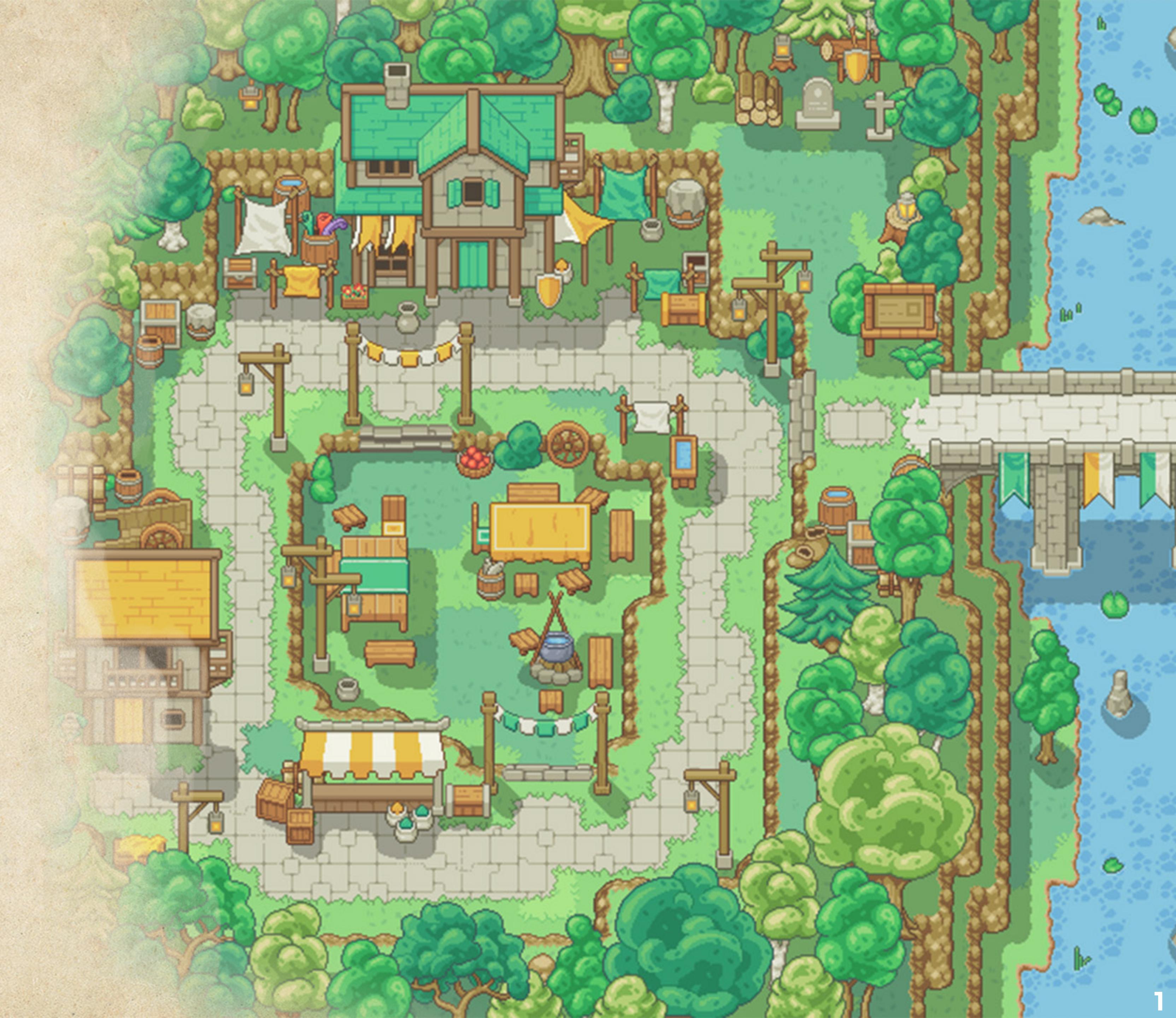




The Fan-tasy Tileset Documentation

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File Paths

The main pack folder contains two different subfolders: one is the “Art” folder, which contains all the .PNG files, and the other is the “Tiled” folder, which contains the .TSX and .TMX files:

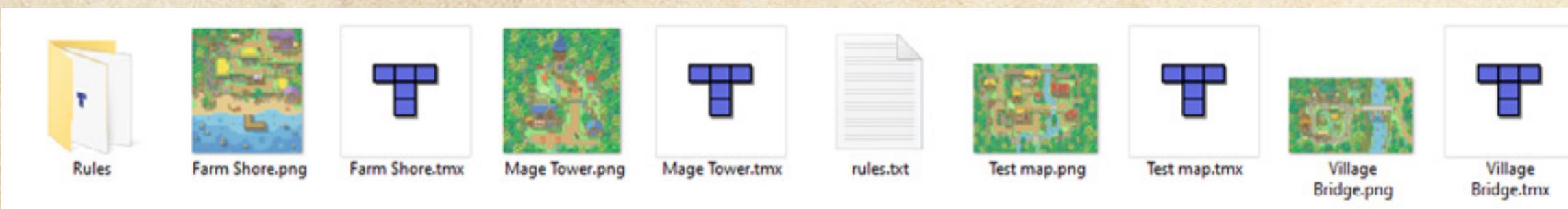
- .TMX files are maps created on Tiled.
- .TSX files are the tilesets used to create those maps.

Tiled Folder



The “Tiled” folder contains two subfolders: the “Tilemaps” folder and the “Tilesets” folder.

Tilemaps Folder



You should place every map you create in the ‘Tilemaps’ folder to use the auto-map feature, which will be explained in the following pages. It’s also important not to move or delete the ‘Rules’ folder or the ‘rules.txt’ file

Tilesets Folder

Animation_Banner_1.tsx	14/12/2024 17:35	File TSX	14 KB
Animation_Banner_3.tsx	27/12/2024 13:37	File TSX	14 KB
Animation_Campfire.tsx	27/02/2024 17:42	File TSX	2 KB
Animation_Door.tsx	27/02/2024 16:37	File TSX	1 KB
Animation_Flowers.tsx	27/02/2024 16:37	File TSX	17 KB
Animation_Fountain_1.tsx	13/04/2024 15:10	File TSX	10 KB
Animation_MagicCrystal.tsx	18/12/2024 20:19	File TSX	17 KB
Animation_MarketStand_1.tsx	14/12/2024 18:39	File TSX	19 KB
Animation_MarketStand_2.tsx	14/12/2024 18:44	File TSX	28 KB
Animation_Torch_1.tsx	02/05/2024 17:13	File TSX	4 KB
Animation_Waterfall.tsx	27/02/2024 16:36	File TSX	4 KB
Atlas_Buildings_Bridges.tsx	14/12/2024 16:09	File TSX	1 KB
Atlas_Buildings_Hay.tsx	14/12/2024 15:58	File TSX	1 KB
Atlas_Buildings_Stone.tsx	14/12/2024 15:59	File TSX	1 KB

The “Tilesets” folder contains every tileset file that you’ll need in Tiled.

