# Creating your first scene using Unlimited Terrain Spawners

Made by BW Baileywiki with Scribe

This guide offers a step-by-step approach to creating your first scene using Unlimited Terrain Spawners in Foundry, making it ideal for beginners. It simplifies the process of designing immersive environments by leveraging customizable terrain and assets, allowing for endless creative possibilities. Additionally, it introduces essential tools and shortcuts to enhance your workflow, ensuring a smooth and enjoyable experience. By following this guide, you'll quickly gain the skills needed to craft engaging maps and scenes.
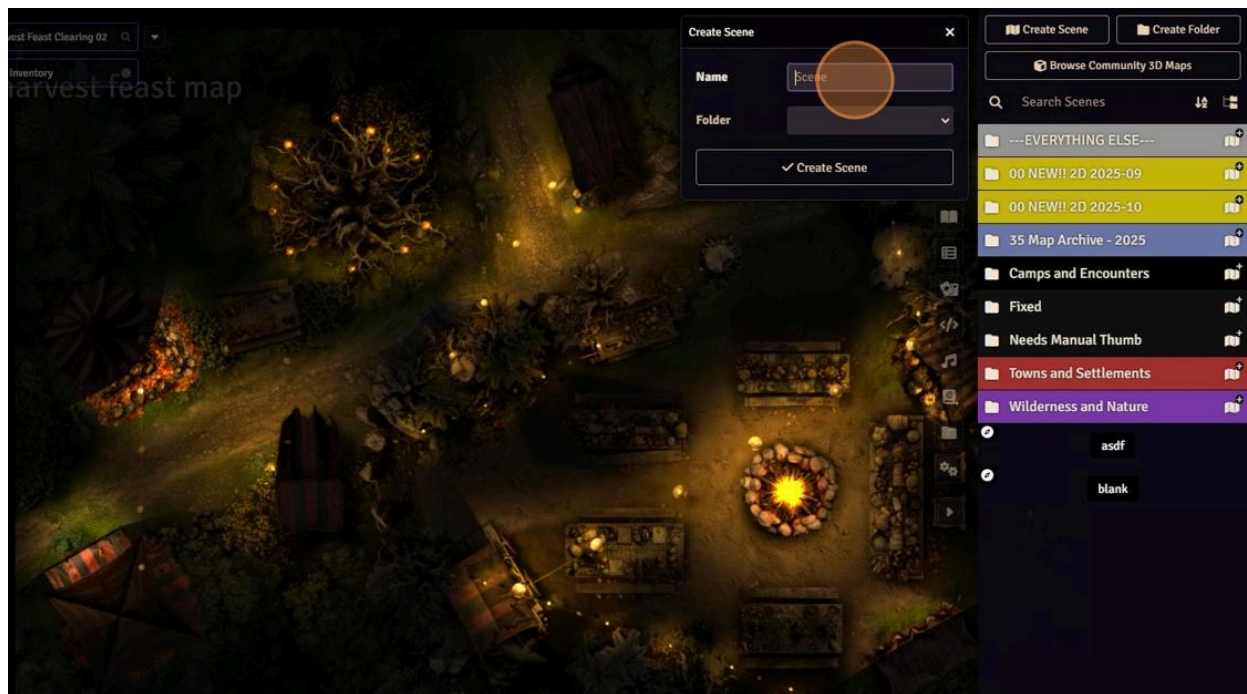
1. Open Foundry and log into your world.
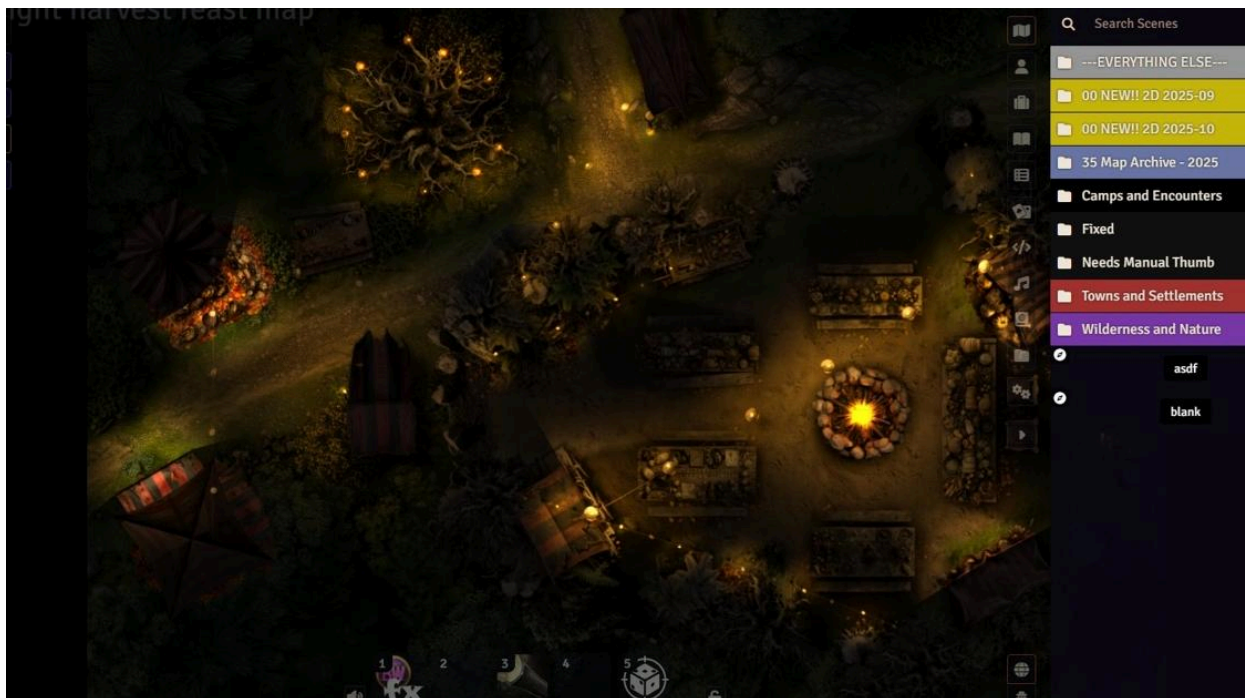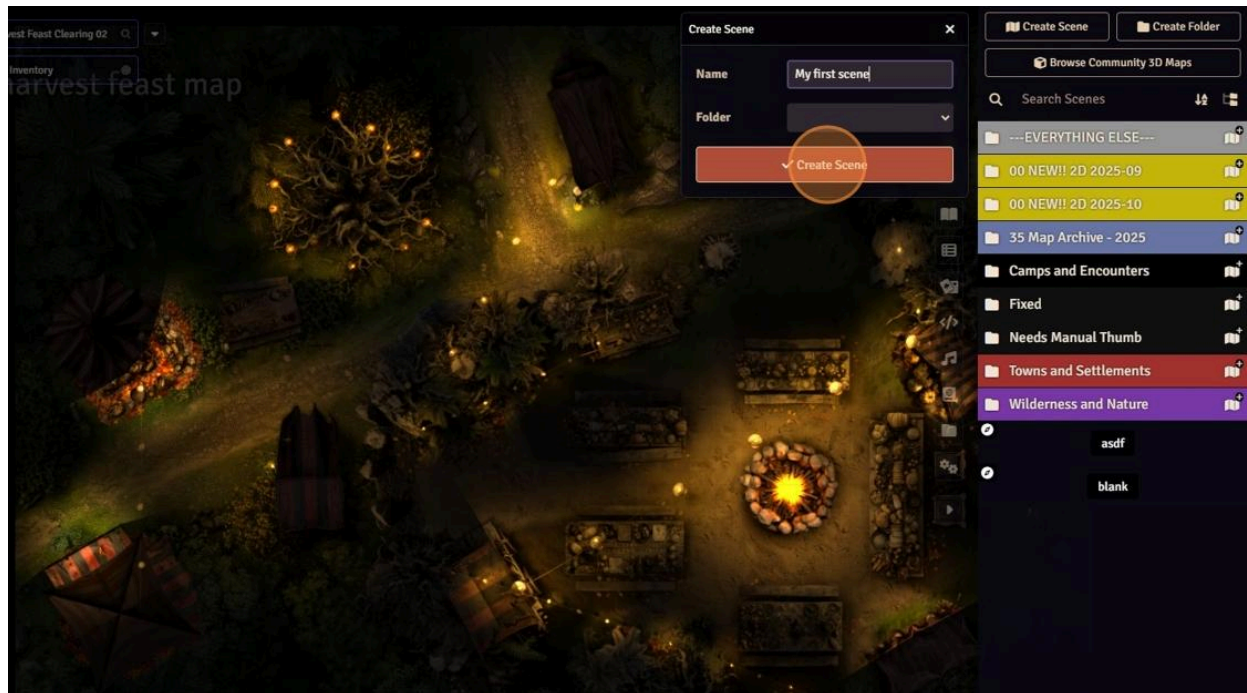

2. Click "Create Scene"
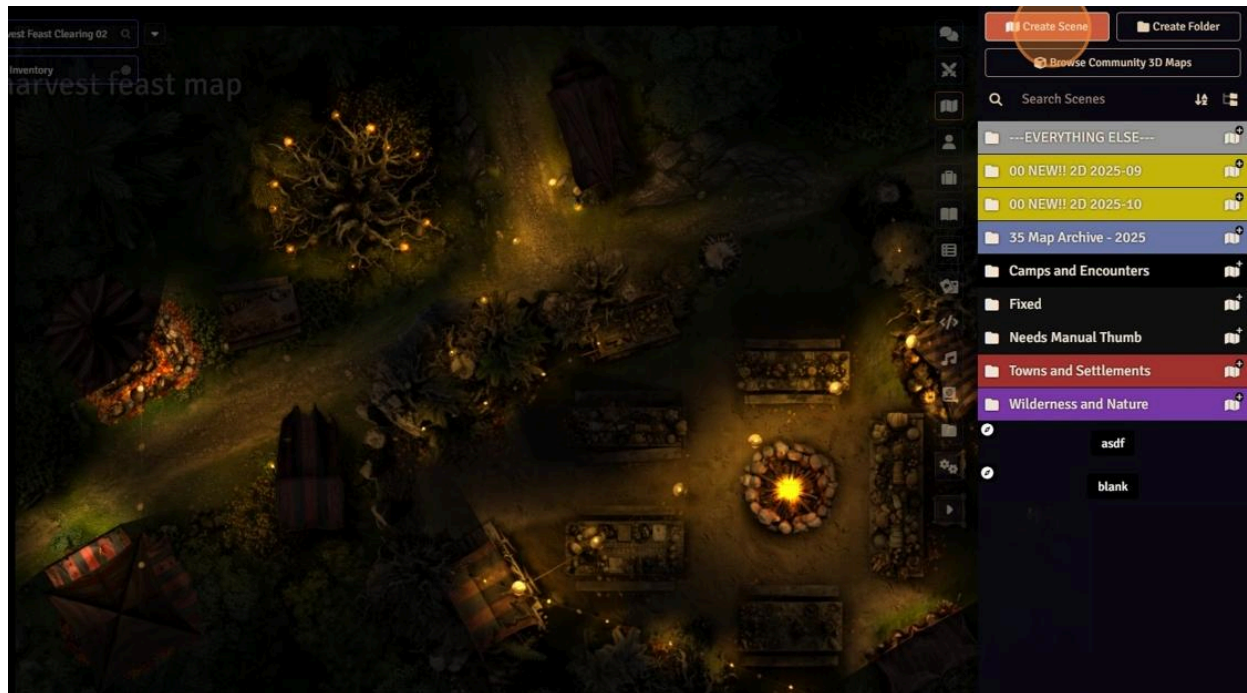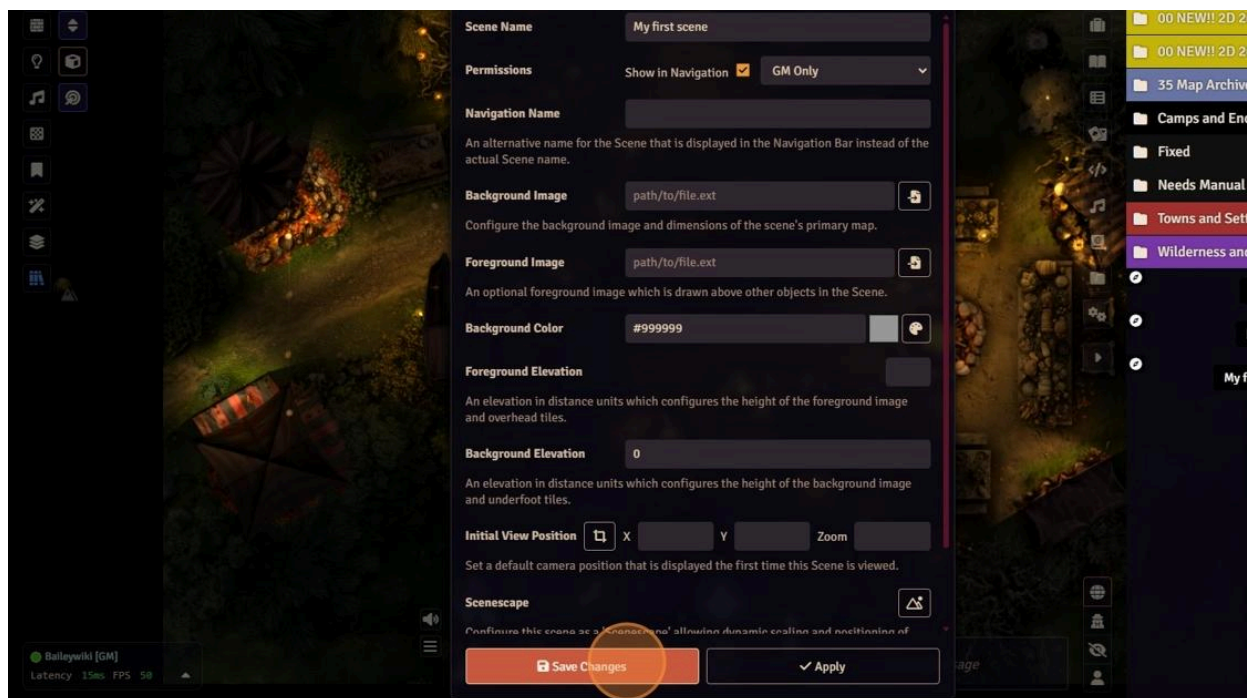
3. Click the "Scene" field.

4. Type "My first scene"
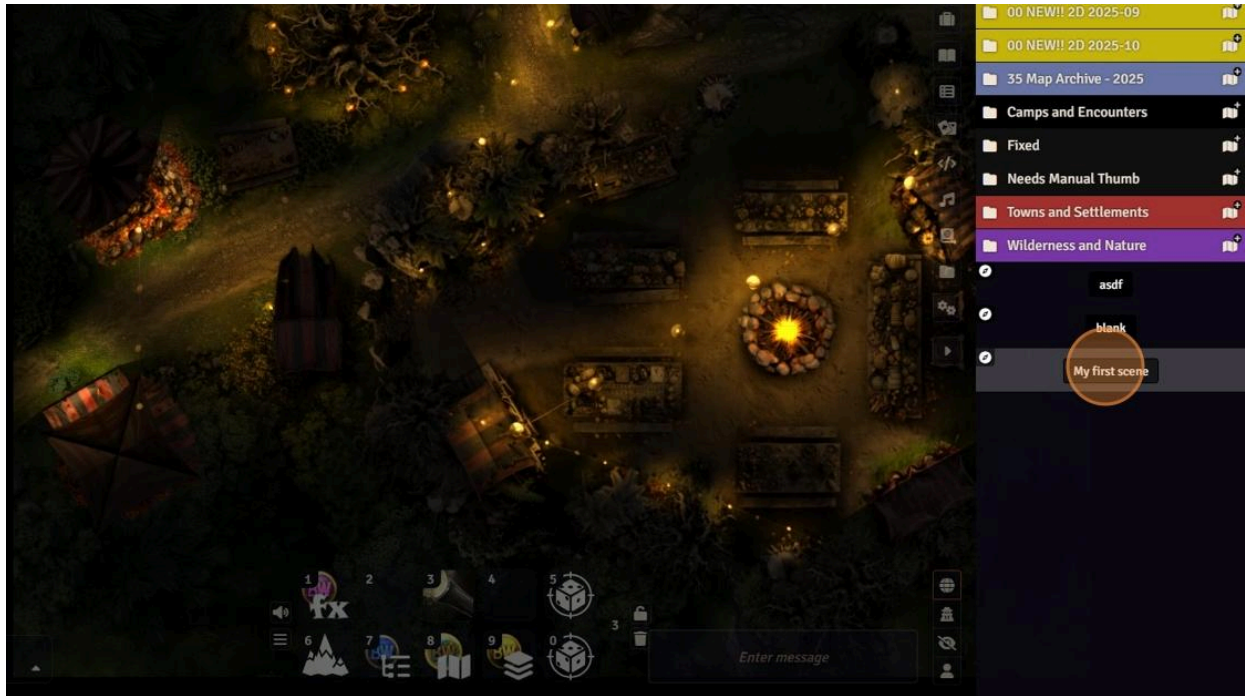
5. Click "Create Scene"

6. Click "Save Changes"

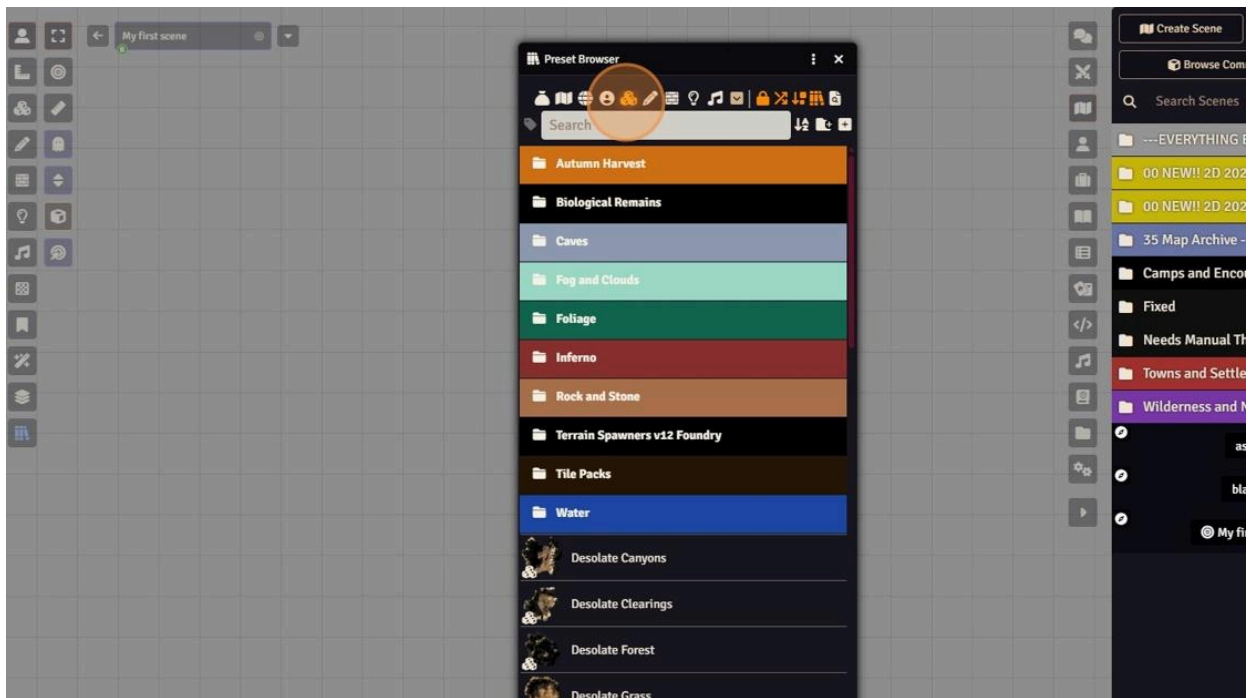7. Right-click "My first scene"

8. Click "Activate"

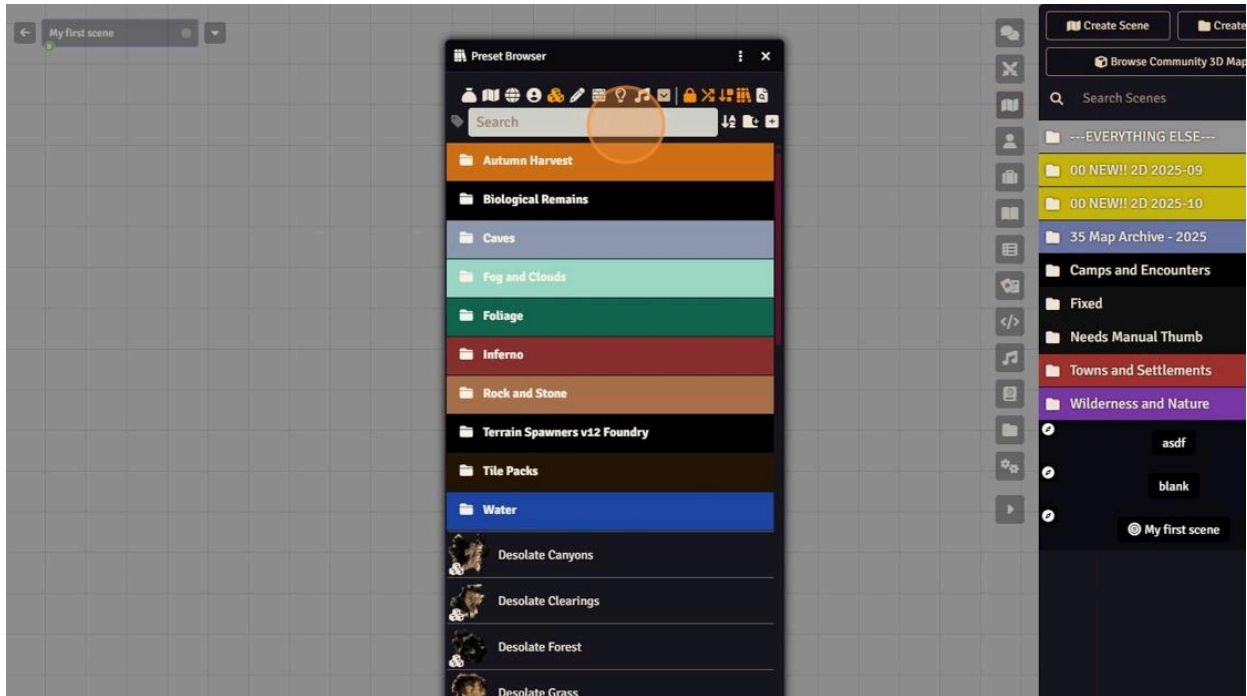9. Click this button. It opens the Mass Edit asset browser.

