

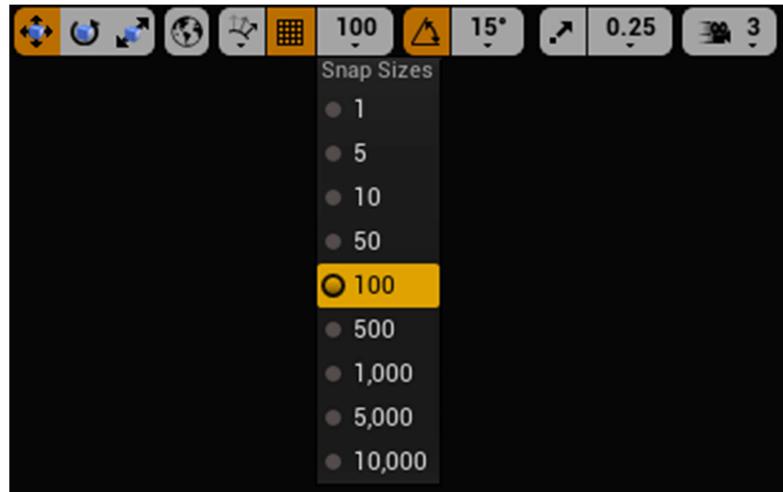
Multistory Dungeons

User Manual



TYPICAL WORKFLOW

Almost all architectural models of the set are designed to work with grid snapping set to 100.



Most of the time you will start constructing a level with a basic block called **Base_01**. You can find it in the folder **Blueprints > Bases**.

There are two versions of this basic block. The other one is called **Base_01_Optimized**. It is similar to **Base_01**, but has no collision and uses lower light map resolution. You can use it in optimization purposes for background areas.



After adding a block to the scene, you can duplicate it by pressing Control + W or by translating it while holding Alt. This way you can build a larger basement.