Collisions are included for almost every graphic present in the asset packs.

There are four different types of tilesets in this folder, each serving a slightly different purpose in your maps:

Animation

Animation_Campfire.tsx	27/02/2024 17:42	File TSX	2 KB
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The animation files already contain everything Tiled needs to display the animation directly in your maps. You can easily modify aspects like frame duration to suit your preferences.

Atlas

Atlas_Props.tsx	02/05/2024 21:25	File TSX	34 KB
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Atlas files contain everything you need to fill your maps and make them feel alive. For example, props, trees, and rocks can be found in these tilesets. The main difference between them and ‘Object’ tilesets is that they must stick to the 16x16 grid, offering much less freedom when building a map.

Object

Objects_Props.tsx	09/01/2025 20:30	File TSX	113 KB
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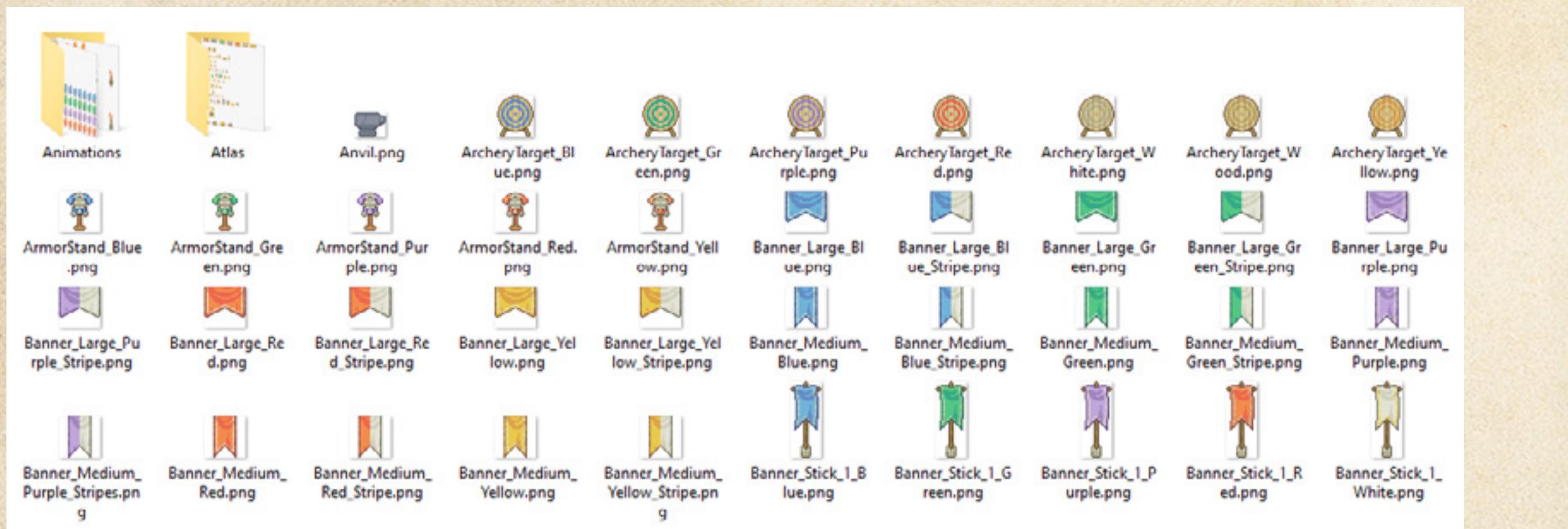
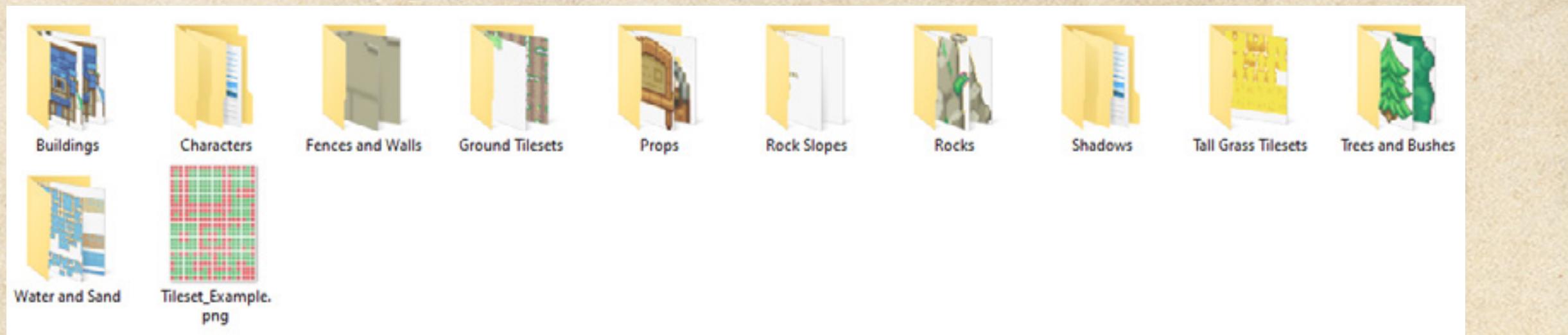
They are Individual objects that can be placed anywhere in your maps. They require special layers called ‘Object layers’ in Tiled. Each file includes colliders for the objects; if you find any missing, please let me know!

