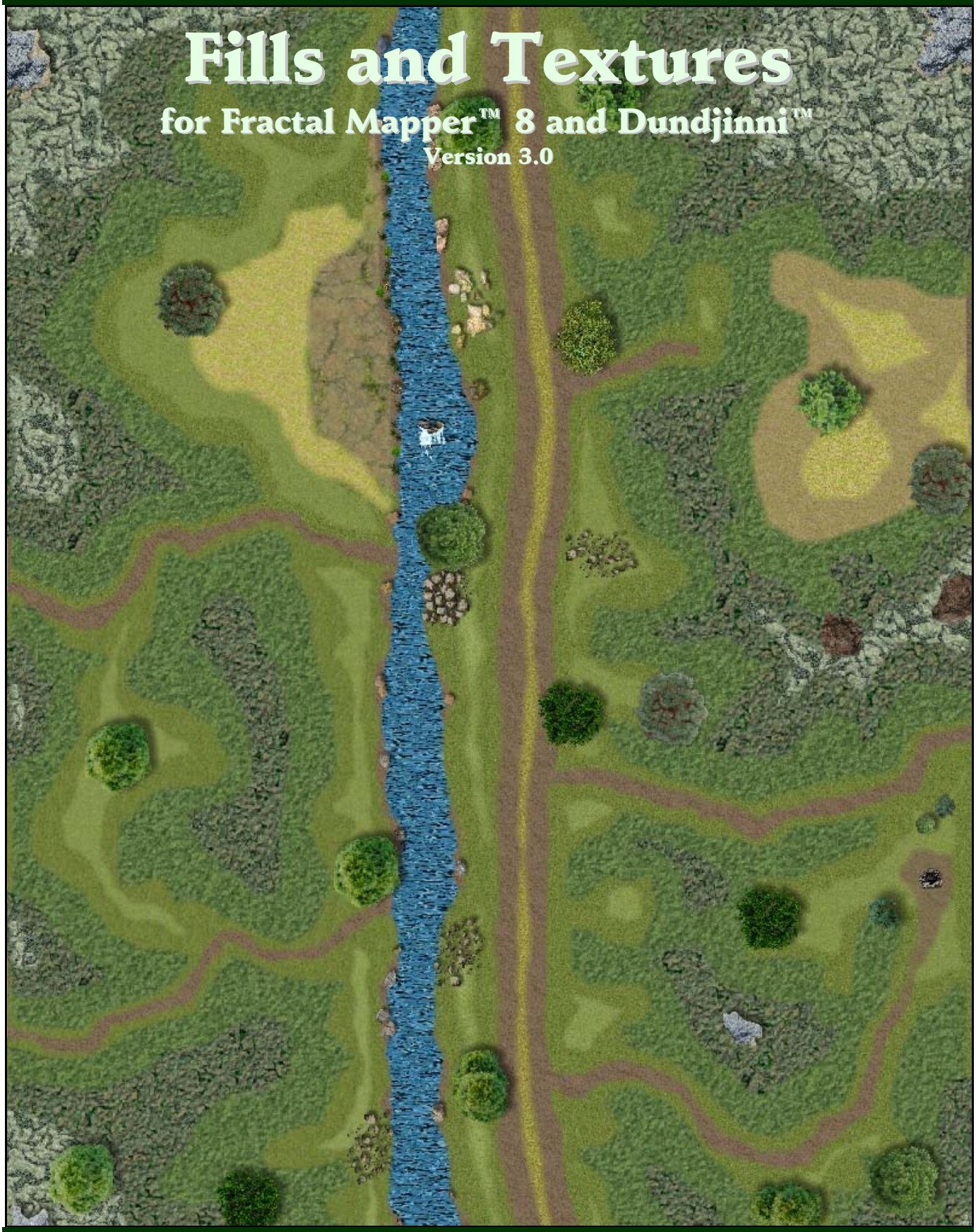
The Vintyri™ Project

# Cartographic Collection

# Fills and Textures

## for Fractal Mapper™ 8 and Dundjinni™

Version 3.0



Compatible with the Dungeons Daring™ Role-Playing Game
and the JÖRÐGARÐ™ Campaign Setting

# Vintyri Cartographic Collection

## Fills and Textures

Version 3.0

**Product Code: VCG1-0003/3**

## Authored by the *Vintyri™ Project*

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Front cover picture: The map *The North Hills* from the Dungeons Daring™ game.
Rear cover picture: Map of Kapland from the **JÖRÐGARÐ™**campaign setting.

# Table of Contents

**Title Page** ..... 3

**Table of Contents** ..... 4

**Open Game Content** ..... 5

**Photocopying, Impressum & Credits** ..... 6

**Dedication** ..... 7

**Foreword** ..... 8
1. Installation ..... 8
2. What You Won't Find Here ..... 9
3. What You Will Find Here ..... 9
4. Redistribution of the *Vintyri* Fills and Textures ..... 10

**I. The Fills and Textures Catalogs** ..... 11
1. Catalog: Vintyri Overland ..... 12
1. Catalog: Vintyri Settlements ..... 15
1. Catalog: Vintyri Structures ..... 15

**II. Legal Information** ..... 16
1. Open Game License ..... 16
2. Open Game Content and Product Identity ..... 18
3. Contact Information ..... 18

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**http://www.rpgmapshare.com**

**http://www.greytale.com**

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The Vintyri Cartographic Collection
is dedicated to

# Larry Elmore

1948-

*Larry Elmore is the man who first made it possible*
*for us to see our paper RPG adventures*

**Photo: Larry Elmore at Lucca Comics and Games, 2008**

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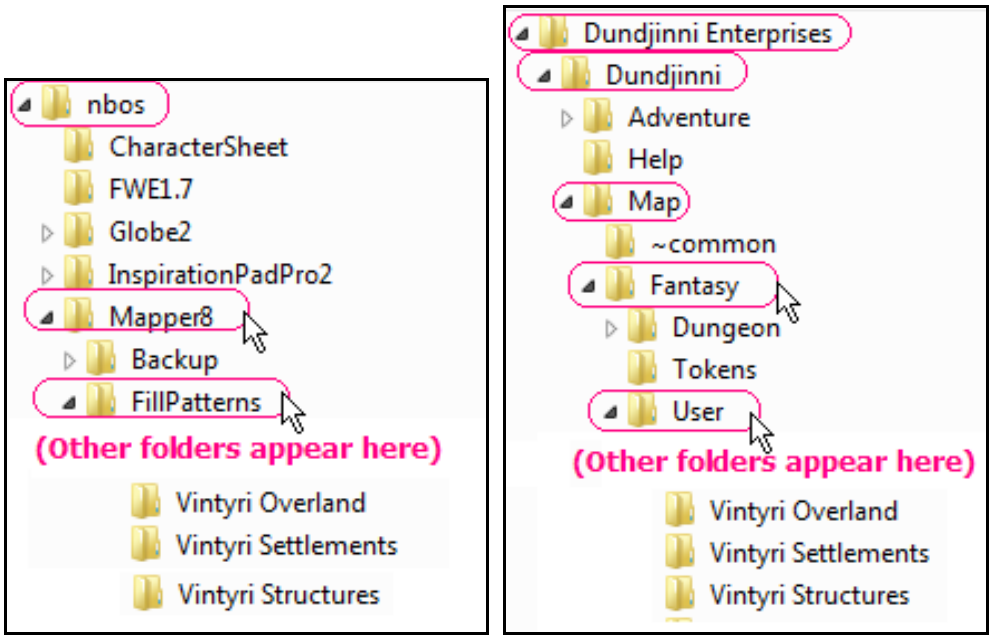
# Foreword

## 1. Installation




***Installation folders for Fractal Mapper 8, left, and Dundjinni*** **Open Game Content**

The ZIP files create folders named called *Vintyri Overland, Vintyri Settlements* and *Vintyri Structures*, as shown in the graphics above.

- ***Fractal Mapper 8:*** Unzip the ZIP files into the *FM8* folder named *FillPatterns* (see graphic, above left). The main *nbos* folder is found under *Programs* (or *Programs x86,* if you use 64-bit *Windows® Vista*). This will create the new folders shown in the left graphic above. These folders contain the fills, and they can be accessed in your *Fill Styles* menu. If you have installed previous versions of the Vintyri fills, you may see a message box asking whether you want to overwrite the existing folders. Click Yes. Doing so will add the new folder and files, but it will not overwrite existing content.

- ***Dundjinni:*** *Dundjinni* was installed on your PC under *Programs* (or *Programs x86,* if you use 64-bit *Windows® Vista*) in the folder hierarchy shown in the right graphic above. Unzip the ZIP-files that you downloaded into the folder *User.* This will create the new folders as shown in the right graphic above. These folders contains the textures, and they can be accessed in your menu.

**Vocabulary***:* Fills in *FM8* are *Textures* to the *Dundjinni* user.

# 2. What You Won't Find Here

Most cartographic collections attempt to present a wide assortment of mapping symbols, objects, fills and textures. The *Vintyri* collection is being created with a different goal in mind. The main focus of the *Vintyri Project* is the creation of gaming text materials, such as the *Dungeons Daring* RPG or the *Jörðgarð* setting now in production, rather than making graphical materials. When we make our maps, we use fills and textures from many sources. We create new fills and textures only when we can't find the things we need elsewhere. That's why a number of fills and textures that you might want won't be found in our collection.

However, if you want fills and textures that we don't offer, we suggest you go on a *mining* expedition. Begin by registering and then downloading the site's art packs and the *FM8* version of Cecil Solomon's *CSUAC* collection at http://www.gmsapprentice.com/. If you don't register, you won't be able to download. Check out the rest of this site too. It offers good mapping material that isn't in the *CSUAC* collection.

Next, run over to http://www.rpgmapshare.com. This site is run by Jeff Alberts under his screen name of *Steel Rat*. It offers a huge and incredibly good collection of fills and textures, most made by *Dundjinni* cartographers. However, if you plan to make commercial use of your maps, be sure to check whether the contributing artists allow that or whether they limit usage to private maps.

Next, take a look at the site run by Greg Taylor, whose online name is *Greytale*. Greg's website is at http://www.greytale.com. This site includes free contributions from a small circle of some of the best raster mapping wizards in the *Dundjinni* community. If you want access to everything, become a member (free). The members-only area offers some real mapping jewels.

Finally, stop at the *Dundjinni* users' forum:

http://www.dundjinni.com/forums/forum_topics.asp?FID=8

The graphics offered by forum users require a bit of knowledge to download and use successfully. Some forum posters offer a download link, but others simply make their excellent symbols and fills available by including them within their postings. However, if you're using *Microsoft's Internet Explorer*, you'll have a problem.

To extract these symbols from the postings, you need to click them with the right mouse key and then save them as separate files. These symbols are PNG files. Many of them have transparent elements, but for reasons known only to *Microsoft*, the *Internet Explorer* will save them only as BMP files, which will turn the transparent areas white or black. The best solution available is to download *Mozilla Firefox* and to use it instead of the *Internet Explorer* when extracting symbols from *Dundjinni* forum postings. *Firefox* saves the files in the necessary PNG format.

Finding the fills and textures that you need is another matter with the *Dundjinni* user forums. You probably won't want to page through several years of forum postings, but if you're seeking specific mapping material, simply enter these things in the search system, and the website will give you links to all of the postings where such material is offered.

**Give and Take!** Keep in mind that the graphics offered at these sites are the hard work of other mappers, most of them *Dundjinni* users. If you use their work, it's nothing more than a good custom and decent manners to add any symbols you might create to one of these sites, to repay those who have enhanced your symbol library.

# 3. What You Will Find Here

The *Jörðgarð* campaign setting, for which the *Vintyri Cartographic Collection* is being developed, parallels the historic real world to some extent, but it is an alternate version of the real world at best. It also is somewhat anachronistic. Different areas of the setting are in historical eras that correspond to Europe of the Dark or Middle Ages. Architecture in the *Jörðgarð* setting basically is that of the more advanced parts of Western and Central Europe in the late Middle Ages.

As a result, our fills and textures are based to a certain extent upon real world landscapes and real world structures and structural elements. We've divided the *Fills and Textures* into three catalogs:

- **Vintyri Overland.** This catalog includes a large variety of overland mapping fills and textures such as grasslands, forests, mountains, deserts, prairie, tundra, etc.

- **Vintyri Settlements.** This is a small supplemental catalog with textures and fills for coal bins and piles and for marble.
- 
- **Vintyri Structures.** This is another small catalog with the textures and fills used to create the brown and light beaver tail clay tile roofs and the tarnished copper roofs used in the symbol sets of the *Vintyri Cartographic Collection*. There also is a texture or fill for creating dirty metal objects such as eave troughs.

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When we've developed mapping fills and textures in the past, we invariably were asked whether people could offer them for download on their own websites or even modify them and then offer them for download. The *Vintyri* fills and textures are released under the OGL, so the answer to both questions is yes, if you accept the OGL. The OGL for this product is at the back of this booklet. This means that you can and can't do the following:

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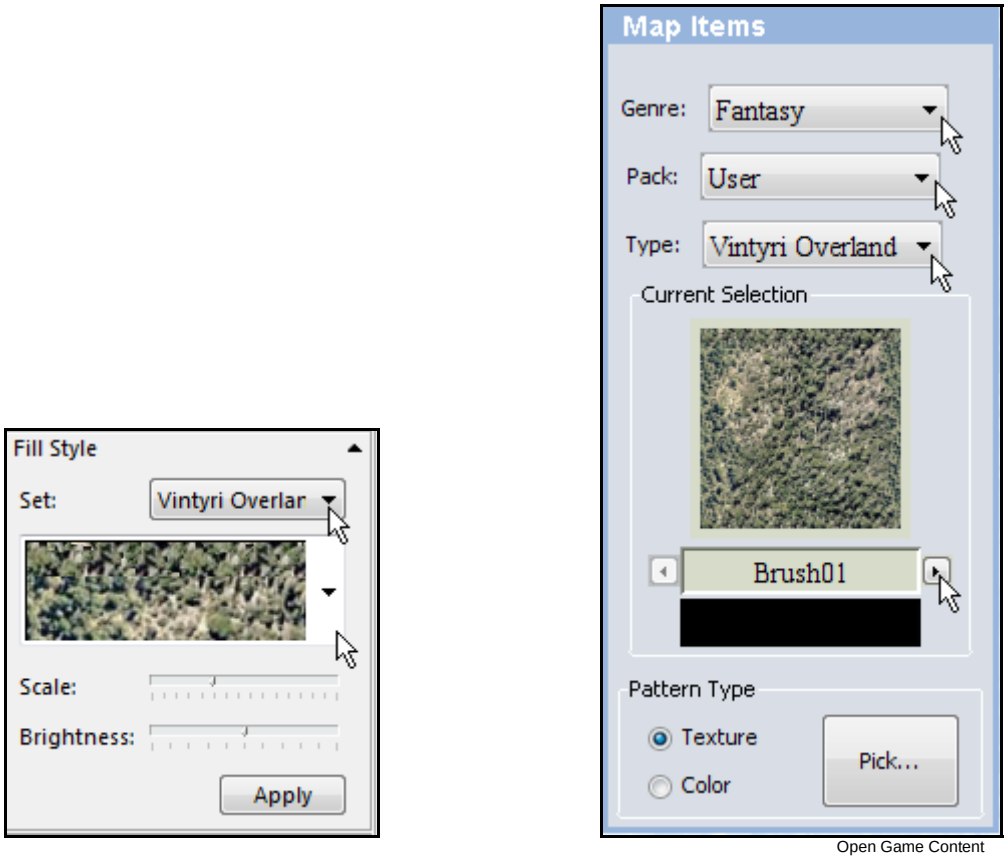
# I. The Fills and Textures Catalogs

We suggest that you print separate copies of the *Vintyri Cartographic Collection* catalogs for the fills and textures that you download and install, and that you use them as a quick reference




Open Game Content

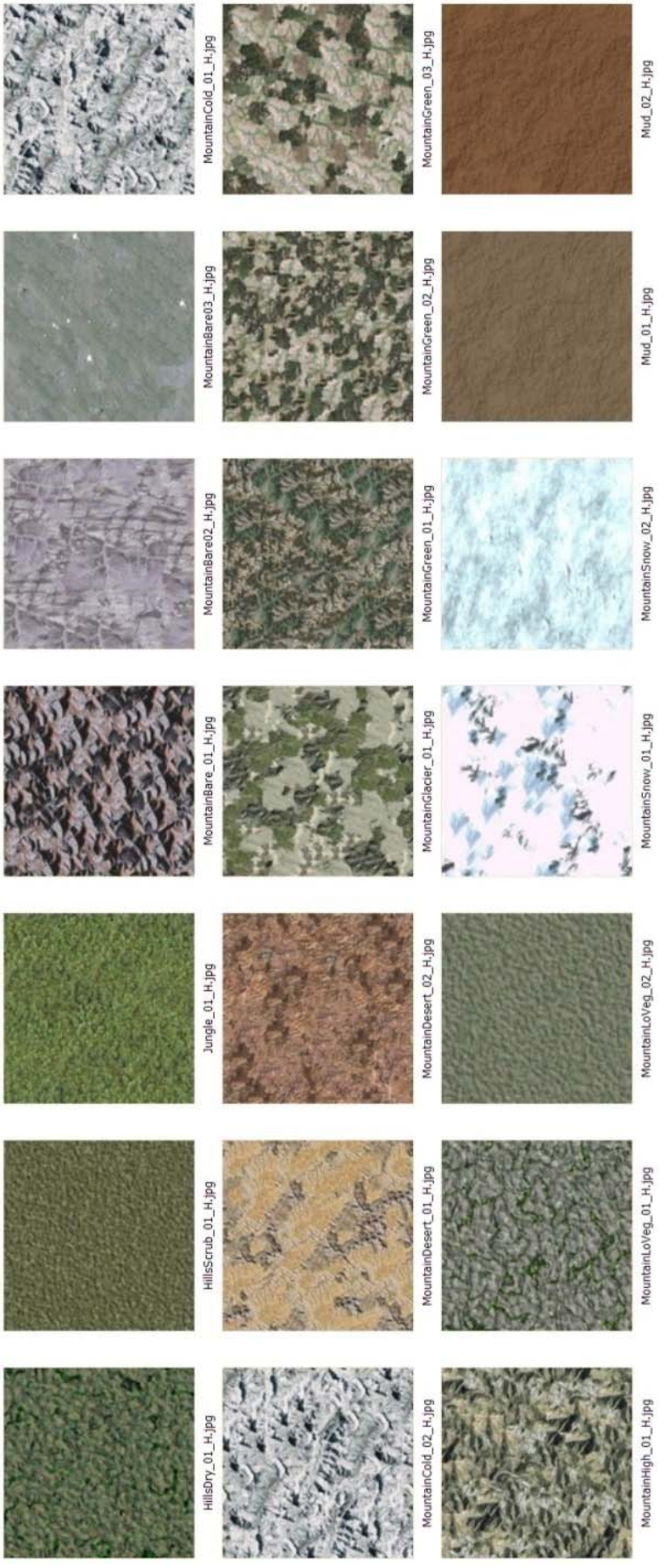
***Symbol selection in* Fractal Mapper 8, *left, and in* Dundjinni, *right***

Both *Fractal Mapper 8* and *Dundjinni* use graphical menus (see illustrations) for the selection of symbols. Each of these systems has its disadvantages:

- In *FM8*, one can click the graphical combo box arrow and see several fills simultaneously, but their names are not visible. One quickly forgets what some of these fills represent, but that information isn't available in *FM8*.
- In *Dundjinni,* the names of the textures are at least partially visible, but one can't view more than a single texture in the catalog at one time.
- The following catalog printouts will resolve that problem, giving you an overview of all the fills and textures in the catalogs, together with their names.

# 1. Catalog: Vintyri Overland

*The fill/texture* FieldsGreen_01_H.jpg *is based upon a* FilterForge *filter created by Totte.*


MountainCold_01_H.jpg
MountainGreen_03_H.jpg
Mud_02_H.jpg
MountainBare03_H.jpg
MountainGreen_02_H.jpg
Mud_01_H.jpg
MountainBare02_H.jpg
MountainGreen_01_H.jpg
MountainSnow_02_H.jpg
MountainBare_01_H.jpg
MountainGlacier_01_H.jpg
MountainSnow_01_H.jpg
Jungle_01_H.jpg
MountainDesert_02_H.jpg
MountainLoVeg_02_H.jpg
HillsScrub_01_H.jpg
MountainDesert_01_H.jpg
MountainLoVeg_01_H.jpg
HillsDry_01_H.jpg
MountainCold_02_H.jpg
MountainHigh_01_H.jpg

Sand_01_H.jpg
Tundra_03_H.jpg
PrairieGreen_01_H.jpg
Tundra_02_H.jpg
WaterMuddy_01_H.jpg
PrairieDry_04_H.jpg
Tundra_01_H.jpg
Water_02_H.jpg
PrairieDry_03_H.jpg
Swamp_03_H.jpg
Water_01_H.jpg
PrairieDry_02_H.jpg
Swamp_02_H.jpg
Wasteland_02_H.jpg
PrairieDry_01_H.jpg
Swamp_01_H.jpg
Wasteland_01_H.jpg
OpenLandFallow_01_H.jpg
Snow_01_H.jpg
Tundra_04_H.jpg

## 2. Catalog: Vintyri Settlements

Coal_01_H.jpg

Coal_02_H.jpg

Cobblestone_01_H.jpg

Cobblestone_02_H.jpg

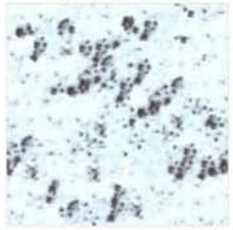
Cobblestone_03_H.jpg

cobblestone_04_H.jpg

CobblestoneRound_01_H.jpg

EnglishDaisies_04_H.jpg

Marble_01_H.jpg


Snow_01_H.jpg

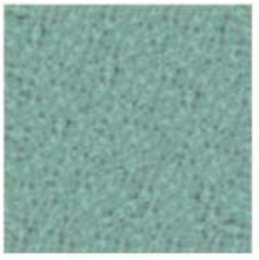
Wood_01_H.jpg

WoodBoard_01_H.jpg

## 3. Catalog: Vintyri Structures

BeaverTale01.PNG

BeaverTale05.PNG


Copper01H.png

dirtymetal.png

Thatch_01.jpg

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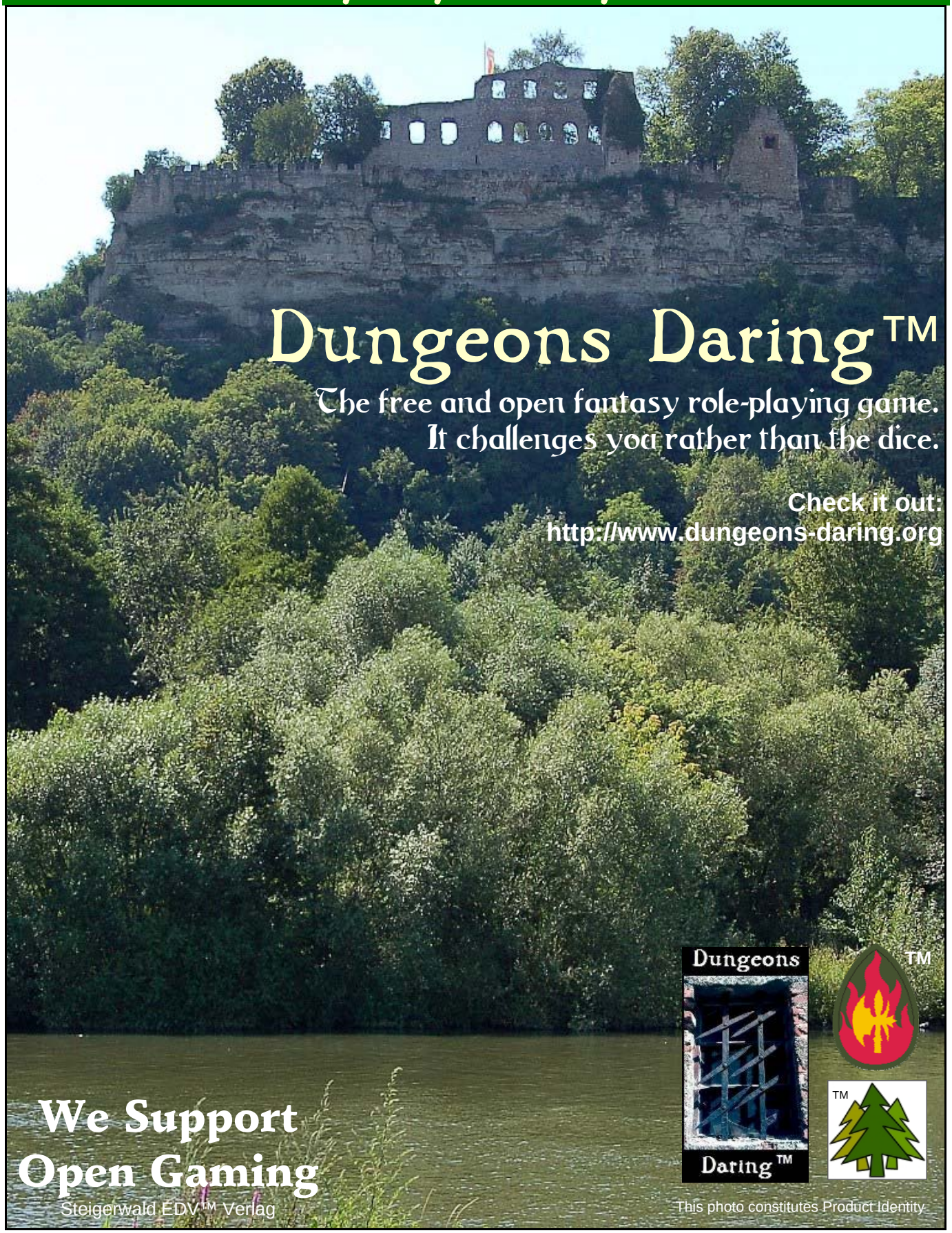
# Why Pay to Play?™