City Designer 3 tutorial: creating a small city (part 8)

Last modified: 20-01-2009, by Gandwarf

In this tutorial we are going to create a small city.

Some important functions we are going to use are listed here and can be looked up if necessary:

= All city drawing tools

= Zoom in or out

= House drawing tool

= Open symbol catalog

= Sheets and effects

= Change sheet, color, pen thickness or width of entity

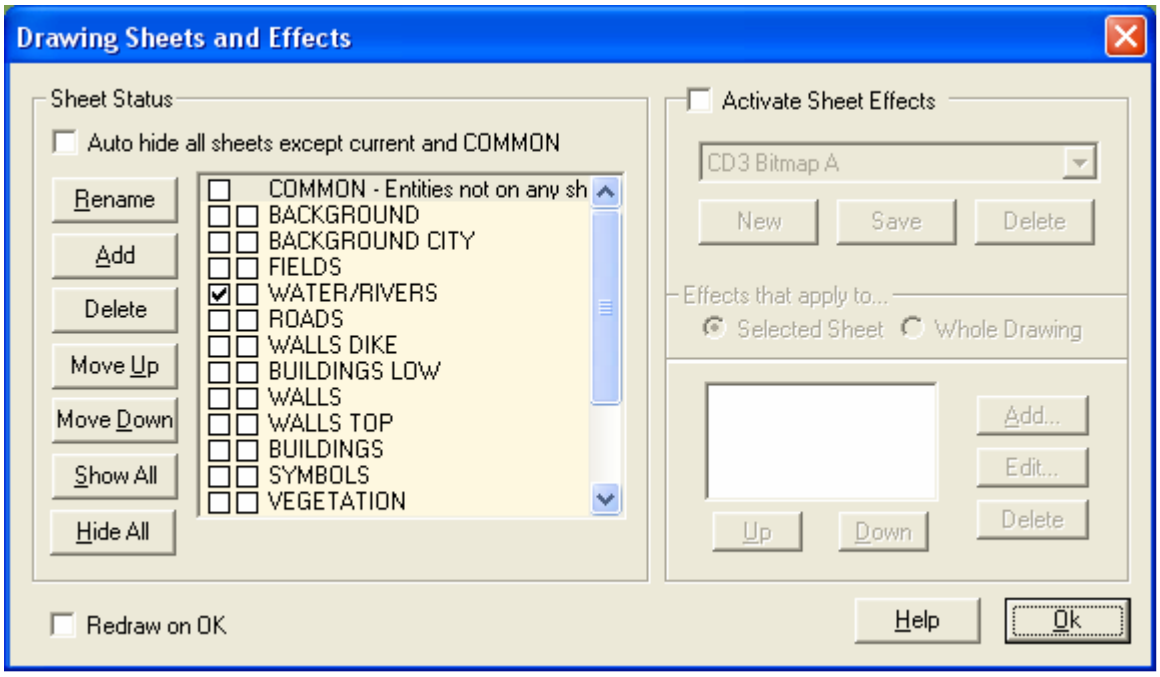
= Redraw button

= Erase button

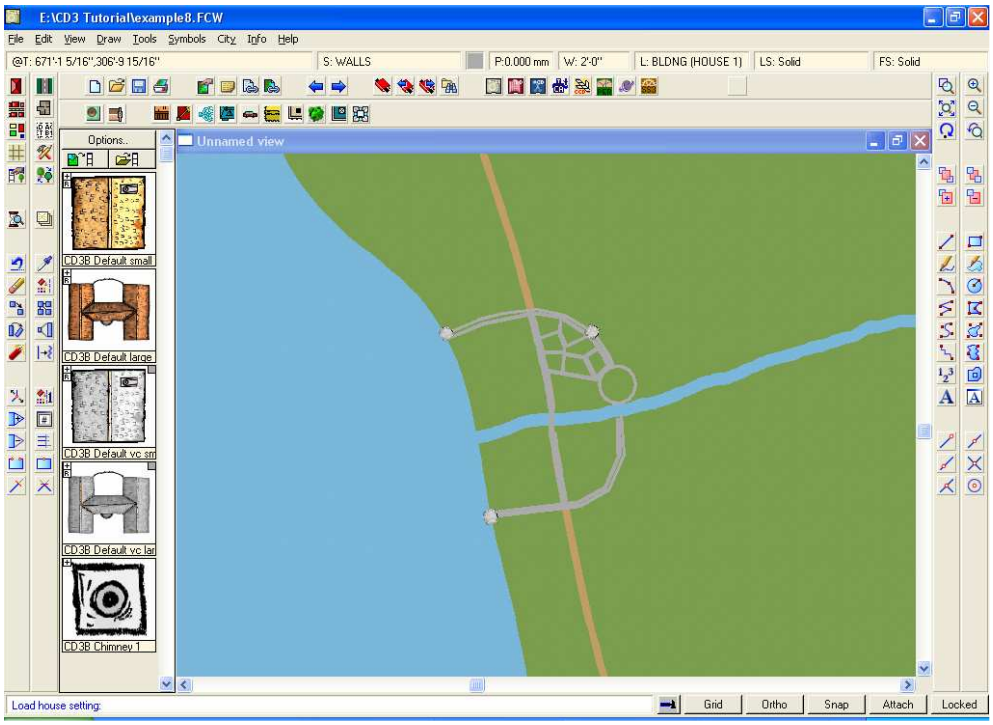
Now, lets open the map we made in part 7 of the tutorial...

- Open the last version of your map.

- Make sure you have turned off the effects as it might make editing our village slow!
  To turn off effects, click on the "Sheets and effects button." and make sure "Activate Sheet Effects" isn't checked. Now click *OK*.



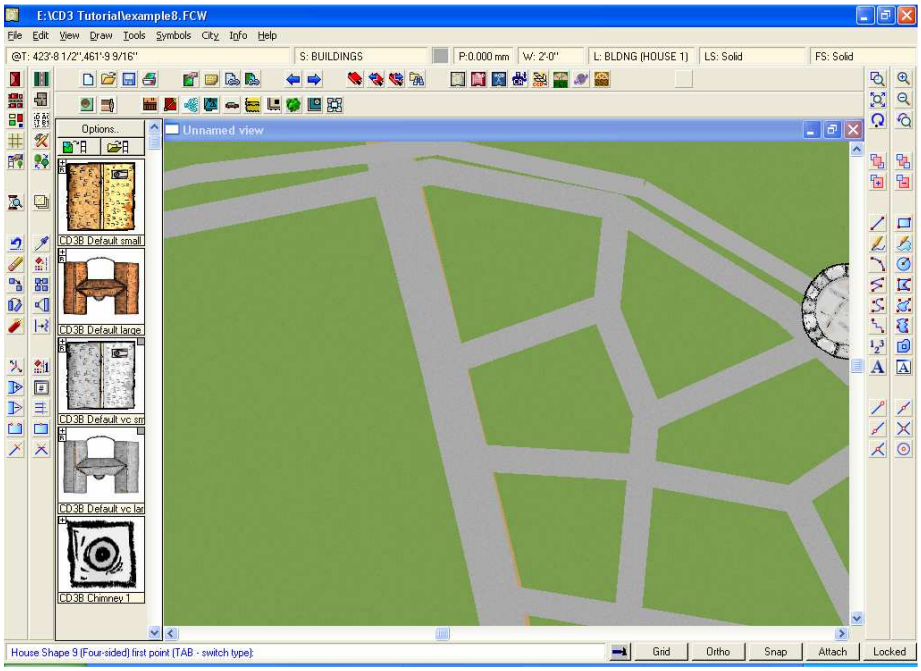
- When we left part 7 of our tutorial we were here:



Placing wall-sharing buildings...

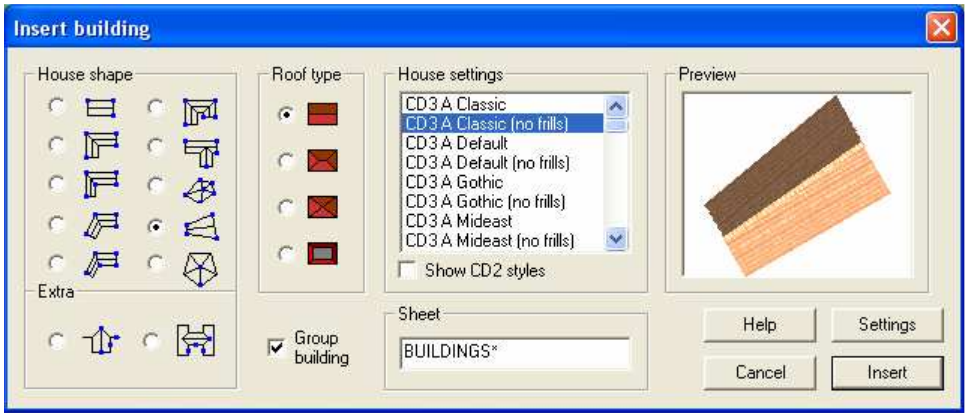
- When we left our city it was only an empty husk. Now it's time to start filling it up with buildings. Real estate prices inside the city walls would be especially high during the Middle Ages, so buildings would be crammed together, sharing walls.