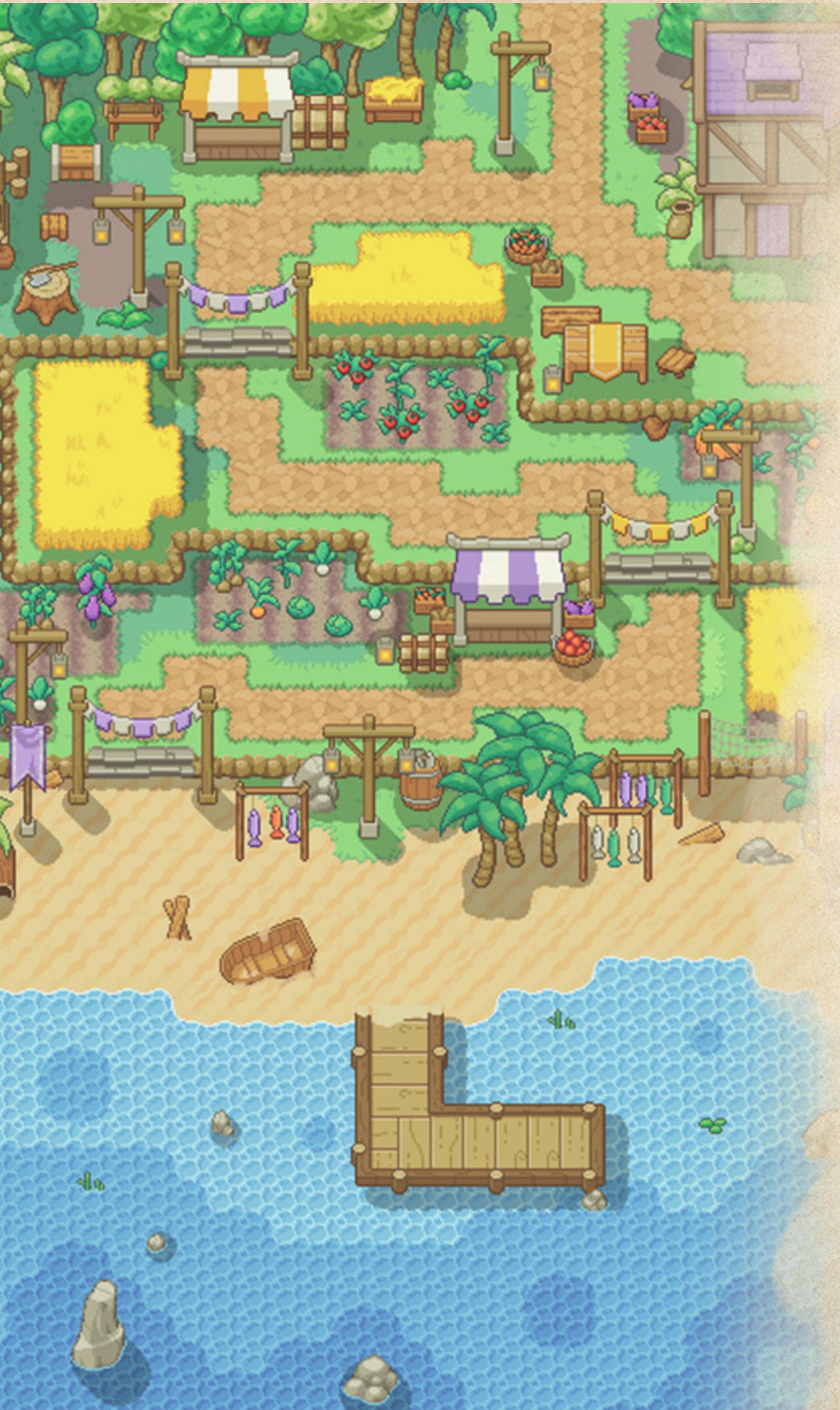
Tileset

Tileset_Ground.tsx	04/12/2024 16:11	File TSX	95 KB
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Tileset layers include elements such as ground, grass patches, fences, and more. They form the foundation of any map and have a ‘Terrain Set’ feature in their Tiled file, making it easier to draw them in your maps.

Art Folder



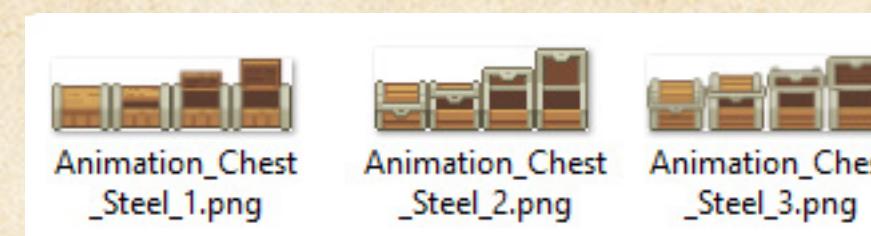


Naming Convention

Through the years I've spent creating these asset packs, I've tried to be as consistent as possible with my naming convention. Here you can find some information about it.

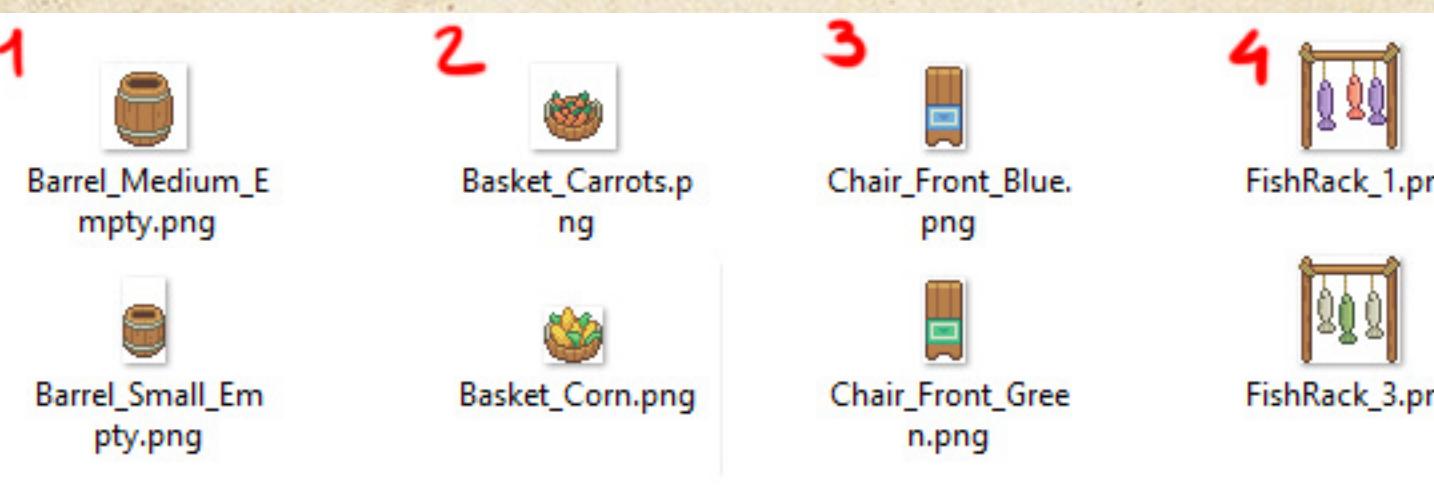
First of all, every word is separated by an underscore, and the first letter of each word is uppercase.

Second, every animation, atlas, and tileset image name starts with the prefix Animation, Atlas, or Tileset. Objects are the only assets that do not use a prefix.



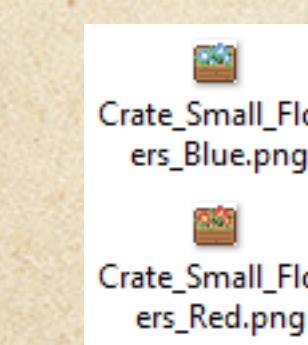
The first word represents what the asset is, whether it is a banner, a house, or a plant. The following words distinguish that particular asset from others of the same type.

In some cases, this may refer to the size of the object (**Picture 1**) or its content (**Picture 2**). In other cases, it may indicate the color (**Picture 3**). When no better option is available, assets are listed using numbers (**Picture 4**).



In many cases, more than one suffix is necessary to distinguish between assets.

I'm sure there may be some inconsistencies across the asset packs; if you find any, please don't hesitate to contact me!



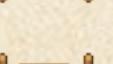
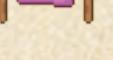
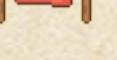
Color Palette

Each color palette is composed of 7–8 different colors. There are palettes for various materials, such as stone, wood, steel, snow, and sand, as well as palettes representing colors used in man-made creations like cloth or paint.

This allows for the creation of multiple factions, each represented by a different color, with buildings and decorations clearly distinguished from one another.



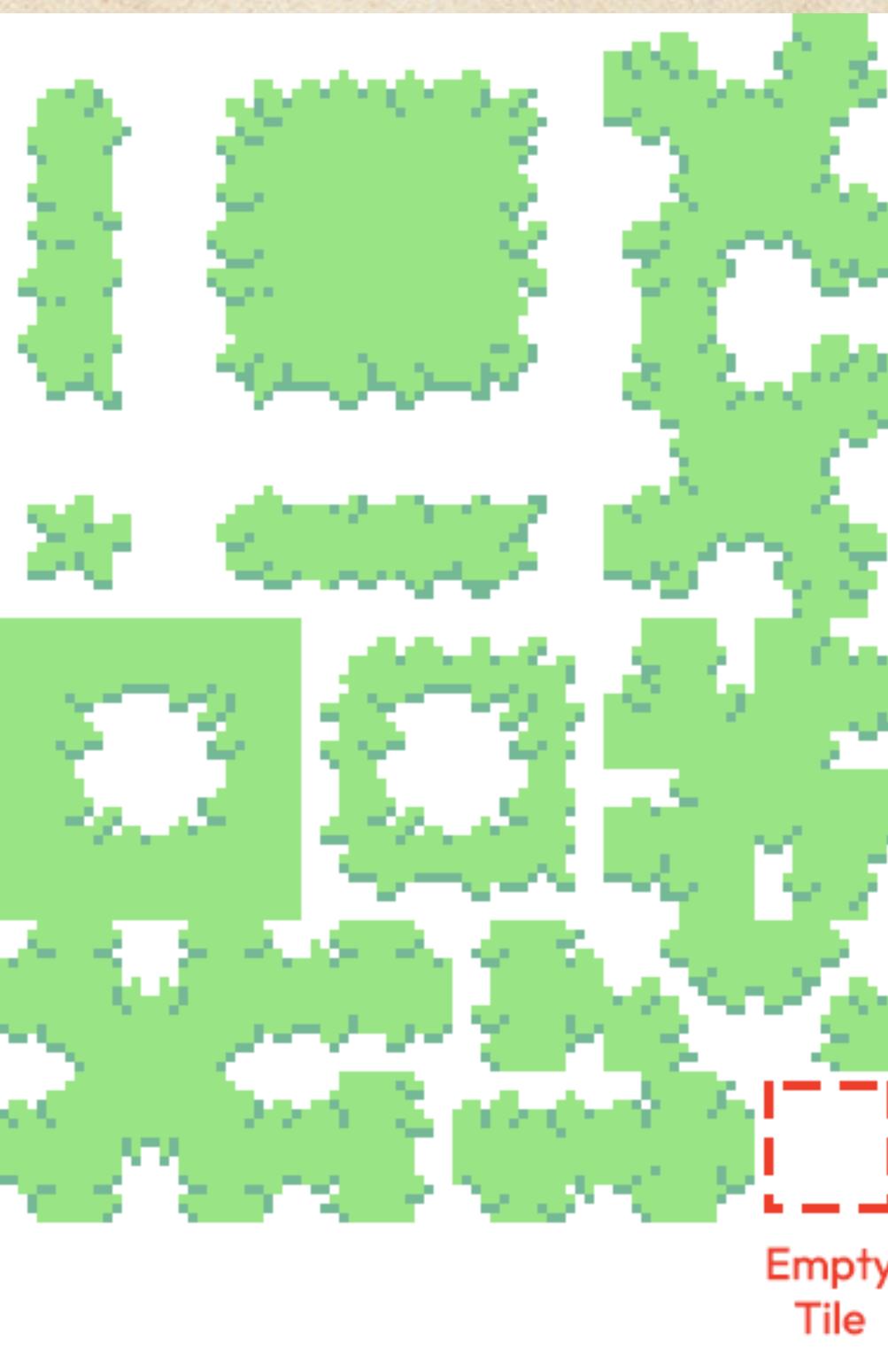
Each “faction” color is always listed using the same name:

- Blue		- Green		- Indigo	
- Light Green		- Orange		- Pink	
- Purple		- Red		- Violet	
- White		- Yellow			

On the other hand, trees and bushes use the following color names:

- Emerald - Dark - Light - Winter
- Snow - Red - Yellow - Pink

Tilesets

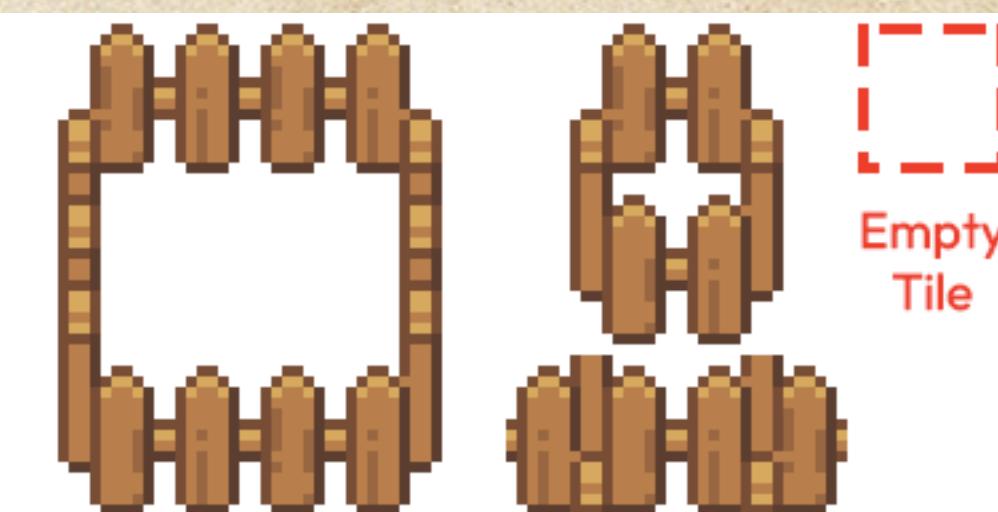


While working with my asset packs, you will definitely need to use some of my tilesets.

Here on the left, you can see an example.

There are large and small tilesets: the large ones contain **47** 16x16 pixels tiles, to allow you to create any possible shape. These types of tilesets usually include ground tiles, grass patches, leaf patches, sand, rivers, and the sea.

Small tilesets are composed of **15** 16x16 pixel tiles plus 1 empty tile. They cannot create some of the more complex shapes simply because they are not needed for the purpose of these tilesets. They are typically used for fences, small walls, and shadows of other objects.



Terrain Sets

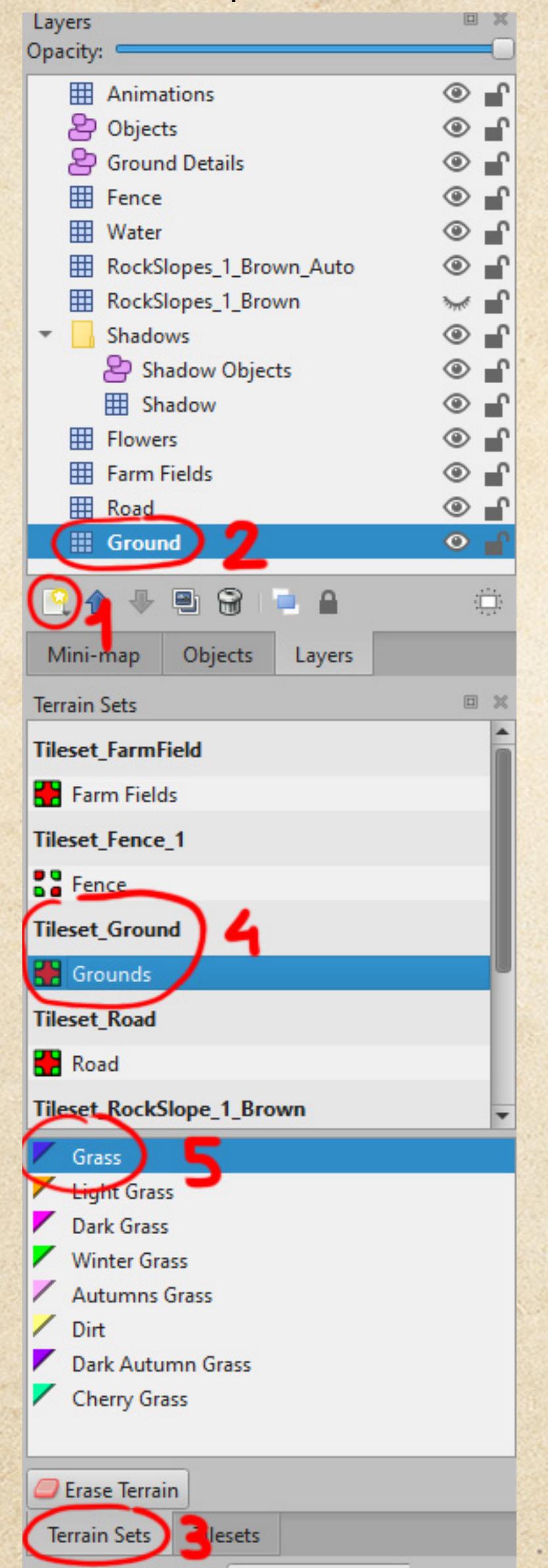
The best way to easily draw a tileset on your map is by using the Terrain Sets option in Tiled. To do so the easiest method is create a new layer using the “New Layer” button as shown in the image here on the left (**point 1**) and name it after the tileset you’ll be using, in this case “Ground” (**point 2**)

Then, select ‘Terrain Sets’ in bottom part of the ‘Tileset’ tab (**point 3**).

Now, select the corresponding terrain set. In this case, select ‘Grounds’ (**point 4**) and then choose the type of ground you want, in this example ‘Grass’ (**point 5**)

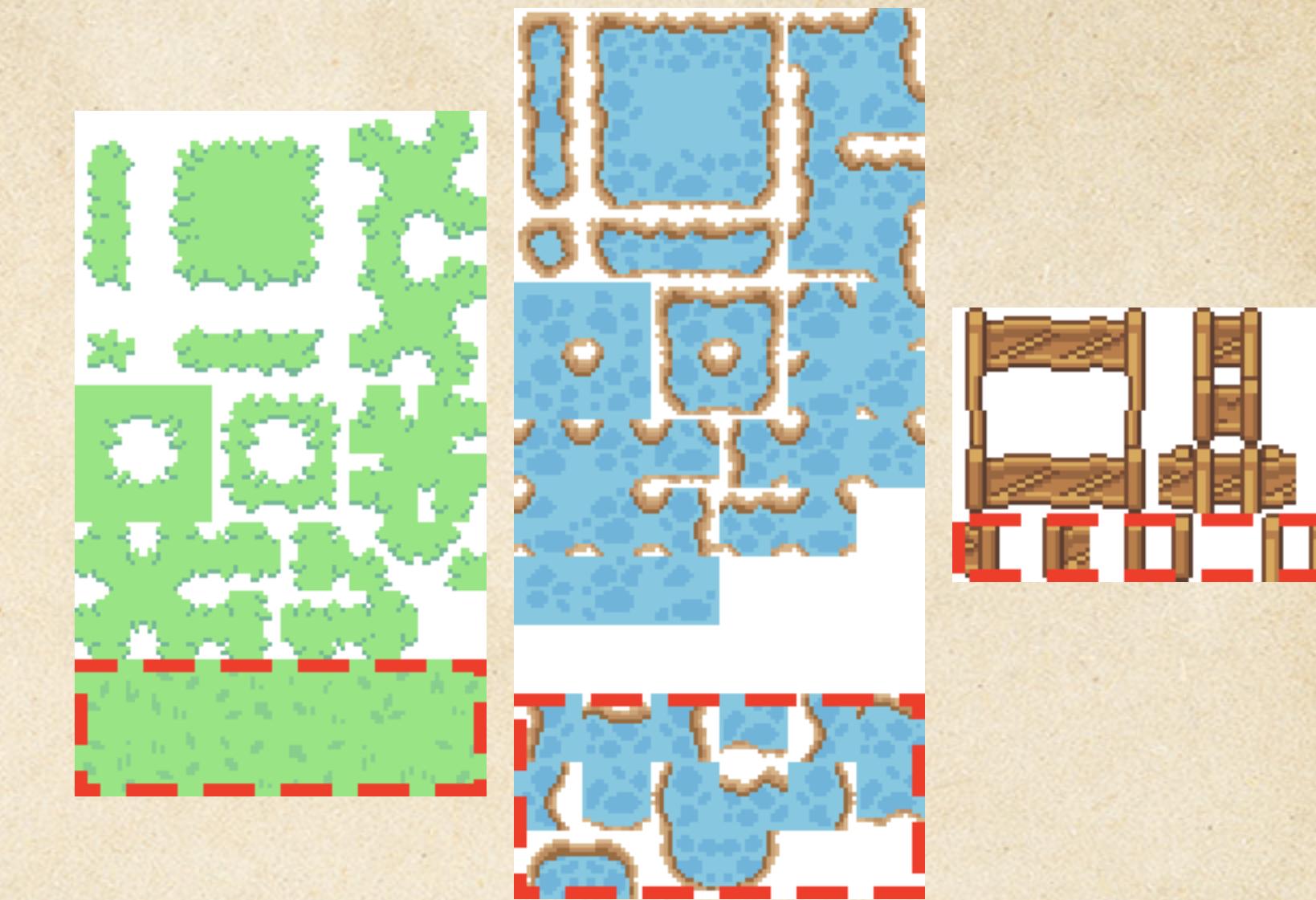
Then select “Terrain Brush” in the top part of your screen (**point 6**) and draw the grass with your mouse.

If you want to fill large areas faster press the CRTL button while drawing to have a larger brush



Extra Tiles

More often than not, you will find extra tiles below the 48 standard ones. These are usually additional tiles needed to create variations in the map. They will randomly appear instead of other tiles and have small differences to keep your map interesting and avoid repetition. Here, you can see some examples.



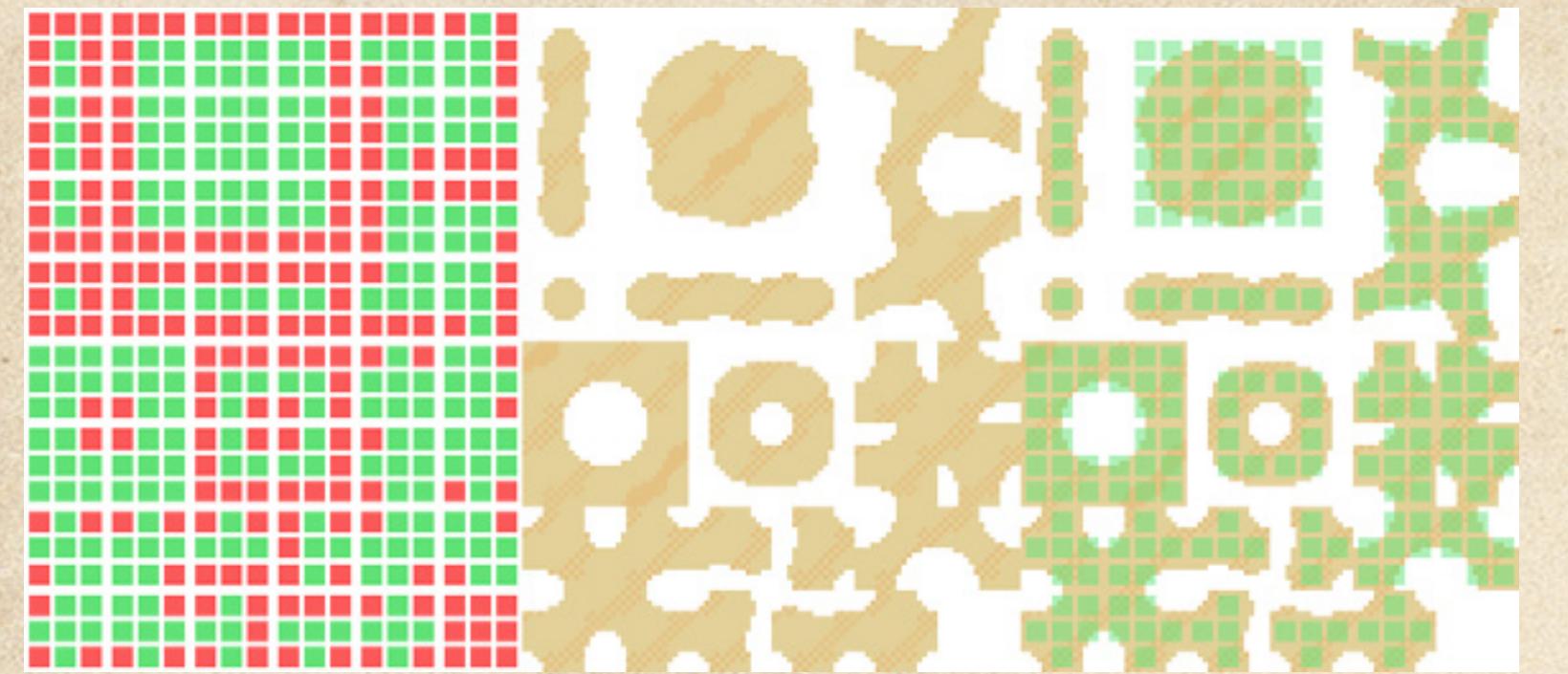
In the first picture, the extra tiles are used to create variants of the central tile of the grass. By creating various tiles with small leaf patterns, you can make the image much more interesting. By adjusting the odds of each tile appearing, you can still maintain a predominance of the standard empty green tile.

