City Designer 3 tutorial: creating a small village (part 2)

Last modified: 16-01-2009, by Gandwarf

In this tutorial we are going to expand the small village that we created in part 1.
I am leaving out a lot of background information to make sure this tutorial stays simple.

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

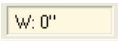
= All city drawing tools

= Zoom in or out

= House drawing tool

= Open symbol catalog

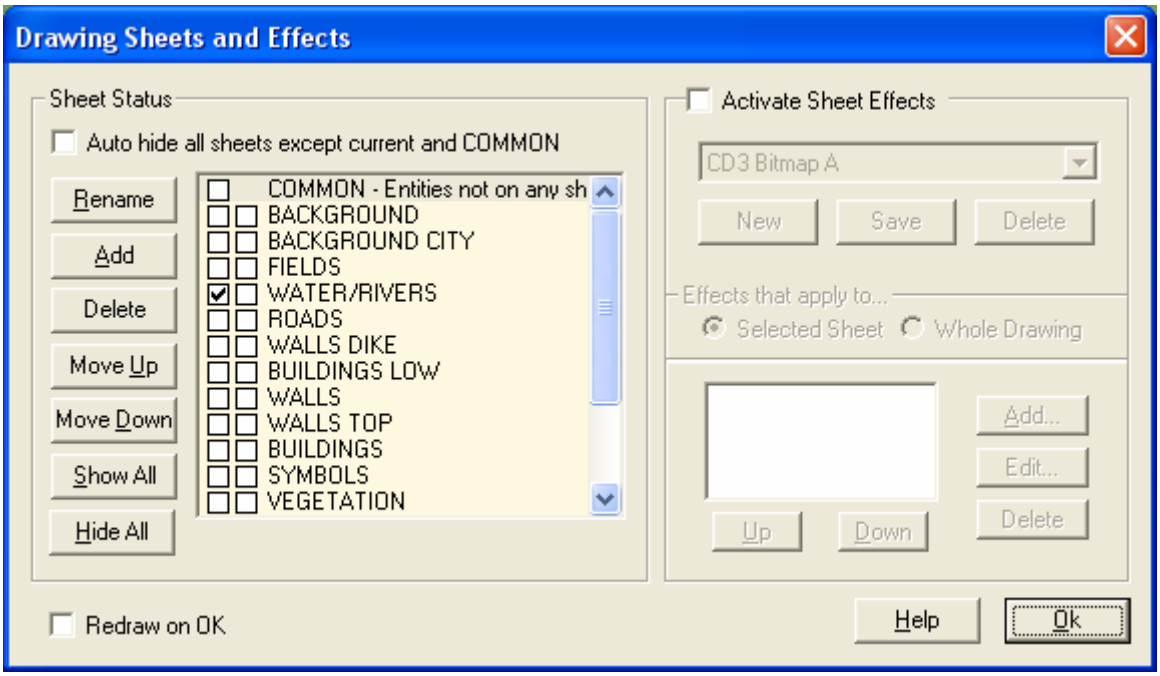
= Sheets and effects



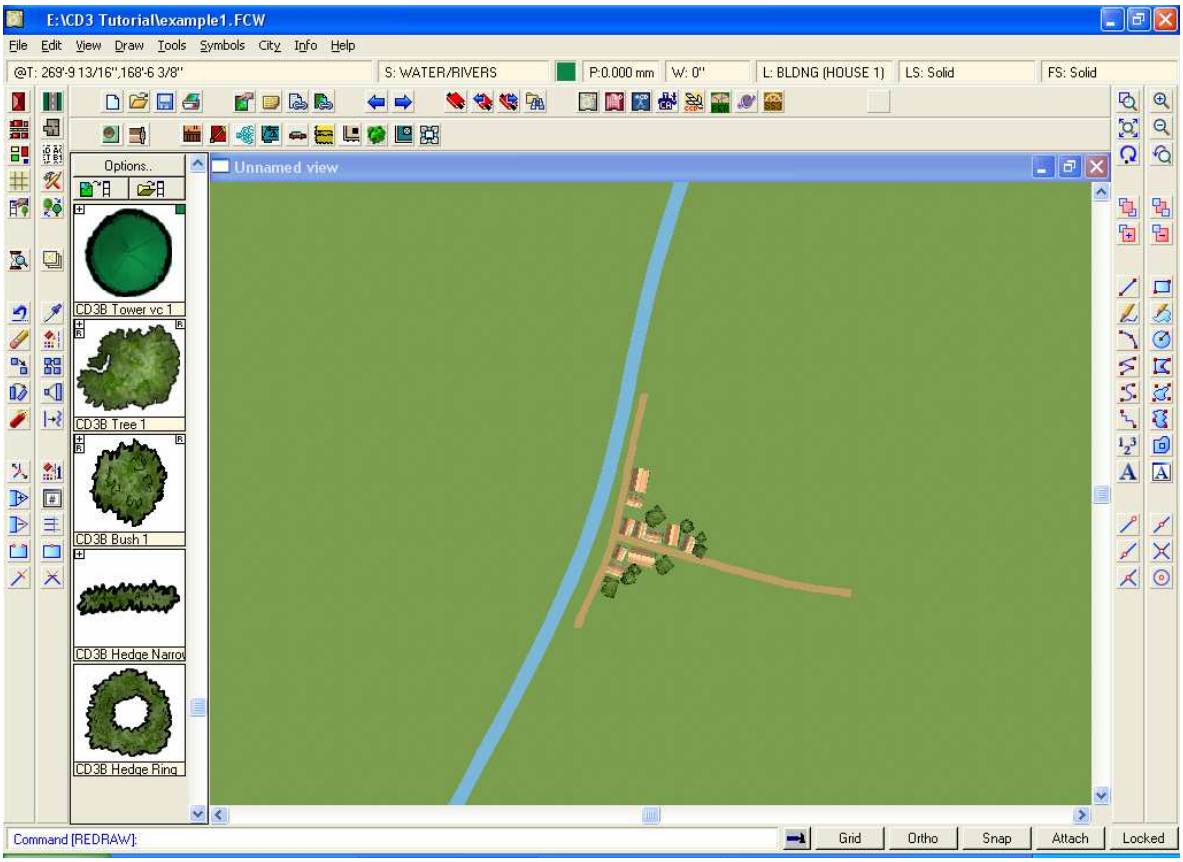
= Changing Width of entity

Now, lets open the map we made in part 1 of the tutorial...

- 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*.

