HOW TO CREATE UNDERGROUND ROOMS AND CAVES

The background has been changed to dark and an above and below ground is suggested with grass paths and land paths used for the soil layer. The underground room is a simple box shape.

However we only need the two back walls and the floor.

Select a contrast colour that will show up against your dark background for your floor and walls.
I have now removed the white blocks which were a visual aid only, added a doorway and steps and put in white paths in the doorway to suggest strong sunlight.

There you are; underground rooms, a treasure room, lair of the mummy under a pyramid, an underground railway or underground wine cellar? Endless possibilities! Have fun with it!

St Giles church in the village of Little Chelmsford. Here once again I have added a soil layer with dark paths underneath to suggest the underground.
Now I add my underground room using the same methods I discussed previously. Nefarious goings on in the Crypt of St Giles.

Exactly the same methods are used here. There is a layer that suggests the above ground with darker land path used for strong contrast underground. White paths at the tunnel mouth suggest strong sunlight shining in.
Crates were used to make stalagmites and stalactites.

“The Master Smith” Farm by Rascal Blenner

Below: This is exactly the same principle of a clear above and underwater scene. There is more than one way of doing an underwater scene and perhaps this should be explored in a different How To.

“Atlantis” Farm by Rascal Blenner

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