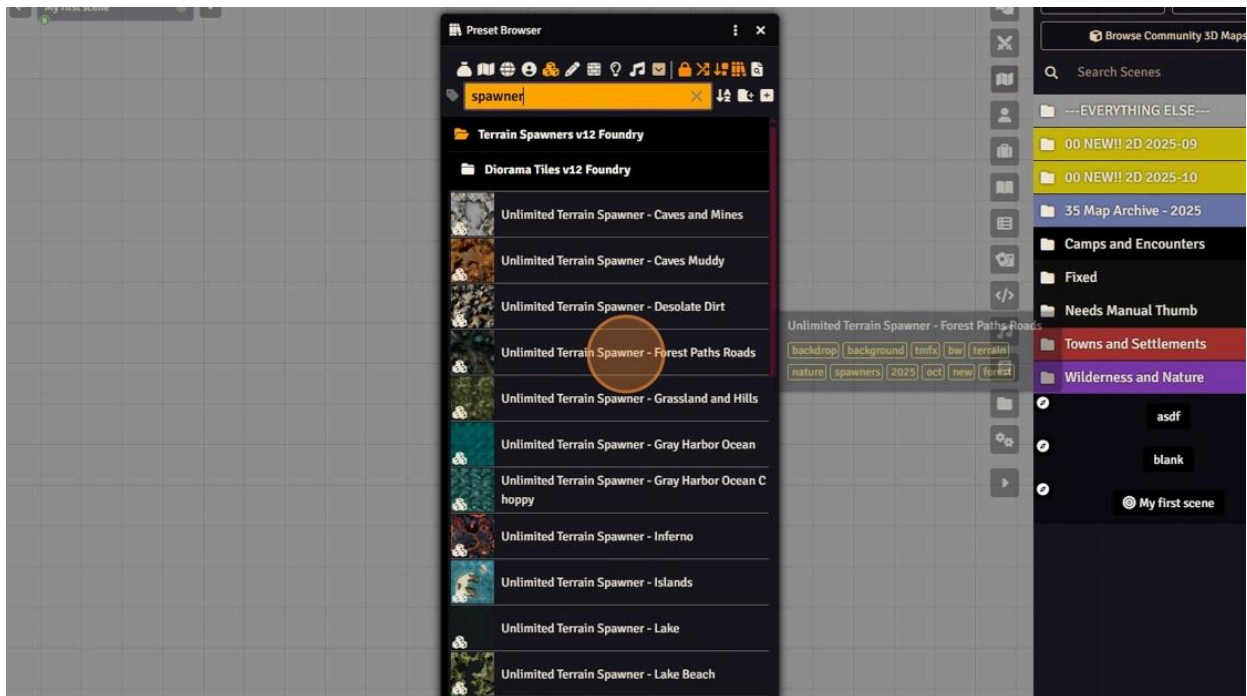10. Click on the Tile category. This is where 95% of the assets live.
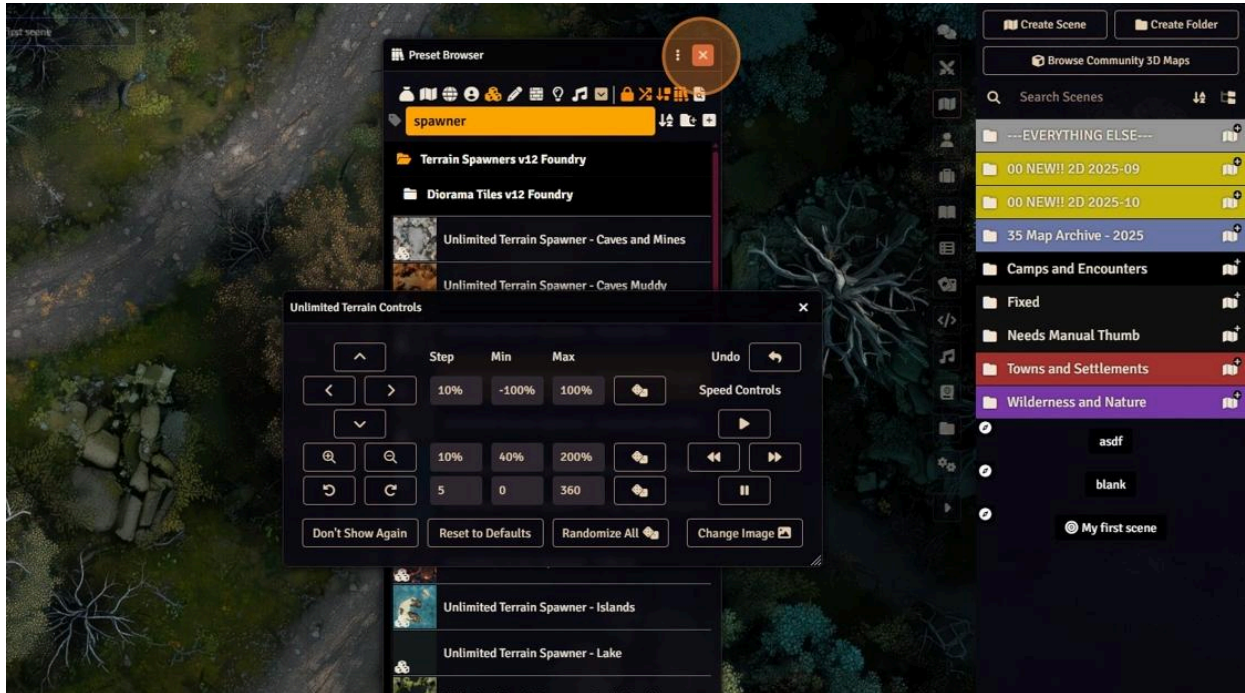

11. Click the "Search" field.

12. Type "spawner"

13. Click and drag "Unlimited Terrain Spawner - Forest Paths Roads" to your scene canvas.



14. Close or minimize the Mass Edit browser for now.

15. This is the "Unlimited Terrain Controls" window. It should automatically pop up when you place a Spawner Tile. Because Unlimited Terrain / Spawner tiles use large, tileable textures, they can be shifted, zoomed, and rotated infinitely, allowing you generate millions of scenes from the dozens of available terrains.
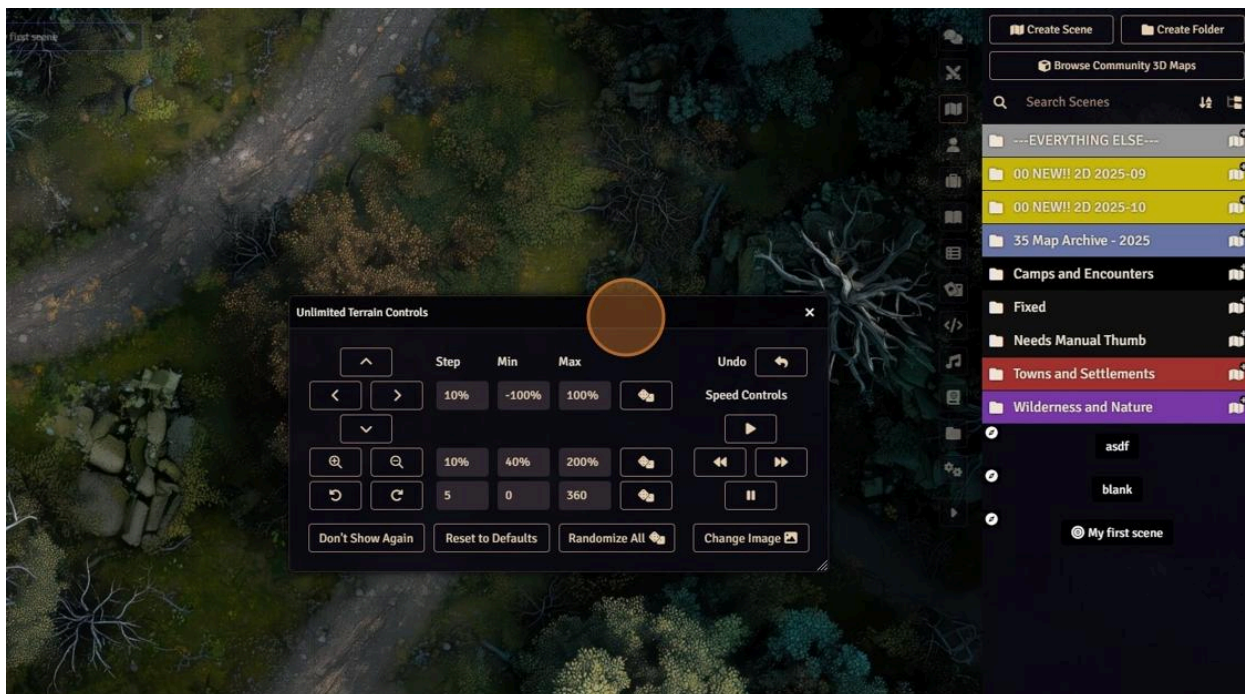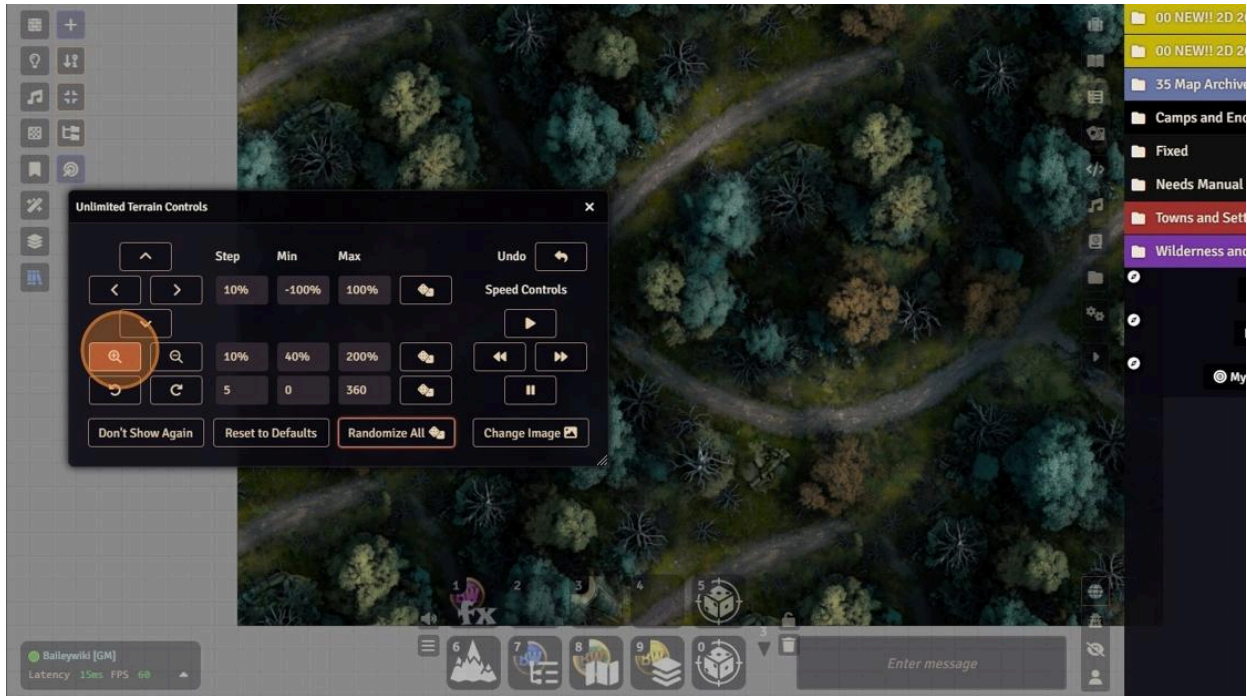
16. Click "Randomize All" to roll all the dice at once. Or set the randomization steps and range to change the amount of randomization.

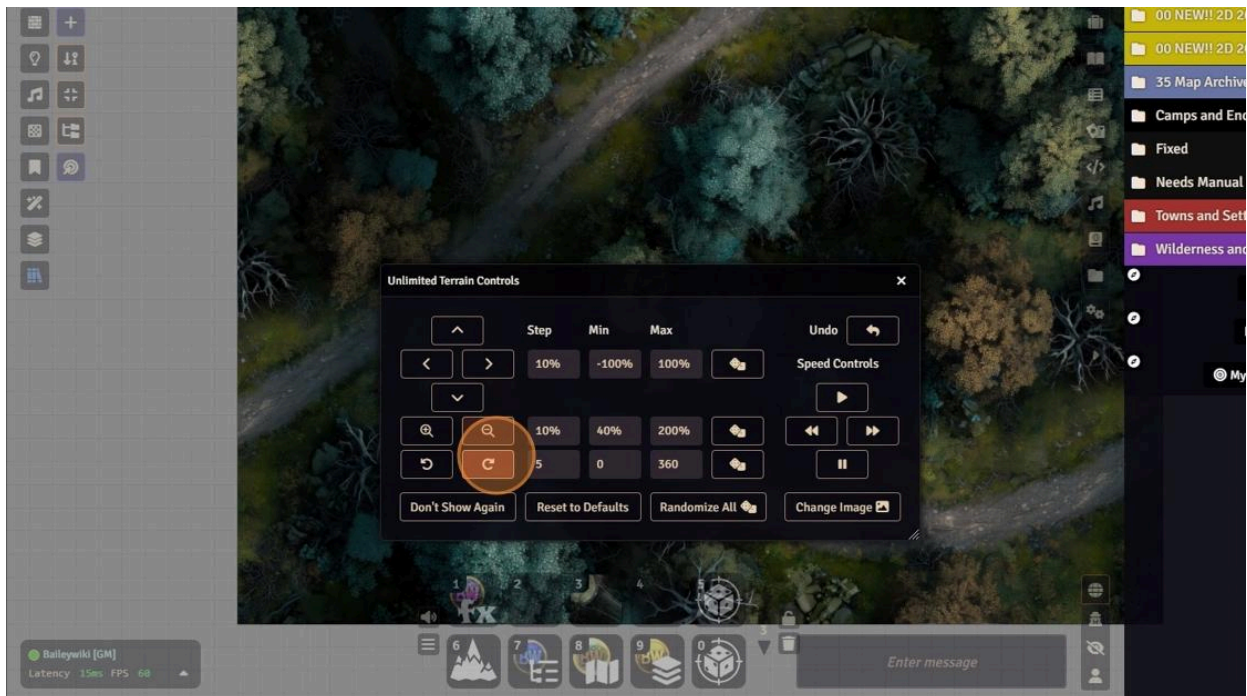 Speed Controls are fun. Try them out if you want to see your scene scroll.
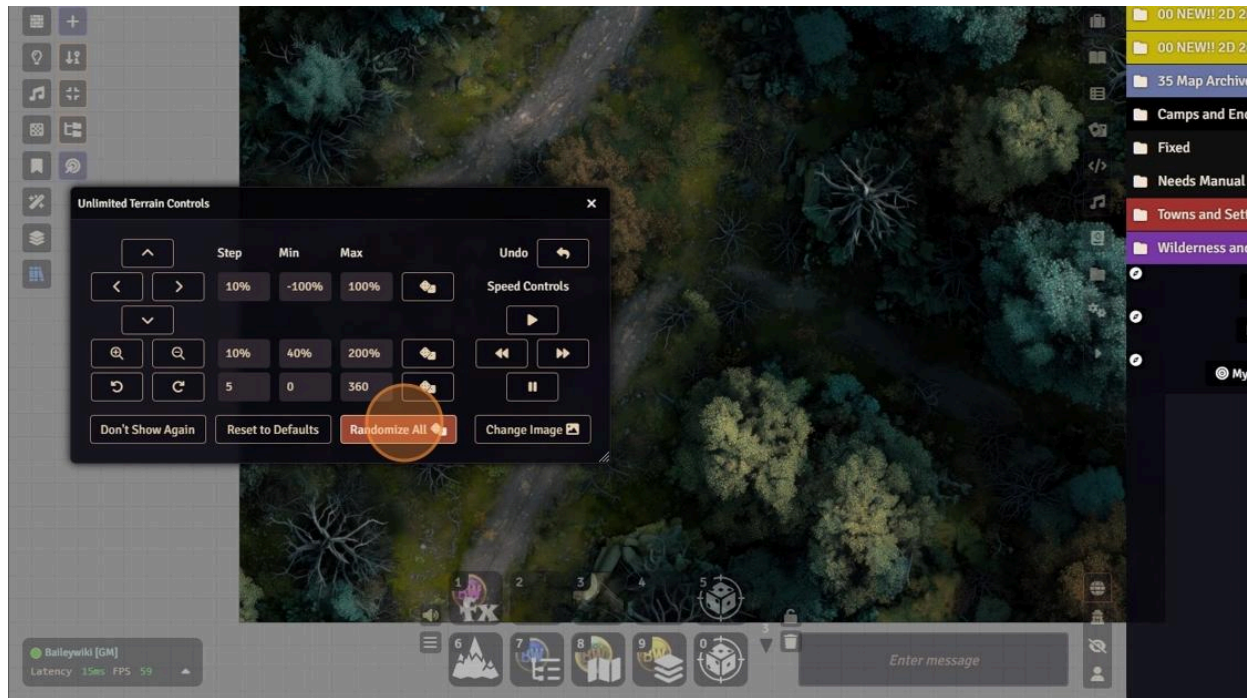
17. Click "Randomize All" until you get a view you like. You might want to click to Zoom buttons to zoom in or out.
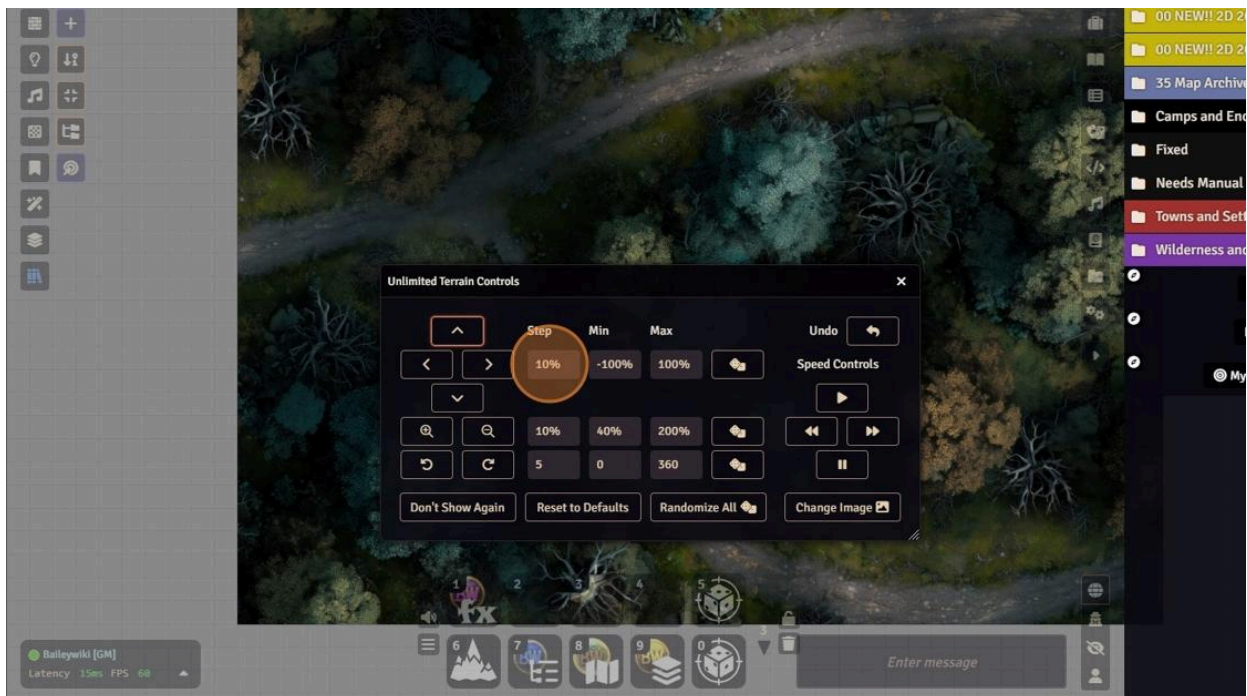
18. The Rotation button changes the terrain's rotation. Sometimes you might want to line it with the grid.

19. The Translation buttons nudge the image up, down, left and right.

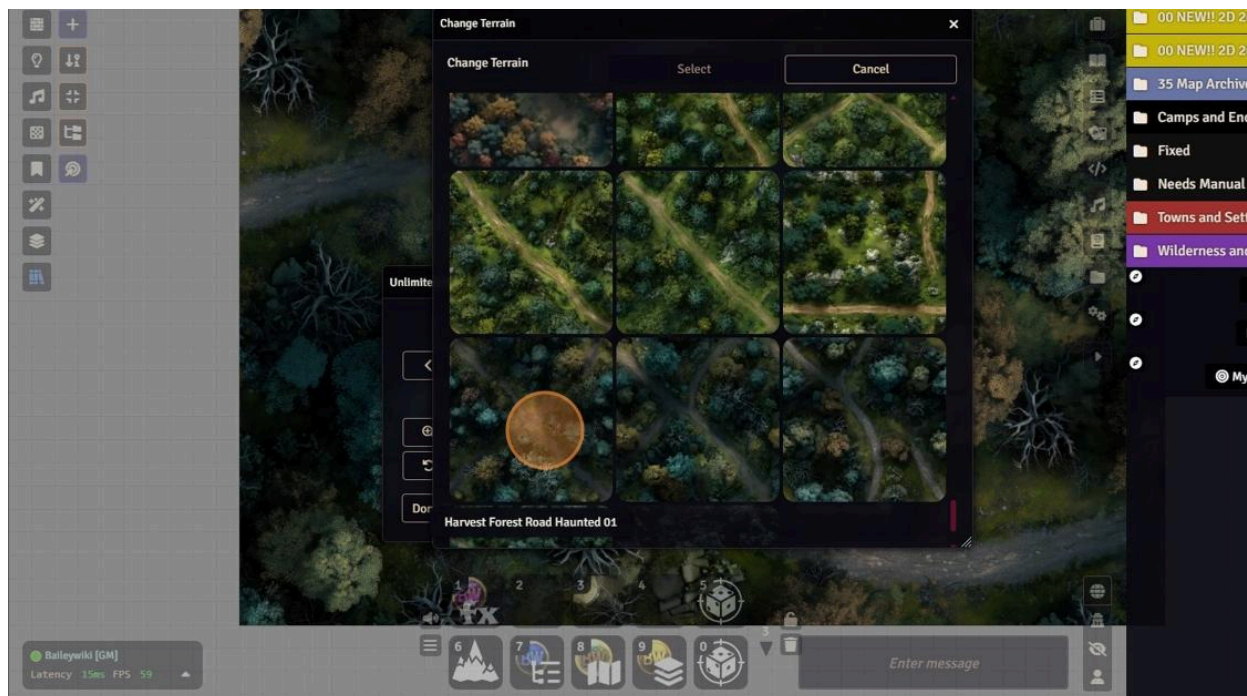20. Decreasing the Step lets you make finer adjustments.

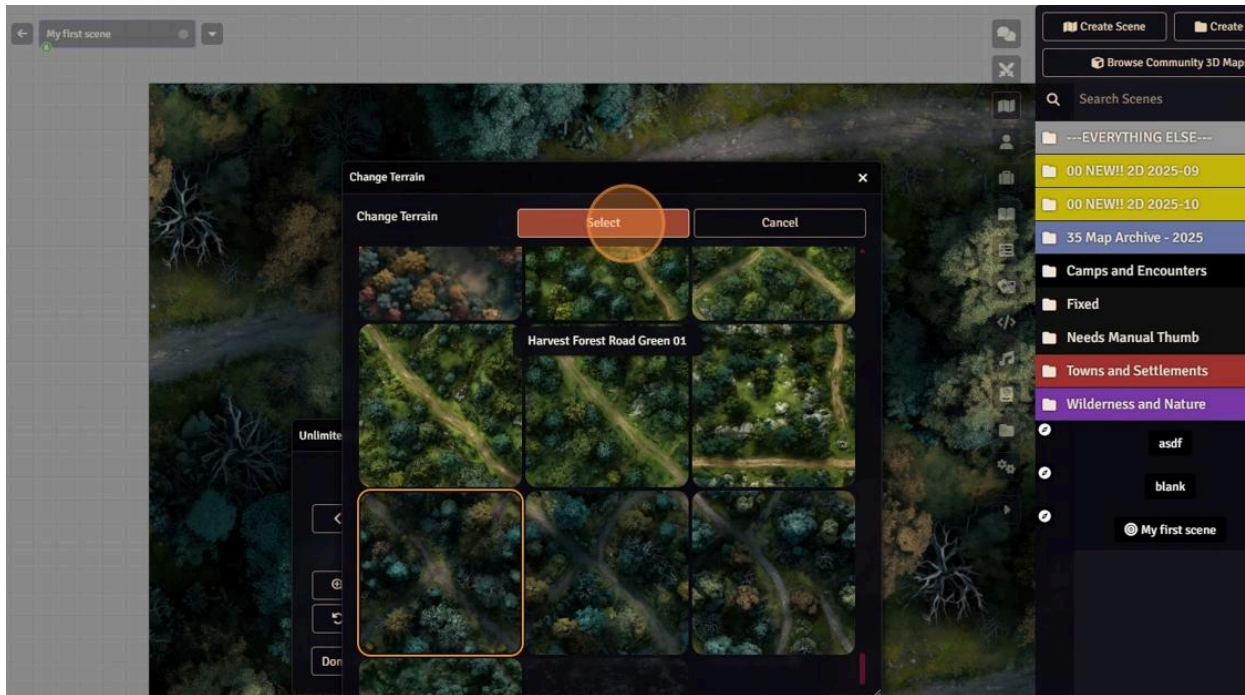21. Click "Change Image" to browse alternative terrains.
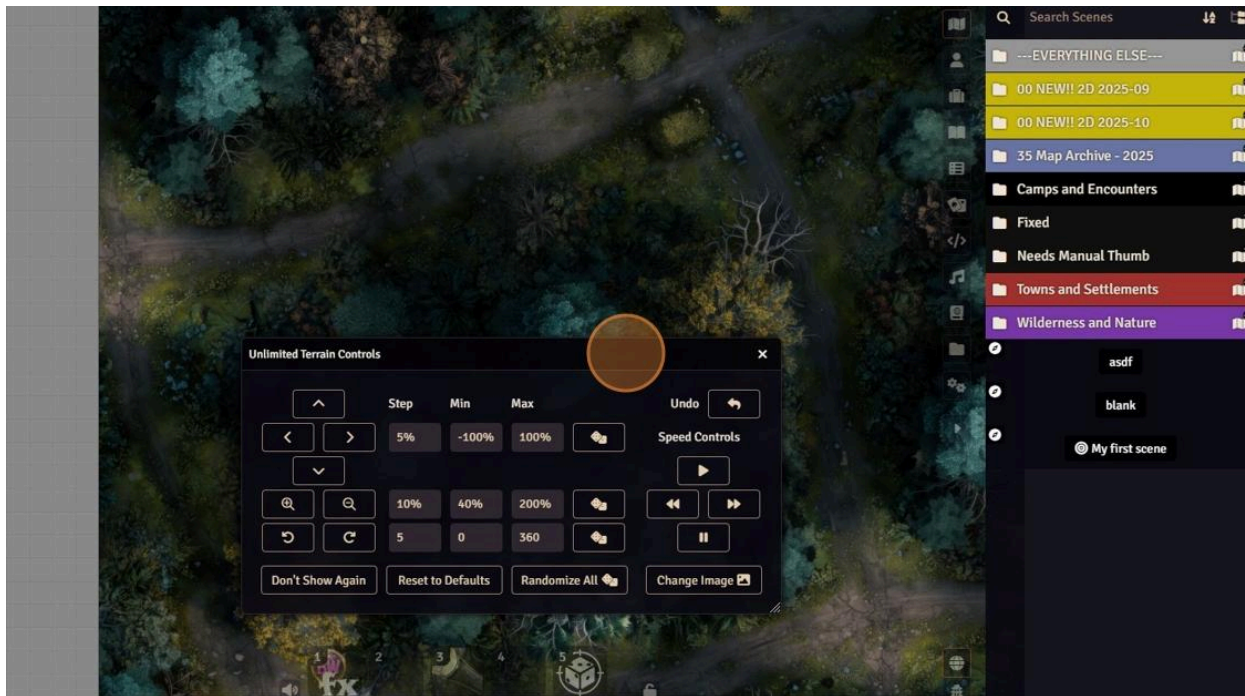
22. Click to select a new terrain
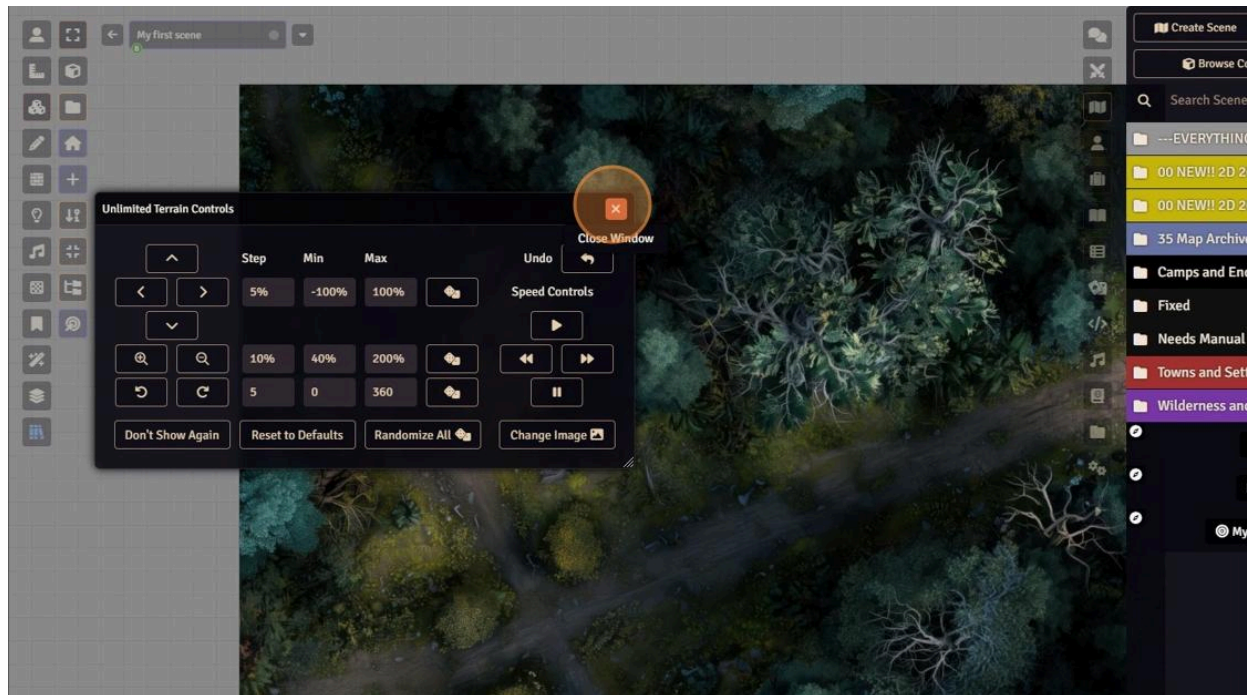

23. Click "Select" to enable it.

24. Adjust it like before.

25. Close it when you're satisfied. (Double-click the tile later to bring back the adjustment controls)
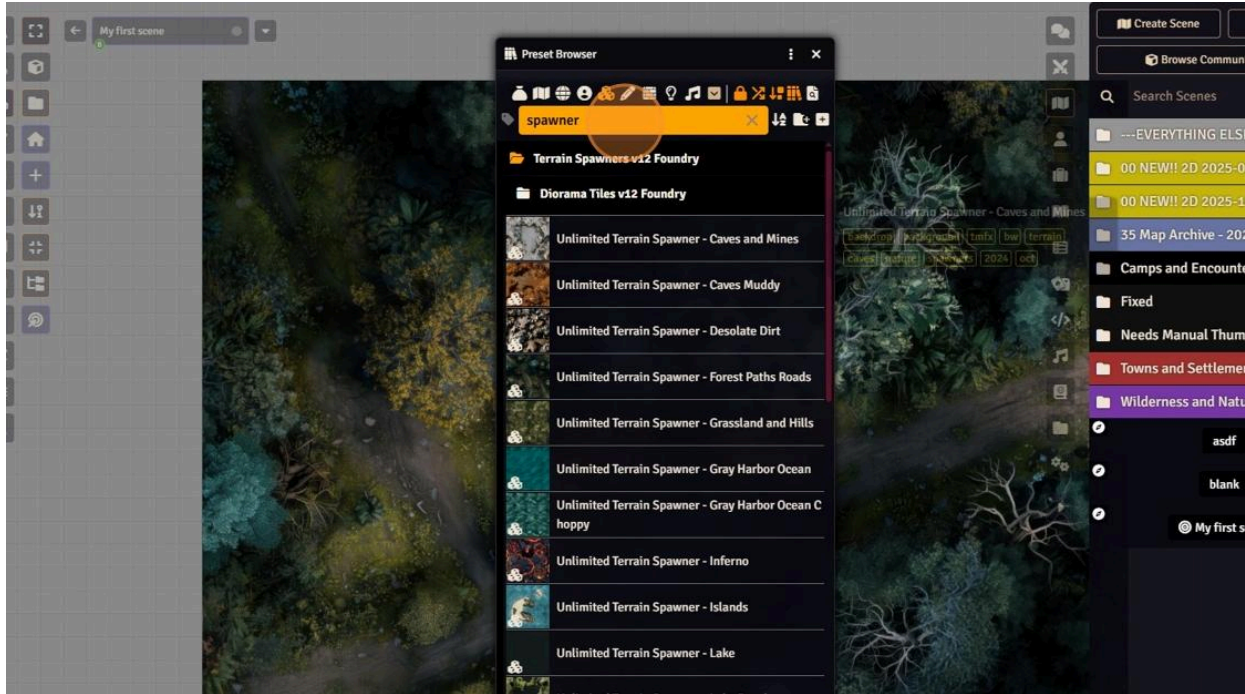
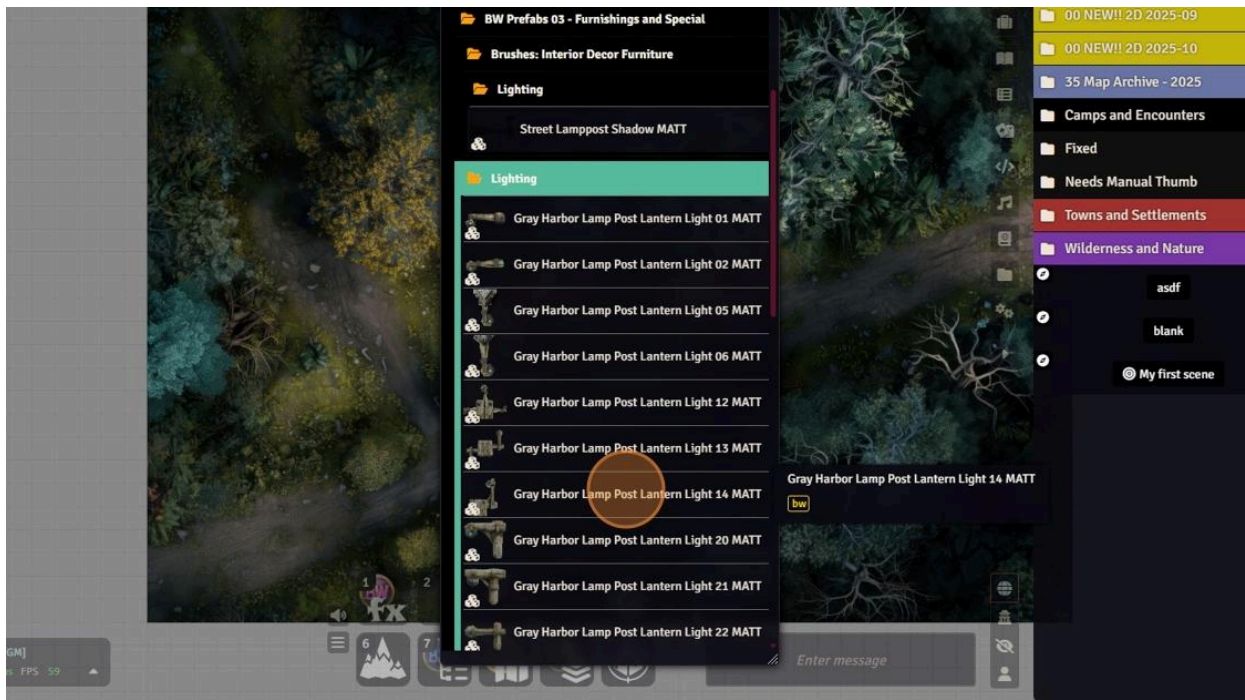26. Open your Asset Browser again.

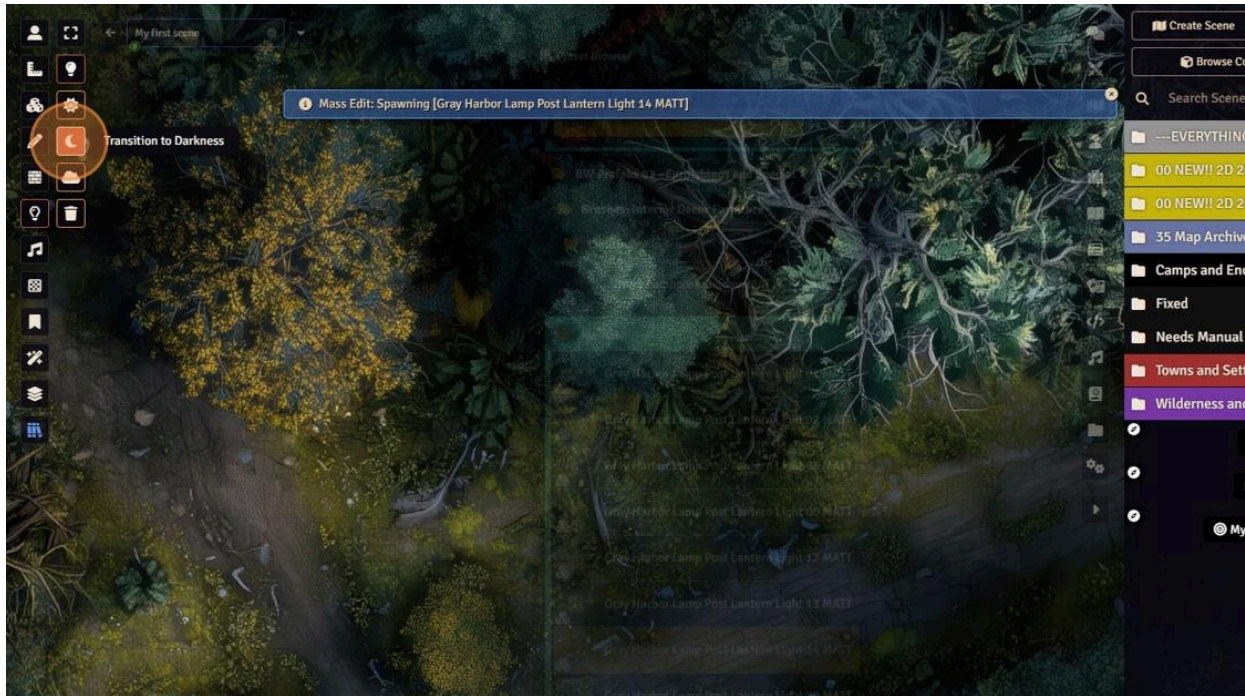

27. Click the "Search" field.

28. Type "lamp"

29. Double-click "Gray Harbor Lamp Post Lantern Light 14 MATT". (MATT means Monks Active Tile Triggers... this tells you the Lantern is "smart" somehow. Usually MATT lights can be clicked to toggle them)

30. Drop the scene lighting to see the lamp illuminate the scene. Most Baileywiki lights only come on at night.

31. You're in Preview Mode, which shows you the elements of the Preset and how they will be when you click them into the scene.

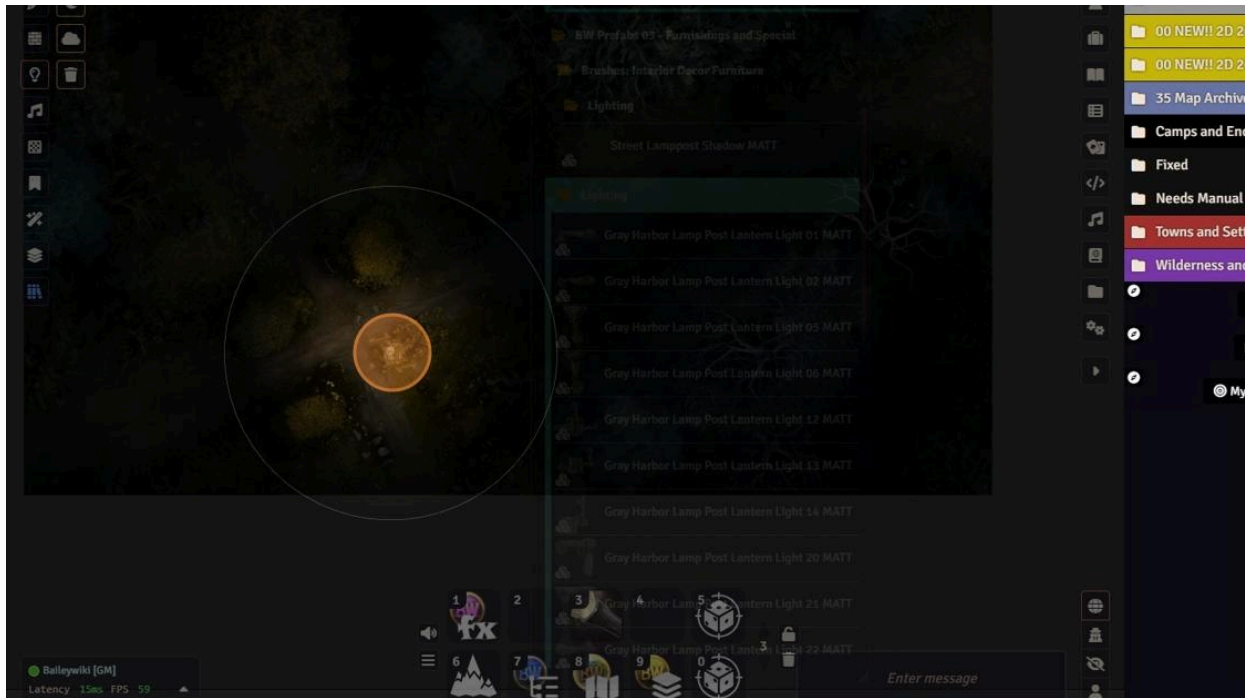 IMPORTANT KEYBINDINGS:

 SHIFT-scroll: Fast rotate
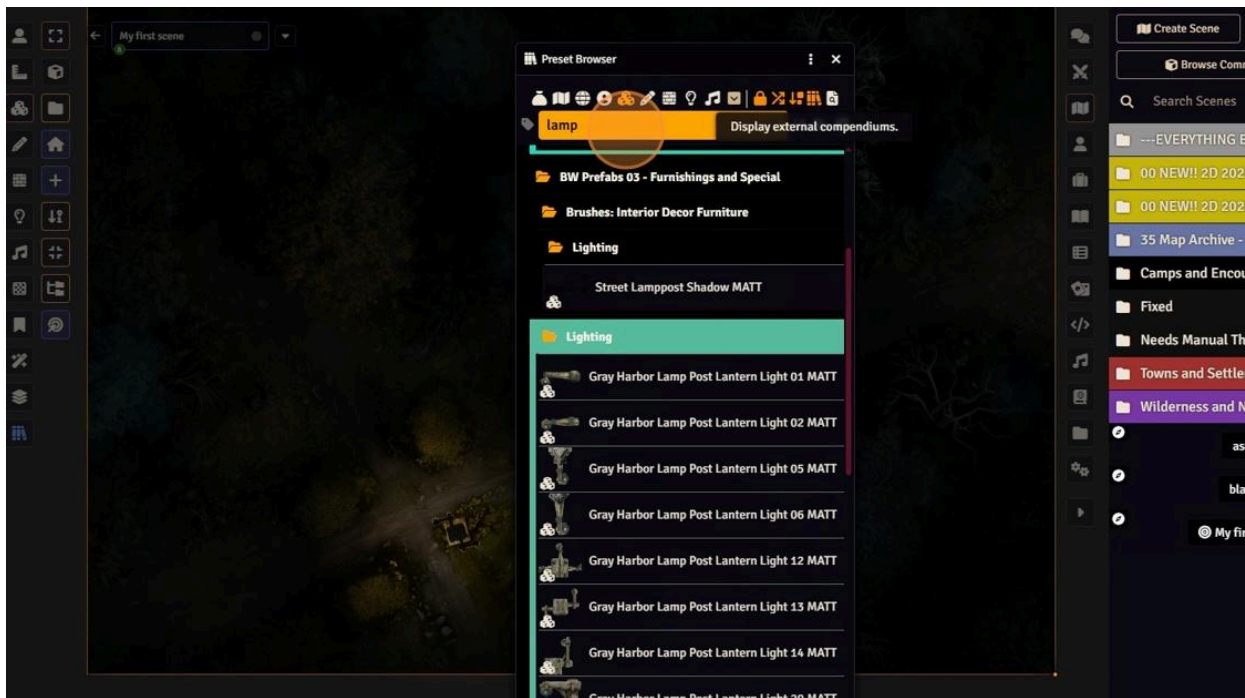 CTRL-scroll: Slow rotate
 ALT-scroll: Scale
 CTRL+SHIFT+scroll: Cycle images (we'll cover this with the Brush tool and Brush assets later)
 Center Mouse Click: Cancel preview mode placement
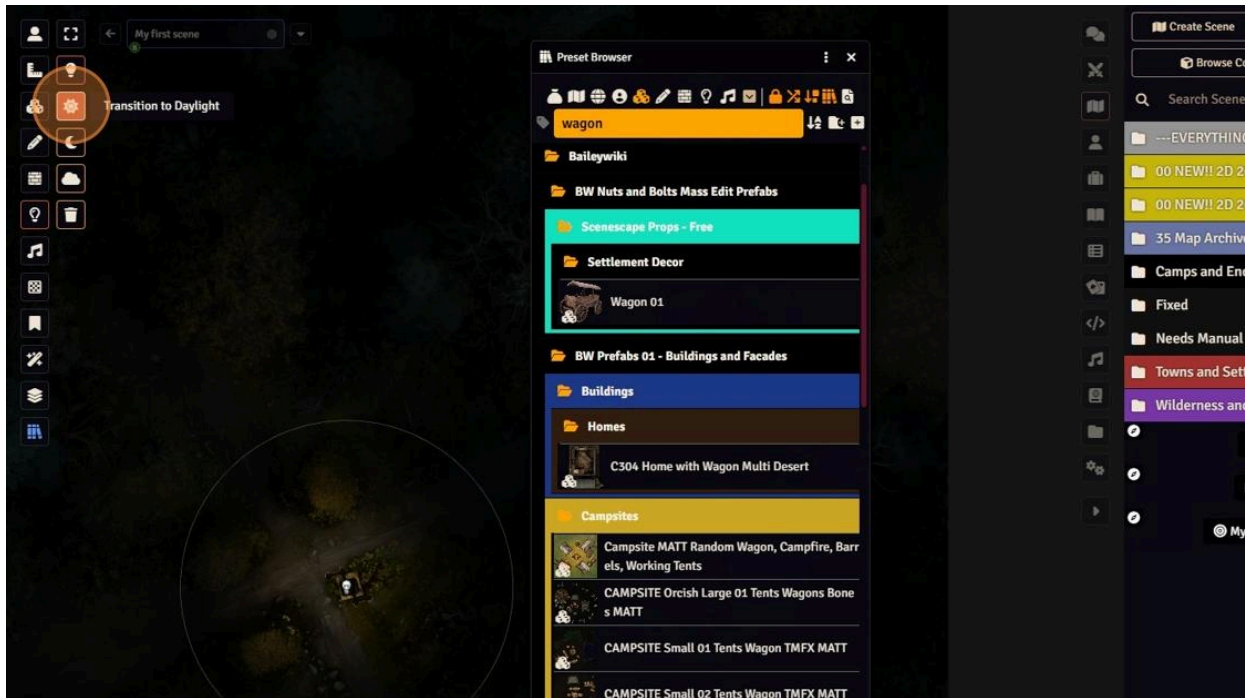
 Click to place it down.
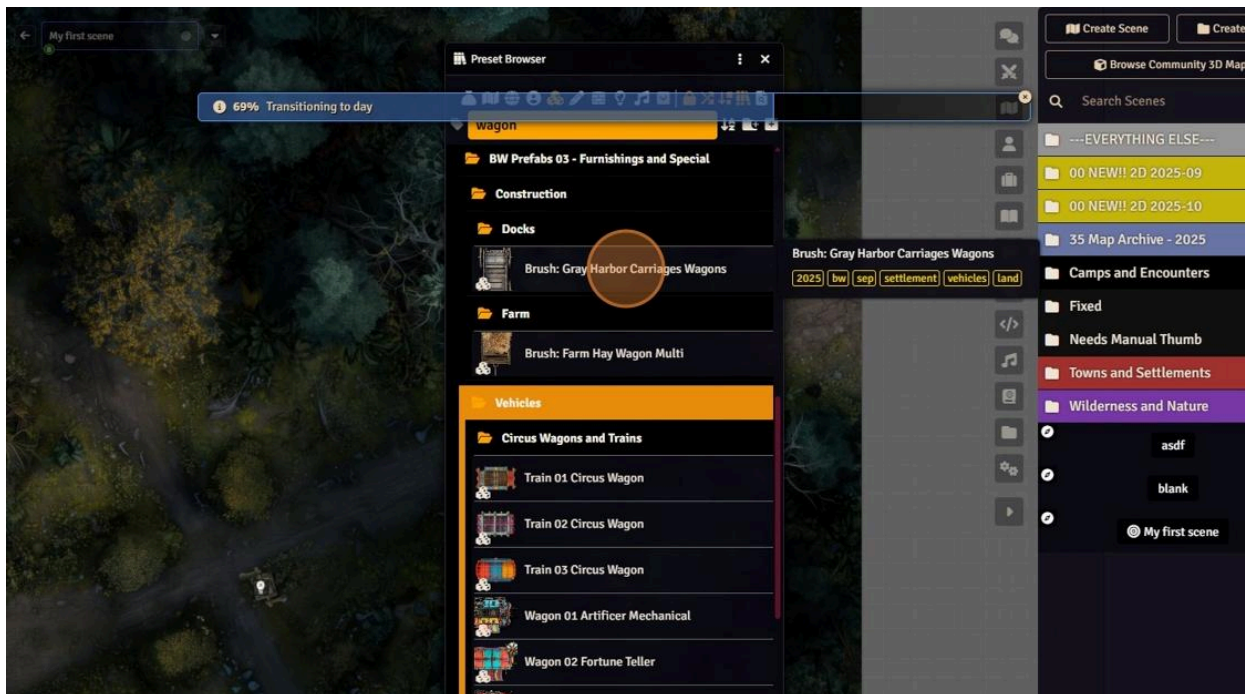
32. Click the "Search" field.

33. Type "wagon"
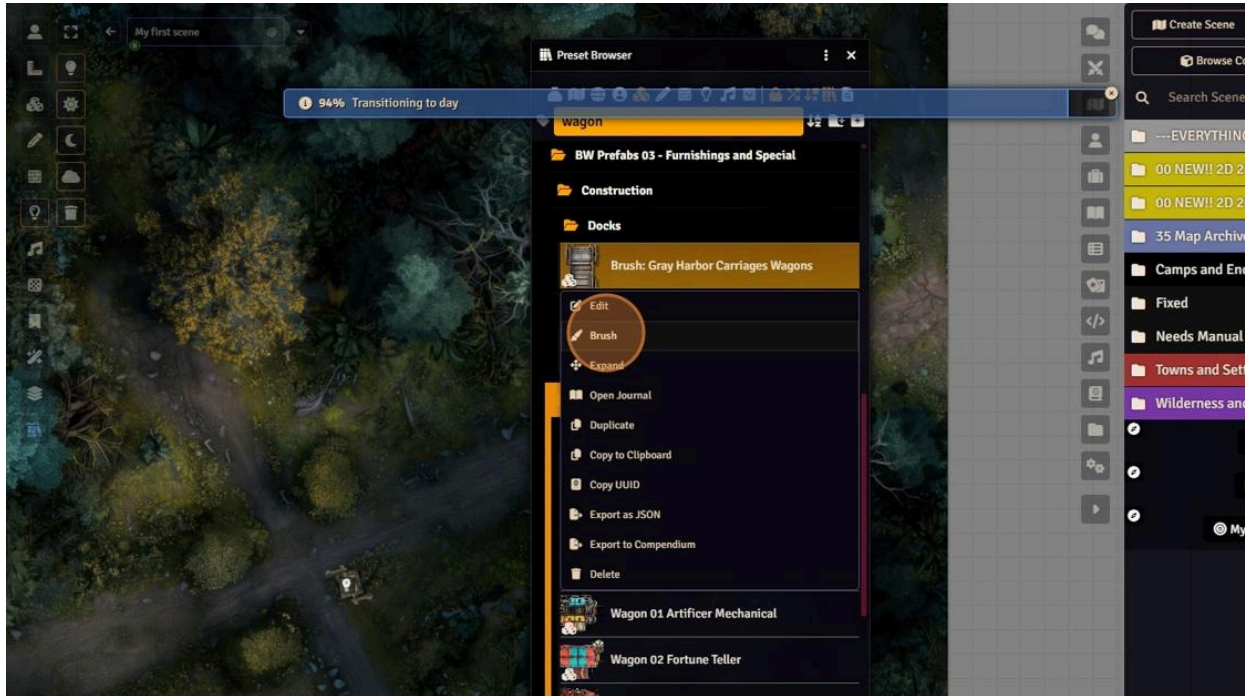
34. Bring the lights up if you need to

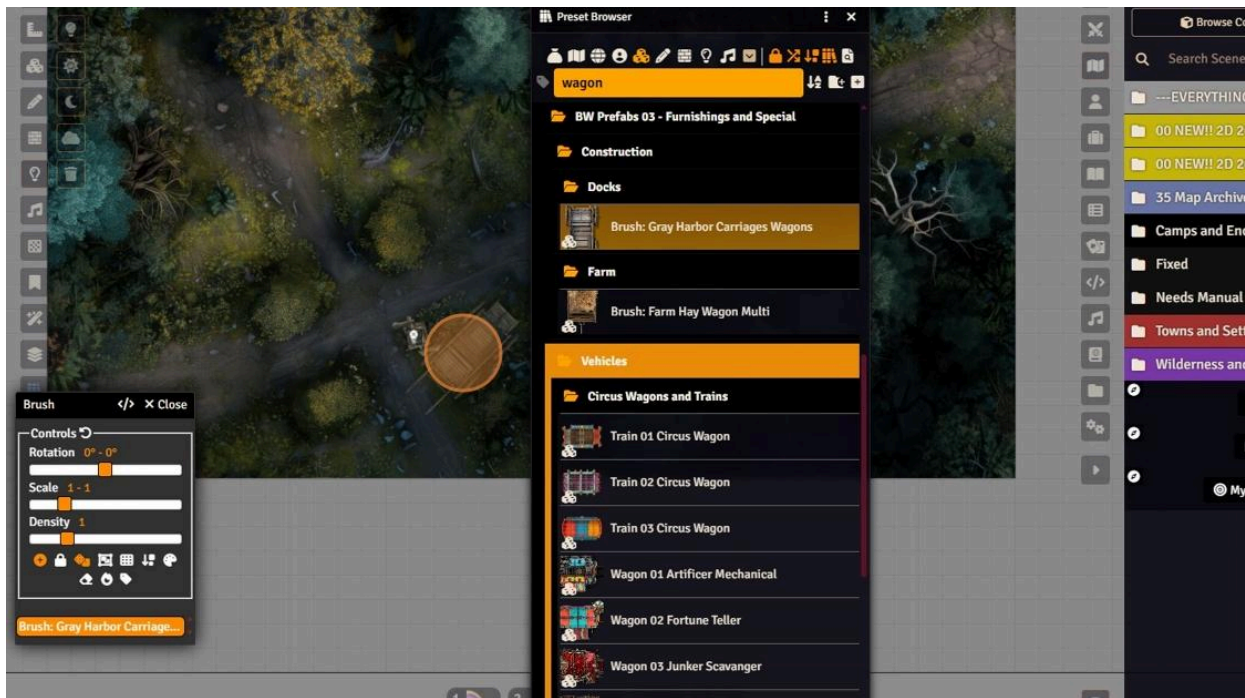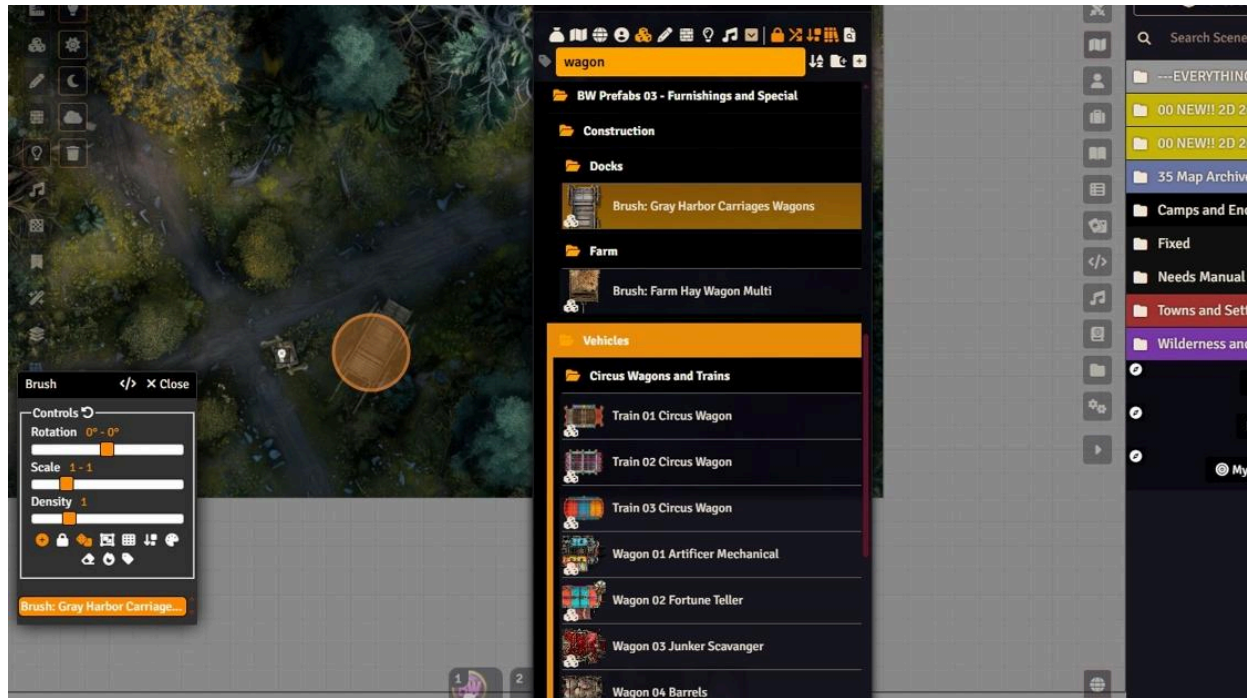35. Right-click "Brush: Gray Harbor Carriages Wagons"

36. Click "Brush"

37. Now you are in Brush mode. This is just an alternative to double-click assets and dropping straight into your canvas. You can add multiple assets in Brush mode and it will do different things depending on the toggles you have selected in your brush.

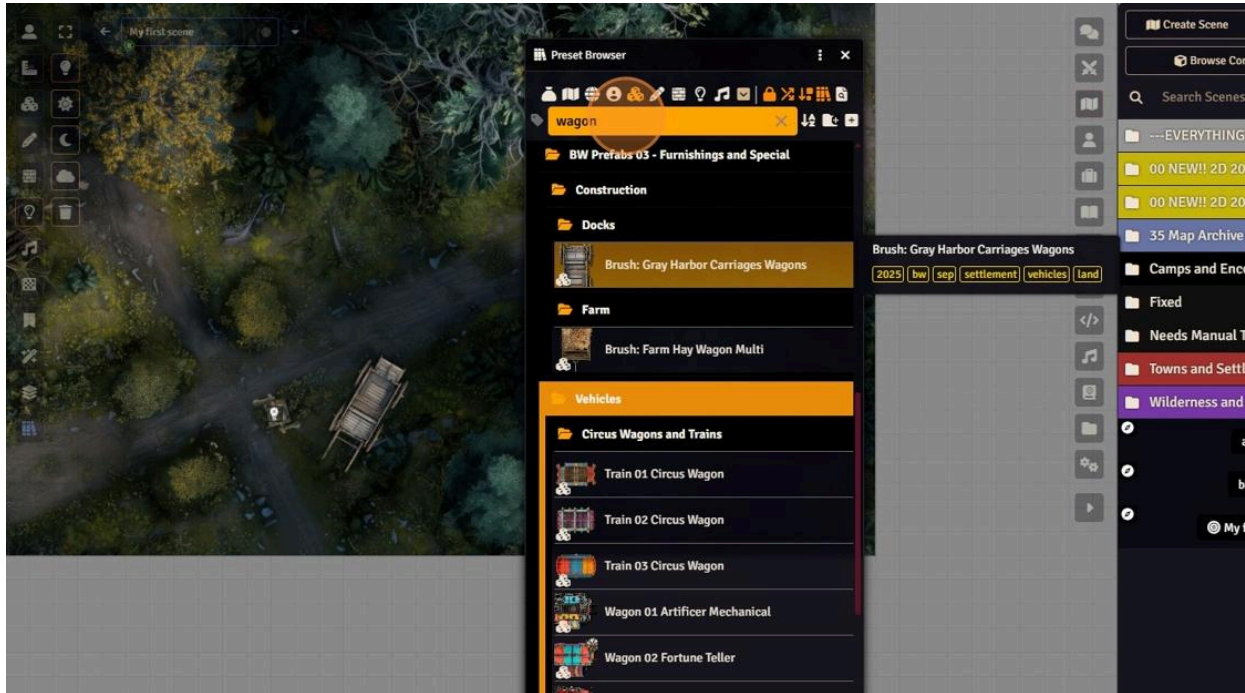38. Place your wagon where you like it.

39. Middle mouse click to cancel your brush.
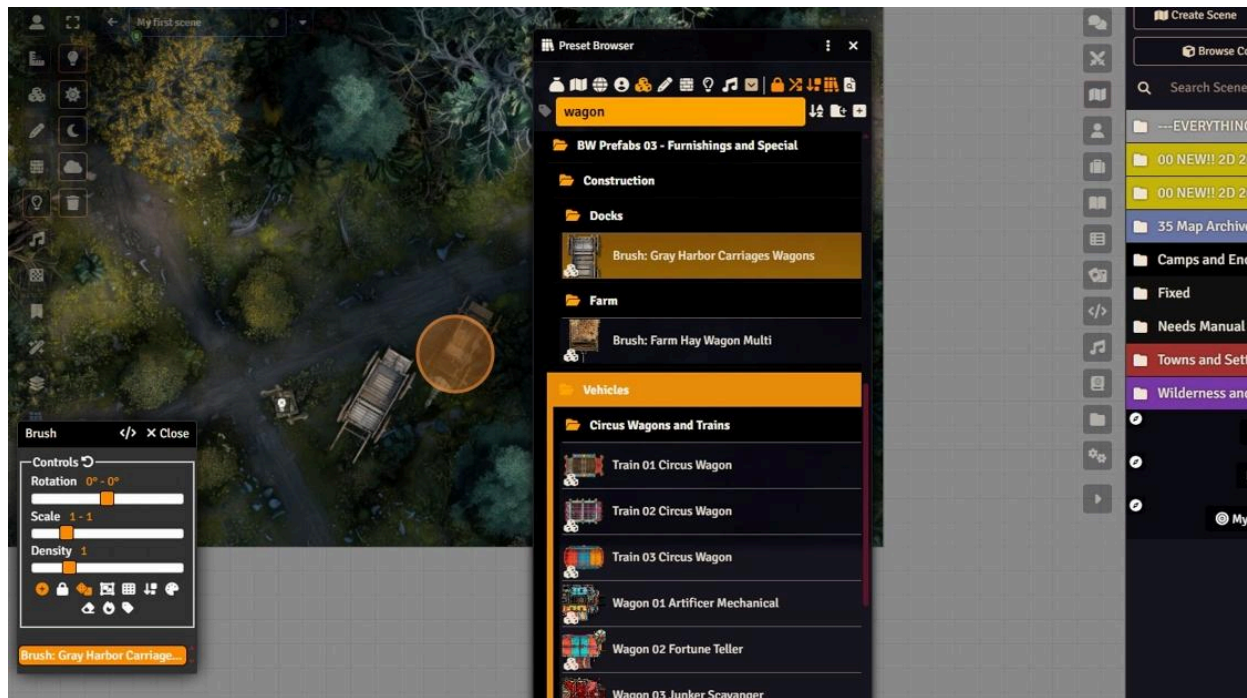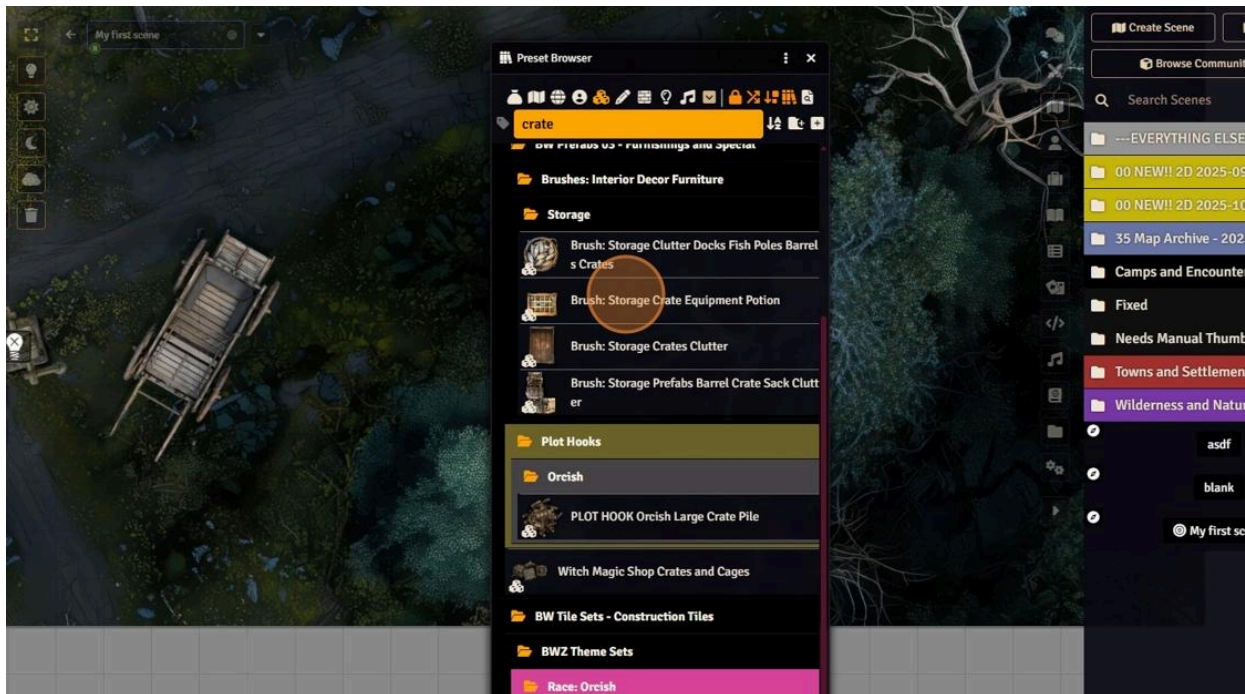

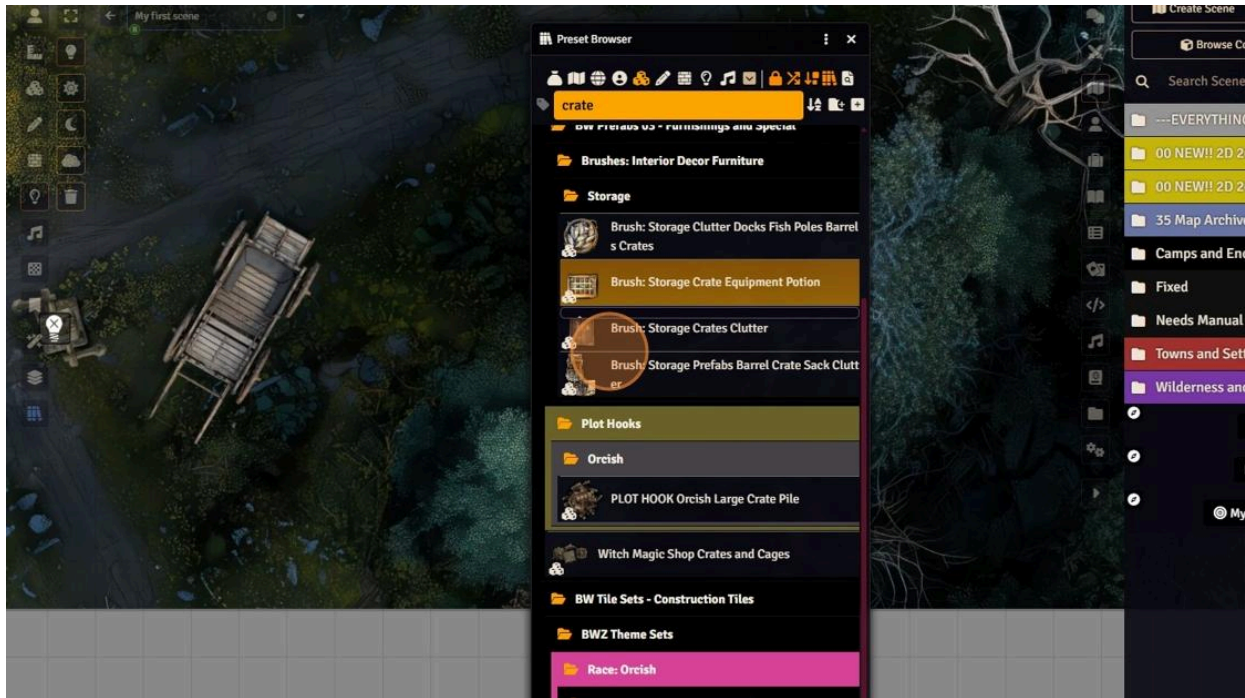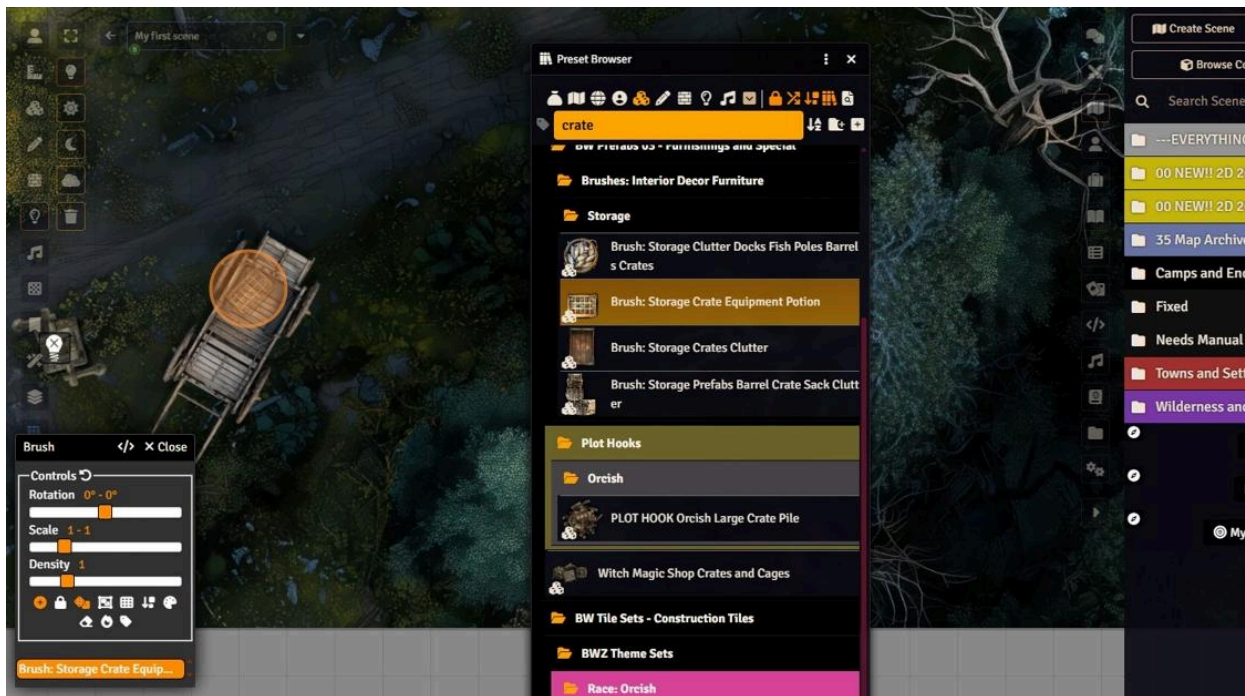40. Click the "Search" field.

41. Type "crate"

42. Right-click "Brush: Storage Crate Equipment Potion"
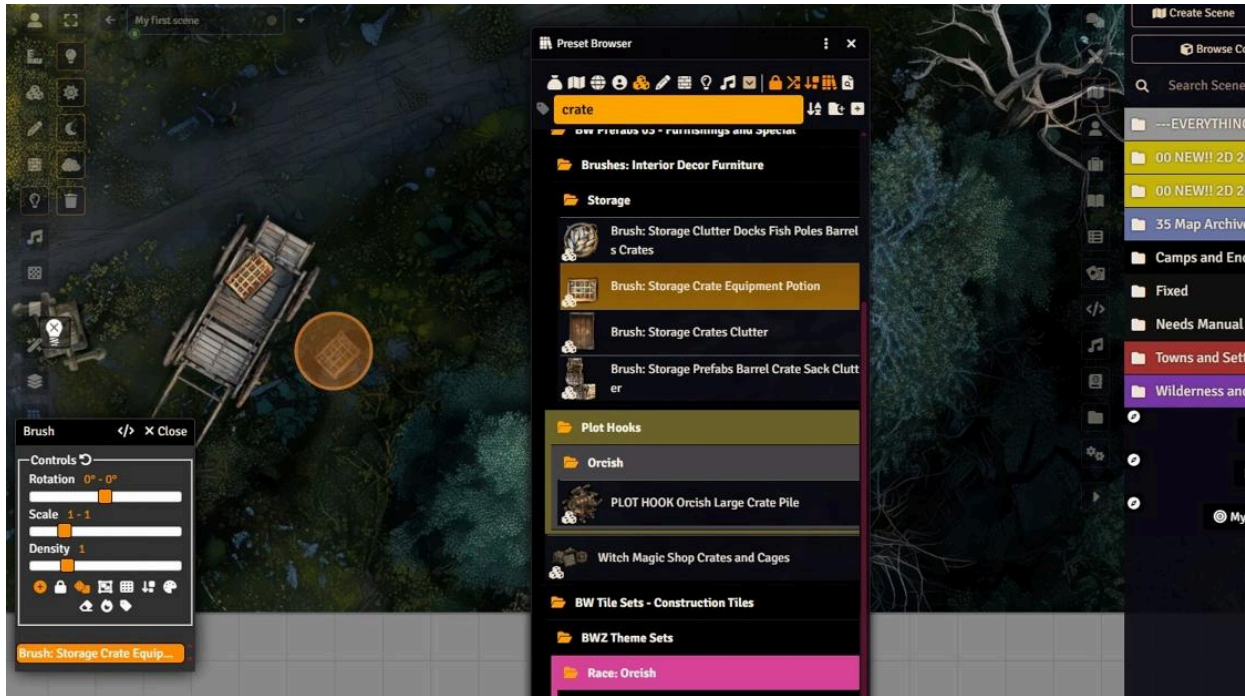

43. Click "Brush"
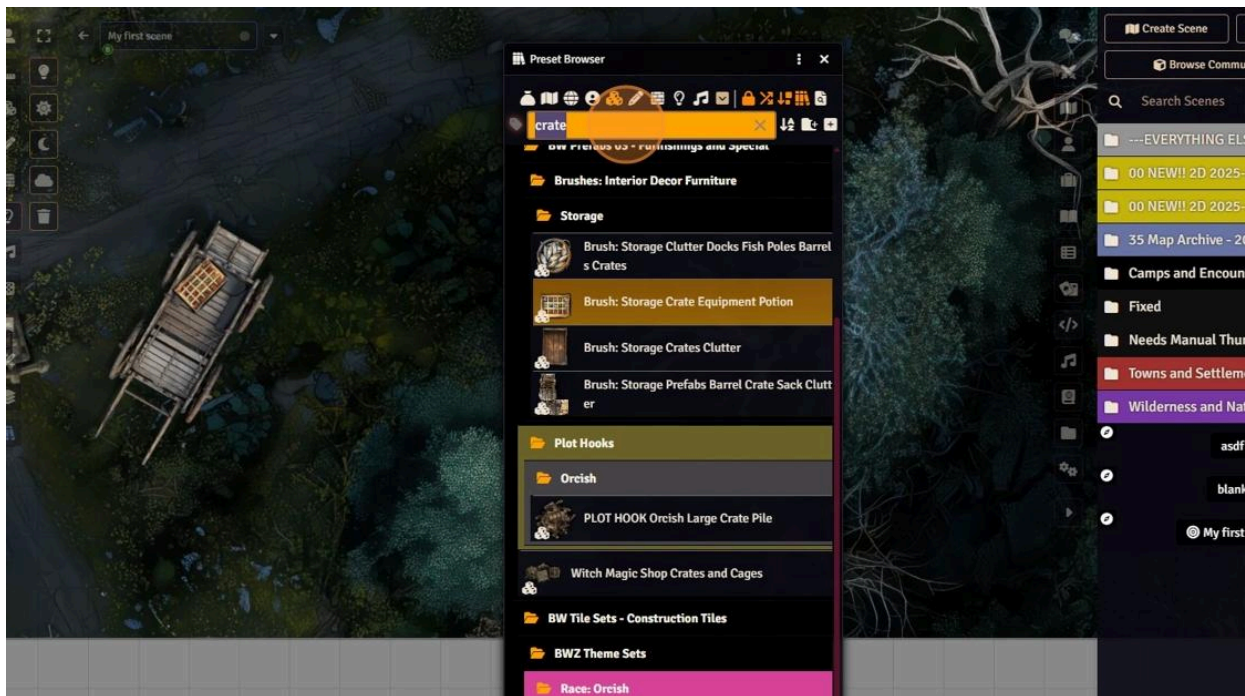
44. Click to drop in your crate.

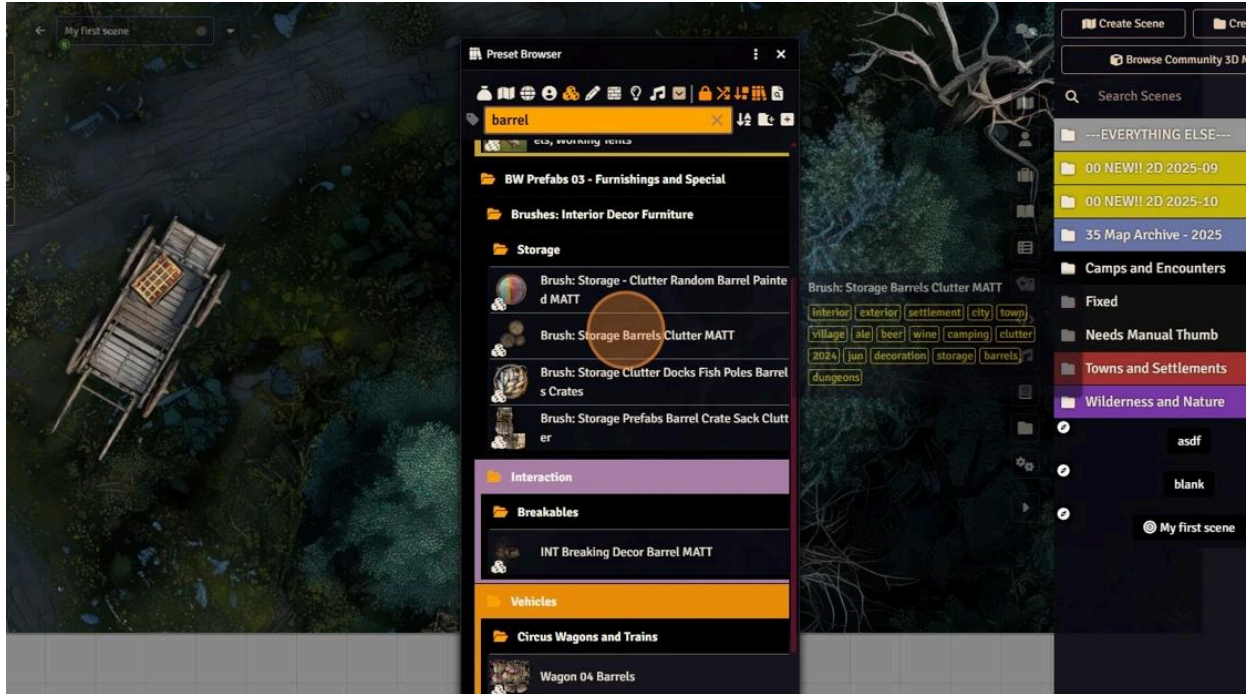45. Middle mouse click to cancel your brush.
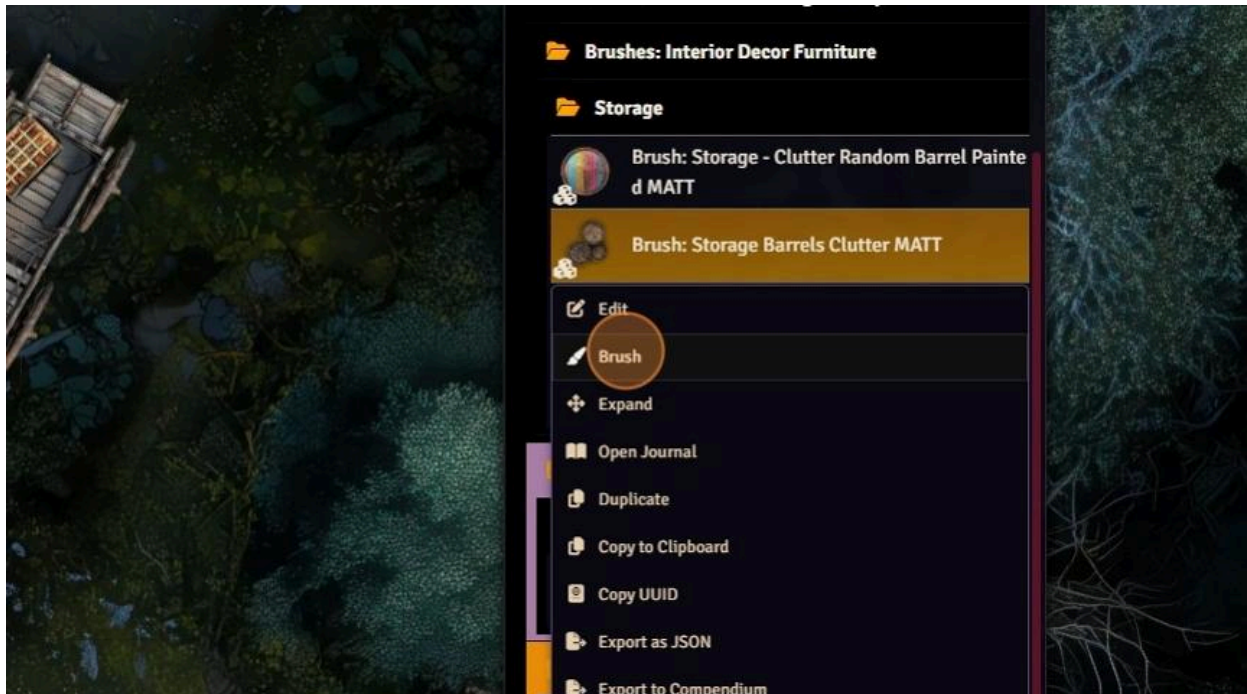
46. Click the "Search" field.

47. Type "barrel"

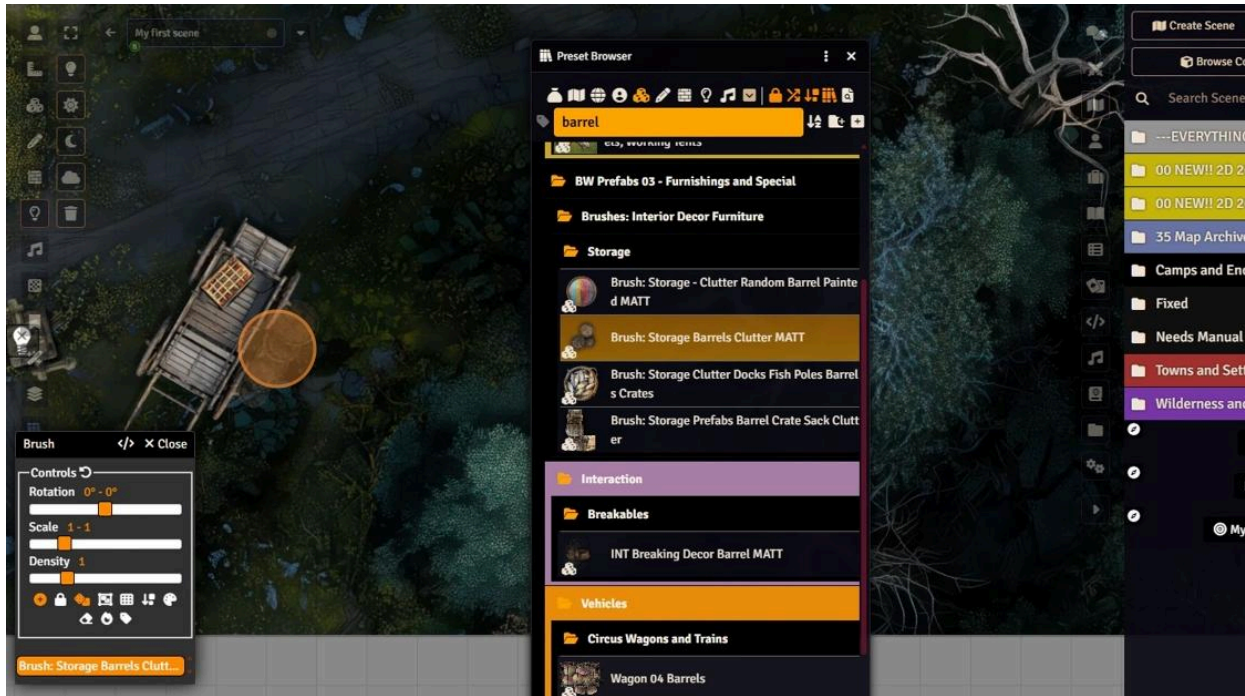48. Right-click "Brush: Storage Barrels Clutter MATT"
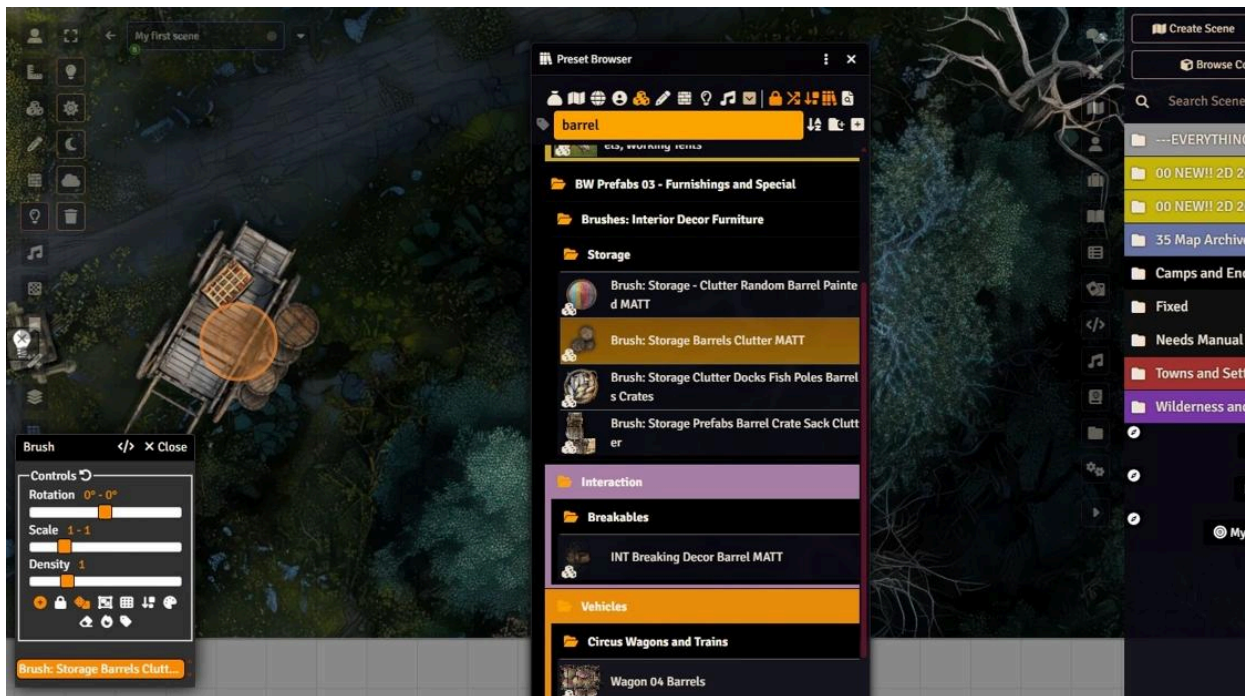
49. Click "Brush"

50. Since the asset is called "Brush" this means there are multiple assets inside of it. Use Ctrl+Shift+scroll wheel to cycle through options. Click to place the barrels.

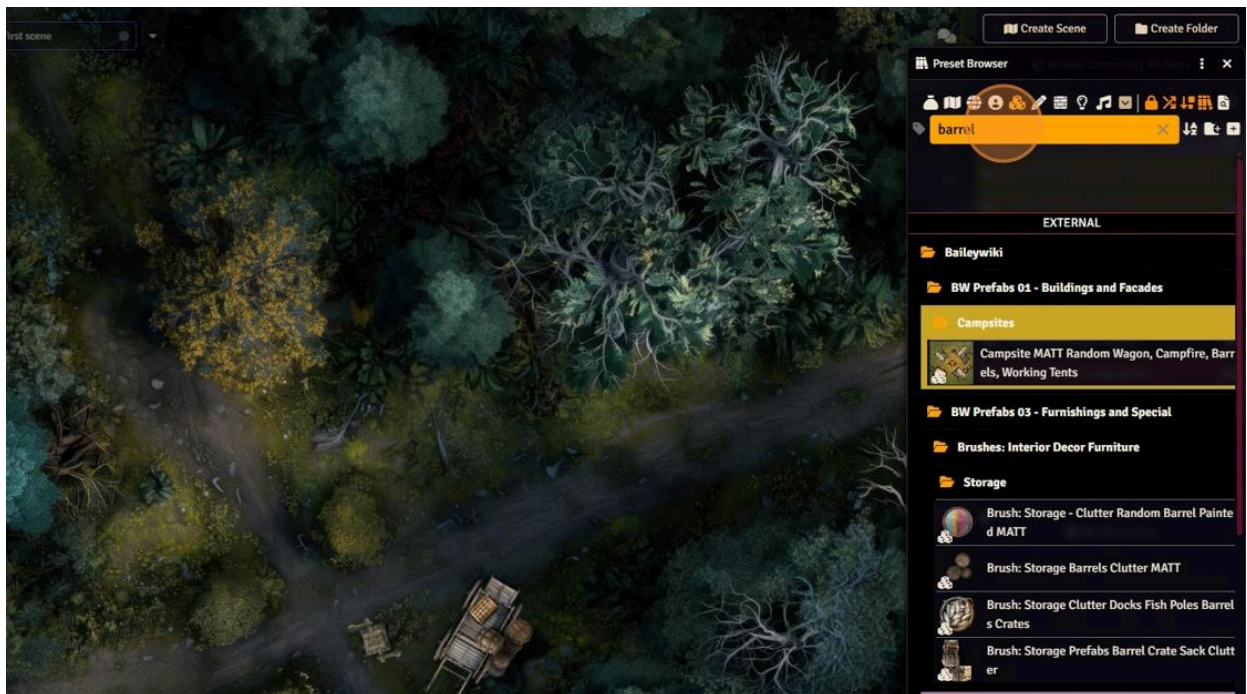51. Cycle and place another barrel.

52. Click to open your Asset Browser again.

53. Click the "Search" field.

54. Type "bod"

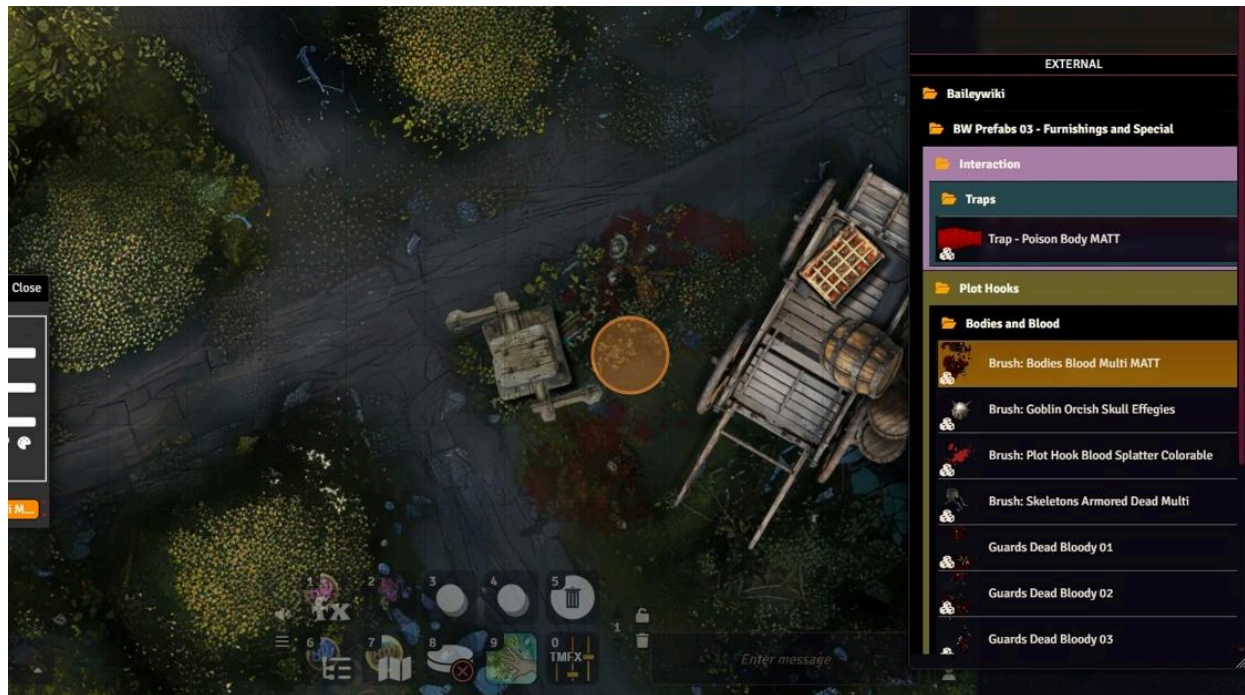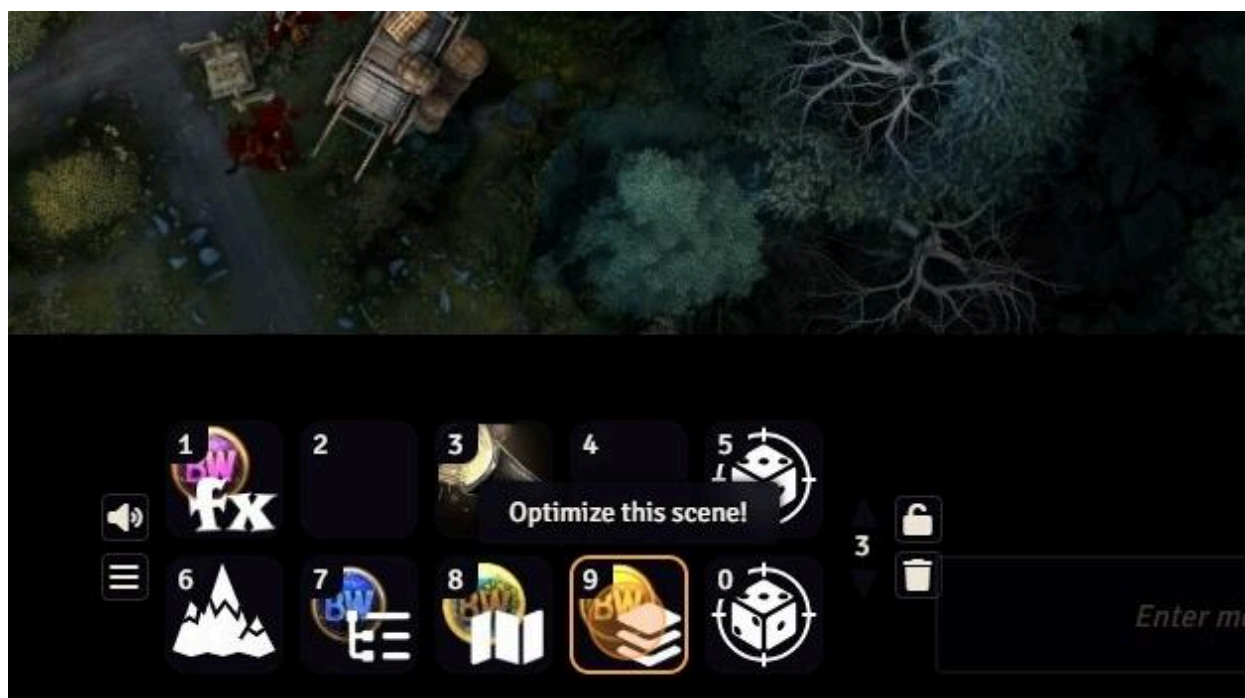55. Right-click "Brush: Bodies Blood Multi MATT"
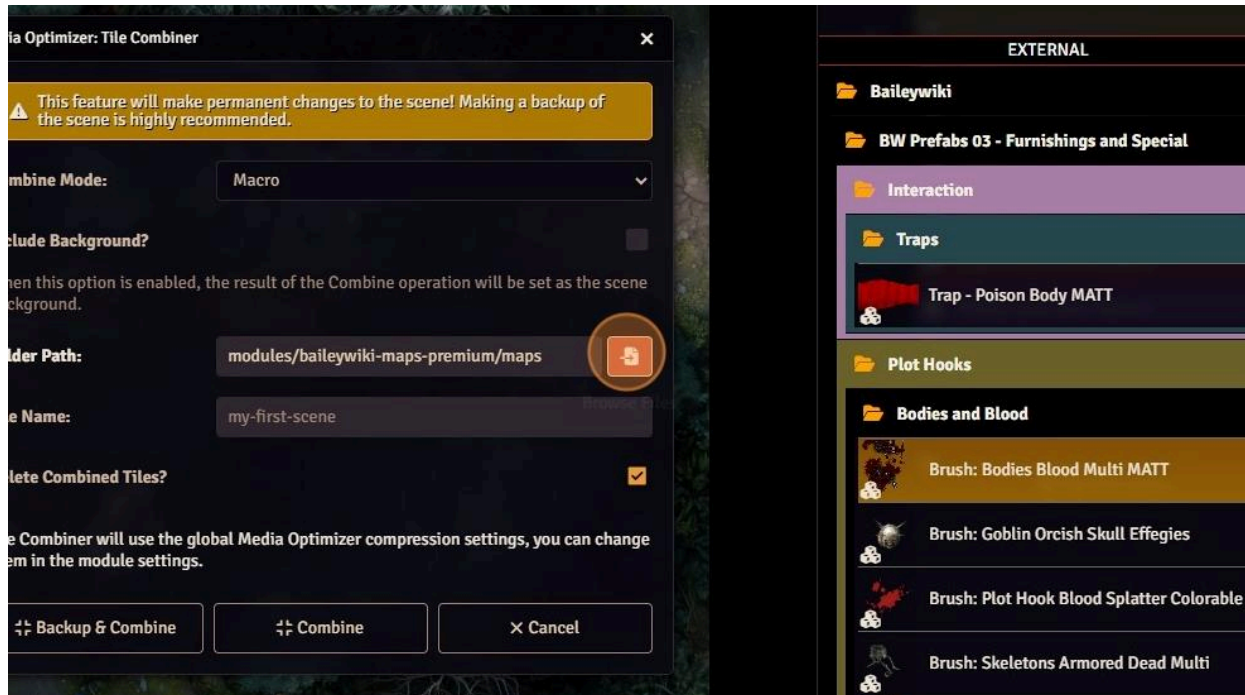
56. Click "Brush"

57. Click here.

58. OPTIONAL: If you want to optimize the scene for minimum file size...

 In Baileywiki Nuts and Bolts "Macro compendium", find the Optimize This Scene macro and drag it to your macro bar. Click it!
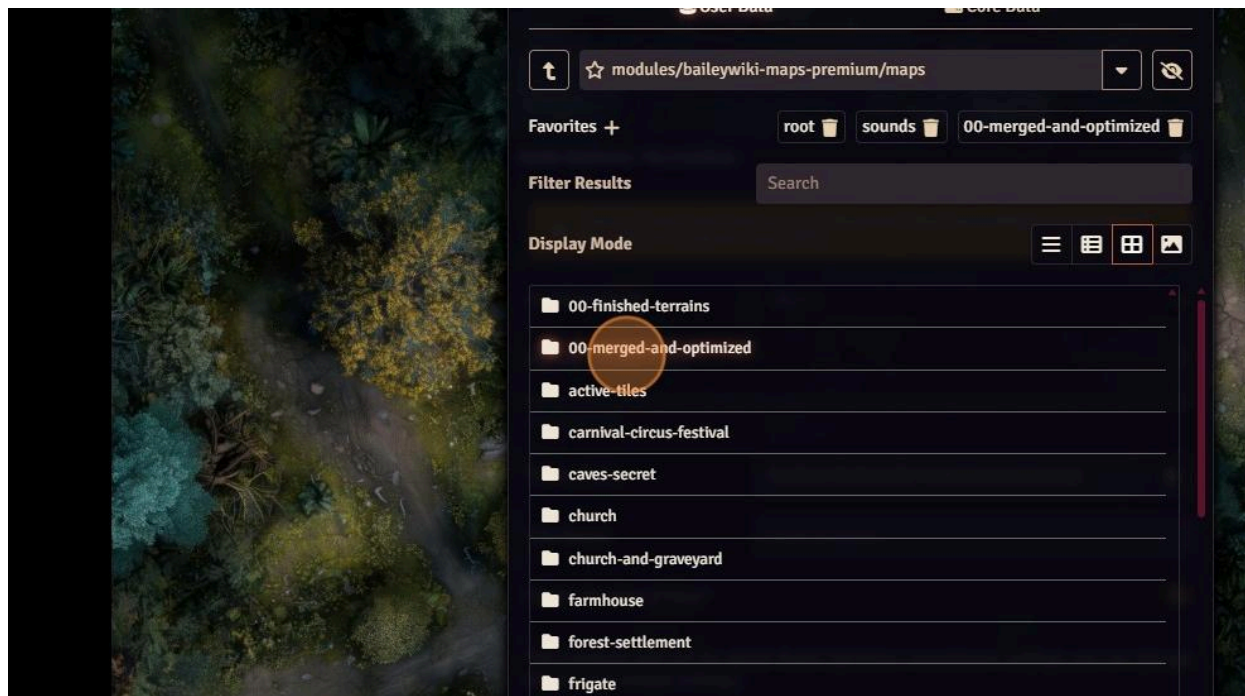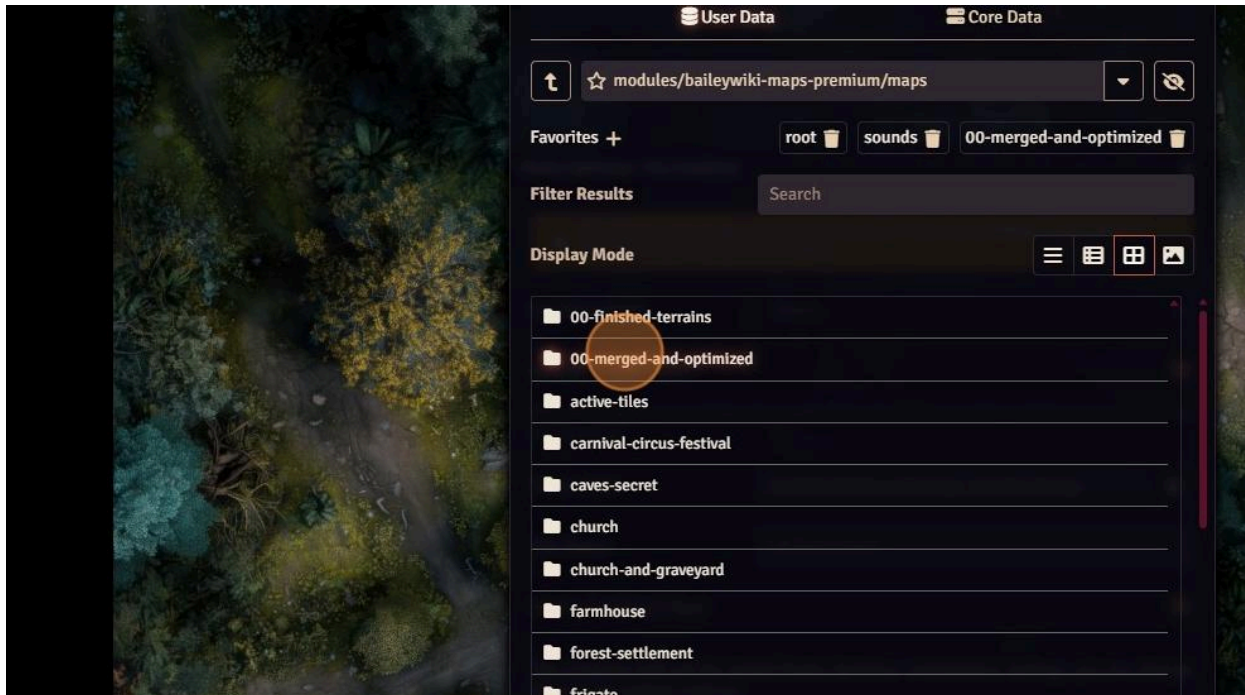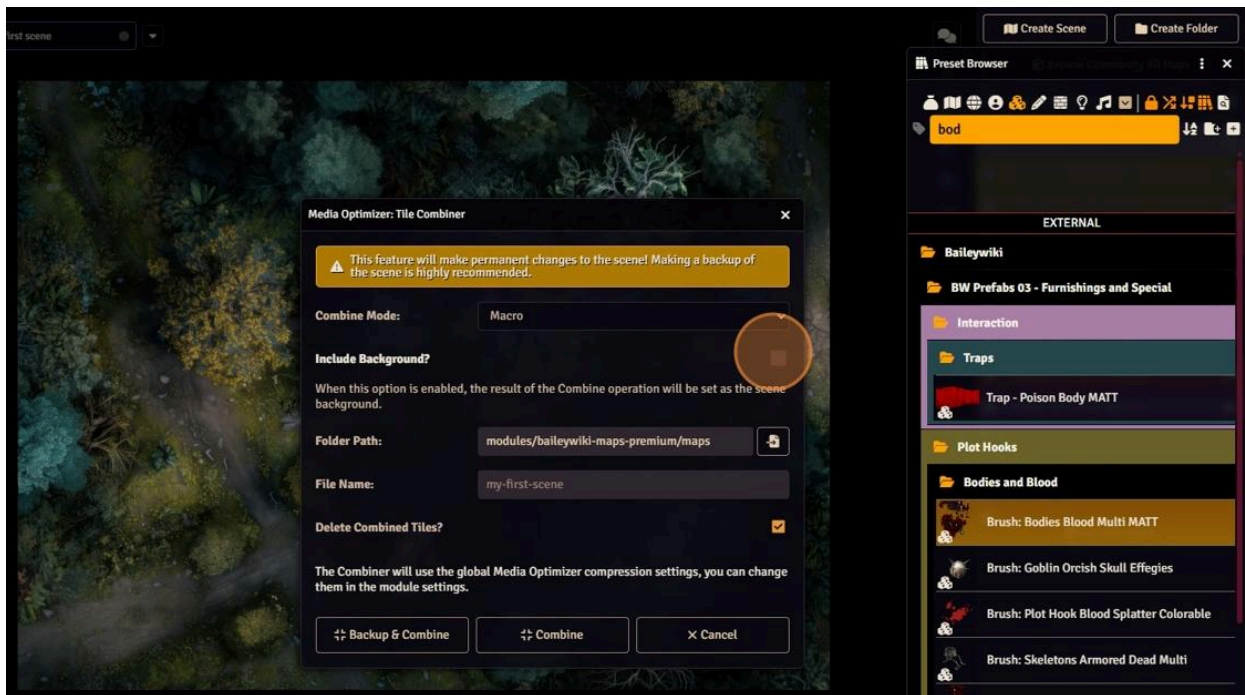

59. Click this button.

60. Go to a folder where you want to save your optimized scene background

61. Once you found the folder, click Save.

62. Click this checkbox to merge the Spawner tile into the background of the scene. This will lock in the image and make the background like any other tile. YOU CAN'T UNDO THIS so Click Backup & Combine if you want to undo a mistake..
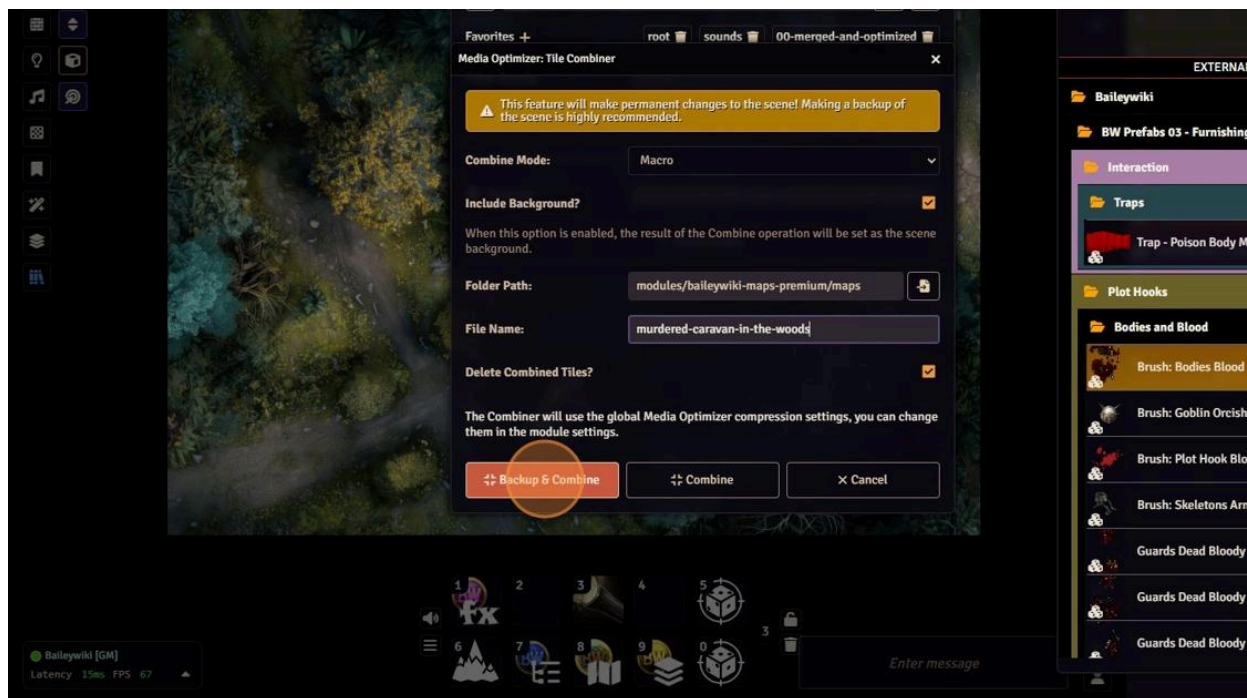

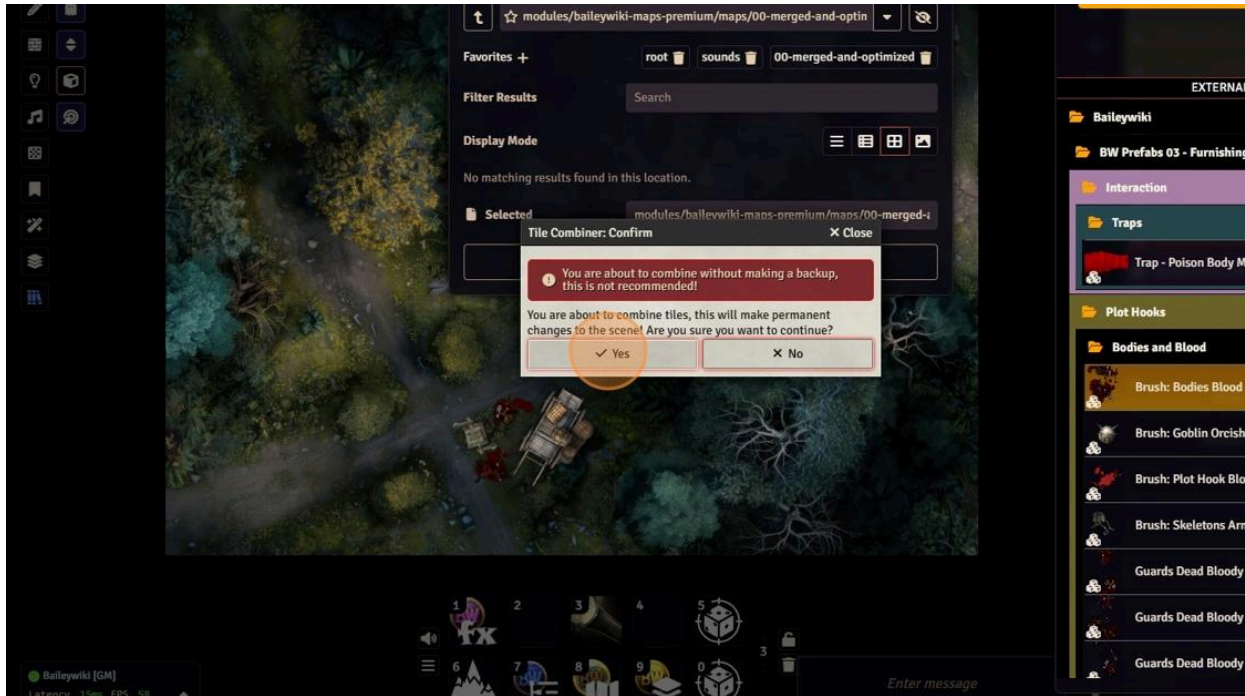63. Give your background a name or it will take the name of the scene.

