

FORTNITE BUILDING QUICK REF v1.0

by Abyssalheaven | Patch V.1.9 | 01

WALLS

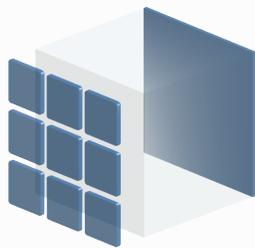
Walls are deceptively complex, as they offer the largest number of building variations by adding or removing squares on a 3x3 grid. However, many variations are not considered as viable in Battle Royale, due to their lack of cover, but may be helpful in some situations.



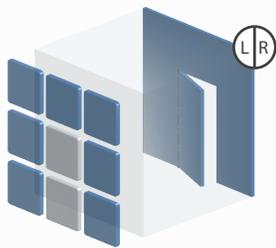
further variations can be made by shifting removed blocks left or right by one column



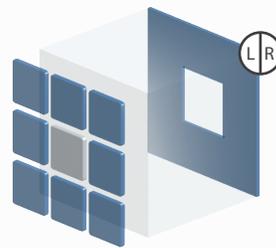
additional variation can be made by creating the mirror image of the pattern



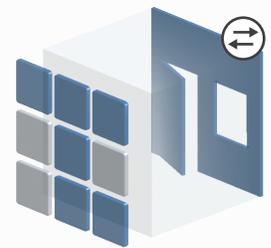
Full Wall [Default]



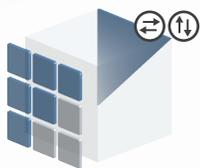
Door Wall



Window Wall



Combo Wall



Triangle Wall



Half Arch



Full Arch



2/3 Wall



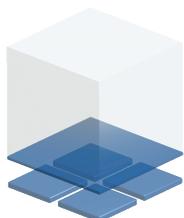
1/3 Wall



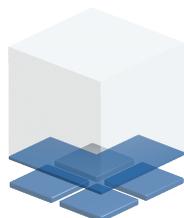
Pillar Wall

FLOORS

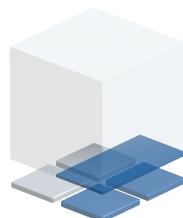
Floors are probably the most simple of the four building blocks, offering only five unique variations which are rather tame. However, they can double as roofs, and are quite useful in a variety of situations. Floors are edited by adding or removing squares from a 2x2 grid, in a similar fashion to Walls.



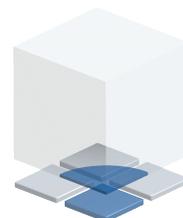
Full Floor [Default]



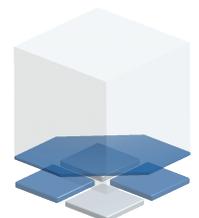
Corner Floor



Half Floor



Corner Balcony



Bridge

Note: For the sake of simplicity, banisters are not shown in the diagrams above.

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ROOFS

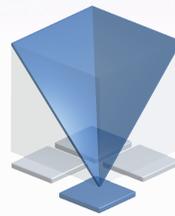
Roofs generate some of the most interesting building geometries in the game, and are useful in a variety of situations. Roofs are edited by raising and lowering squares on a 2x2 grid. The four corners of the resulting variation correspond to whether or not the associated corner tile was raised or lowered, resulting in 5 unique* variations. Raised squares are colored gray in the diagrams below.



Pyramid [Default]



1/4 Pyramid



Inverted 1/4 Pyramid



Tent



Ramp

* Technically, the Ramp variation isn't unique among all building geometries, but it is unique among roofs.

RAMPS

Ramps are edited significantly different than Walls, Floors and Roofs. They utilize the eight perimeter squares of a 3x3 grid, and are modified by changing the length of path around the perimeter by dragging from one corner to another. Depending on the shape of the path you draw, you get one of four unique variations. The direction you draw around the perimeter will correspond to the vertical upwards path provided by the ramp.



Full Ramp [Default]



"U" Ramp



"L" Ramp



Half Ramp

Note: For the sake of simplicity, banisters are not shown in the diagrams above.