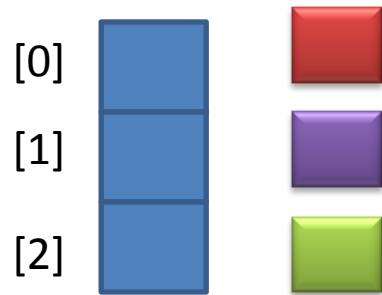


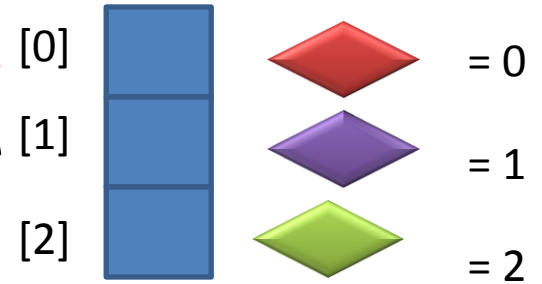
Tileset regular

Imagens_dos_tiles



Tileset isométrico

Imagens_dos_tiles



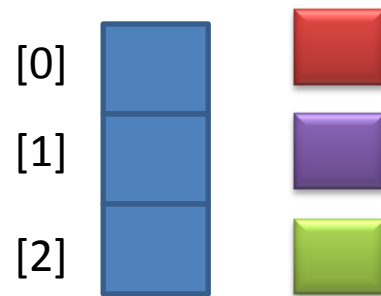
Tilemap =

0 1 2
1 2 0
1 1 1

Indices no tileset!!!

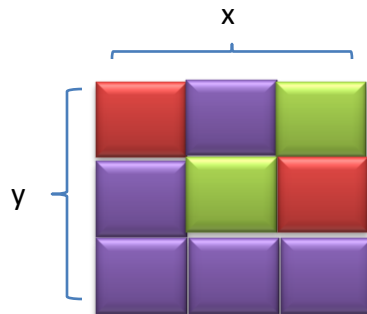
Tileset regular

Imagens_dos_tiles



Tilemap =

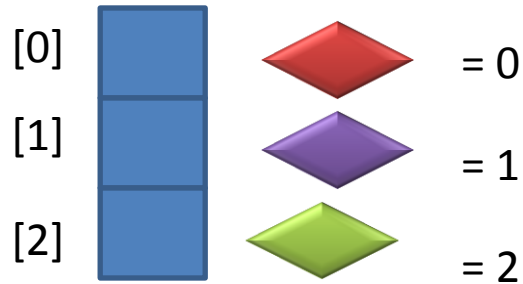
| | | |
|---|---|---|
| 0 | 1 | 2 |
| 1 | 2 | 0 |
| 1 | 1 | 1 |



Desenho do tilemap regular

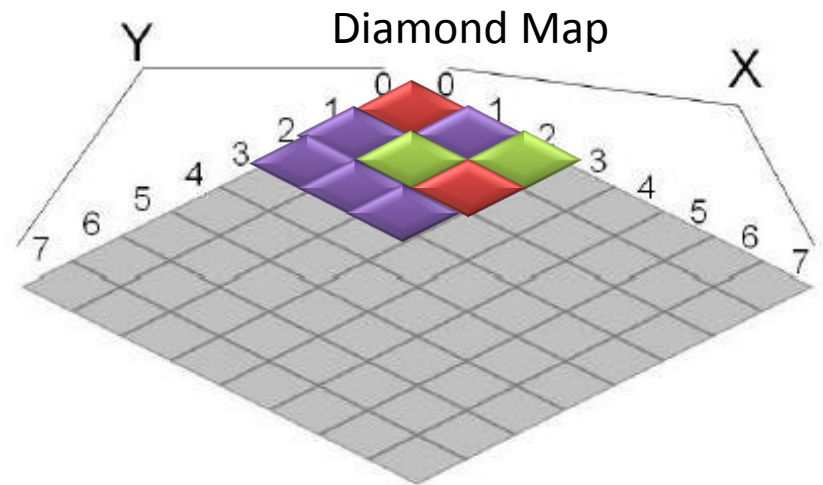
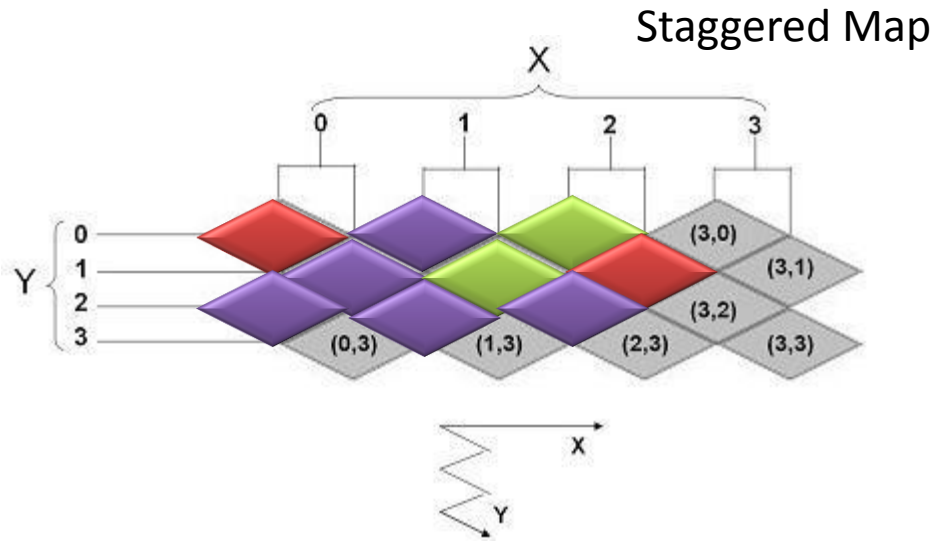
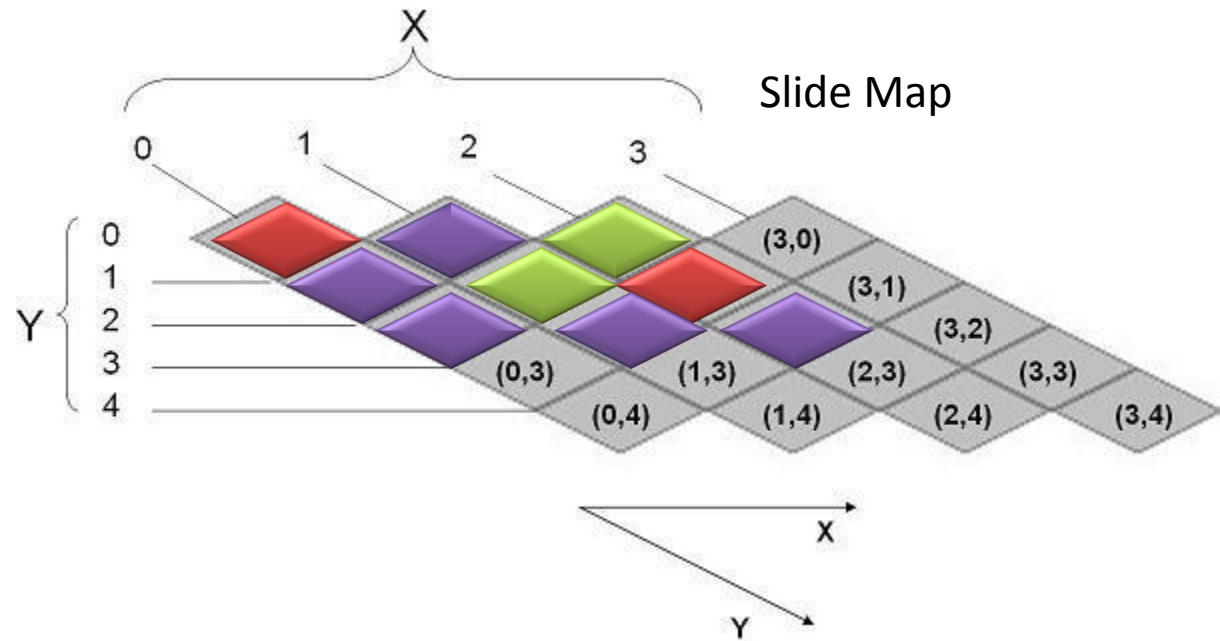
Tileset isométrico

Imagens_dos_tiles



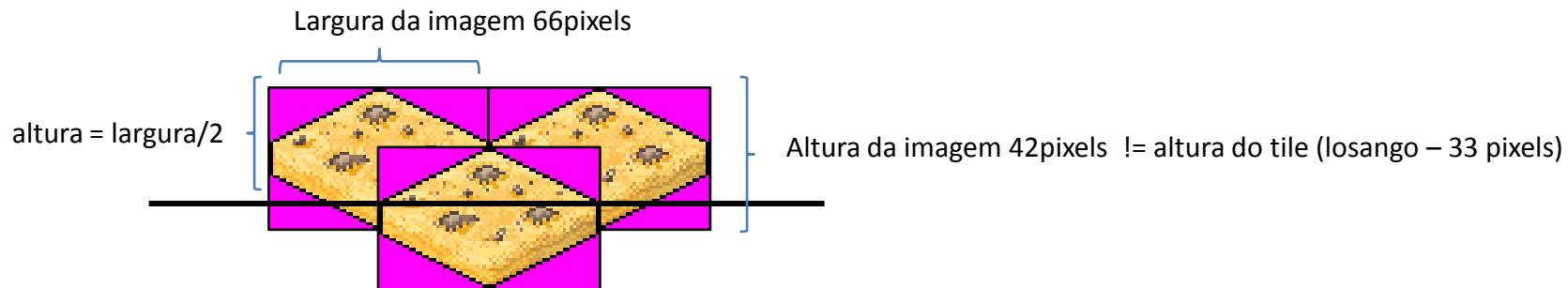
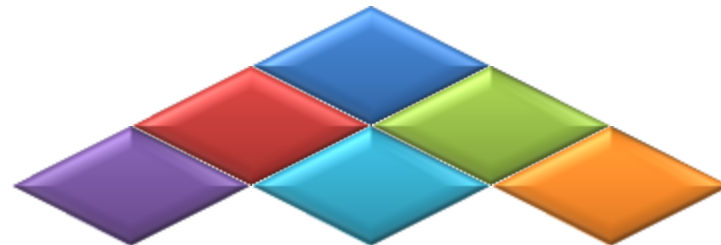
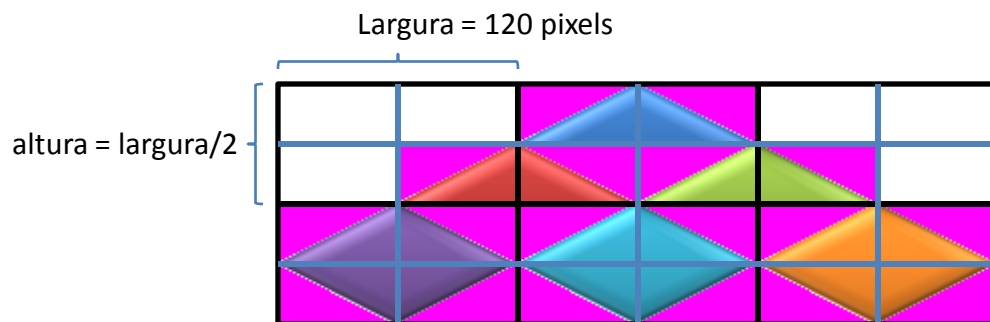
Tilemap =

| | | | |
|--|---|---|---|
| | 0 | 1 | 2 |
| | 1 | 2 | 0 |
| | 1 | 1 | 1 |



de Coordenadas do Mapa do tipo Diamond

Para o desenho dos tiles isométricos é necessário usar transparência:



Quando tem “bordinha”

A altura da imagem pode ser diferente da altura do tile

A estratégia de desenho é igual, mas tem que levar em consideração a altura do losango (tile), que é largura/2