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Subject: 2d Tileset's

Posted by [Cpo64](#) on Mon, 08 Mar 2004 22:58:03 GMT

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My suggestion for making a tile set, is to take a picture of the whole map from over head, using a render that doesn't do perspective (makeing things smaller when they are further away, and other distortions) then take that image, to some touch ups, and devied it up into a grid.

As for making it work, I realy have no experence with any of that.

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