

Mapping Your Fantasy World

- Who am I?
- Good maps
- My process – pretty map
- What makes a map “bad” —geographic transgression, confusing
- Map Considerations – Geography/World Building
- My process – functional map
- Questions

Where to Download PDF

- Don't worry about taking too many notes about the URLs, etc.
- The PDF is already on my website.
- I'll give you a link at the end of the presentation

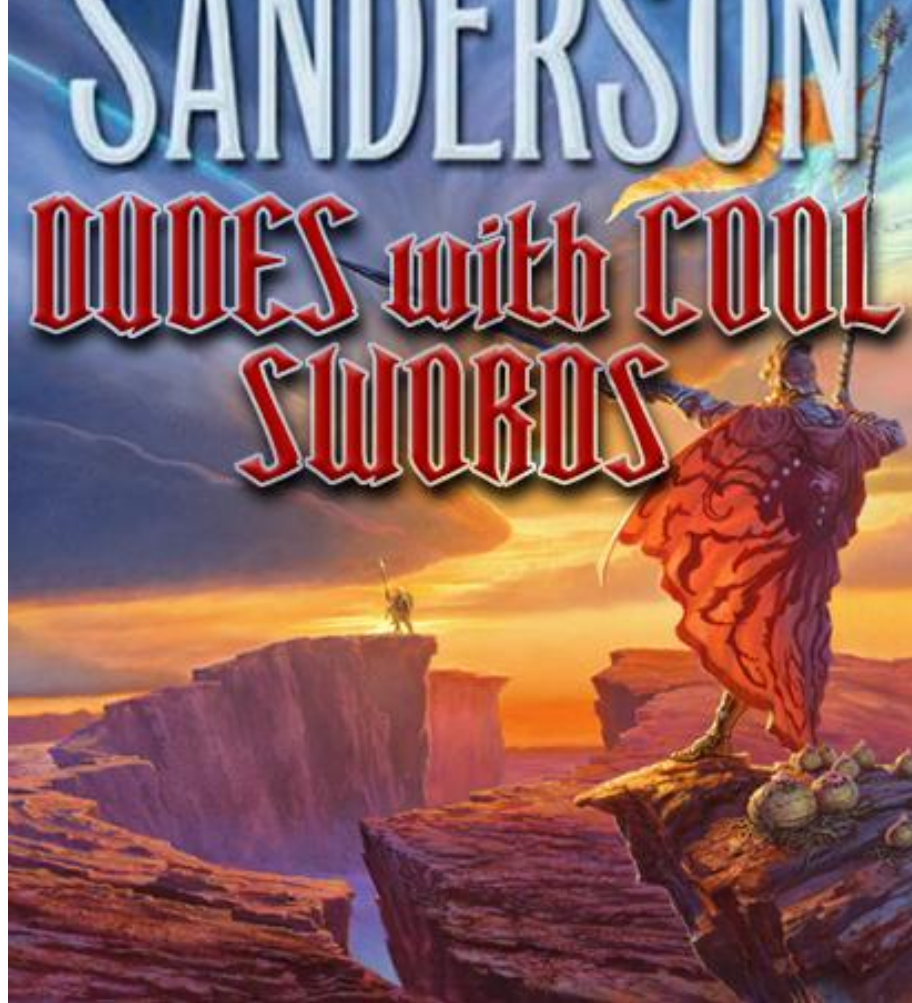


Map of
KRACKENLAN
and Surroundings

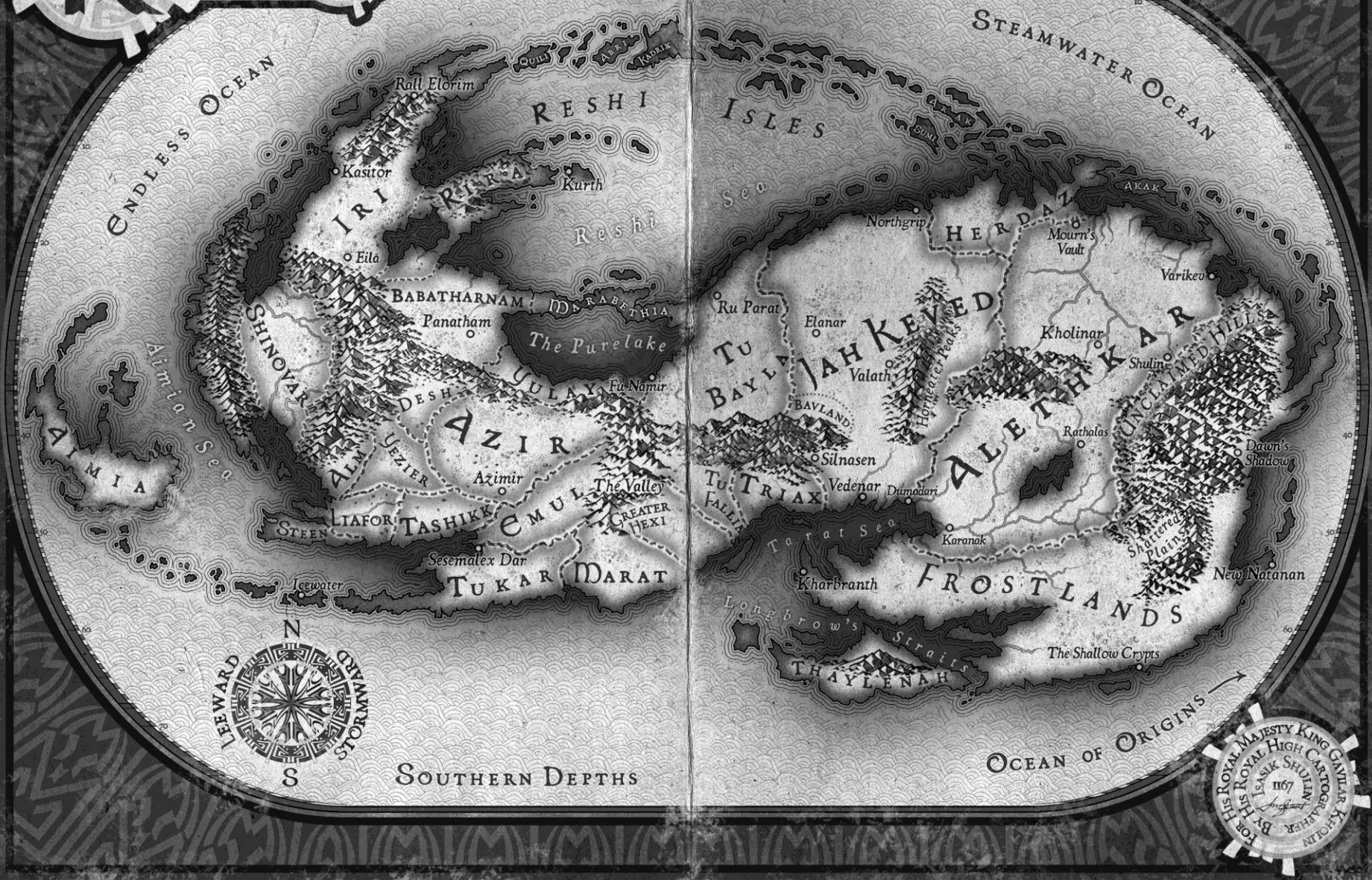
#1 NEW YORK TIMES BESTSELLING AUTHOR

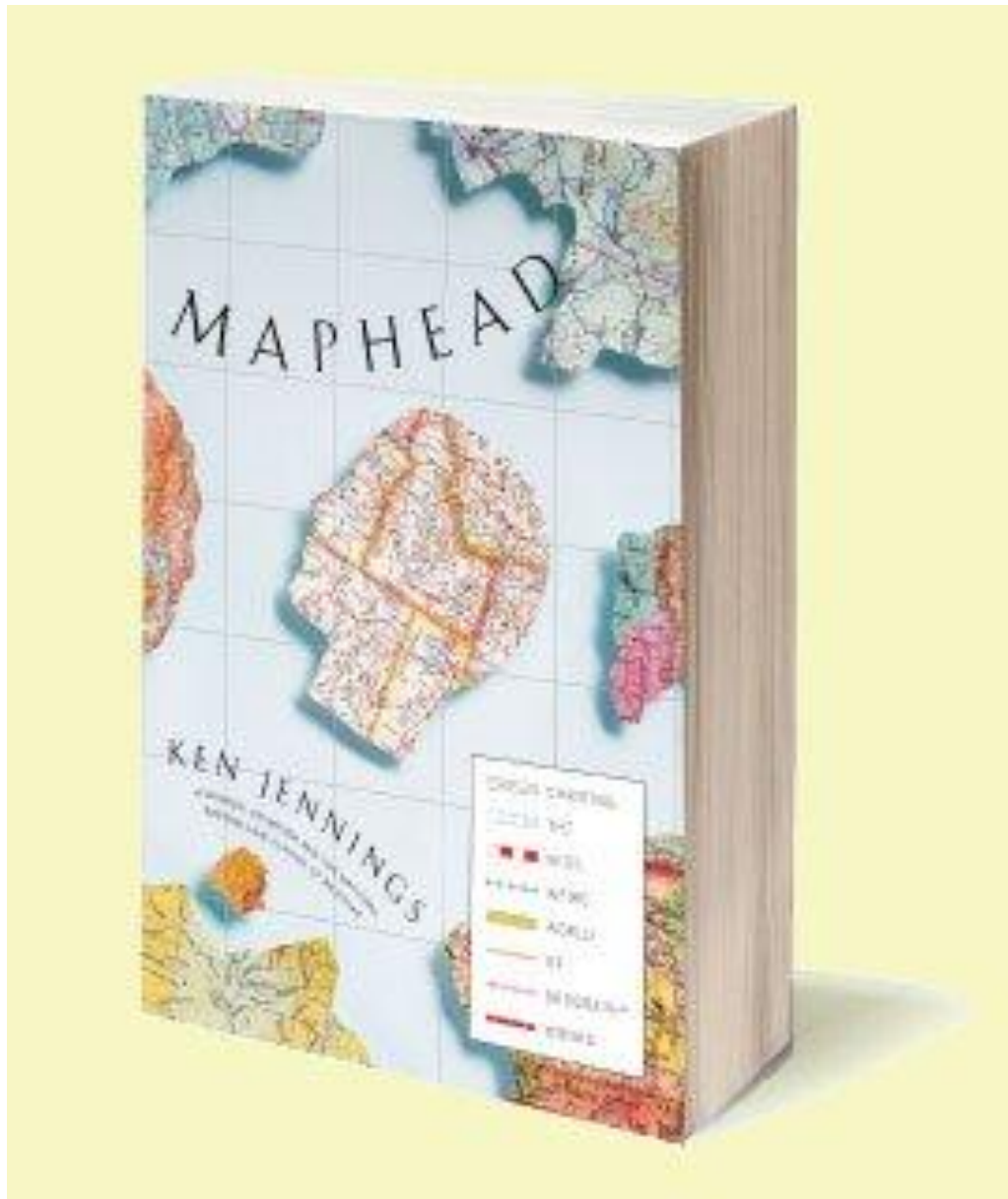
BRANDON
SANDERSON

DUDES with COOL
SWORDS



Roshar



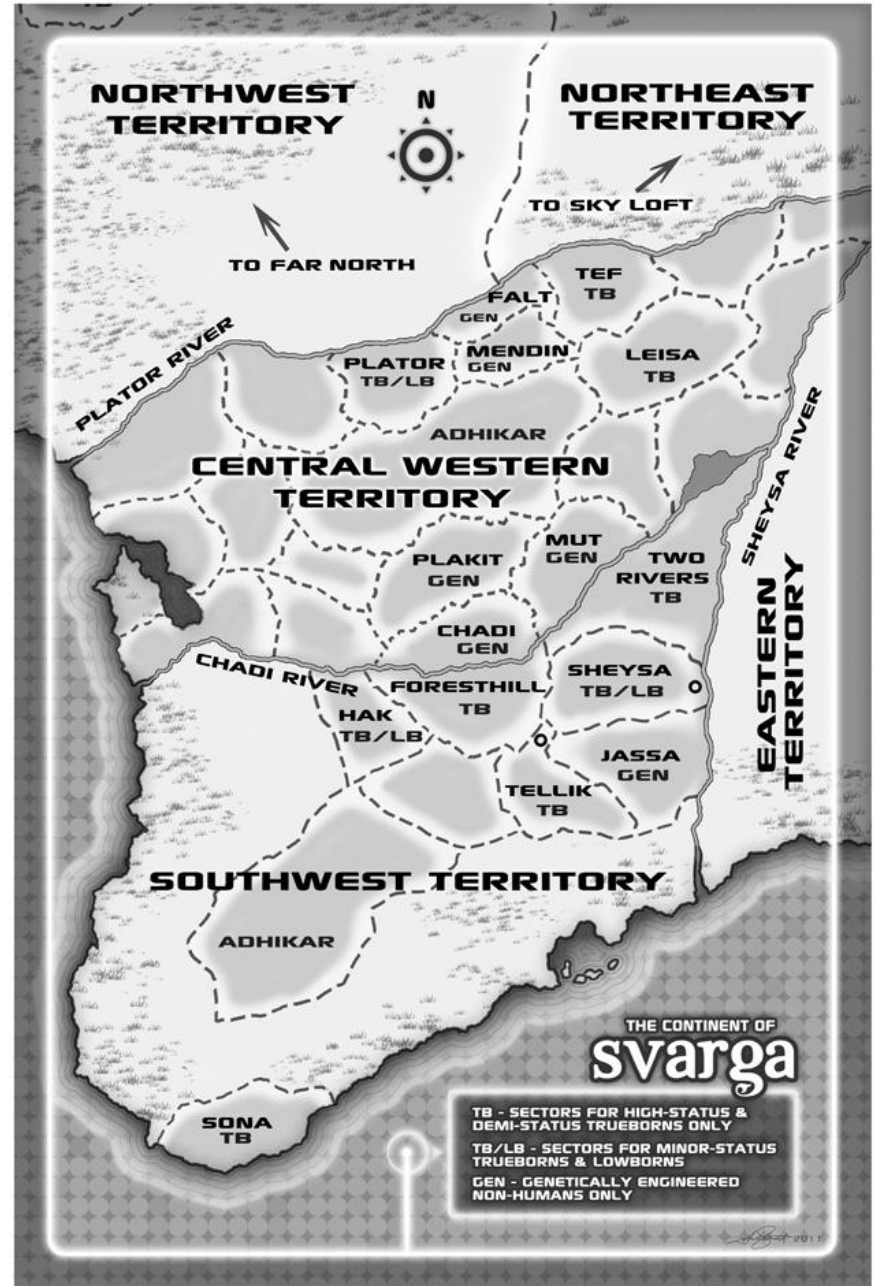
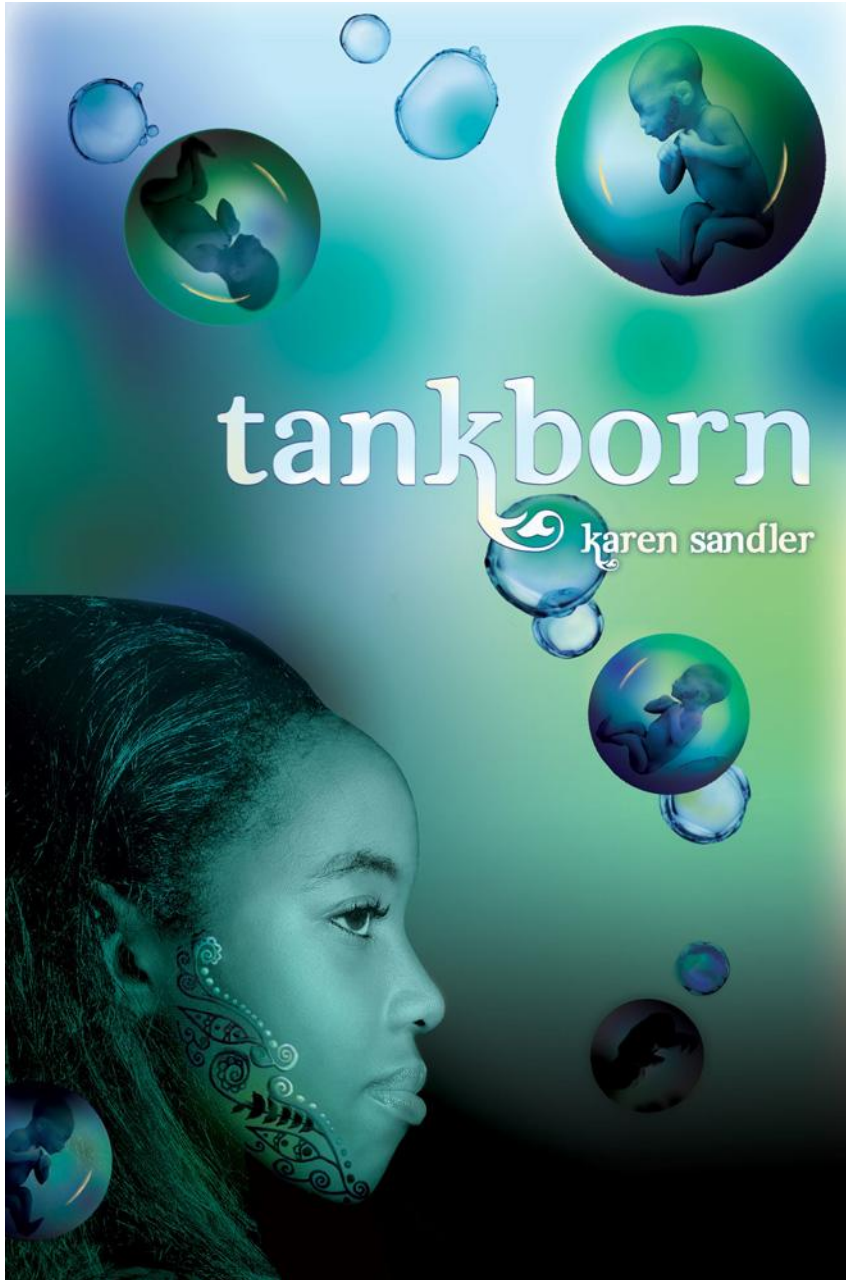


MAPHEAD by Ken Jennings

Fantasy Maps are covered in
Chapter 6, pages 105-120

I have an entry in the Index!

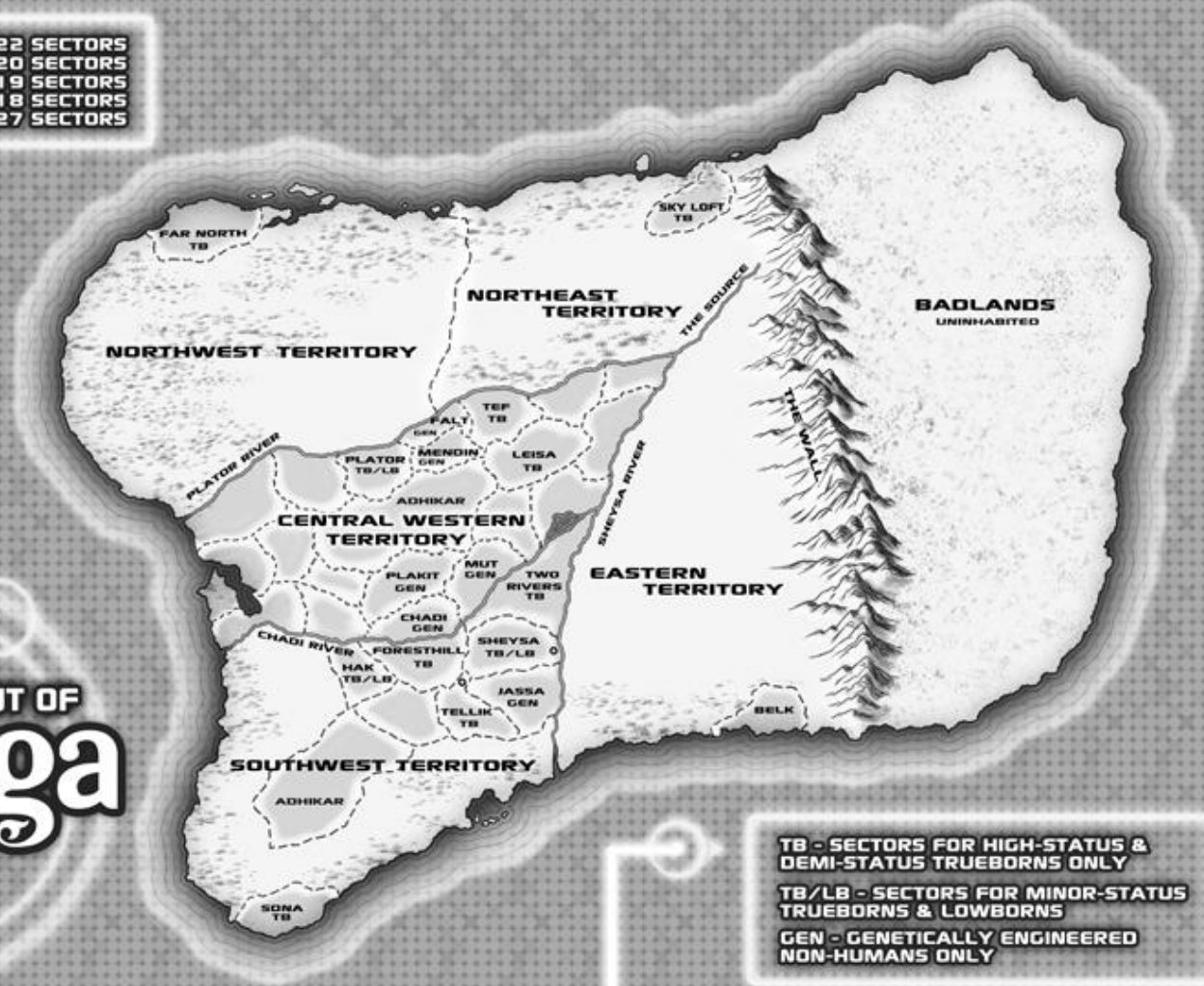
Stewart, Isaac 116-118



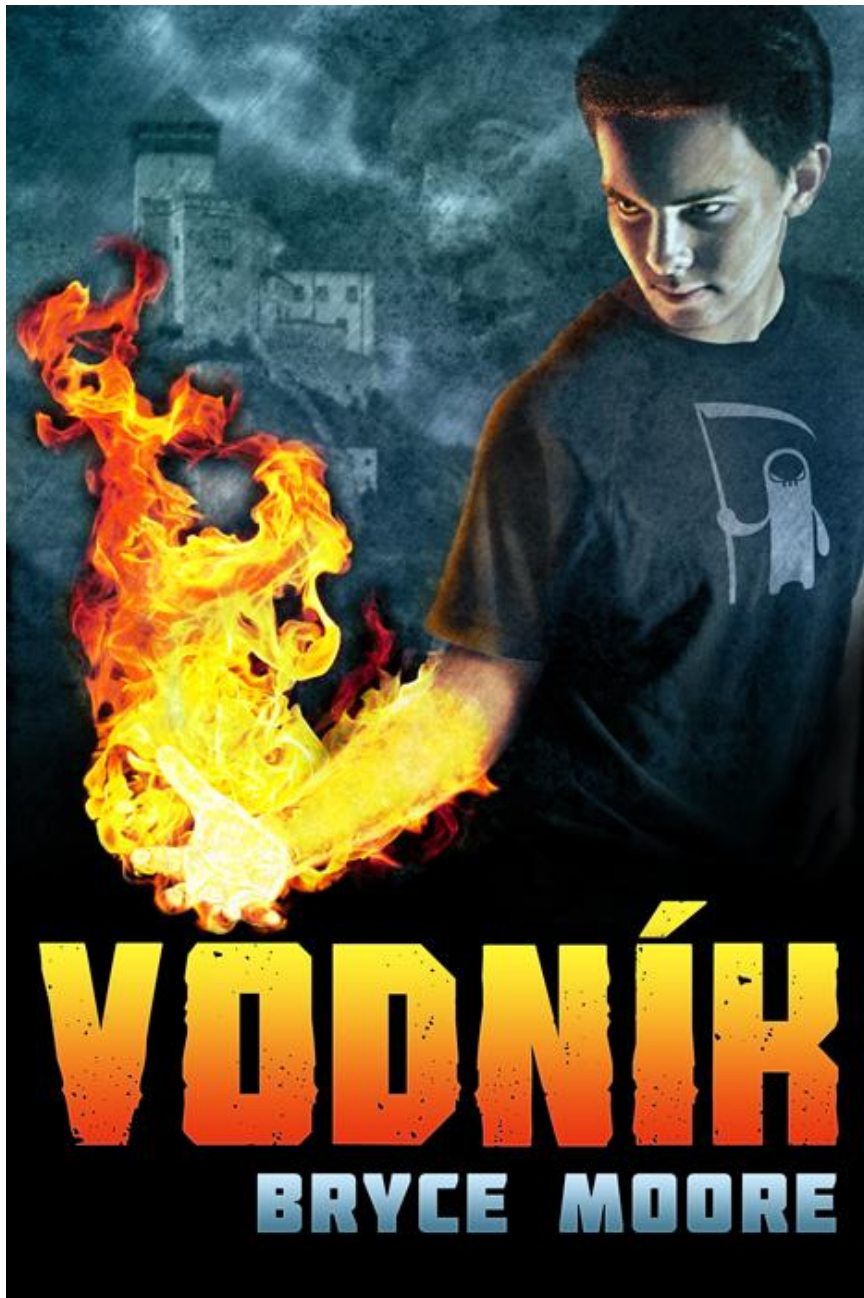
NORTHWEST	22 SECTORS
NORTHEAST	20 SECTORS
EASTERN	19 SECTORS
SOUTHWEST	18 SECTORS
CENTRAL WESTERN	27 SECTORS



THE CONTINENT OF svarga



TB - SECTORS FOR HIGH-STATUS & DEMI-STATUS TRUEBORNS ONLY
TB/LB - SECTORS FOR MINOR-STATUS TRUEBORNS & LOWBORNS
GEN - GENETICALLY ENGINEERED NON-HUMANS ONLY



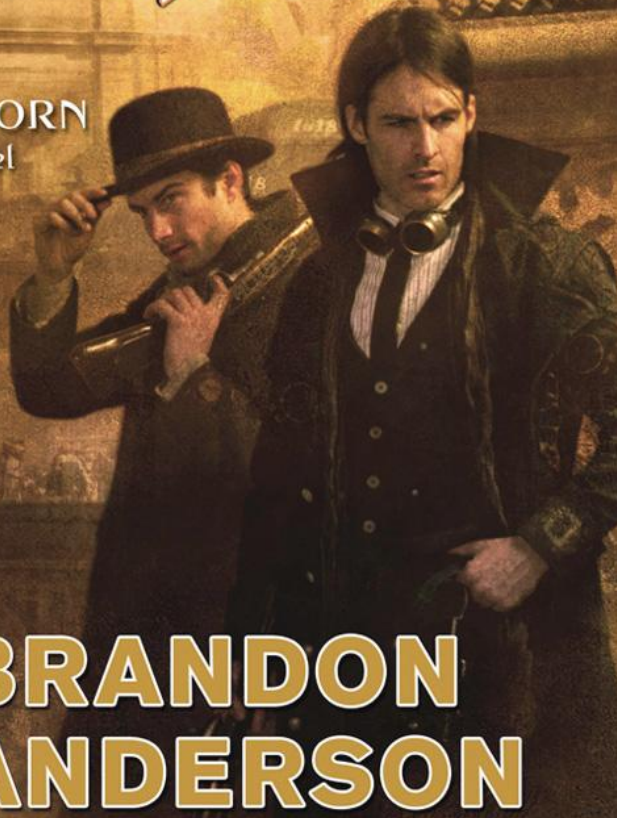
MARCH 2012
from TU Books



TRENČÍN

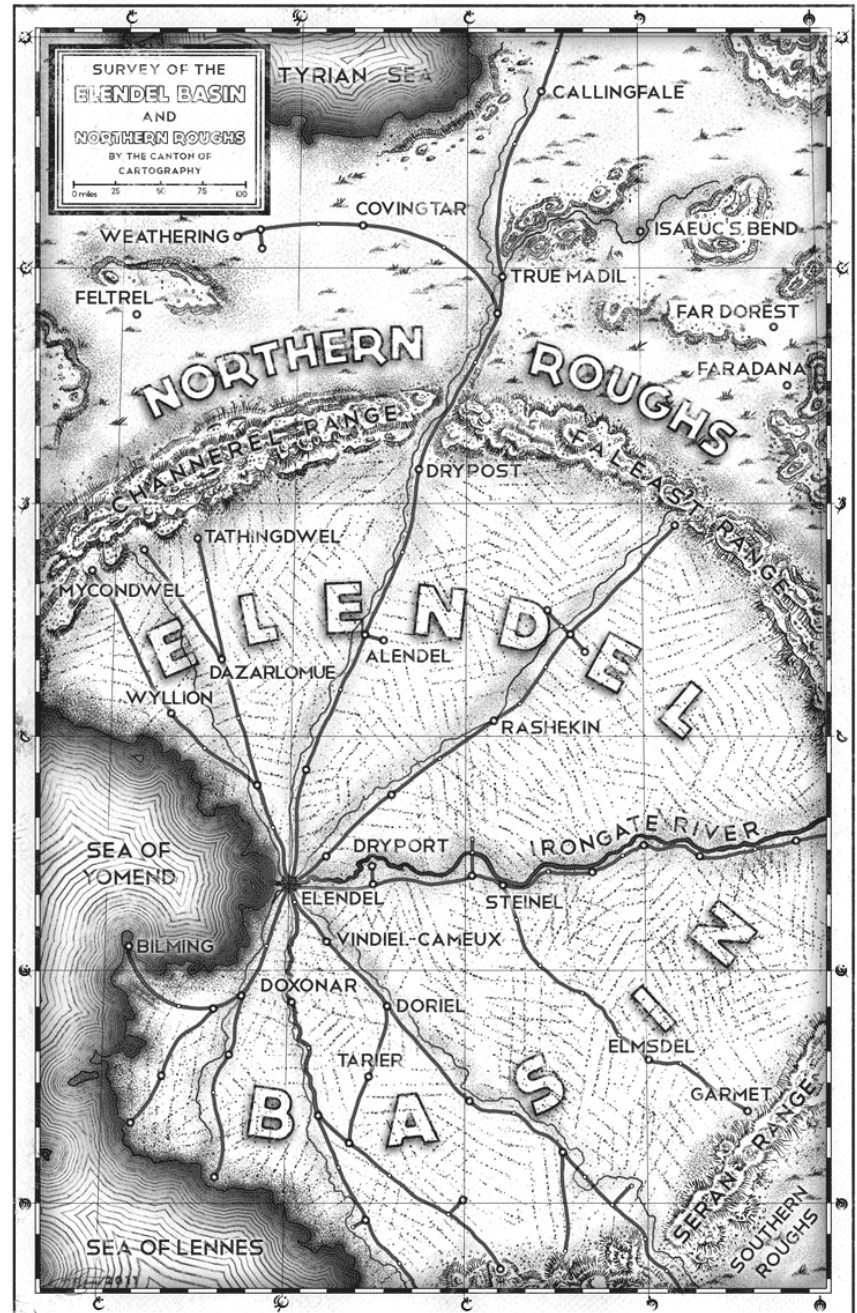
The Alloy of Law


A
MISTBORN
novel



BRANDON SANDERSON

#1 New York Times Bestselling Author













**CITY OF
ELENDEL**
AND
VICINITY

FROM
AN ACTUAL SURVEY
MADE IN THE YEAR 341
BY THE CANTON OF CARTOGRAPHY

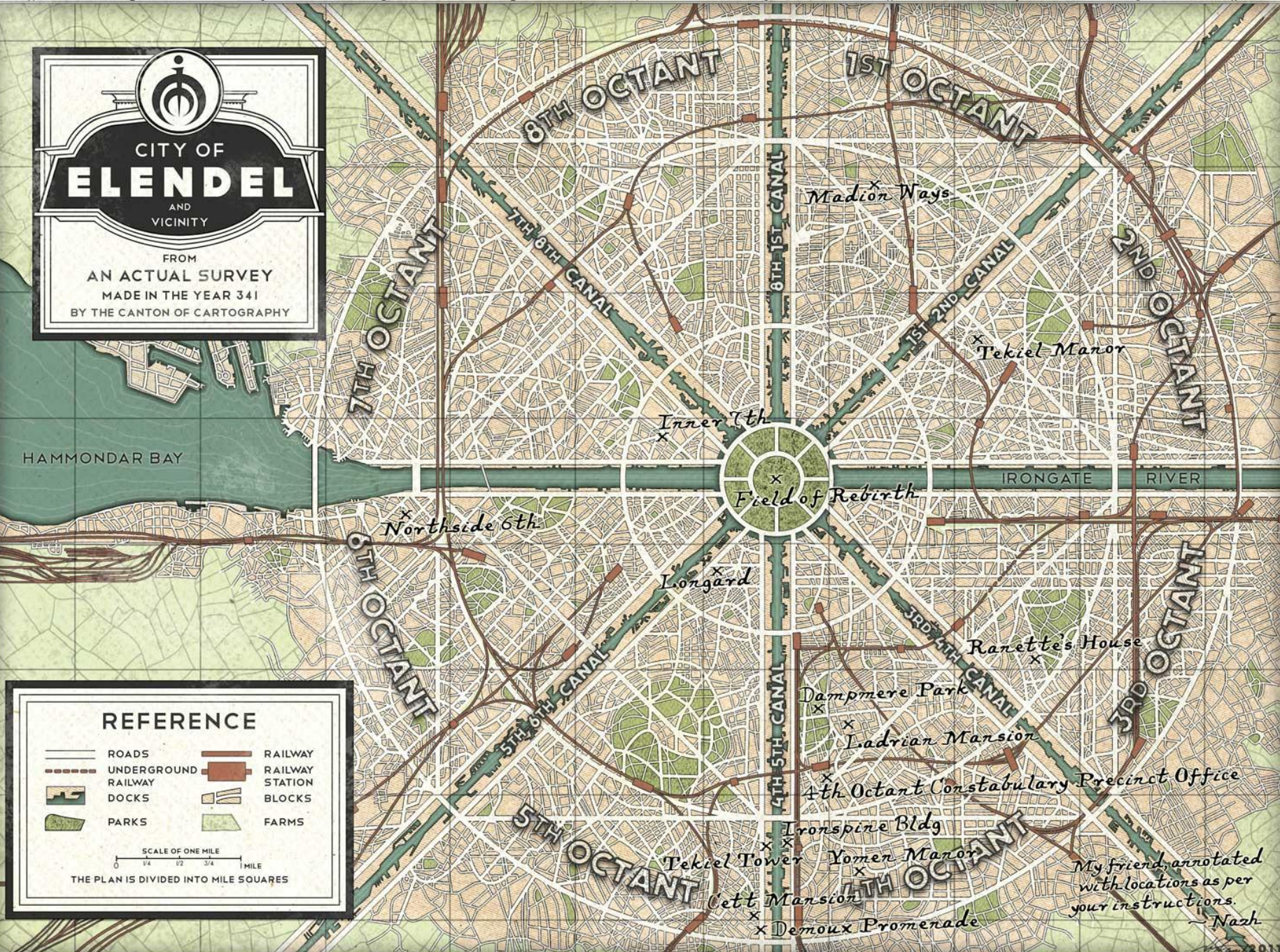
HAMMONDAR BAY

REFERENCE

	ROADS		RAILWAY
	UNDERGROUND		RAILWAY STATION
	DOCKS		BLOCKS
	PARKS		FARMS

SCALE OF ONE MILE
0 1/4 1/2 3/4 1 MILE

THE PLAN IS DIVIDED INTO MILE SQUARES



JACOB'S JOURNAL OF DOOM

by Kenneth Pike
& Isaac Stewart



COMING JULY 31ST
FROM
DESERET BOOK



Don't spend a lot of time on
your maps.

Write the
stinking book!



And with the clouds of war, the colors of the soil change

THE BOURNE

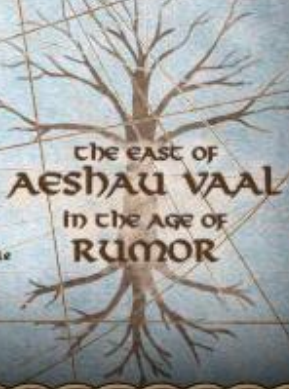
In a world of such vastness, and so many lands, it is not surprising that the world is a place of many wonders. Some are hidden in the shadows of the night, and some are hidden in the hearts of men. Some are hidden in the depths of the sea, and some are hidden in the folds of the earth. Some are hidden in the minds of men, and some are hidden in the hearts of the gods. Some are hidden in the shadows of the night, and some are hidden in the hearts of men. Some are hidden in the depths of the sea, and some are hidden in the folds of the earth. Some are hidden in the minds of men, and some are hidden in the hearts of the gods.

It is the way of the world, that the world is a place of many wonders.

Exploring the east of Aeshau Vaal, one may find the wonders of the world, and the secrets of the world. One may find the secrets of the world, and the wonders of the world. One may find the wonders of the world, and the secrets of the world. One may find the secrets of the world, and the wonders of the world.

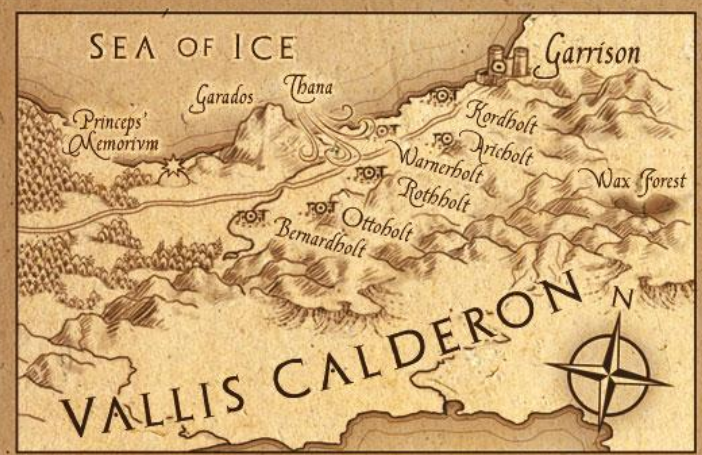
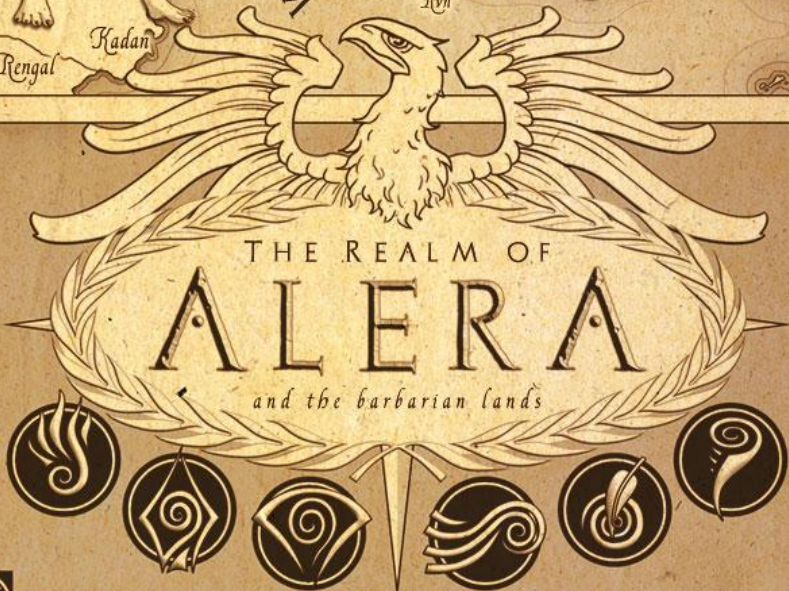
THE EAST OF AESHAU VAAL
IN THE AGE OF RUMOR

THE EAST OF AESHAU VAAL IN THE AGE OF RUMOR



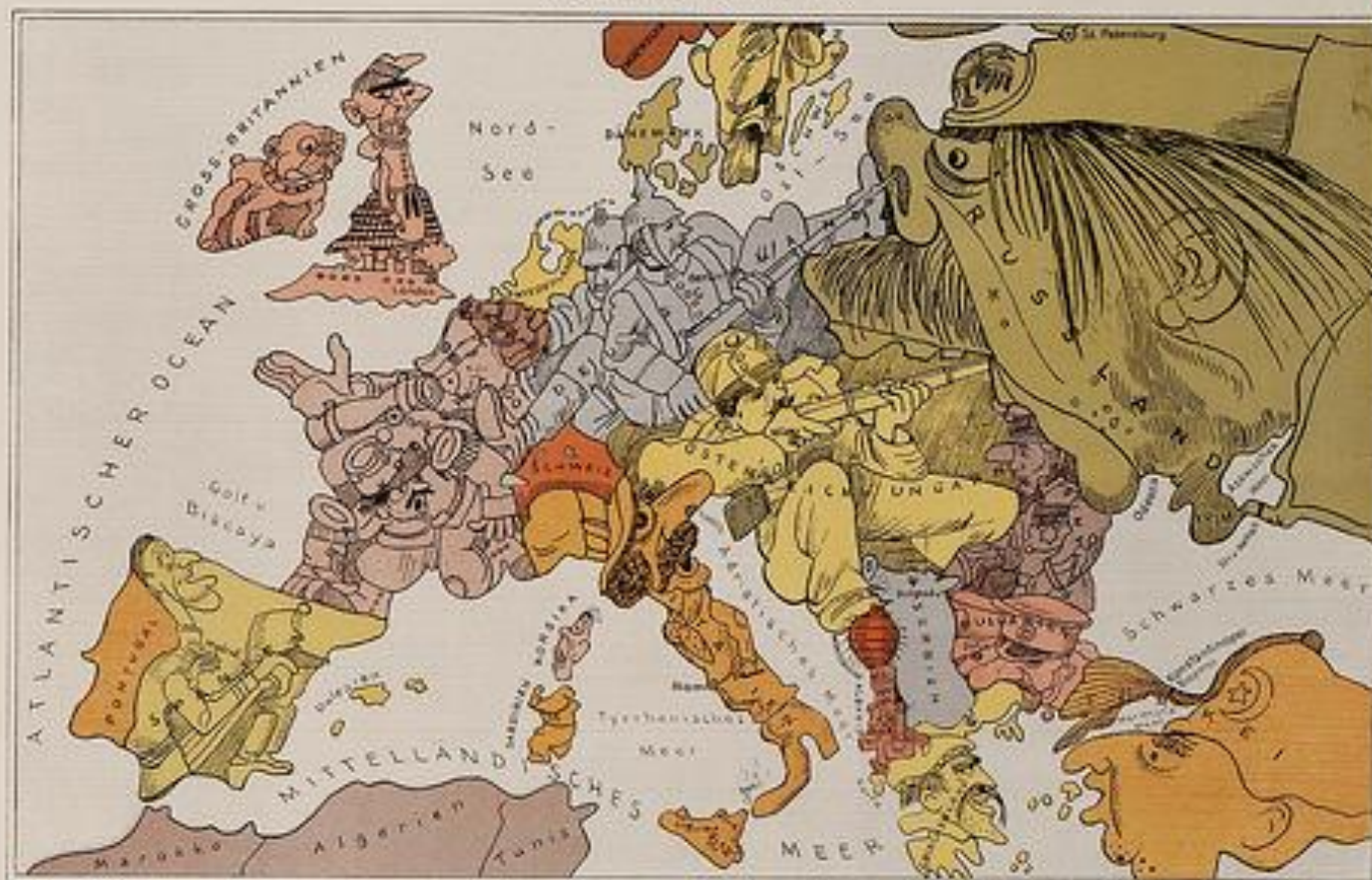


JIM BUTCHER'S
FIRST LORD'S FURY
 BOOK SIX OF THE CODEX ALERA
 MAP BY PRISCILLA SPENCER



KARTE VON EUROPA IM JAHRE 1914

Gezeichnet von W. Trier



England verbringt seine Ferien stets bei Heligoland, die Gruppe Island im Rücken. König Oscar von Schweden sieht „gepöppelt“ auf Russland. Frankreich sieht sich wenig zurück, während sich Spanien stürmisch nach Osten bewegt. Belgien — hat ihn schon! Deutschland und Österreich-Ungarn teilen gute deutsche Worte nach allen Seiten aus. In der Schweiz herrscht gute „Wille“. [REDACTED] Sollten vorläufiger Ruhe, sind aber ganz ruhig. Montenegro — Lauenburg, Serbien — Schwerehand! Der König von Dänemark — Athenen — vertritt sein Volk. Griechenland und die Türkei haben sich zum Frieden gerei. Fürstentum von Bulgarien möchte auch etwas abstaubes. [REDACTED] Russland will den Osten verdrängen, es wird ihn aber nicht gelingen!

THE GREAT WAR

1914

POWERS

DARWINIST

CLANKER

NEUTRAL



BRITAIN

London

GERMANY

Berlin

SWITZERLAND

Paris

FRANCE

ITALY

AUSTRIA
HUNGARY

Vienna

SERBIA

Constantinople

OTTOMAN
EMPIRE

NORTH
SEA

ATLANTIC OCEAN

BLACK
SEA

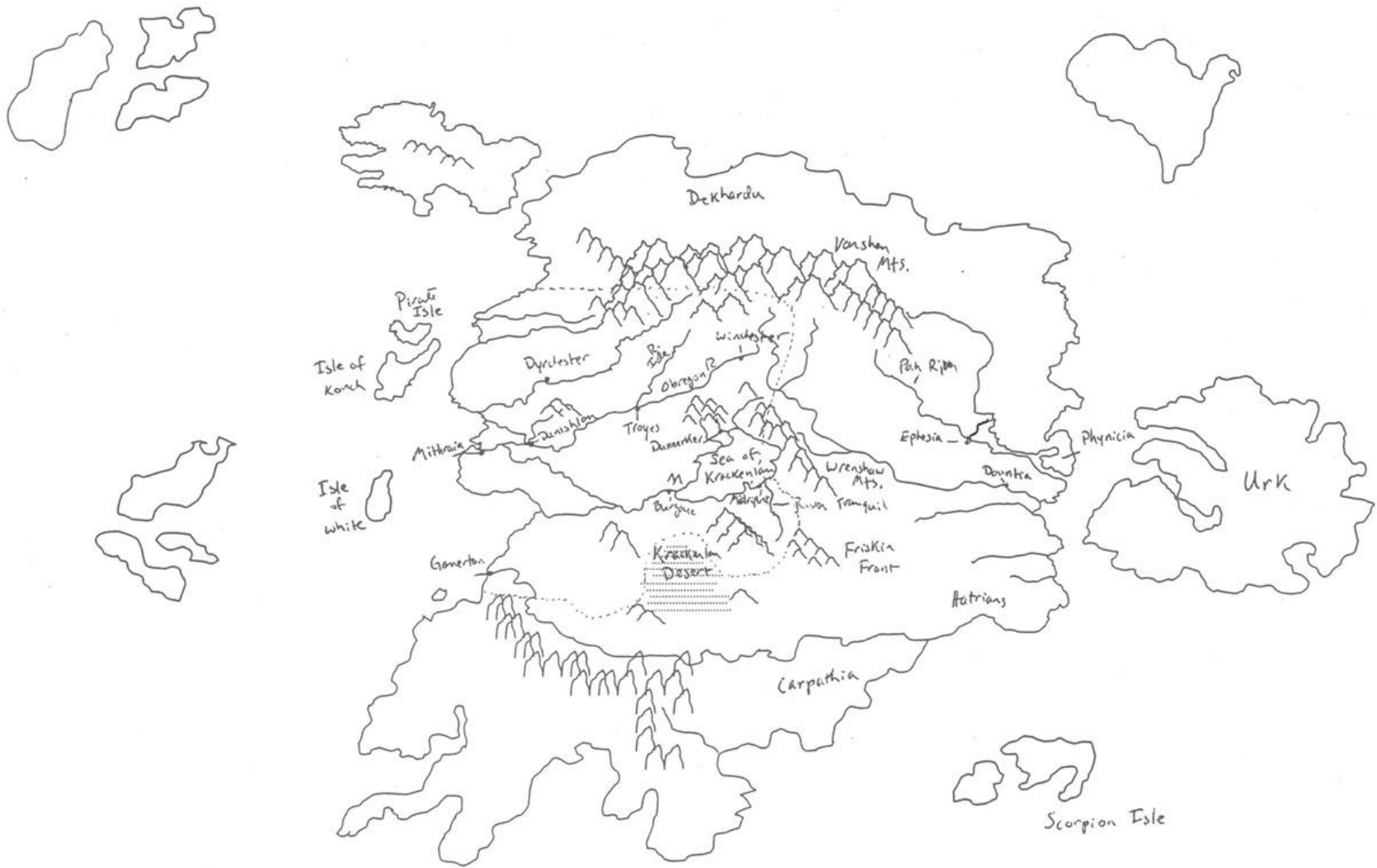
MEDITERRANEAN SEA

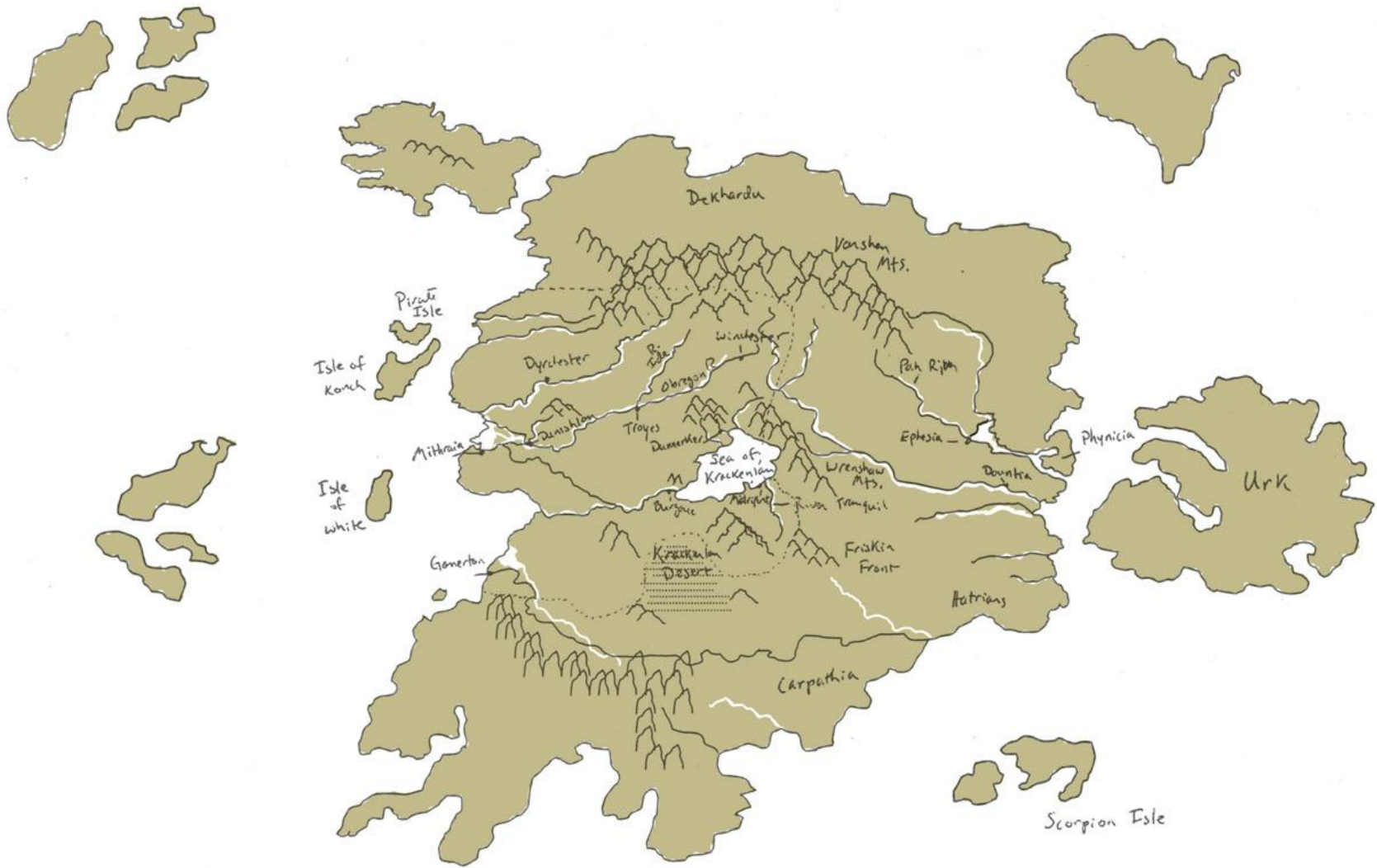
100
K
M

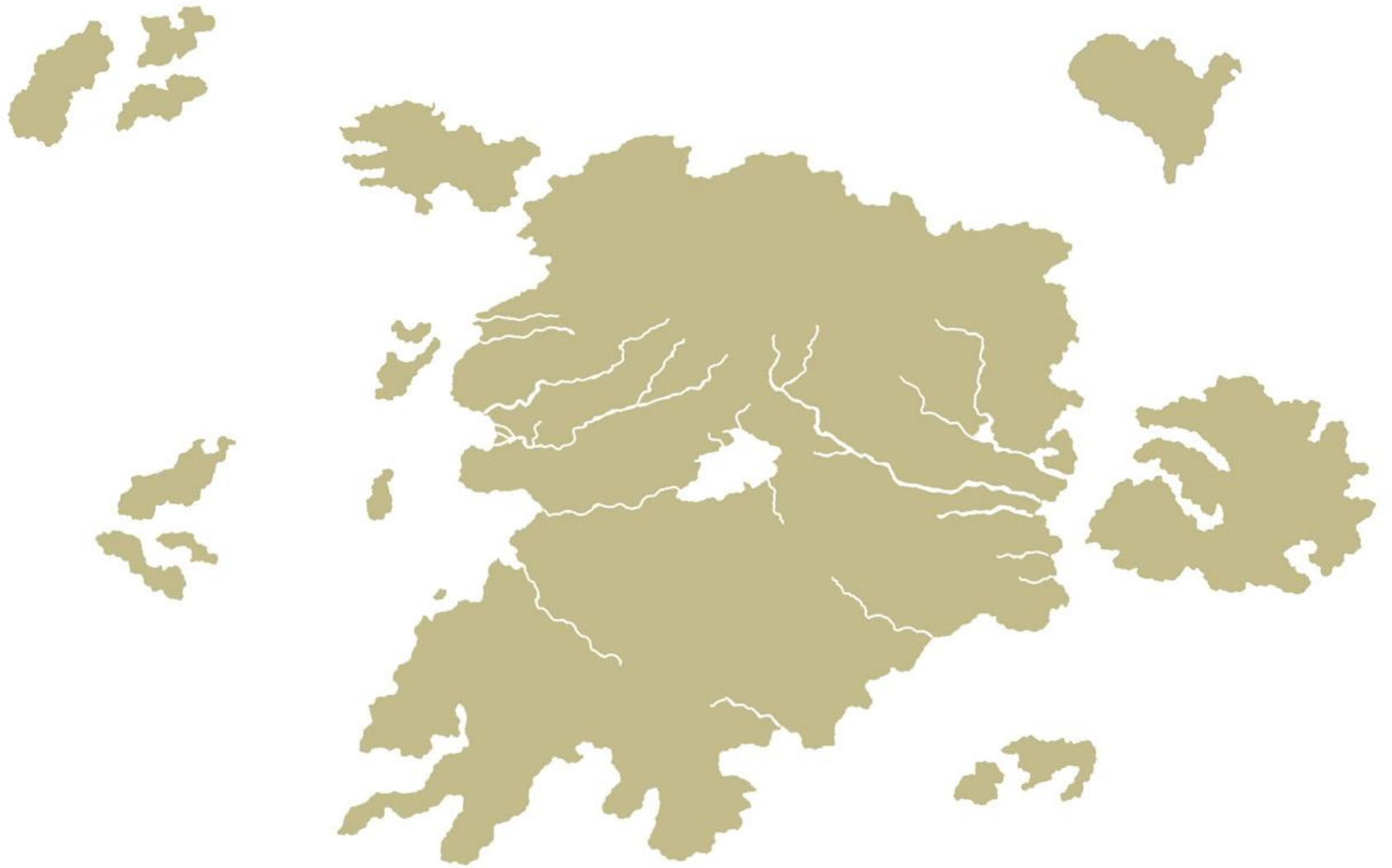


Why are these Good Maps?

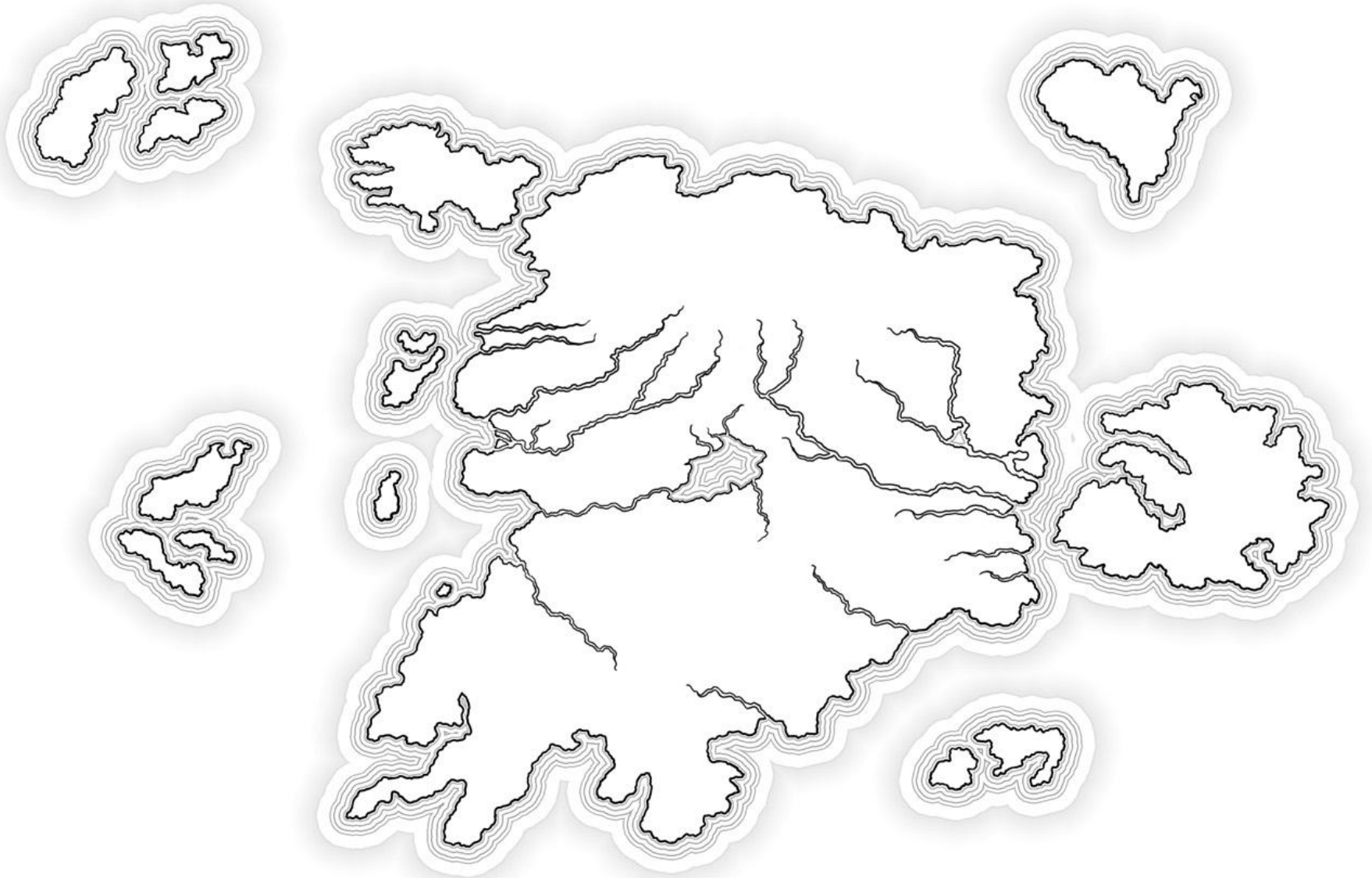
- They're pretty.
- They follow a consistent style
- They fit the Tone of the books they represent
- Look authentic
- Functional

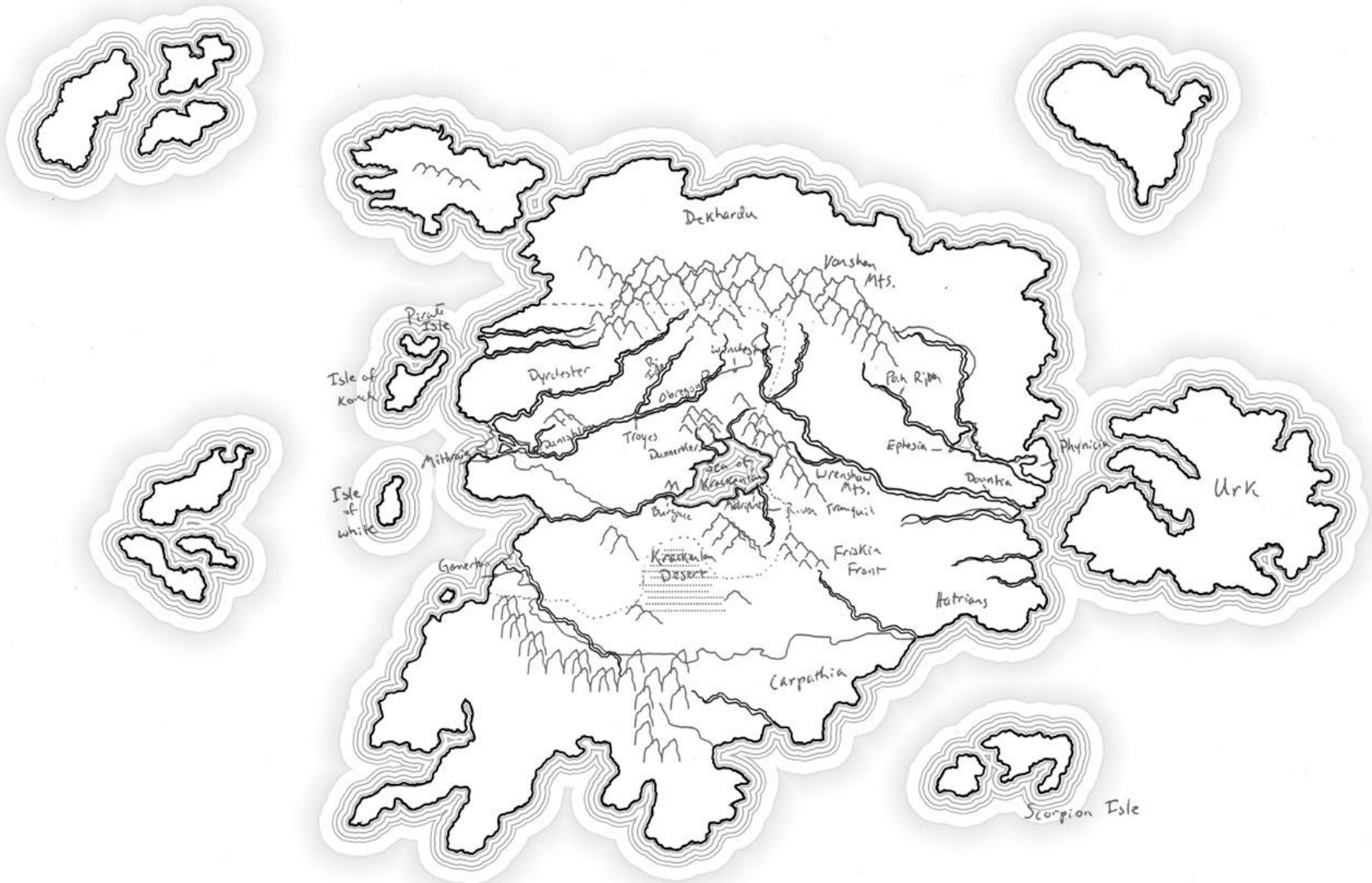


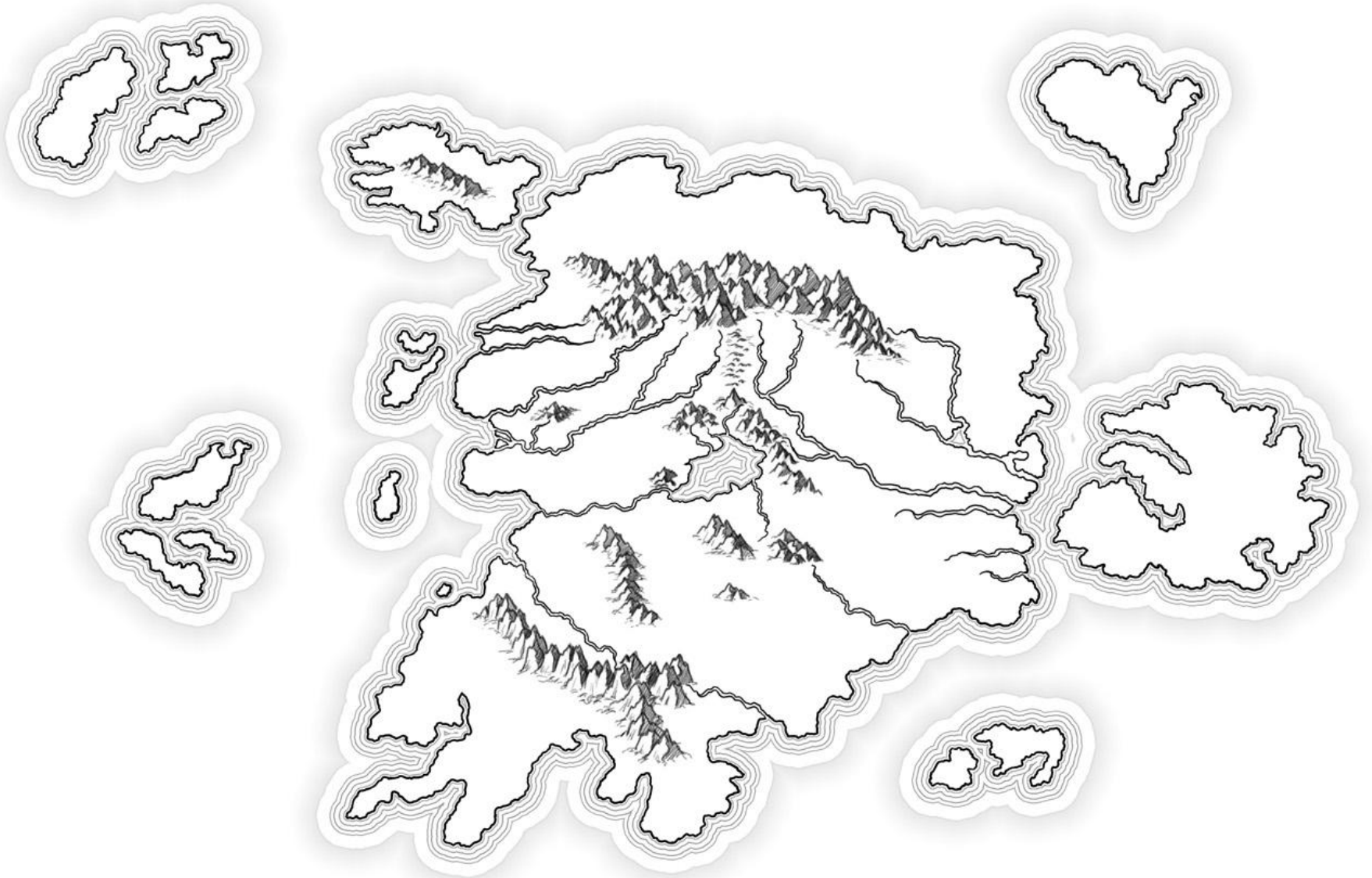


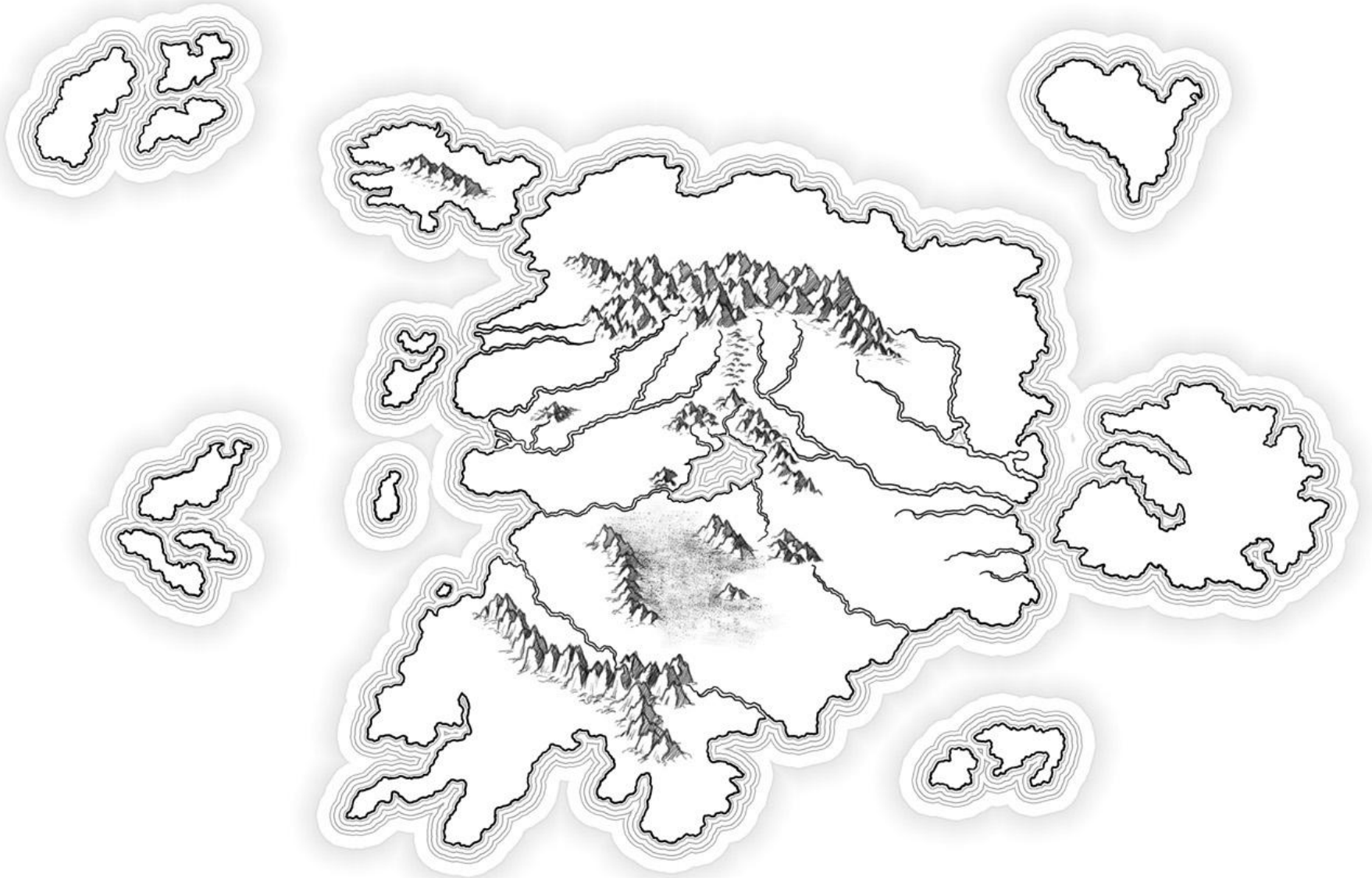


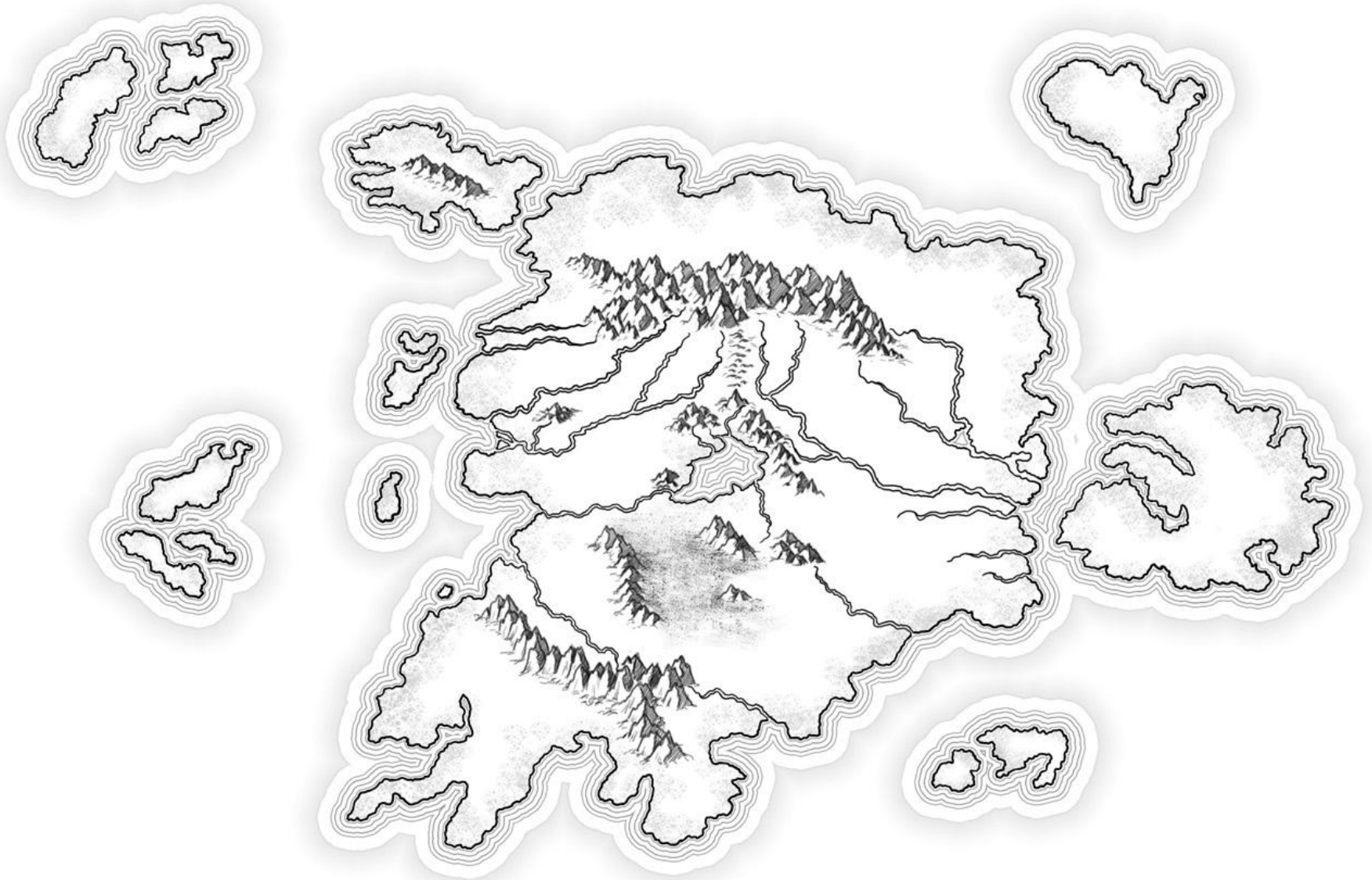


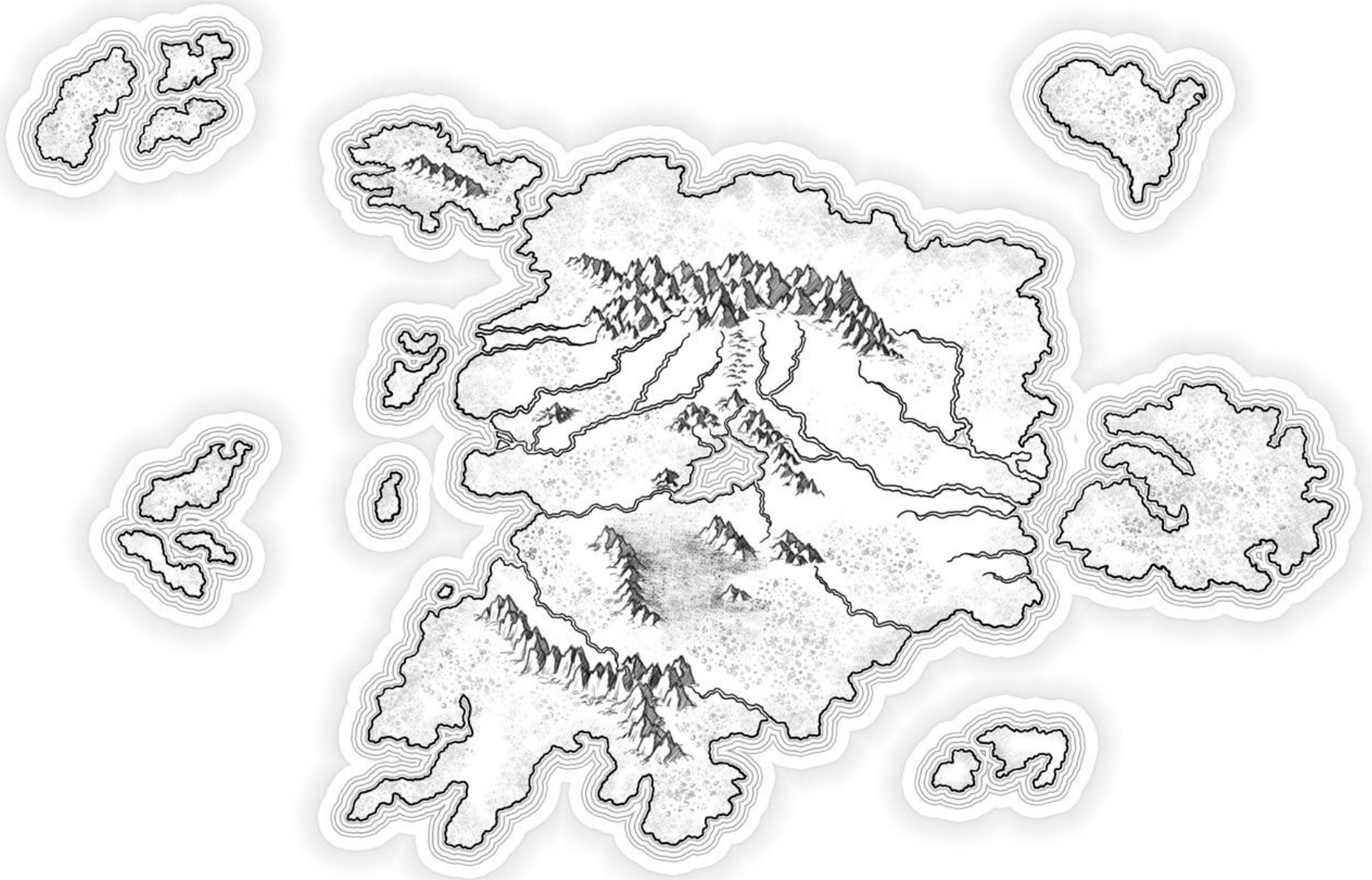


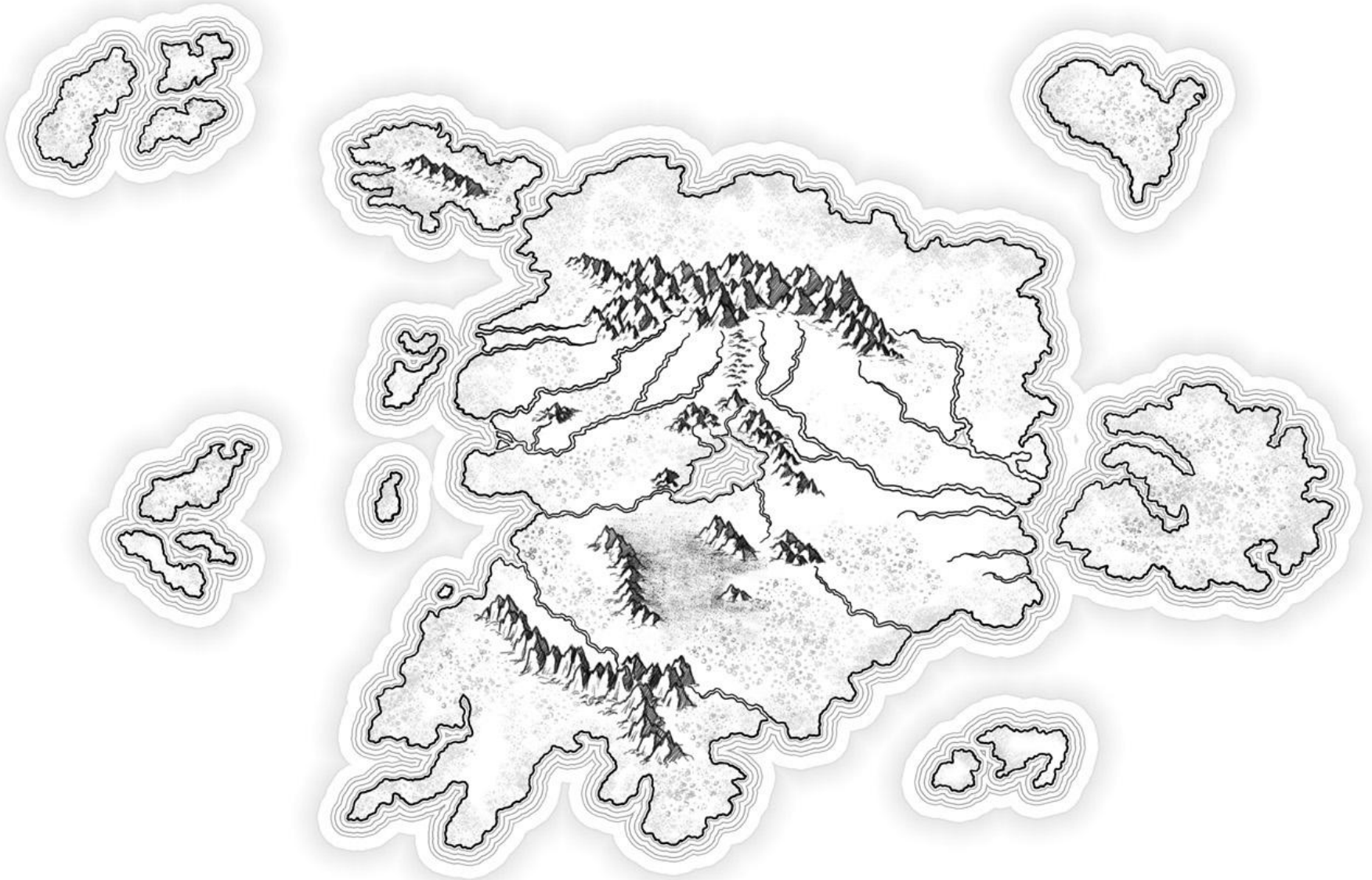


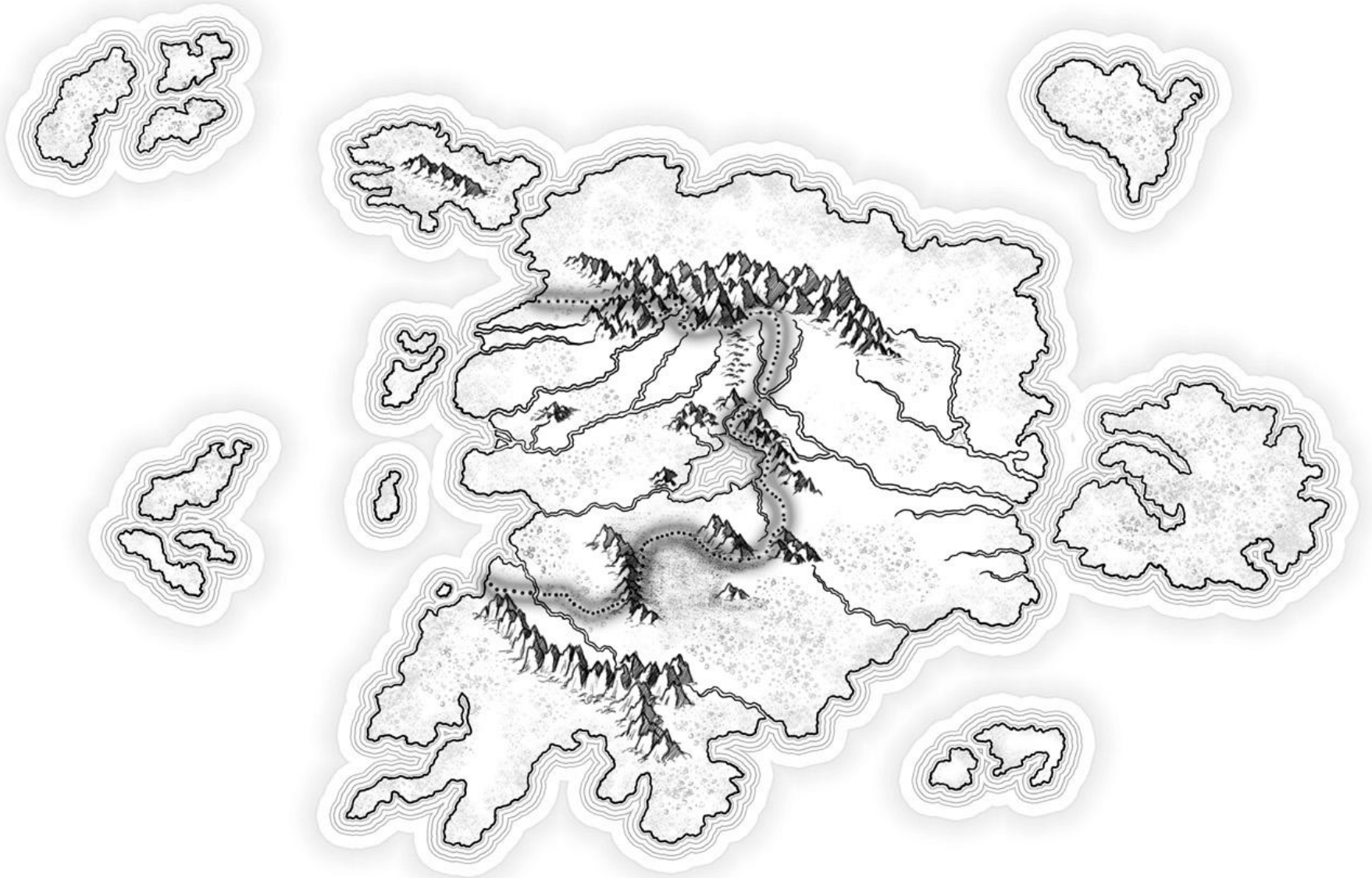


















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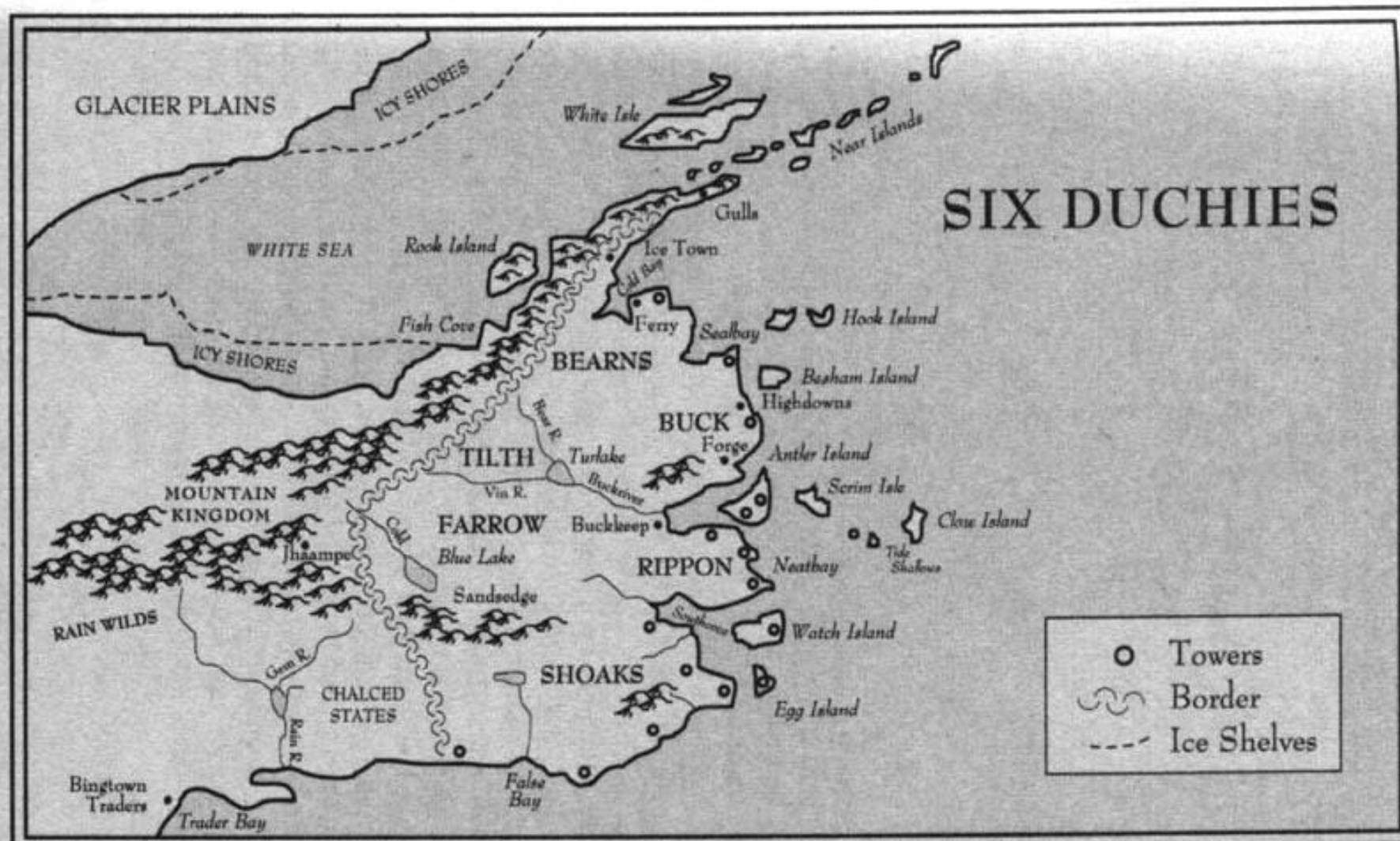
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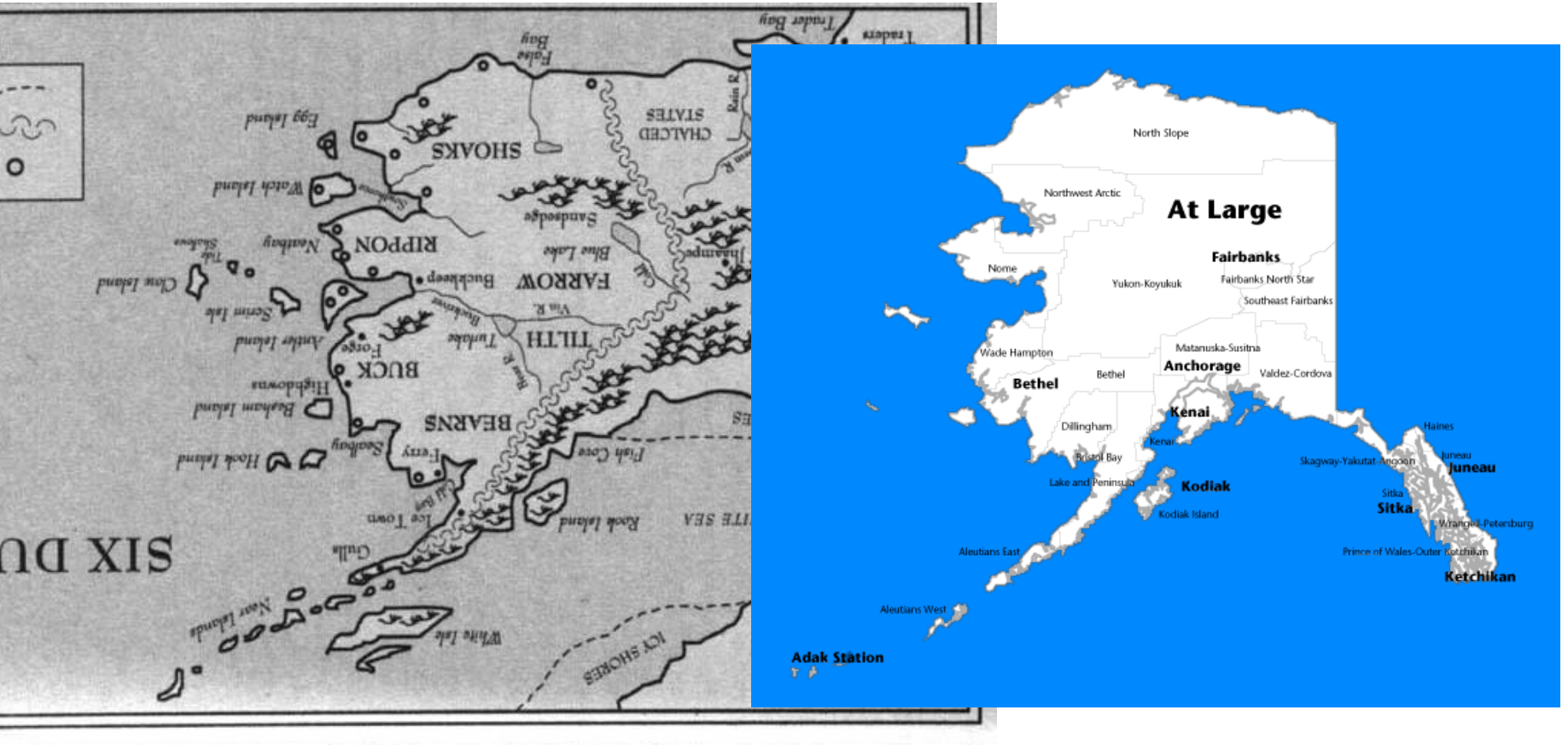
Map of
KRACKENLAN
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This map highlights a common problem with fantasy maps...



How do you make a realistic coastline?



Tips on Realistic Geography

- I am not a scientist.
- What I'll present here is very simplistic, but should get you pointed in the right direction.
- Earth-like world
- There are exceptions, if there's a rational explanation. But don't give people reasons to distrust your science.
- Remember! You want to tell a story, not spend 12 years creating a world to set it in. Work out most of the kinks, but don't worry which way the wind is blowing in any given scene.

Geoff's Climate Cookbook

- http://jc.tech-galaxy.com/bricka/climate_cookbook.html

Realistic Coastlines/Landforms

- Do an earthquake thing with your hand as you draw.
- Look to the natural environment around you. Any random, chaotic texture will work.
- No straight lines! Nature has probably been at work on your world a long time. Water and ice mold and erode your world. Make it look lived in!





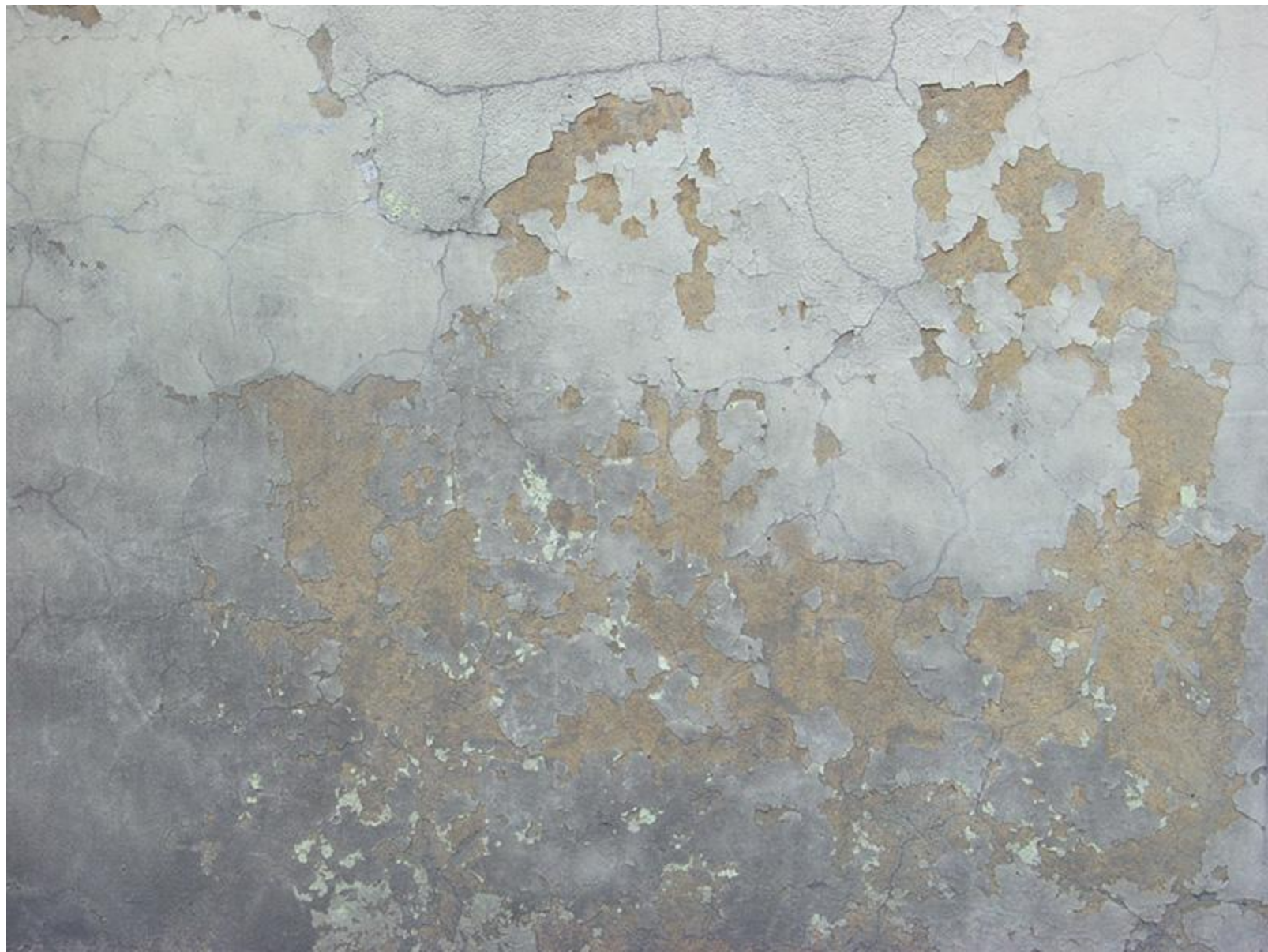














Scale

- This will help you and your readers.
- How far can my mc travel in a day, oh, but this is rocky terrain, so we'll cut that time down.
- Conflict from getting the scale right!

Style

- Use the internet to find old maps you think look cool.

Mountains

- Can pretty much go wherever you want. Think about the reasons, though.
- Are the result of landmasses pulling away from each other, pushing against each other, etc, built up over time. The Rockies are remnants of previous tectonic activity when North America was split in half.
- Four types: Volcanic, fault-block mountains, complex mountains, and erosional mountains.

Types of Mountains



Upwarped mountains



Volcanic mountains



Fault-block mountains



Folded (complex) mountains

Mountains, continued.

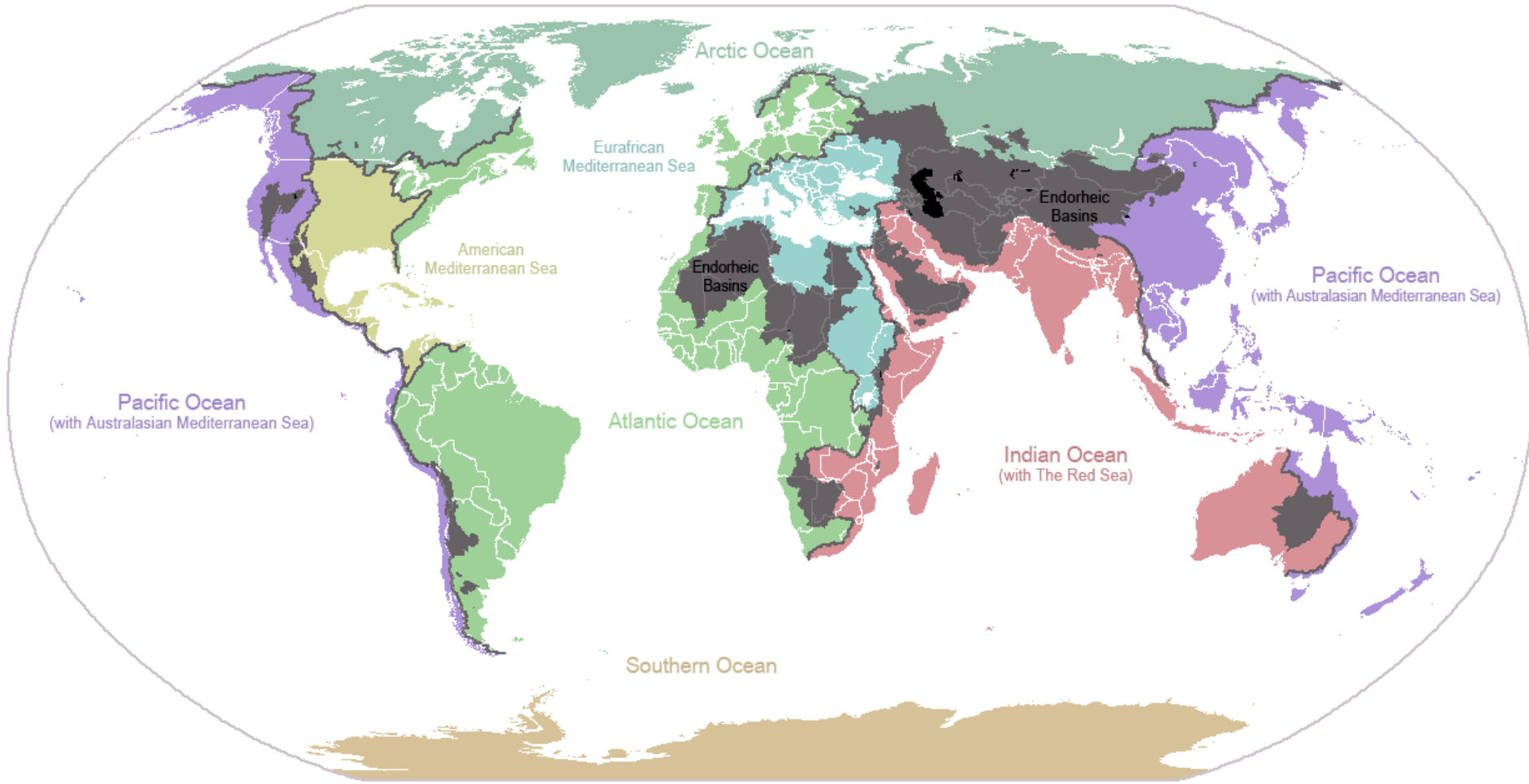
- Aren't like fences to separate climates or countries.
- Mountains rarely occur alone. Chains or ranges.
- No geometric shapes. No circles, no squares, no letter C's.
- Subtle curves. Use foothills to show increasing incline. Make some short and some tall.
- Plug for: www.cartographersguild.com

Rivers and Water

- Take the path of least resistance to the ocean. From the high ground to the low ground (actually the height of the watersheds).
- Not every river has a delta. Think of it as a tree. Branches are rivers. Ground is the ocean.
- Rivers sometimes split and form islands, but not usually big.
- Lakes have one outflow. If two, usually one dries up. Some have no outflows.
- River Forks. It doesn't actually fork out, but in.







Arctic Ocean

Eurafrican
Mediterranean Sea

American
Mediterranean Sea

Endorheic
Basins

Endorheic
Basins

Pacific Ocean
(with Australasian Mediterranean Sea)

Pacific Ocean
(with Australasian Mediterranean Sea)

Atlantic Ocean

Indian Ocean
(with The Red Sea)

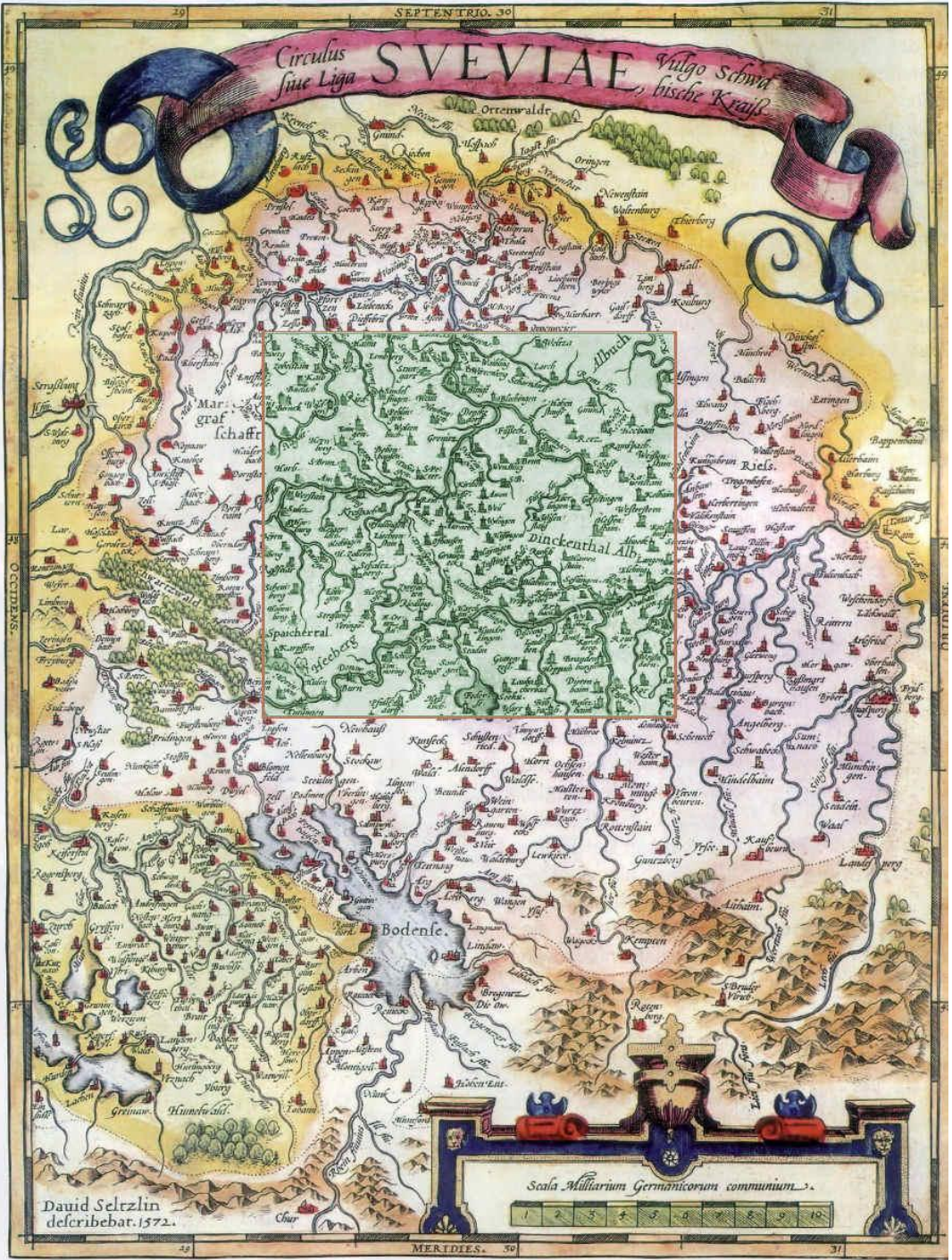
Southern Ocean

Deserts and Climate

- Found generally around the Tropics of Cancer and Capricorn
- Or in the rain shadows of mountains
- Important to know the prevailing winds, ocean currents, and general elevation to figure out climate.

Notes on Towns and Cities

- Put them near trade routes
- Put them near water
- If they're in a desert or away from water, explain how they get water, or have a good reason why the city is where it is.
- Think about: If there's not enough arable land around, how do they get their food?
- Where do they get building materials?
- How many towns? (Swabia 1572)
- Farther apart on the frontier



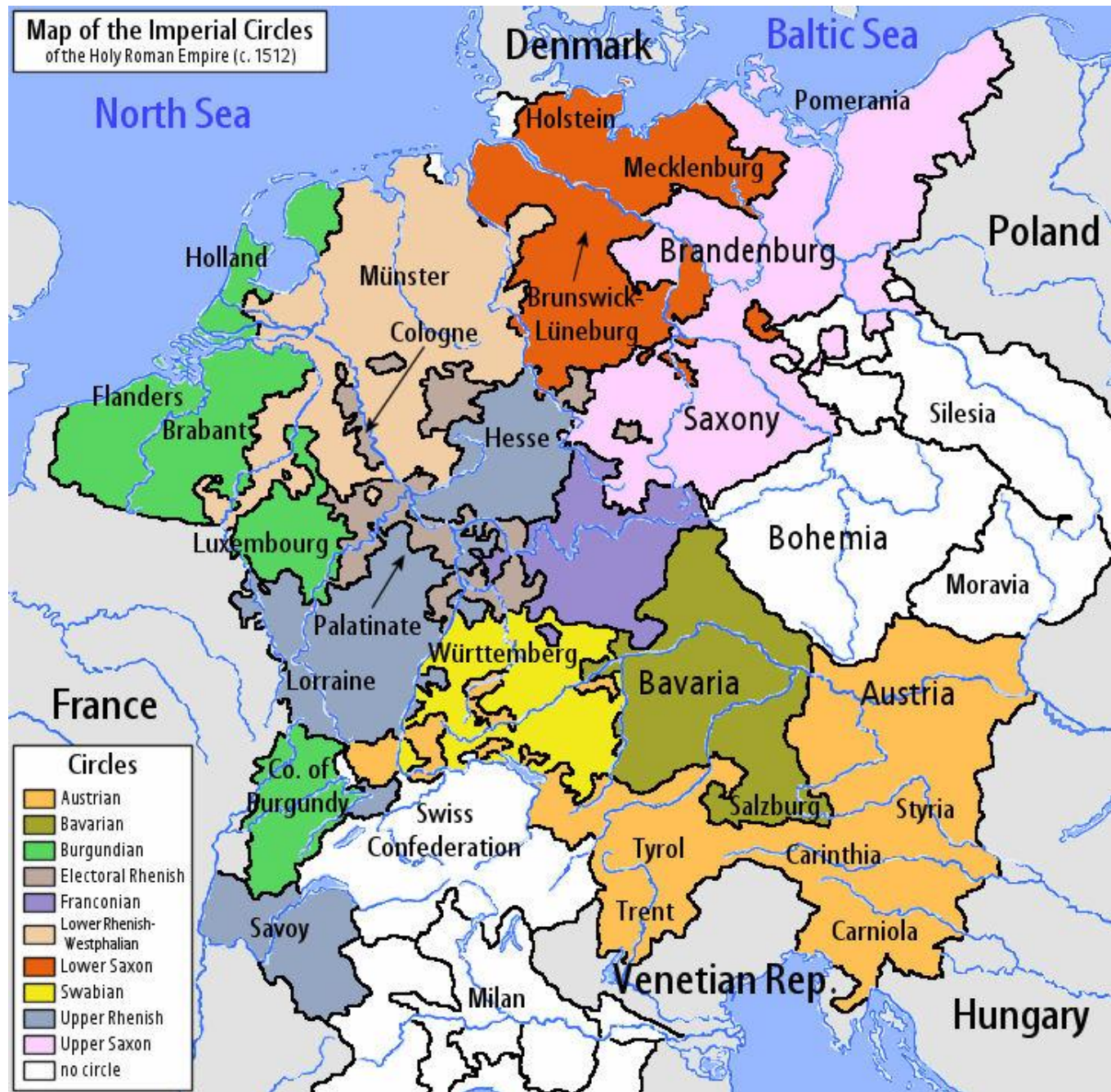
David Seltzlin
describerat. 1572.

Scala Milliarum Germanicorum communium.

Notes on Borders

- Straight borders look modern—ie. bureaucrats drew lines on a map without regard to ethnicities, religions, tribes, and traditional and natural borders. Ex. Utah, Sudan, S. Sudan, Iraq.
- Look at the states of the Holy Roman Empire. The internal borders were even more squirrely.
- Technology will dictate how much unclaimed land.

Map of the Imperial Circles
of the Holy Roman Empire (c. 1512)



Map Labels

- There's a standard, correct way to label a map. It works pretty well. It hasn't been around forever, so honestly, you can label things how you want and just say "they haven't developed labeling standards in this world yet" but there's some nice common-sense things in this list.
- [http://en.wikipedia.org/wiki/Labeling_\(map_design\)](http://en.wikipedia.org/wiki/Labeling_(map_design))

Fonts

- [Fontspace.com](https://www.fontspace.com)
- [Dafont.com](https://www.dafont.com)
- Check the license. If you're going to use the font commercially, please pay the creator of the font.
- This goes for any copyrighted material you may want to use in your maps.
- If just for personal use, you don't have to worry about this as much.

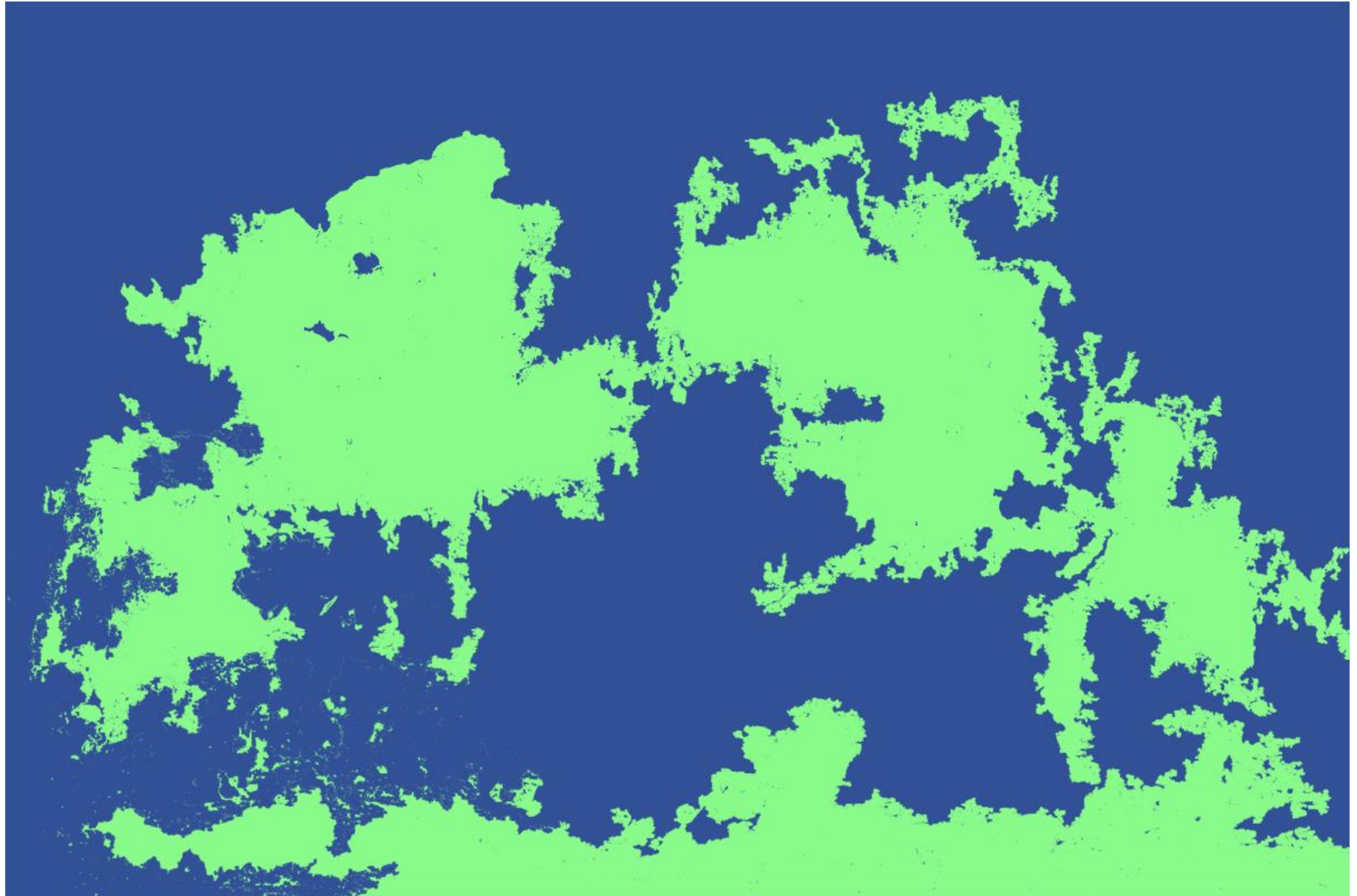
Use of 3D Programs

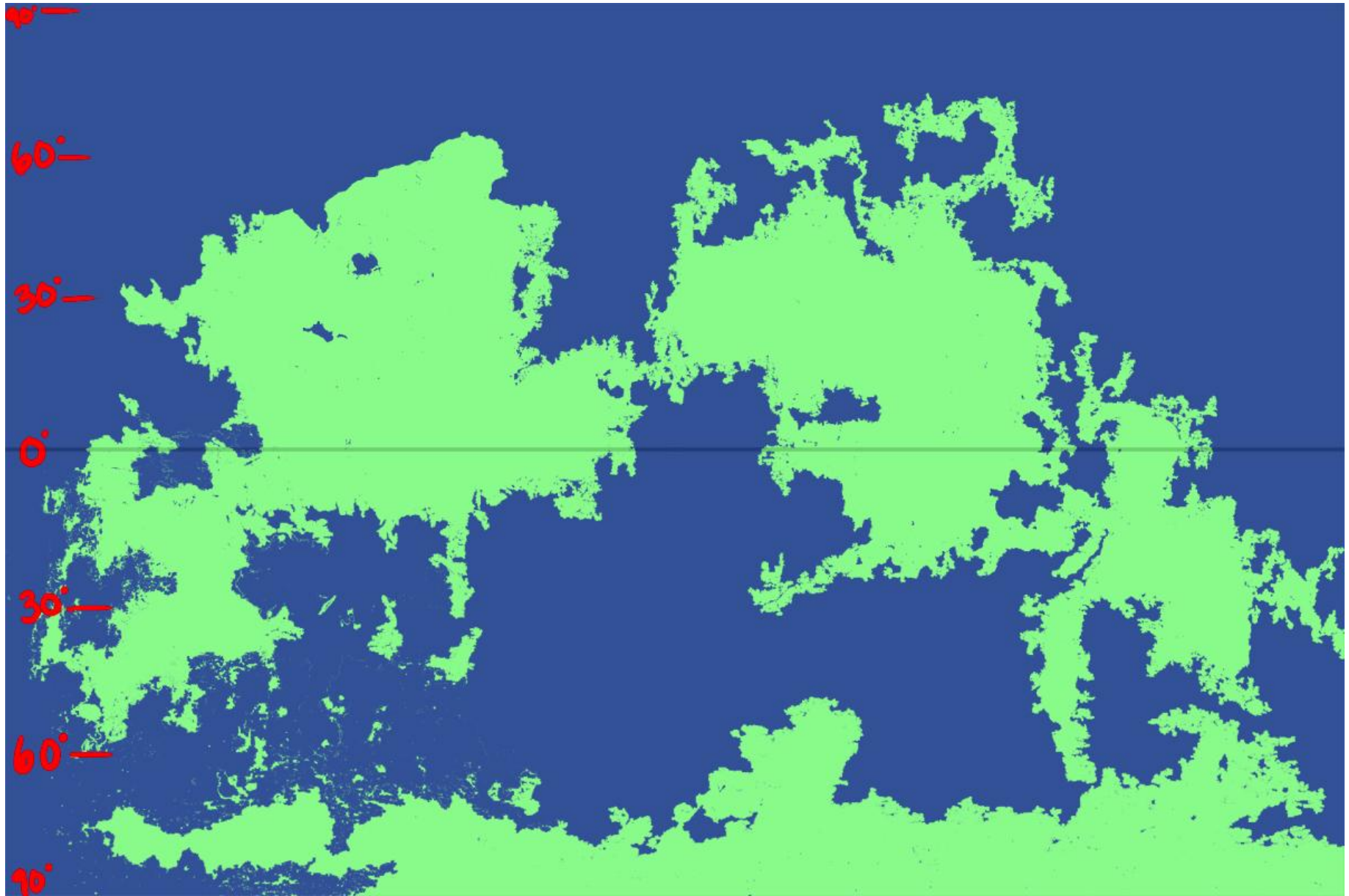
- I mostly use Photoshop
- Vue is good. Check out Ami and Vladimir Chopine's Book on Vue 7.
- Fractal Terrains
- <http://www.bottlenose.demon.co.uk/share/fracplanet/index.htm>
- <http://lithosphere.codeflow.org/>
- <http://aiplanet.sourceforge.net/>
- <http://www.worldforge.org/>
- <http://dmytry.com/voxelworld/>
- [http://www.wherethemapends.com/writerstools/writerstools_pages/world_builders.htm](http://www.wherethemapends.com/writerstools/writers_tools_pages/world_builders.htm)

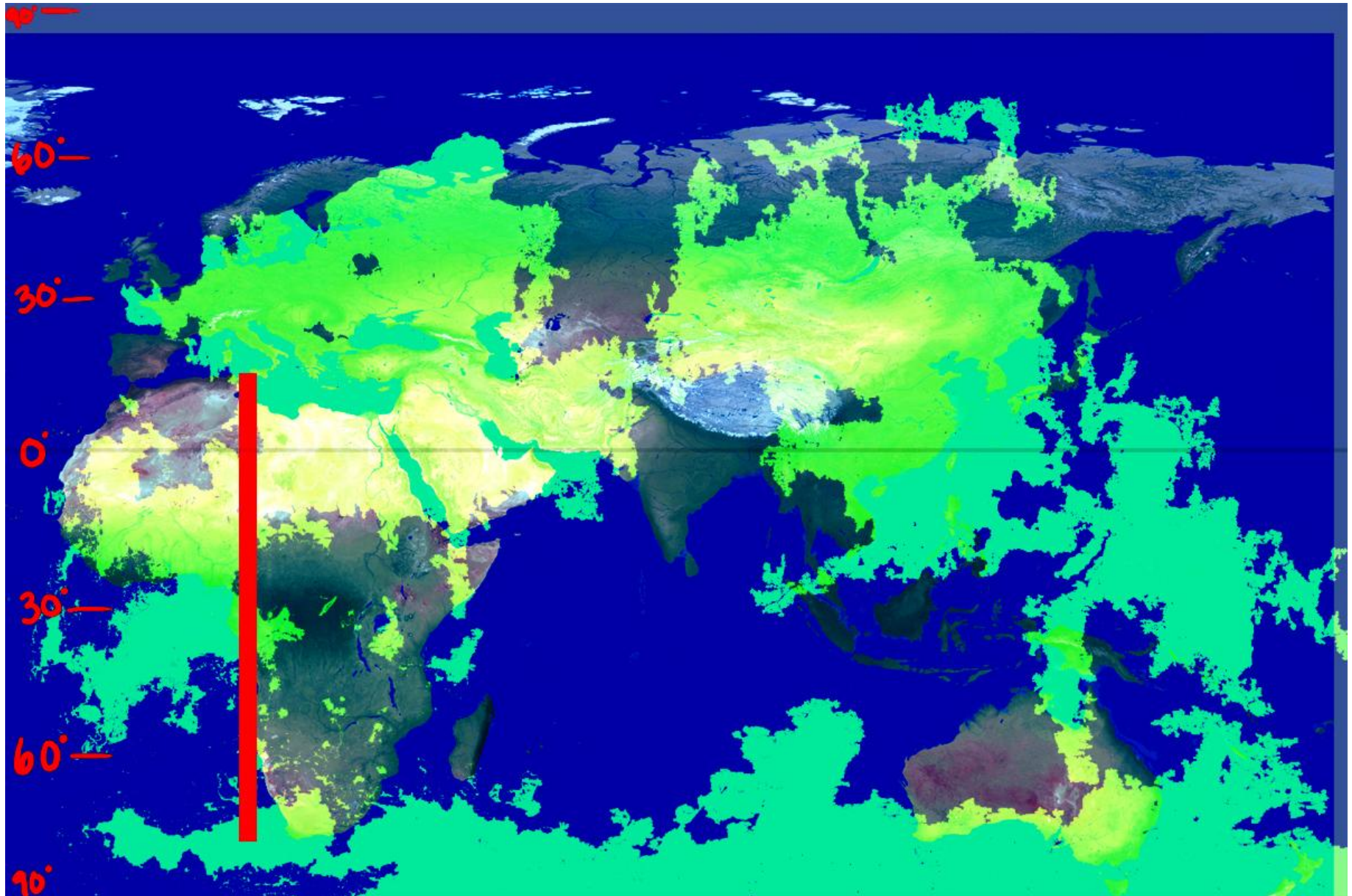
Achtung!

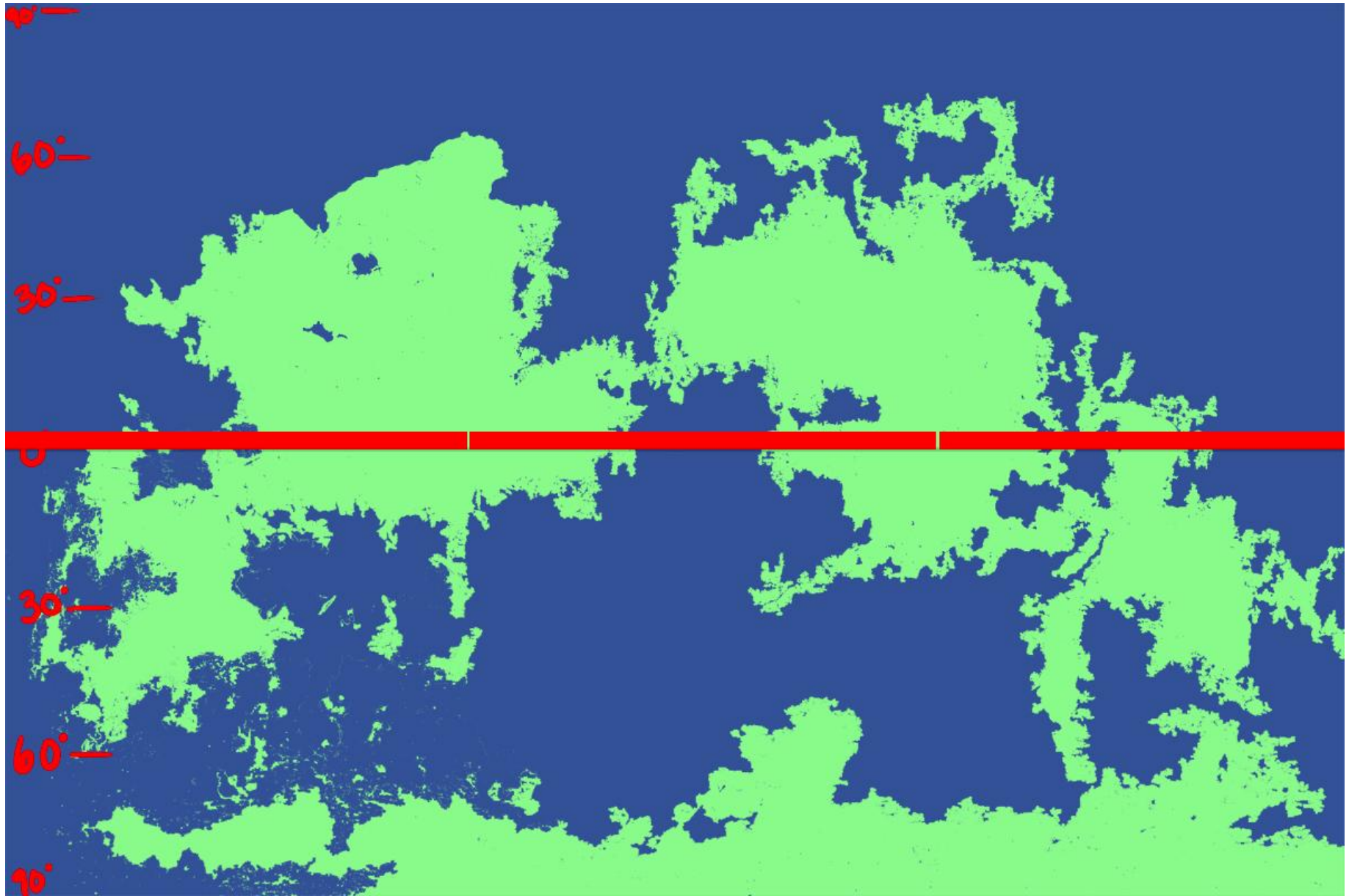
- You could easily spend a lot more time messing with these programs than writing your book.

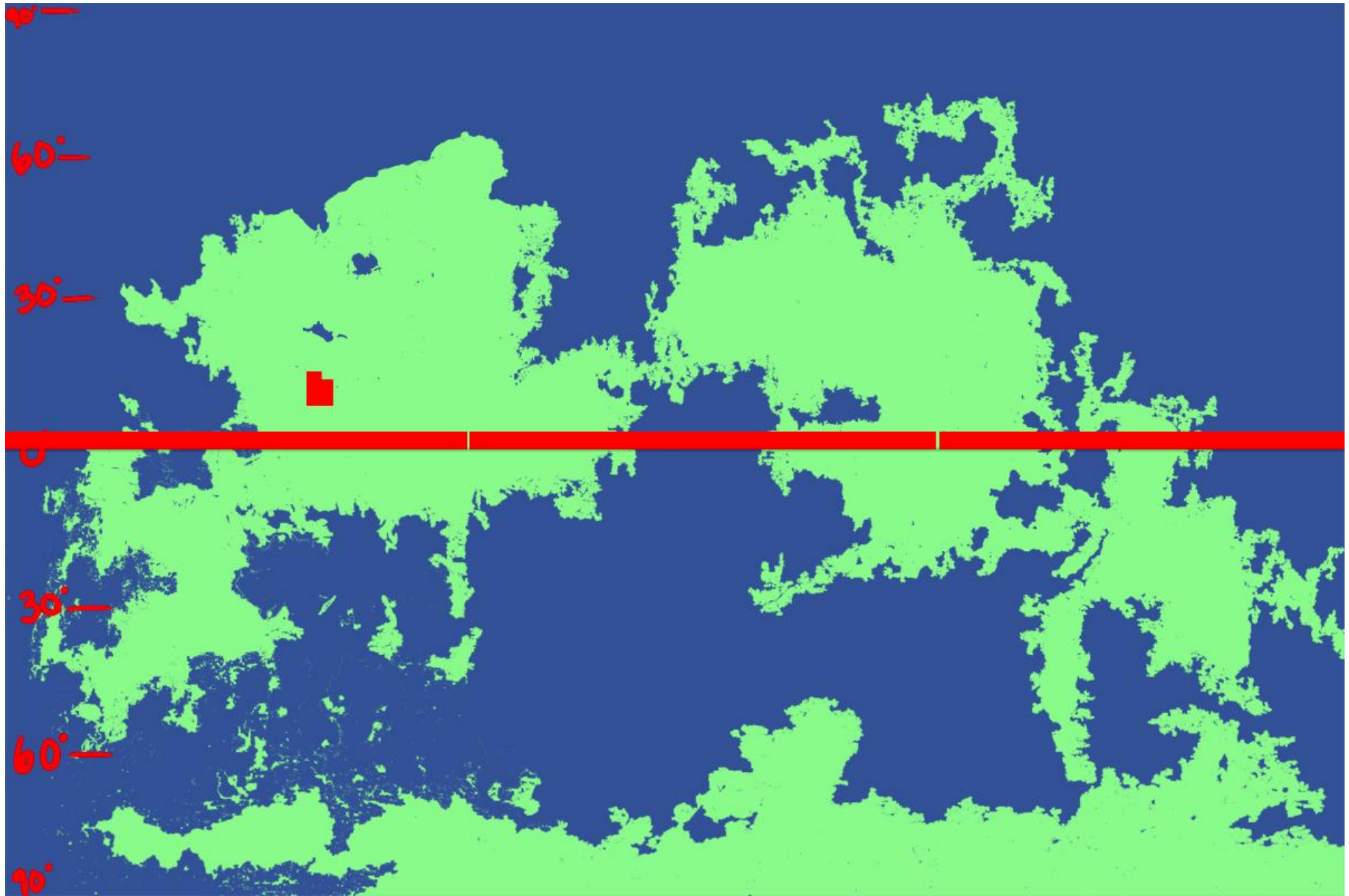


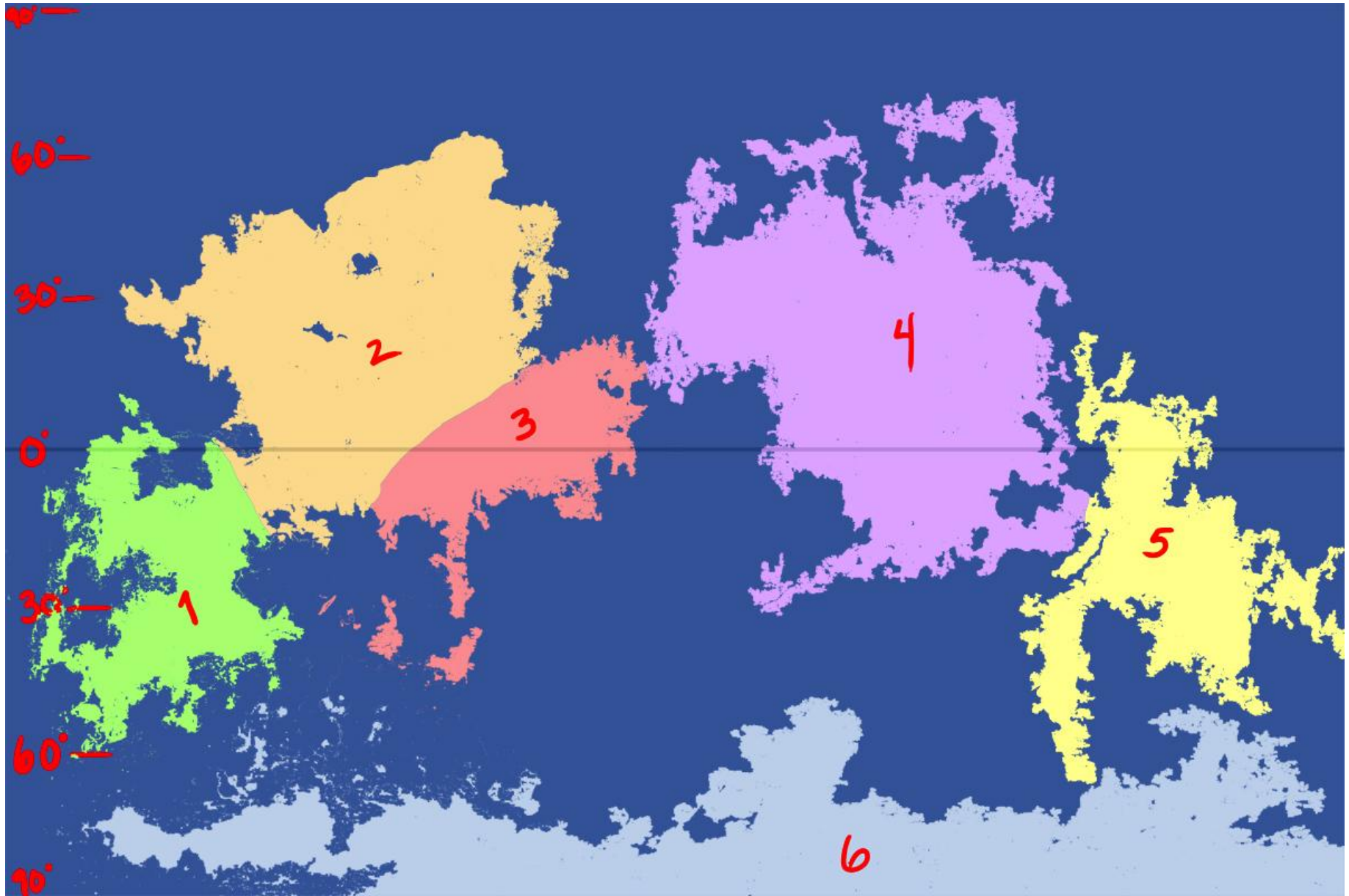


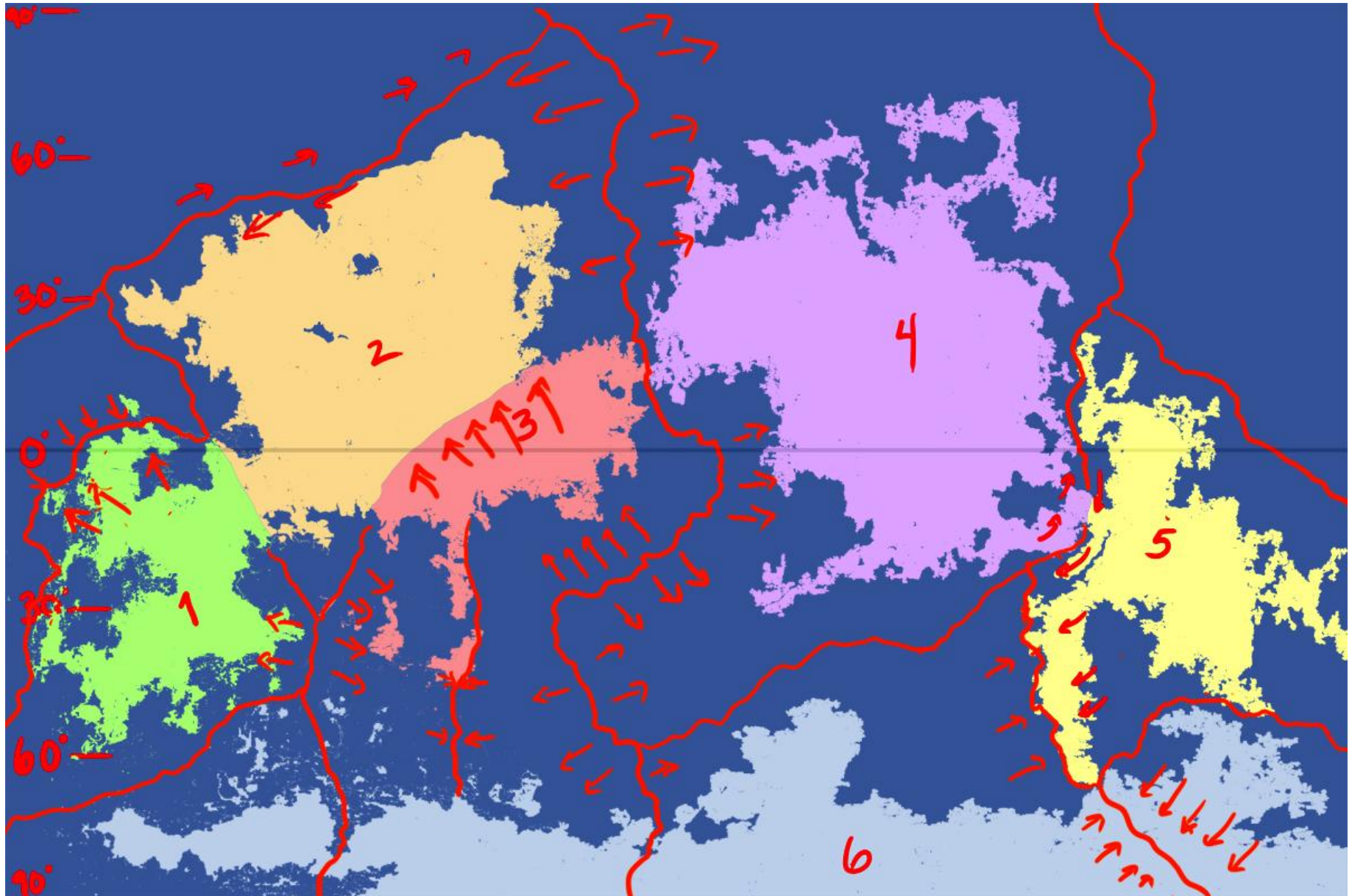


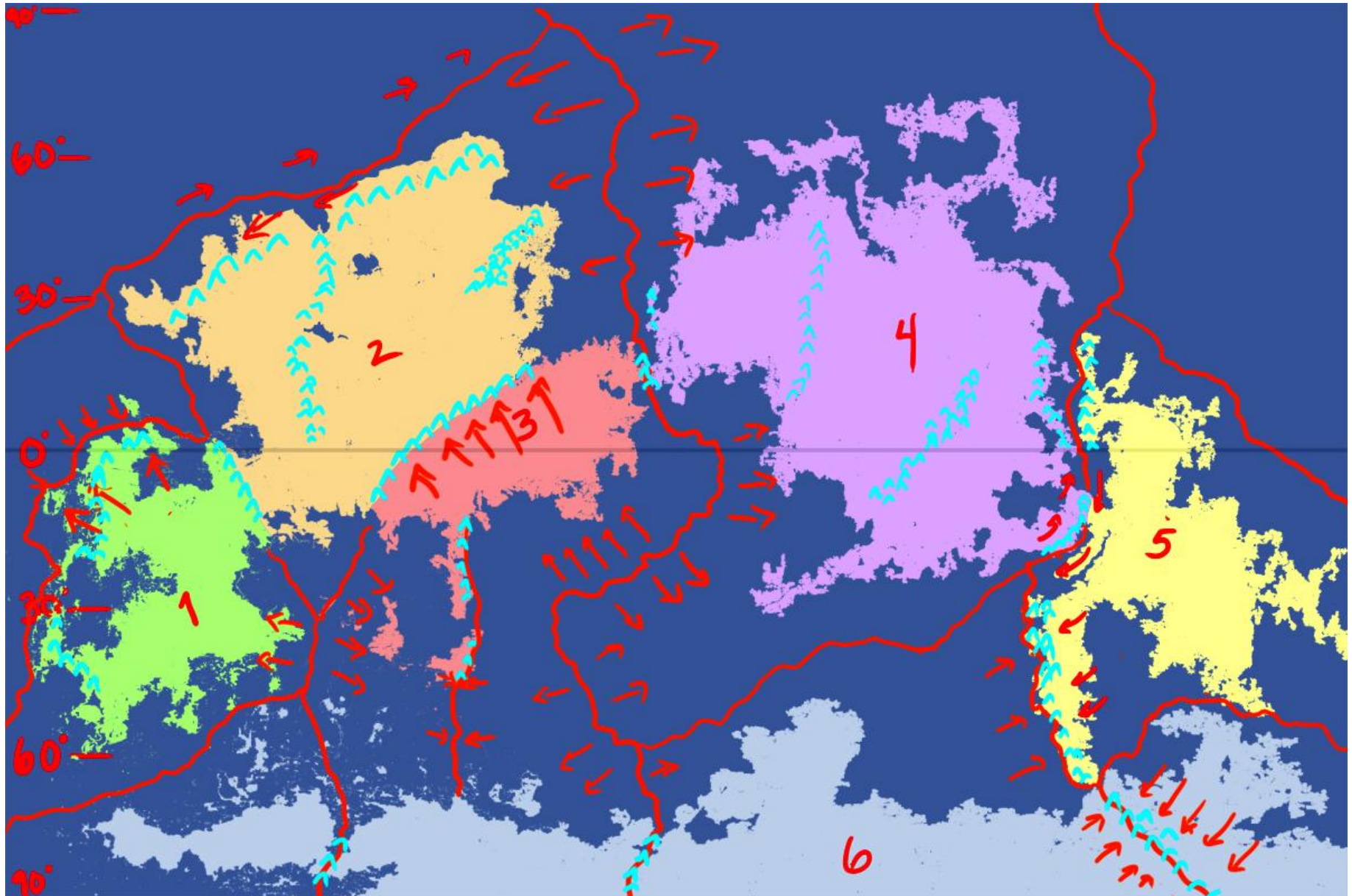


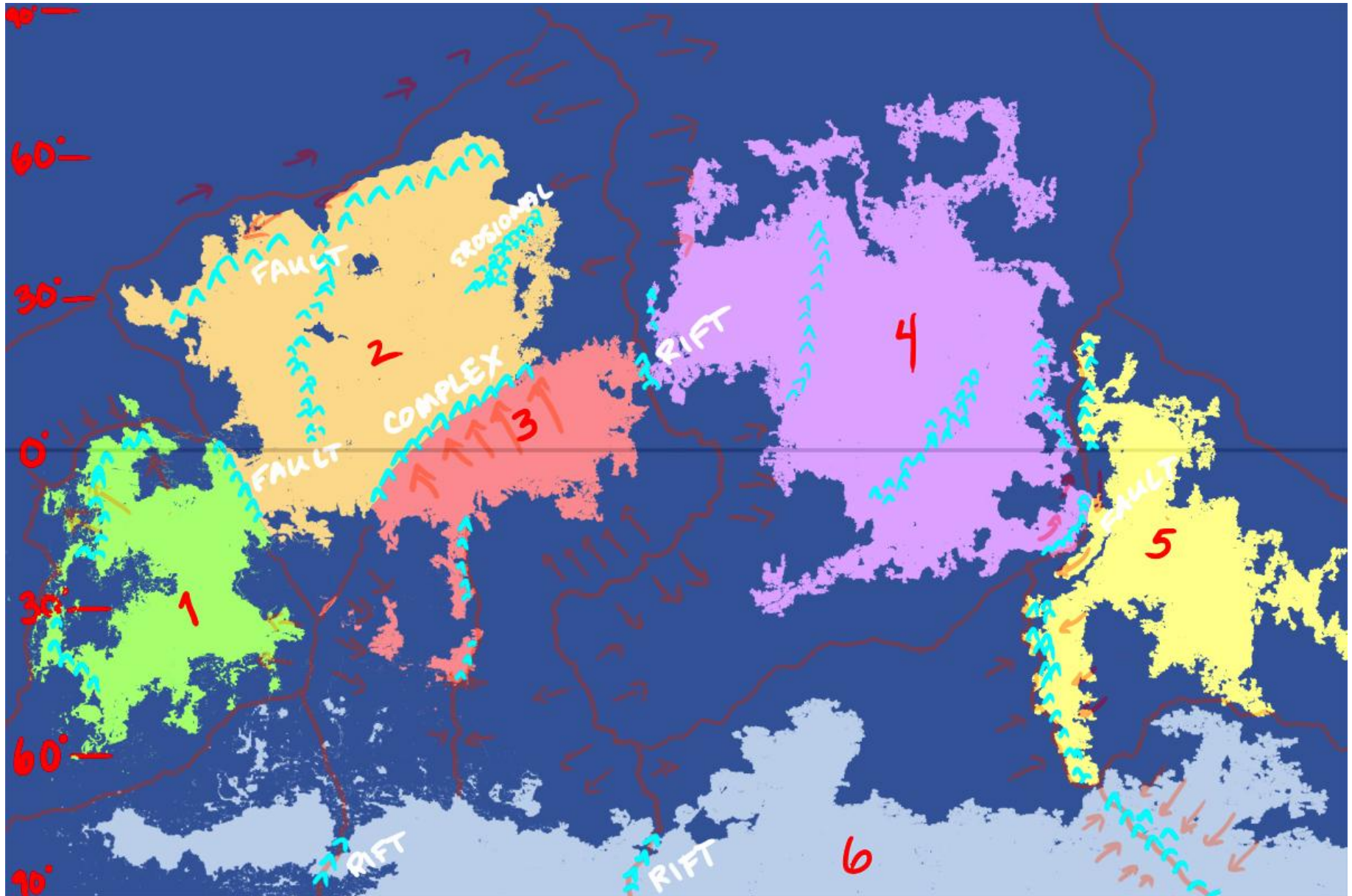


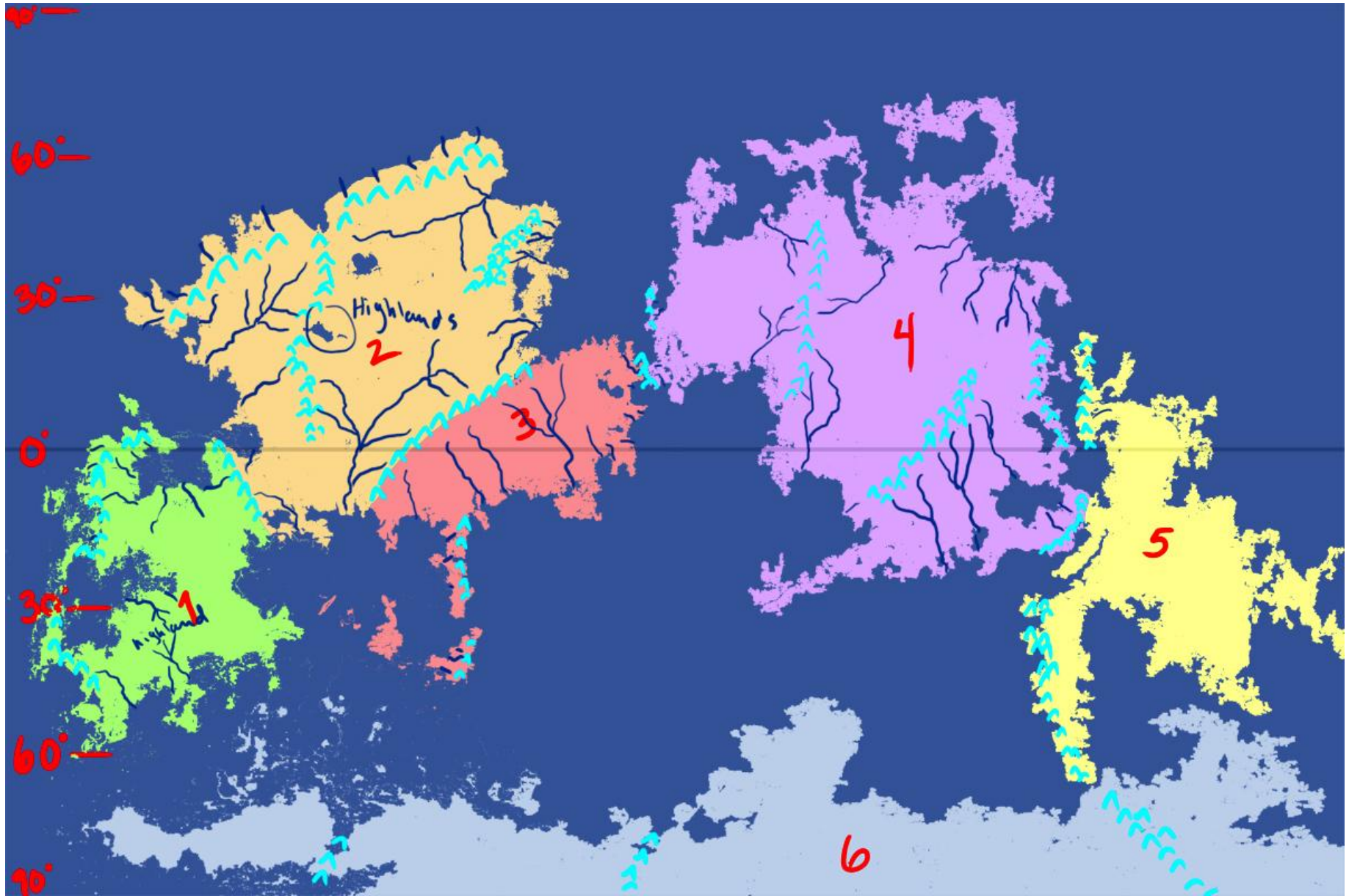


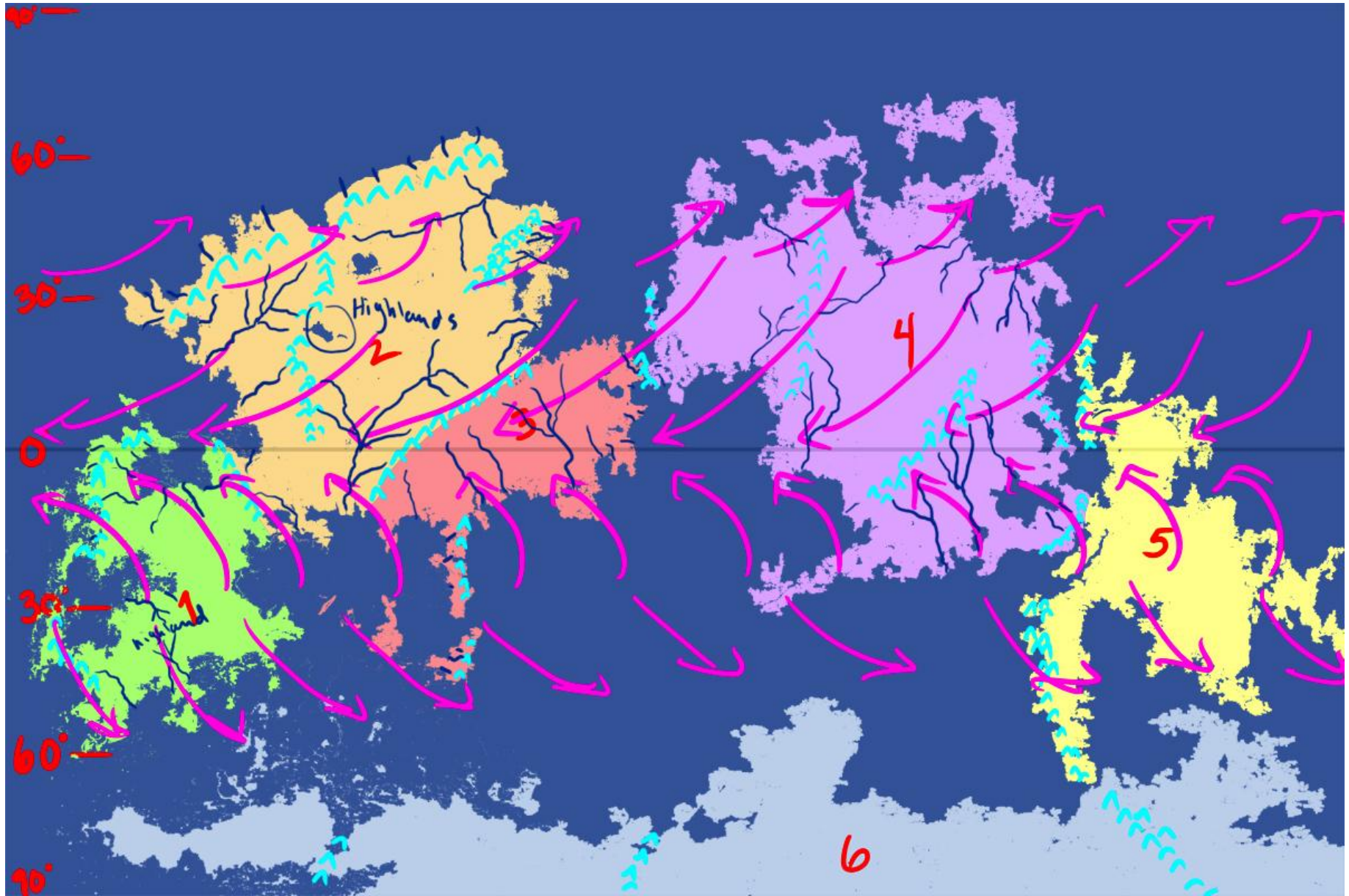


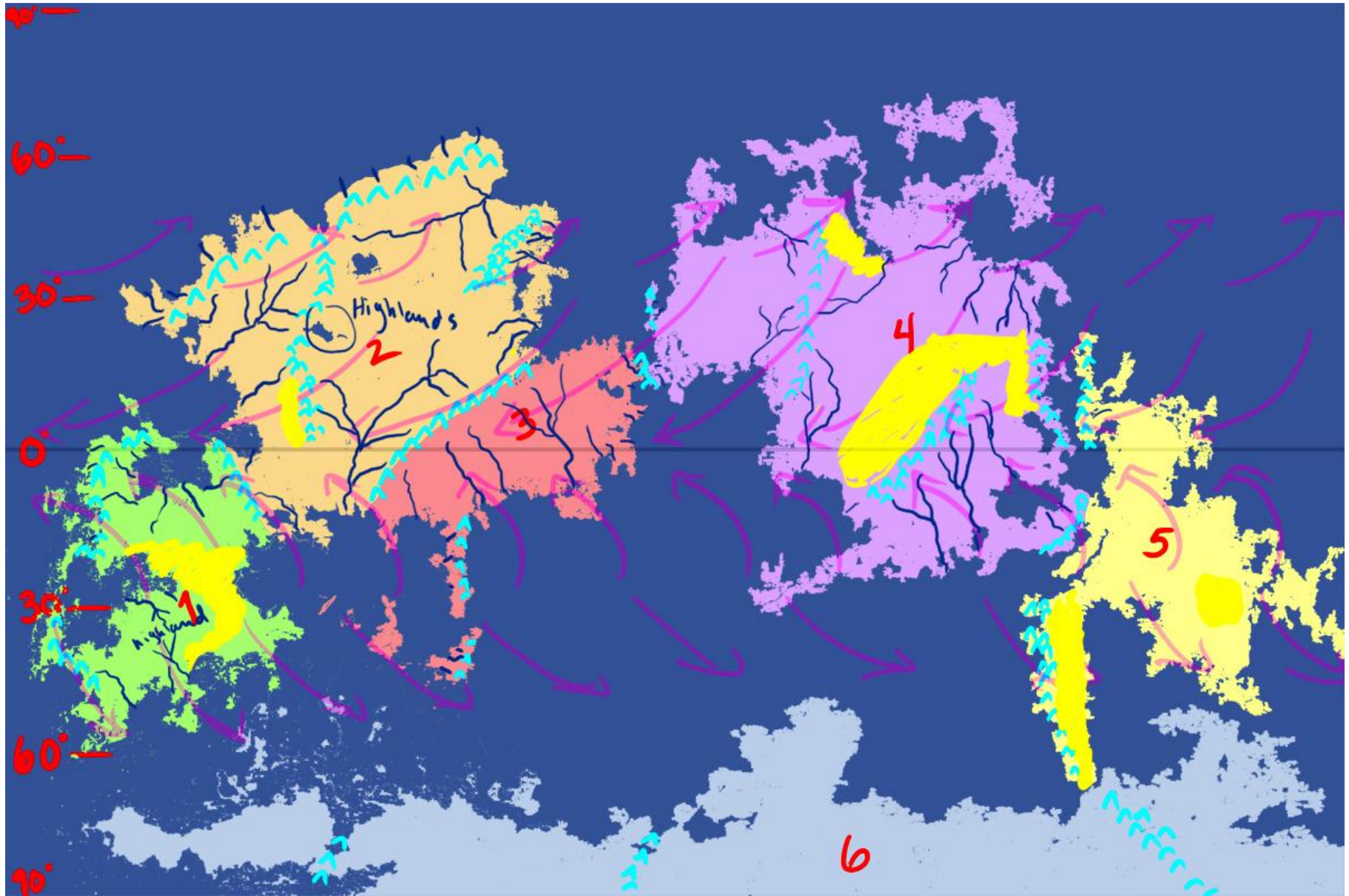


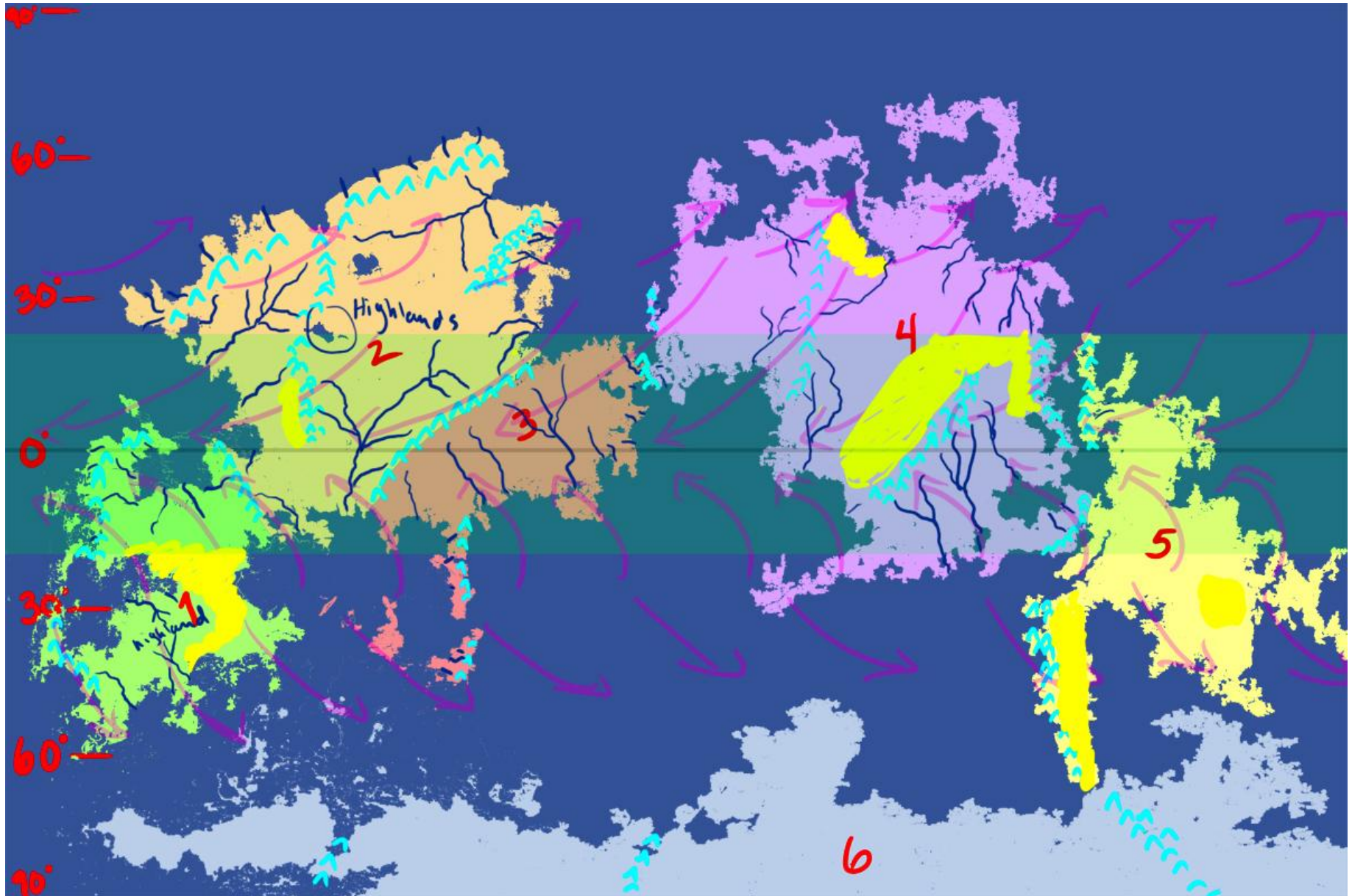


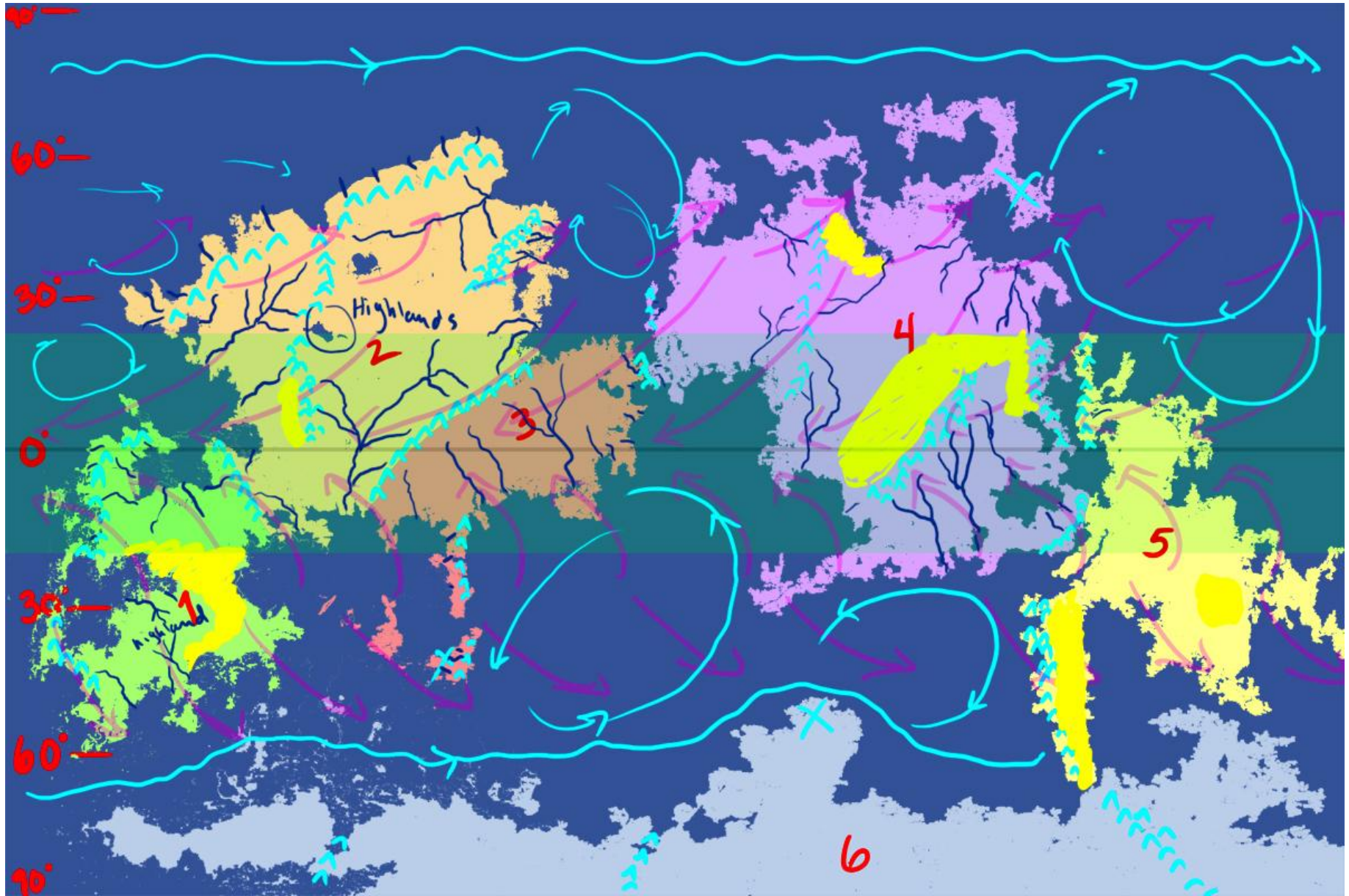












Don't spend a lot of time on
your maps.

Write the
stinking book!

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