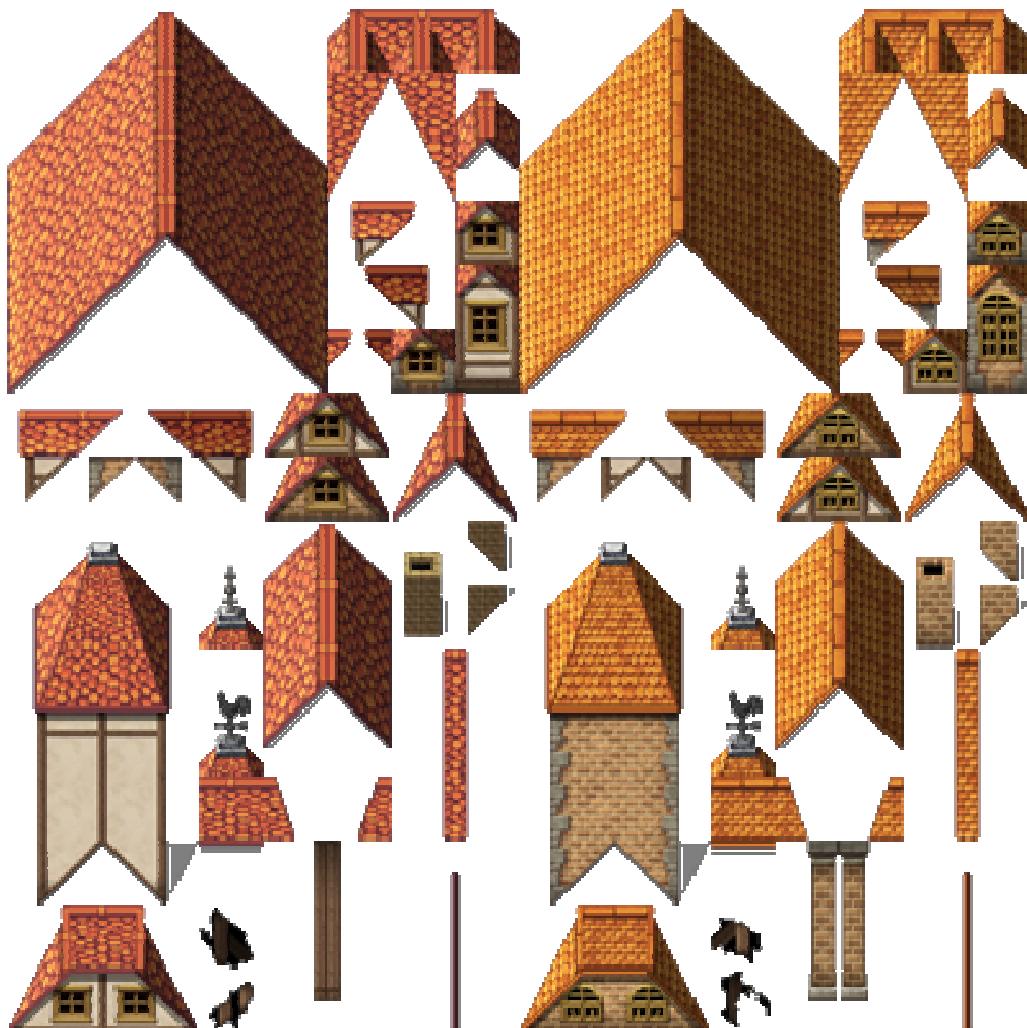
How to do shift mapping:

Press the shift key and the right mouse button together to copy a tile, then press the shift key and the left mouse button to place it down unaltered. This prevents A3 roof (or wall) tiles automatically transforming themselves into end pieces.

Now that you know the basics, you can do a lot of different variations and create some unique houses.

