Making Political Borders in CC3

So, you want your maps to look a little bit more like a Rand-McNally atlas, and your not quite sure how to go about. Well, its actually a lot easier than you think.

Let’s start first with a land mass made in CC3. The templates and styles do not matter, so I am using the default settings for this tutorial.

Next, select the Drawing Tools Icons and select the BORDER, DEFAULT tool. Notice how your SHEET and LAYERS change to S: BORDERS and L: BORDERS/POLITICAL respectively. That’s OK, just keep that in mind for later.
With the border tool, start drawing where you want your first border. It is a good idea to keep in mind borders originally followed easily recognizable land features: Rivers, Forest edges, coastlines, mountain chains, etc. (I've added a few rivers to my map to emphasize the drawing of borders.

After clicking on the **Border Default** tool, start drawing your border **away** from any rivers, coastlines or other borders. After starting the line take a look at the **Command Line**, you will notice you can hit the **T** key to start tracing an already existing line. One thing to keep in mind, is when following your coastline is whether it was drawn **clockwise** or **counterclockwise**. Sometimes you may find the trace tool following that same direction, so best to keep an eye open for it and be aware.

OK, so now we have drawn some borders, but they are pretty unimpressive so far. First, change your layer to **BORDERS/POLITICAL** and freeze all other layers. This allows us to select ONLY the entities on this layer. Now right-click on the **Fractalise** tool, and select **Path To Poly** option. This will enable us to close those borders and turn them into solid entities. Start selecting each border individually, in a place where you have no overlapping borders (this is why we froze all other layers, so we are only grabbing our borders). If you want you can even **HIDE** all other layers to make it a little easier.

Your map should look something like this:
Now, we will start changing the colors of these regions and apply some effects. (If you want to add more countries now is a good time to do it following the commands above).

* The Astute reader at this point may notice I had a SHEET called countries, and they did not. Pay no heed to that, everything will work out OK.

Change the colors on each country as you desire, and once done, activate the SHEET effects. (I chose the Overland CC3 1000x800 effects). Notice that nothing fancy has happened to our countries. Now we can apply some effects. Maybe you want a transparency so the features below will show up (somewhere between 50% and 25% is good, but your tastes may vary.
Another cool effect is the *EDGE FADE* effect. The standard default settings:

![Image of EDGE FADE effect settings](image1.png)

This gives us a map that looks like the following:

![Map with EDGE FADE effect](image2.png)

All in all, the final tweaking of the map is a matter of personal tastes, but the tools above you are well on your way Cartographer.

Best of Luck.

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