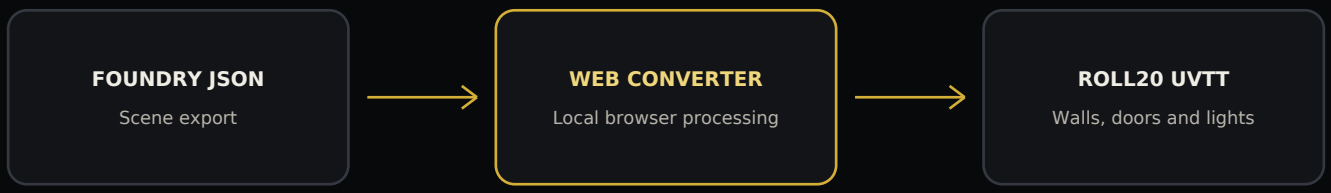
STEP-BY-STEP WEB GUIDE

Foundry-to-Roll20 Wall Converter

Export a Foundry VTT Scene, convert it locally in your browser, and move its walls, doors, lights, grid and dimensions into Roll20.



ANIMATED MAP	STATIC MAP
The converter creates a UVTT with a transparent technical background. Add the matching WEBM in Roll20 afterwards.	The converter embeds a PNG, WEBP, JPG or JPEG image directly in the UVTT.

No installation and no server upload. Conversion happens locally in the browser.

STEP 1 / FOUNDRY VTT

Prepare and export the Scene

The converter accepts Foundry VTT Scene exports in JSON format. Prepare the Scene before exporting so all geometry can be translated safely into UVTT map coordinates.

Screen01 - Foundry Scene context menu with Export Data selected.

1. Open the Scenes directory

Locate the exact Scene that contains the walls, doors and lights you want to convert.

2. Open the Scene context menu

Right-click the Scene entry.

3. Choose Export Data

Foundry saves a JSON file. Keep the matching WEBM separately if this is an animated map.

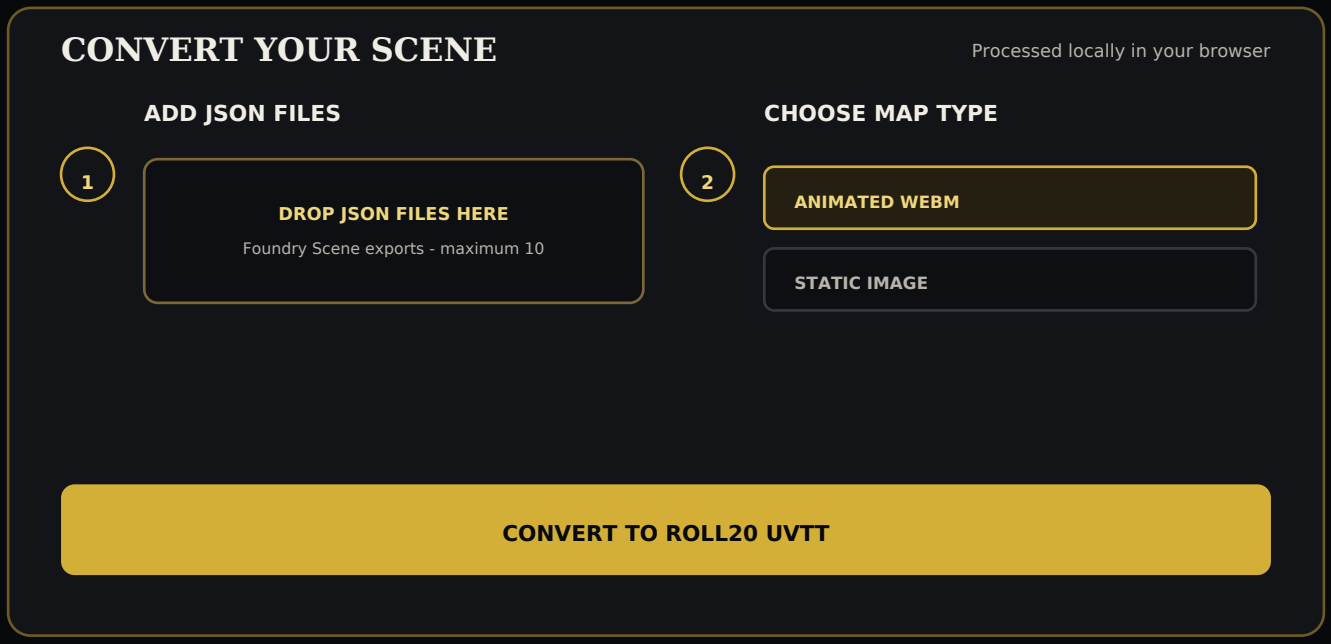
> **!** **REQUIRED: KEEP ALL GEOMETRY INSIDE THE MAP**
>
> No wall, door or movement barrier may extend beyond the actual map rectangle. Foundry's padding area is not part of the exported map. For reliable conversion, leave at least one full grid square of clear margin around every map edge.

Square grids are recommended. If the Scene uses a non-square grid or a background offset, scale or rotation, the converter will add a warning and Roll20 alignment may need manual correction.

STEP 2 / WEB CONVERTER

Convert the exported JSON

Open the Foundry-to-Roll20 Wall Converter page on Dransky Battle Maps. The tool processes files locally in your browser and does not upload them.



1 **ADD JSON FILES**

Drop one or more Foundry Scene JSON exports into the first field, or click it to browse. You can convert up to 10 Scenes at once.

2 **WAIT FOR SCENE ANALYSIS**

Confirm the status line reports the expected number of Scenes, walls, doors and lights. Open Advanced settings and detected scene data if you want to review map squares, grid size and Foundry padding.

3 **CHOOSE ANIMATED WEBM OR STATIC IMAGE**

Animated WEBM is selected by default. Static Image opens a second upload field for matching PNG, WEBP, JPG or JPEG files.

4 **CONVERT AND DOWNLOAD**

Click Convert to Roll20 UVTT. Download the single UVTT result, or Download ZIP when multiple Scenes were converted.

STEP 2 / MAP TYPE

Choose the correct conversion mode

The selected mode determines what is stored in the UVTT image field. Walls, movement barriers, doors and supported lights are converted in both modes.

ANIMATED WEBM	STATIC IMAGE
Use for an animated battlemap. Upload only the Foundry JSON. The converter creates a transparent technical background with the Foundry Scene dimensions.	Use for a still battlemap. Upload the Foundry JSON plus the matching PNG, WEBP, JPG or JPEG. The image is embedded directly in the UVTT.
Keep the matching WEBM ready for Roll20. UVTT cannot store animation.	For multiple Scenes, image names are matched against the Scene name or Foundry background filename.

Read the conversion result

Each result shows the Scene name, map size in squares, pixels per grid, and the converted counts of walls, doors and lights. Review every note before downloading.

OUTPUT	WHAT TO EXPECT
One Scene	A file named <Scene name> - Roll20.uvtt.
Two to ten Scenes	A ZIP named Foundry-to-Roll20-UVTT.zip containing one UVTT per Scene.
Creator label	Optional metadata under Advanced settings. The default is Dransky Battle Maps.

Converted data

Walls	Doors	Lights	Grid
Sight-blocking and movement-only barriers remain separate.	Portals are imported closed for manual review.	Visible, non-negative lights keep position, range, color, intensity and shadow behavior.	Map size and pixels per grid are calculated from the Scene.

STEP 3 / ROLL20 - ANIMATED

Import the UVTT first, then add the WEBM

Use this order for an animated battlemap. The generated UVTT supplies the technical map background plus walls, doors, lights, grid and dimensions. The WEBM supplies the visible animation.

1 **START WITH A NEW ROLL20 PAGE**

Open your game and begin with a new page for the converted Scene.

2 **UPLOAD THE GENERATED UVTT FIRST**

Import the .uvtt file before adding the animation. Let Roll20 create or populate the page from the UVTT data.

3 **CHECK THE CONVERTER DIMENSIONS**

Note the exact map size in squares and pixels per grid displayed in the conversion result.

4 **SWITCH TO MAP & BACKGROUND**

Select Roll20's Map & Background layer so the video does not sit on the token or lighting layer.

5 **DRAG AND DROP THE MATCHING WEBM**

Place the animated map on the Map & Background layer after the UVTT import.

6 **SET THE EXACT SIZE**

Use Advanced - Set Dimensions - Pixels to Units and enter the exact square dimensions shown by the converter. Then align the WEBM to the page grid.

! **ORDER MATTERS**

UVTT first. WEBM second. If the video is added first, you may have to repeat the alignment after the UVTT establishes the page dimensions.

Do not expect the WEBM to be inside the UVTT: the converter deliberately generates a transparent technical image for Animated WEBM mode because UVTT cannot contain animation.

STEP 3 / ROLL20 - STATIC

Import a static map

Static Image mode embeds the selected map image in the generated UVTT. You do not need to add a separate WEBM or still image afterwards.

1 **UPLOAD THE FOUNDRY JSON**
Add the Scene export to the converter.

2 **SELECT STATIC IMAGE**
Add a matching PNG, WEBP, JPG or JPEG. For a single Scene plus a single image, that image is used directly. For batches, match filenames to the Scene or Foundry background name.

3 **CONVERT AND REVIEW**
The converter checks image dimensions, aspect ratio and pixels per grid. Resolve any error before downloading.

4 **IMPORT THE UVTT INTO ROLL20**
Start with a new page and upload the UVTT. The image and converted geometry arrive together.

Door behavior after import

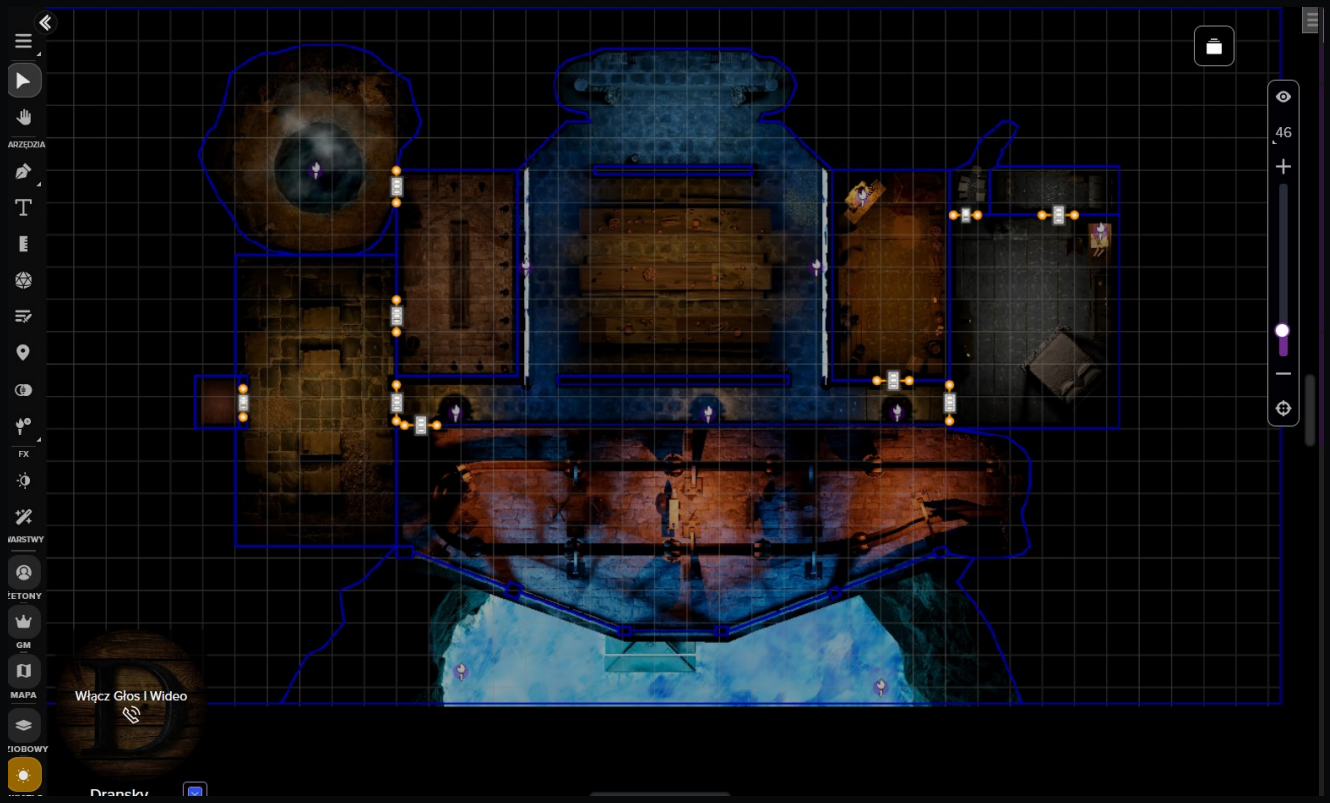
FOUNDRY STATE	ROLL20 RESULT / ACTION
Standard door	Imports as a closed portal. Review it before play.
Open door	Imports closed. Open it manually in Roll20.
Locked door	Imports as a standard closed door. Mark it Locked manually.
Secret door	Imports as a standard closed door. Mark it Secret manually.

The converter ignores hidden lights and negative lights. Other visible supported lights are included in the UVTT output.

STEP 4 / VERIFY

Check Dynamic Lighting and alignment

Before inviting players, inspect the imported page in Roll20 and compare the lighting geometry to the visible map.



Screen02 - Converted map in Roll20 with walls and door controls visible.

1	Confirm that blue wall paths follow the map walls and map boundary.
2	Inspect every door and apply Secret, Locked or Open states manually where required.
3	For animated maps, confirm the WEBM grid and imported UVTT grid overlap exactly.
4	Verify lights and test the page in player view before the session.

TROUBLESHOOTING

Fix common conversion problems

MESSAGE OR SYMPTOM	WHAT TO DO
Converted geometry falls outside the map	Return to Foundry. Move or shorten the reported wall, door or movement barrier so it lies inside the actual map rectangle. Leave one full grid square of clear margin, export the Scene again and reconvert.
Missing Foundry Scene fields	Make sure you used Export Data on a Scene. The JSON must contain Scene width, height, grid and walls data.
Static image not matched	Rename the image to match the Foundry Scene name or the Foundry background filename. Then add the files again.
Static aspect ratio mismatch	Use the map image that belongs to that Scene and matches its width-to-height ratio. The image must also resolve to a whole number of pixels per grid square.
Grid or map does not align	Review any converter warning about a non-square grid or custom Foundry background offset, scale or rotation. In Roll20, reset the WEBM to the exact square dimensions shown by the converter and align it again.
Door state differs	This is expected for Open, Locked and Secret Foundry doors. The converter imports them closed for manual review.

Final checklist

[ ]	Every Foundry wall, door and barrier stays inside the map, with a one-square margin.
[ ]	The converter reports the expected Scene, wall, door and light counts.
[ ]	Animated map: UVTT imported first, WEBM added second on Map & Background.
[ ]	The Roll20 map dimensions match the converter result exactly.
[ ]	Door states, lighting and player view have been tested.

Ready for the game table.