- Make sure effects are turned off as we want to be able to see the roads without effects (one of the effects is an edge fade, making the roads a bit smaller). Also zoom in quite a bit, so you can clearly see the districts we have set aside in part 7 of this tutorial.



- Now click the "House" tool

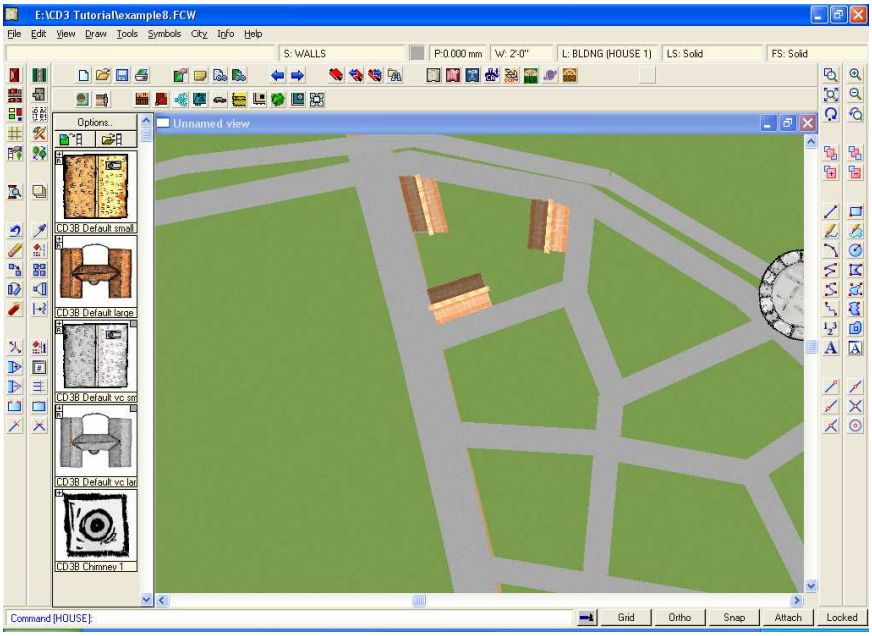
- Use these settings as the first type of our buildings:

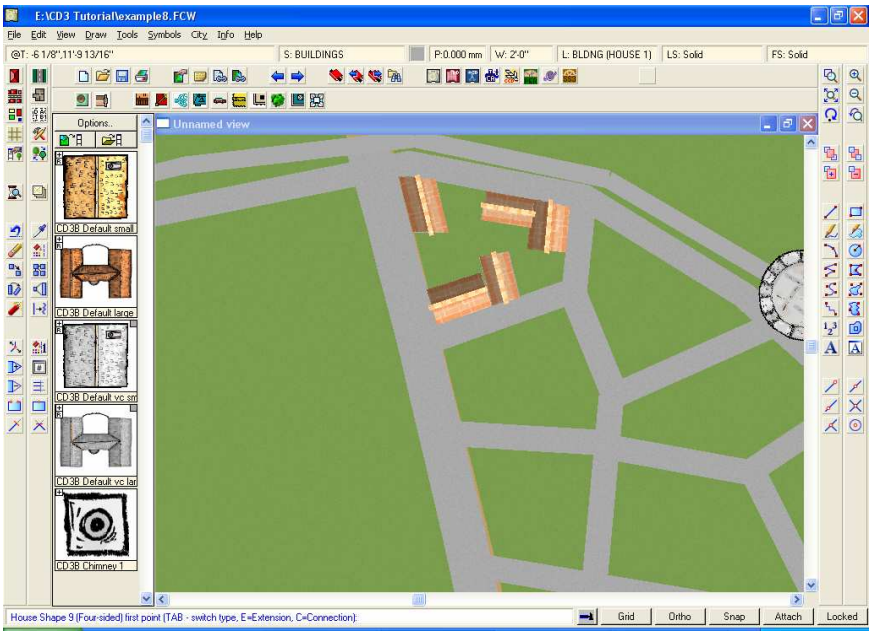


- Especially note the "House shape" I have selected. This is a freeform shape, meaning I get more freedom for the shape of my house. This way I can easily create building with diagonal walls for example.

- Click *Insert*

- Now start drawing a couple of buildings in one district and line them up with the road. Because of the special shape it should be quite easy to follow the contours of the road.
    - Create different shapes and sizes.
    - Make sure you don't place buildings on top of the road. A small overlap is acceptable, but not too much.
    - Keep spaces open for another type of housing.

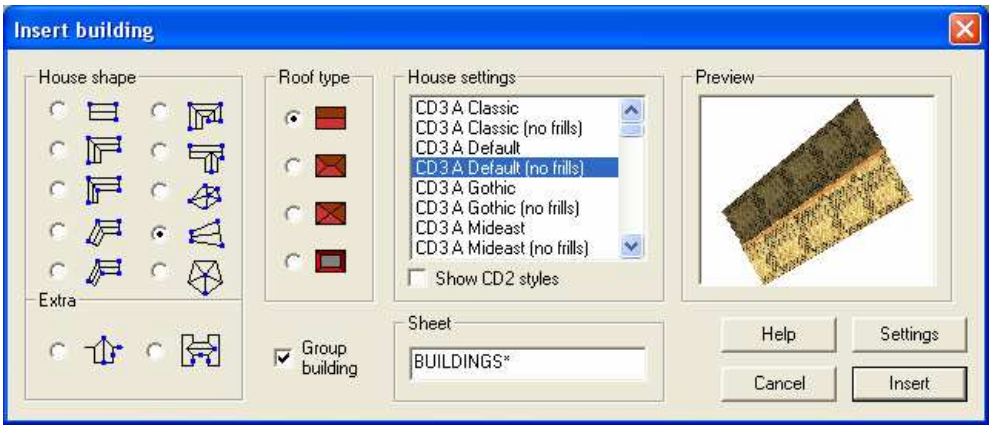




- Now we are going to add another type of housing. This way we will have different colored buildings and it will make our city look a lot more natural.

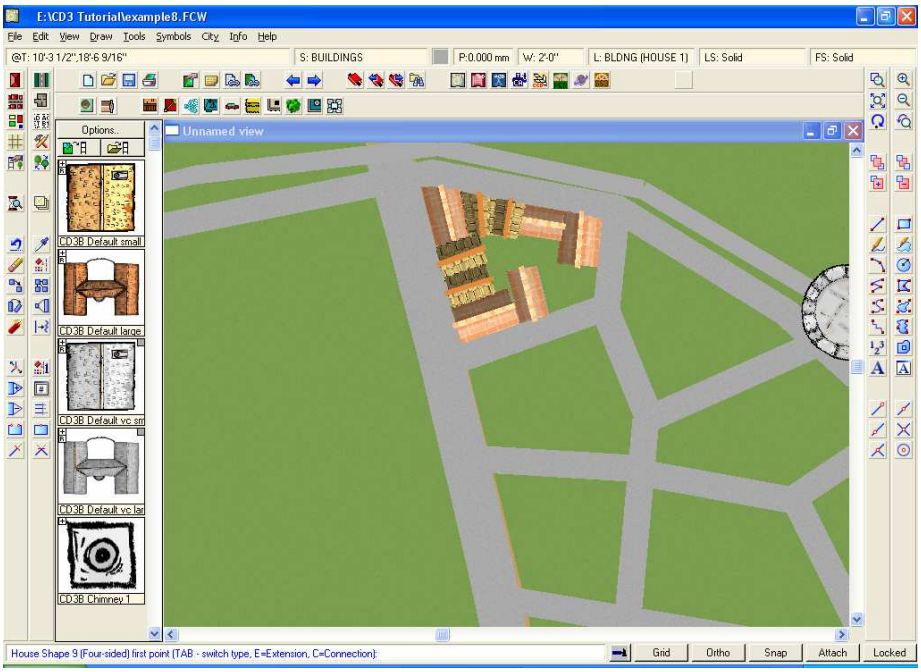
- Click the "House" tool

- Use these settings:

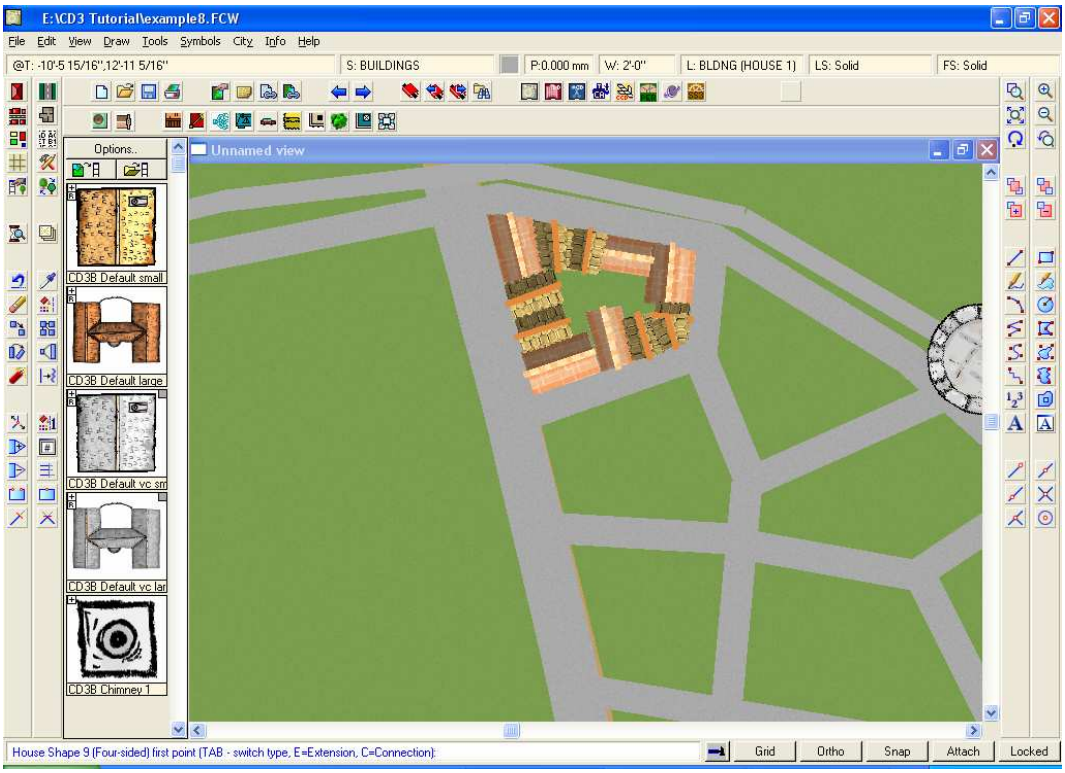


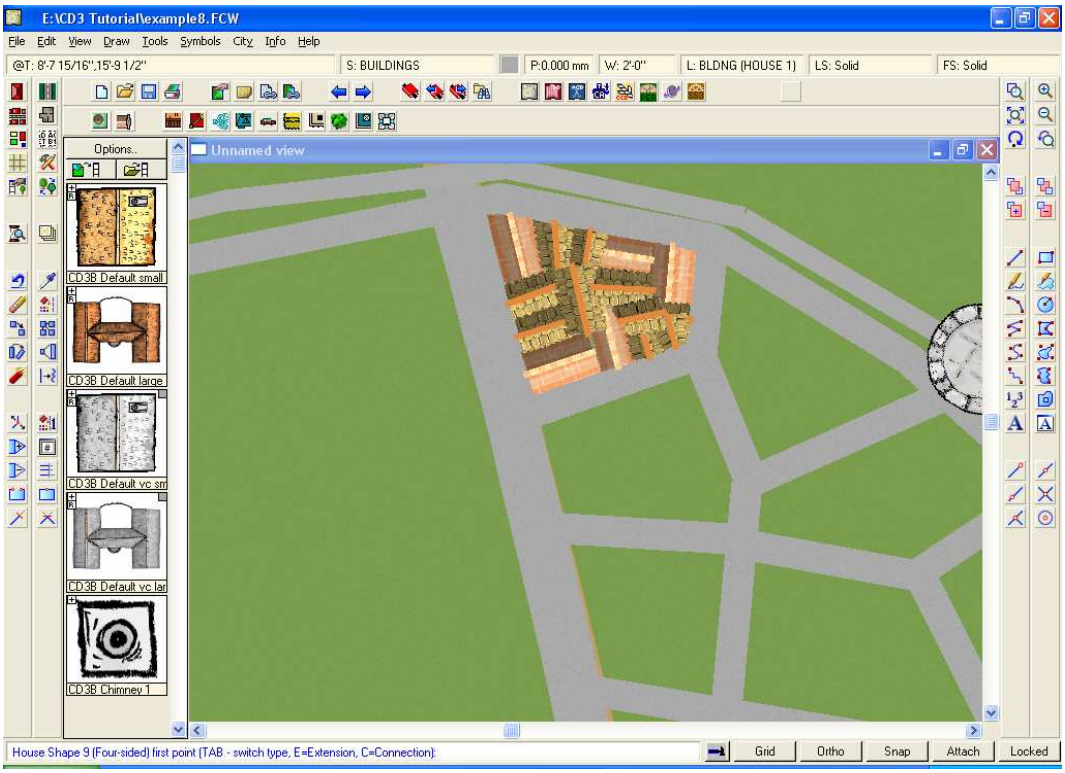
- Again, note the “House shape” I have selected. This is a freeform shape, meaning I get more freedom for the shape of my house.

- Now fill up the gaps in the district we have been placing houses in. It’s ok if your second type of houses overlaps some of the first types. When zoomed any side-effects won’t really show.

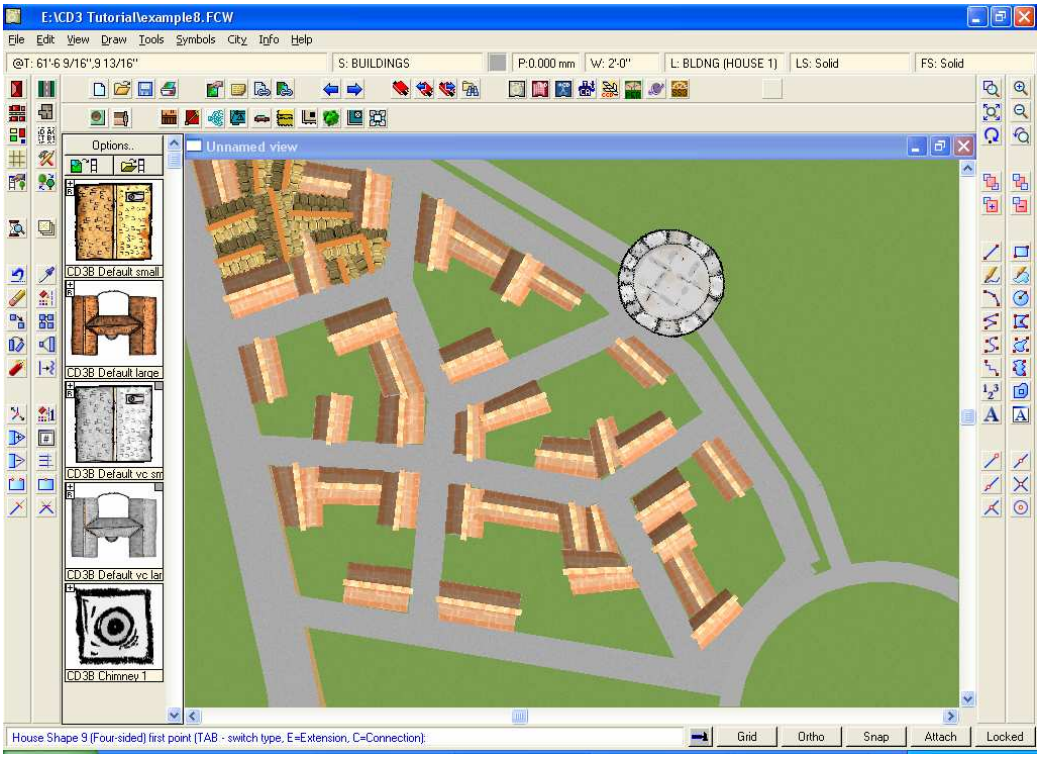


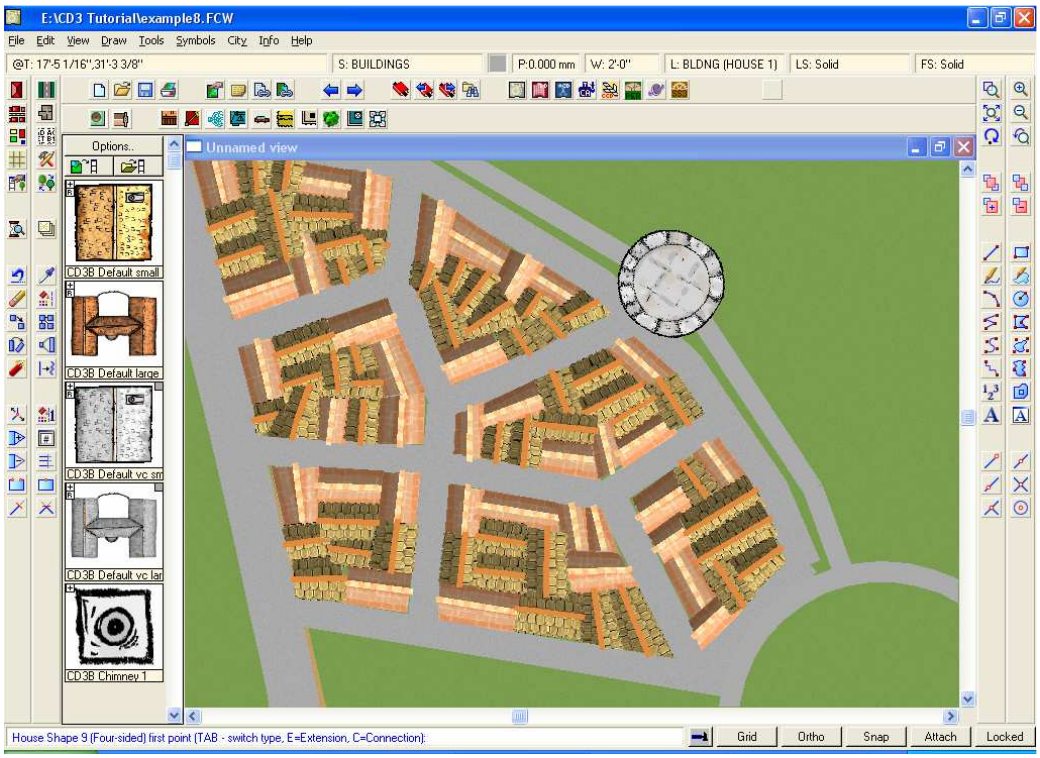
More screenshots on next page...


E:\CD3 Tutorial\example8.FCW
File Edit View Draw Tools Symbols City Info Help
@T: -10'-5 15/16",12'-11 5/16"
S: BUILDINGS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
House Shape 9 (Four-sided) first point (TAB - switch type, E=Extension, C=Connection):
Grid
Ortho
Snap
Attach
Locked


E:\CD3 Tutorial\example8.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 8'-7 15/16",15'-9 1/2"
S: BUILDINGS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
House Shape 9 (Four-sided) first point (TAB - switch type, E=Extension, C=Connection):
Grid
Ortho
Snap
Attach
Locked

- Now repeat this trick for the other districts we have set aside.

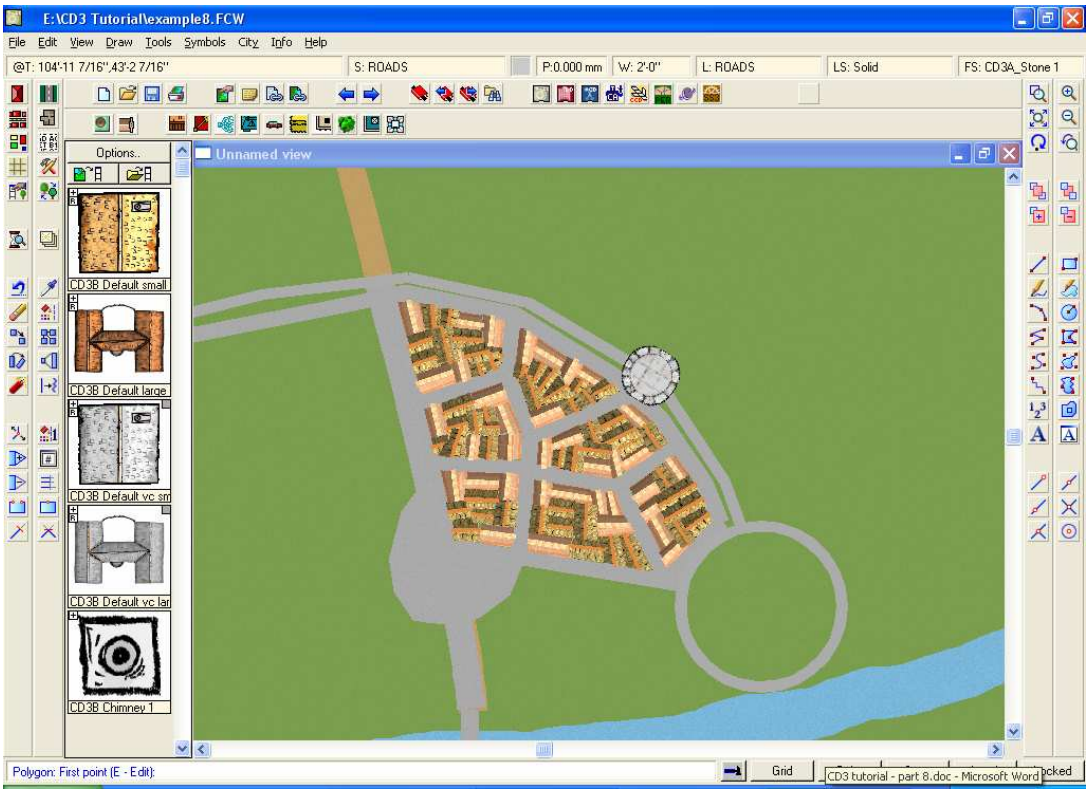




- As you can see my towers are looking a bit too big, but I will fix that later.

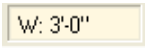
Let’s create a marketplace...

- Now let’s create a marketplace. It would probably start on or very near the main road as that road will see a lot of traffic.
- Click the “All city drawing tools” button
- Click *Advanced*
- Scroll down to “Square Dust” and select it by left clicking on its name
- Click *Ok*
- Now we can create a small square. I am going to put mine on the junction of the main road and the road to the keep. Like this:

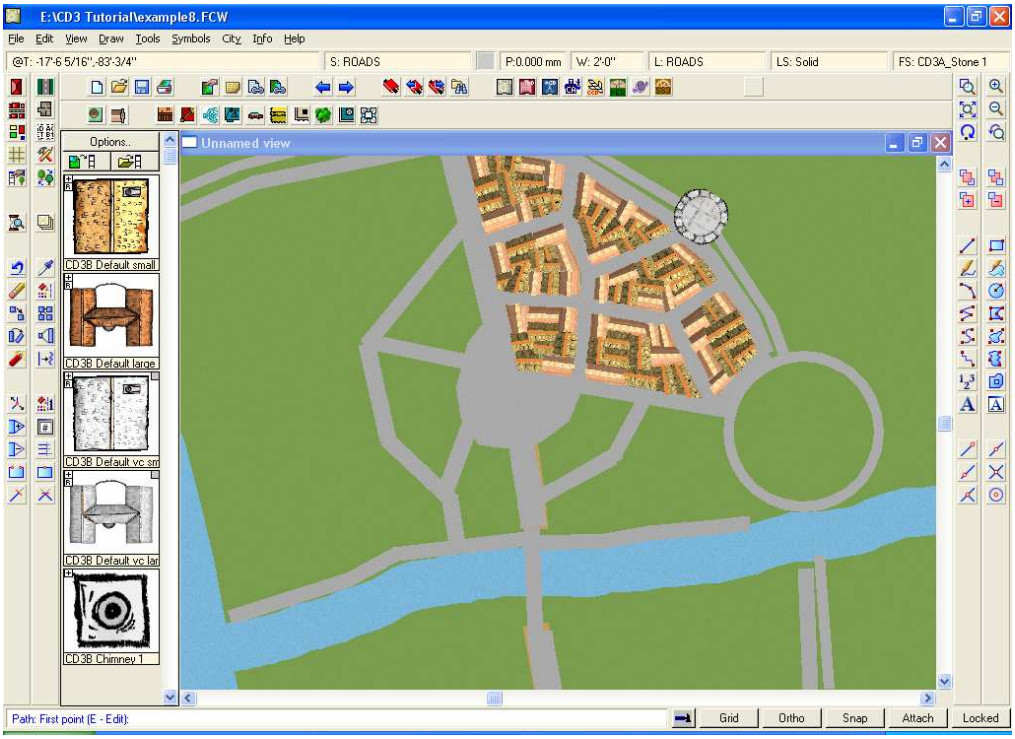


More roads, districts and fill them up...

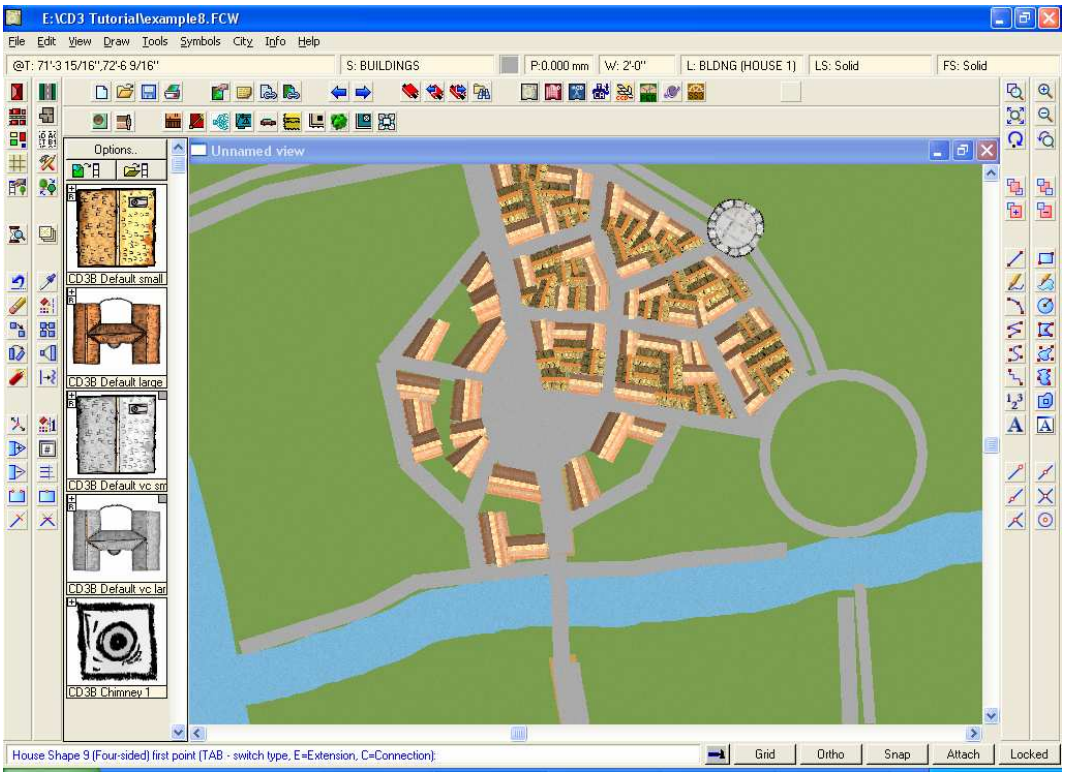
- Now that we have a marketplace, a center for commerce and business, we can draw some more roads, leading to and from the marketplace.
- Lets create some dust roads with a width of 3. Use the custom road tool you created in part 7: “Road, Dust generic Straight” and don’t forget to set your width to 3!

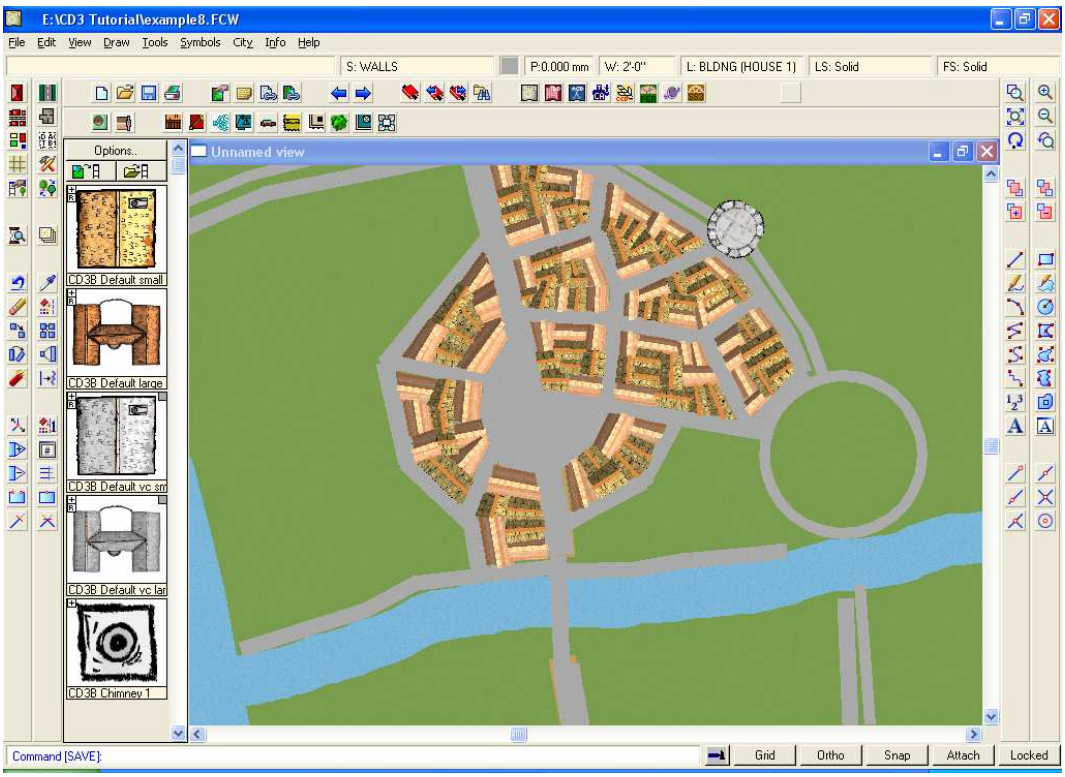


- It’s probably a good idea to zoom out so you can see your entire city.
- I created another cobweb pattern surrounding my marketplace and I also placed two roads on the shores of the river.



- Now using the technique we learned above let’s fill up those new districts. You might want to place a few bigger shapes near the edges of the marketplace. Those might be inns for example. Screenshots below!

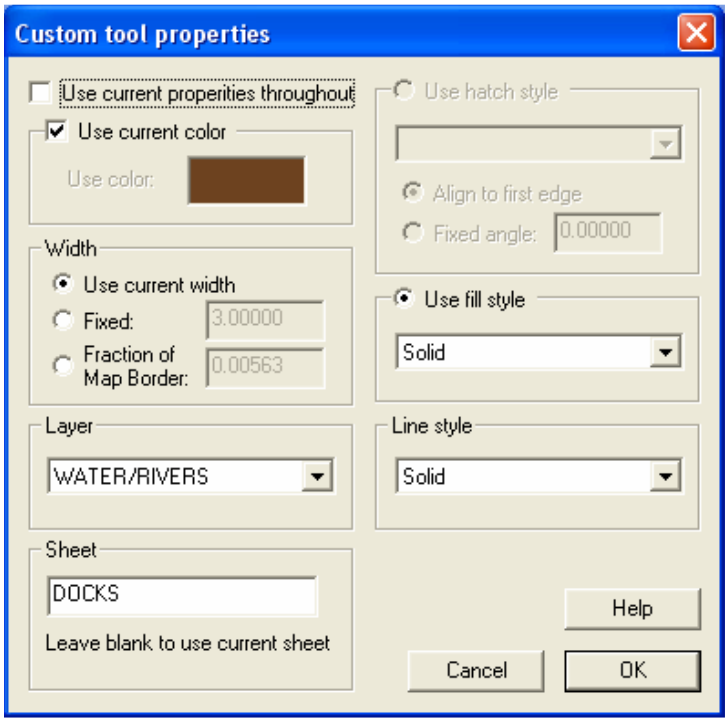

E:\CD3 Tutorial\example8.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 71'-3 15/16",72'-6 9/16"
S: BUILDINGS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
House Shape 9 (Four-sided) first point (TAB - switch type, E=Extension, C=Connection):
Grid
Ortho
Snap
Attach
Locked


E:\CD3 Tutorial\example8.FCW
File Edit View Draw Tools Symbols City Info Help
S: WALLS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Command [SAVE]:
Grid
Ortho
Snap
Attach
Locked

Docks...

- The city is near a lot of water and it will surely need docks. We are going to create a custom tool for them.
- Click the “All city drawing tools”
- Click *Advanced*
- Scroll down to “Road, Dust 5’” and select it by left clicking on its name.
- Click *New*
- Name your new tool “Docks”

- Click *OK*
- Click *Properties*
- Now change the properties to this:



Changes:

- o "use current color" checked
- o "use current width" selected
- o "use fill style" changed to "solid"
- o changed the sheet to "DOCKS"

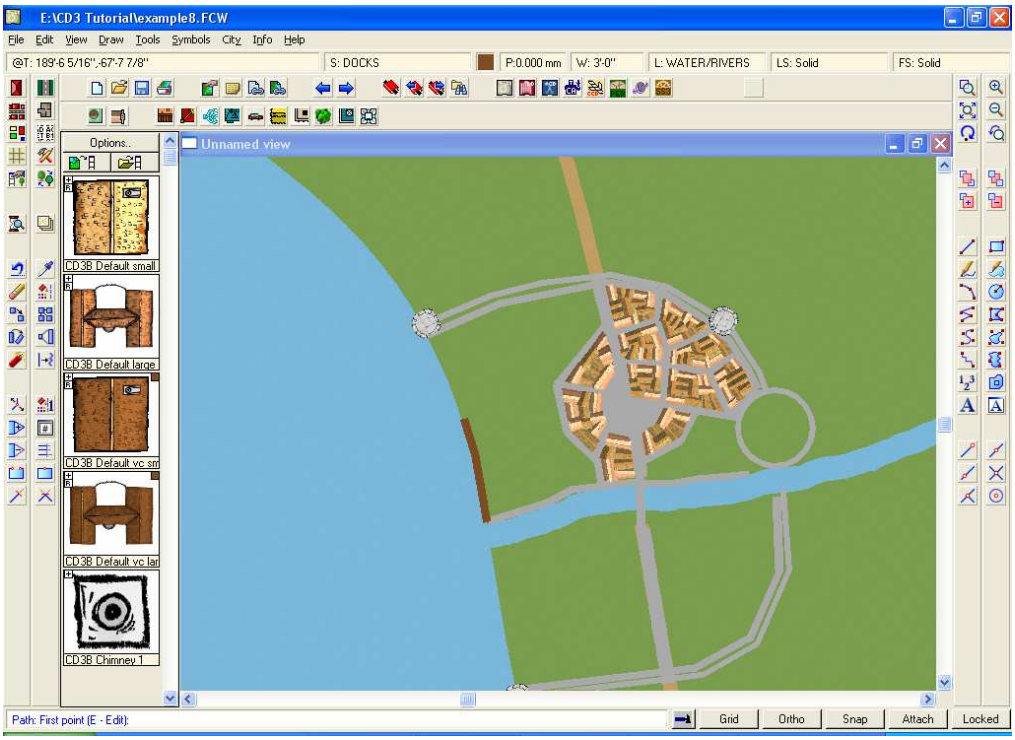
- Click *OK*

- Choose to save the settings. You have now created a custom tool we can use for docks.

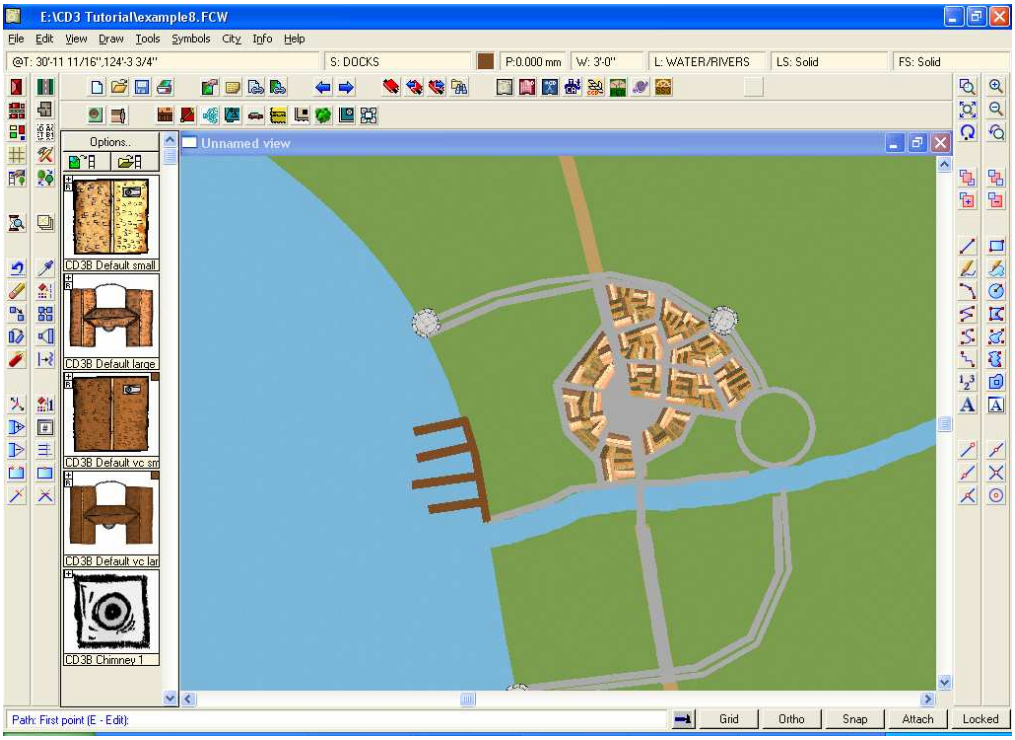
- Click *OK* again and you can start placing your docks.

- First make sure to select a soft brown color, as I want our docks to be wooden and set the width to 3. Your entity settings should look like this:

- Now lets create a wooden dock along part of our shore, tracing the sealine, like this:



- Now let's create a few piers where ships can dock, by using the same tool and drawing several lines like this:



- As you can see I created docks with different lengths.

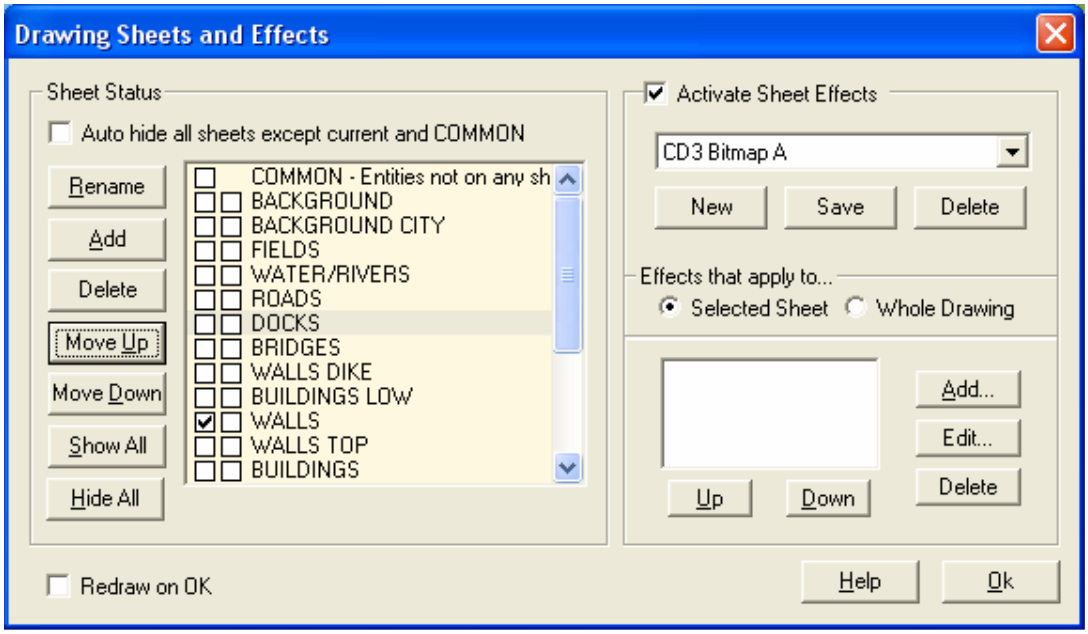
- Time to add some effects to our docks.

- Click on the "Sheets and effects" button.

- Make sure “Activate sheets” is checked so that we can edit the effects.

- First lets move the “DOCKS” sheet so that it is drawn over our roads.

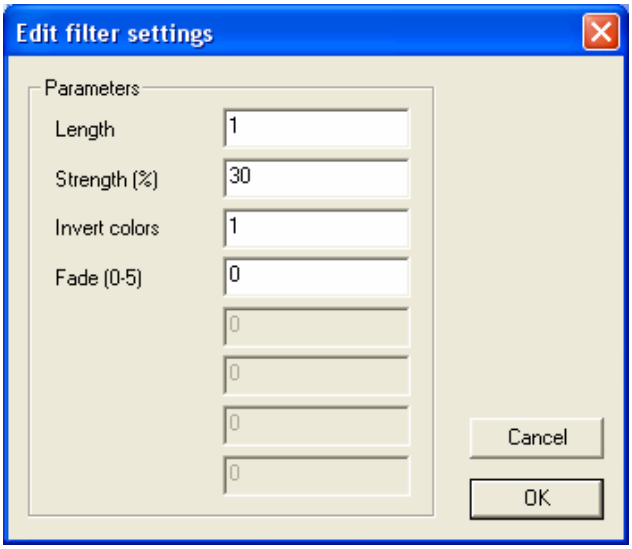
- Click on the name “DOCKS” to select it. Now keep clicking on the *Move up* button until it’s just below the “ROADS” sheet (meaning “DOCKS” will be drawn on top of “ROADS”)



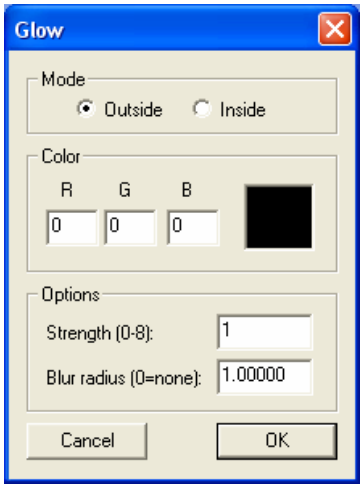
- Make sure you still have “DOCKS” selected and click *Add*

- Add the following effects:

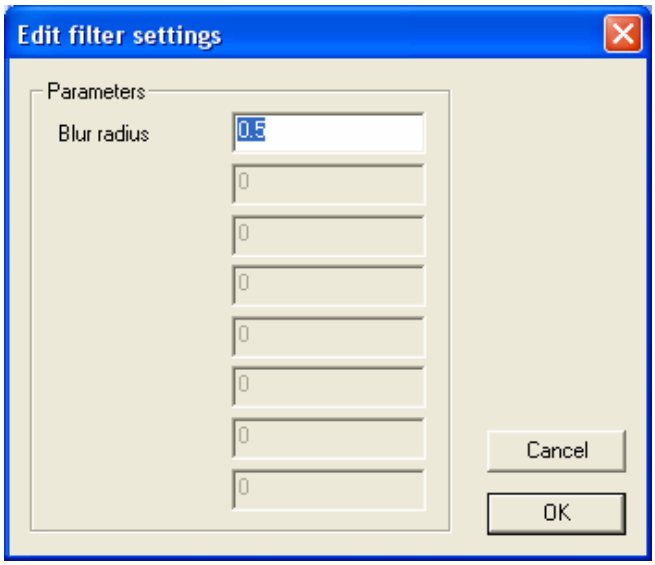
1. Bevel



2. Glow

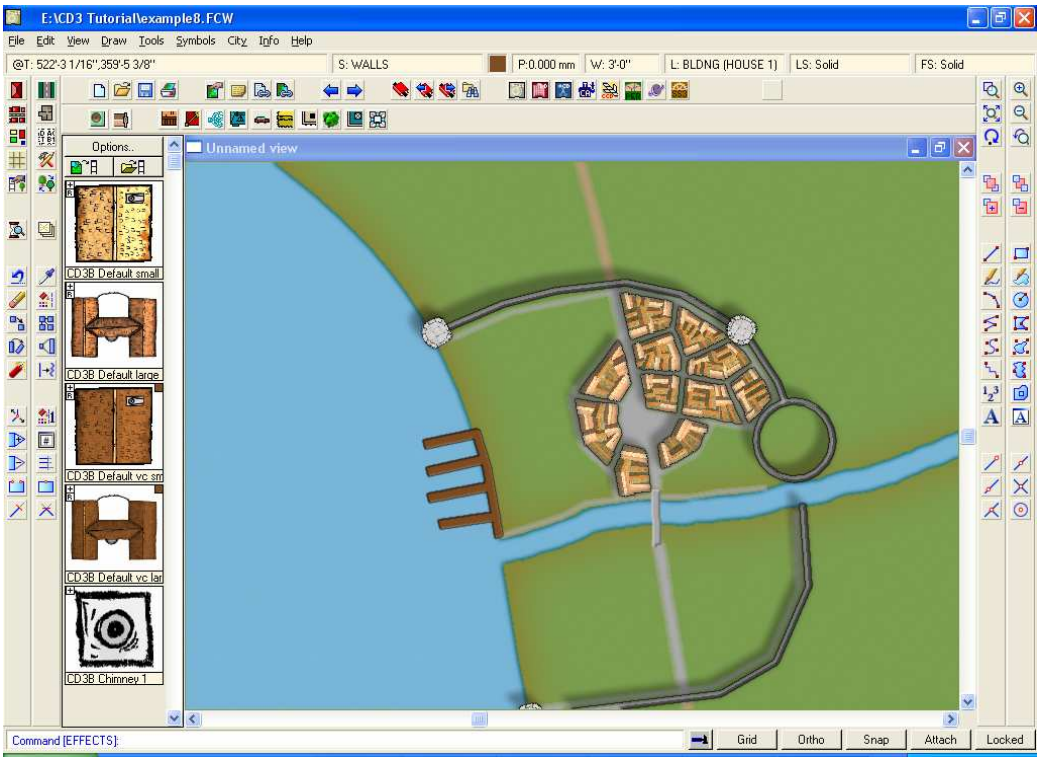


3. Blur

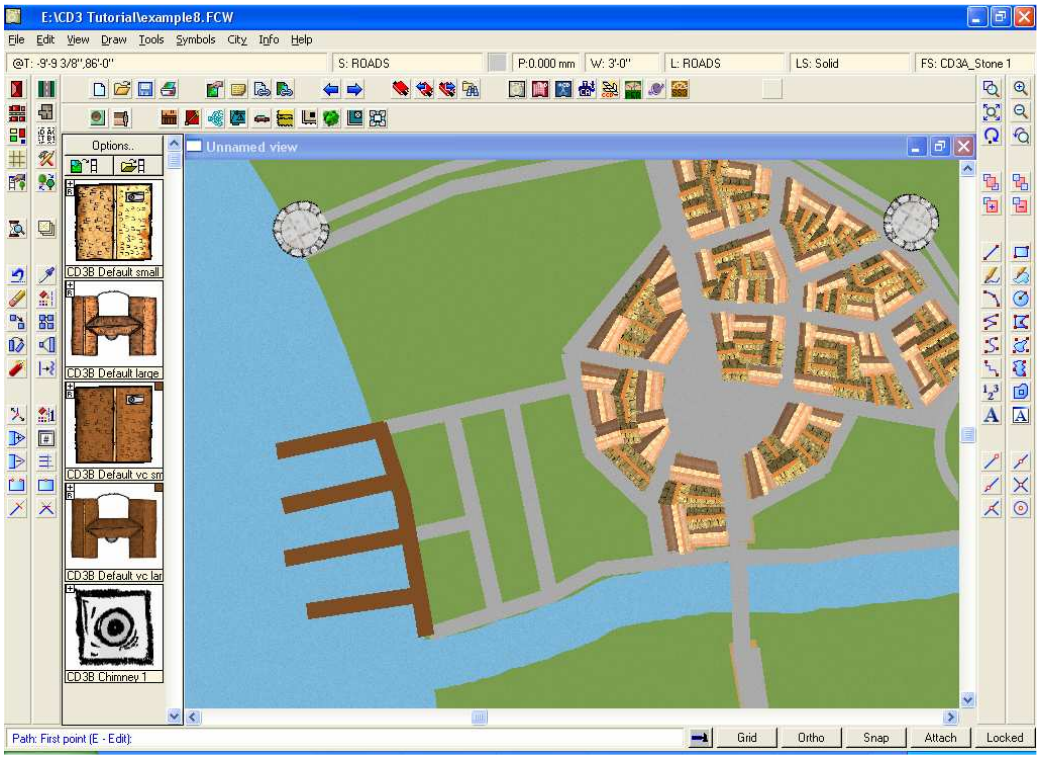


- Now click *OK* to activate the effects.

Continued on next page.

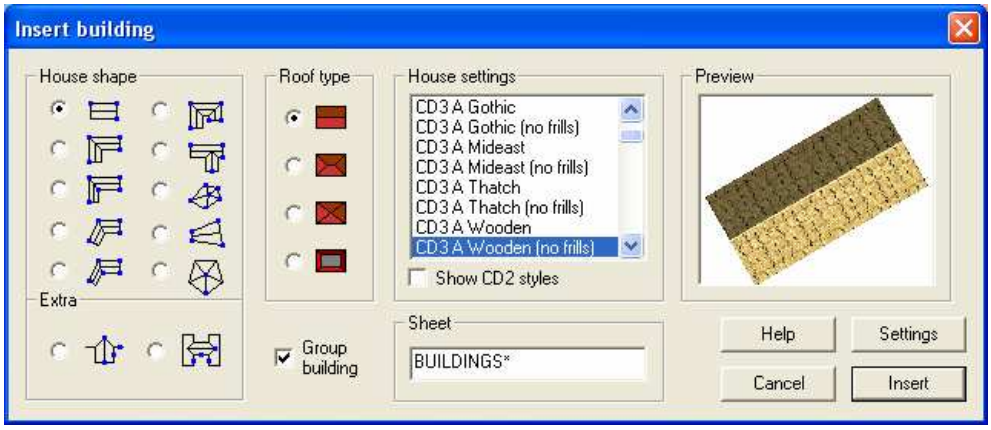


- Turn off effects.
- The docks should be a busy area, so lets create some roads leading to it. Use our custom road tool and create some width 3 roads. As you can see in below example I created a few squares instead of a cobweb pattern. That's going to be our warehouse district and I want it to look a bit more organised. Don't worry if your road ends on top of the docks, when you click "Redraw" the road will be drawn under it because of the sheet order.

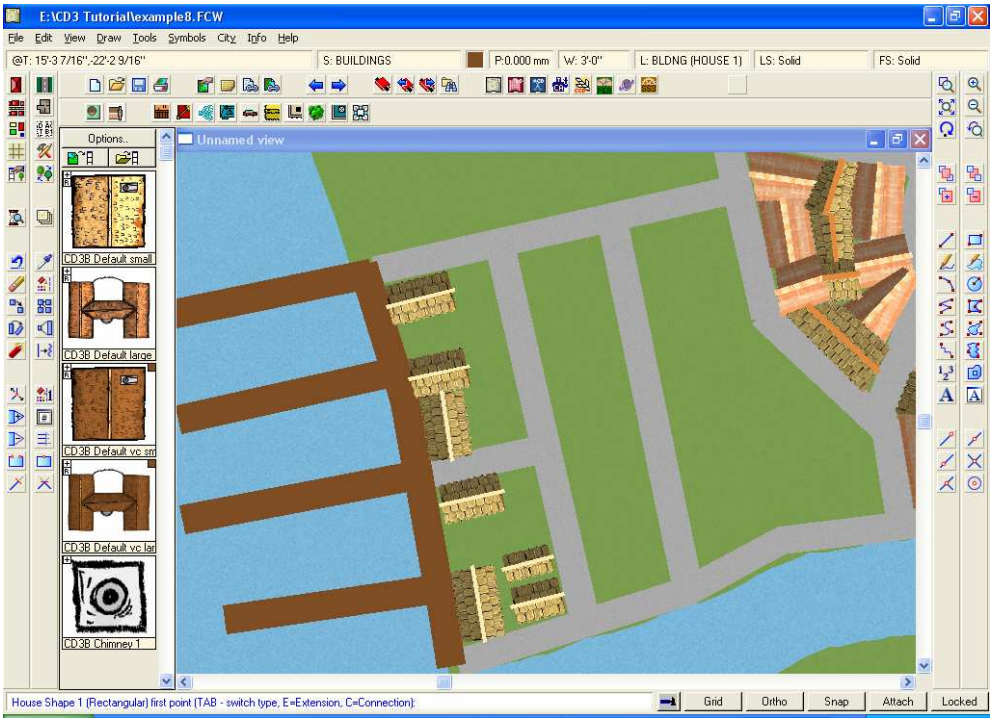


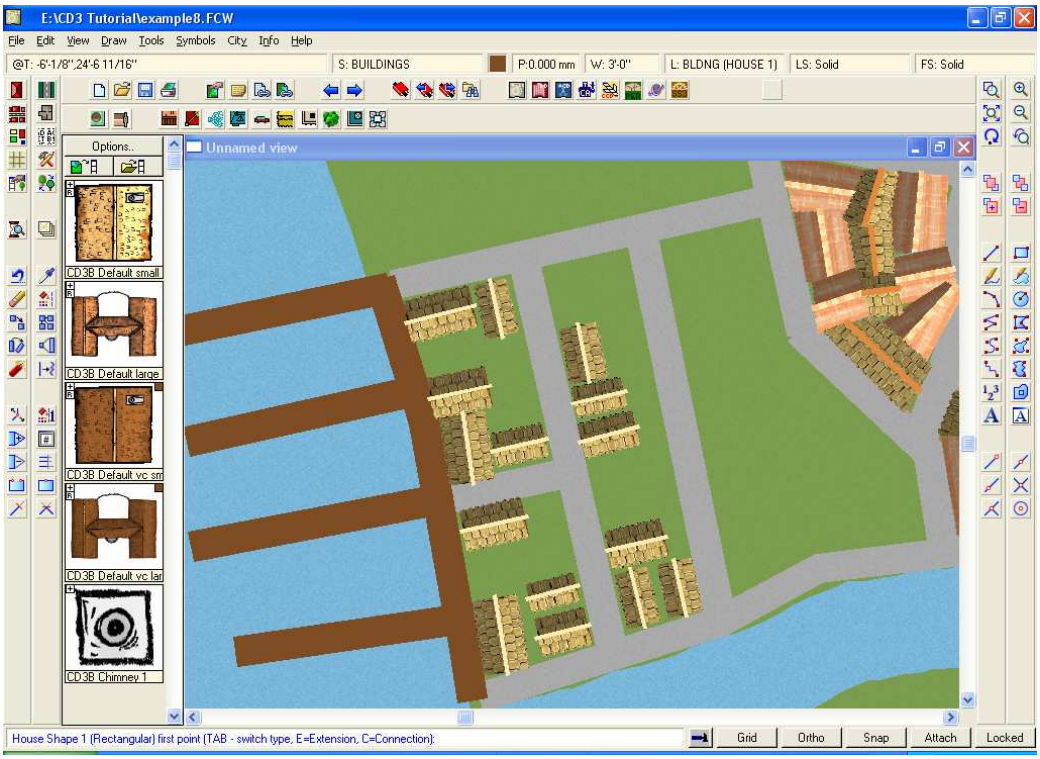
Warehouses...

- The last thing we will do in this part of the tutorial is create some warehouses.
- Click the “House” button and use these settings:

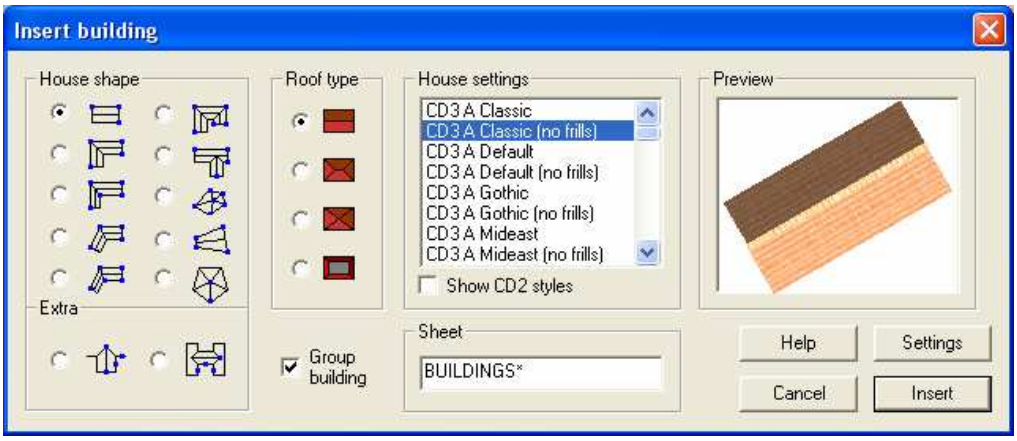


- We are not using the freeform shape as again we want the warehouses look a bit more organised. By using the CD3A Wooden (no frills) style we will give these warehouses a wooden look.
- Now draw several shapes, like this:

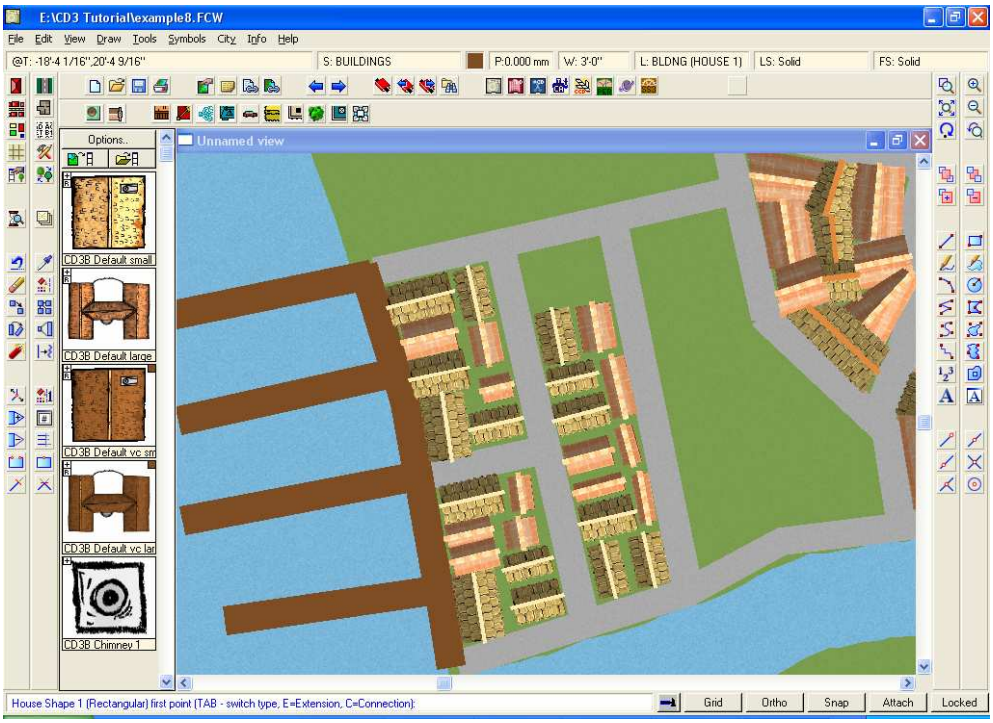


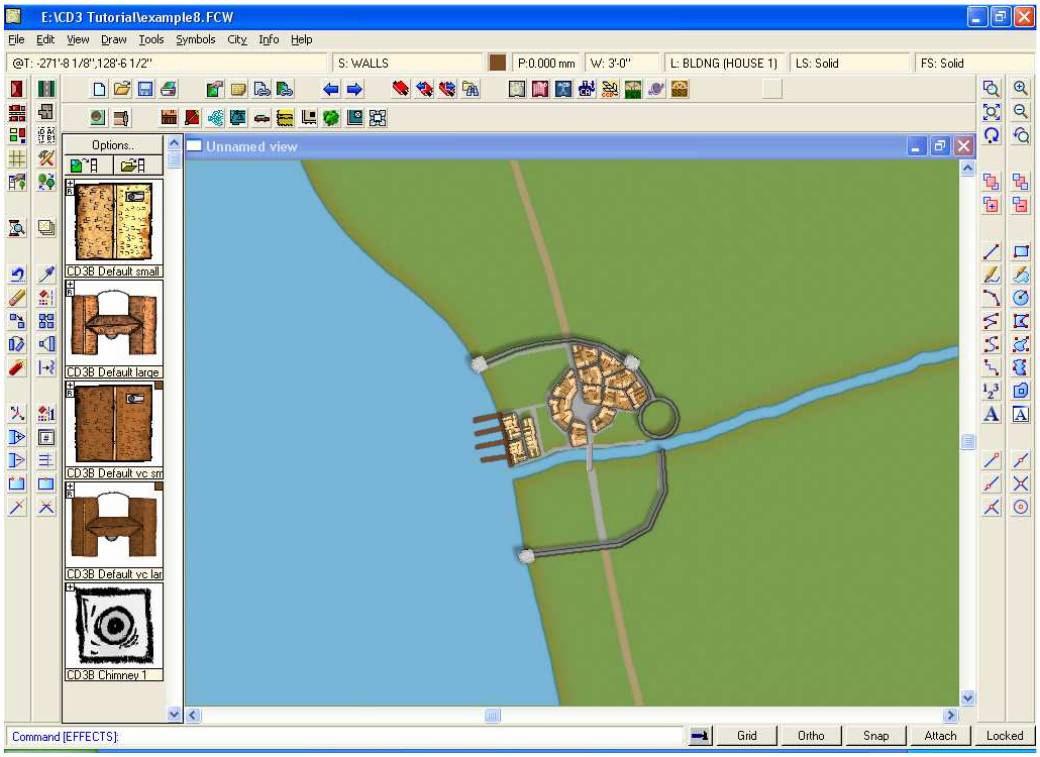


- Click the “House” button and use these settings:



- Time to add some stone buildings, like this:



- Now we have several wooden and stone warehouses. Some of the buildings could also be taverns near the waterfront. Note that near the waterfront I placed the buildings closer together. Also don't worry about the green spaces between the buildings. It will turn out all right!

- This is the end of this part of the tutorial, so time to turn on the effects and take a look at our progress: