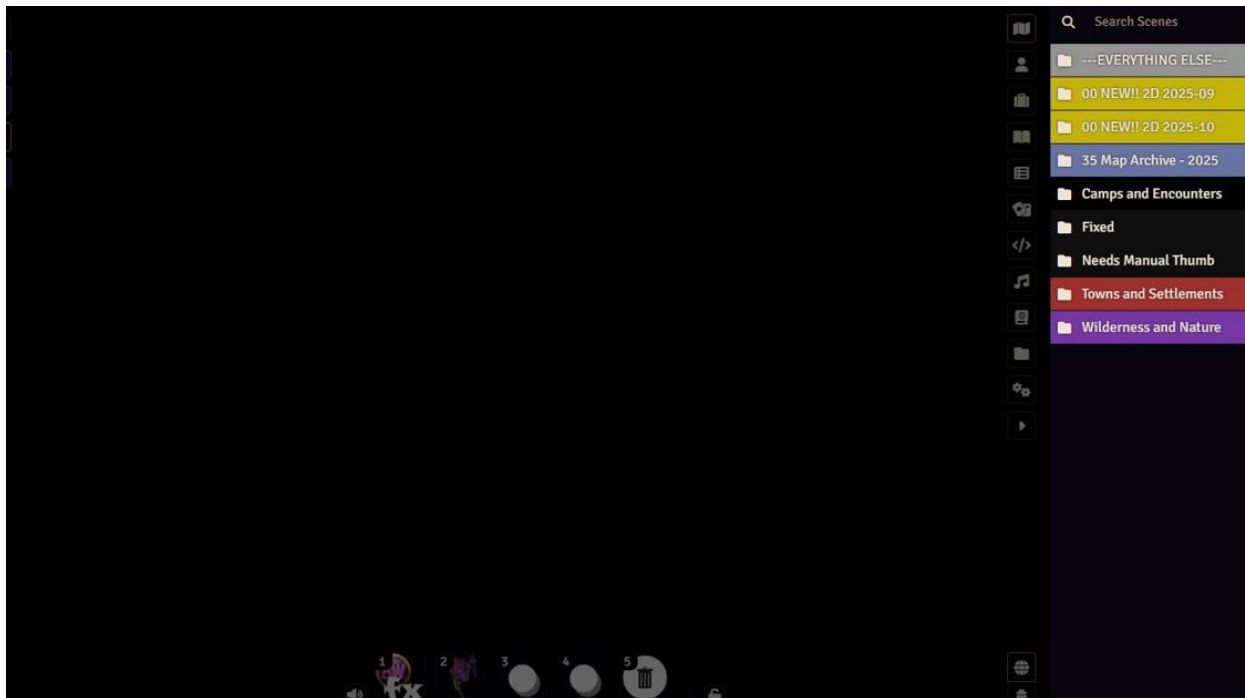


Create a Diorama Scene

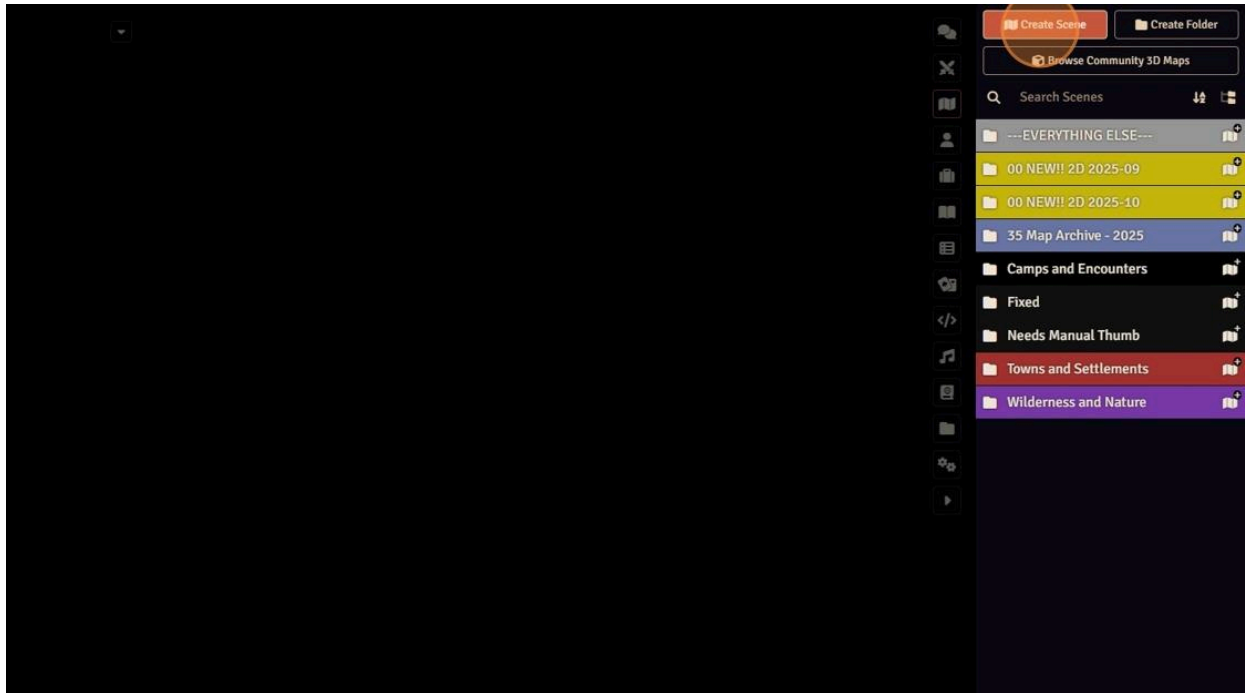
[Made by BW Baileywiki with Scribe](#)

This guide offers a step-by-step approach to creating an immersive diorama scene featuring forest and skeleton elements in Foundry. It simplifies the process of utilizing various assets, including animated props and ambient sounds, to enhance your scene's atmosphere. By following these instructions, you can easily customize and visualize your creative ideas, making it an essential resource for anyone looking to elevate their tabletop gaming experience.

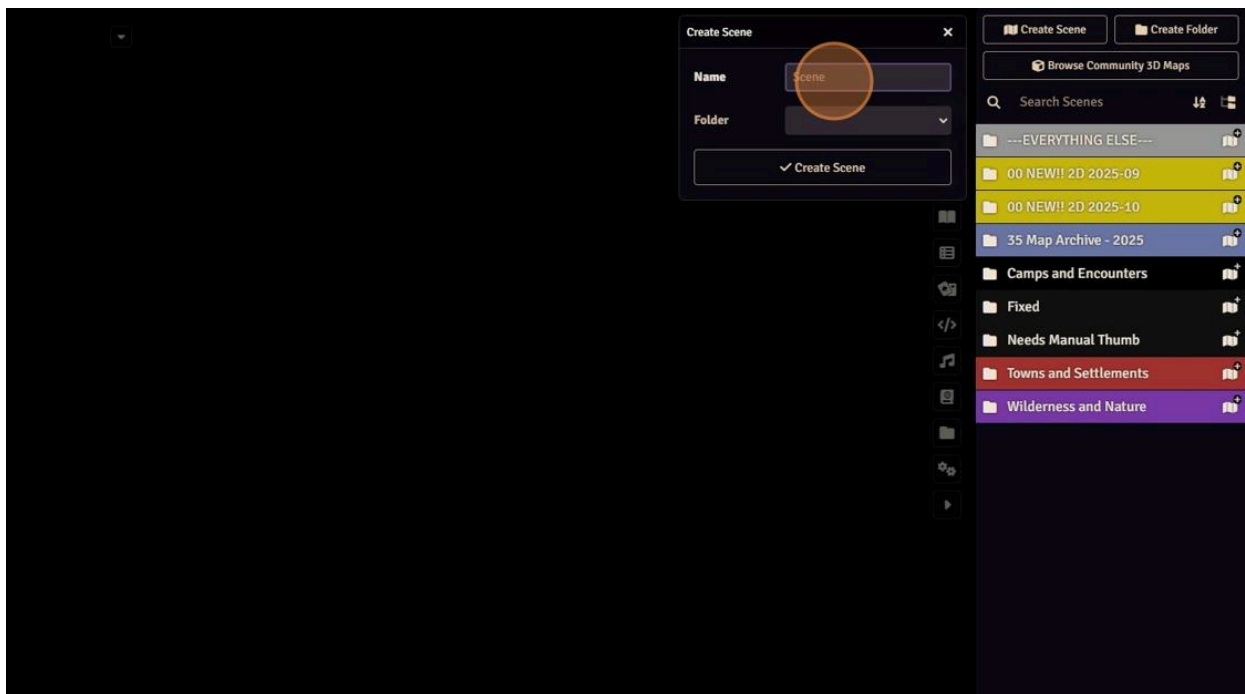
1. Open your Foundry world



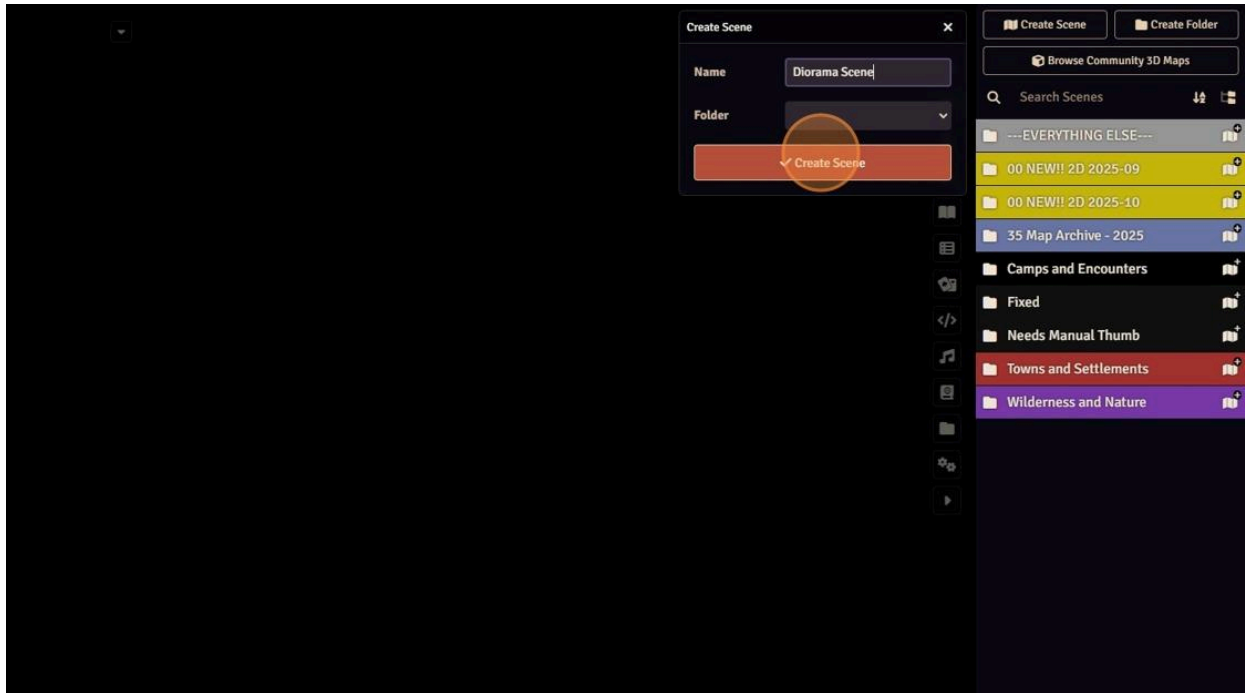
2. Click "Create Scene"



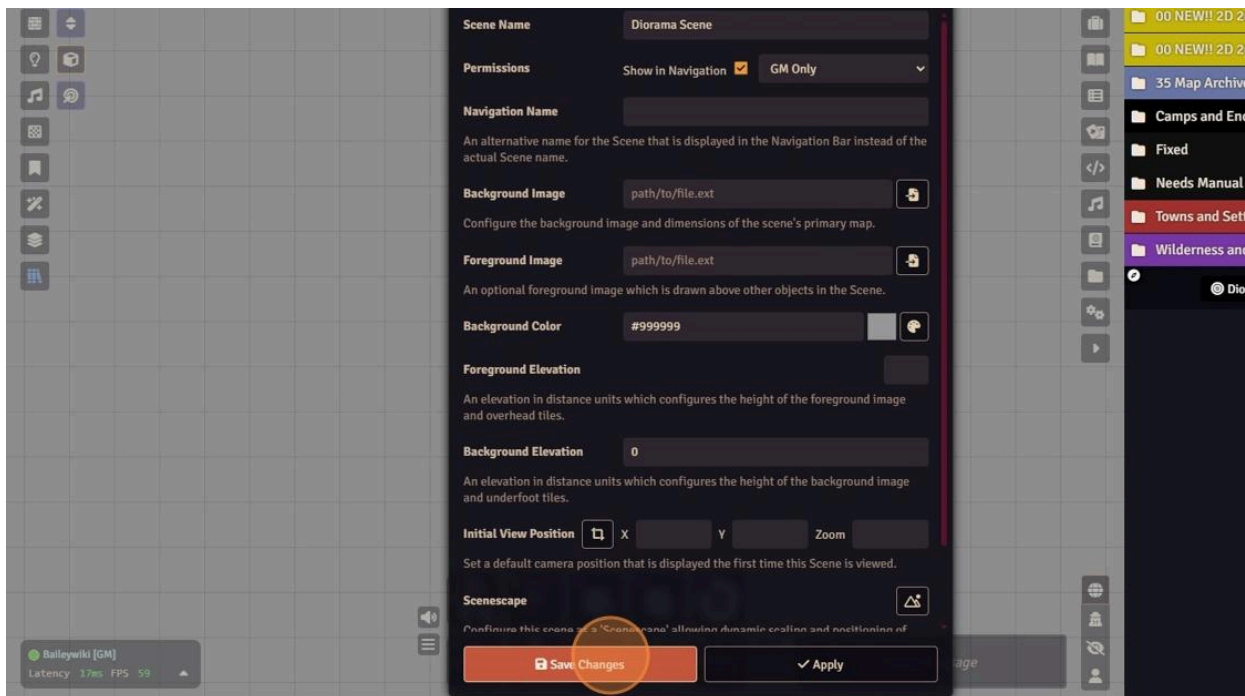
3. Name your scene



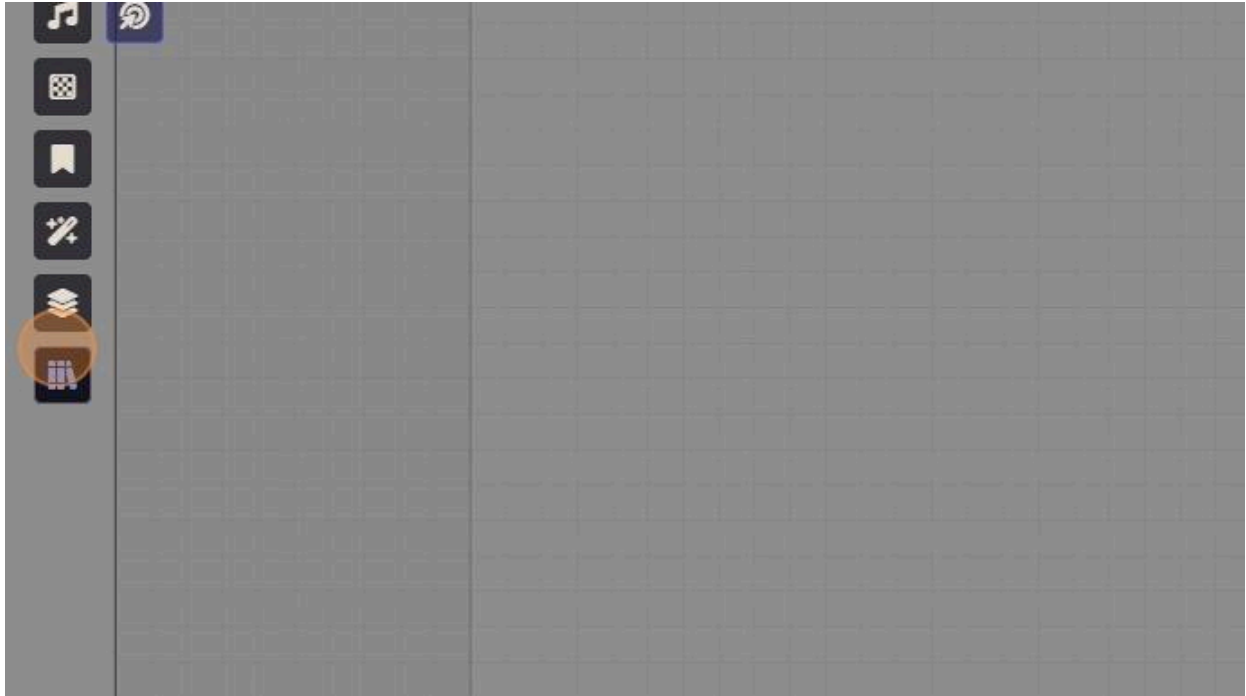
4. Click "Create Scene"