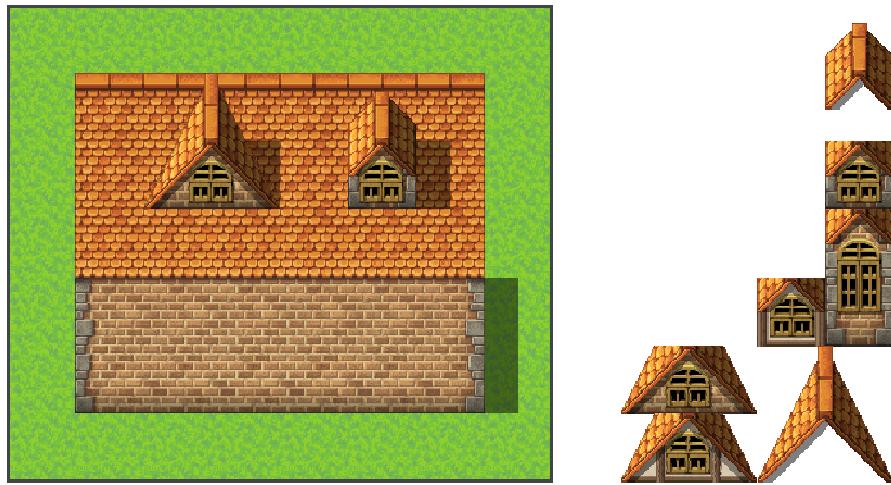
Roof Tileset parts explained

Here is how my roof tilesets are set up:

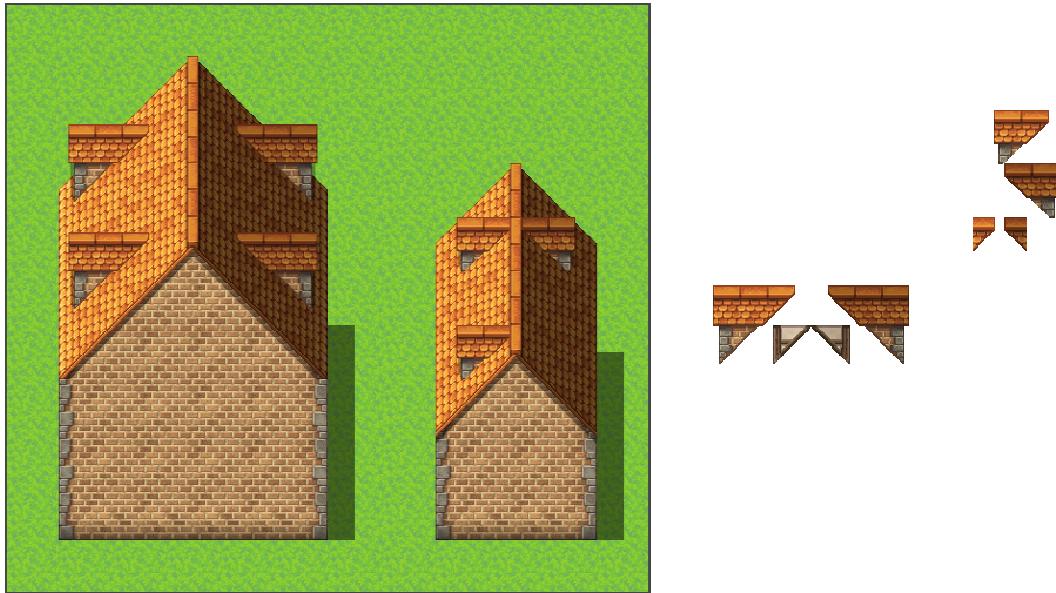


Each half represents a pitched roof and additional roof parts for one of the A3 roofs. But some of the tiles can be a bit confusing, so here is a breakdown of what they are and how you can use them.

The first are roof windows that you can place down on the A3 roofs. You can add a small shadow, if you want. The transparent bottom parts are useful if you want to combine the roofs with different walls and make your own edits with them.



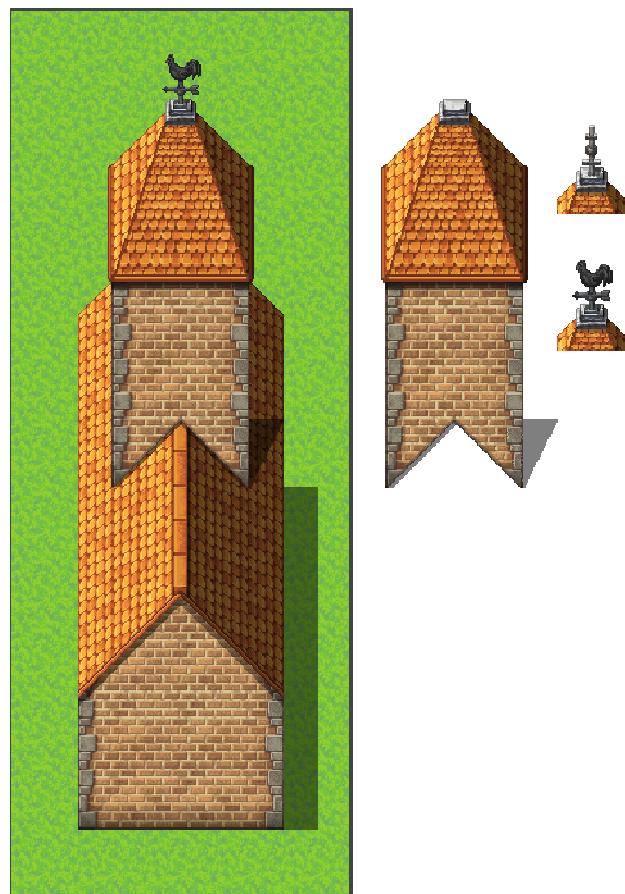
Next we have the side roof windows that can be placed on the pitched roofs. One size is made specifically for a 3 tile wide roof and the other one for a 5 tile wide roof.



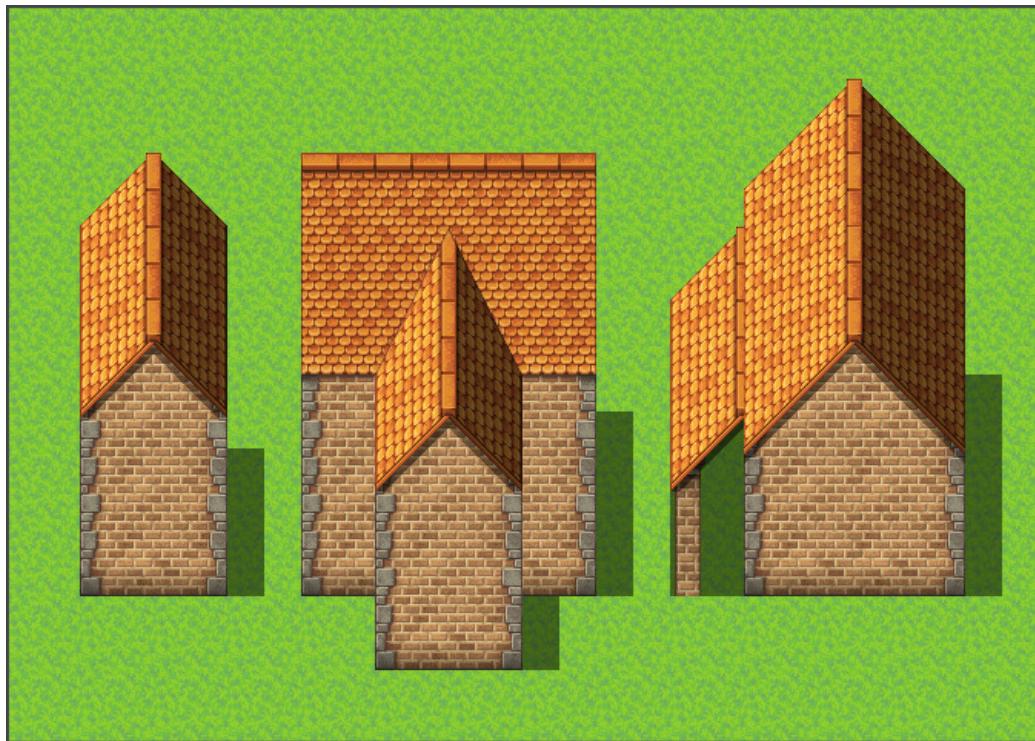
The tower should be placed on top of a pitched roof. The tower can be as high as you want since the middle part of the tower wall can be used seamlessly. If you edit the tileset and move the tower parts half a tile, you could even have towers that you can place on the ground and not on a roof.

The tower comes with two different top parts.

If you place your towers in a way that they overshadow floor tiles (grass, pathways etc.), I suggest setting the passability of the tower roof tiles to "star/above character" so that sprites can walk behind the tower.



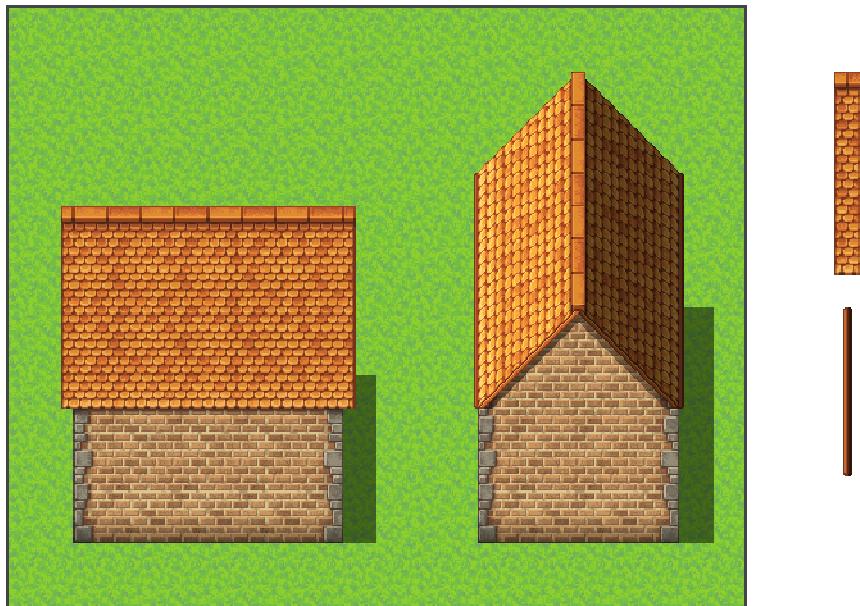
The two tile wide roof is a very versatile piece that you could use for different purposes:



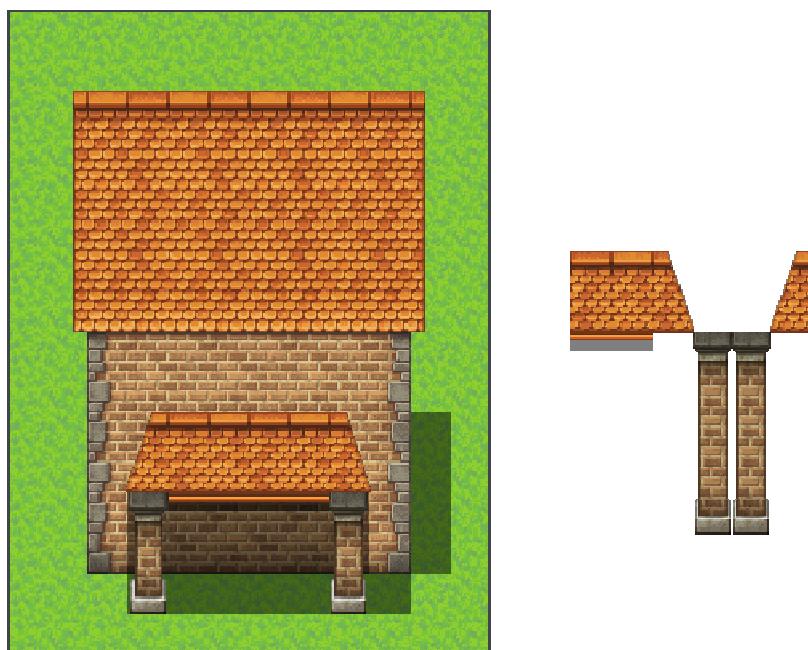
Variant 2 and 3 are achieved in combination with roof extension and pillar pieces.

The chimneys are pretty self-explanatory. You have two different end pieces depending on which side of a pitched roof you want to place the chimney.

Beneath the chimney tiles are some narrow, long pieces that you can use as end pieces for the pitched and A3 roofs. For the A3 end pieces to work, you need to shift map.



Next are some roof pieces you could use for little porches or entrances to a door. I suggest using the shadow pen to make the part between the pillars darker. The middle part of the pillars is seamless, same goes for the middle part of the roof. In the basic-roofs-diy file are additional pieces you could use to cover up part of the top pillar tiles.



Last we have a bigger roof window that is seamless, so you can map it in a long row. You can also use the middle part of the porch piece (seen in above image) to edit your own long roof.

Right next to the big roof are damage tiles. Depending on the tileset the damage pieces are either intended for the pitched roof (either for the ridge/middle part or the outer parts) or for the A3 roof. Every tileset has different damage pieces, so you could gather them all in one tileset, if you want a really destroyed looking city.

As you have probably seen, I have added 2 different wall texture presets for every tileset. If you want a different roof-wall combination, use the basic-roofs-diy file to edit your own roof pieces.

In general I suggest that you only use 1 roof tileset per settlement. Pitched roofs take away a lot of tile-space in a tileset, so if you need the space for other tiles, just delete the stuff you won't use. If you want more than 2 roof textures, I suggest choosing one dominant texture and then only add the essential top quarter of the other 2 roof textures. Like this:

