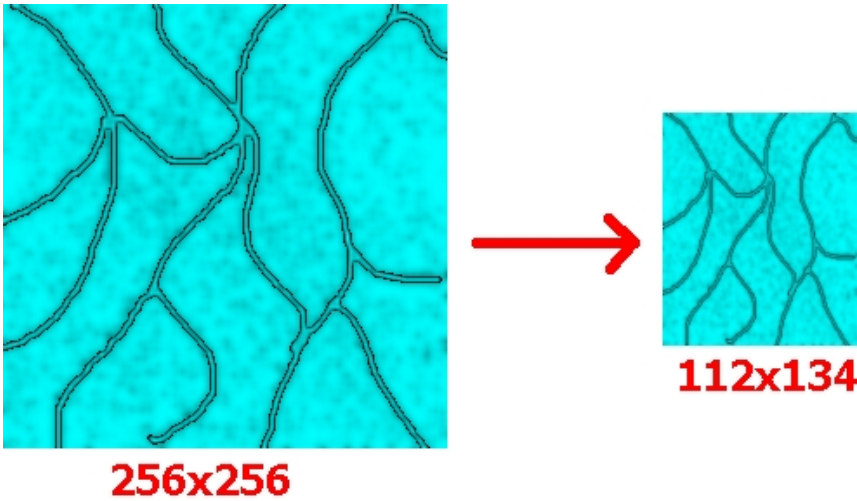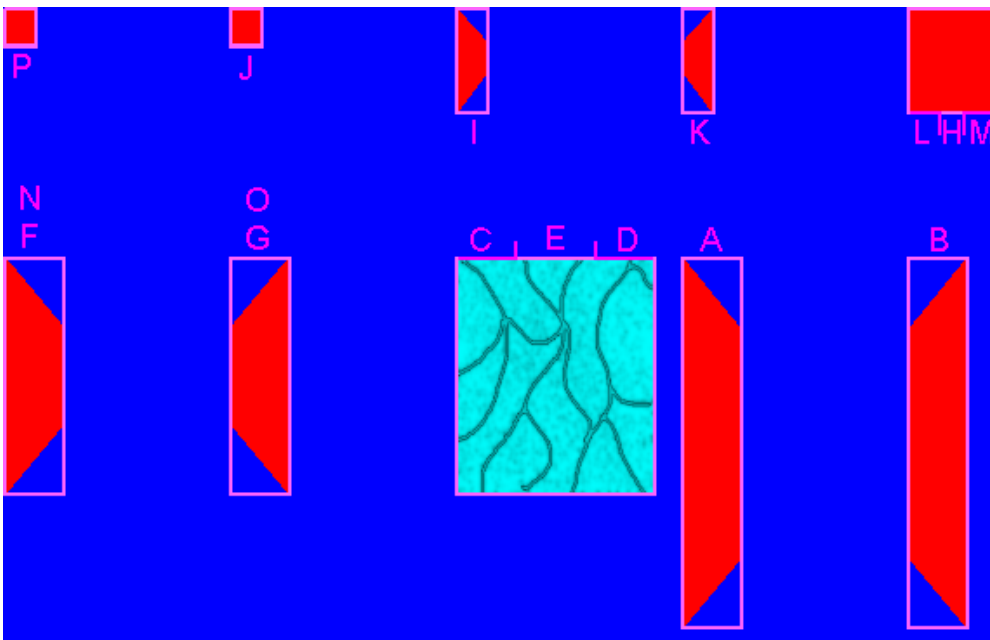Creating a wall graphic for 640x480 resolution

This is a sample work flow done in Paint Shop Pro, and while the buttons look a bit different and some things go by different names, this workflow will also work for Photoshop and The GIMP. Unfortunately, this will not work for MS Paint.

1.   Pick a texture you wish to use for your wall. Resize this image to 112x134 pixels. You may need to crop the picture or do other things to get it to look the way you want. Once it is the correct size and looking the way you would like, save it.

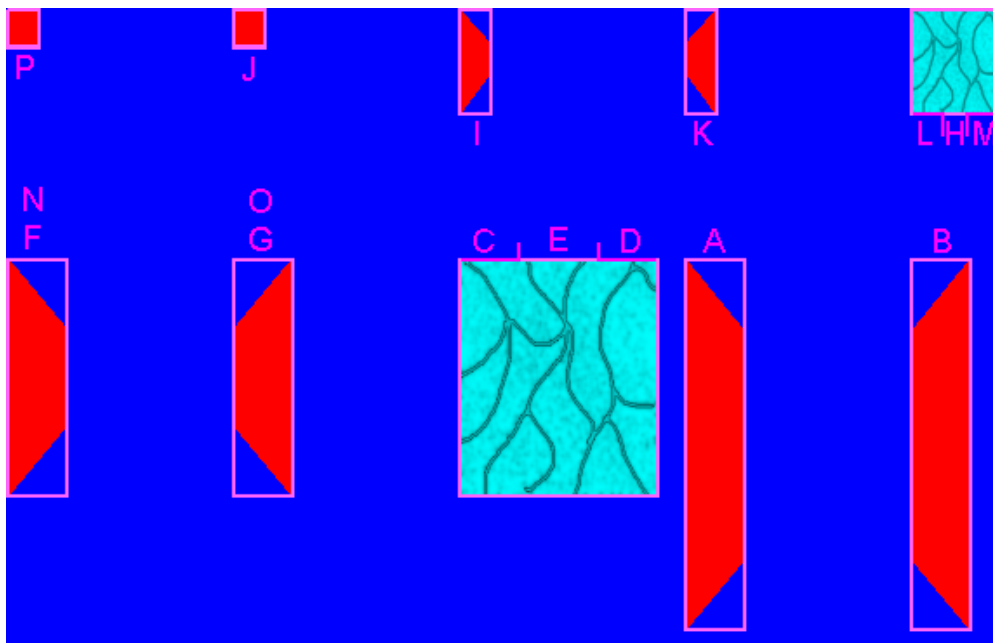
256x256 → 112x134

2.   Decide which wall template you are going to use, the default or the tall wall, and load that template into your art program.

3.   Select your texture and copy it. Now, select the template and paste the texture into it. Move your selection to match wall E. Your texture should cover the red in the texture exactly unless you are making an abnormal wall.
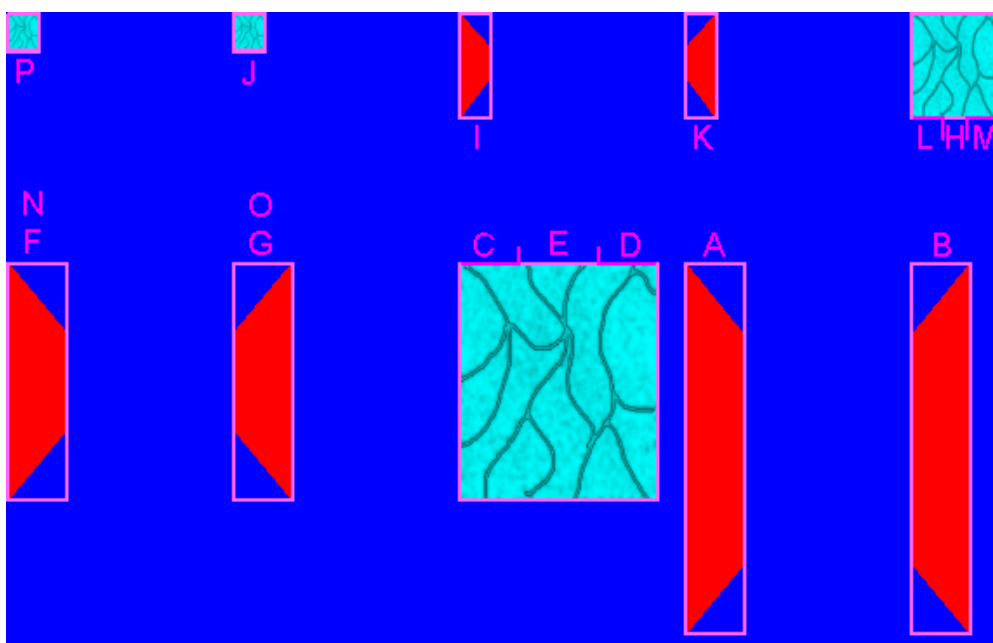
4.   Select your texture and resize it to 48x58 pixels. Copy the now smaller texture. Note that your paint program will try and make this 48x57 if you have the proportions locked. It does this because DC rounds a different way than PSP.

5.   Select your wall template and paste the texture into it. Move the texture to the wall H section and cover the red, just as with the first wall.
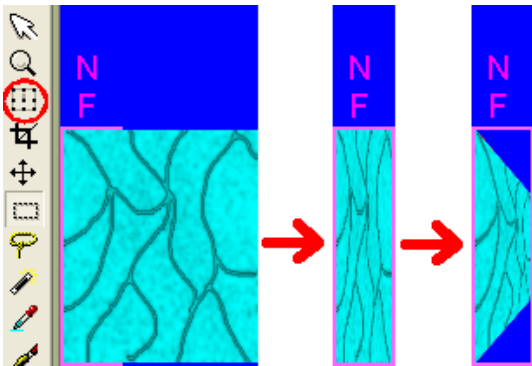

6.   Select your texture and resize it to 16x19 pixels. Copy the now even smaller texture.

7.   Select your wall template and paste the texture into it. Move the texture to the wall P section and cover the red. Paste another copy of the texture and move it to the wall J section and cover the red. Both textures should be an exact fit.
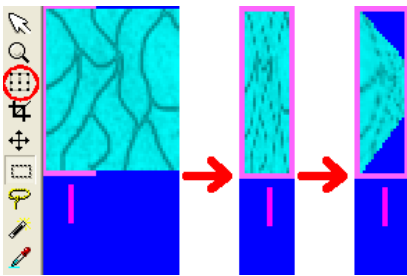
8.   Save your wall template under a new name. Save using a format that supports layers. In the case of Paint Shop Pro, it is .psp, for Photoshop it is .psd, and for the GIMP it is .xcf.

9.   Select your texture and back-up (ctrl+z) two steps so that it is at it's original size. Copy the texture.

10.   Select your wall file and paste the texture over wall F. Promote the floating section to a layer. Use the Deform tool to make the texture the same size and shape as the red wall in the template. I've found that it helps to make it narrow first and then bring in the right hand corners. Hold down the ctrl key while over the upper right hand corner manipulation box, click the box (still holding down the ctrl key) and drag the corner down until you can see red underneath it, then move it back up so that it just covers the red. Notice that the bottom corner will have moved up into the correct position.

11.   Make sure your wall file is selected and again paste the texture, but this time over wall G. The selection should be promoted to it's own layer. As with above, use the deform tool to go through the process to create a wall that is the mirror of the one created in the previous step. Now is a good time to save your work.
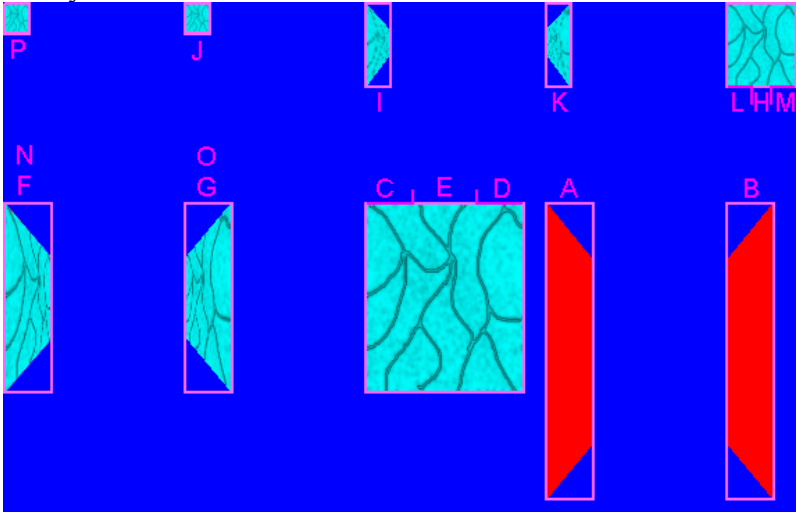
12.   This step is similar to step 10 above. Select your texture and resize it from 112x134 to 48x58. Copy and paste onto your wall file over wall I. Promote the floating section to a layer. Use the Deform tool to make the texture the same size and shape as the red wall in the template. I've found that it helps to make it narrow first and then bring in the right hand corners. Hold down the ctrl key while over the upper right hand corner manipulation box, click the box (still holding down the ctrl key) and drag the corner down until you can see red underneath it, then move it back up so that it just covers the red. Notice that the bottom corner will have moved up into the correct position.
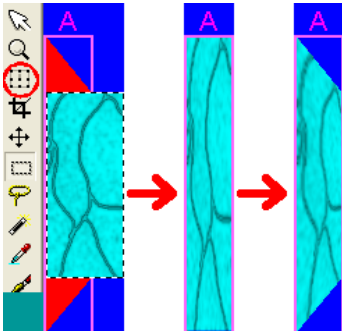

Walls in the picture are shown at 2x resolution for convenience of illustrating my point.

13.   Make sure your wall file is selected and again paste the texture, but this time over wall K. The selection should be promoted to it's own layer. As with above, use the deform tool to go through the

process to create a wall that is the mirror of the one created in the previous step. Now is a good time to save your work.

14.　Select your texture (make sure it is at 112x134 resolution) and select the right half - the rightmost 56 pixels to get a new selection that is 56x134 pixels. Copy and paste onto your wall file over wall A. Promote the floating section to a layer. Use the Deform tool to make the texture the same size and shape as the red wall in the template. I've found that it helps to make it narrow first, then stretch to the new height and then bring in the right hand corners. Hold down the ctrl key while over the upper right hand corner manipulation box, click the box (still holding down the ctrl key) and drag the corner down until you can see red underneath it, then move it back up so that it just covers the red. Notice that the bottom corner will have moved up into the correct position.

15.　Select your texture and this time make your selection of the leftmost half, again getting a selection that is 56x134. Select your wall file and again paste the texture, but this time over wall B. The selection should be promoted to it's own layer. As with above, use the deform tool to go through the process to create a wall that is the mirror of the one created in the previous step. Now is a good time to save your work.

16.　Flatten your image. Choose Save As from the File Menu [F12] and save your new wall as .png with a name that helps identify it in a folder where you can easily find it to use in Dungeon Craft.

Here's the final wall.