

HGSS FOR RMXP

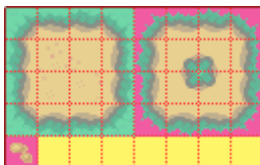
Tutorial on how to use the “Nature” tilesheet

The goal of this tutorial is to present the technicalities to master in order to harness the tiles of the “Nature” tilesheet.



I – Paths

Most of the paths are in this form.

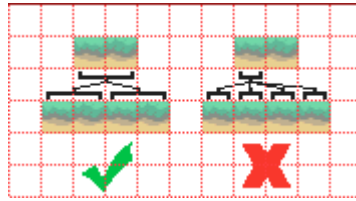


The left part can be placed on grass on Layer 1.

The right part has a transparent background in order to be placed on Layer 2 on top of a floor that wouldn't be grass.

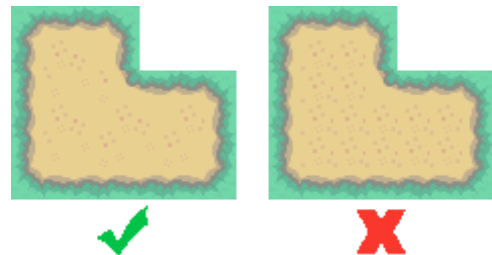
When detailing tiles are available for a path (ex: rocks), they're put under the corresponding path.

The vast majority of paths tiles are in 4x4 tiles, to respect the official textures. Make sure to use the 2 tiles aside when mapping the edges of your paths:

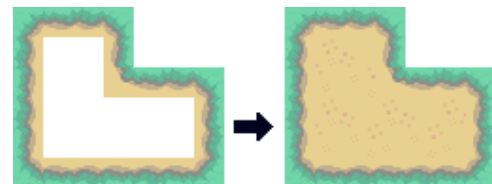


This might appear as a subtle difference in the above-mentioned example, but it won't always be the case with other textures! Make it a habit to properly use the 2-tiles textures to map your edges.

Same goes for the inside textures of your paths: they are 2x2 tiles (32x32px), and not 1x1 tiles. If you only use 1 tile, your texture will end up being cut, and the result won't be aesthetic.



To make sure you're aligning the texture as accurately, you can first place the edges of your paths, then fill the inside of it with the bucket tool while having the 4 tiles selected.



2 – Trees



Trees are arranged in clusters, so that you can map easily, in particular when overlapping trees. Under each cluster is an indicator of which ground the trees should be put on.

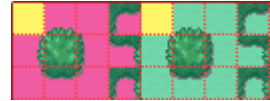
The 6 tiles on the right are a pre-mapped version of alternating trees:



3 – Tall grass

By contrast with a large majority of HGSS tilesets, “official” tall grass in which the player can encounter wild Pokémon only fit on 1 tile, and not on 9.

When placing tall grass, fill the area of your choice with the middle tile, then add the edges.



Don't forget to configure the top edges with a Priority of 1. Make sure not to forget the top-right corner when mapping, it's only 2 pixels, but it can be apparent when missing!

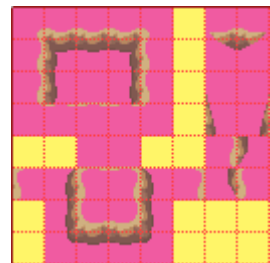
To map the top angles, first put your side edges, then add the top edge on top of it. This way, the player will be under the top edges, but above the side edges.



4 – Shores

Shores must be combined with the water autotiles (river & sea).

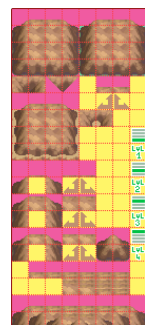
Each set contains the basic tiles and transition tiles to be used with the beach autotile.



5 – Mountains

Each set of mountain tiles has numerous variations to allow a render close to the official games.

You'll find brown and grey versions of these mountain tiles, with the Johto (as aside) and Kanto looks.

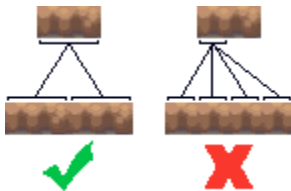


Let's break down the several parts of those sets.



On the left you'll find the basic tiles on a transparent background, to be put on any ground texture that is not grass. Only the corners and top edges must be placed on Layer 2 or 3 (as the other ones don't have transparency, hence can be put on Layer 1).

On the right, grass preparatorily has been placed under the mountain, and the shadows have been tainted in green, in order to place all of those tiles on Layer 1.



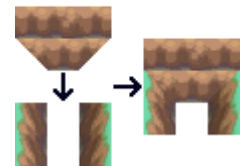
As for the paths, the texture of the bottom cliffs are two tiles wide. Make sure to stick to this texture, or the render won't be good.

Finally, don't forget to set the Priority of the top edges to 1 so that the player will be placed behind them!

Then you'll find the angle tiles. On the left are basic angles, meant to be used when your mountains keep the same ground texture on their surface.



On the right is a variation of these angles, allowing you to create transitions between two different types of mountains, as shown here.



On the very right, the tiles that have arrows with yellow backgrounds under them can be used to create the top angles, as alongside.



Under those tiles, another variation lets you put mountains directly on shores, as in official games, in which the banks overlap the mountains.

Let's move along the last part, quite complex, but optional.

You can limit yourself to the tiles seen above to map your mountains if you want to keep a simple mapping, as in the example below. Here, the edges of each level of height are aligned.



However, this tilesheet lets you opt for a render that shows a much more sense of deepness, as seen here:

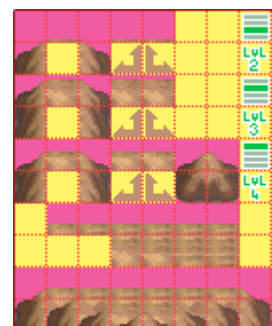


As you can see, each level of height has its top border placed a bit back off compared to the previous level, which gives a 3D aspect to your reliefs.

To obtain this outcome, follow the indicators shown on the right of each set of tiles (“lvl 1/2/3/4”). Use the basic mountains to map your first level of height, then skip to the next level each time you want to add a floor.

If you want to have more than 4 floors, simply go back to level 1 after level 4.

The last 4 stripes of tiles are pre-mapped versions of these different levels to help you while mapping.



END