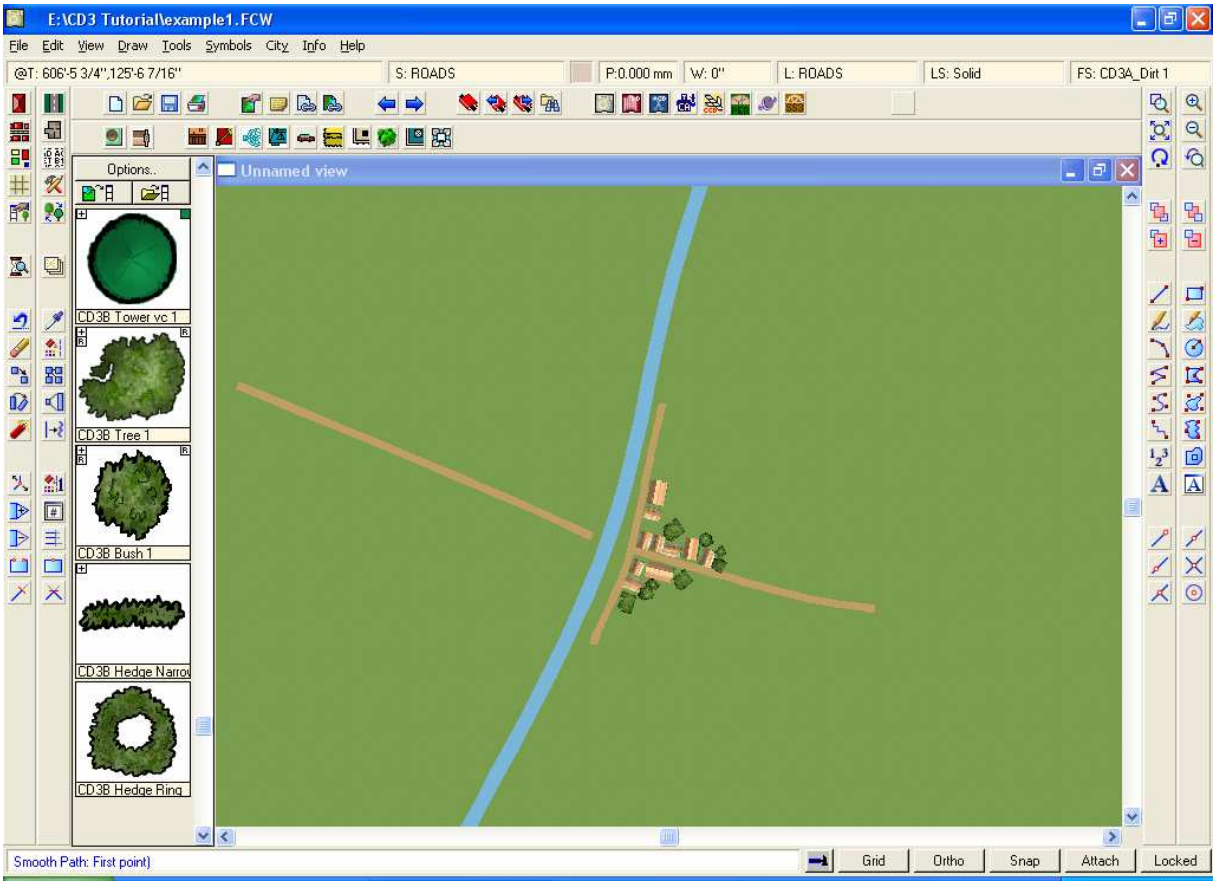


- When we left part 1 of our tutorial we were here:

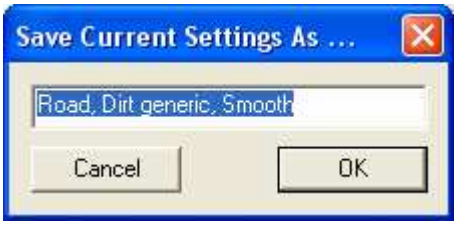


Laying down some more roads...

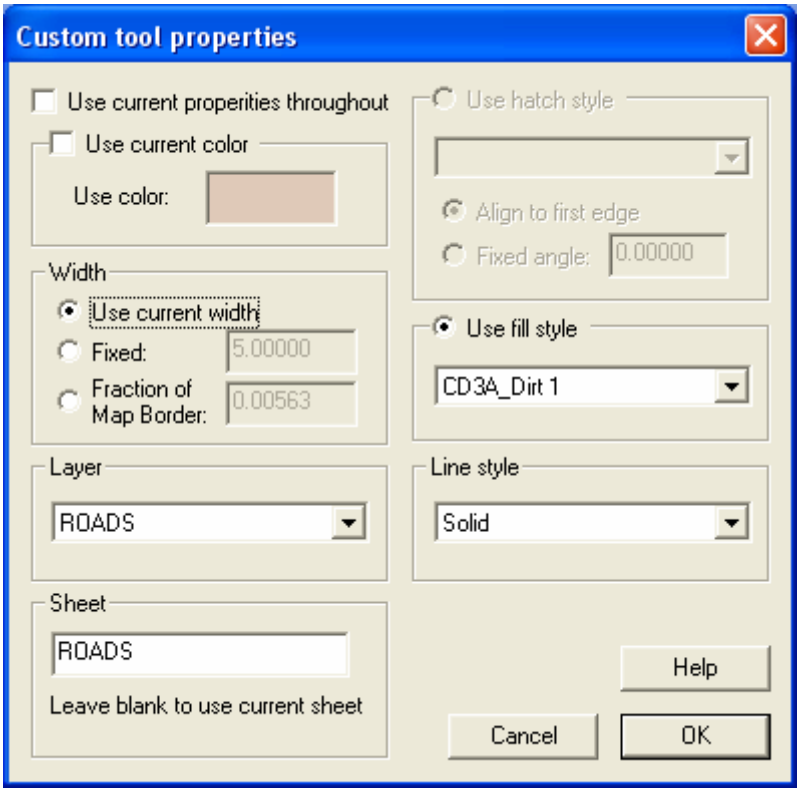
- As more people are moving into our village, more roads will spring into existance. This time we will also add some roads with a different width.
- First lets expand on the main road, but on the other side of the river.
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Road, Dirt 5’, smooth”, select it and click *Ok*
- Your cursor changes and you can now draw your road. This will be a **dirt** road with a width of 5.
- Click a few times to create a road in a place you like and click the right mouse button to finish. I created this example:



- To make our village look more natural we are going to add a road with a width of 3, so smaller than the other roads we have placed until now.
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Road, Dirt 5’, smooth”, select it. This time, don’t click on *Ok*, but click on *New*
- We are going to create a new road tool for ourselves. First you’ll have to enter the name of your road tool. Name it something like “Road, Dirt generic, Smooth”

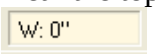


- Click *OK*
- Now click on *Properties*
- Select "Use current width" (it was "Fixed: 5.00000)

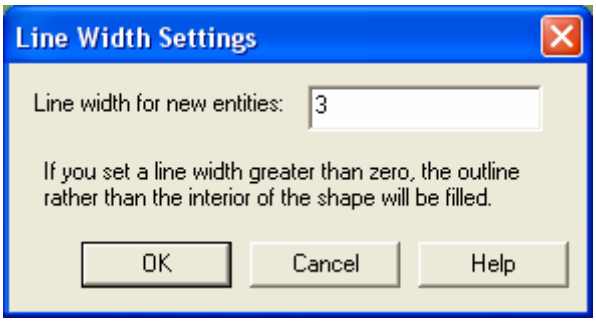


- Click on *OK*.
- After clicking *OK* again we are asked if we want to save the settings. Choose *YES*
- We have now created a road tool that we can use to create a road with a variable width.
- We are going to use this tool to create a road with a width of 3 (smaller than our other roads, who have a width of 5).
- Make sure you have "Road, Dirt, generic, Smooth" selected and that you are ready to draw a road.

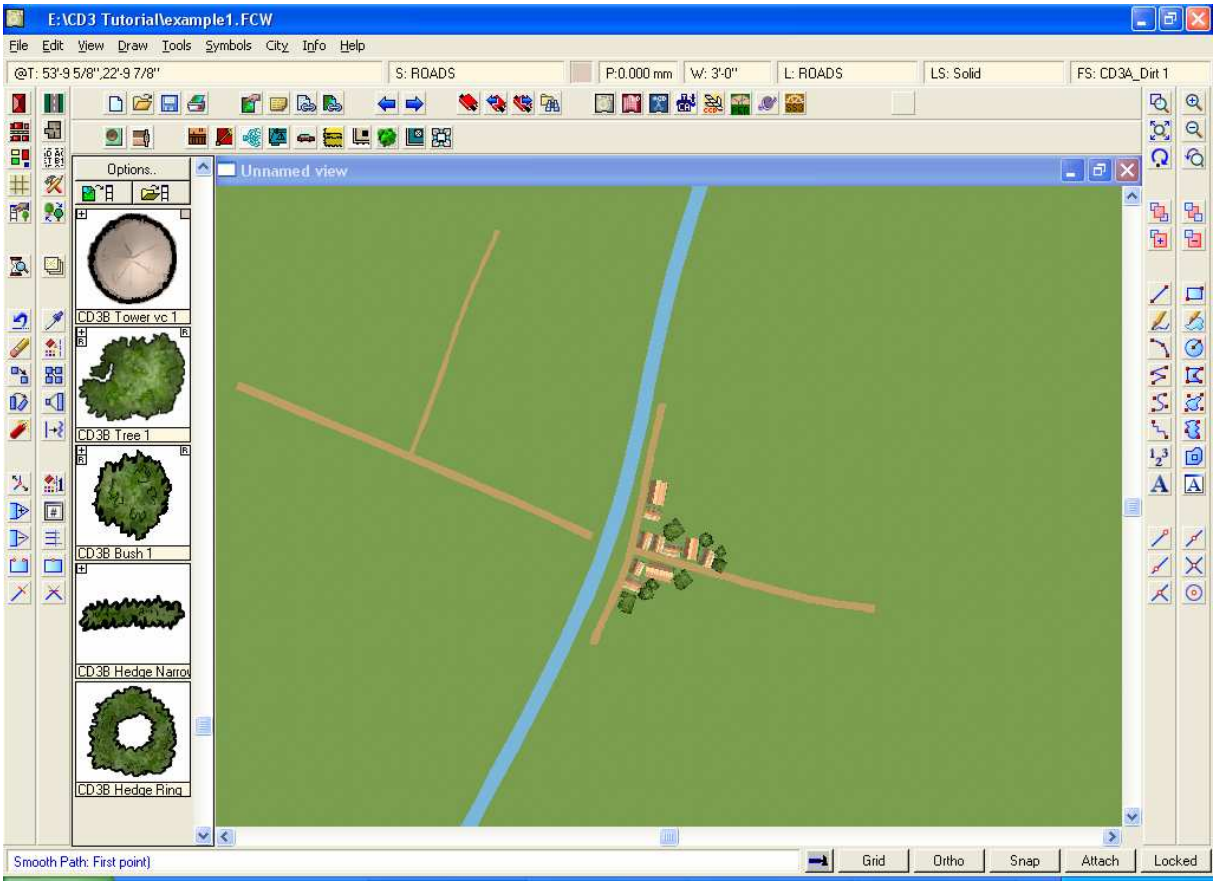
- Near the top of the interface you'll see this button:



- Click on it to change the default Width of the entity.

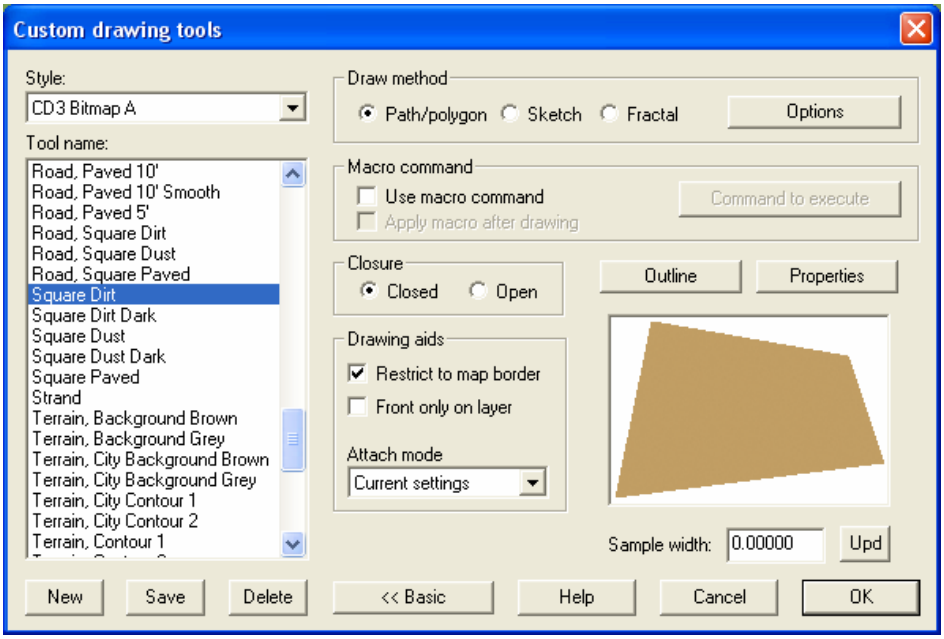


- Enter "3" and click on *OK*
- Now add your road somewhere. As you can see this road has a smaller width than our other roads. Maybe it is less travelled?