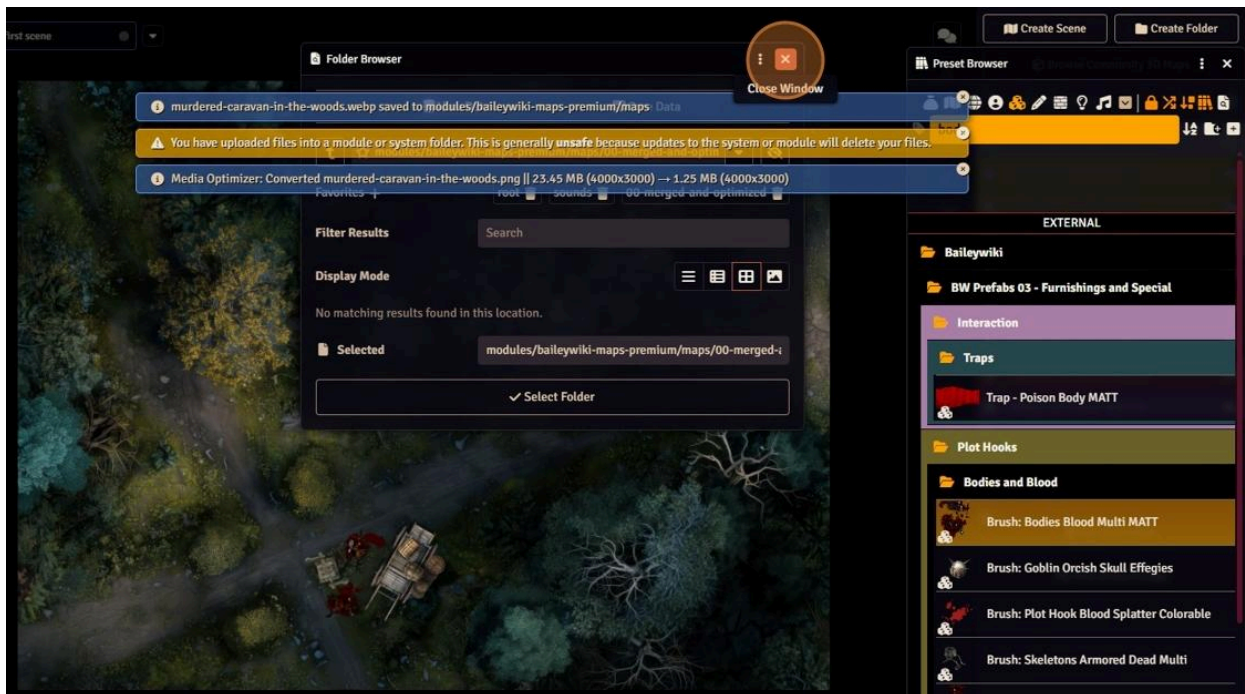64. Type "murdered-caravan-in-the-woods"

65. Click "Backup & Combine"

66. Click "Yes"

67. Close any open windows if you like.

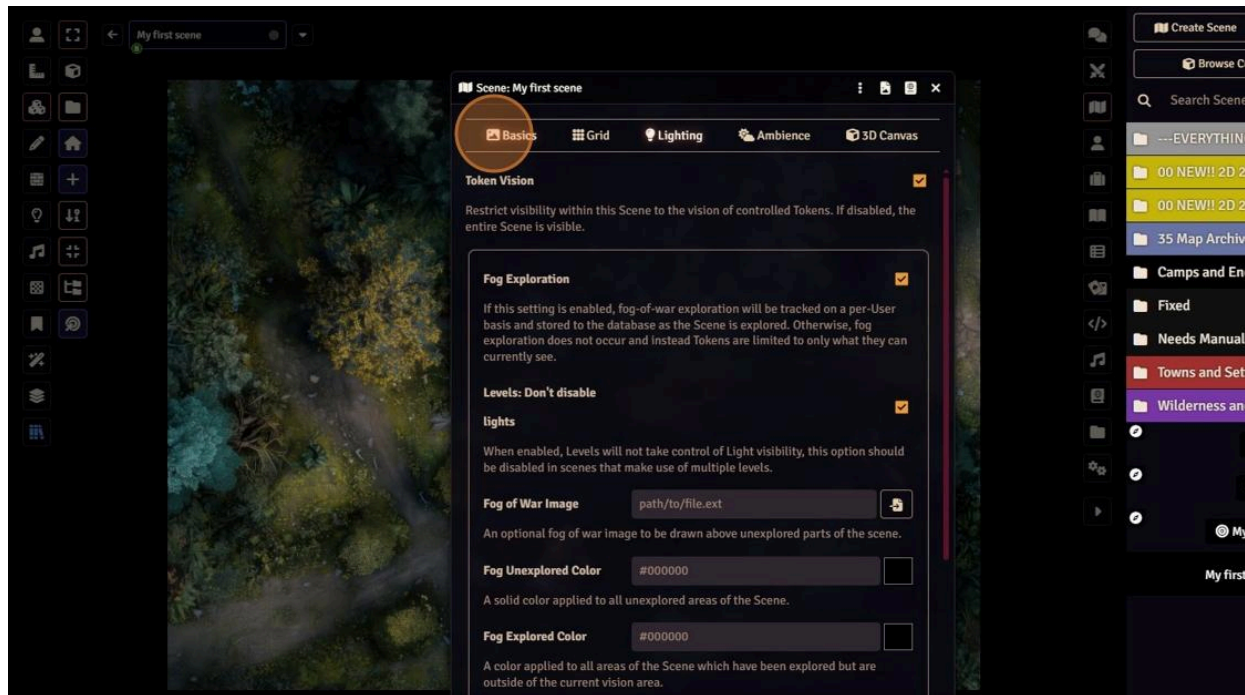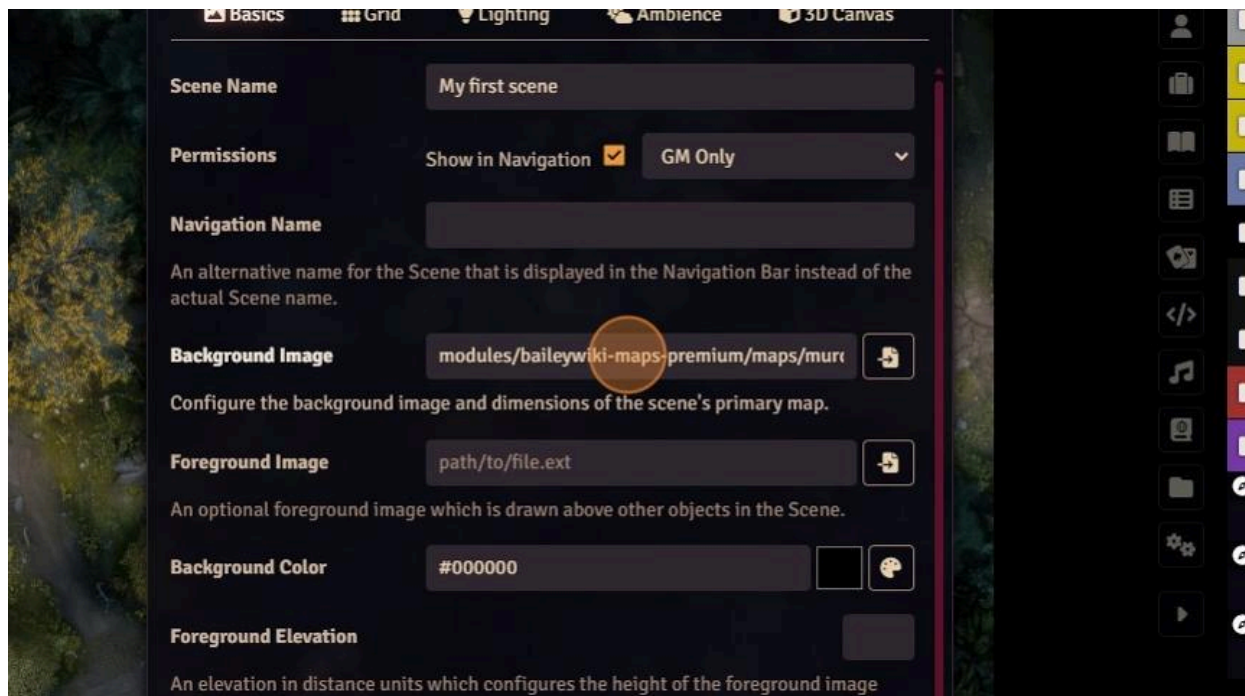68. Right-click "My first scene"

69. Click "Configure"

70. Click "Basics"

71. Your new optimized image is now your scene background!
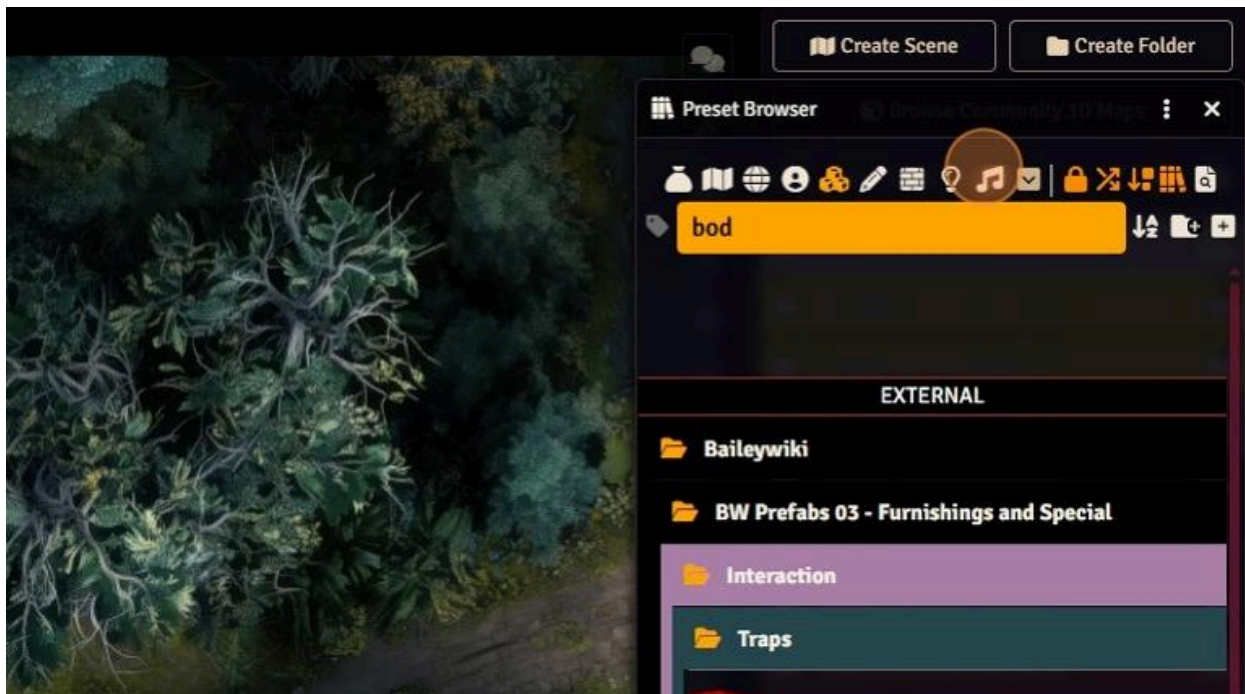

72. HOW TO ADD DAY/NIGHT AMBIENT AUDIO:
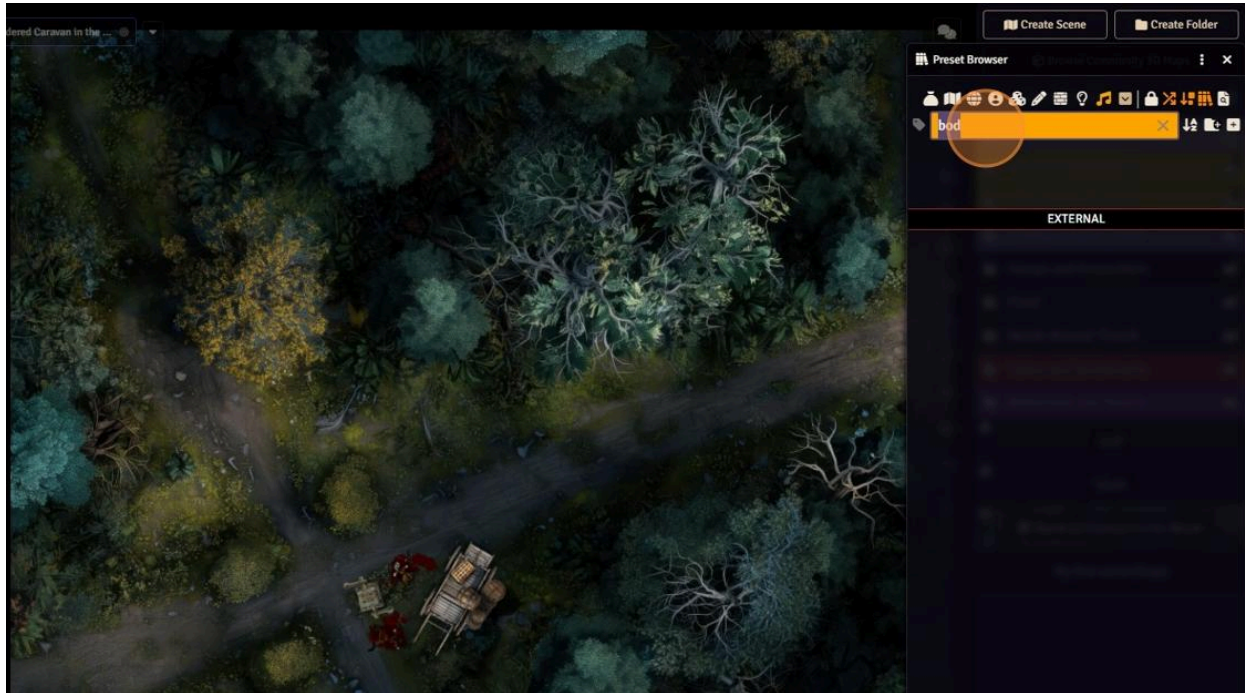
 Open your Asset Browser.
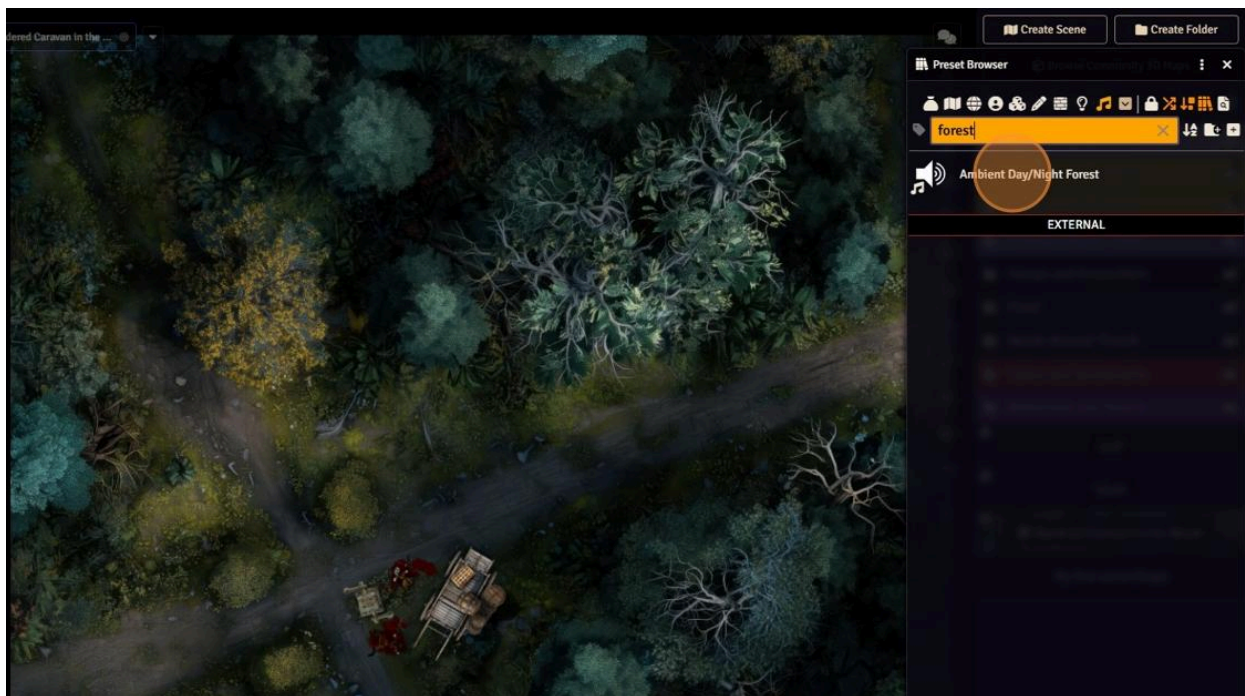
73. Change to your audio tab.

74. Click the "Search" field.

75. Type "forest"

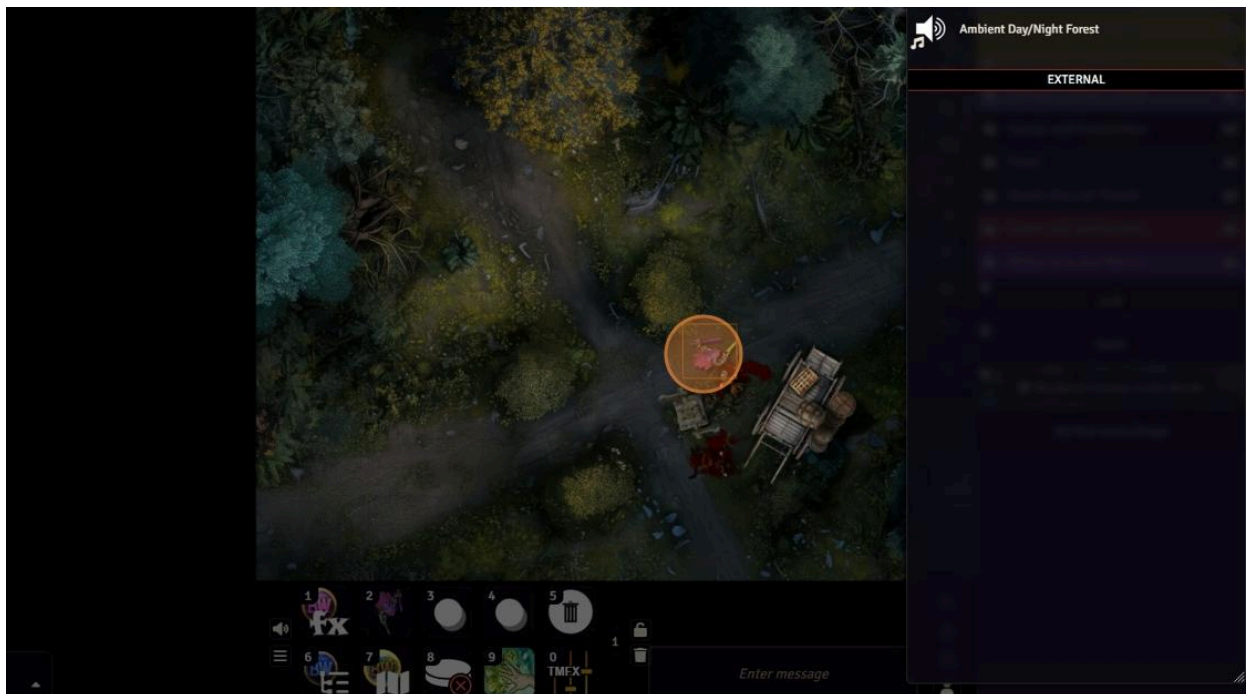76. Double-click "Ambient Day/Night Forest"

77. ALT+scroll to increase the range of these audio beacons to cover the scene. Click to place them. There is a day and night beacon. You can change these to something else later.

78. Drop in a token to test your scene.

79. Congrats! You made your first scene. Now it's time to explore the library and make something else. There are dungeons, buildings, and hundreds of props, audio, and thousands of tiles. Have fun making your maps!

EXTERNA

Enter message

Baileywiki [GM]
Latency 15ms FPS 32

TMFX