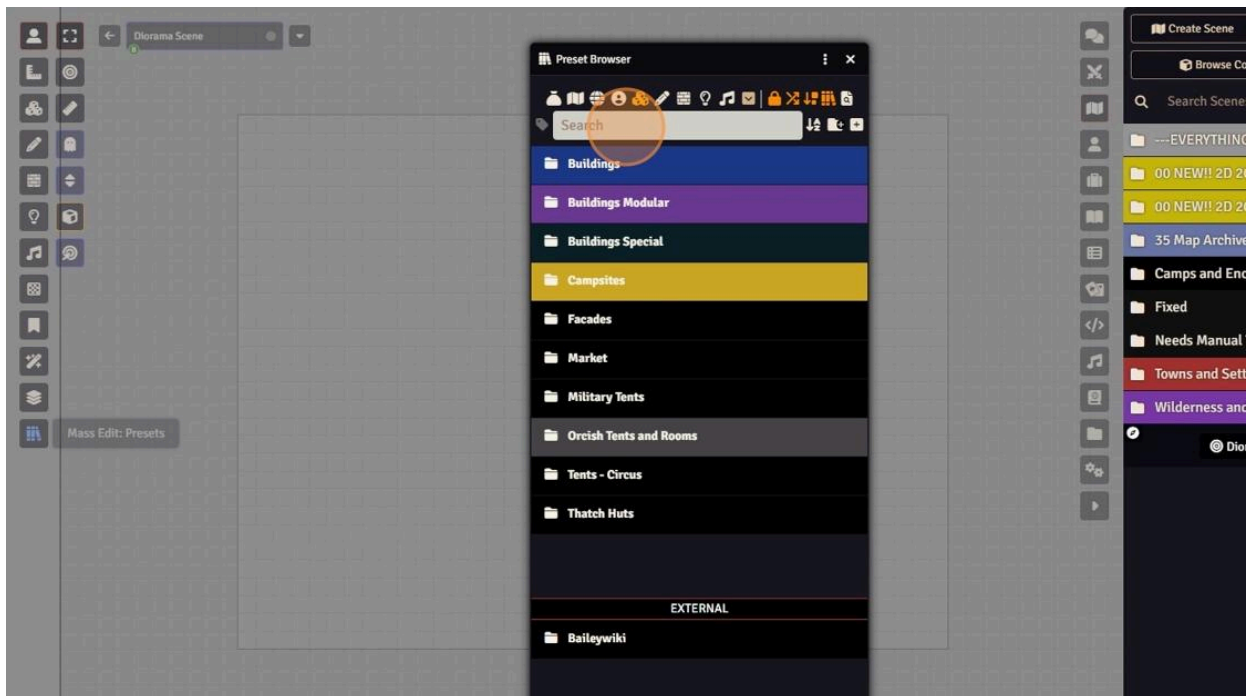
5. Click "Save Changes"



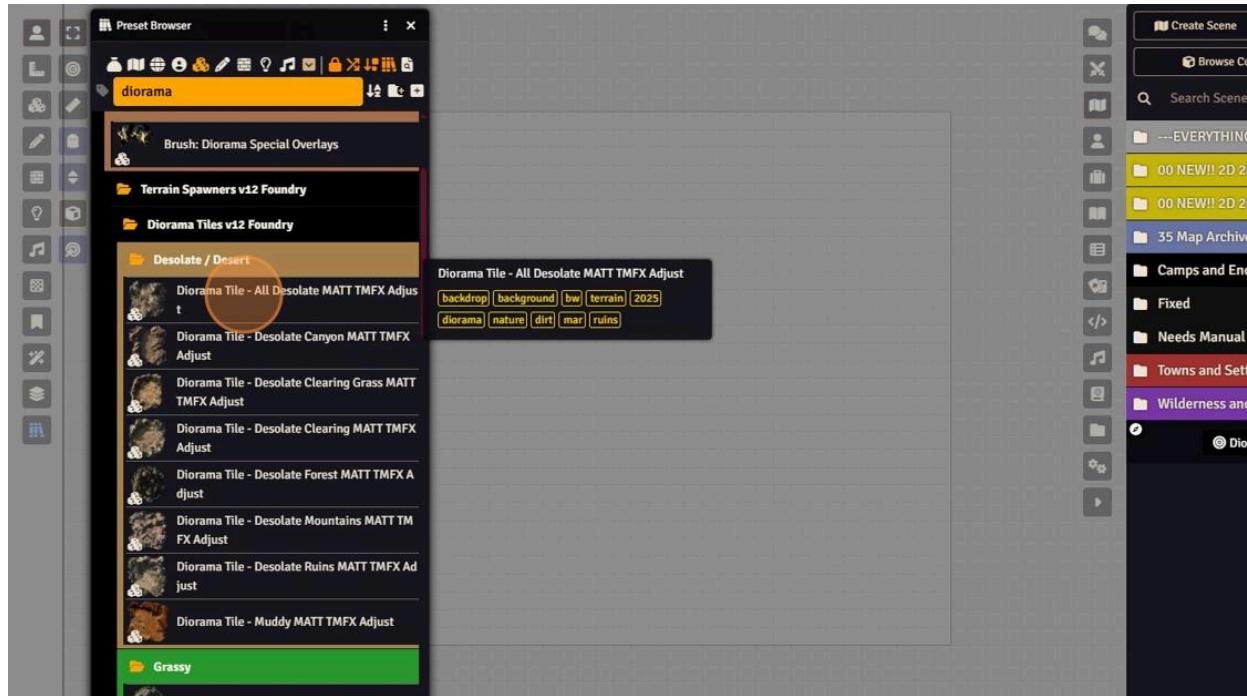
6. Click the Mass Edit asset browser button



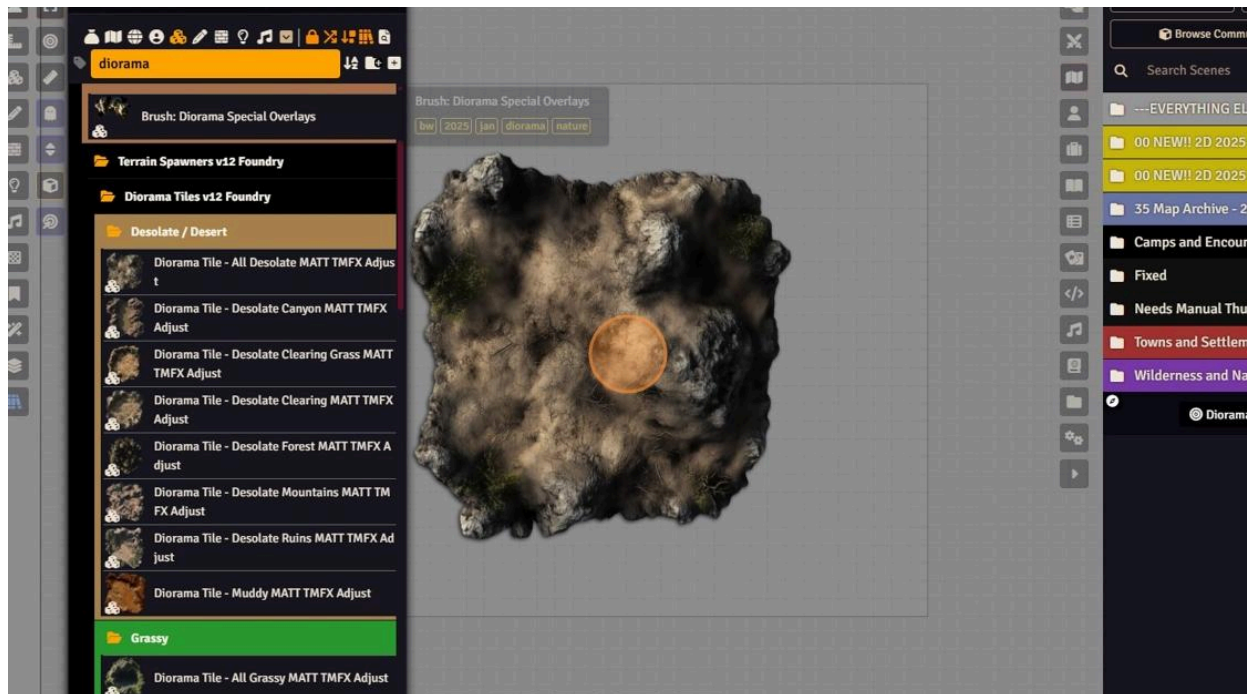
7. Click the "Search" field. Search for "diorama"



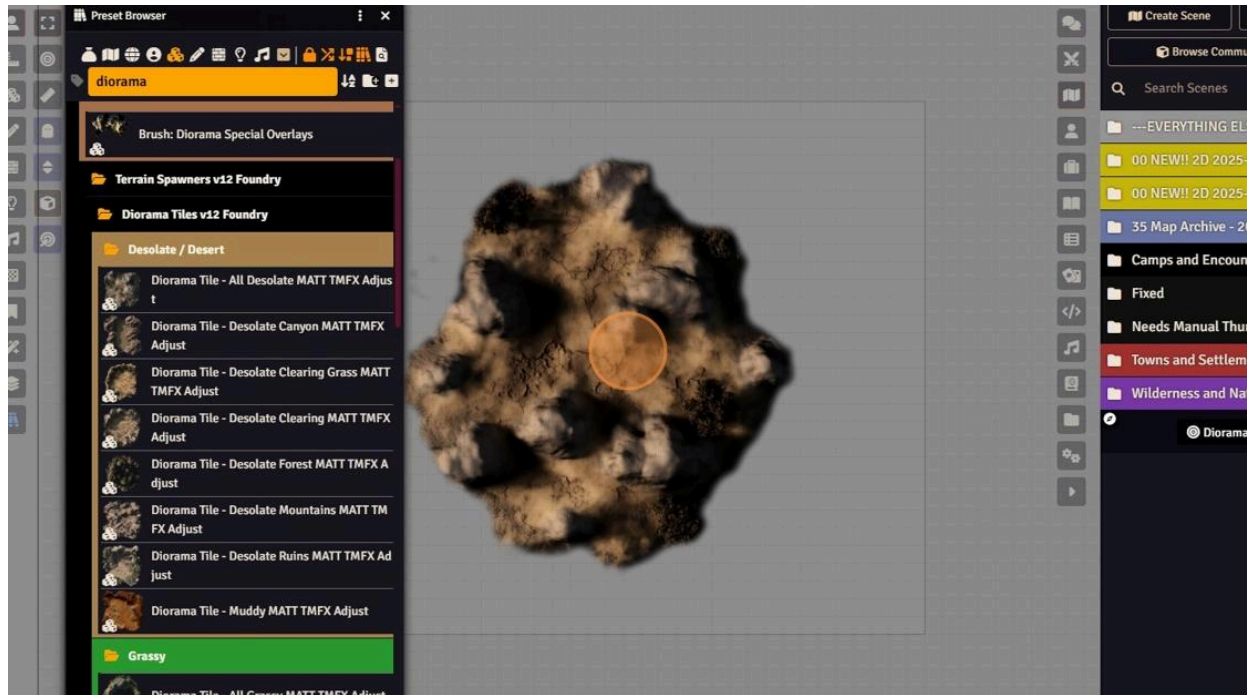
8. Drag "Diorama Tile - All Desolate MATT TMFX Adjust" to your scene. MATT means Monks Active Tile Triggers. That means there is something "smart" about the asset. TMFX Adjust means a Token Magic FX color adjustment filter is applied. We'll cover that another time.



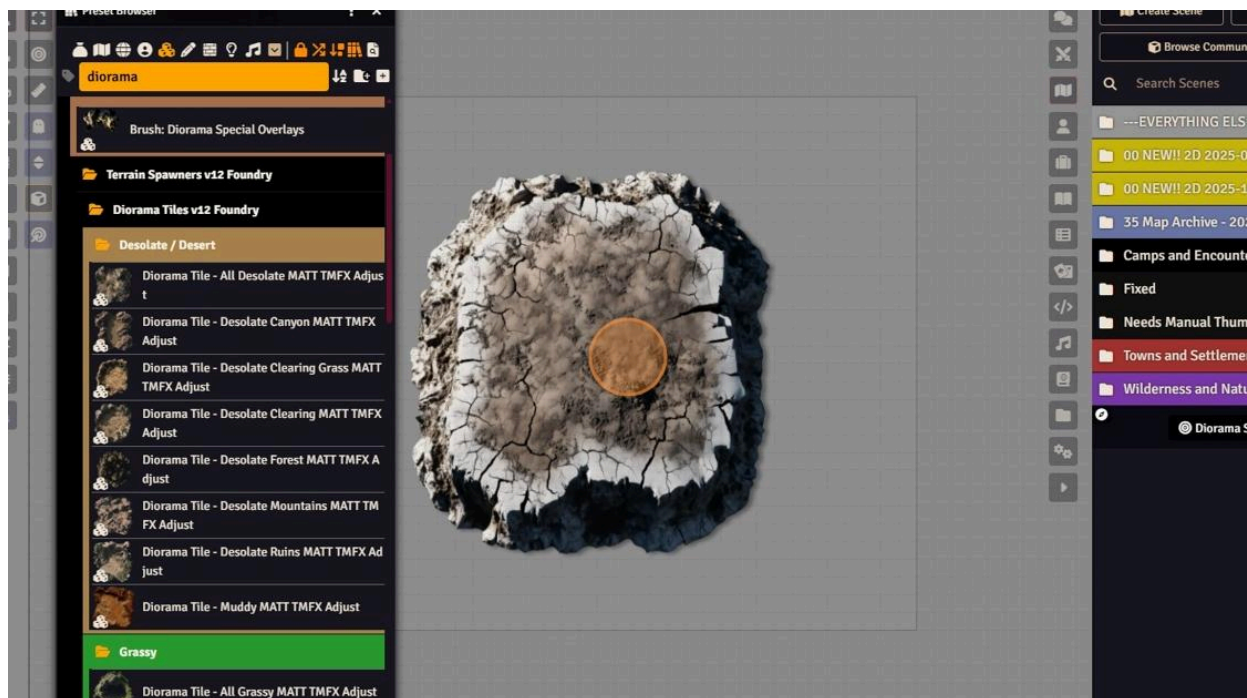
9. Double-click the diorama tile to randomly change it.



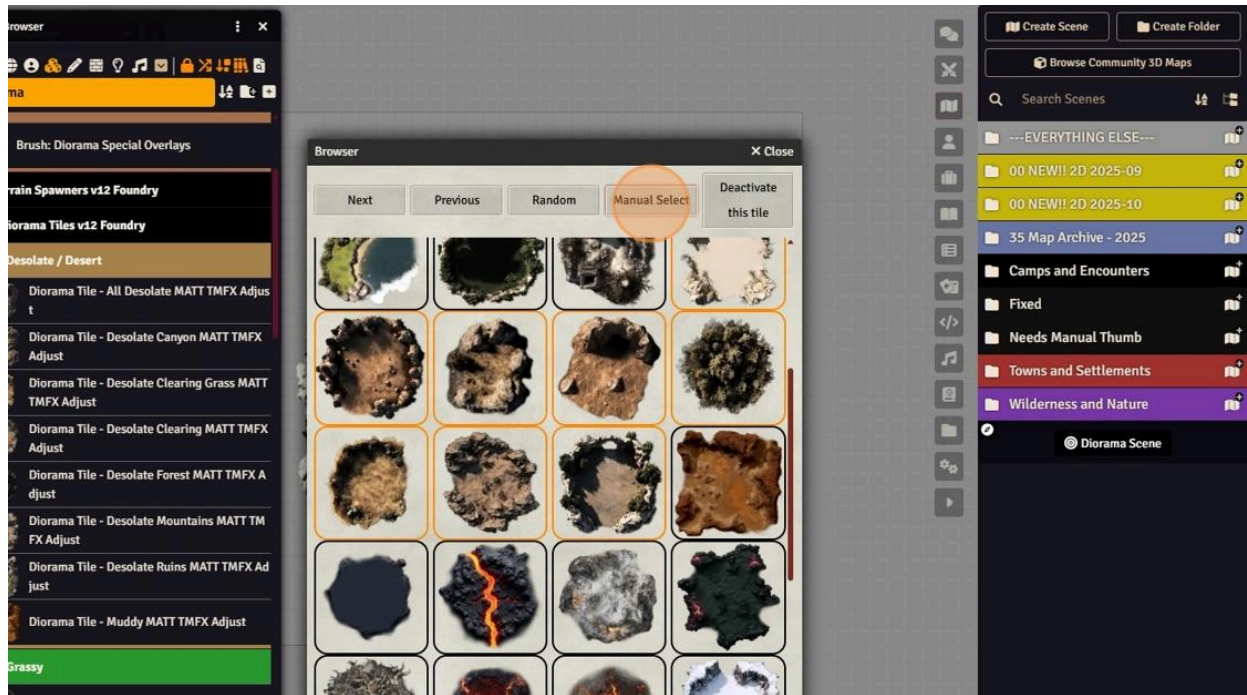
10. Double-click click it to keep changing it.