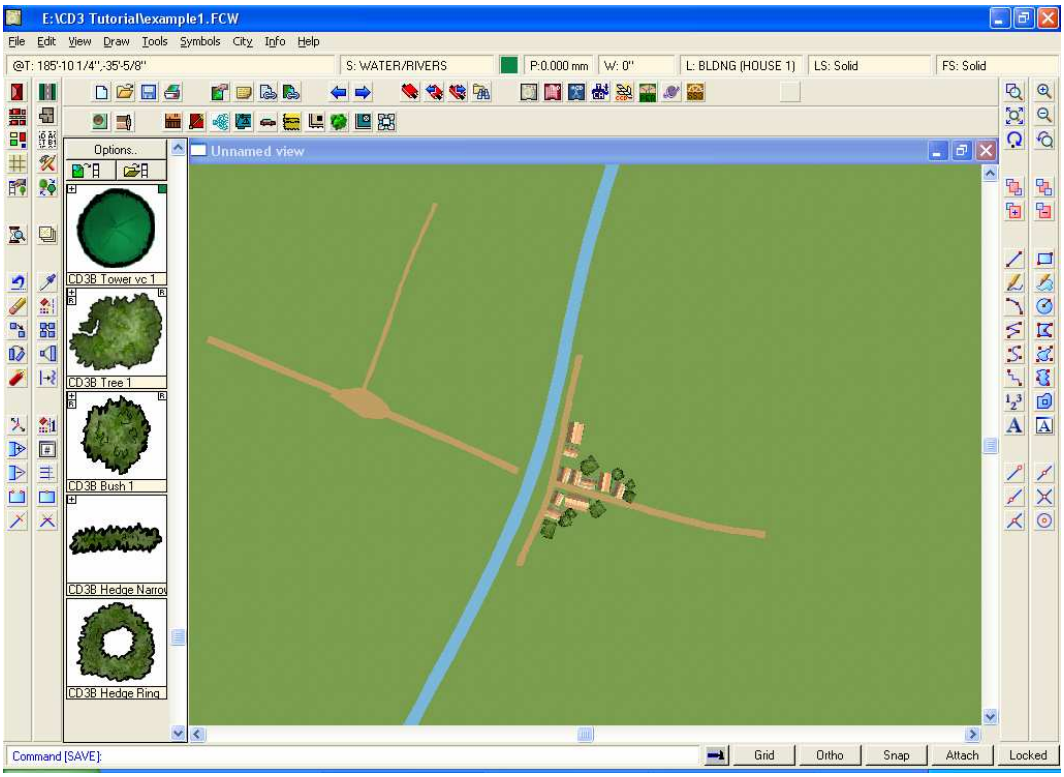


Creating a square...

- Our village is growing fast and is in need of a small square. This might be a place were a market or traders set up shop.
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Square, dirt”, select it and click OK



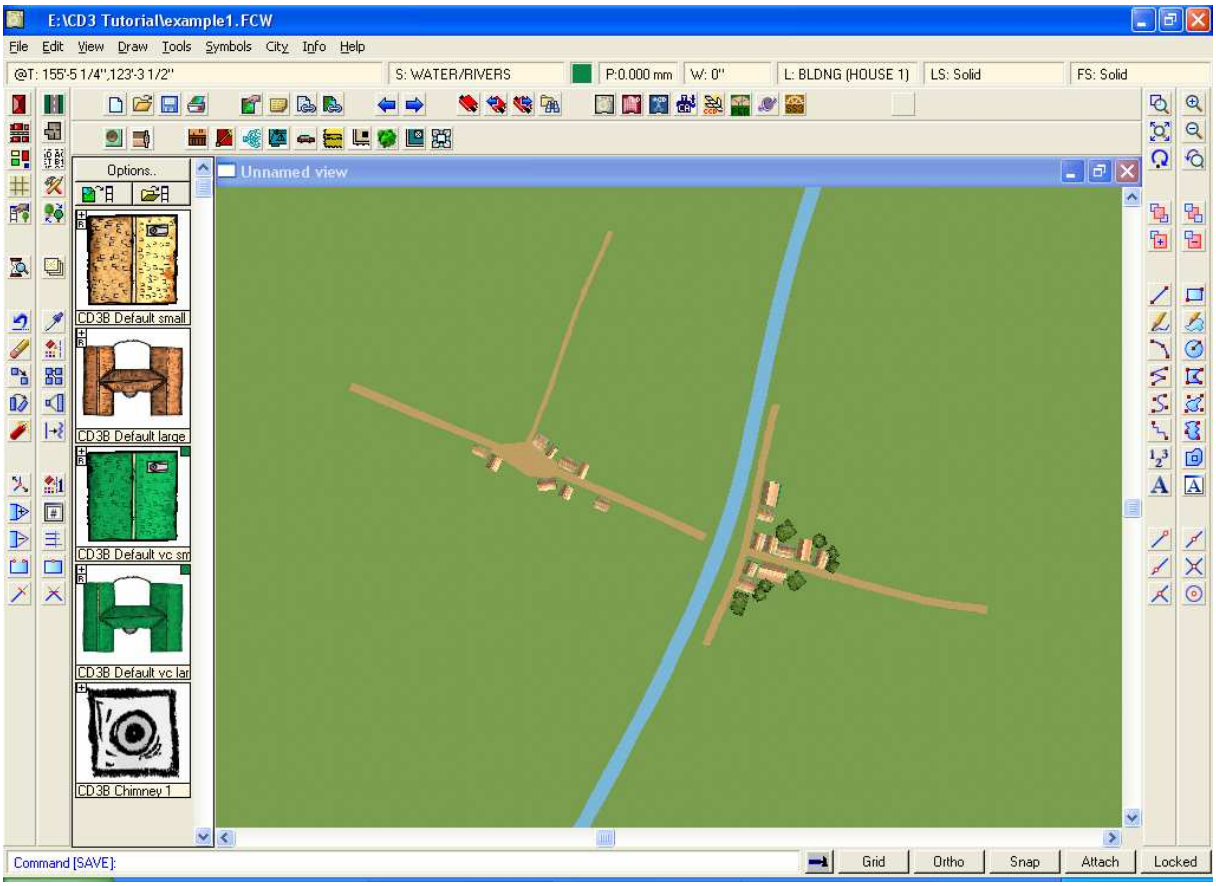
- With this tool we can create a small square. By left clicking in several spots you can define it’s shape. I did this:



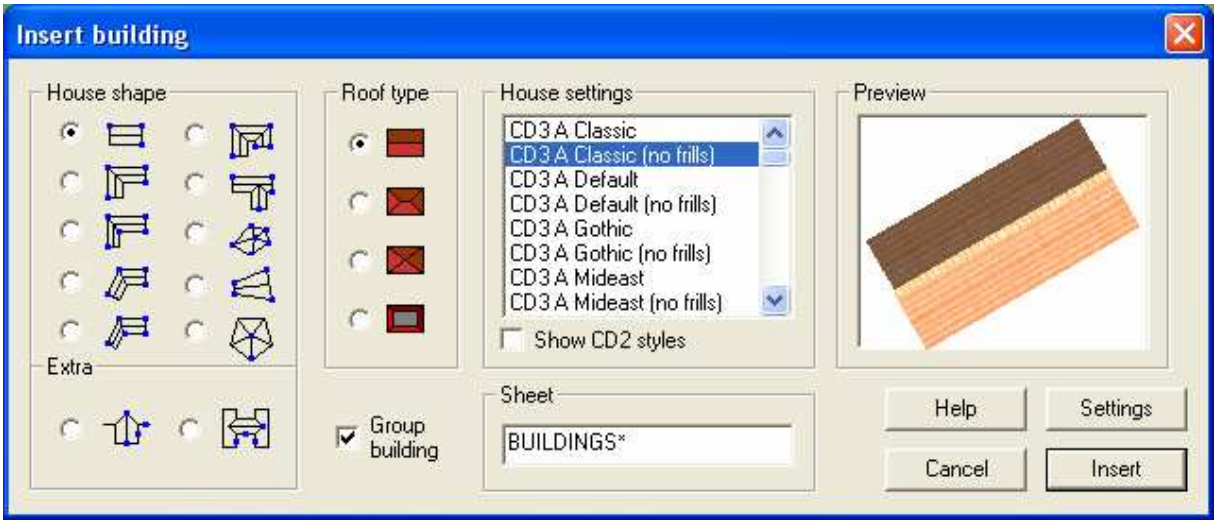
A square needs houses...

- Our square is begging for some buildings and we are going to place a few.
- Click on the “House” drawing tool and use the settings below.

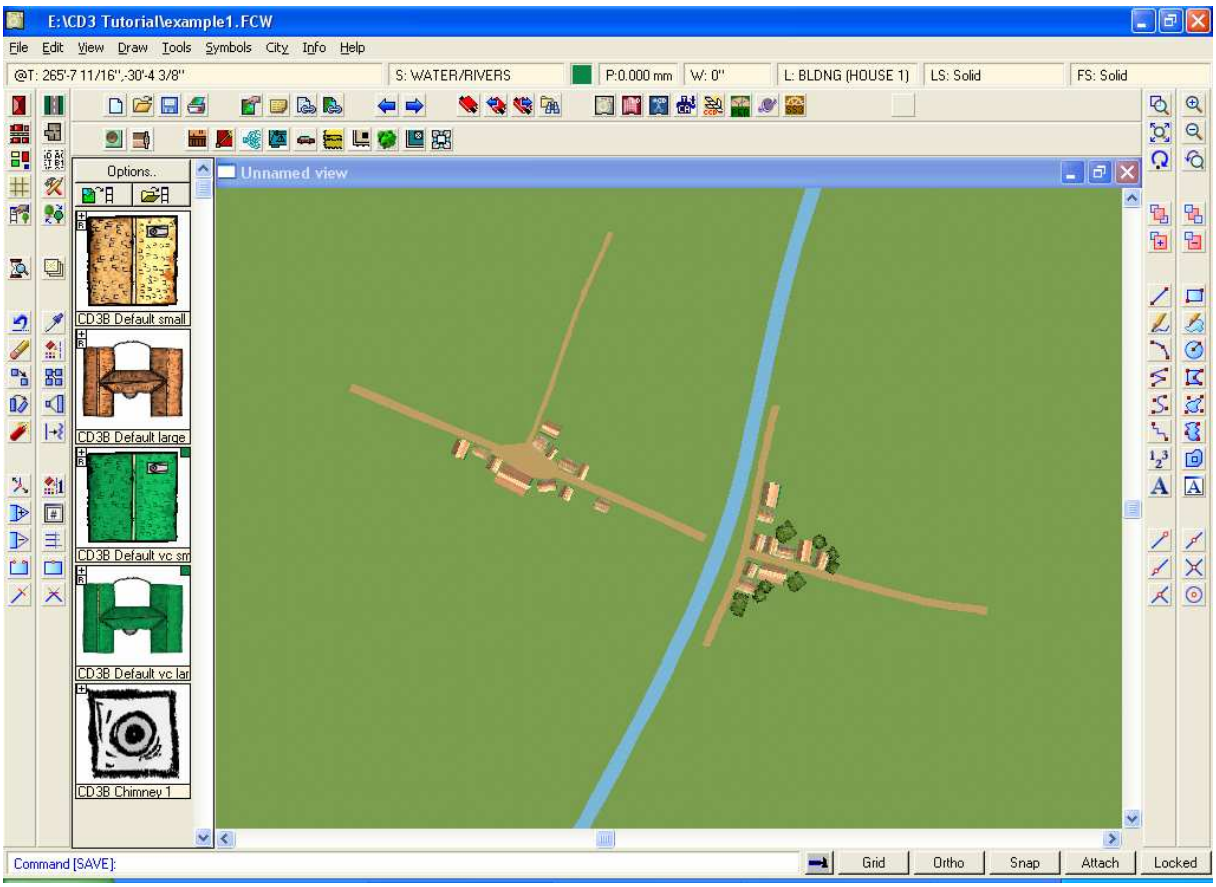
- Click on *Insert* and draw several houses.



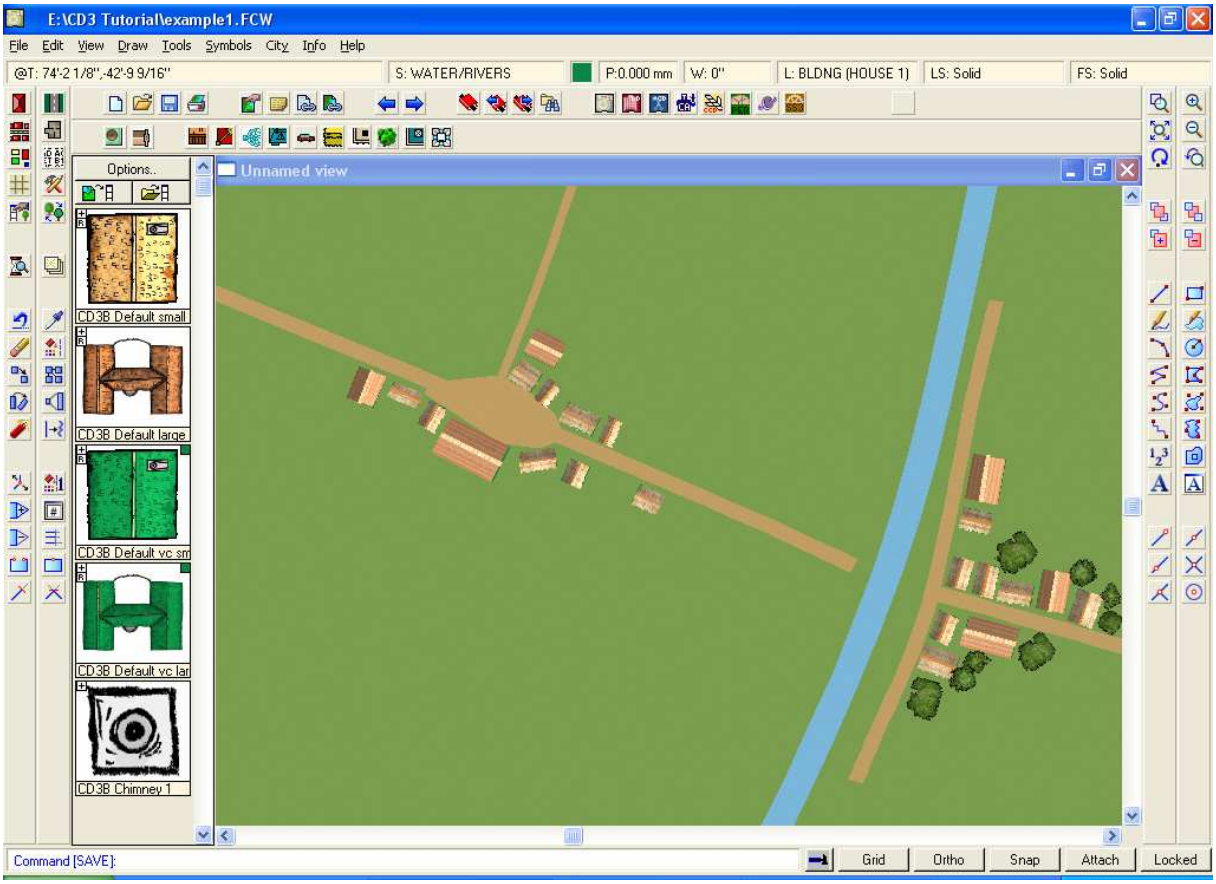
- To make the village look a bit more realistic we will add another style of housing.
- Click on the “House” button and use the settings below.



- Click on *Insert*
- Now draw a few more houses.
- Also add a large building that might function as an inn:



- We can even add to the shapes of houses. Let's add a little wing to our inn.
- Zoom in a bit so you can better see the large building.



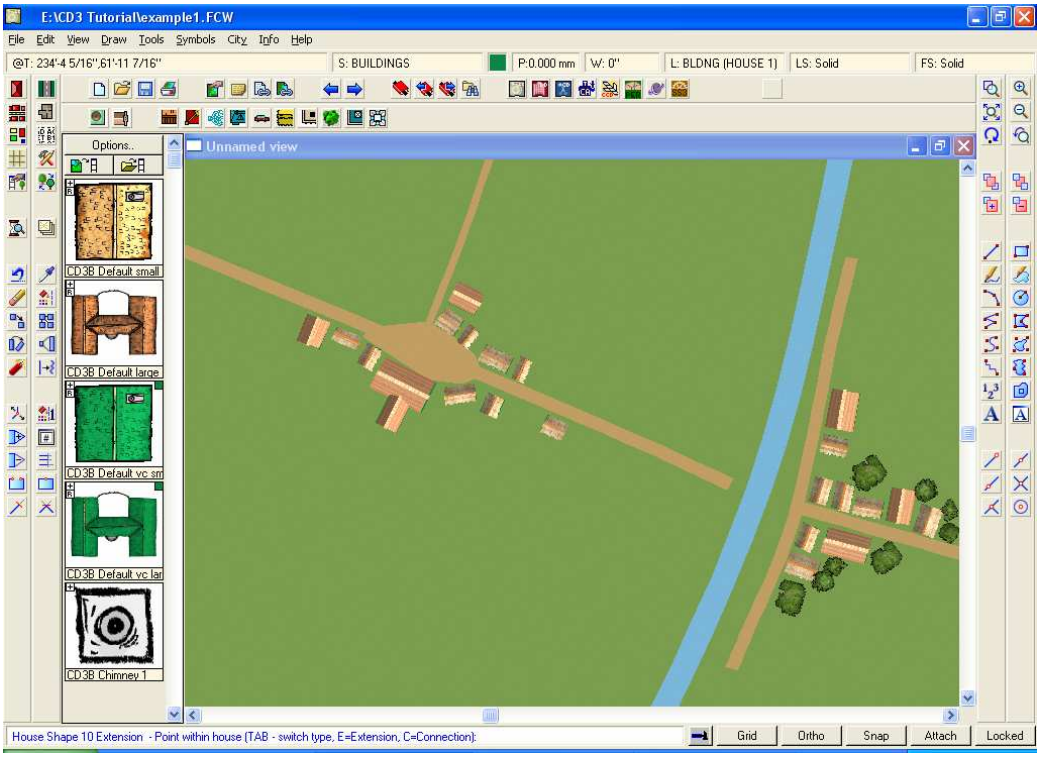
- Click <u>RIGHT</u> on the "House" button and choose" extension".