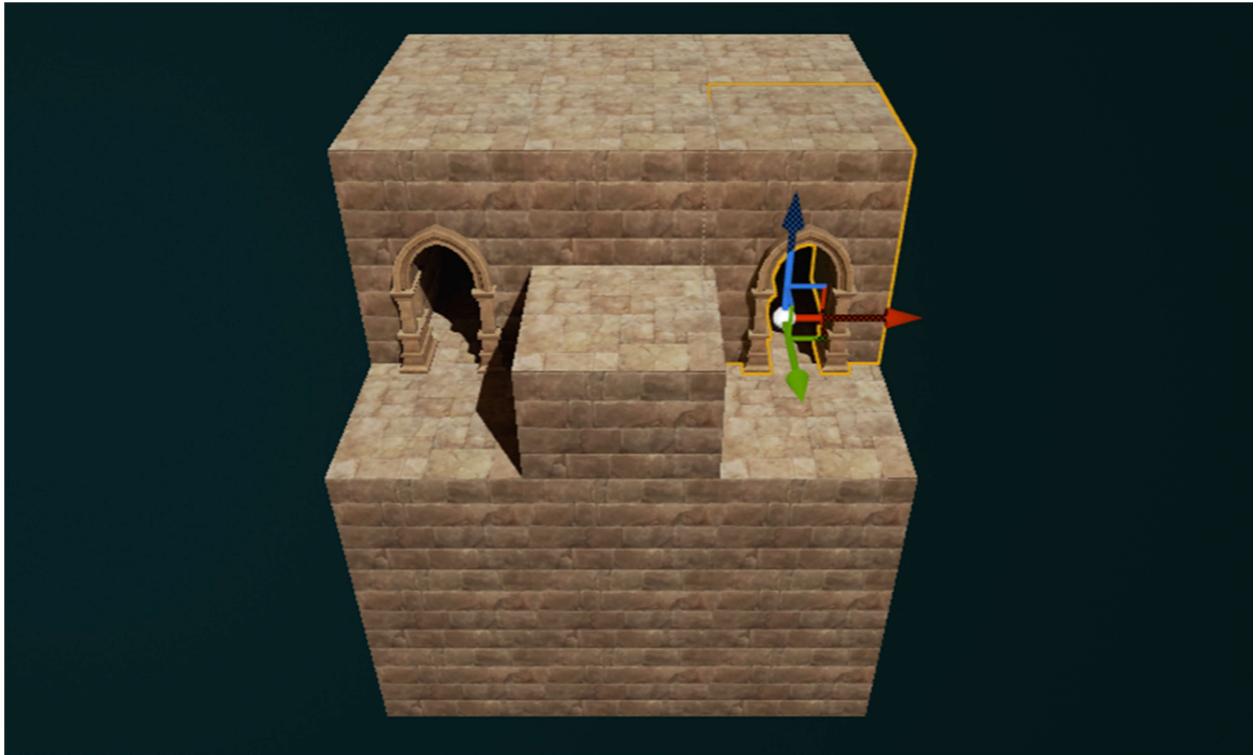


Additionally you can replace some blocks with simplified floors and walls to use light map space more efficiently. You can find these models in the folder **Bases** under the names like “**Floor_Plane**” and “**Wall_Plane**”.



The number 32 or 64 at the end of the name represents the light map resolution of the model.

You can always remove some blocks and replace them with other models from the folder **Blueprints > Bases**. For this example we will use an Archway (model name: Base_Arch_02_Preset_01).



Now let's add a stair from the folder **Blueprints > Stairs**.



Once the basic elements are placed, it is time to add railings to the scene. You can find them in the folder **Blueprints > Railings**.

Note that the railings should be placed on the very edge of the basic blocks and stairs.



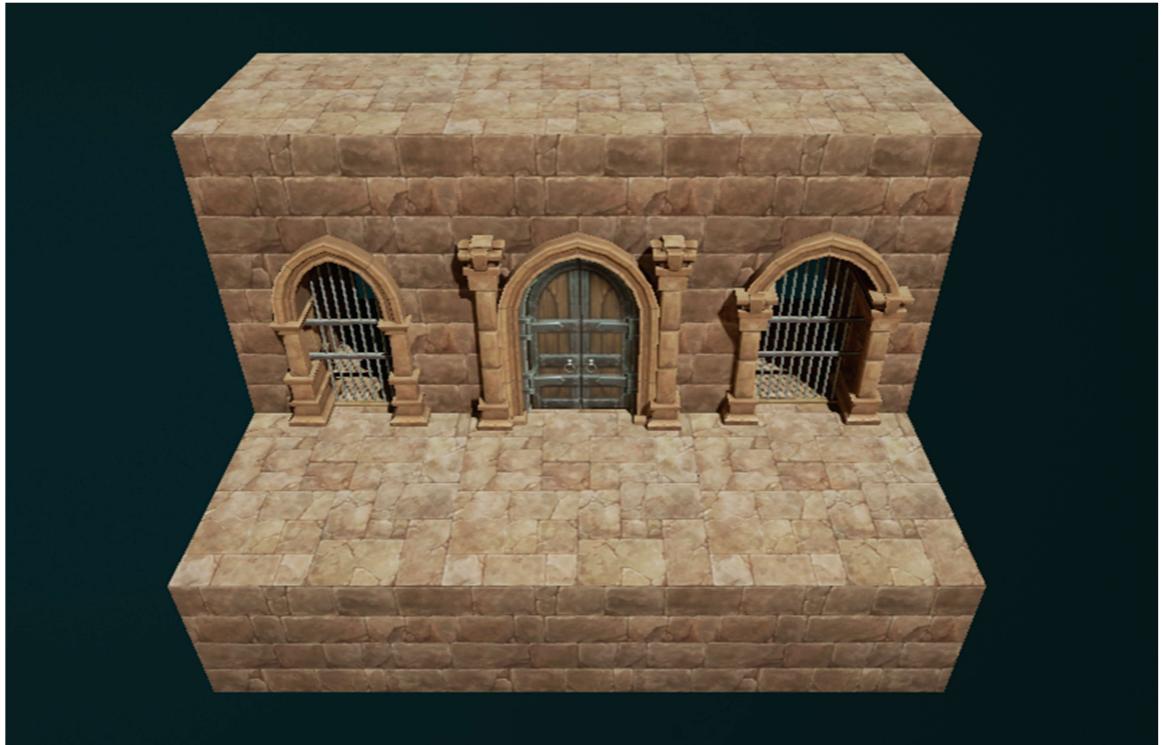
Place the **Railing_Pillar_01** between railings.



There are also models of “flat” and damaged railings and pillars for them in the folder **Blueprints > Railings**.



Arch_Door_01 and **Arch_Door_02** may be closed with the door. Most arches can be closed with the bars. The Door and bars are located in the folder **Blueprints > Doors**.



Add walls from the **Blueprints > Walls** folder.

We recommend placing the walls on some surface.



You can also refer to **Blueprints > Walls > Parts** folder if you need the component parts of the walls. Here you'll find the basic models of the walls and the decorations of the lower and upper parts.





Add a column to the scene from the **Blueprints > Columns** folder.

Column_01 is designed as standalone. **Column_02, Column_03, Column_04** and **Column_05** are designed to be placed next to the wall.

Buttresses are placed next to walls outside the playable area.

You'll also find some damaged columns here.



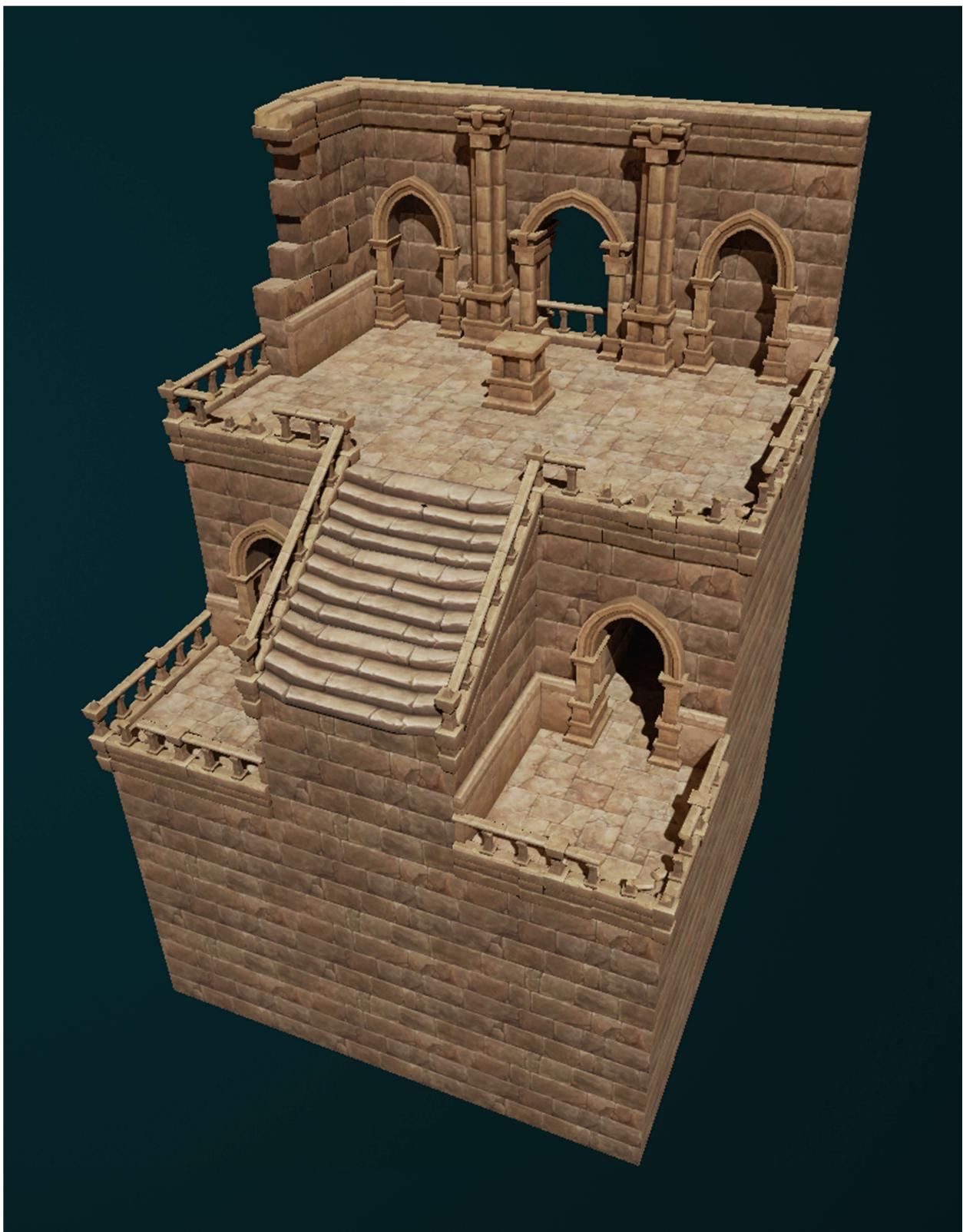
The railing called **Window_Filler_01** (**Blueprints > Railings**) is designed to close arches so the Player can see what is behind but will not fall out of the level.



You can make a niche in a wall, using an arch and the asset called **Wall_Filler_01** (**Blueprints > Walls > Parts**).

Or just use the presets from the folder **Blueprints > Walls**, called **Wall_Arch_Preset_04** and **Wall_Arch_Preset_05**.





Now let's add some props.

Most frequently used items are located in the folder **Blueprints > Props**. The furniture, books and alchemical accessories are in the corresponding child folders - **Furniture**, **Books** and **Alchemy**. Ready-to-use presets can be found in the folder **Presets**.



Add the fog effects to the scene from the **Blueprints > Effects** folder.

Fog_01 is commonly used in the interior, near the torches and candlesticks. **Fog_Big_01** is usually placed in the background areas under the playable area.

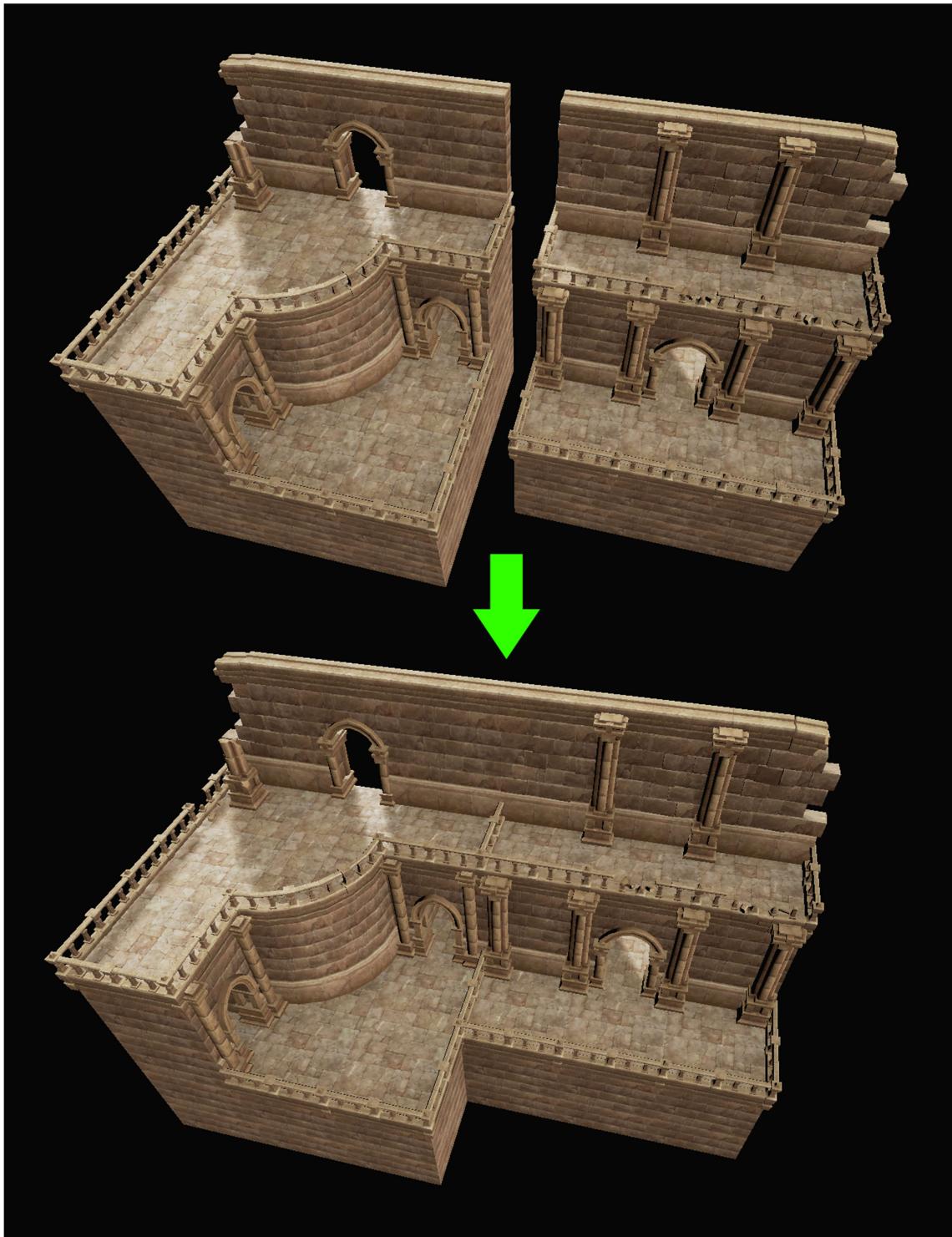
Fog_Exit_Up_01 и **Fog_Exit_Down_01** are designed specifically for entrances and exits.

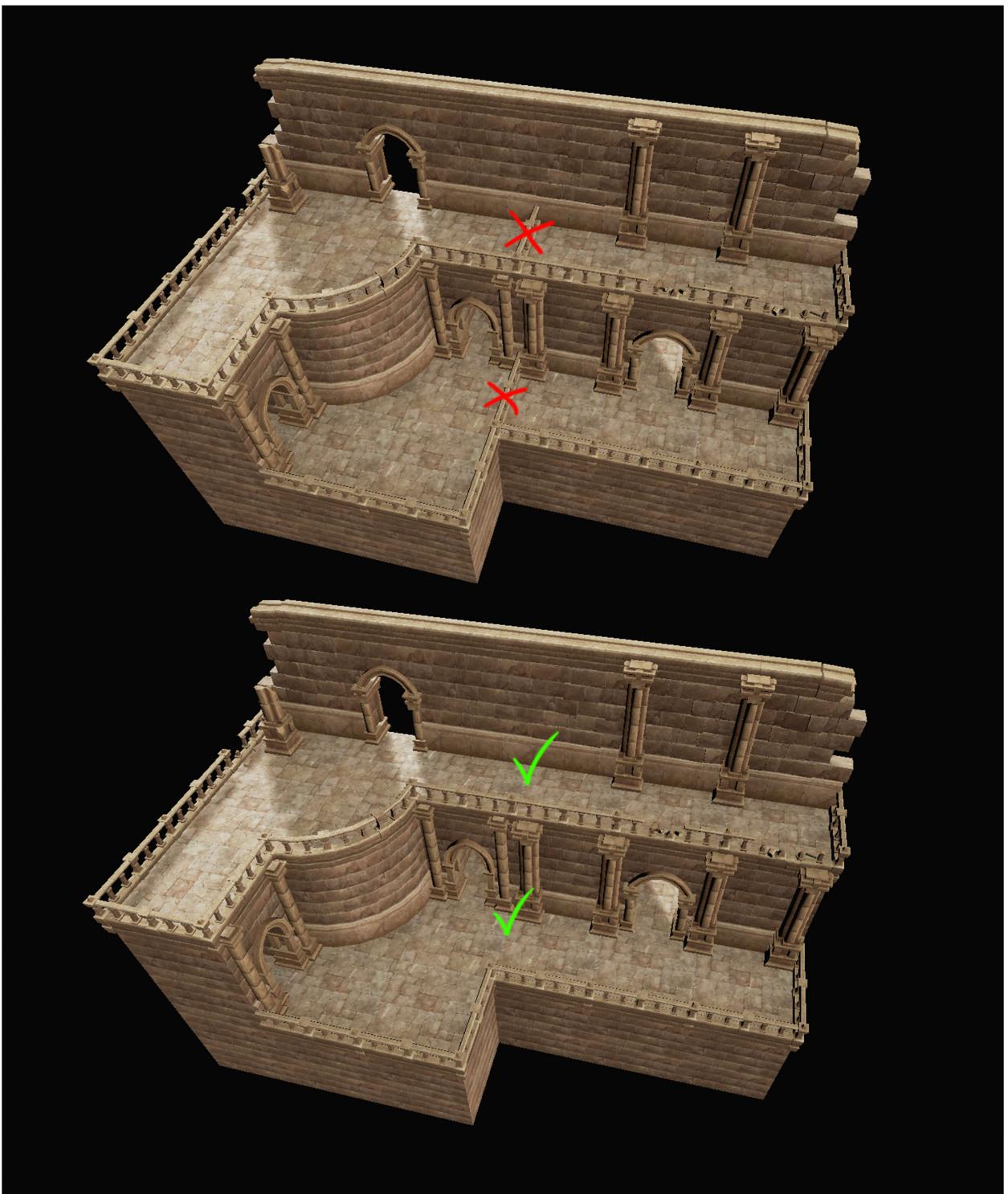


MODULES

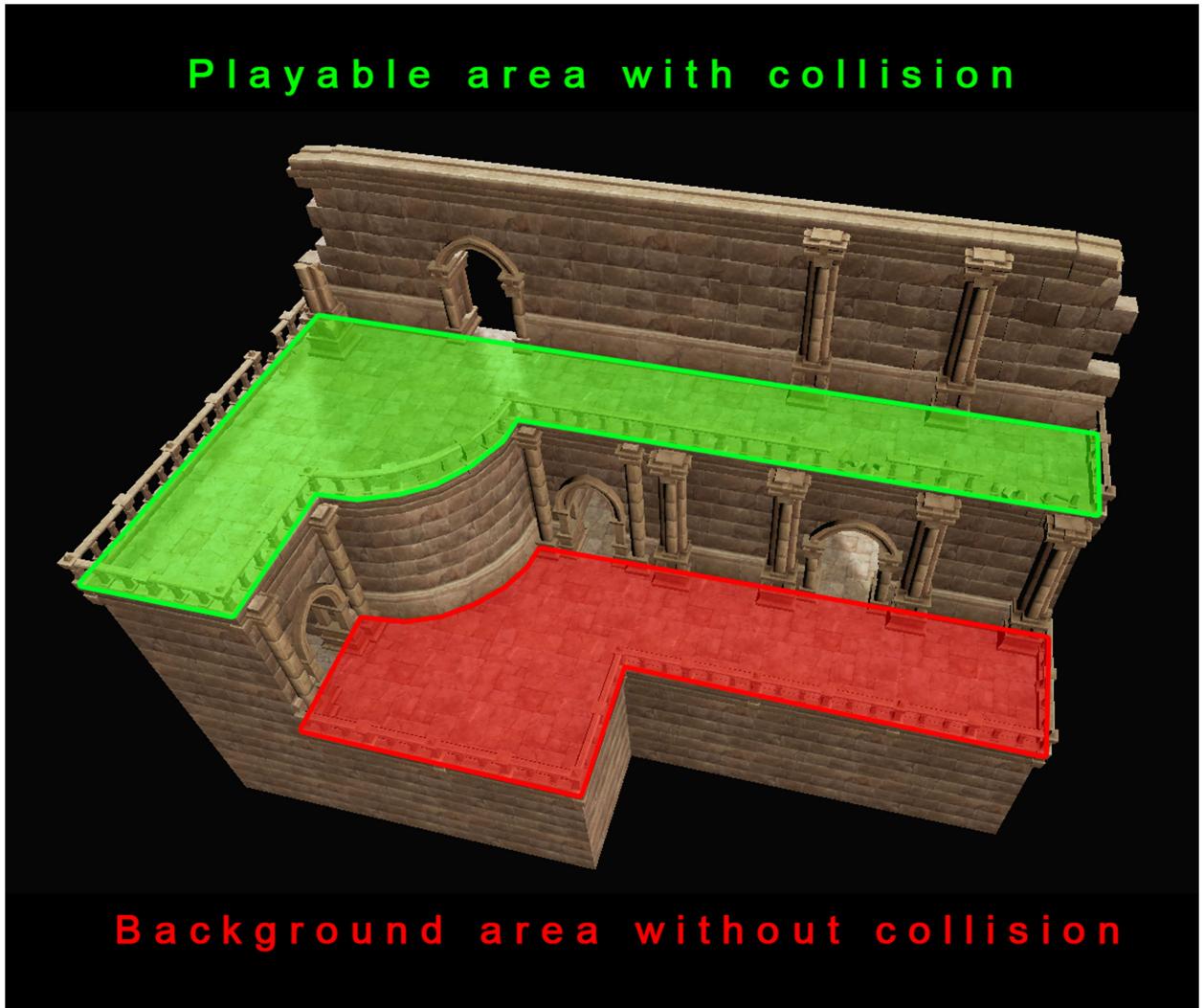
You can find premade modules in the folder **Scenes** (scene name **Modules**). They are grouped for convenience. To ungroup a module after it is set to place, press Shift + G.

You can build a level by connecting modules and removing intersecting railings.





Note that almost all module presets have playable areas and background areas. Background floors are there just to make an illusion of a huge and complex dungeon.



You can find a demo project in the folder **Scenes**.



Thank you for choosing Multistory Dungeons!

*If you have a question or comment, please contact us at
mana4free@gmail.com*