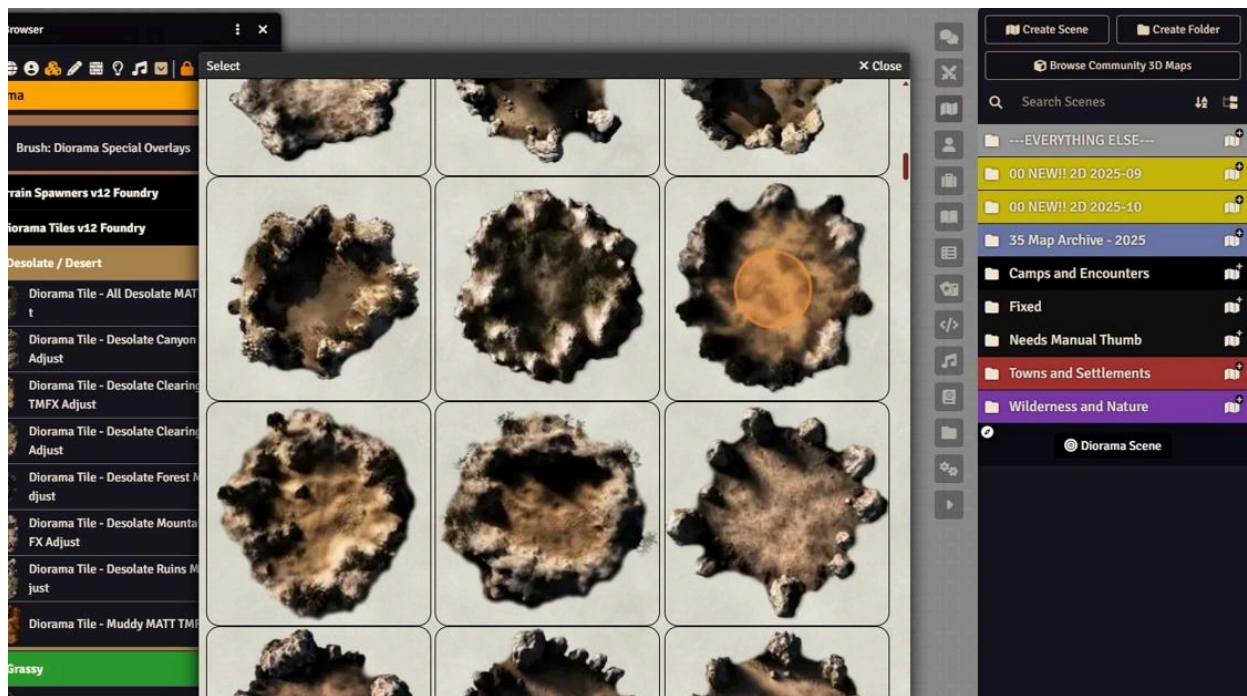
11. Double Right-click it to bring up the Diorama menu. Many Bailewiki assets can be double right-clicked to change it somehow.



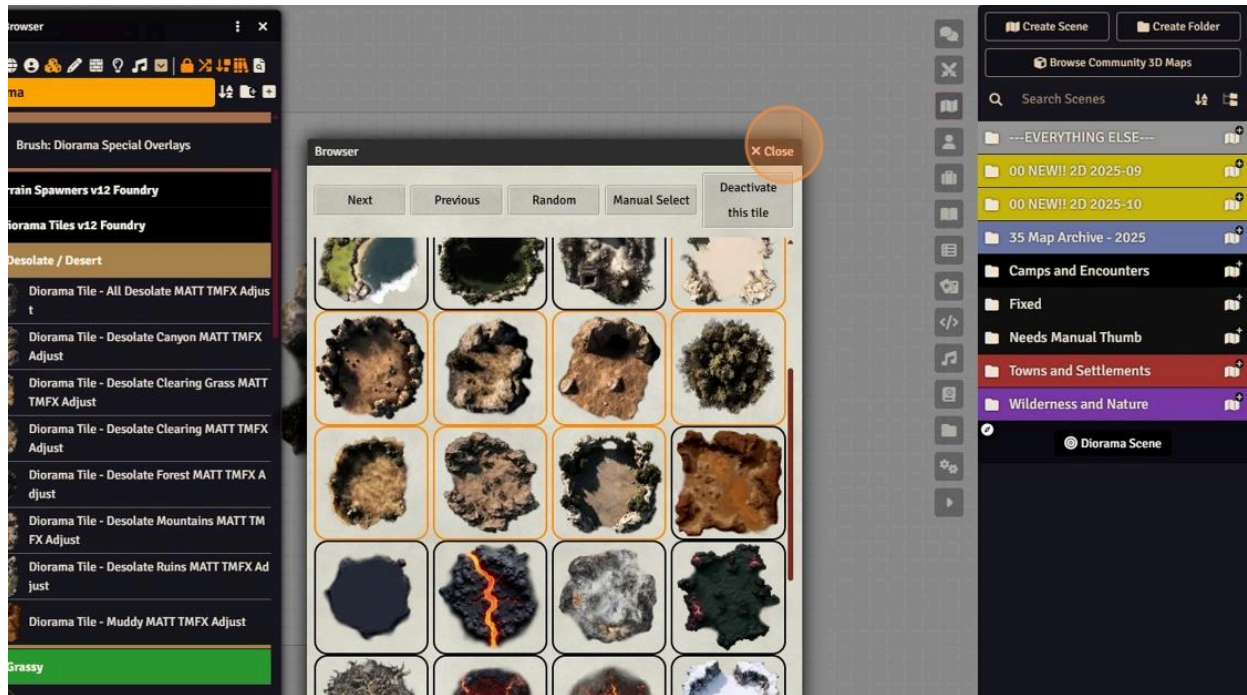
12. Click "Manual Select". This will bring up all the possible tiles that fit the selected categories in this panel.



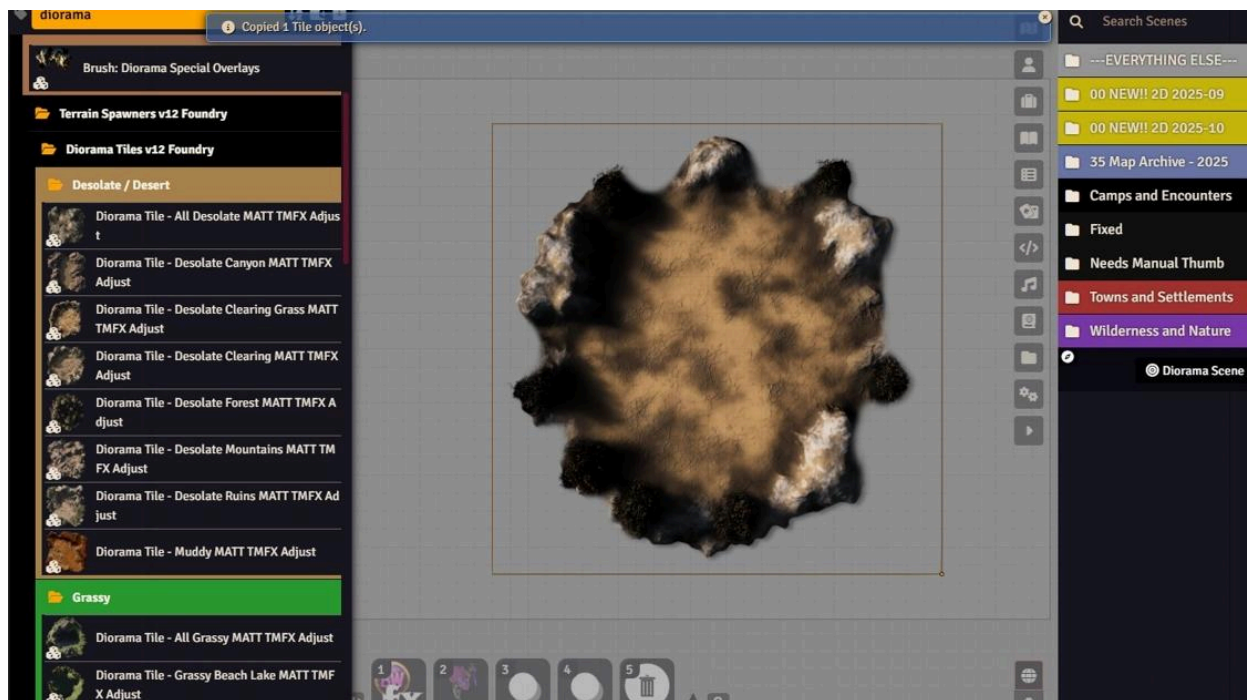
13. Click a tile to select it.



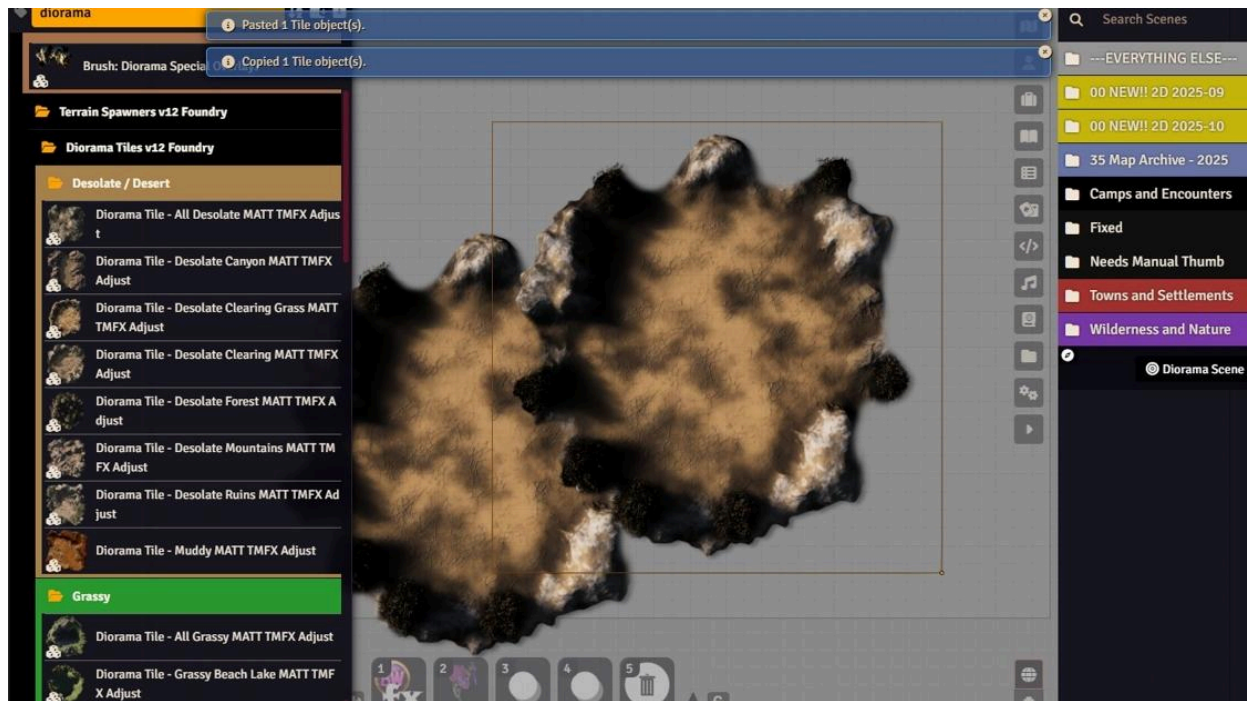
14. Click "Close"



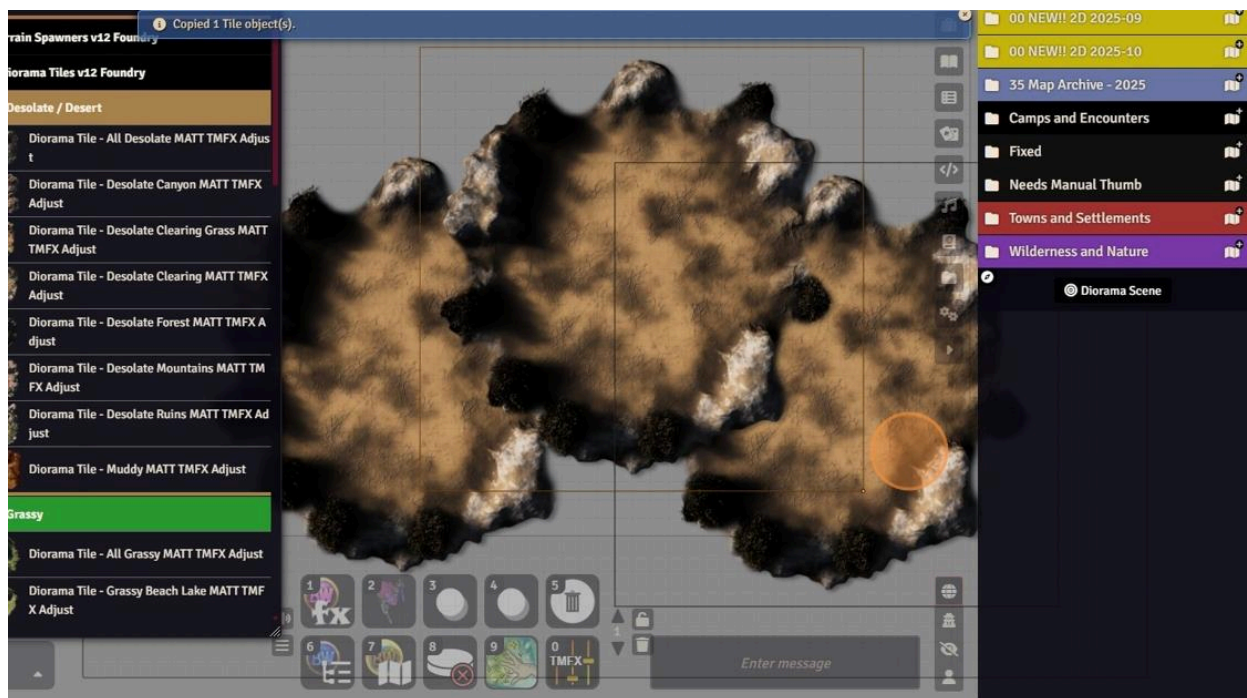
15. Select the tile and copy it with `[[ctrl]] + [[c]]`



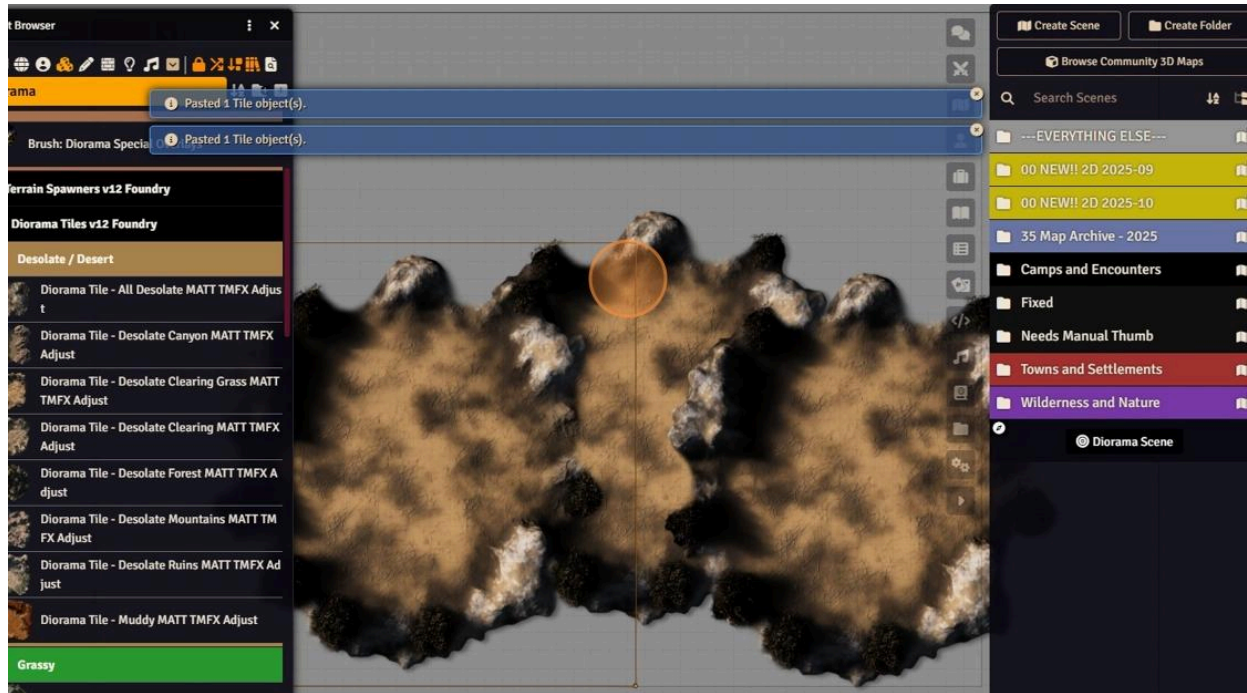
16. Paste a clone with `[[ctrl]] + [[v]]`



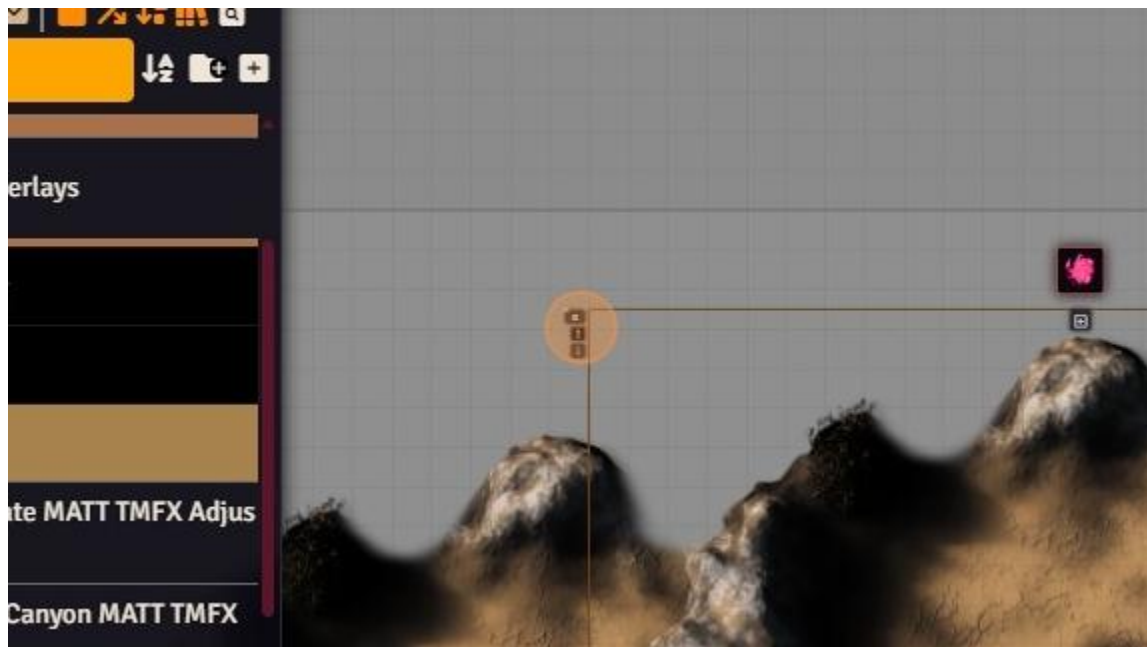
17. Paste another



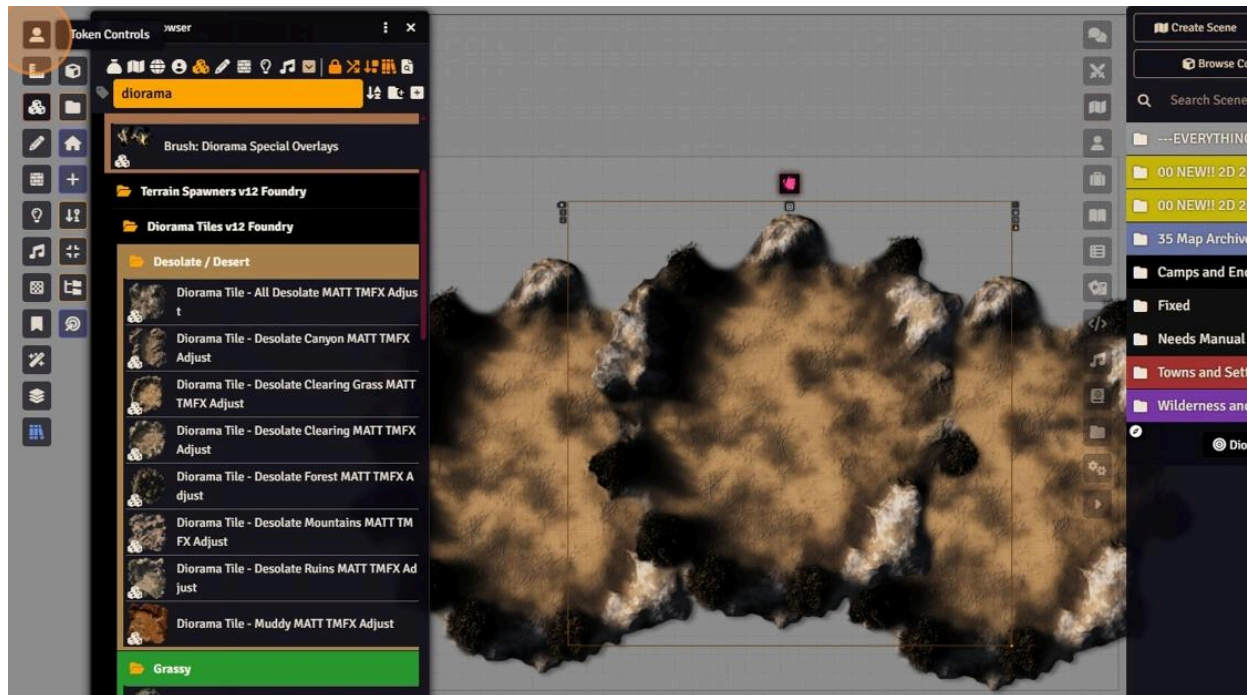
18. Click here the middle tile



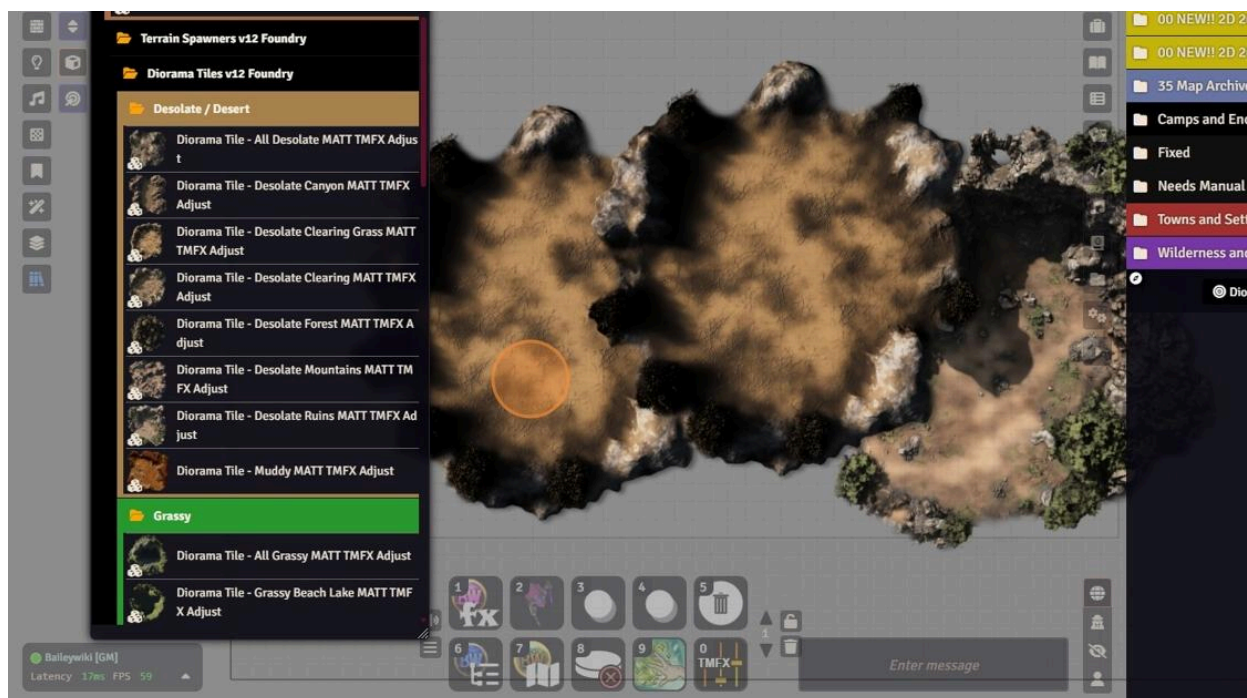
19. Right-click and move it to the top of the tiles using the little HUD in the corner



20. Select your Token layer to interact with the tiles



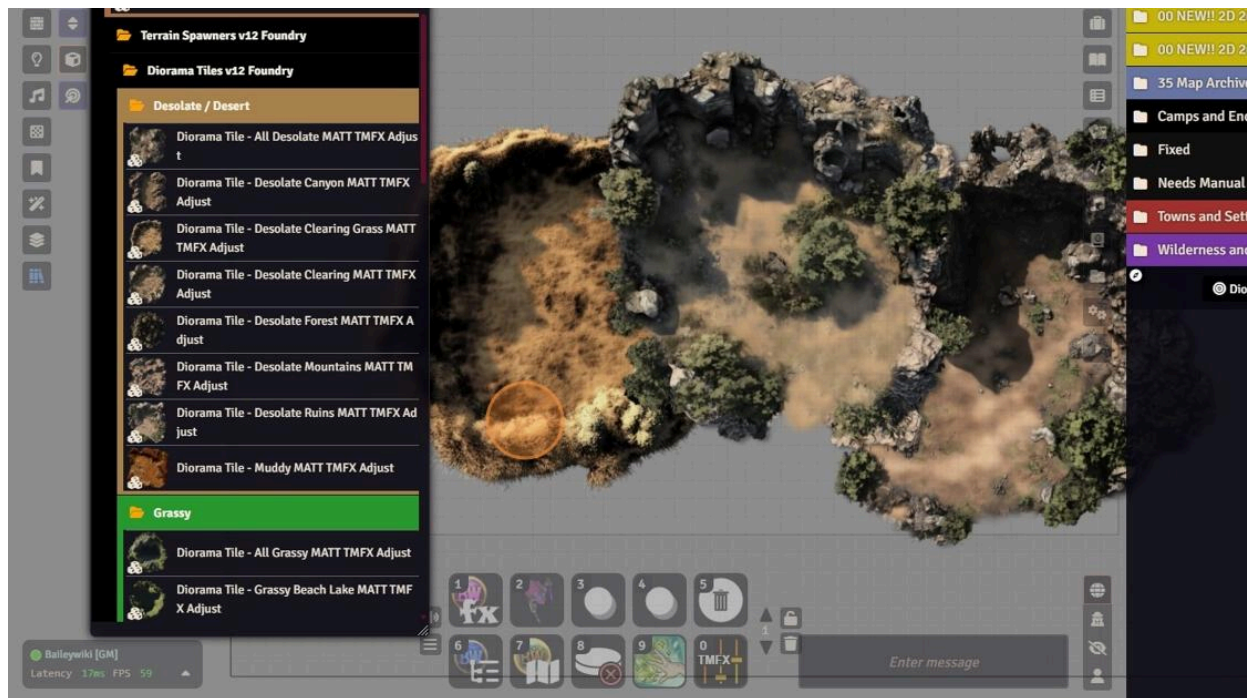
21. Double-click Diorama tiles to randomize them.



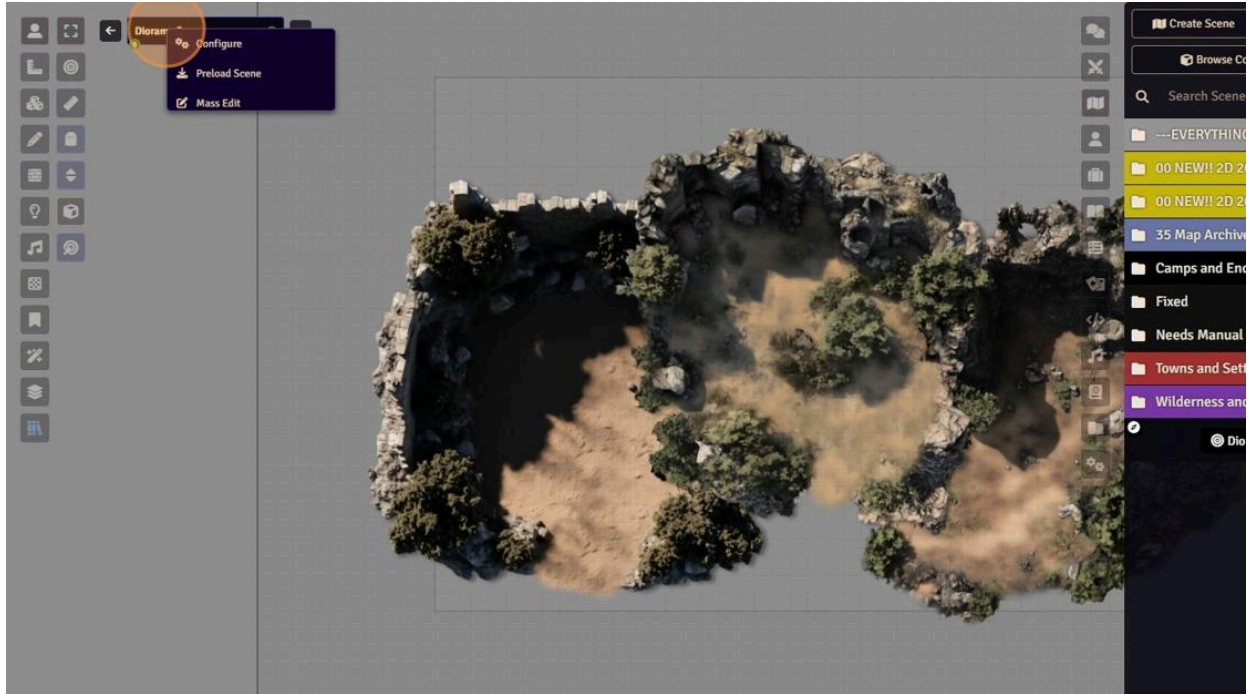
22. Double-click here to randomize



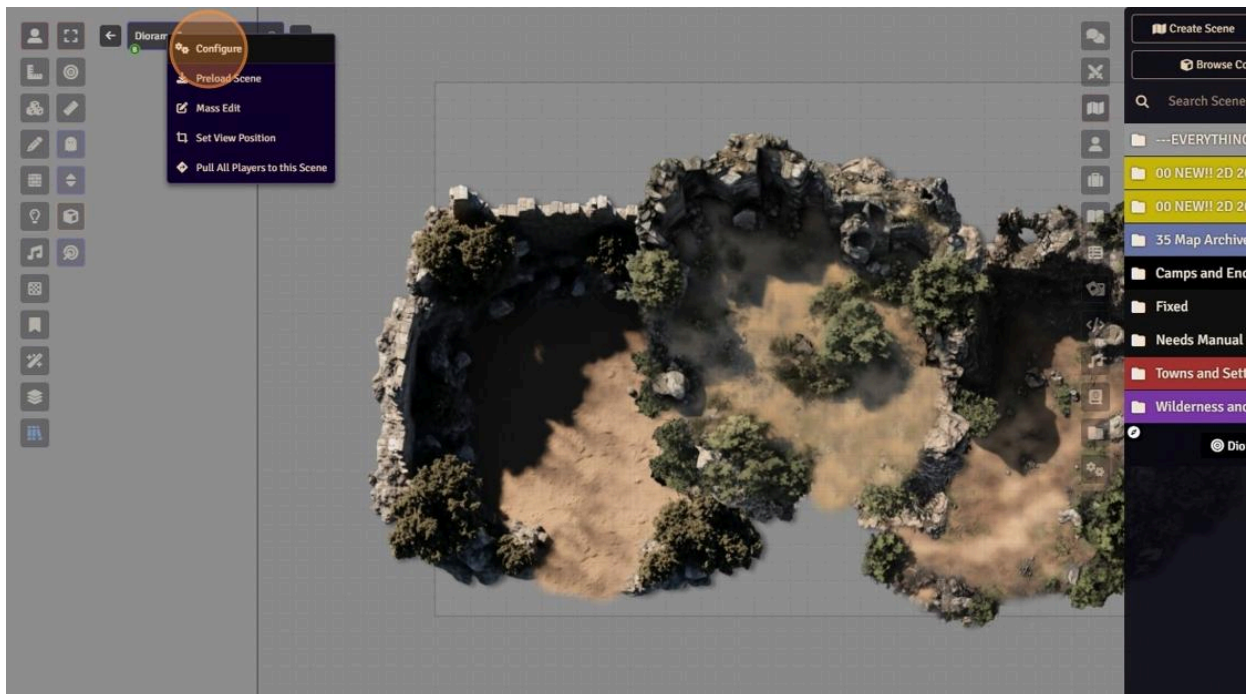
23. Double-click here to randomize until you find a combination you like.



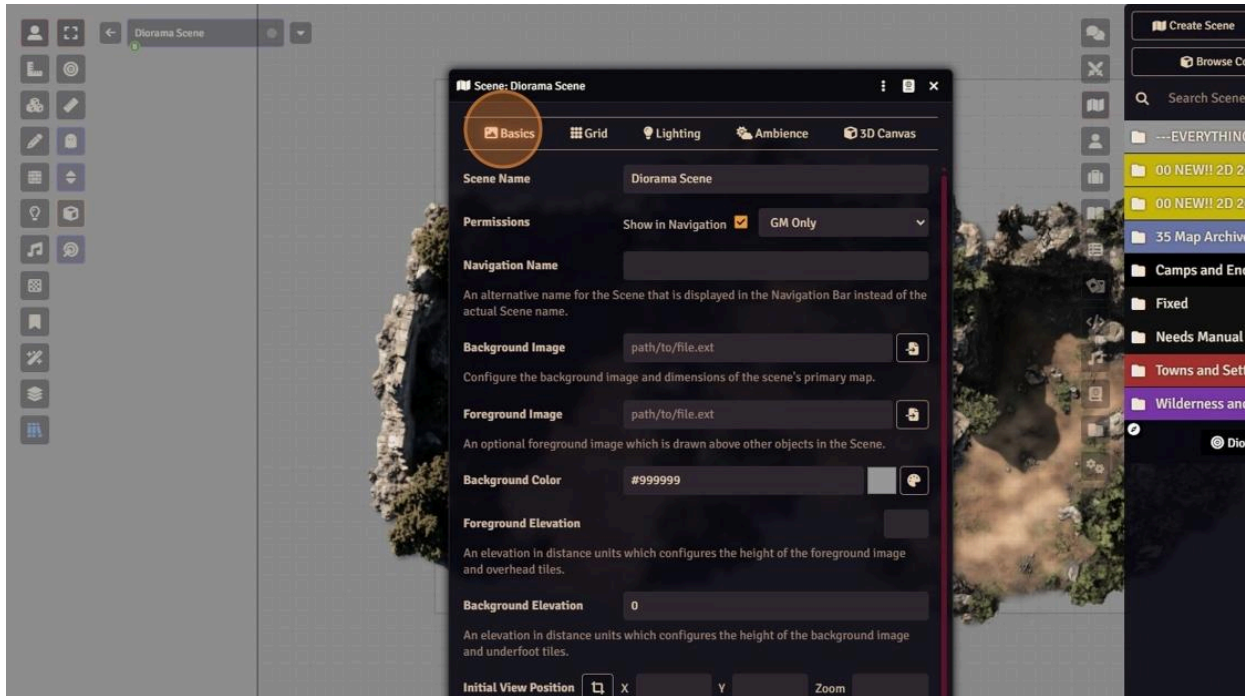
24. Right-click "Diorama Scene" to access the configuration



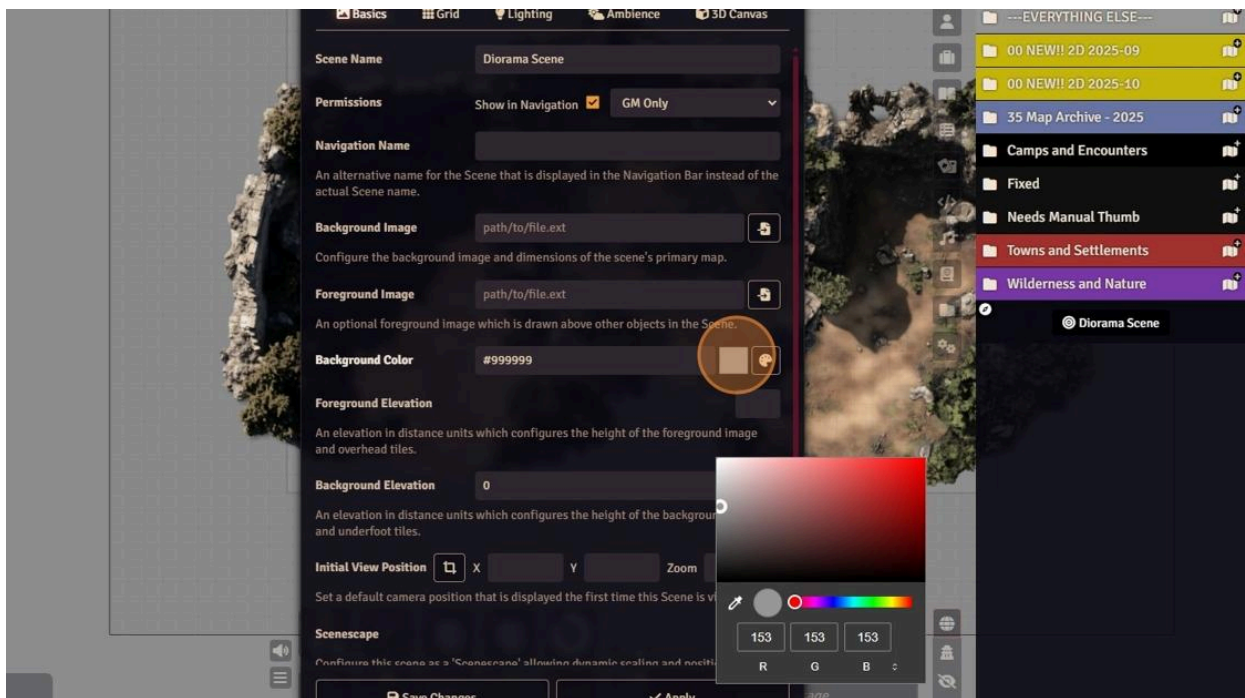
25. Click "Configure"



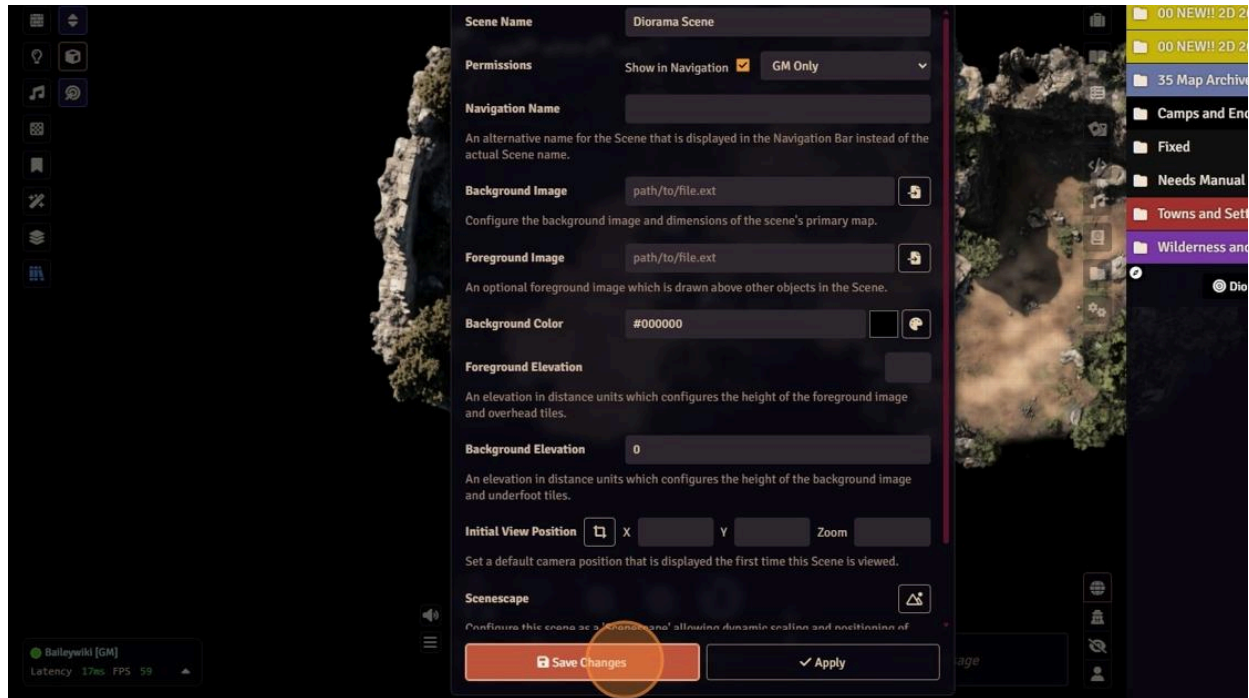
26. Click "Basics"



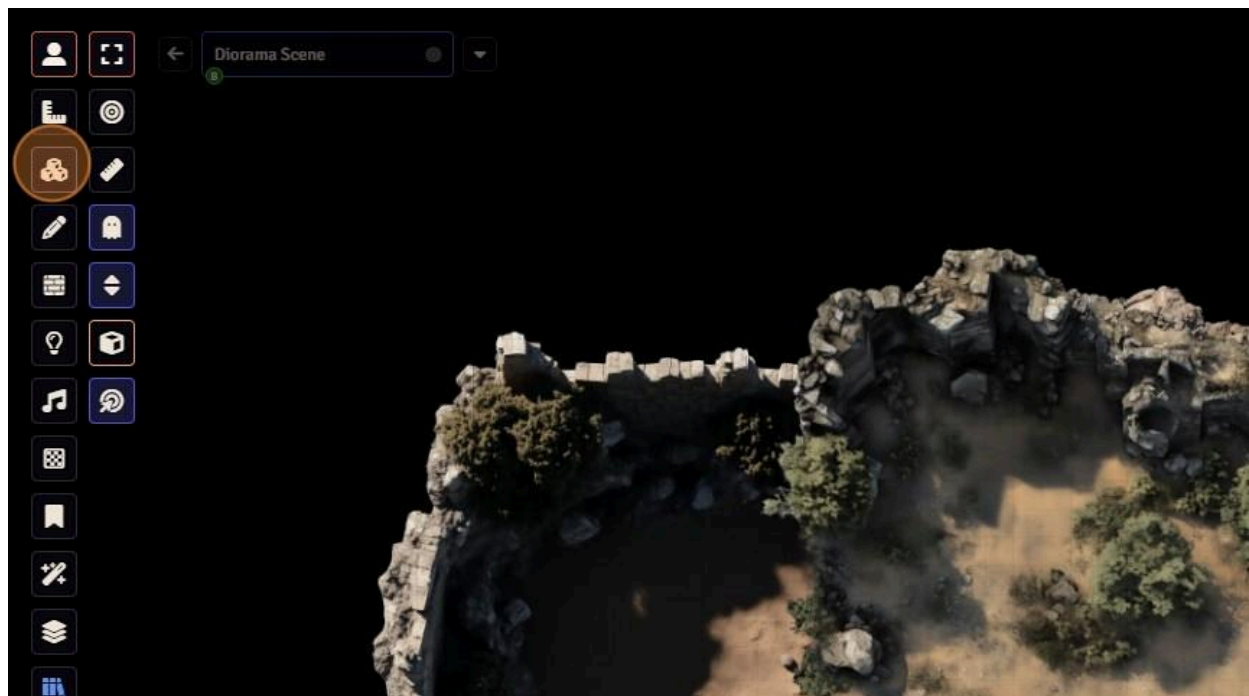
27. Click this color field and change it to black. This will give you a nice black background.



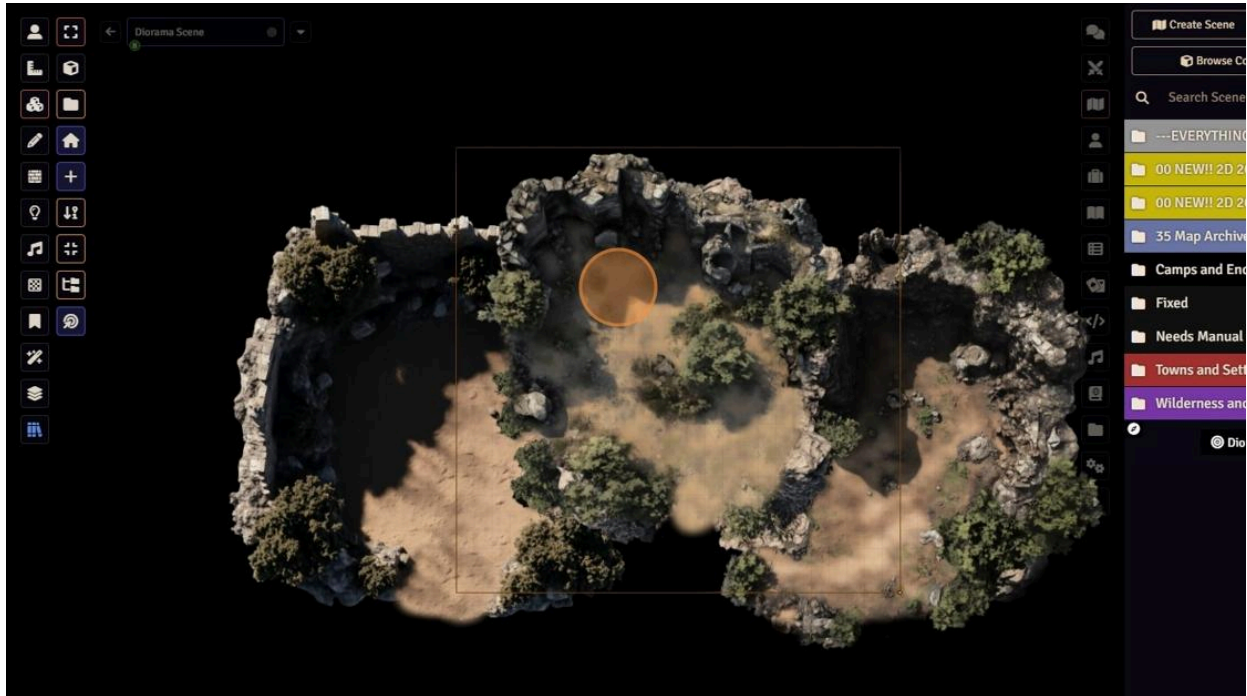
28. Click "Save Changes"



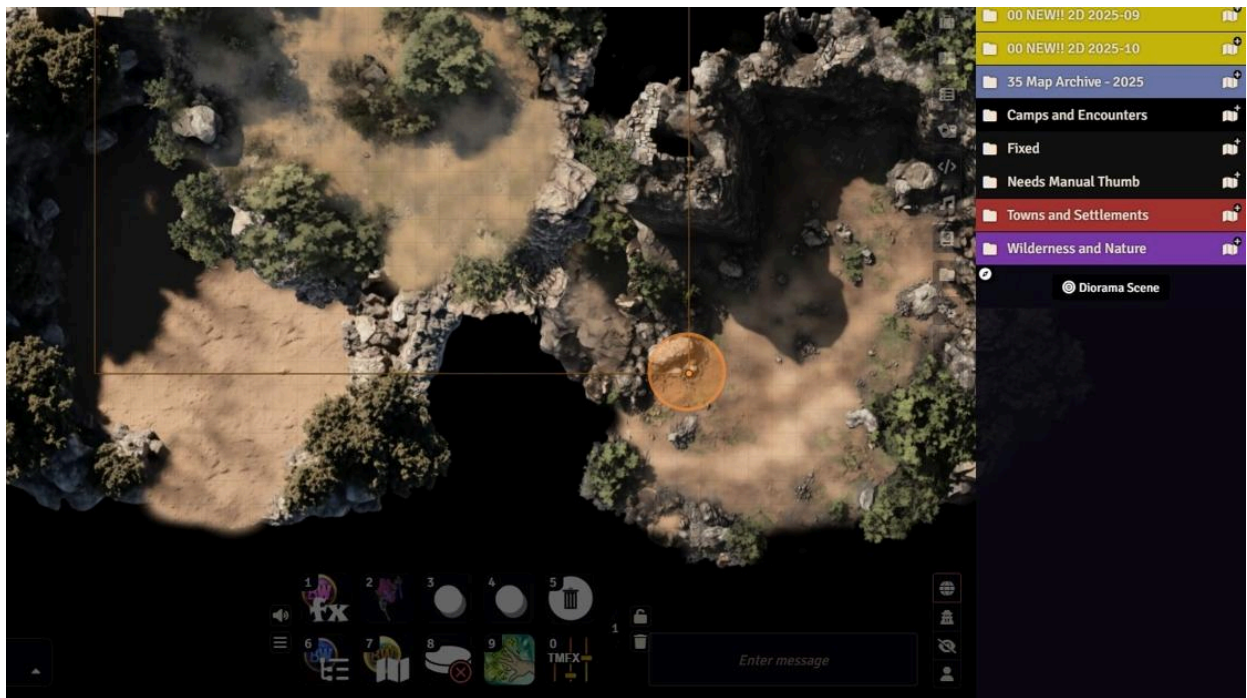
29. Click this the Tile button.



30. Select the center tile



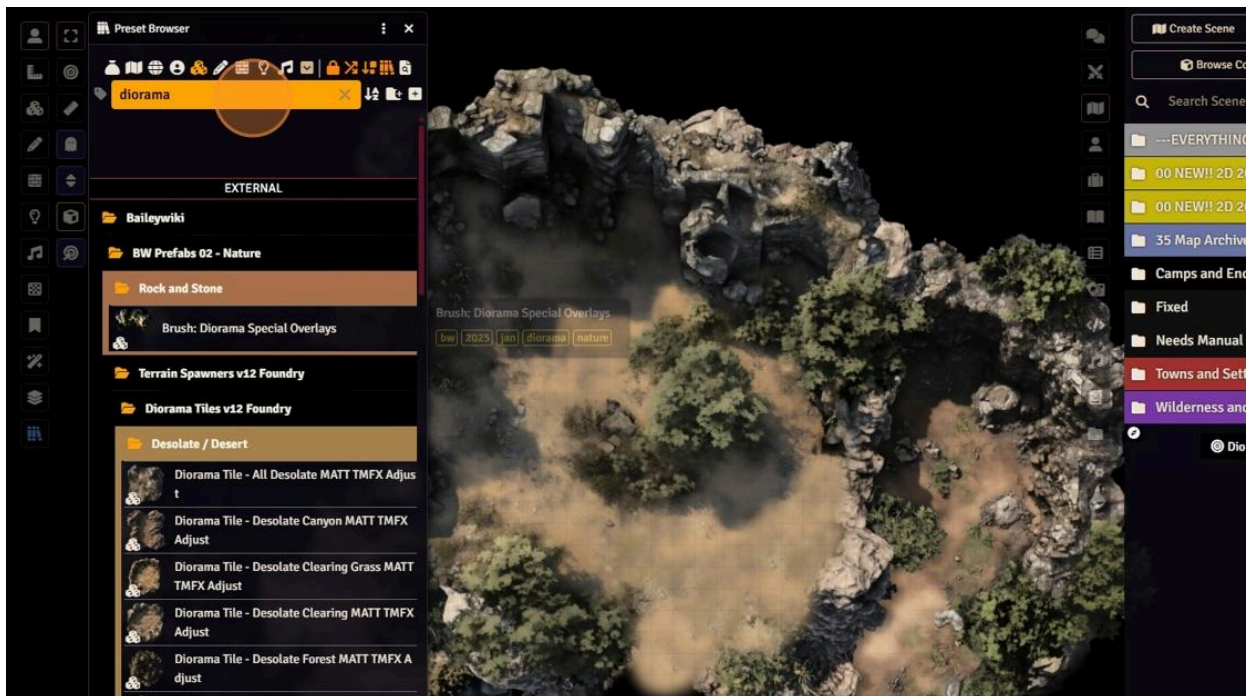
31. Grab the right-bottom corner and resize the tile. If you have Quickscale module, you can just press [or] to scale up/down. This shows you how you can resize Diorama tiles in any way, overlap them, and combine them to construct a scene.



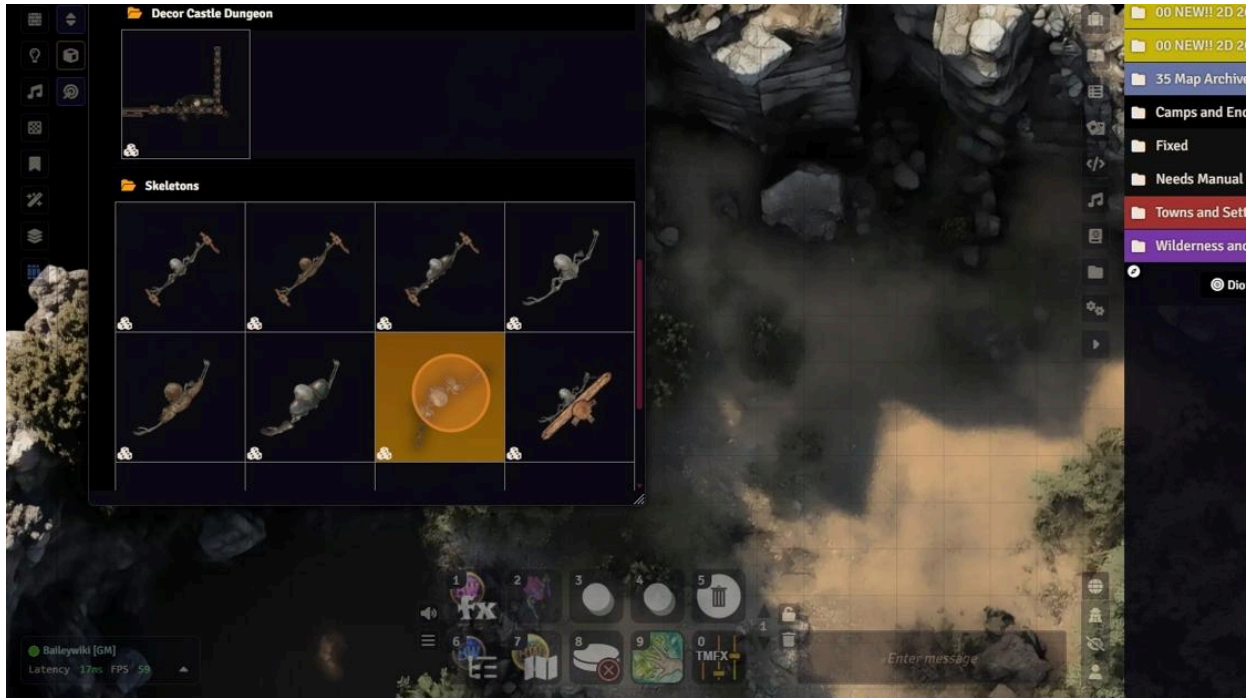
32. Click the Mass Edit asset browser button.



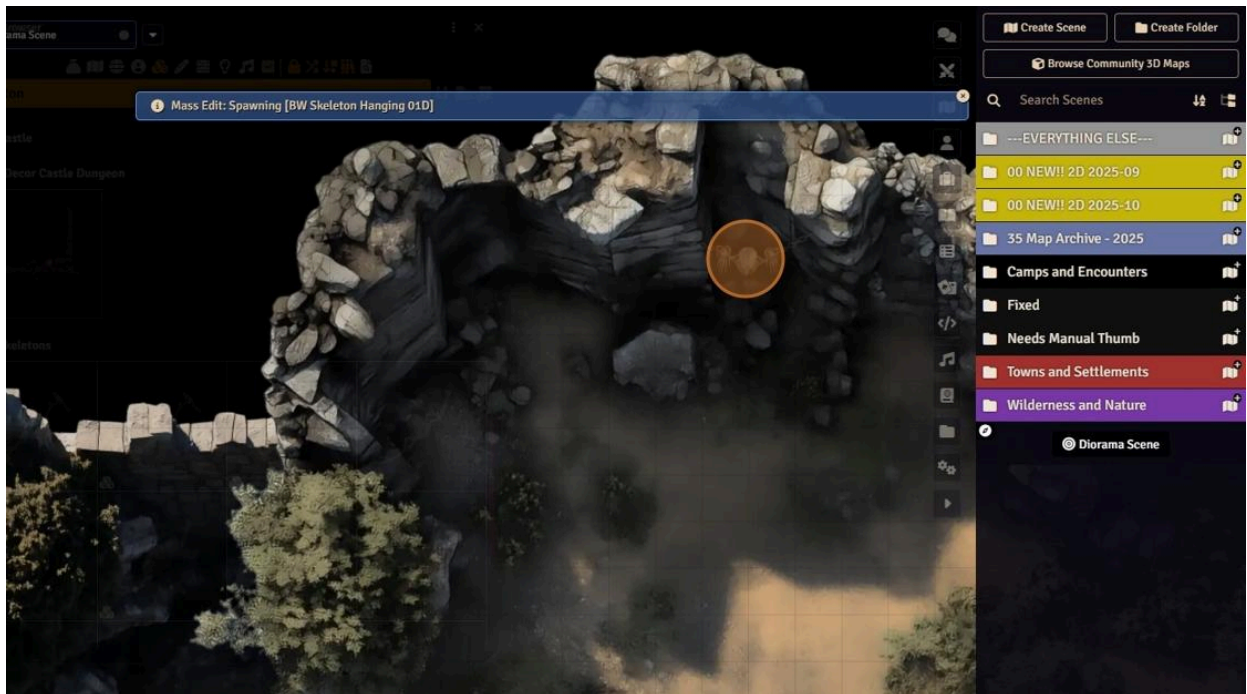
33. Click the "Search" field. Type "skeleton"



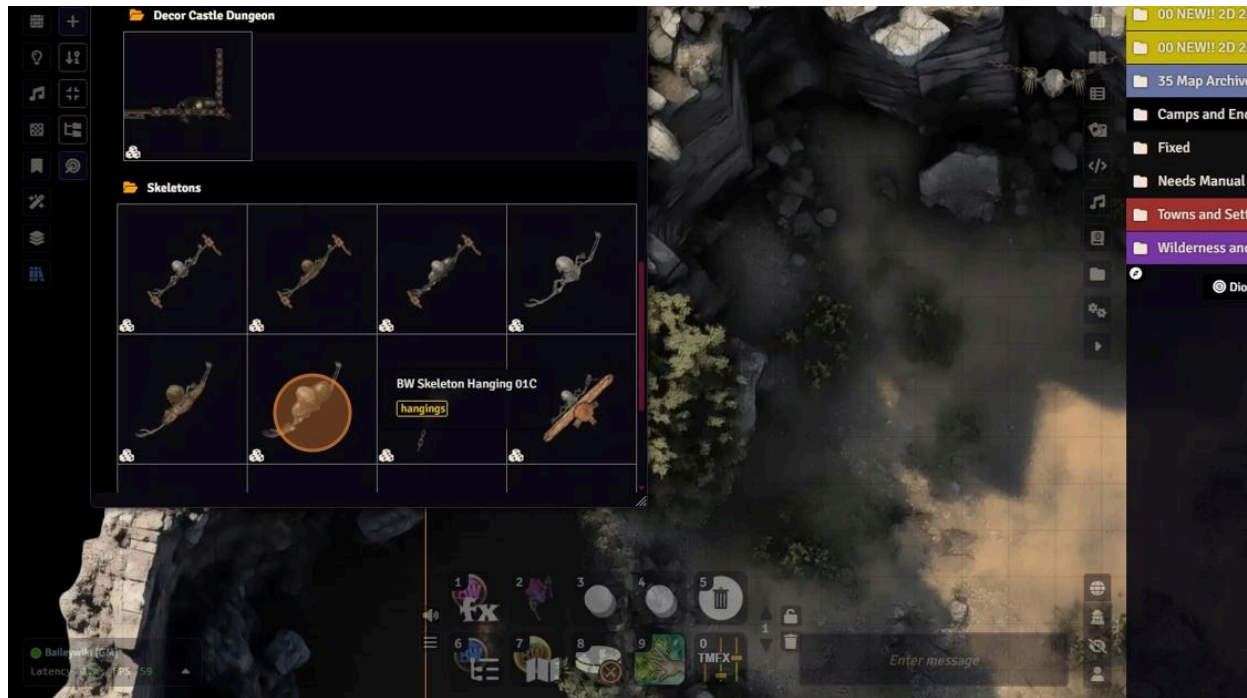
34. Double-click a skeleton.



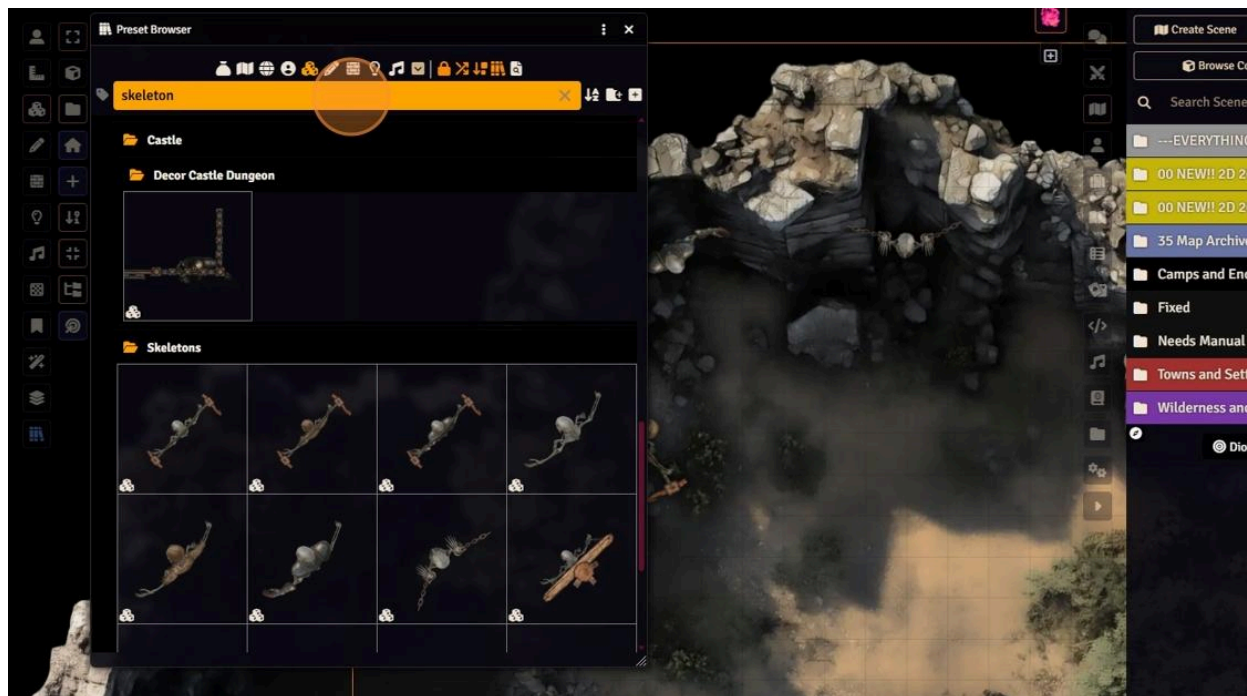
35. Use Mass Edit hotkeys to rotate (SHIFT-scroll) and scale (ALT-scroll). Click to place.



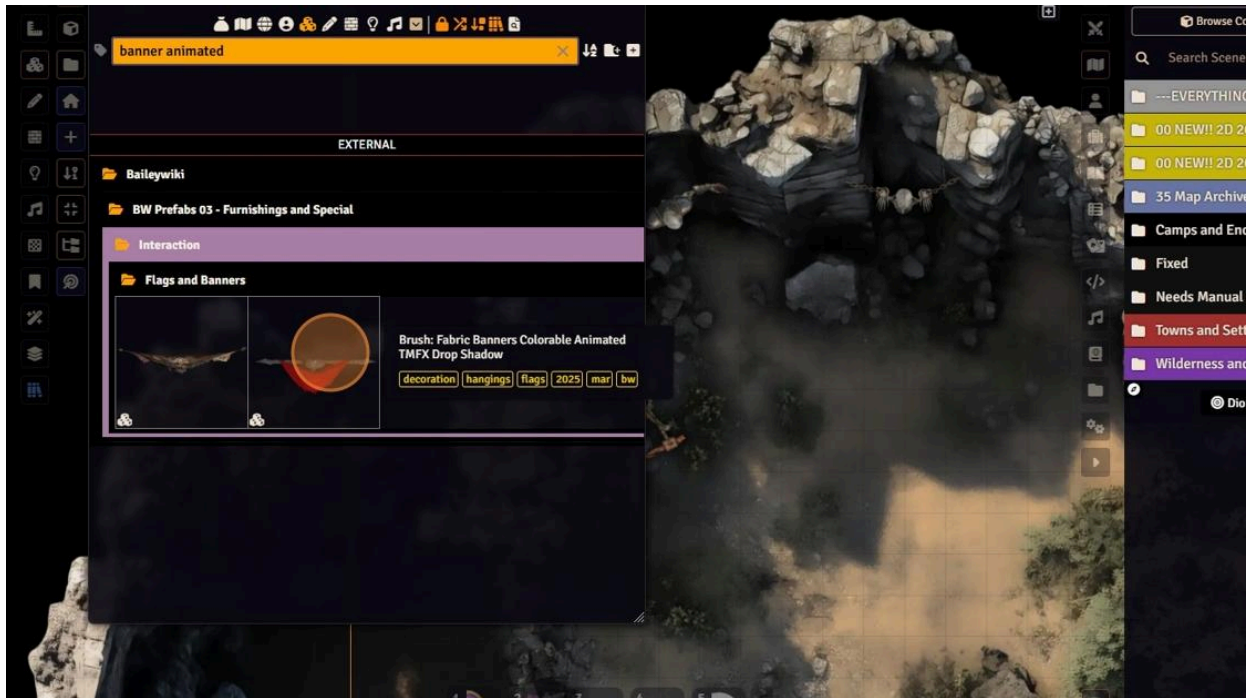
36. Repeat as necessary



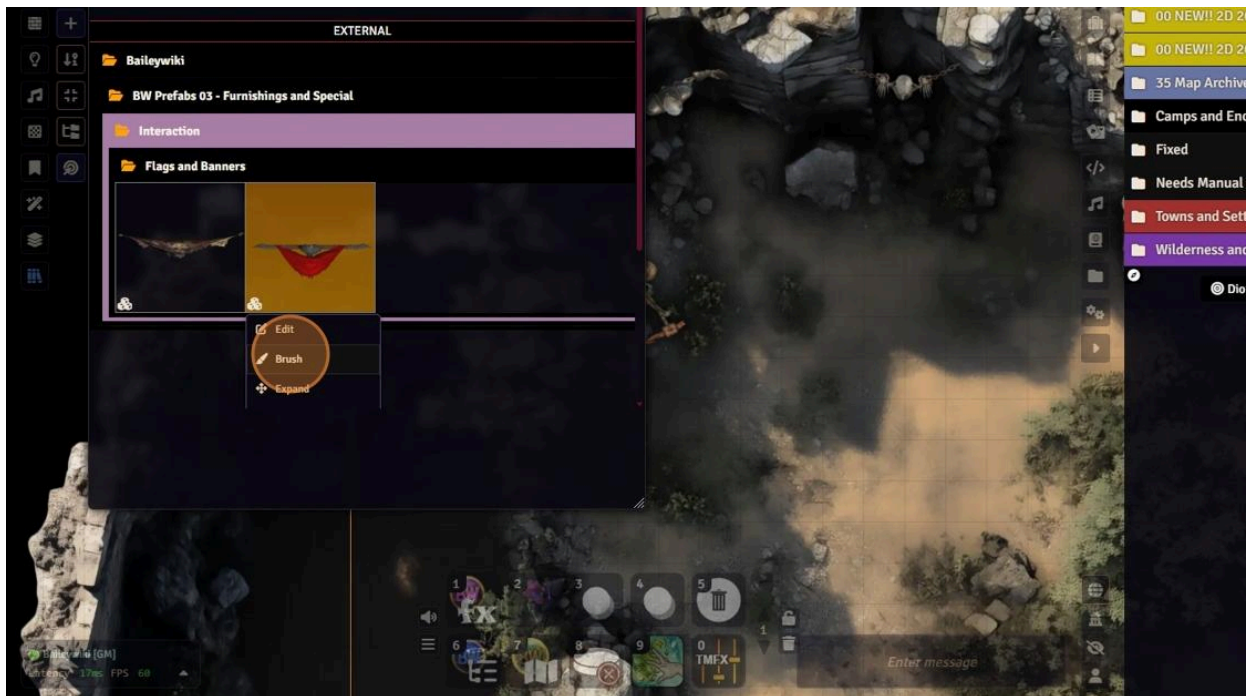
37. Click the "Search" field. Search for "Banner Animated"



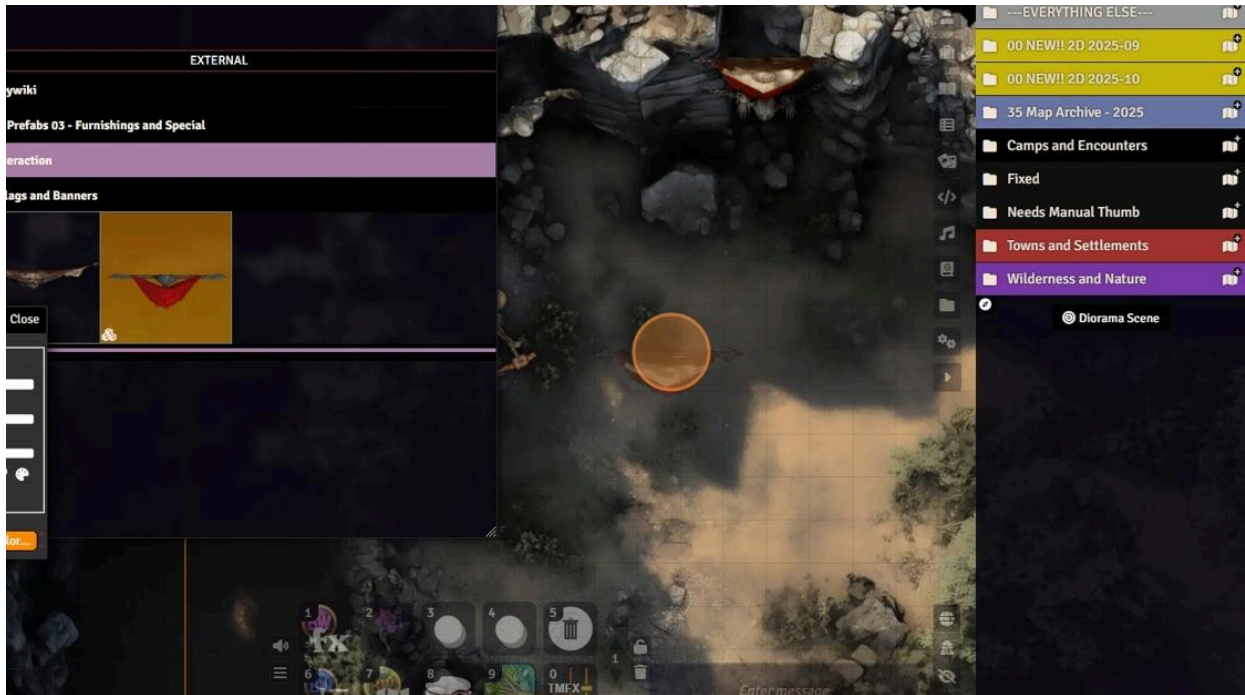
38. Right-click a banner "Brush" asset.



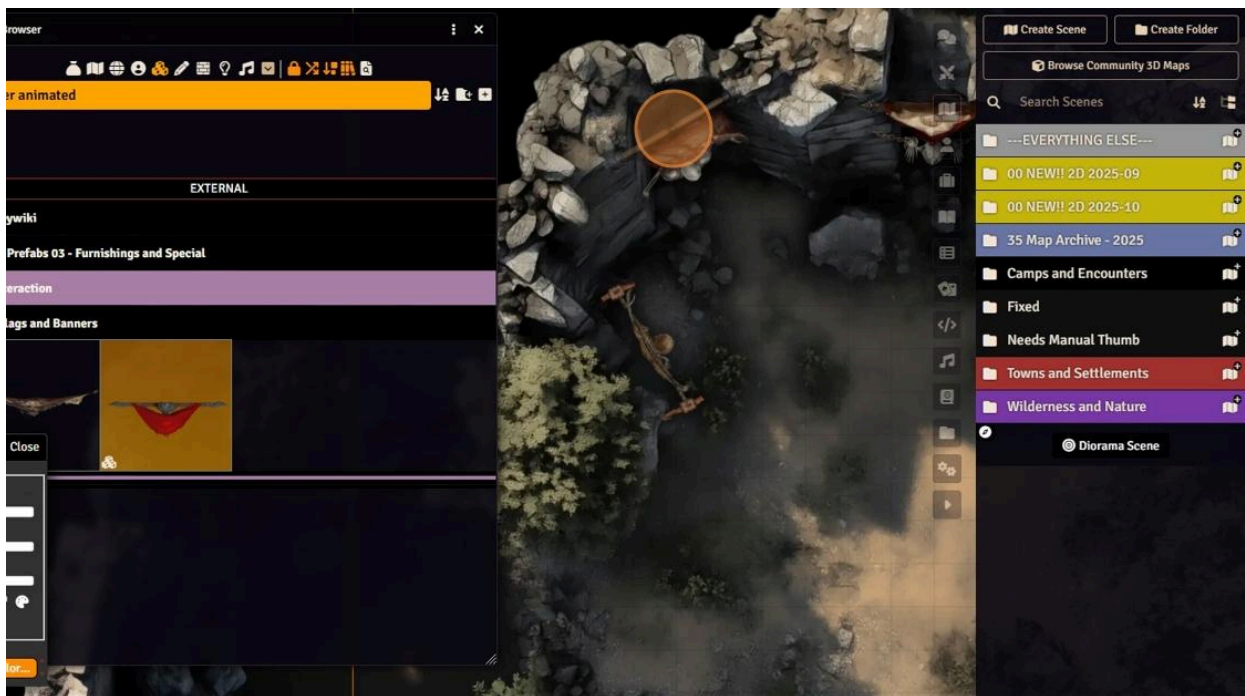
39. Click "Brush"



40. Click the canvas to place it. Use CTRL+SHIFT+scroll to cycle images in the brush.



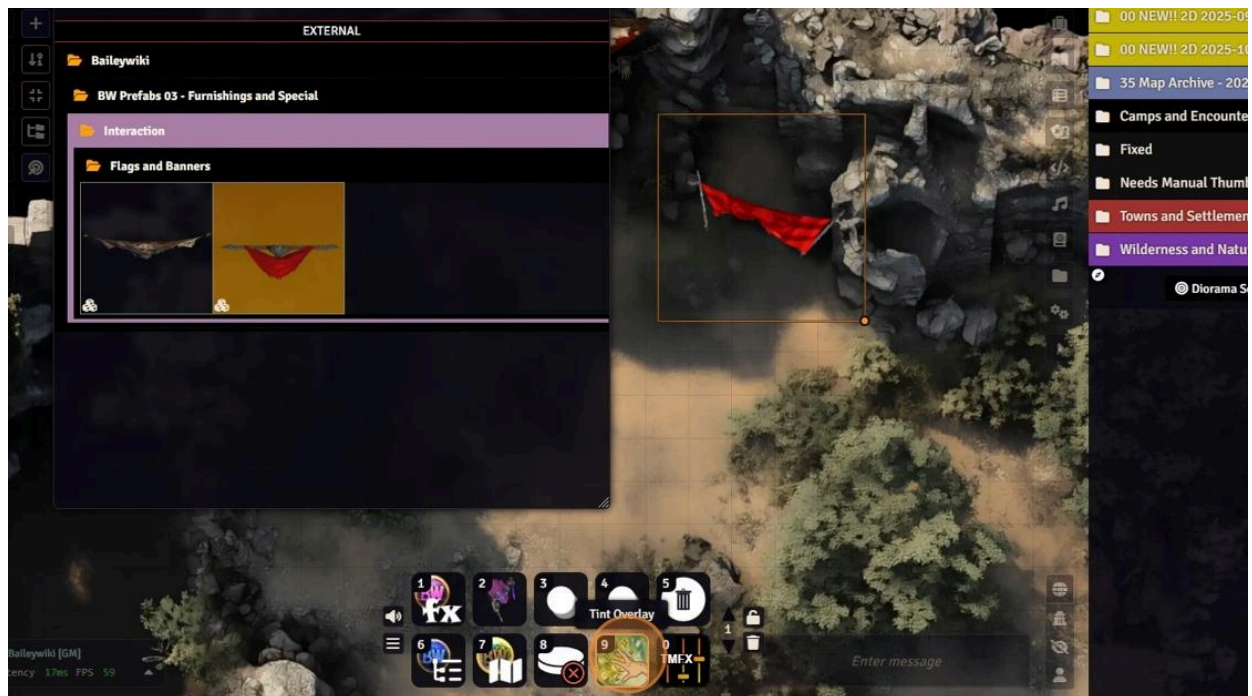
41. Place them where you like. Be careful: too many animated assets uses memory.



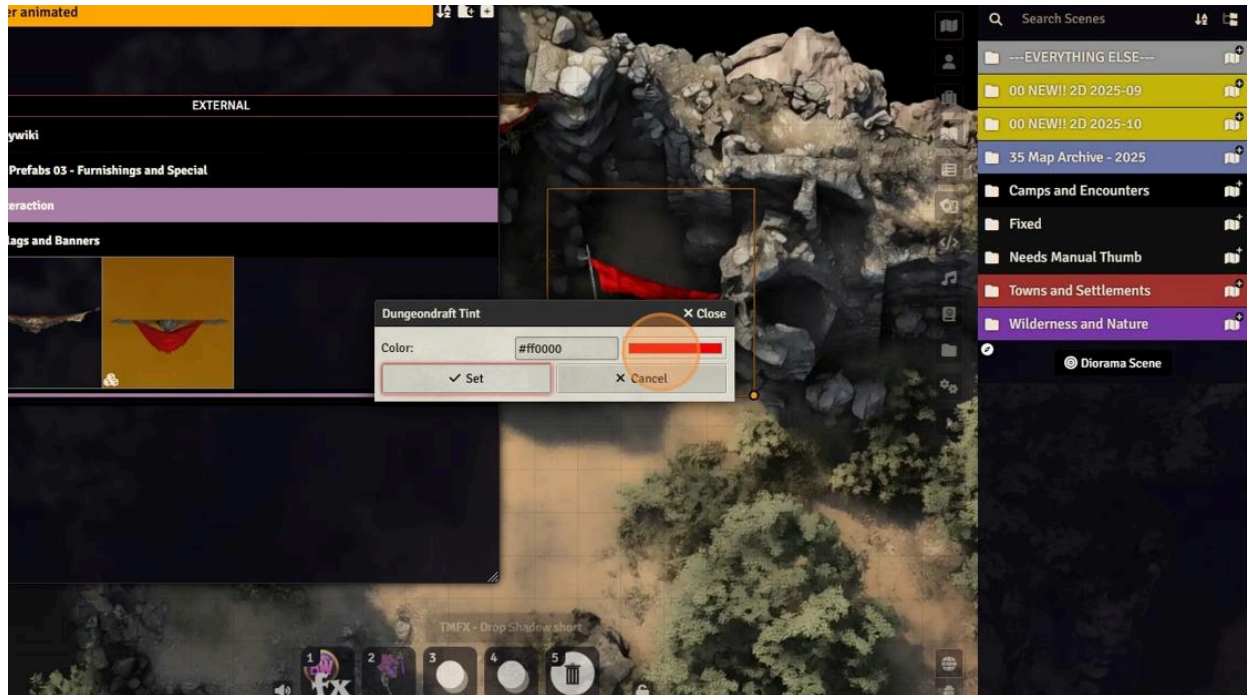
42. Click any prop with red pixels to recolor it.



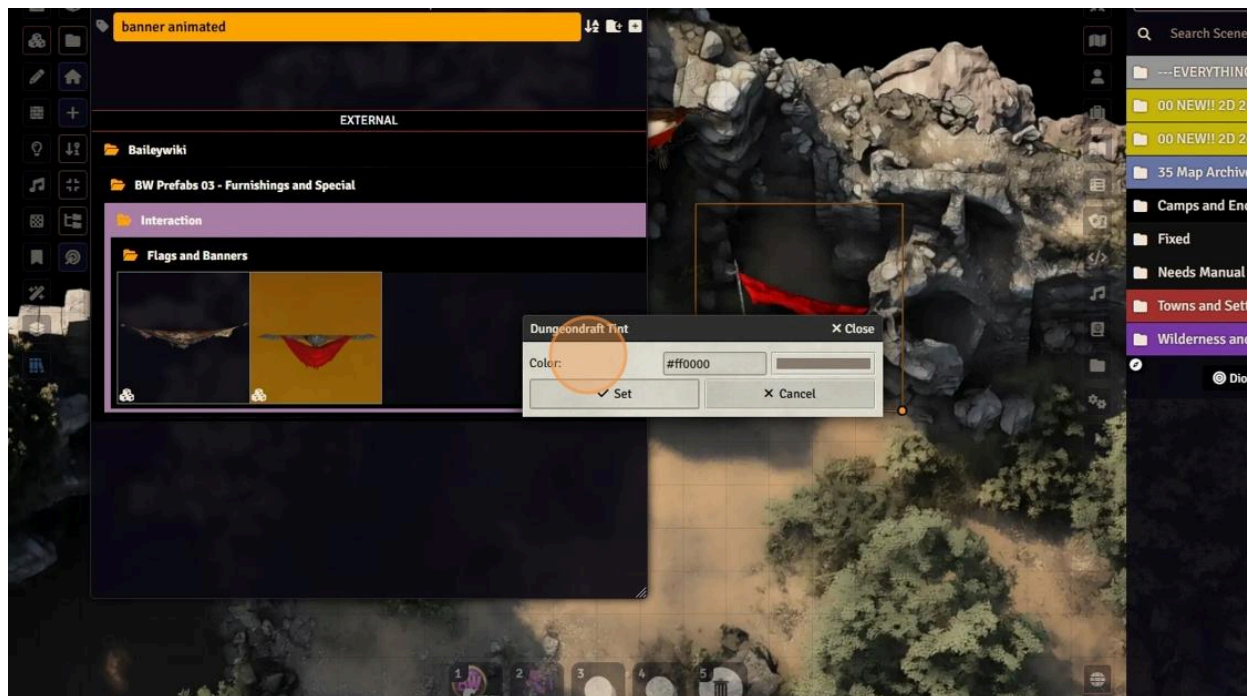
43. Click "Dungeondraft macro. You can find this in the Nuts and Bolts module, macro compendium.



