

COMPLETE
NEW VERSION

3D MAP GENERATOR PRO

easy routes

with easy
route creator



PS
CS2+

ACTIONS

fx
STYLES

- ✓ With easy to use route creator
- ✓ 3 different directions Actions
- ✓ 15 different surface Actions
- ✓ works with every shape
- ✓ printable result

3D Map Generator Pro – Easy Routes

Actions for Adobe Photoshop® CS2, CS3, CS4, CS5 and higher

Generate your own 3D Map with a set of 22 one-click-actions! Automatically and with a professional result of every imaginable shape. Perfect for print and web graphics, infographics or presentations.

With the new functions of the 3D Map Generator Pro you will get nearly uncountable map-creation possibilities at your hand. Choose between three terrain directions and 15 different surfaces and variations (e.g. grass, sand, snow, dry earth or wood). All surface textures are tileable and movable. Simply change the light and shadows like you want by using the Photoshop Global Light function and create also different moods by choosing one of ten backgrounds (e.g. blue-print or night with starry sky).

Furthermore, with only a few mouse clicks, it is possible to generate a route on your 3D Map. The Route Generator brings it to the right perspective. With the 17 different bonus elements and the 60 pictograms you can design and spice up your route. Additionally the detailed smart object compass shows the right geographic direction. **ALL** bonus elements are based on vectors, so they are scalable and editable without limits. With this set you should be able to explain nearly every route!

Make a first attempt with one of the 11 shape examples: Australia, China, France, Germany, India, Japan, Poland, Russia, United Kingdom, USA and complete world.

Please also watch the Demo and Tutorial Videos. Surely there will be some inspiration in it for your next project with the **3D Map Generator Pro - Easy Routes**:

<http://www.youtube.com/watch?v=670L88CXhWY>



Content



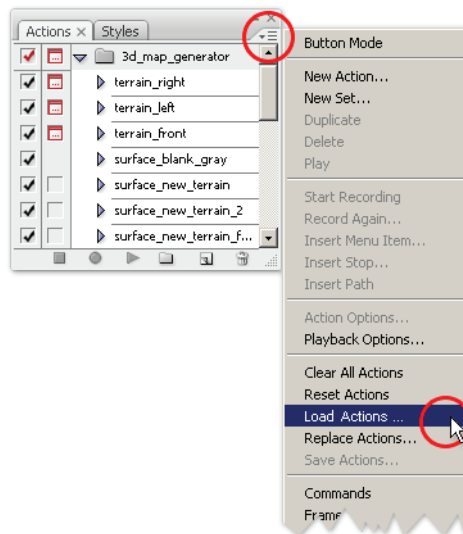
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1. Install the Actions and Styles



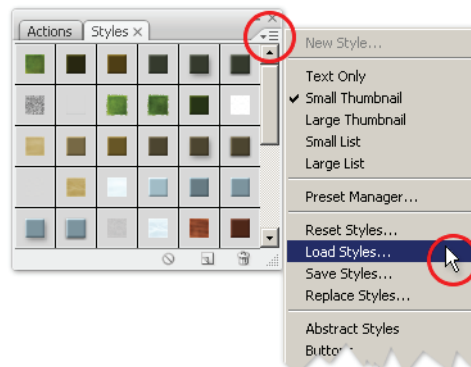
How to install the actions

- Open Adobe Photoshop®
- Open the actions palette in the main menu „window > actions“
- Choose from the drop down menu „load actions“
- Choose the file „3d_map_generator_pro-actions.atn“ and load it
- Done!



How to install the styles

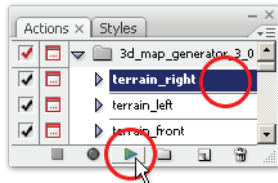
- Open Adobe Photoshop®
- Open the styles palette in the main menu „window > styles“
- Choose from the drop down menu „load styles“
- Choose the file „3d_map_generator_pro-styles.asl“ and load it
- Done!



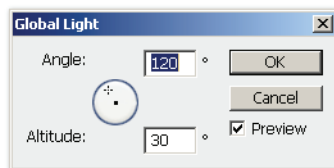
2. Generate a Terrain



- Open the „3d_map_generator_pro-easy_routes.psd“ file in Adobe Photoshop® CS2 or higher
- Create your own shape or use one of the example shapes from the folder „example_shapes“ and drag it into the folder „my_shape“
- Choose the action with your favored direction:



- terrain_right
- terrain_left
- terrain front
- Press „play“ in the action panel



- Choose the favored light incidence in the dialog box during the action
- Done!

Note: during the run of the action a backup folder named „my_original_shape“ will be created, containing you original (undistorted) shape. This can also be used as a basis for the route in the Route Generator.

Advice: The actions can be used in any document with a size of 2000 x 2000 px. Your shape has to be inside a folder named „my_shape“ which has to be visible.

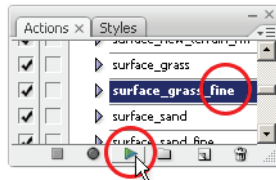


Only one terrain can be created per document. Otherwise the functions wouldn't work correctly. If you want to create another terrain, the folder „my_terrain“ first has to be deleted or reduced to one layer.

3. Change the surface



The terrain will be automatically created with the standard surface. For changing this surface, choose one of the different surfaces in the Action Panel (as shown below). This process can be repeated as often as necessary.



- Choose the action with your favored surface (see caption below)
- Press play in the Action Panel
- Done!

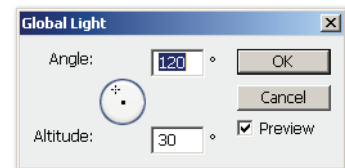
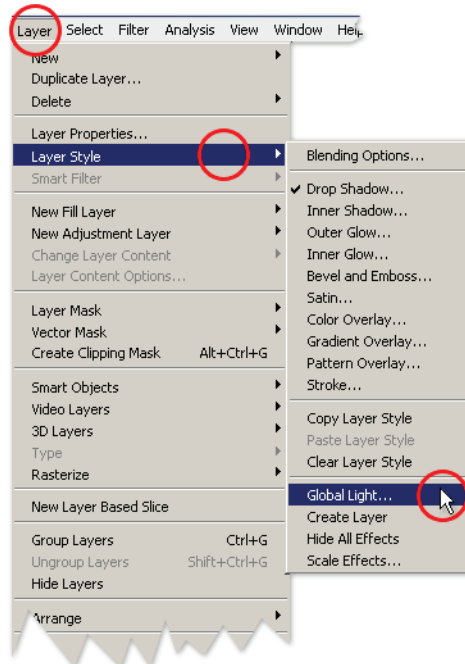
Surface Collection:



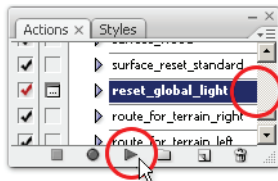


4. Edit the Global Light

The global light incidence will be set in a dialog box during the terrain-action. This setting can be changed any time via the main menu > layer > layer style.



Or much easier via the action „reset_global_light“.



- Choose the action „reset_global_light“
- Press play in the action panel
- Done!



5. Generate a simple route on your terrain

First create your route in the folder „my_route“ in the following way:

- Make the original form of your terrain in the folder „my_original_shape“ visible
- Choose the ellipse tool from the tool palette
- Draw a circle of minimum 20 px by holding down the shift key
- Position this circle on the shape where the route shall start



- Duplicate the circle by holding down the ALT key and dragging it to the next position
- Repeat this act till all positions are marked by circles

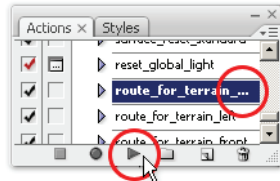


- Choose the line tool from the tool palette and set the line width on minimum 10 px to connect the dots





- Choose the route action that fits to your generated terrain
 - Route_right
 - Route_left
 - Route_front



- Press play in the action panel
- Done!



Of course this process can also be done by using other tools or programs (e.g. Adobe Illustrator®). The respective Route Action puts any route into the right perspective.


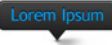
















Note: during the run of the action a backup folder named „my_original_route“ will be created, containing your your original (undistorted) route. It is automatically set invisible.

6. Design your 3D Map



Use the bonus elements from the folder „traffic elements“ to design your generated 3D Map (see caption below). Most elements are made by vectors so they can be scaled and adjusted in form and colour without loss of quality!

Tip: Duplicate the elements more quickly by dragging and holding down the ALT key at the same time.

	nail		pin_small
	guide		pin_big
	flag_1_1		motorway_1
	flag_1_2		motorway_2
	flag_2_1		motorway_3
	flag_1_2		motorway_4
	marker_big		compass
	marker_small		compass_alt
	marker_heart		
	marker_star		

6.1 Compass Smart Object



For adjusting the geographic direction of the compass, go to „traffic_elements > compass > your direction“:

- Double click on the smart object icon on the layer „compass“
- Choose the folder „compass“ and rotate the content into the favored direction by clicking CTRL + T
- Save and close the document
- Done! The compass now shows the right direction.

Note: Compass Smart Object uses the global light function!

6.2 „pin_big“ + „marker_big“ = 120 icons!



Open the folder „traffic_elements > pin_big > pictograms“ or „traffic_elements > marker_big > pictograms“. There you can choose between 60 symbols (see caption below) to customize the respective icon.

	gas_station		music		balloon
	radio		game		heart
	car		presentation		pointer
	camera		clock		phone
	spanner		arrow_1_left		e_mail
	camp		arrow_1_right		dollar
	shop		monitor		euro
	suitcase		arrow_2_up		home
	plane		arrow_2_down		question
	anchor		arrow_2_right		attention
	umbrella		arrow_2_left		user
	flake		wheelchair		tick
	cloudy		cross		movement
	snow		plus		facebook
	storm		minus		globe
	rain		pad		rss
	sun		smartphone		letter
	cloud		tv		twitter
	newspaper		youtube		arrow_3_left
	information		smiley		arrow_3_right

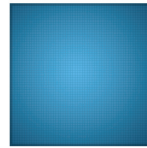
6.3 Backgrounds



In the folder „backgrounds“ you will find 10 different adjustable backgrounds:



bg_blue_sky_linear



bg_blue_grid



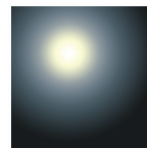
bg_gray_shine_linear



bg_apfel_stars



bg_blue_sky



bg_fat_moon



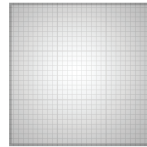
bg_gray_shine



bg_stars



bg_sunny_sea



blank_dark_background



Note: More fitting icons and professional illustrations for the 3D Map Generator and your 3D Maps are available in our Orange_Box Portfolio on [graphicRiver.net](https://www.graphicriver.net/user/Orange_Box)!

7. Advices

The actions can be used in every document of the size 2000 x 2000 px. The shape has to be placed in the folder named “my_shape” and has to be visible.

The map can be generated of every isolated pixel shape or vector shape. Only objects inside the document area will be used. Objects placed outside the document area will be cut.

All tileable texture will be found in the folder „my_terrain > lay_3” in the Layer Style > Pattern Overlay of the layer „lay_11_3”. A real sharp result will only be achieved with a scaling value of 100%, 50% and 25%.



Please also watch the Video Tutorials:

1. Load actions and styles in Photoshop

<http://youtu.be/LVuJRO1Aa3Y?hd=1>

2. Generate a terrain

<http://youtu.be/nHfvYS6t84A?hd=1>

3. Change the surface

http://youtu.be/RMW8-b_BK5U?hd=1

4. Change the background

<http://youtu.be/5KDBiZLTPpk?hd=1>

5. Generate a simple route on your terrain

http://youtu.be/_Mb_rTLNZxo?hd=1

6. Edit the Compass Smart Object

<http://youtu.be/pdL0O1k0lXk?hd=1>

7. From Google Screenshot to 3D Map

<http://youtu.be/7d-8iBOU6Ew?hd=1>