In the second image, the extra tiles are used to create variants of the side and corner tiles of a river, creating a more natural shape.

In the last picture, the extra tiles are used not to create variation, but to place the entrances of a fence.

Autotile

In case you are not using Tiled to create your maps and need to create autotiles in Unity or Godot you can find the layout of my tilesets in the art folder



For smaller tilesets, like the ones with fences and small walls the layout is simclar and you can find it also in the "Art" folder



Merging Packs

"To make it easier to merge all of my asset packs when you purchase more than one, I have created spacing rules and naming conventions to assist you. If you've looked at some of the atlas, you may have noticed some unusual spacing, such as these."



This gives you the ability to easily paste the other atlas assets of the same kind from different asset packs into one another (In this example here I'm copying and pasting the atlas "Rocks_Snow" into "Rocks", and this could be done with every other "Rocks" atlas in my packs. As you can see here on the right to the resulting atlas you can add the one from the "Desert Oasis" expansion named "Rocks_Sand". The parts that are contained in more than one pack will simply overlap.

Tiled Collisions

All the tiled files containing a mergeable Atlas already contain colliders for every other asset contained in other pack to allow you to just copy in the graphics and be ready to use them!



Rock Slopes

Rock slopes can have various heights, starting from 1 tile tall and reaching up to 3. For each of these heights I have built tiles of conjunction between them to give you maximum flexibility in building your maps. While only one-layered slopes can be built using the normal terrain sets of Tiled, much more complex shapes can be achieved with the use of AutoMap.

AutoMap uses a set of rules that I have already implemented in a .tmx file, which you can find inside the main folder of the asset pack by following this path: \Tiled\Tilemaps\Rules

It's important to remember that for it to work, you will need to create your maps in the "Tilemaps" folder or copy the "rules.txt" file that is in that folder, along with the various rule files, into the folders you will use!

Each rock slope tileset contains four tiles in the top left corner, which are the ones you will need to use the AutoMap.



1 - An empty tile that does not contain any element of the rock slope.

2 - A rock tile.

3 - A tile that is used to determine the higher side of the rock slope, allowing its orientation to be understood.

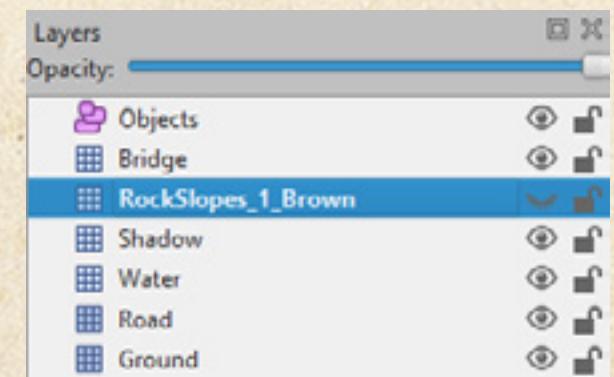
4 - A stair tile

To start creating your rock slopes, fill a new layer with empty tiles (The ones with an E in the middle, not any empty tile present in the tileset!)



Rename the layer using the exact name of the rock slopes tileset you need. For this example, use "RockSlopes_1_Brown". This is a really important step, with any other name the AutoMap won't work.

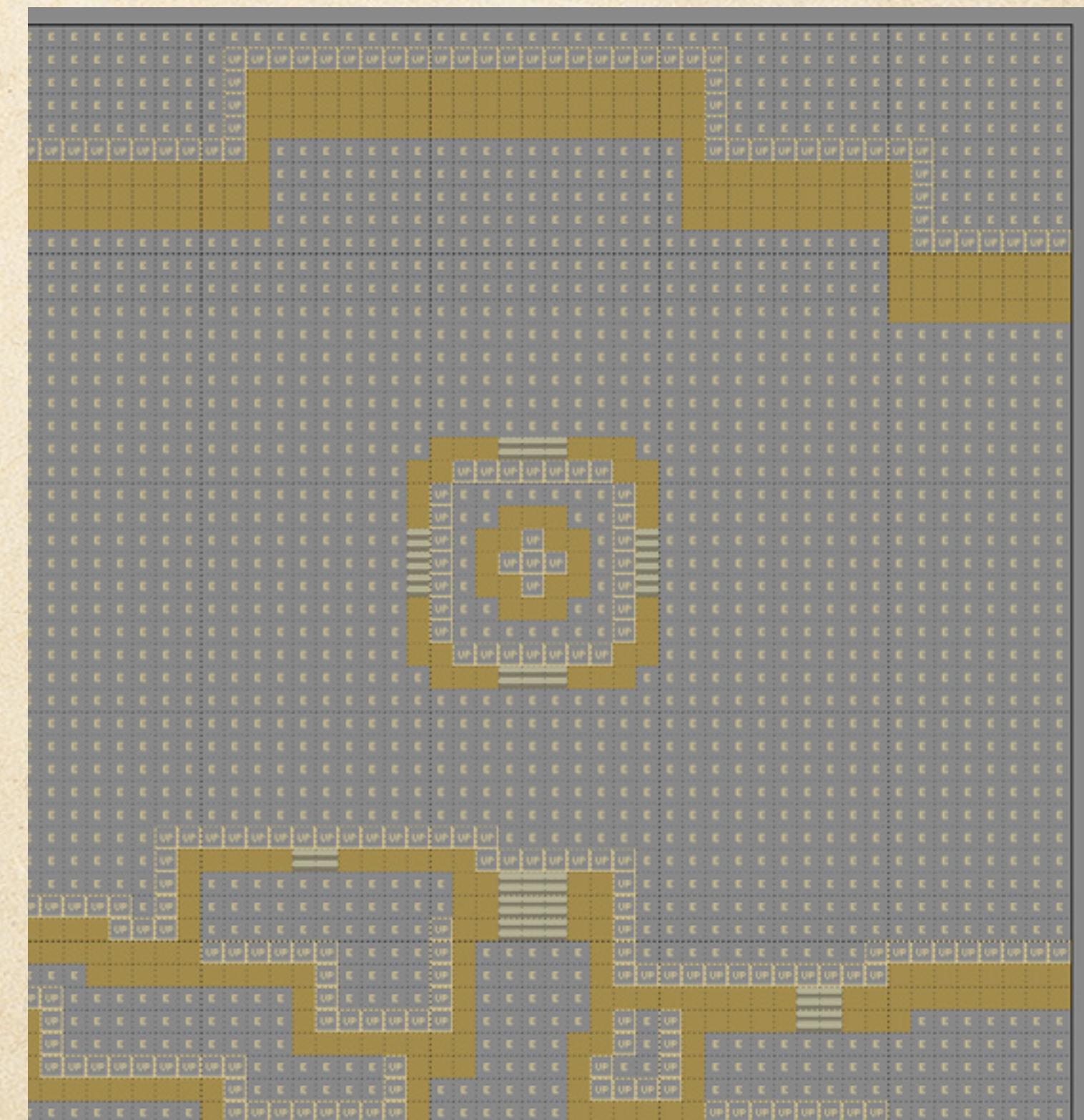
For other rock slopes, the layer name should be 'RockSlopes_1_Gray,' 'RockSlopes_1_Sand,' and so on, depending on the tileset you are using.



Now draw the tiles that will be occupied by the rock slopes and place the "up" tiles on the upper side of the slope. (as shown in the image here on the right)

The only limitation of this system is that in very small areas, there may not be enough space to place the 'up' tiles without interfering with other parts of the slope. In these cases, you will need to manually position the tiles.

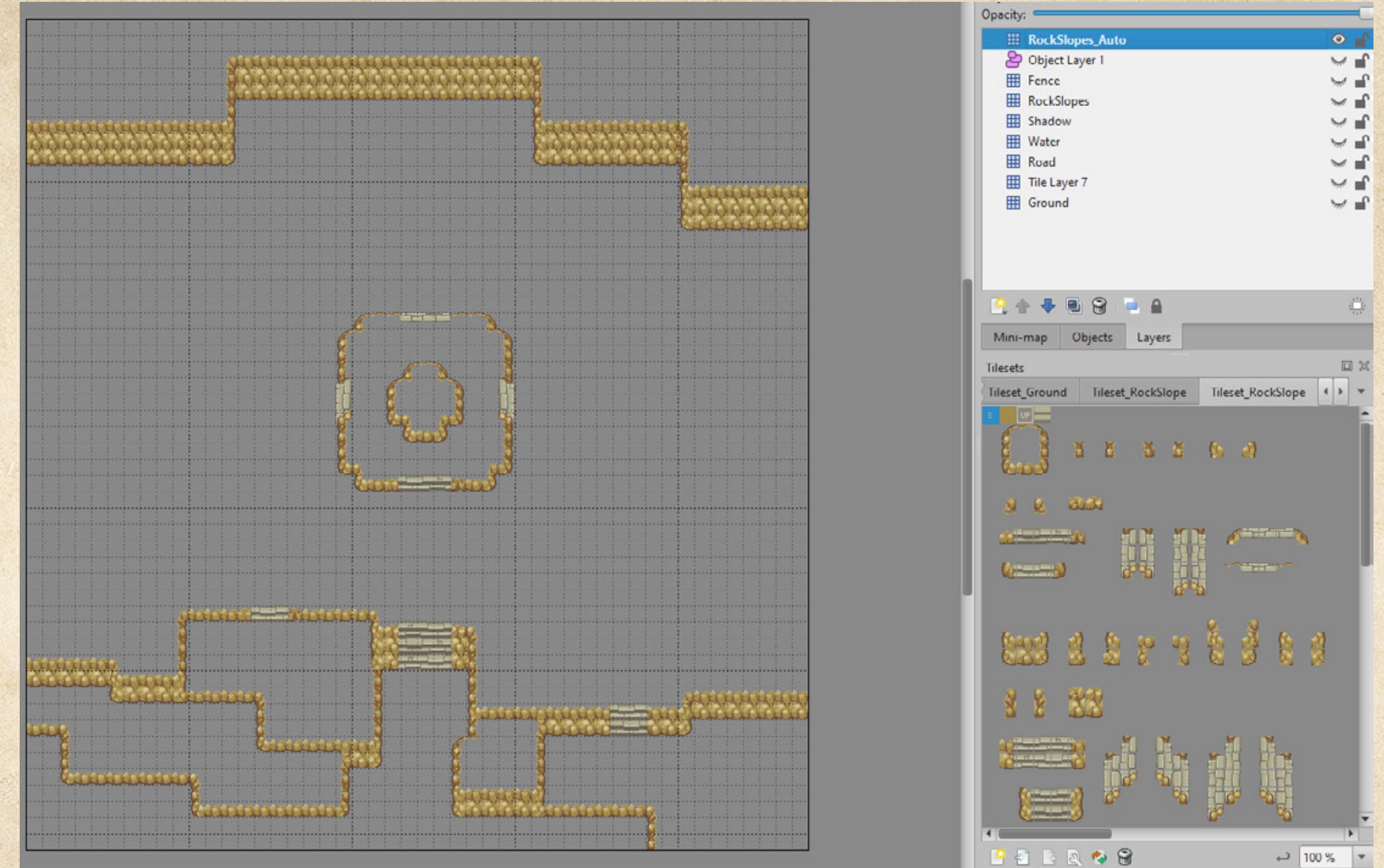
I created tiles to cover all the possible combination that came to my mind while creating maps, if you find a tile that you need and it's not yet in the asset pack feel free to tell me!



It's important to keep the up tiles in the right place to have a correct AutoMap, here you can see an example:



The next step will be an easy one: just press “CTRL + M” or go to “Map/AutoMap” and the magic will be done. A new layer named “RockSlopes_1_Brown_Auto” will appear. (As shown in the image on the right).



Important!

If you want to learn more about Tiled AutoMap you can find here their documentation: <https://doc.mapeditor.org/en/stable/manual/automapping/>

Contact me!



thefantasytileset@gmail.com



[valeriocolonna_art](https://www.instagram.com/valeriocolonna_art/)