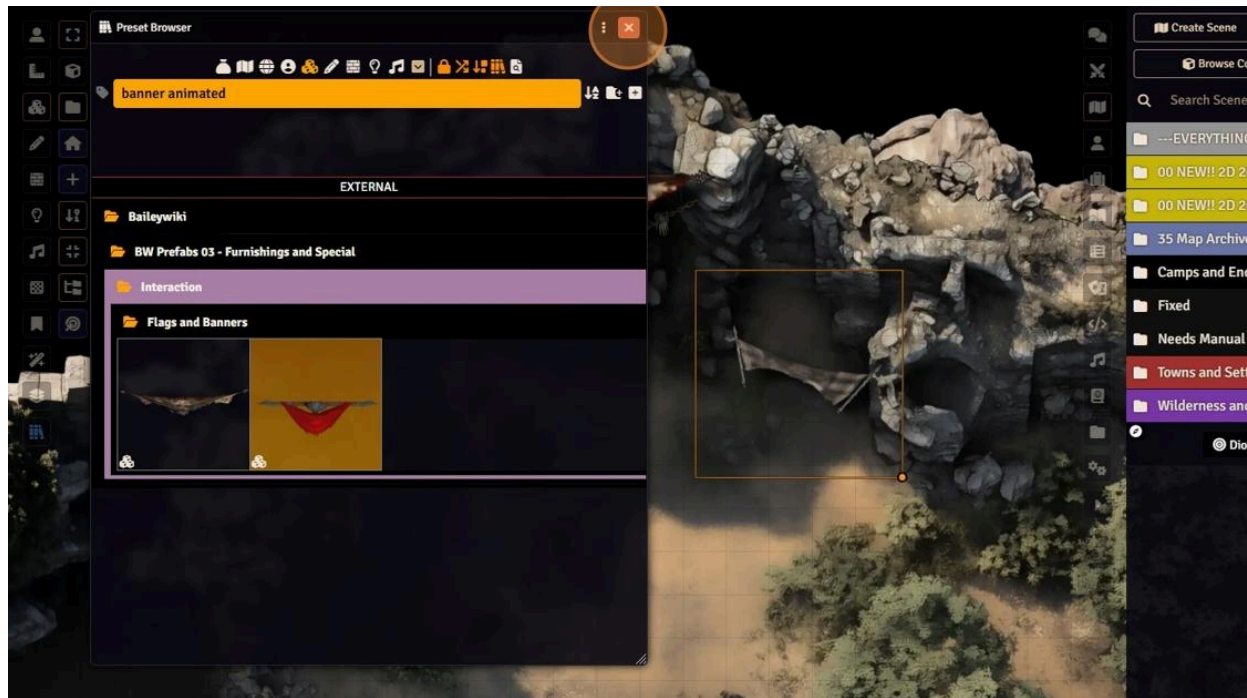
44. Click this color field.



45. Select a color and apply it.



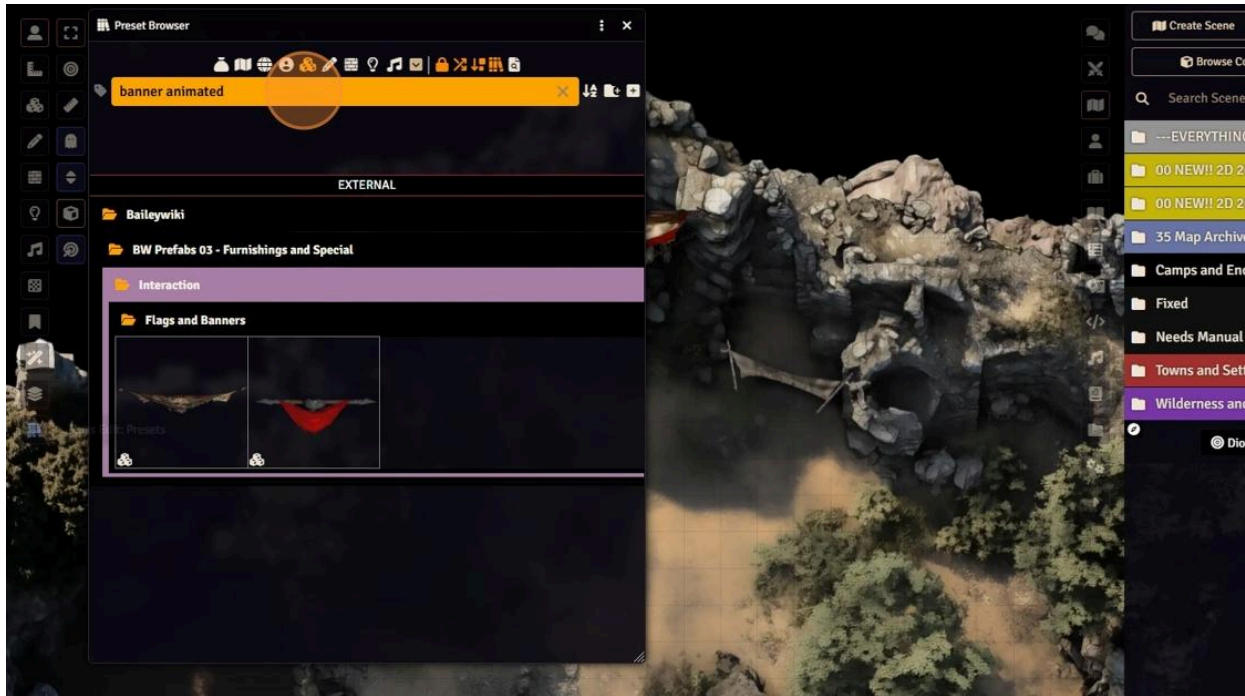
46. Now your banner is a dull gray!



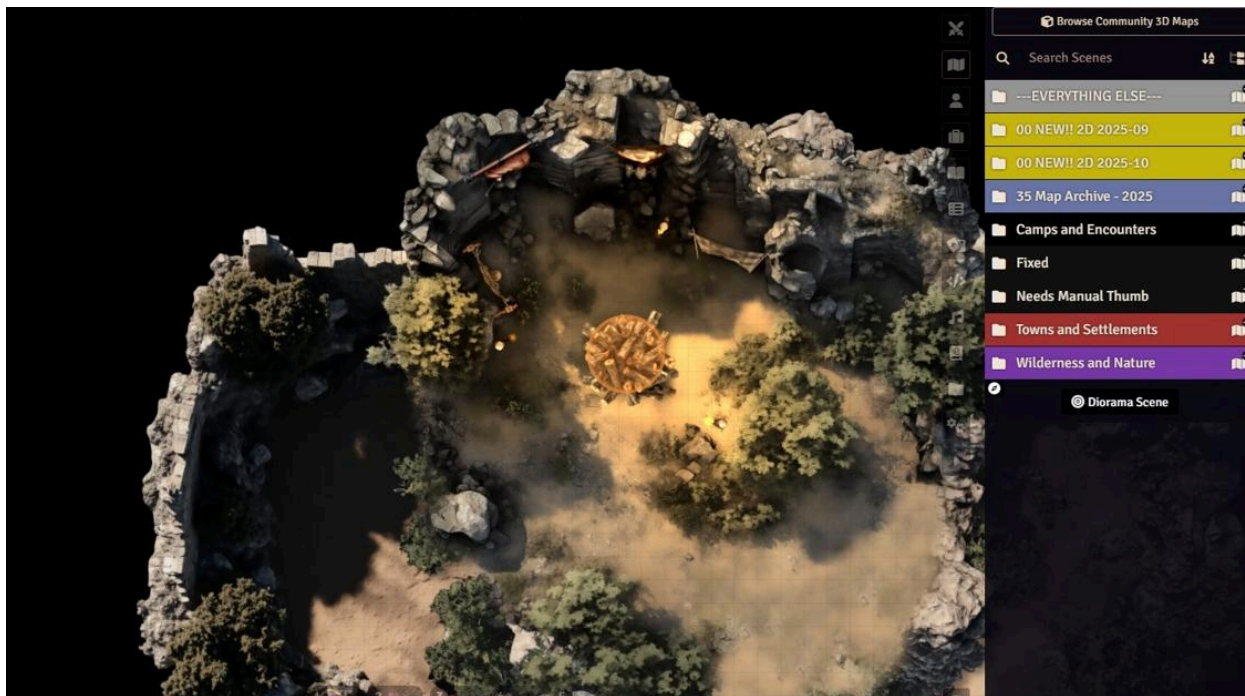
47. Open your Asset Browser again to find more props



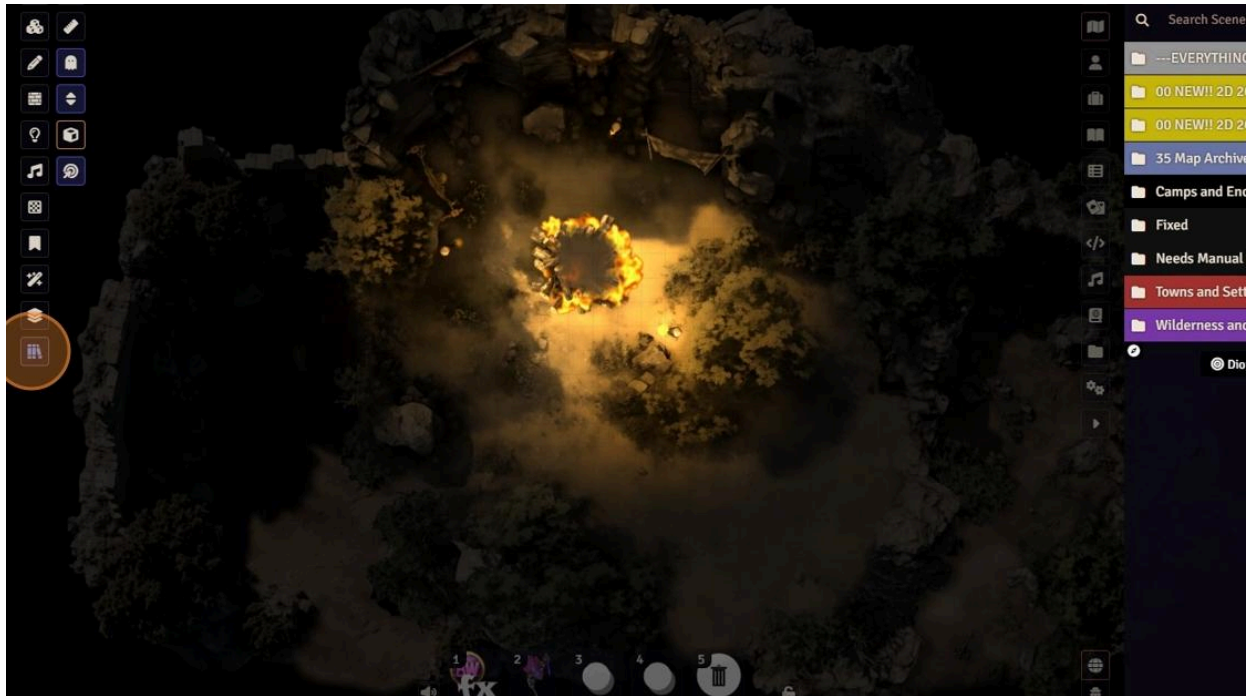
48. Click the "Search" field. Search for "Torch" or "Bonfire" or "Camp fire". If they have "MATT" in the name, you can probably click them to toggle on/off.



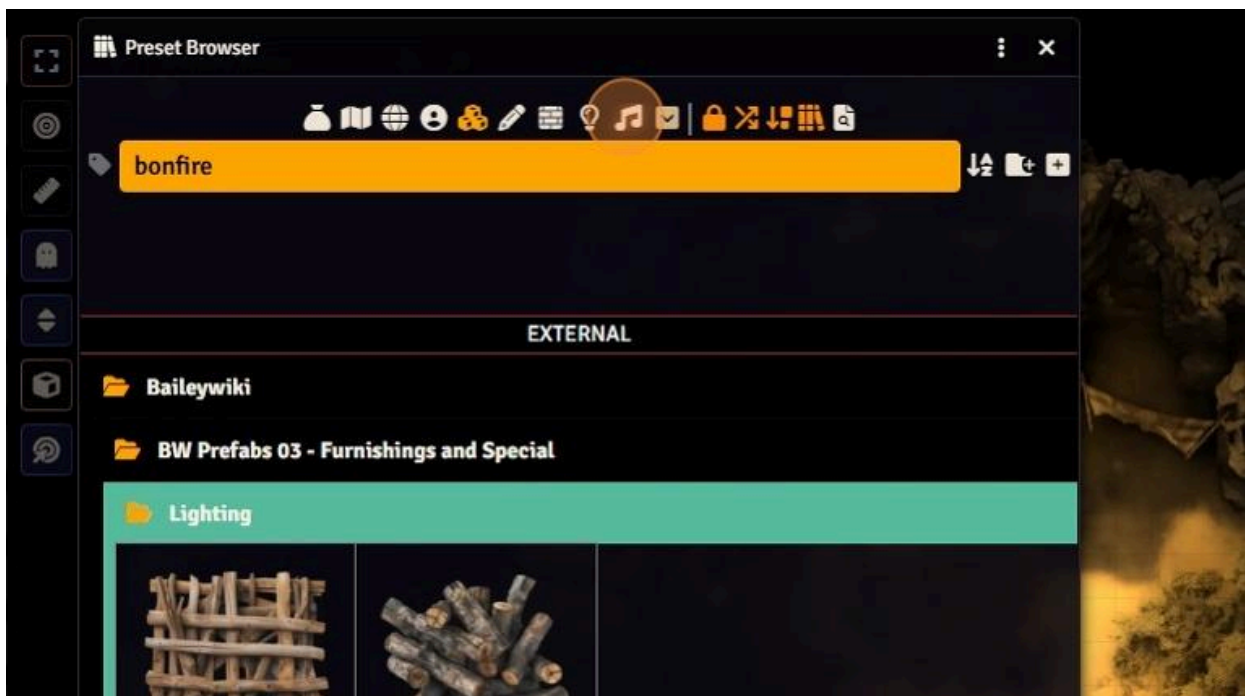
49. Click the bonfire to toggle it on. It's got built-in fire animation.



50. Lower your scene lighting to dark to preview the lights and ambience. Add more props as you like.



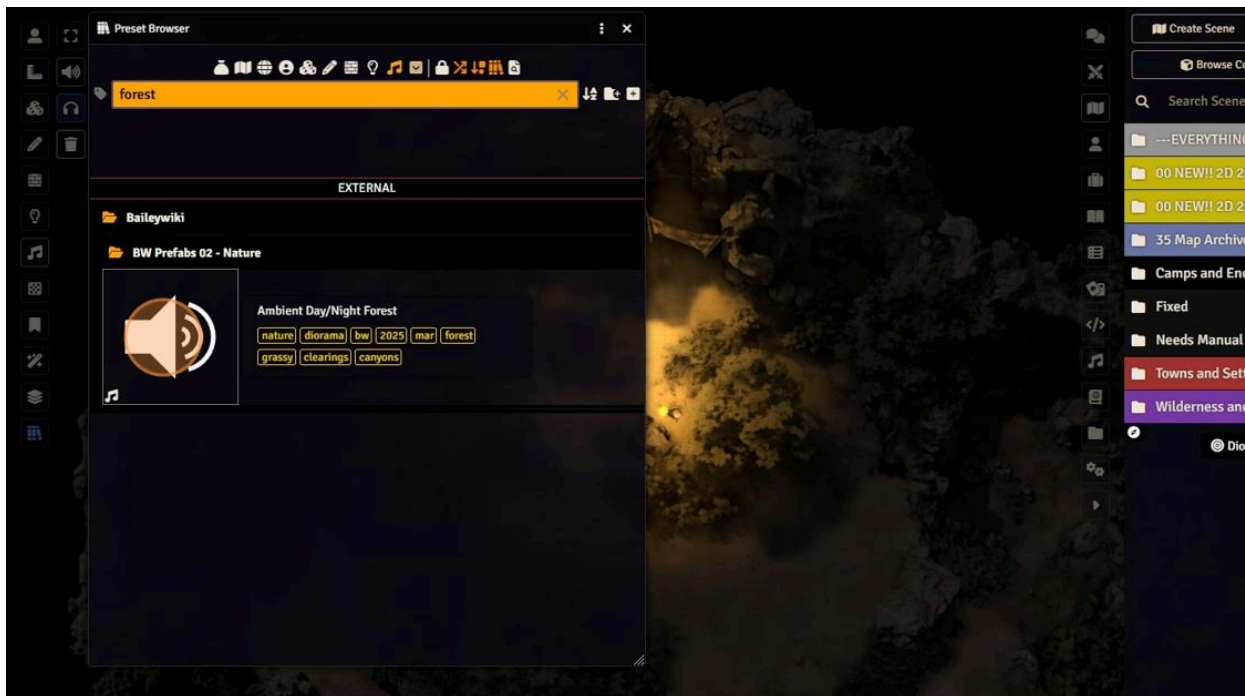
51. Click the Audio tab



52. Click the "Search" field. Search "forest"



53. Double-click the Ambient Day/Night Forest entry. This is a prefab made of two ambient sounds, day and night, of a forest.



54. Press ALT-scroll to expand them to the size of the scene. Drop in a token to test everything out!