(Alternatively, you can click <u>LEFT</u> on the "House" button and use these settings:

)

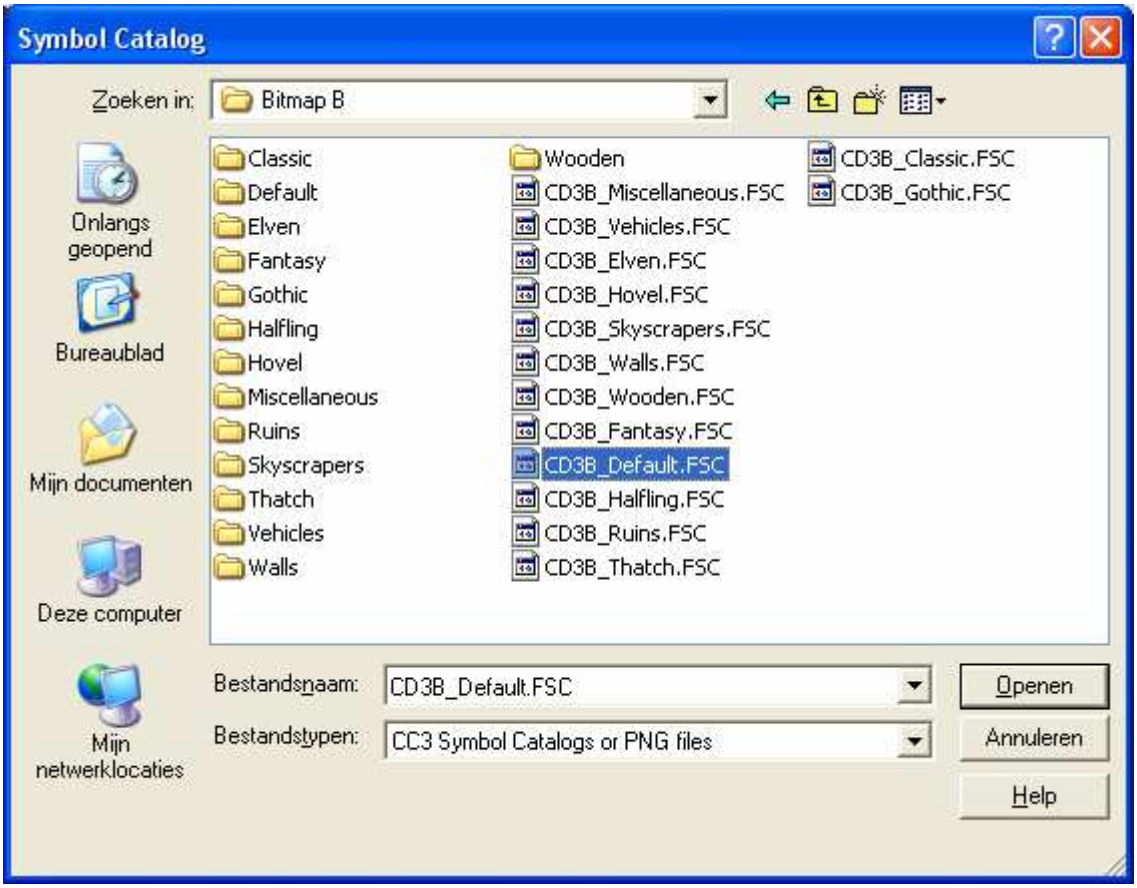
- First click on a point in the big building. Our extension will start from there.
- Then click on the house edge where the extension is going to be.
- You can now move the mouse up, down, left and right to define the shape of the extension.
- Click twice to place the extension.

- My inn now looks like this:


E:\CD3 Tutorial\example1.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 234'-4 5/16",61'-11 7/16"
S: BUILDINGS
P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options...
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
House Shape 10 Extension - Point within house (TAB - switch type, E=Extension, C=Connection):
Grid
Ortho
Snap
Attach
Locked

Add some vegetation...

- We are going to plant some more trees.
- Click on the “Open symbol catalog” button, an explorer window will open.
- Go to the directory where you have installed Campaign Cartographer 3 and goto Symbols\Cities\CD3\Bitmap B
- Open the file CD3B_Default.FSC

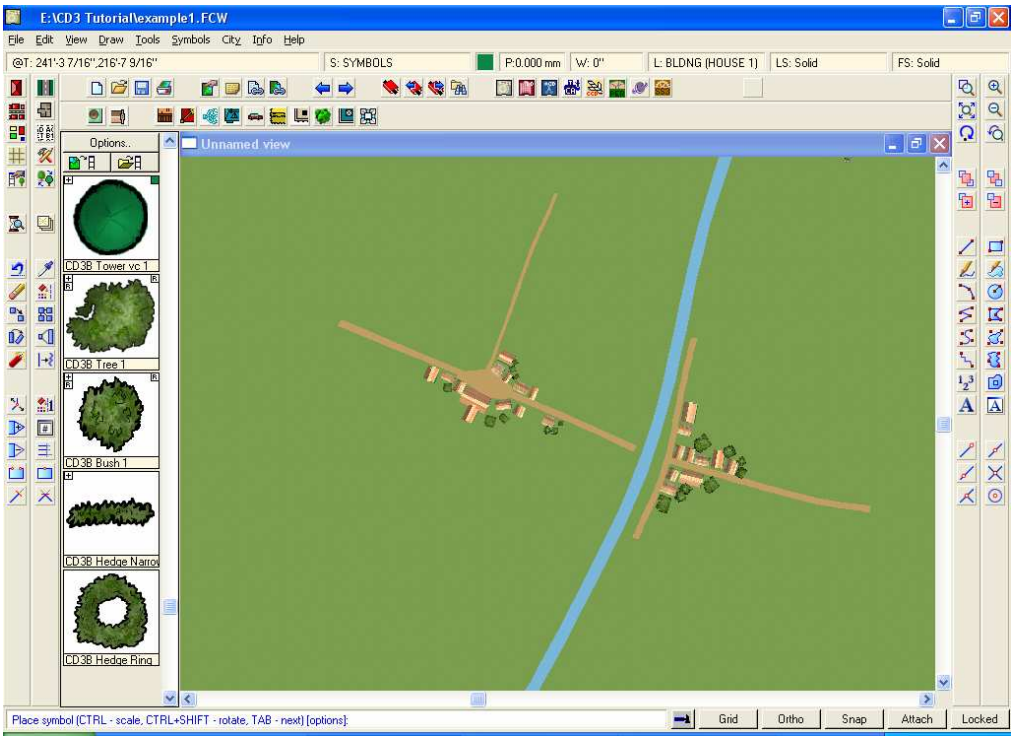


- Under the button “Open symbol catalog” you’ll see new symbols appearing. Scroll all the way down to this Tree symbol:

- Click on it and your cursor will change. Now you can plant down a tree.
- You have to resize the tree however to make sure it isn’t too small or big for your building scale.
- Hold down the <CONTROL> key on you keyboard and by moving your mouse up or down you can make the symbol bigger or smaller. Pick a size that matches with your buildings and release <CONTROL>
- Now place down some trees by left clicking. Stop by right clicking.

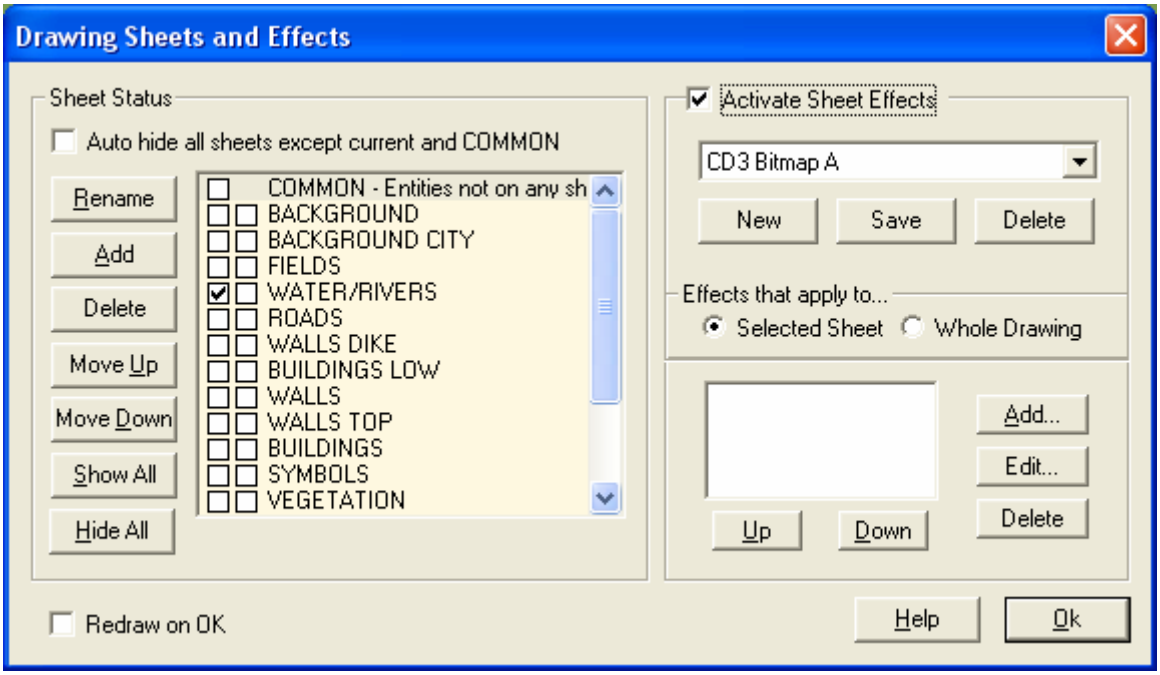
- You can place down some bushes also by using this symbol and using above techniques.

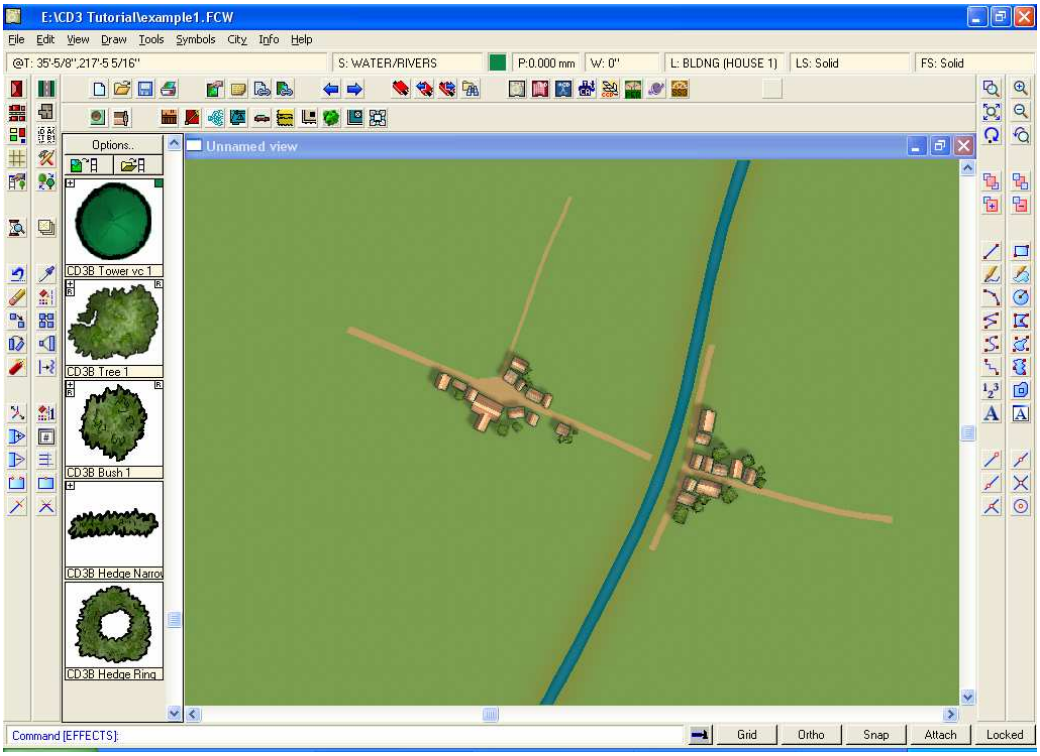
- After placing the bushes I got this result:



Now lets turn on the effects...

- Click on the “Sheets and effects” button.
- Check “Activate Sheet Effects” and click *Ok*



- City Designer 3 will now load standard effects, like shadows and blurs. This can take some time, especially on bigger maps.

- Our small village now looks a lot better. Zoom out to appreciate the effect some more.