City Designer 3 tutorial: creating a small city (part 9)

Last modified: 21-01-2009, 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

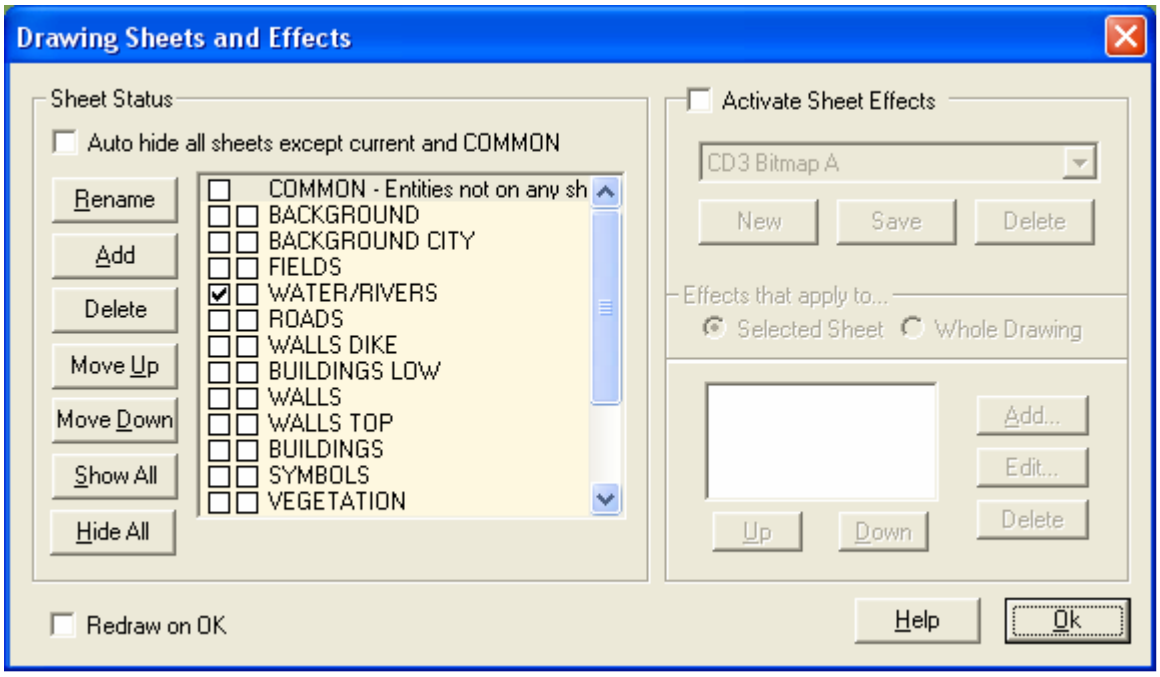
= Redraw button

= Erase button

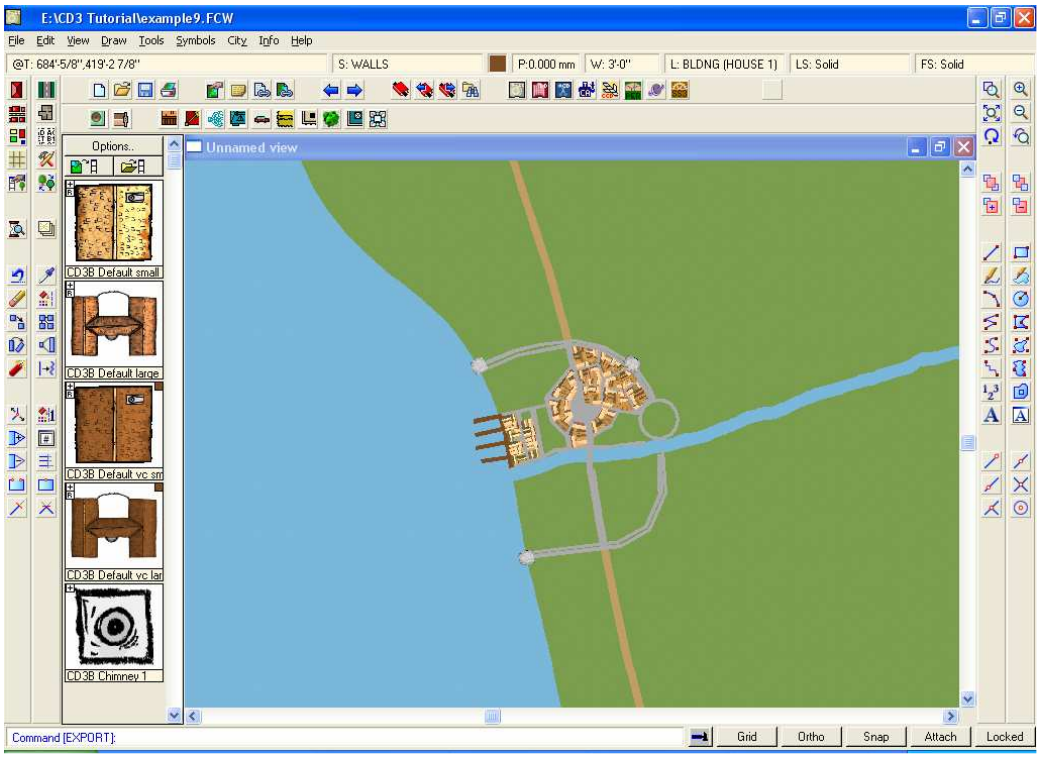
Now, lets open the map we made in part 8 of the tutorial...

- 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*.

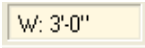


- When we left part 8 of our tutorial we were here:

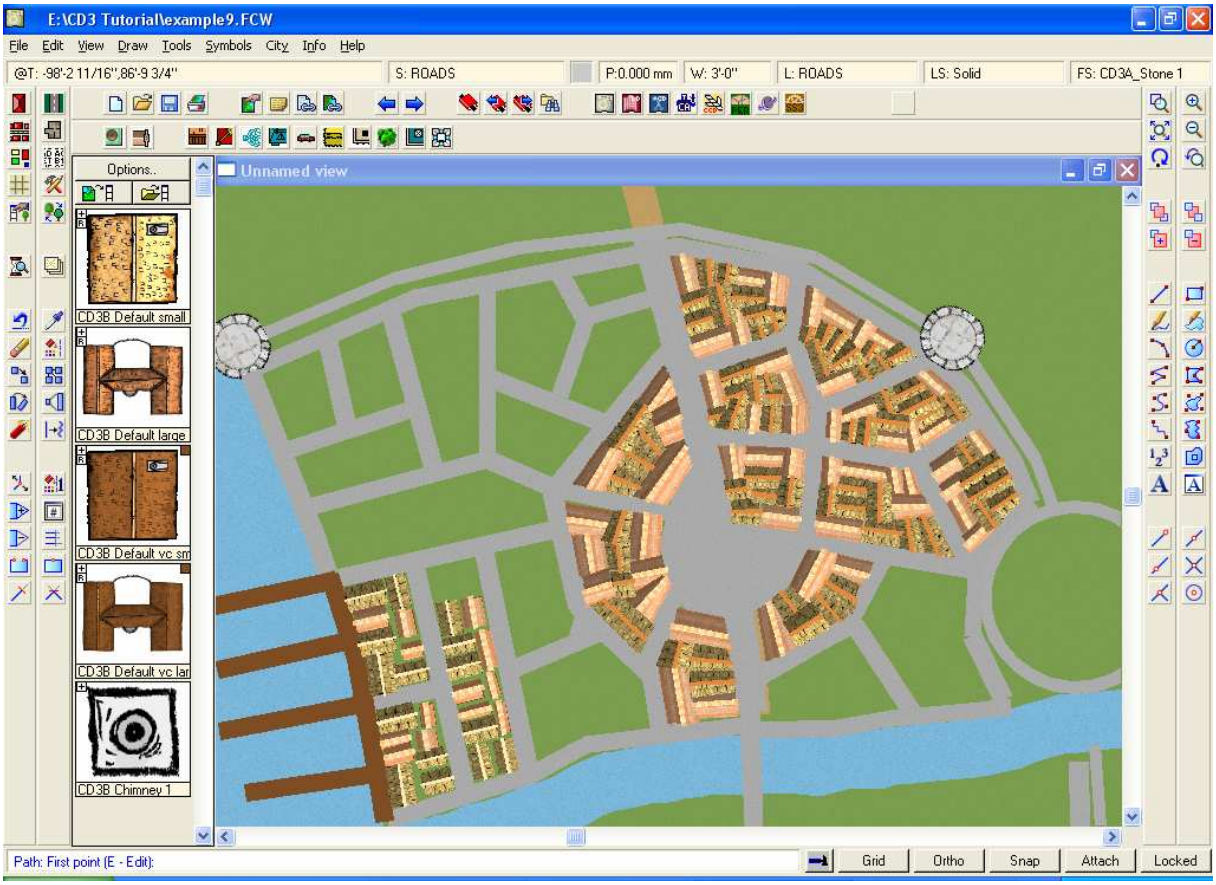


The city prospers...

- Most of our districts are now filled up with buildings, so it's time to create some additional districts.
- 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!



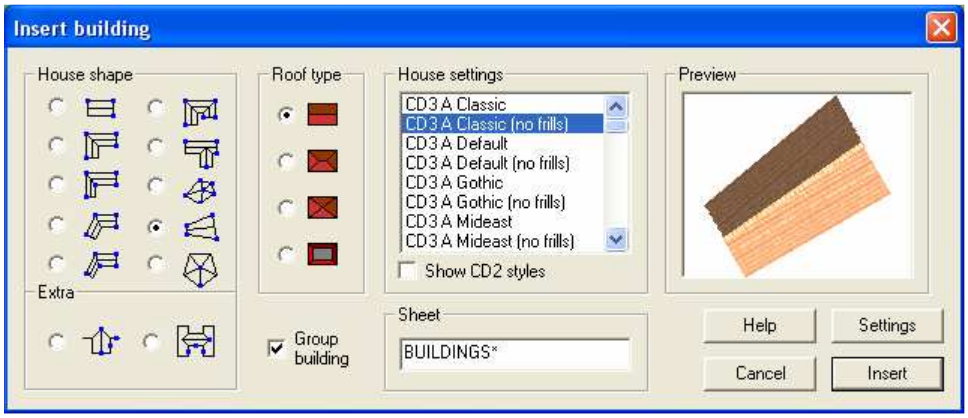
- It's probably a good idea to zoom out so you can see your entire city.
- I created roads and districts and completely filled up the city on one side of the river.



- Now using the technique we learned in part 8 of the tutorial, let's fill up those new districts.
  Important: leave some districts untouched, don't place buildings there! We are going to do something special with them.

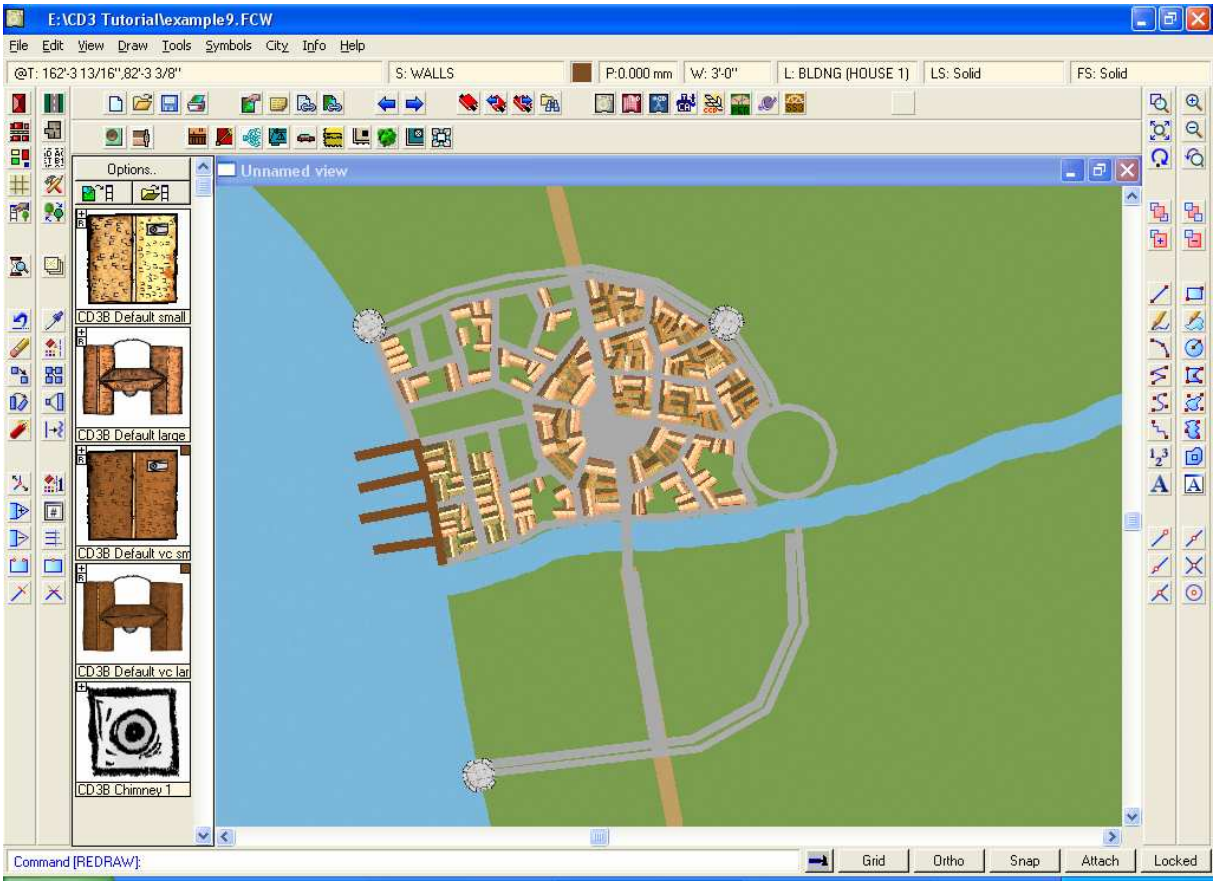
- Now click the "House" tool

- 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.

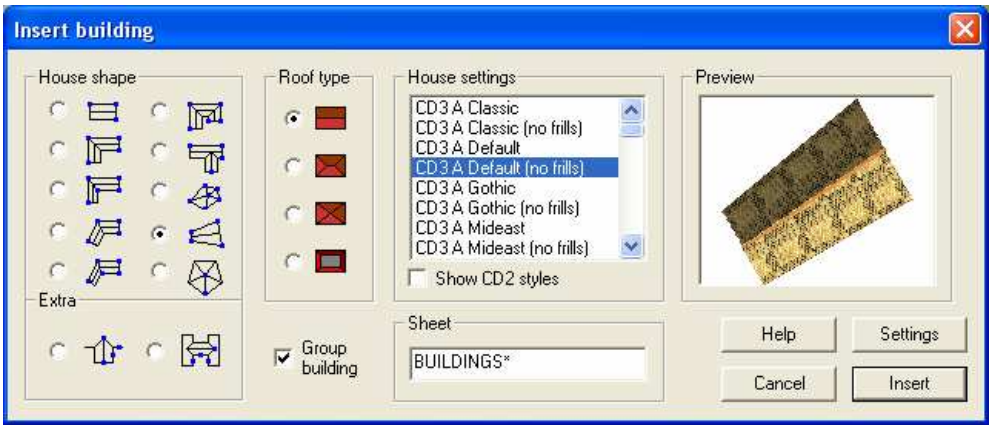
- Click *Insert*
- Now start drawing a couple of buildings in each district you want to fill up and line them up with the road. Because of the special shape it should be quite easy to follow the contours of the road.
    - Create different shapes and sizes.
    - Make sure you don't place buildings on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



- 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.

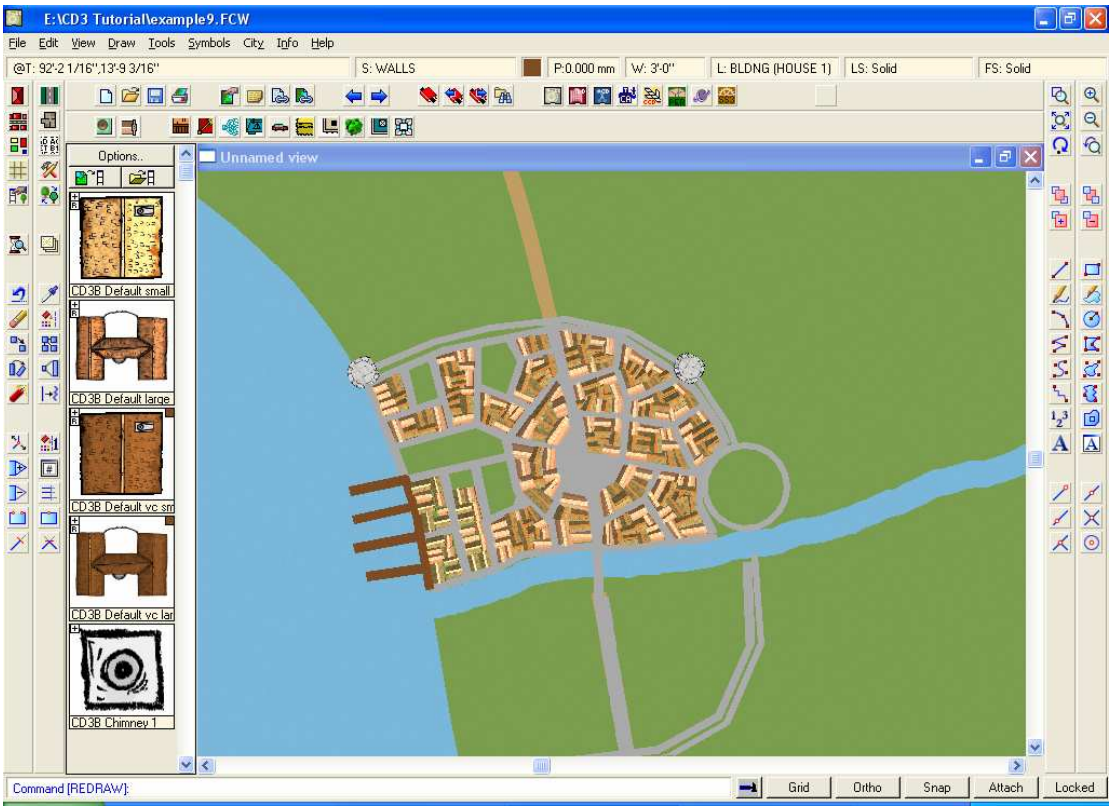
- Click the “House” tool

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



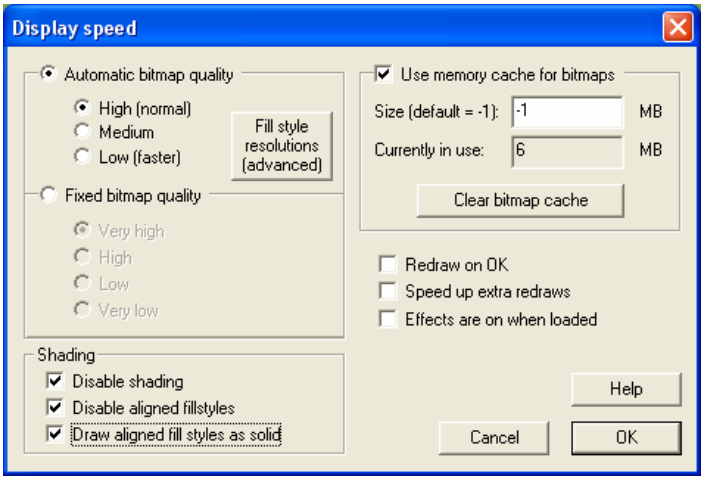
Slowing down...

- Depending on your computer hardware you might notice City Designer 3 slowing down while moving around or zooming in or out. My computer is older and is having problems rendering my city. It is getting a bit laggy for me. Fortunately we can improve the performance.

- Click “View” (top interface)

- Click “Display speed settings”

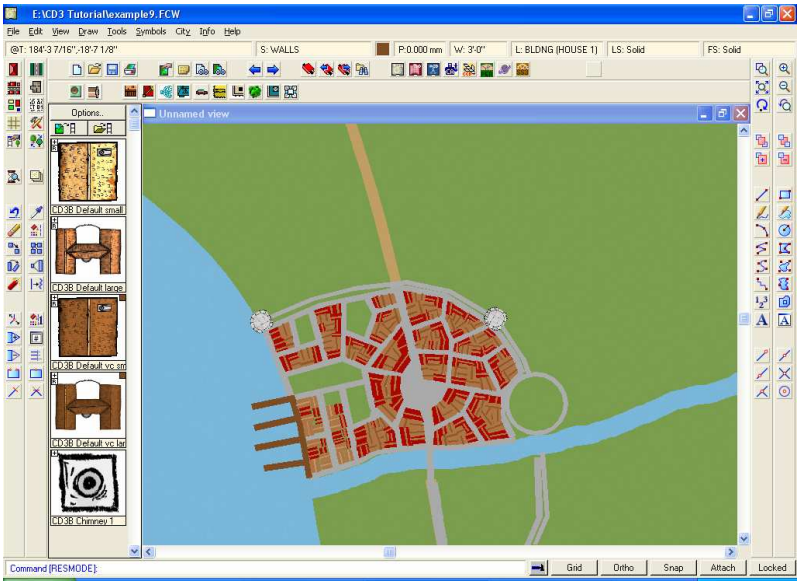
- Check the three shading options:



(Disable shading, disable aligned fillstyles, draw aligned fill styles as solid)

- Click *OK*

- Your city will look somewhat awful, but moving around and zooming in and out will be a lot faster again.
- You can always turn back on full shading by unchecking the options and clicking *OK*

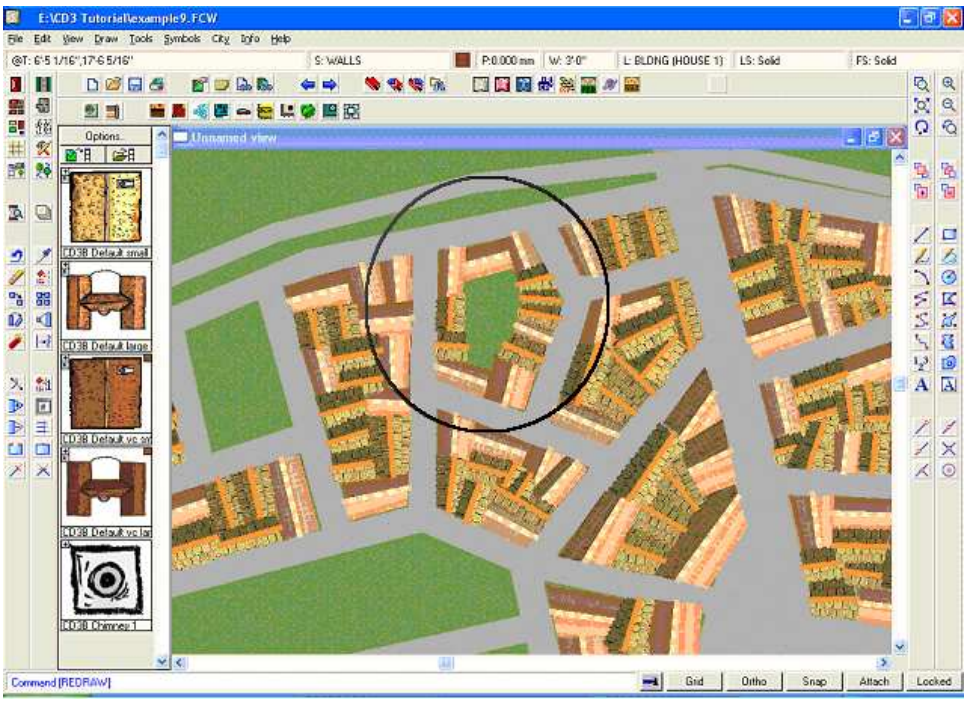


Central garden...

- We have set aside some districts because we want to do something special with them. Think special buildings: buildings with gardens, or larger buildings like temples, inns, mansions, palaces, etc.

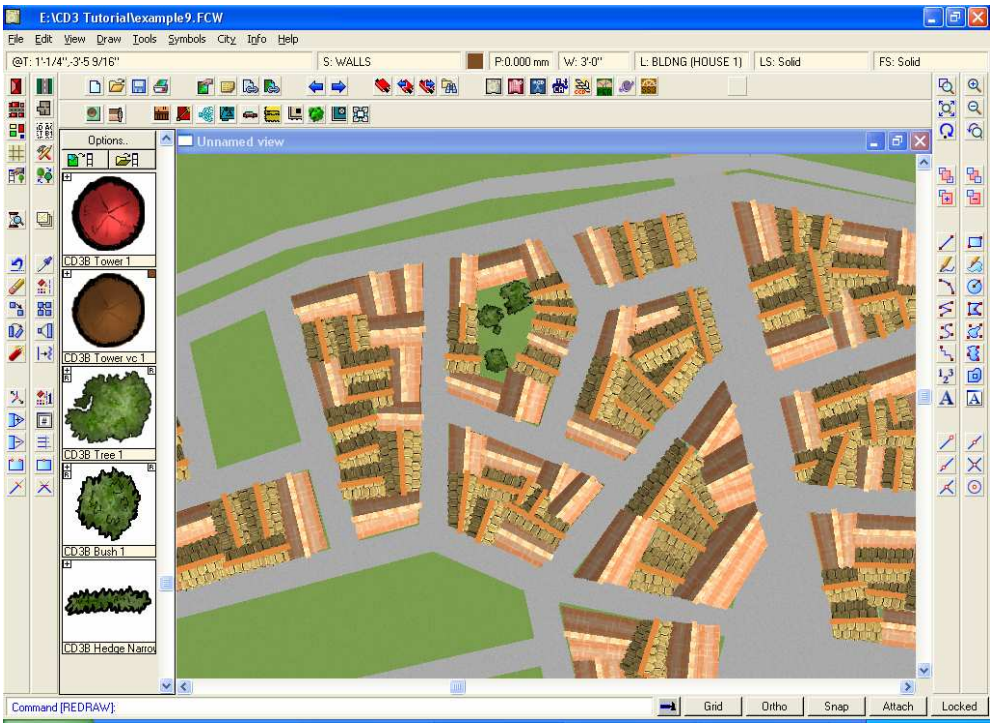
- First lets create a city block with a central garden.

- We will use the same house placing technique like above, but now place only houses along the roads. Leave the center of the city block green, like this:

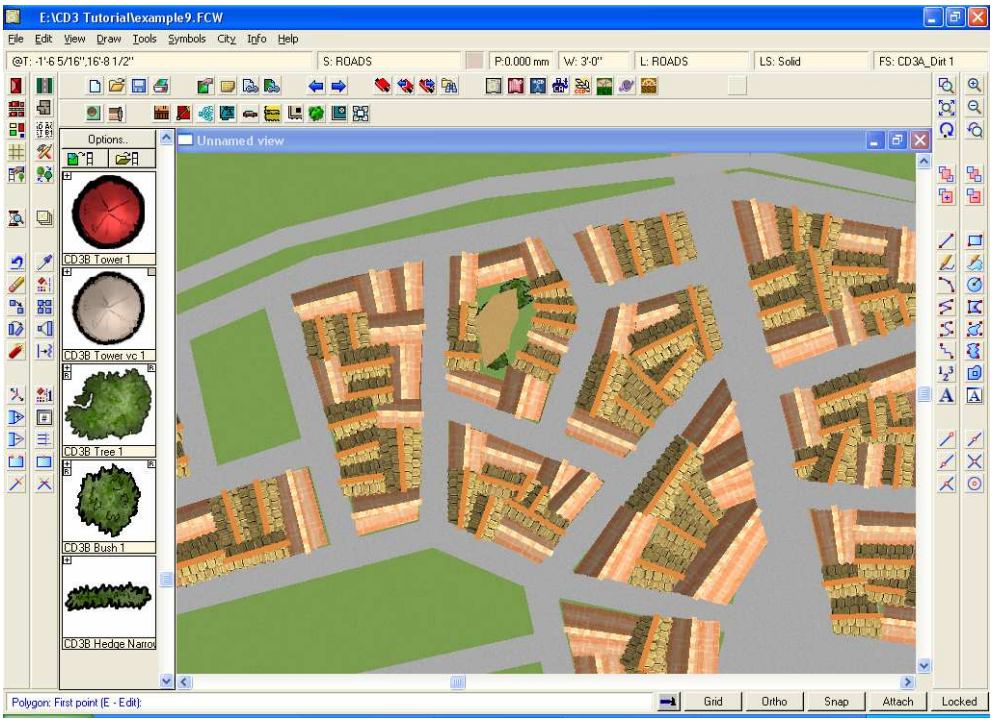


- Now using the technique we picked up earlier in the tutorials (see part 2 of the tutorial) we will place a few trees or bushes.

- Remember you can resize a symbol by holding <CONTROL> and moving the mouse up and down. Make sure your trees/bushes match with the size of your buildings.

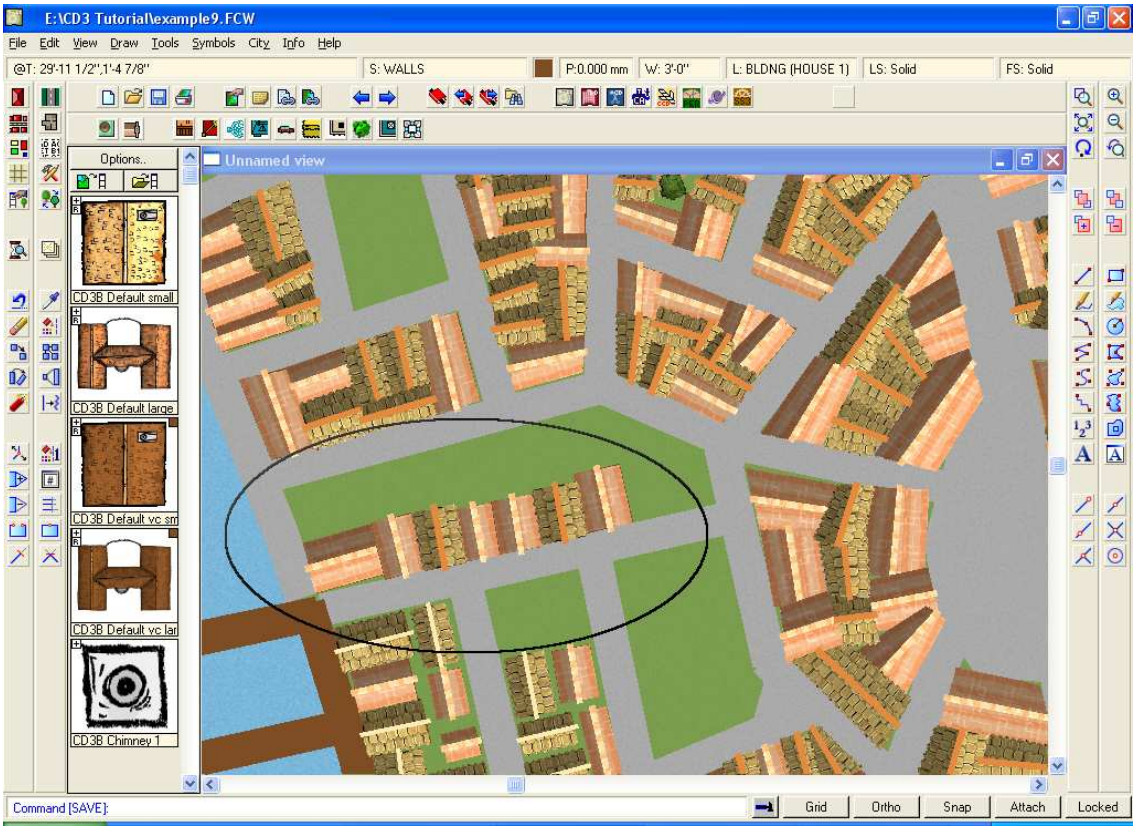


- Also add some dirt underground by using the “Square dirt” tool (under “All city drawing tools”
- In below example I didn’t click “Redraw” again so you can see what kind of shape I used for the dirt. You want some green patches to remain, don’t cover everything with dirt.



Walled gardens...

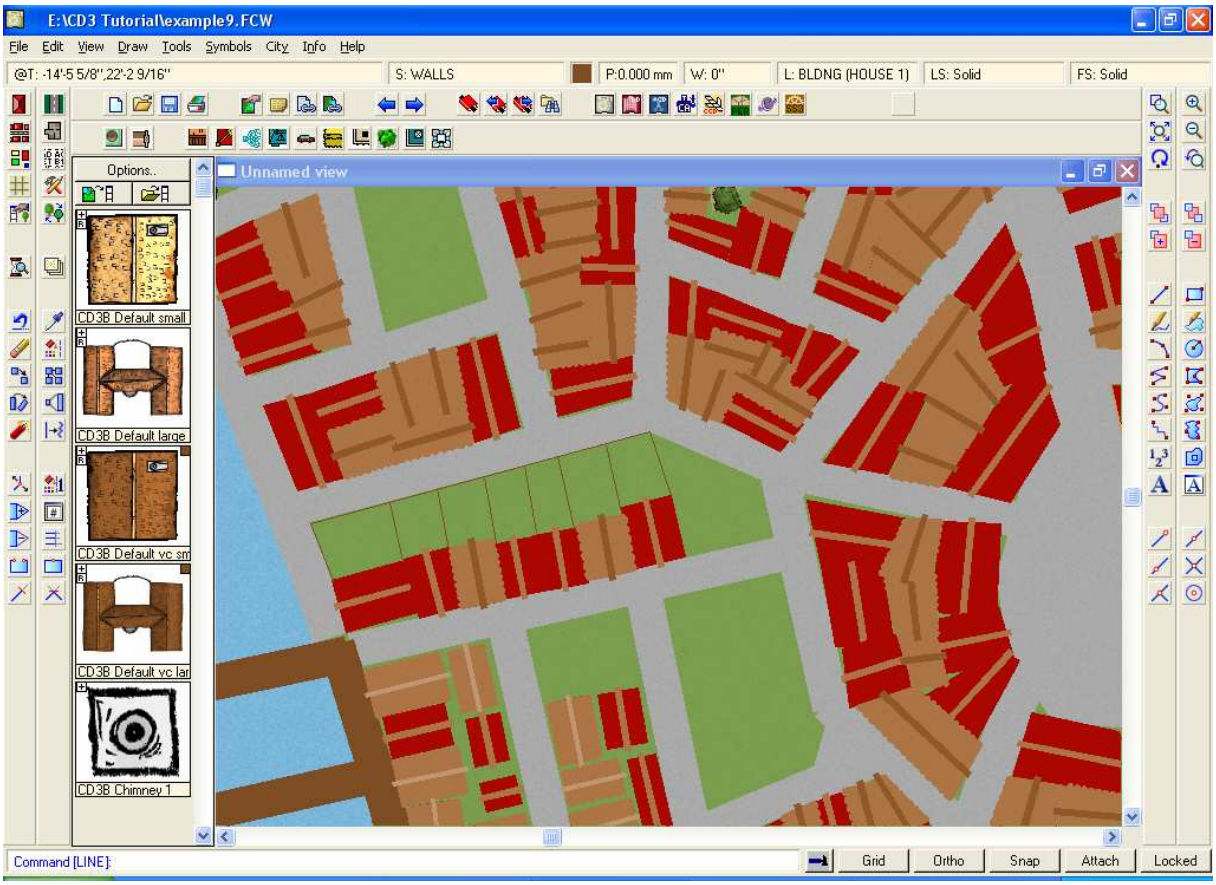
- We are now going to create some walled gardens.
- We start by placing a few houses, like this:



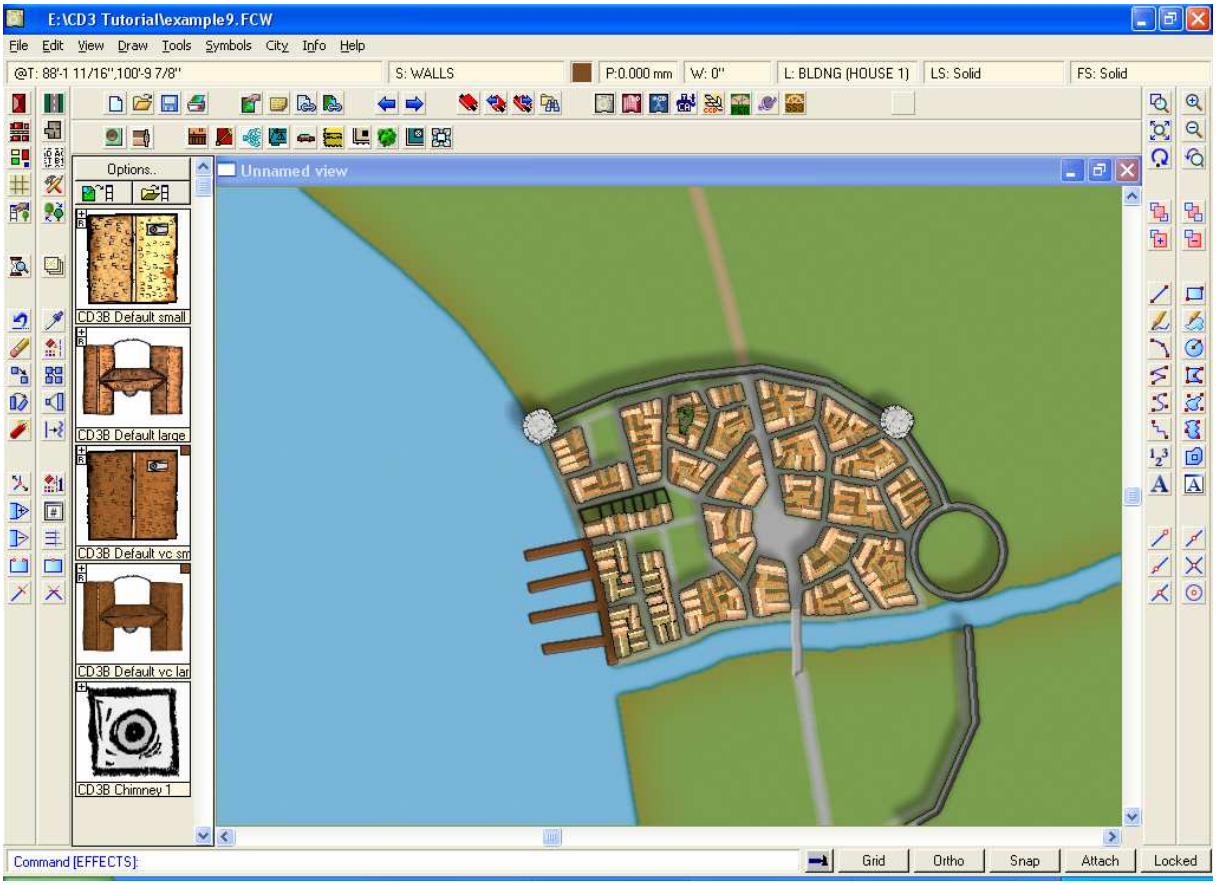
- Now let's build some smaller walls. Make sure your settings are set to this:

- We are going to draw an entity in the WALLS sheet, so the entity will get all the effects of our city walls. The color brown really doesn't matter much, because we have set a width of 0. The garden walls will be really thin and the effects on the WALLS sheet will turn them into small black walls.

- Click the "Line" tool and draw several walled gardens, like in below example.

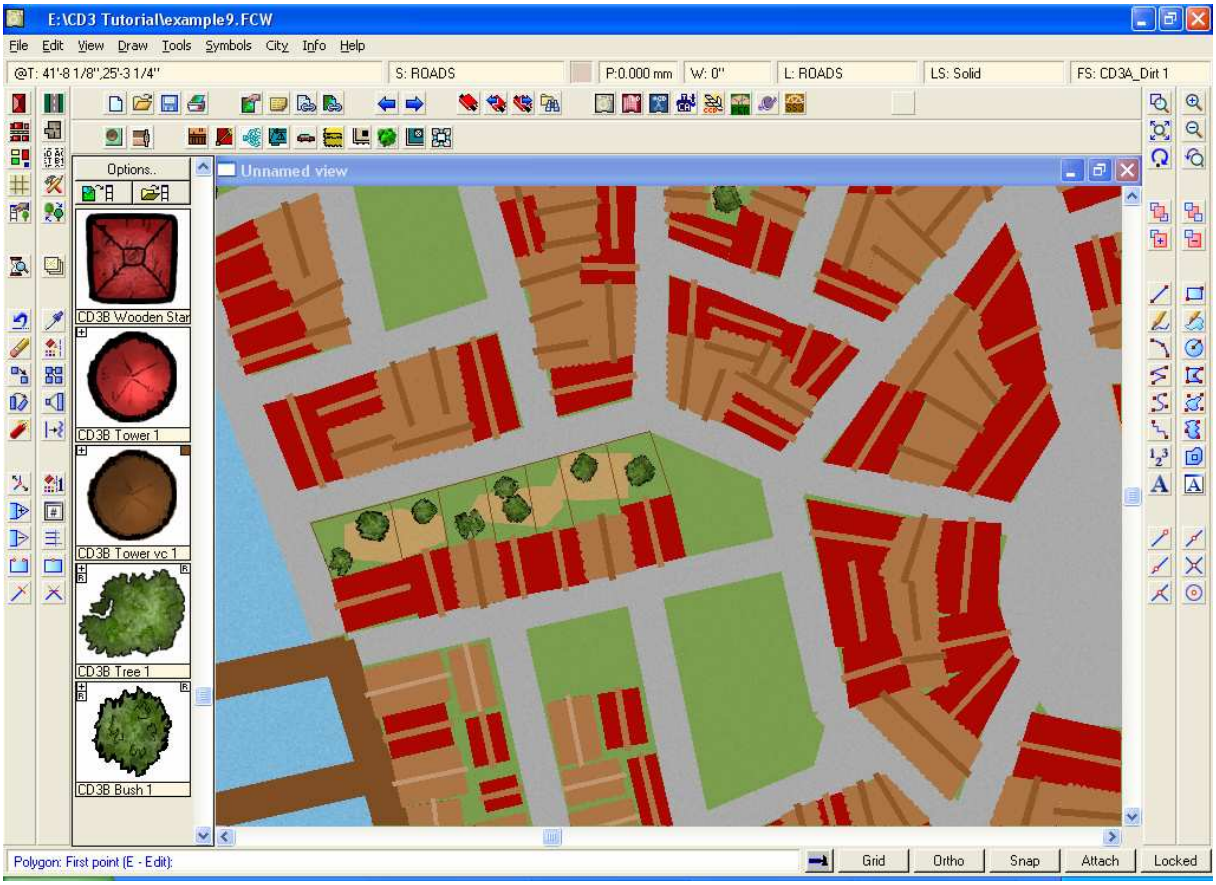


(As you can see I turned off shading to increase performance)



(With shading and full effects)

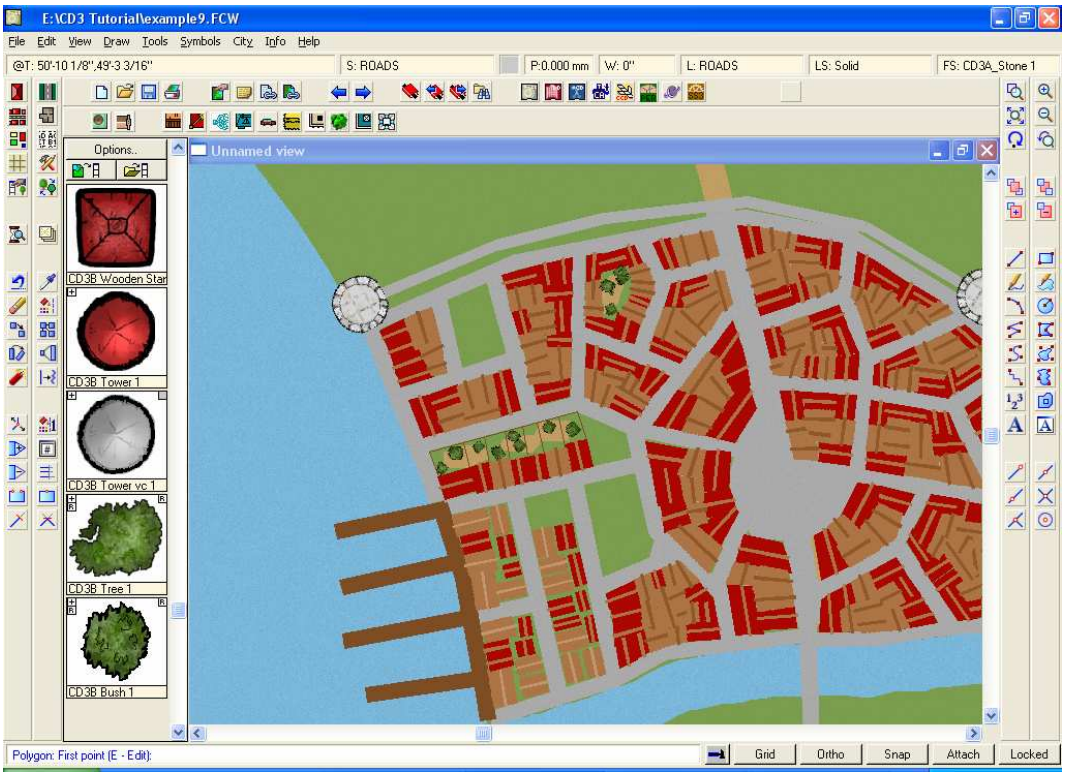
- Now add some different sized trees to the gardens and also some dirt patches.

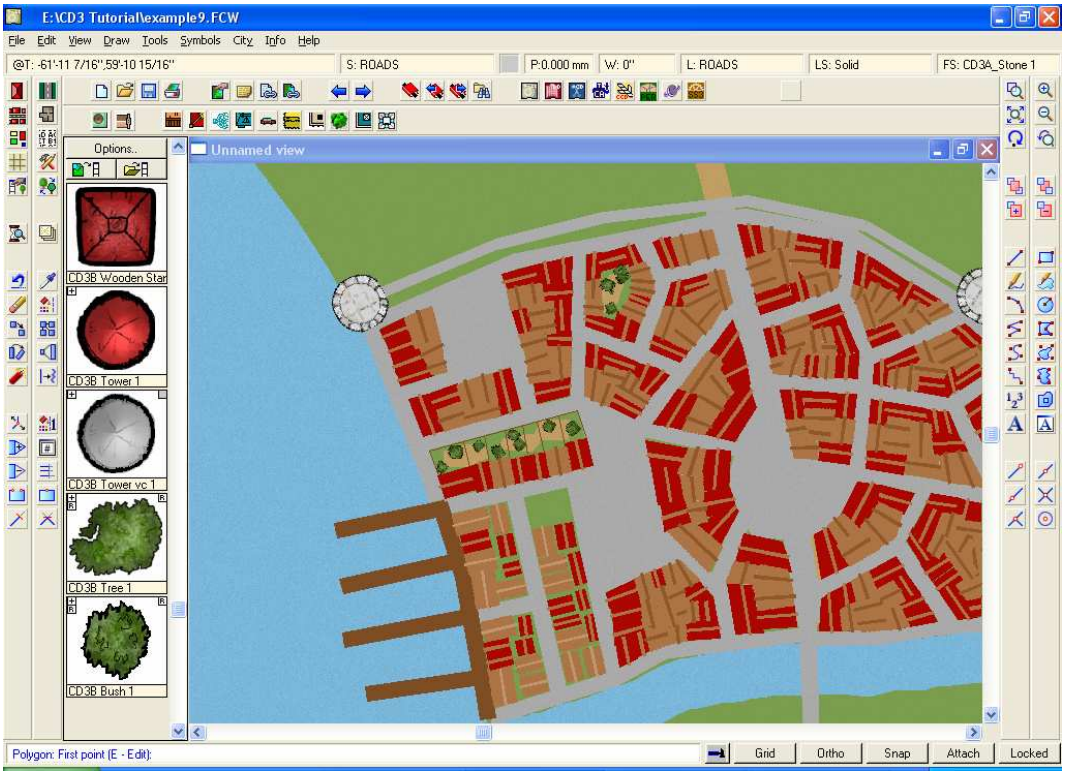


Continued below...

Big buildings...

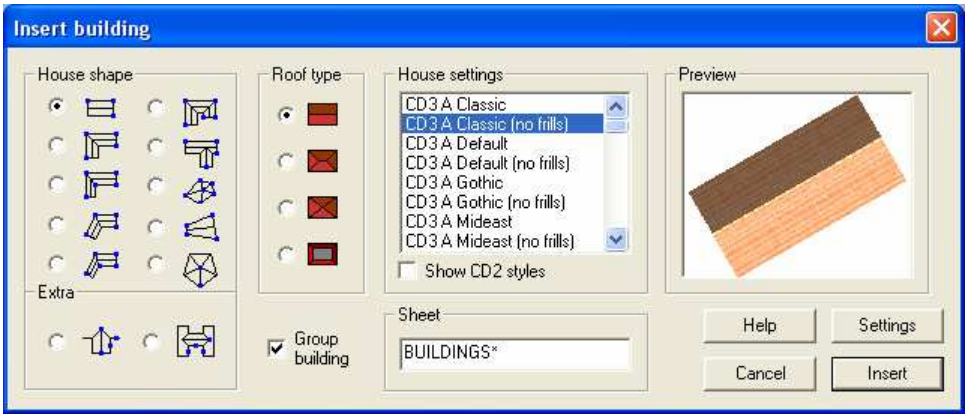
- I still have some open districts. Here we will create some bigger buildings. Our inns, mansions, temples or whatever you want them to be.
- Using the “Square dust” tool (click “All city drawing tools”) I will fill up the last districts:



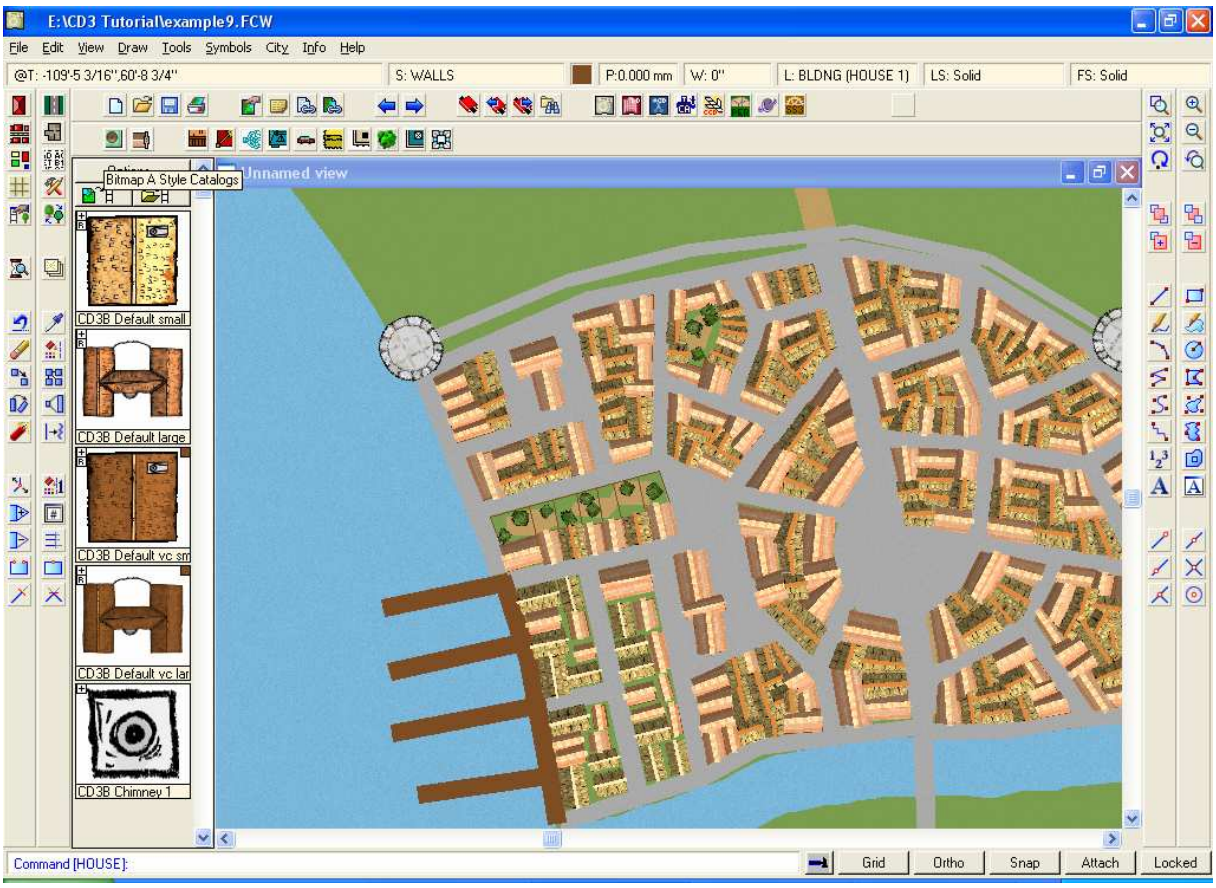


- Here we will place several special buildings.

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



- Now draw several larger shapes. Because they stand alone and are a bit different they will break the monotomy of our city. I just drew several shapes quickly and placed some on top of each other:



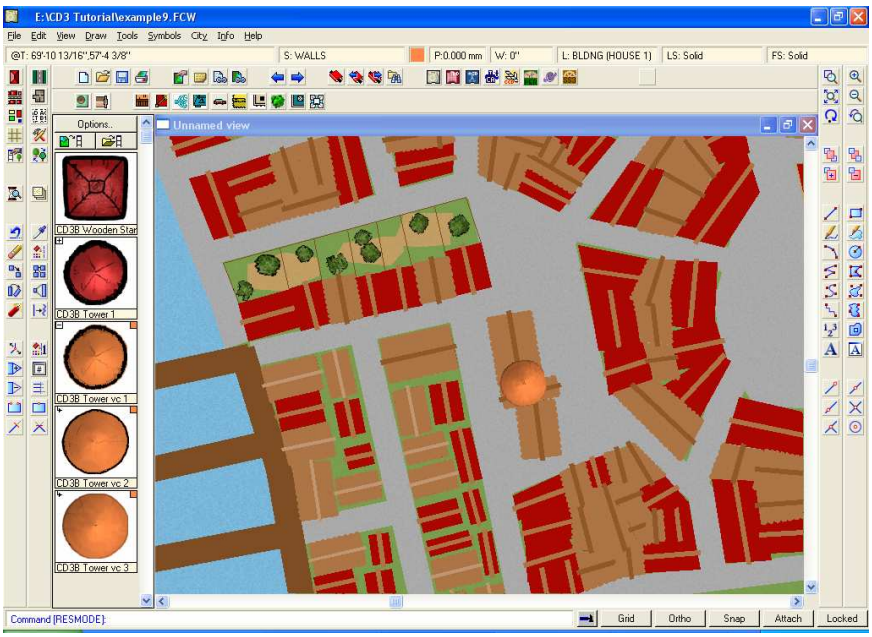
- We can also add some domes to them. In the same symbol catalog with the trees and towers you will find this symbol:

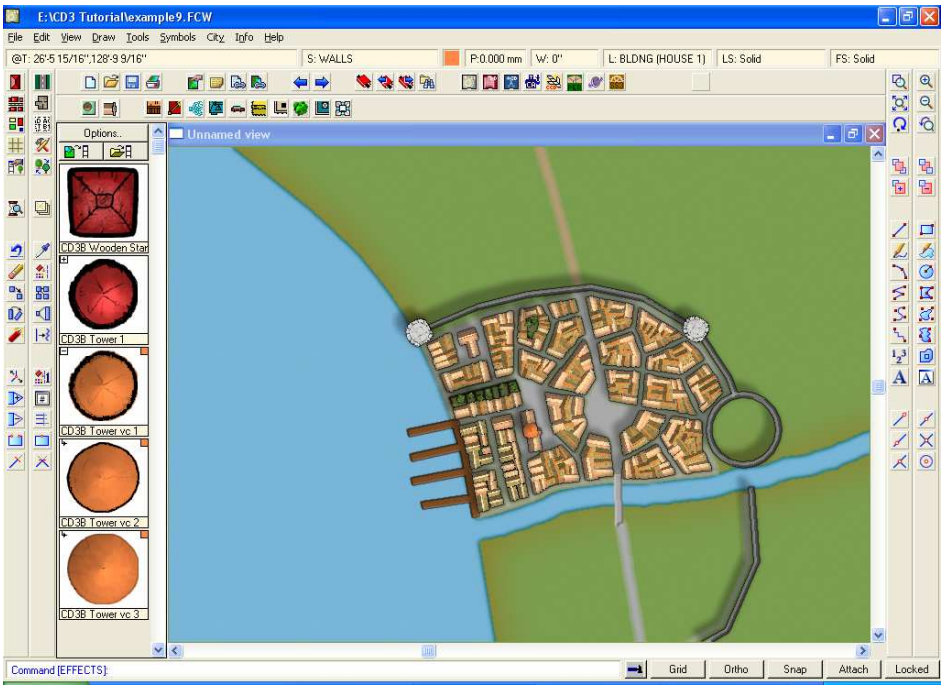
Important: it will be colored with the color you have currently selected! So if you selected yellow it will look different.

- Click the little “Plus” icon in the symbol and it will reveal some more symbols:

- I am going to use the third symbol.
- Left click the symbol and pick a color you like. I have chosen orange:

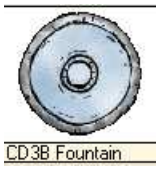
- Place your symbol on the roof of one the buildings, like this:



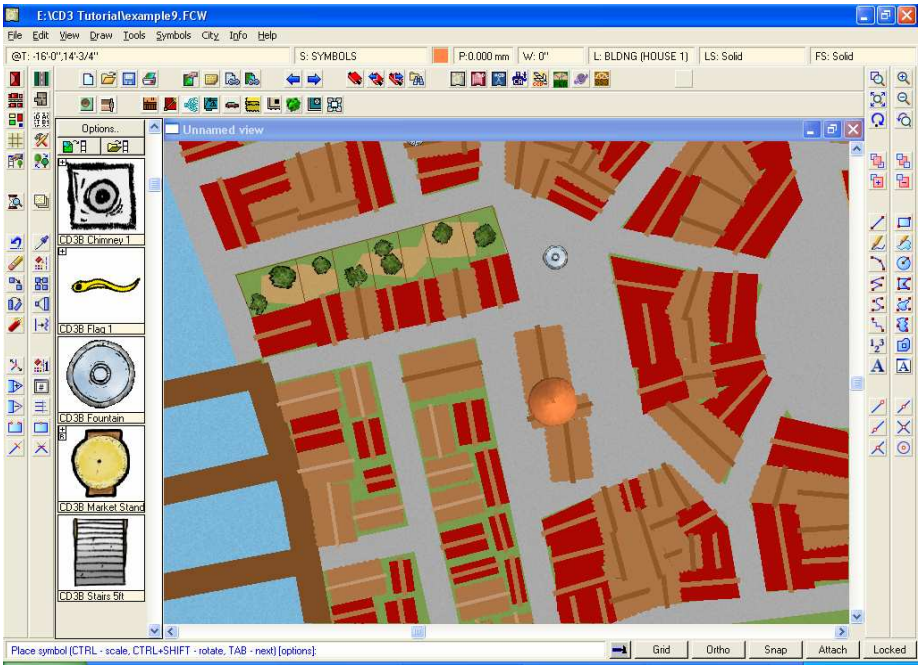


(with shadows and effects turned on)

- In the same symbol catalog you will also find statues and fountains. Let's add a fountain:



- Left click on the fountain and place it somewhere by left clicking in your map.



Time to clean up the towers...

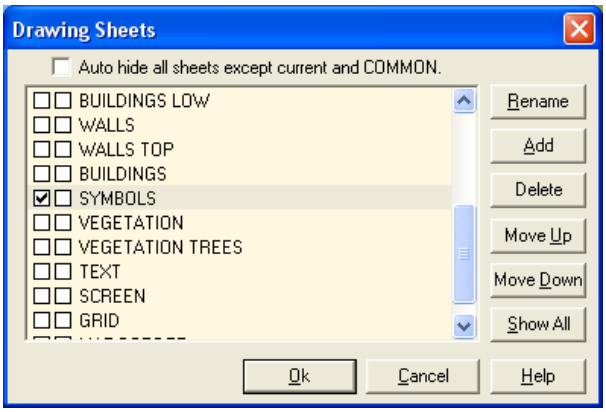
- It's time to clean up the towers (they are too big to my taste). If you like the size of your towers, you can skip the next two pages and continue on page 18.

- To make sure I won't delete any entities by accident, let's first turn off most of the sheets.

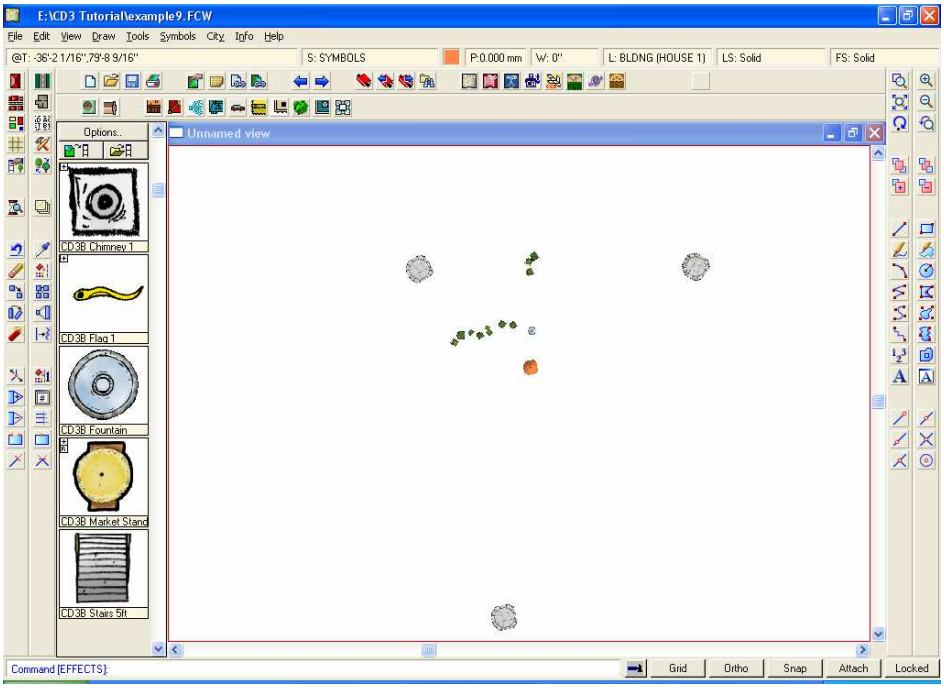
- Click name of the current selected sheet:

("SYMBOLS" in this example)

- Check the first box in front of "SYMBOLS"



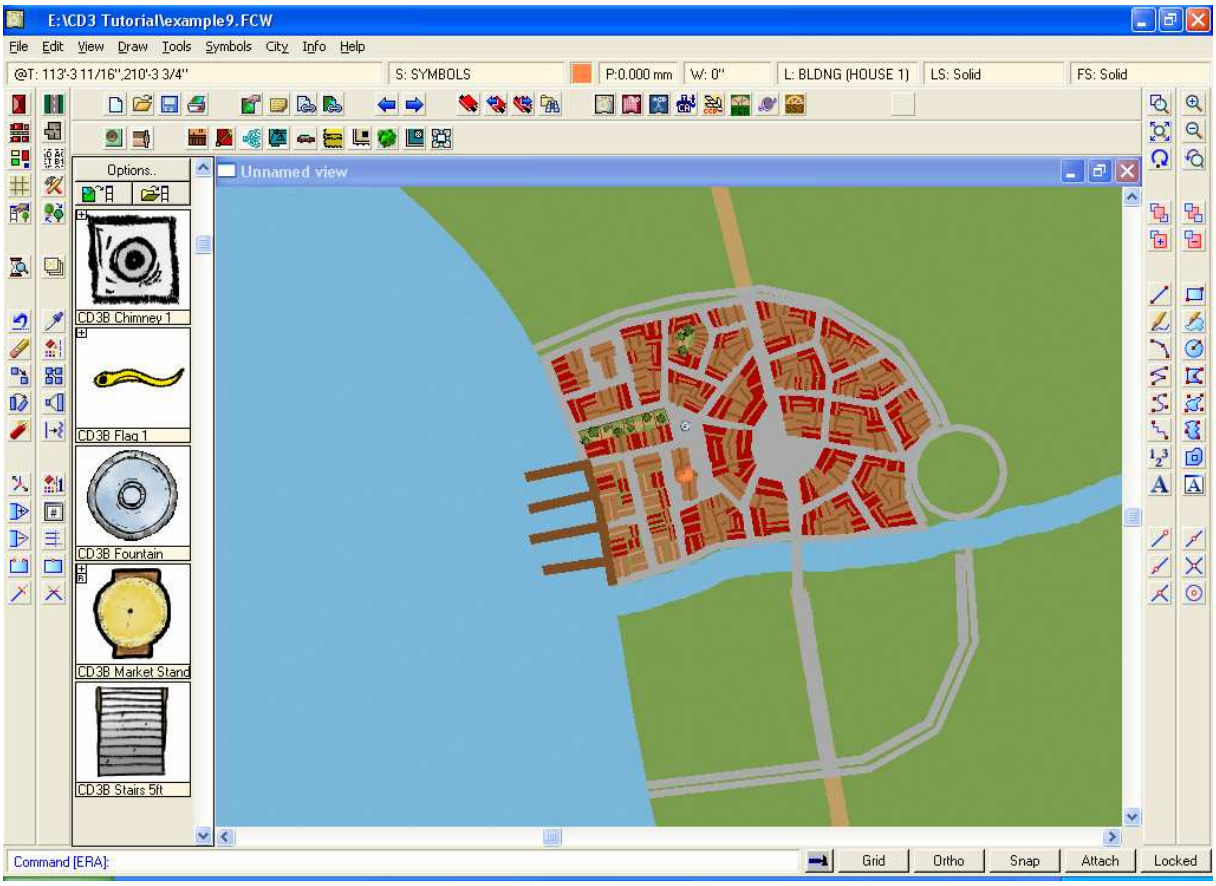
- Check "Auto hide all sheets except current and COMMON".
- Click *OK*



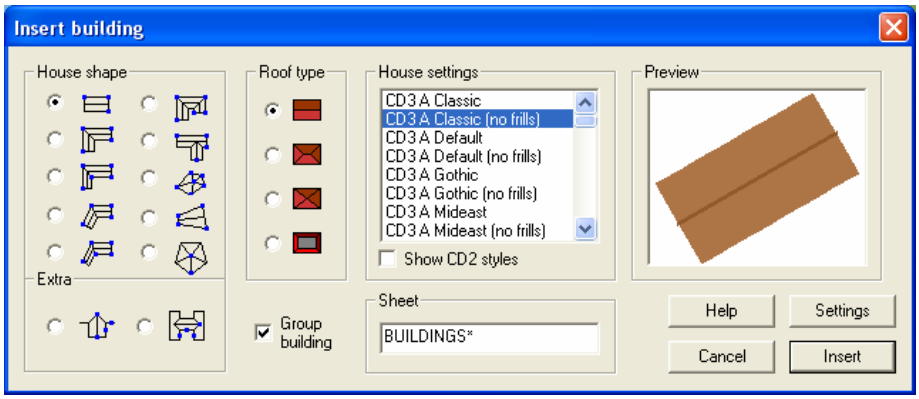
- Click the “Erase” button (see page 1 if you forgot how it looks)
- Click on every tower you want to delete.
- <u>RIGHT</u> click
- Select “Do it”. Your towers will be gone.
- Click name of the current selected sheet:

(“SYMBOLS” in this example)

- Click *Show all*

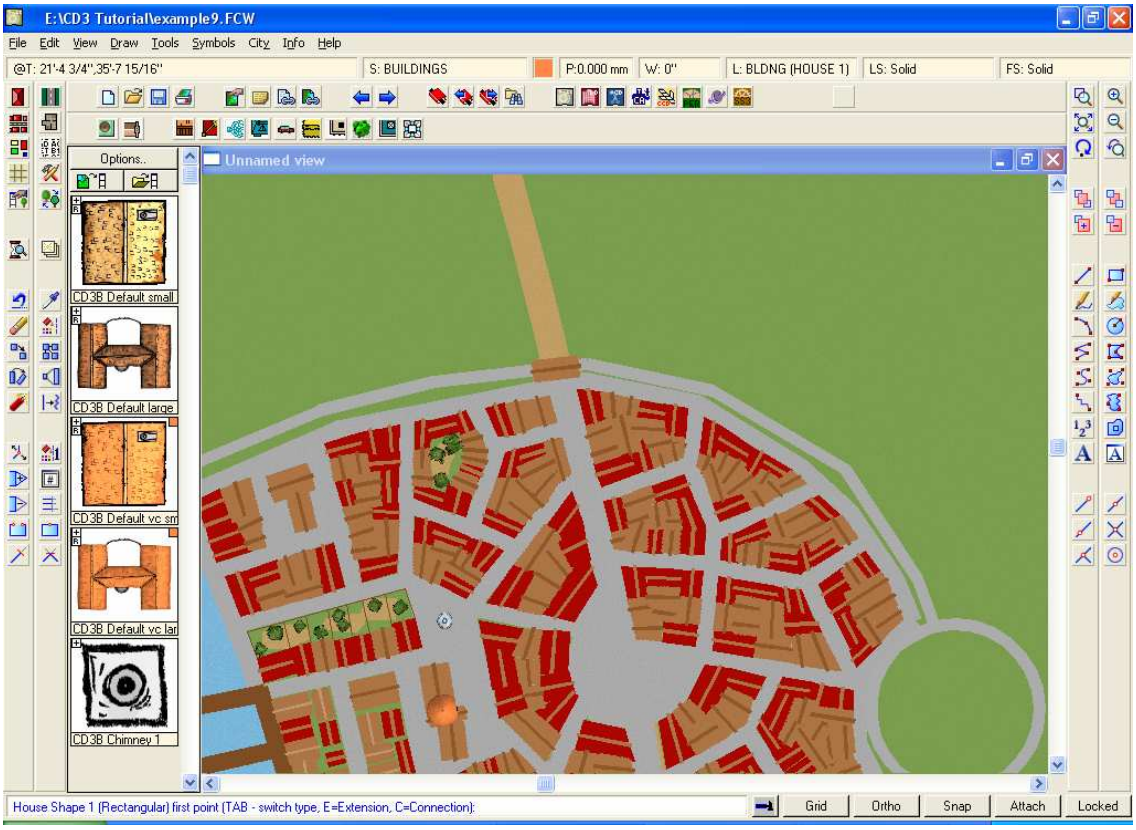


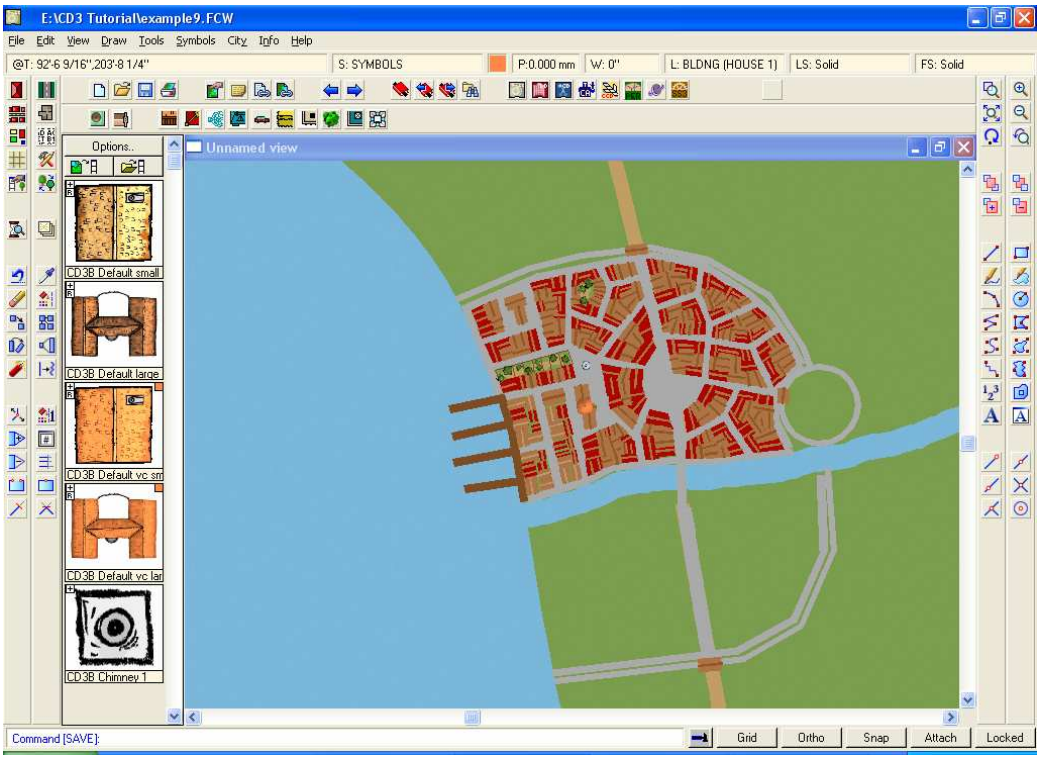
- We are going to add three gatehouses. Two for the main road and one for the keep.
- Click the “House” button and use these settings:



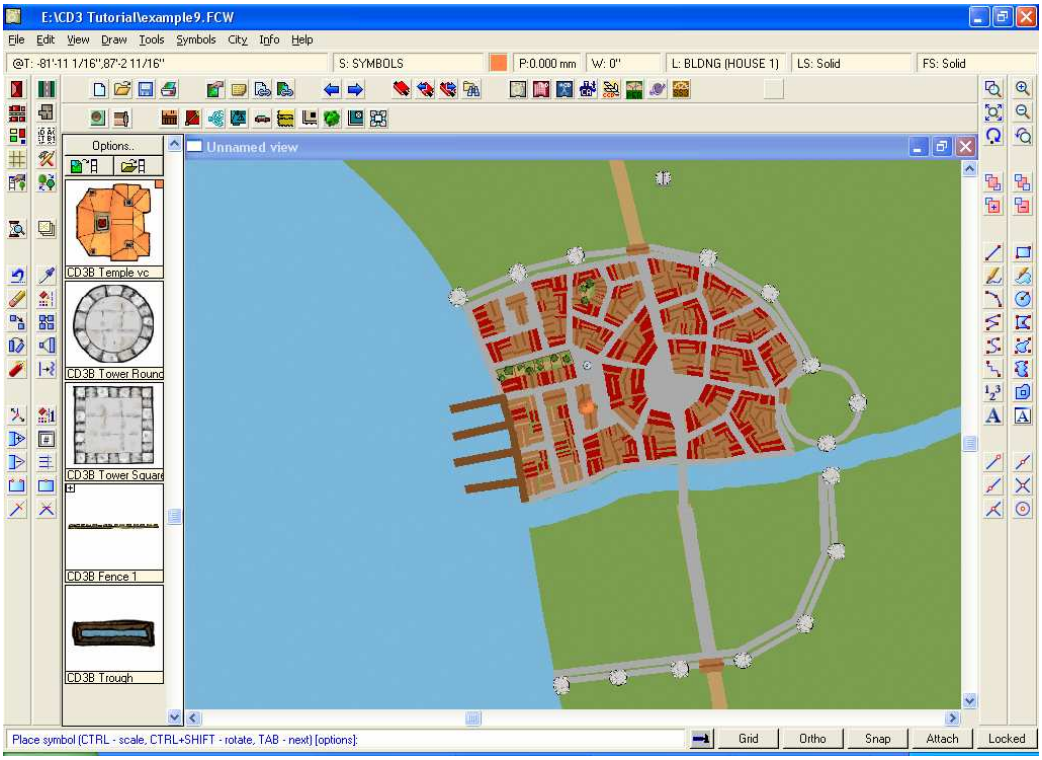
(because my shading is turned off the preview looks different!)

- Draw the gatehouses on top of the walls, like this:



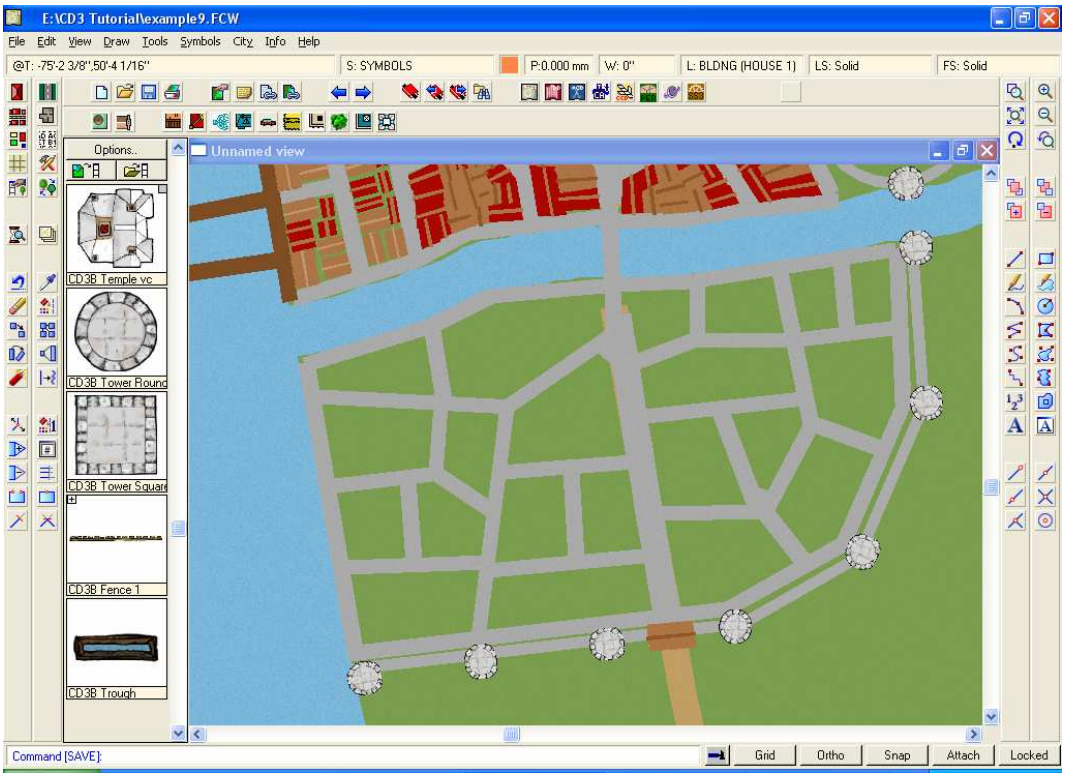


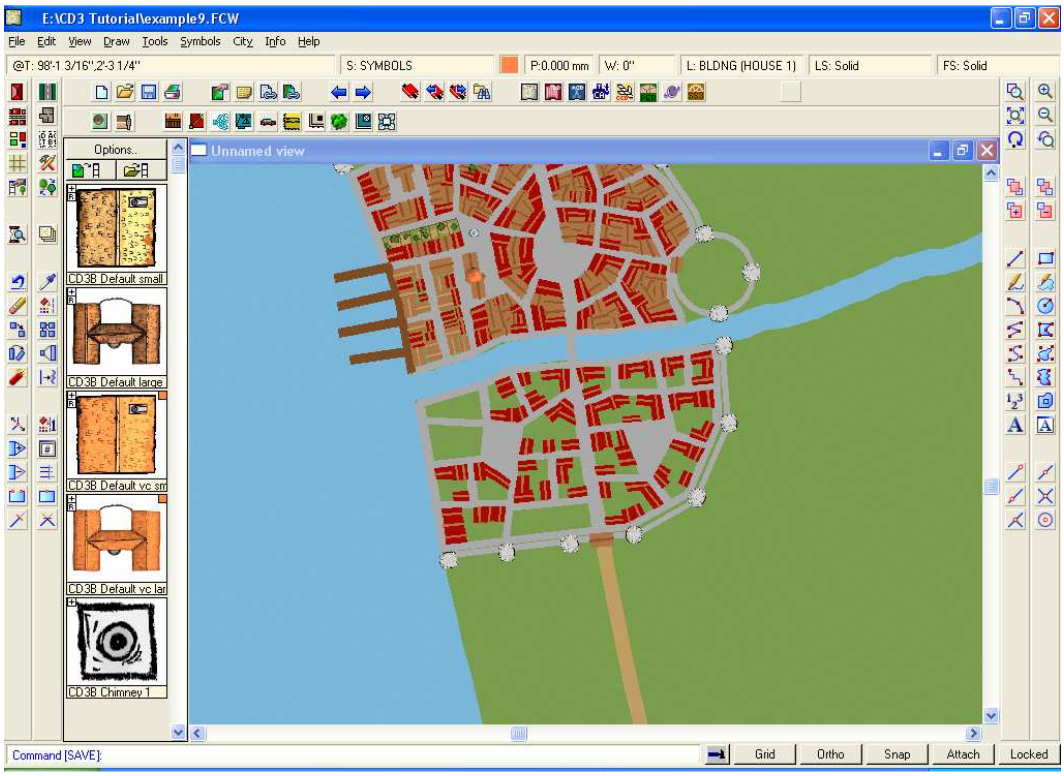
- Now let's add some towers to the walls and give them the proper size. Remember that when you have clicked on the tower symbol you can <u>RIGHT</u> click to set the size. This time I will go with a size of 0.3. You can also hold <CONTROL> and move your mouse up and down to set the size.
  Important: make sure you are working in the "TOWERS" sheet when placing these towers. Click on the tower symbol first, then change the sheet. If you change the sheet first, clicking on the tower symbol will reset the sheet to "SYMBOLS"

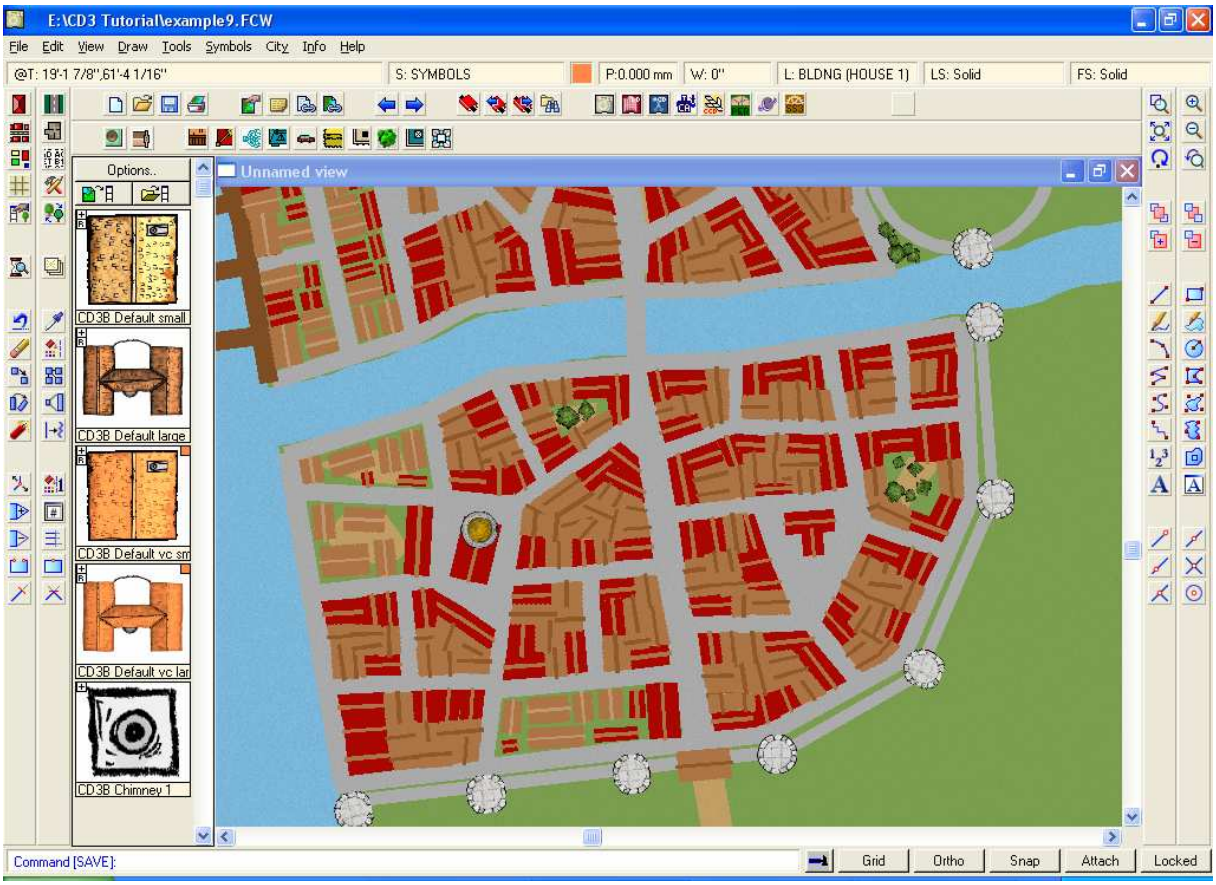


The other side is yours...

- We still haven't touched the other side of the river. It's yours. Using the techniques in part 8 and 9 create roads, squares, districts, houses, gardens, warehouses, etc.



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File Edit View Draw Tools Symbols City Info Help
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S: SYMBOLS
P:0.000 mm
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L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
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CD3B Chimney 1
Command [SAVE]:
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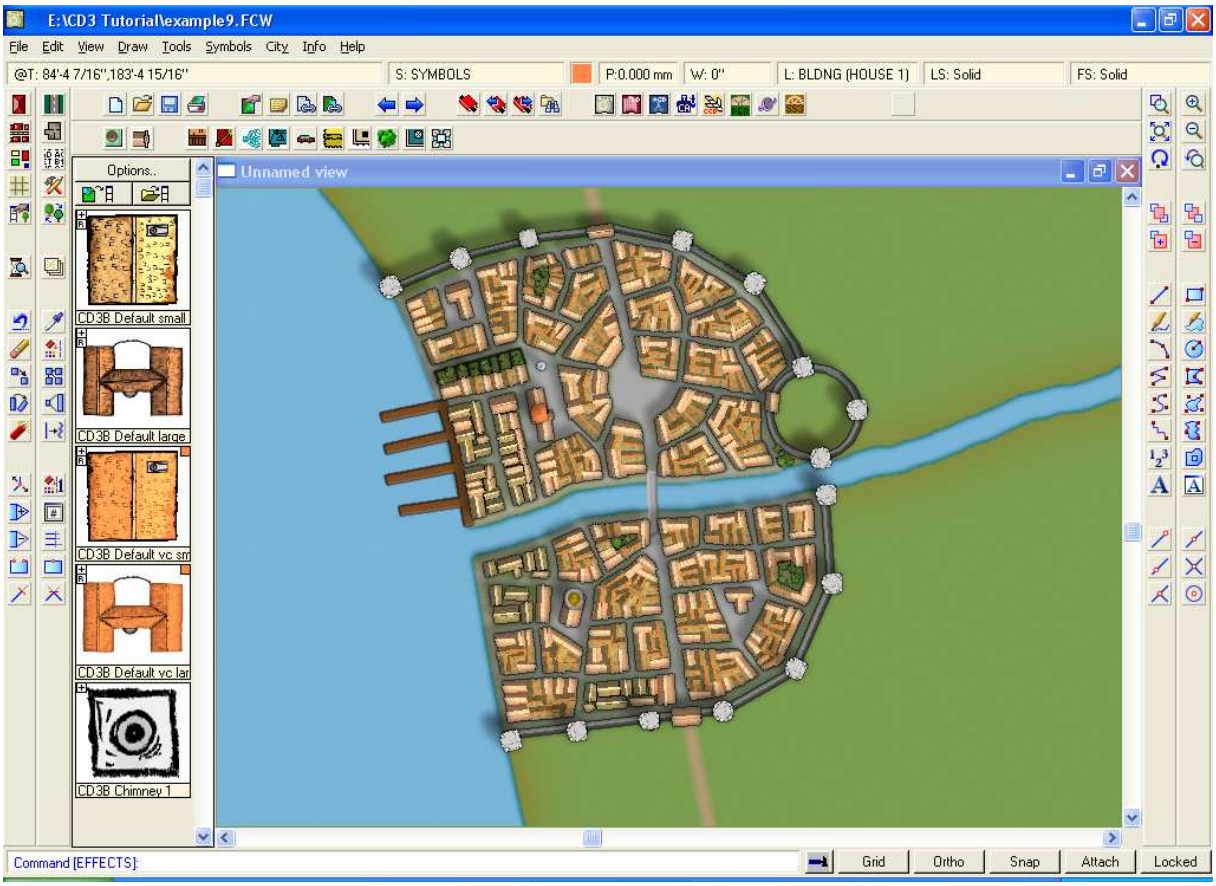
E:\CD3 Tutorial\example9.FCW
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P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Command [EFFECTS]:
Grid
Ortho
Snap
Attach
Locked