City Designer 3 tutorial: creating a small village (part 4)

Last modified: 16-01-2009, by Gandwarf

In this tutorial we are going to further expand our small village. We are going to add a small castle and some more houses.

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

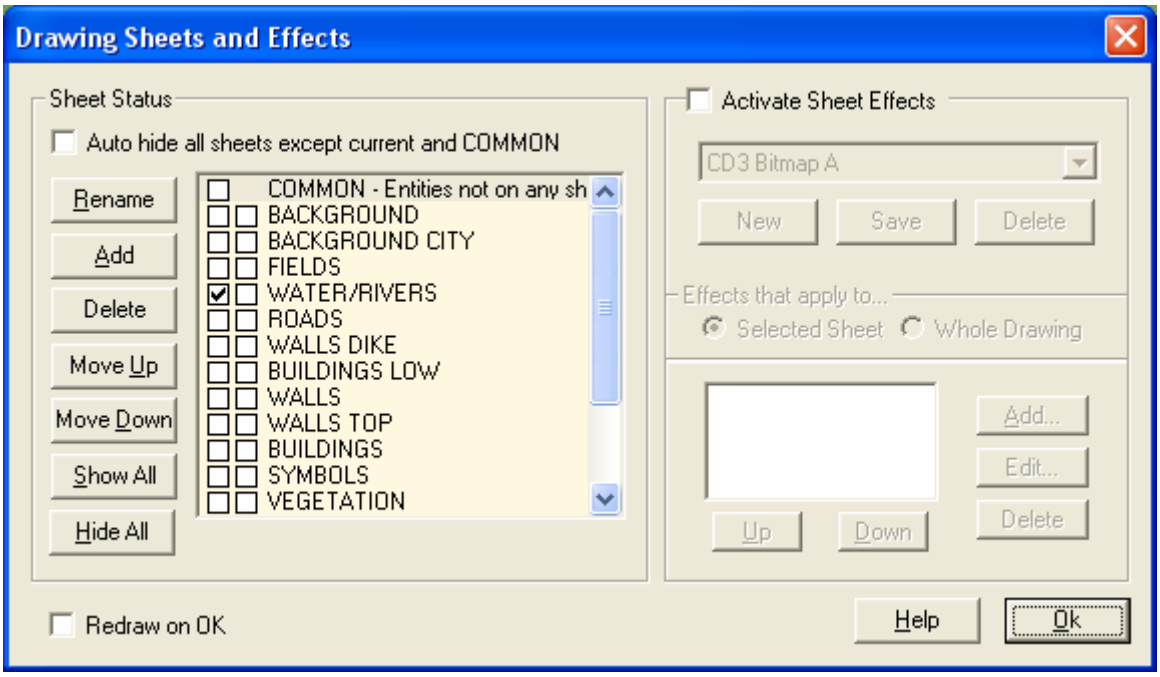
= Change sheet, color, pen thickness or width of entity

= Refresh button

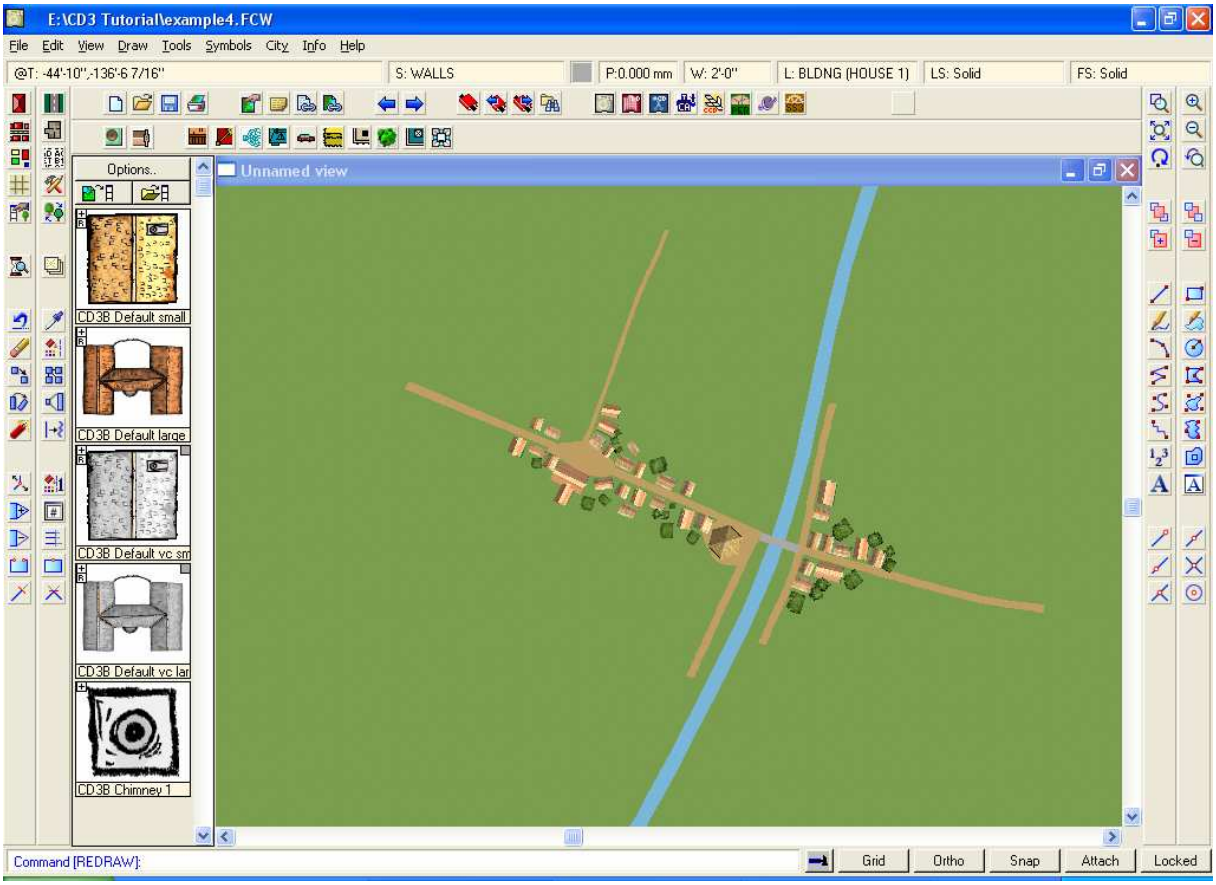
Now, lets open the map we made in part 2 of the tutorial...

- 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 3 of our tutorial we were here:

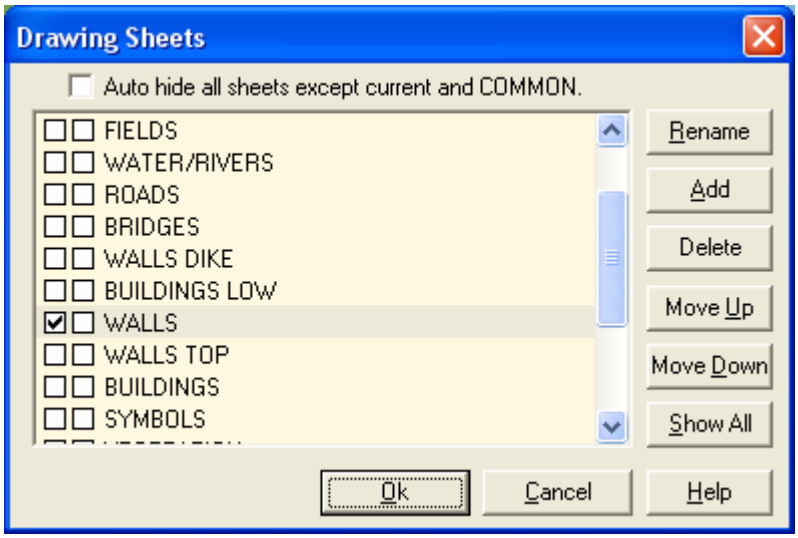

E:\CD3 Tutorial\example4.FCW
File Edit View Draw Tools Symbols City Info Help
@T: -44'-10",-136'-6 7/16"
S: WALLS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
Command [REDRAW]:
Grid
Ortho
Snap
Attach
Locked

A local lord...

- The village has grown and a lot of traffic is using the new bridge. A local lord has been attracted and peasants and engineers are busy building him a castle.
- The castle is going to be built near the bridge so that the lord can charge toll.
- This time we are going to use the standard line tool to draw us some walls. First we are going to change the sheet we are drawing the entity in. By creating lines in the standard WALLS sheet we will get some free effects!
- Click on the name of the selected sheet. In below example my current selected sheet is "WATER/RIVERS". This might be something else on your computer!

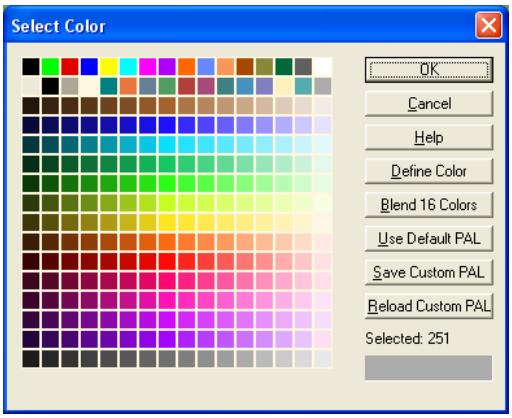
(this image contains: sheet, color, pen thickness and width of our entity)

- After clicking a new window opens.



- Check the first checkbox located to the left of the WALLS sheet and click *OK*. You have now told City Designer 3 to work in the WALLS sheet.

- We are now going to change the color of the line we are going to draw. Clicking on the green colored button (this can be another color on your computer, depending which color you have selected last!) brings up a menu where you can pick your color.



- Select a grey color (I have selected number 251) and click *OK*
- Set the width to 2 by clicking the width button.

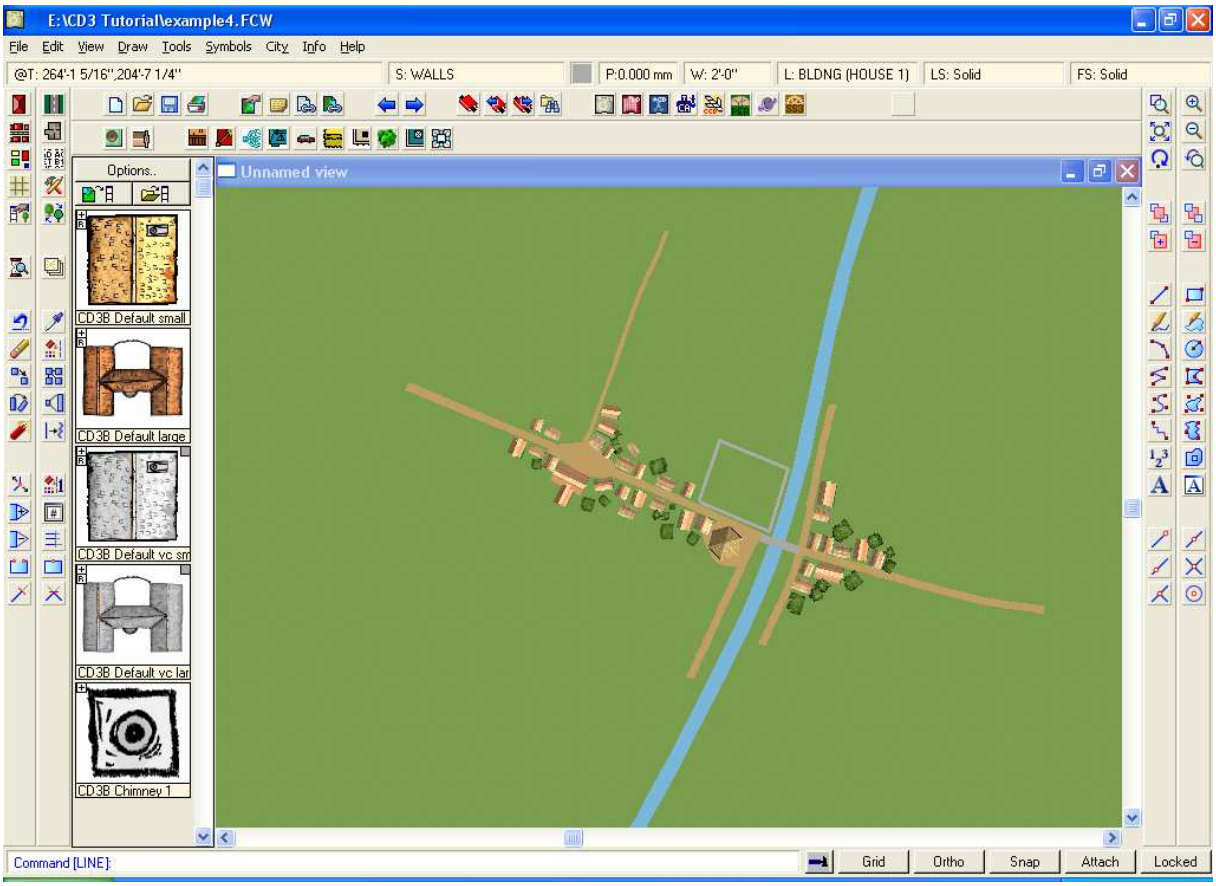
- Your interface should now look like this:

- Click the line button on the right:

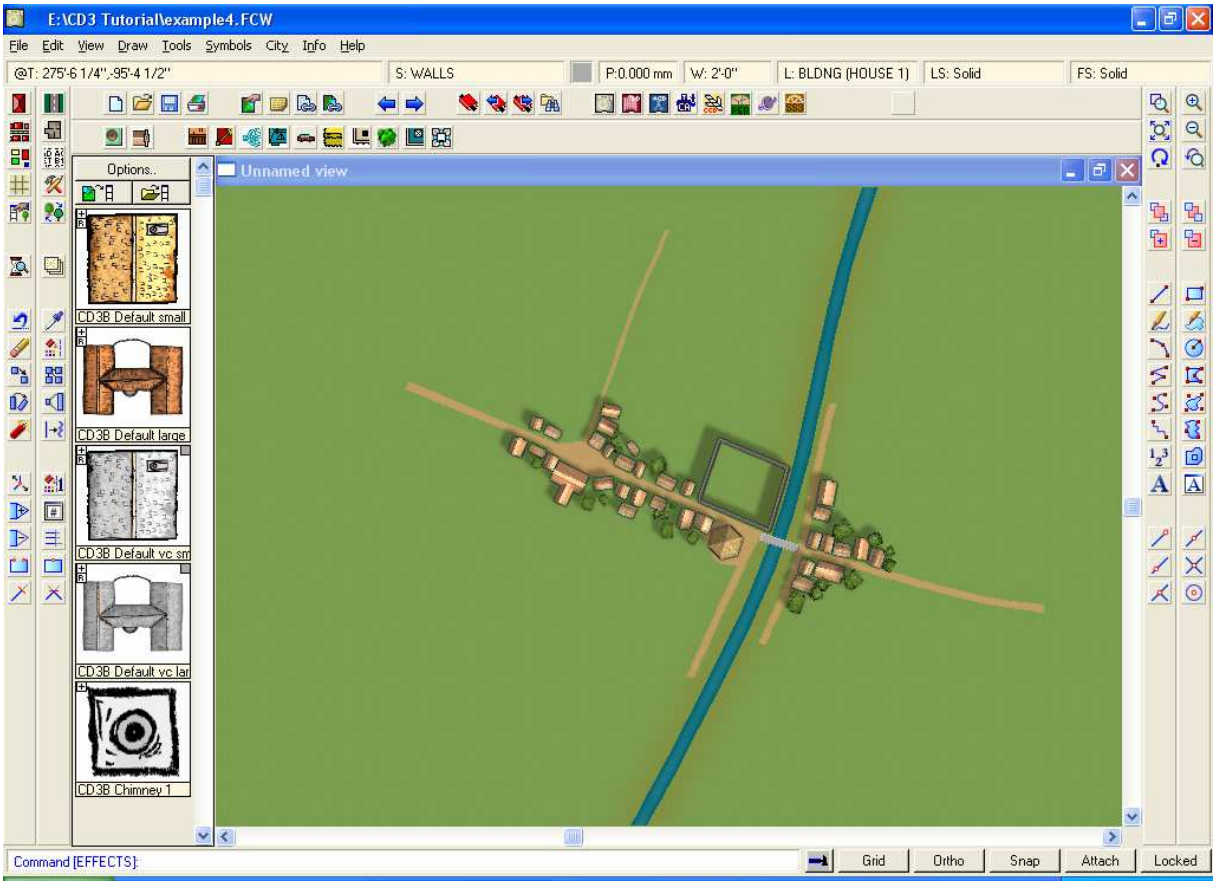
- You can now start clicking in your map and create a wall by connecting two or more points. It will be created in the WALLS sheet, be colored grey and have a width of 2

- Create a boxed in square by clicking 4 times.

- Your map should now look something like this:



- Now if we turn on the effects we'll get the free wall effects!

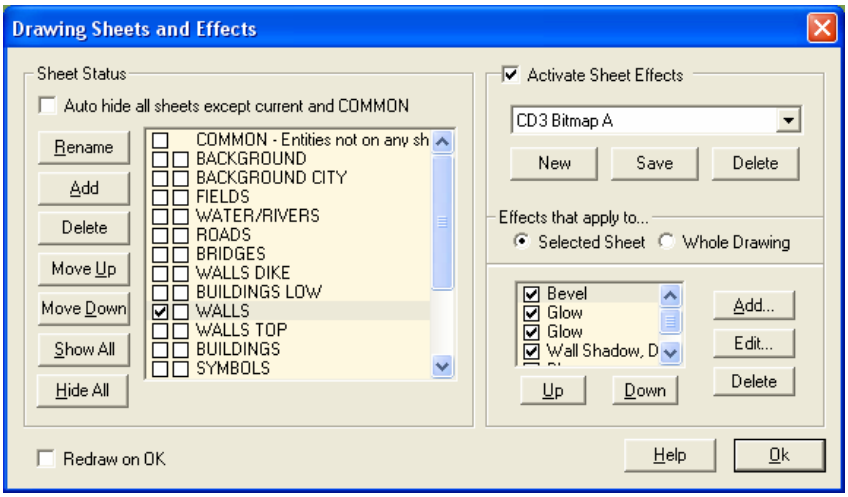


- I think the wall shadows are a bit too long however, so we are going to tweak the effects of the WALLS sheet.

- Click on “Sheets and effects”

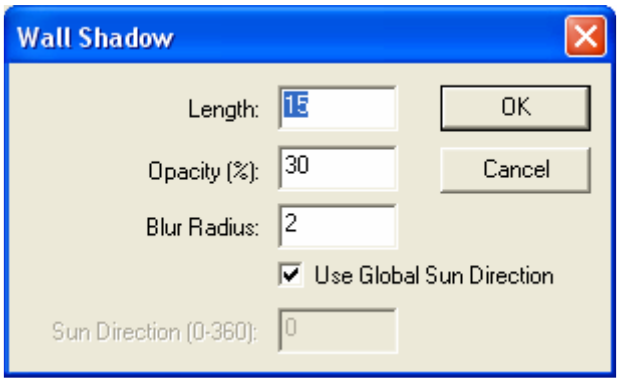
- Check the “Activate sheet effects” button, so you can edit the effects.

- Click on the “WALLS” name to select it. You will several effects that come standard with City Designer 3.

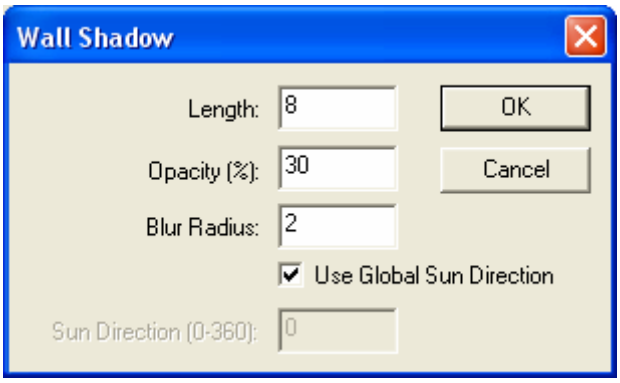


- Click on the name “Wall Shadow, Directional” to select it. We are going to edit it, as that effect is creating the shadows for the walls.

- Make sure you have “Wall Shadow, Directional” selected and click *Edit*.

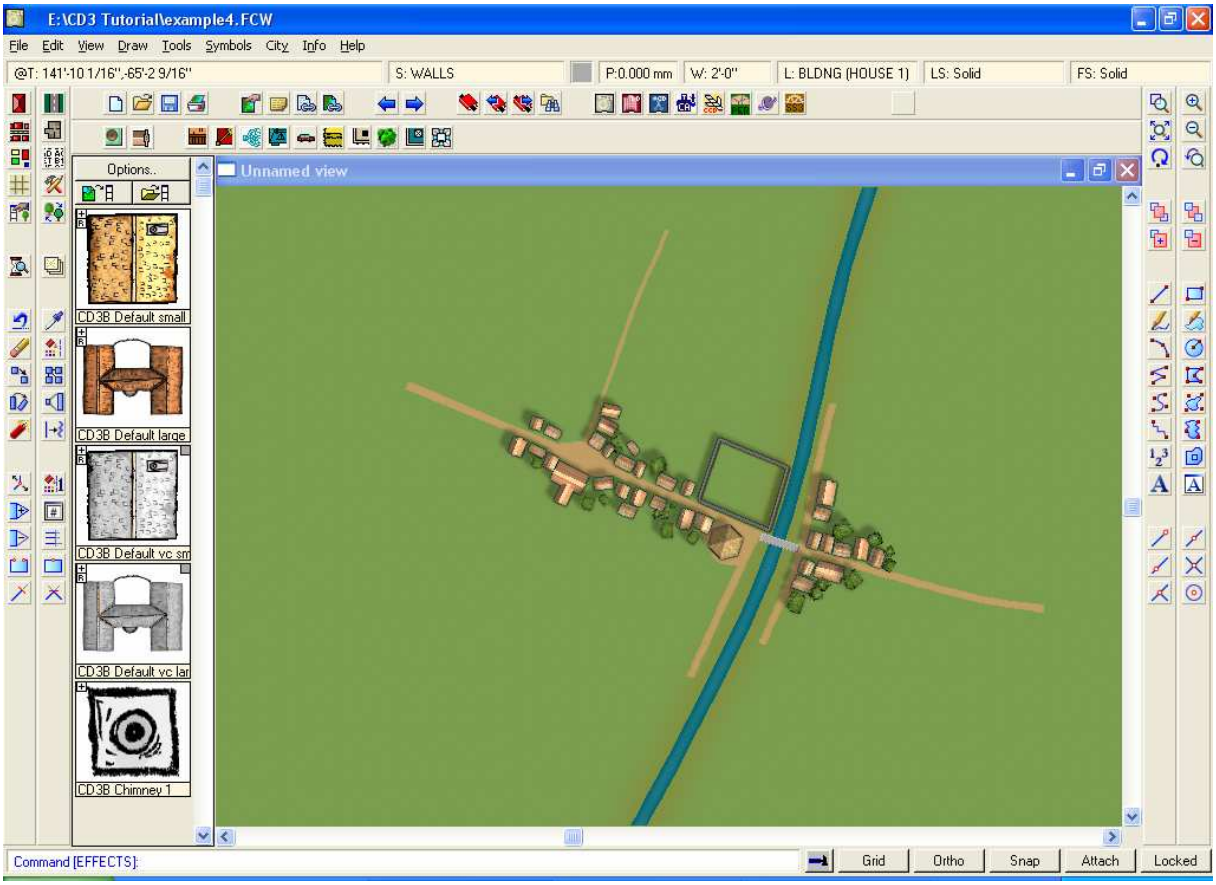


- Let’s tone down the length to for example 8.



- Click *OK*

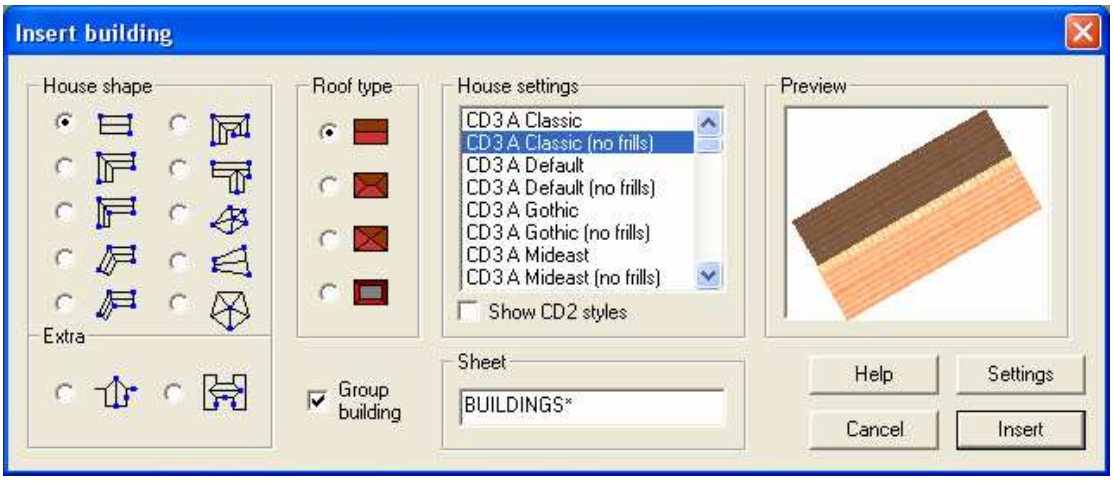
- Click *OK* again to turn on your effects.



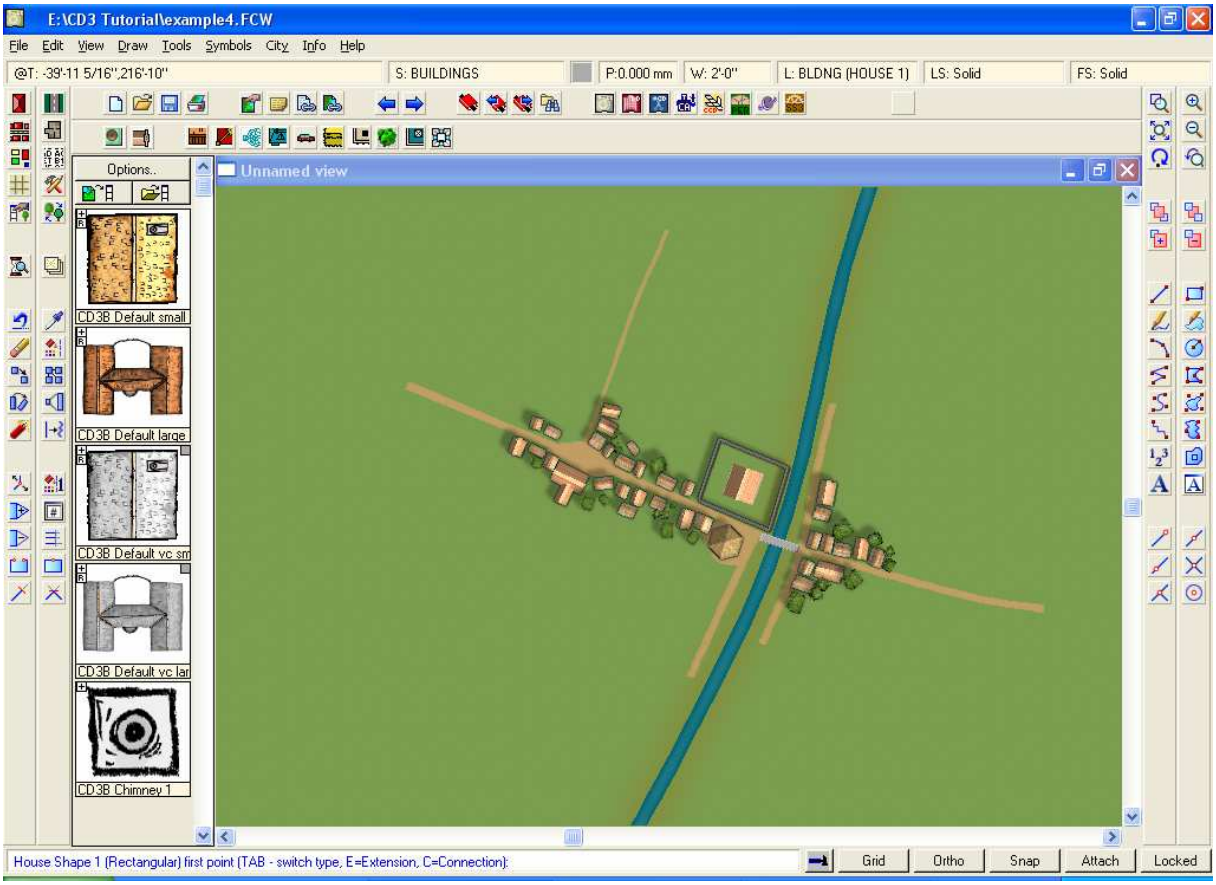
- As you can see the walls now cast a smaller shadow. Some of the buildings in fact cast a smaller shadow. We'll change that later.

- Turn of the effects, as the local lord wants some place to live!

- Click on the "House" tool and use these settings:



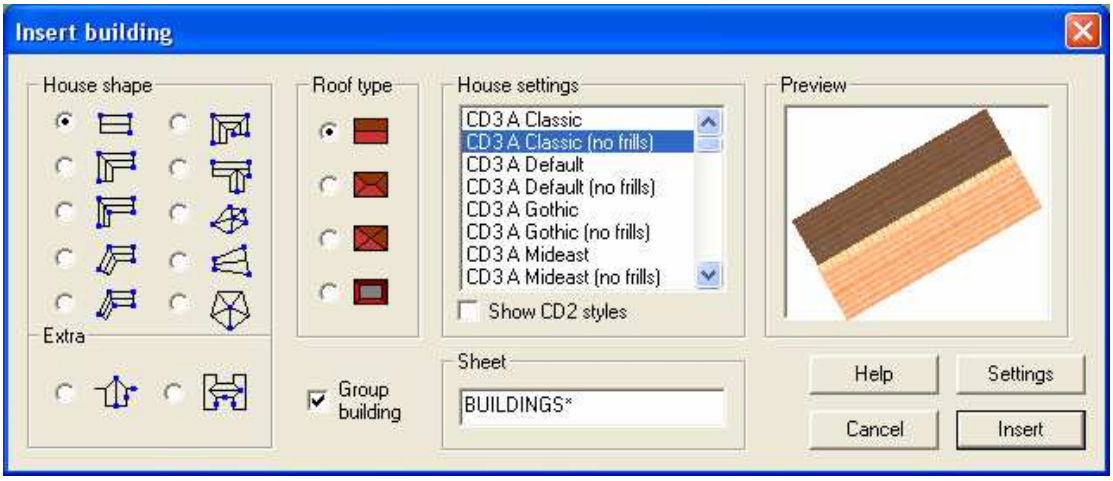
- Click **Insert** and create a large, rectangular building inside your walls.



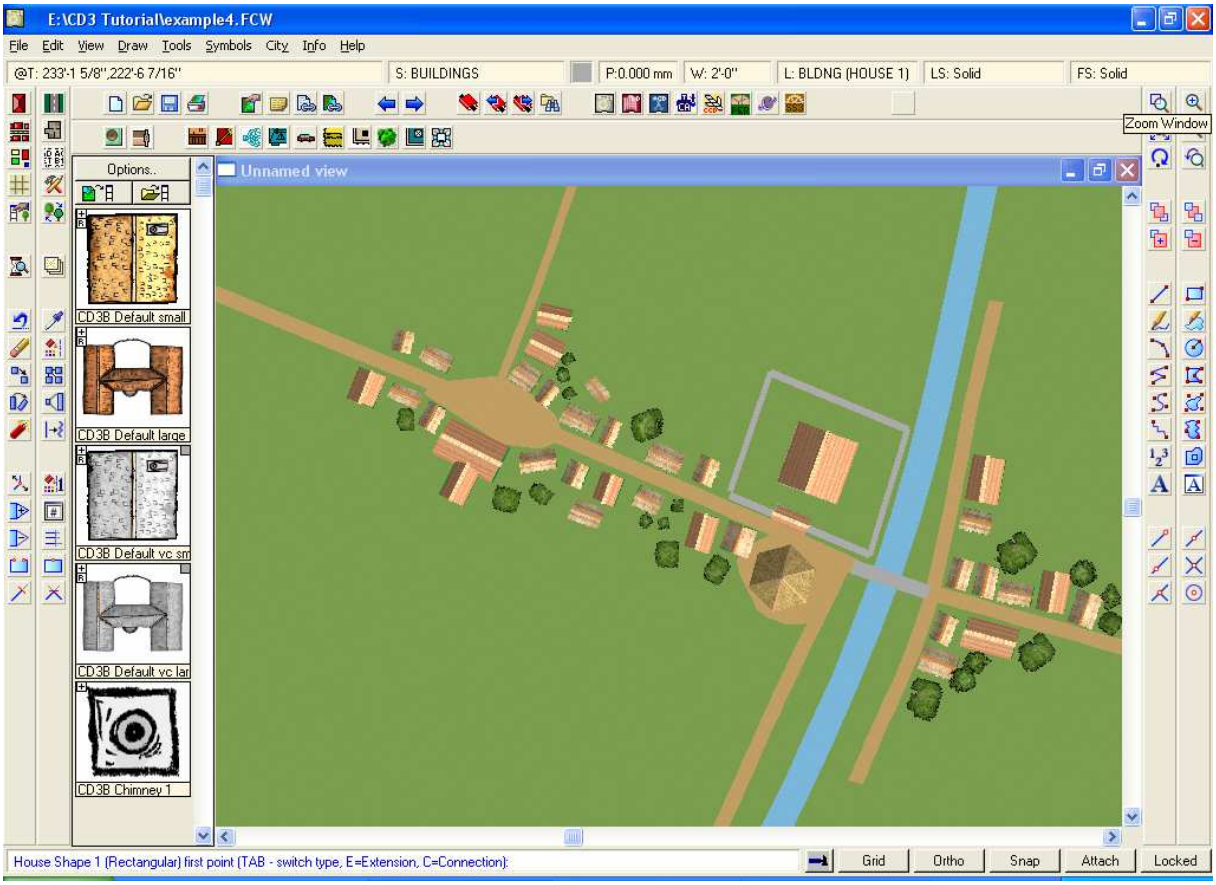
- Don't worry that you might still be working in the WALLS sheet. City Designer 3 knows you want to place a building and has changed the sheet to BUILDINGS.

- Lets add a small gatehouse on top of the walls.

- Click on the "House" tool and use these settings:



- Click **Insert** and create a small, rectangular building on top of the wall where you want your gate to be.

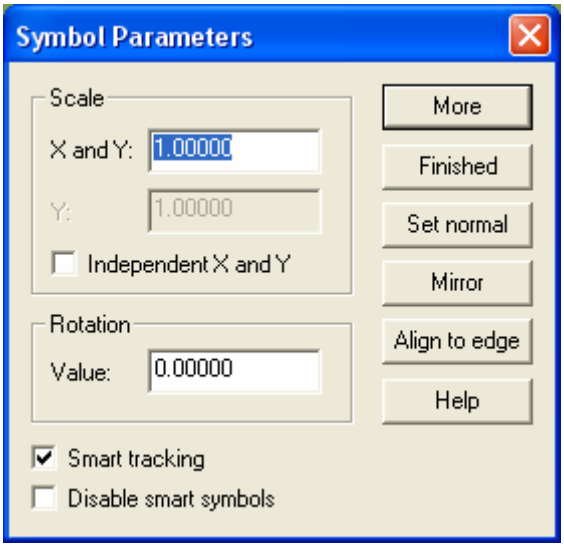


- Now lets add some towers.

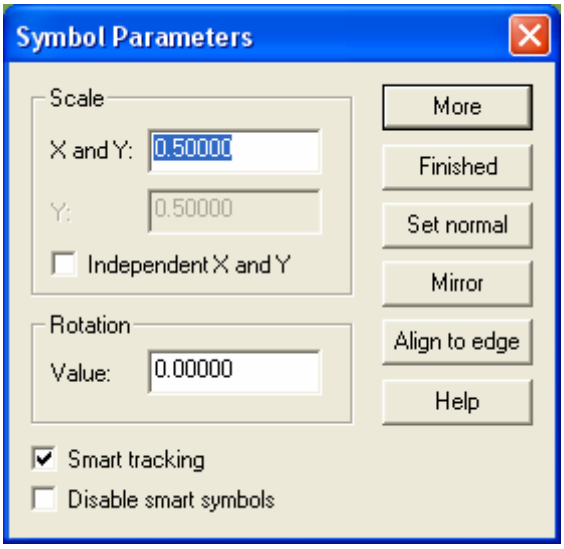
- Use the technique taught in the first three tutorials to open the symbol catalog with the trees we have been planting. It also contains this tower:

- Click on it. It will start at size 1 and that will probably be too big for your castle. We can increase or decrease the size by holding <CONTROL> and moving our mouse up and down. In this case I want to set the size to a particular value however.

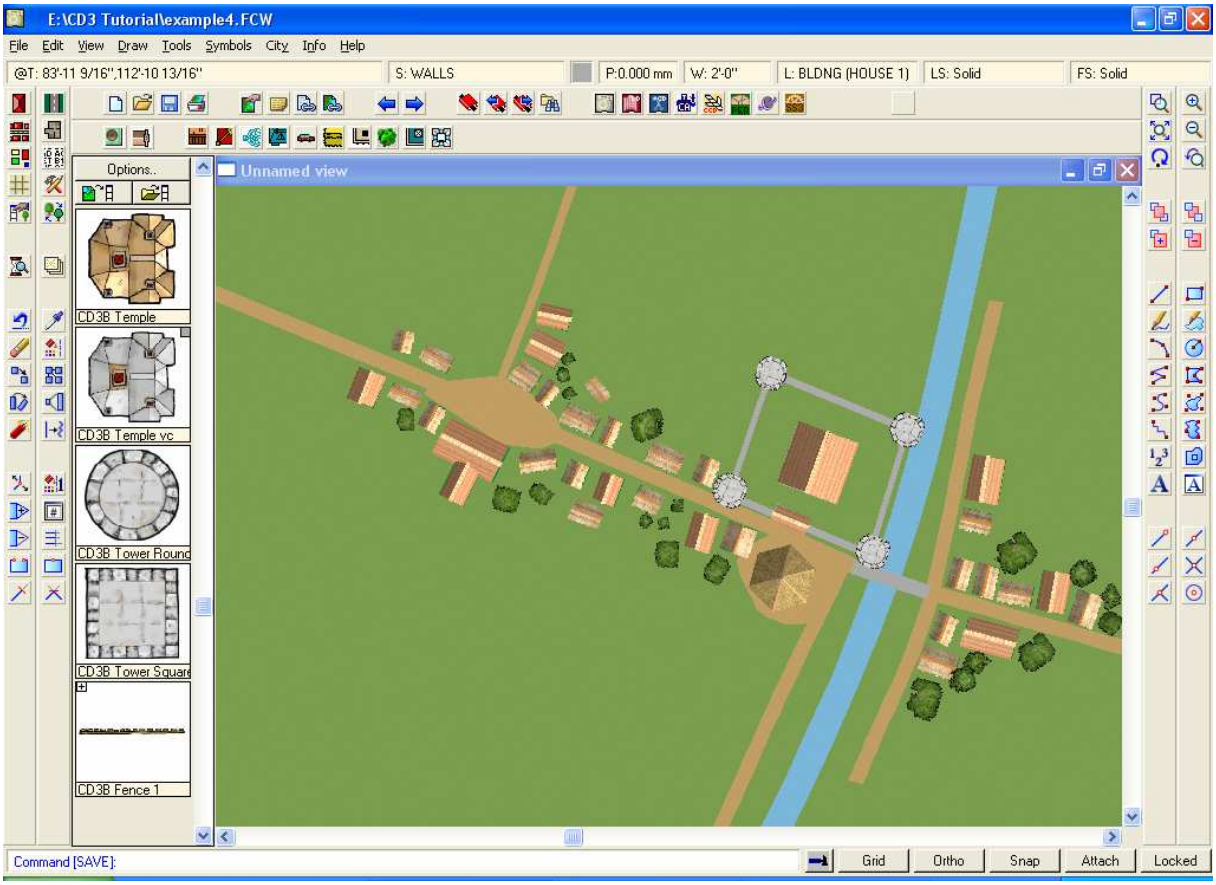
- So after clicking on the tower symbol, but before placing it, click <u>RIGHT</u> mouse button. The scale window pops up.



- Set the scale to something smaller. I'll use 0.50000

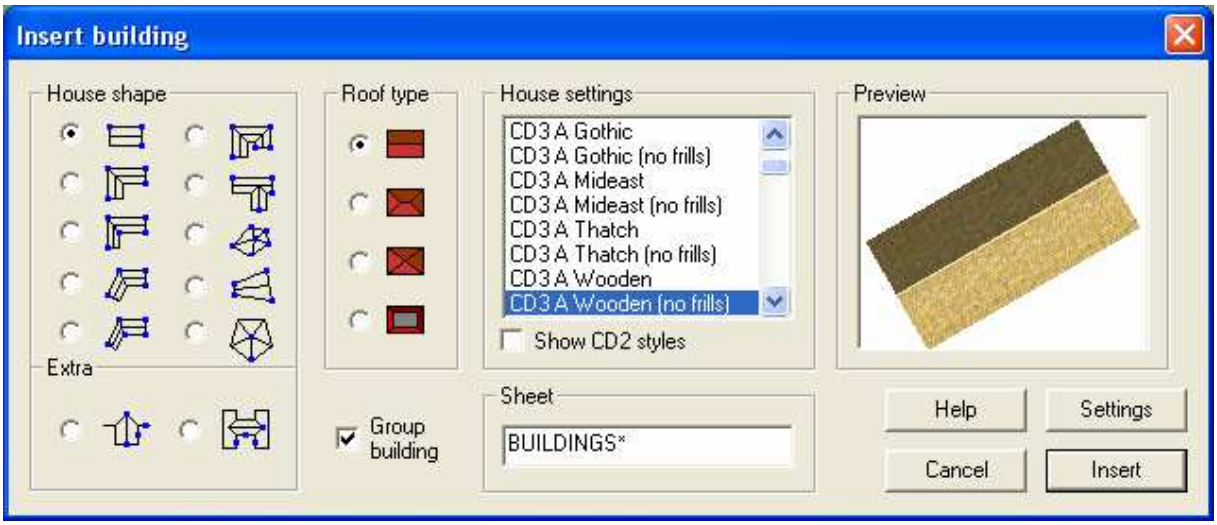


- Now start LEFT clicking to place your towers where you want them. By using above technique you can have different sized towers, but I placed four towers with the same size.



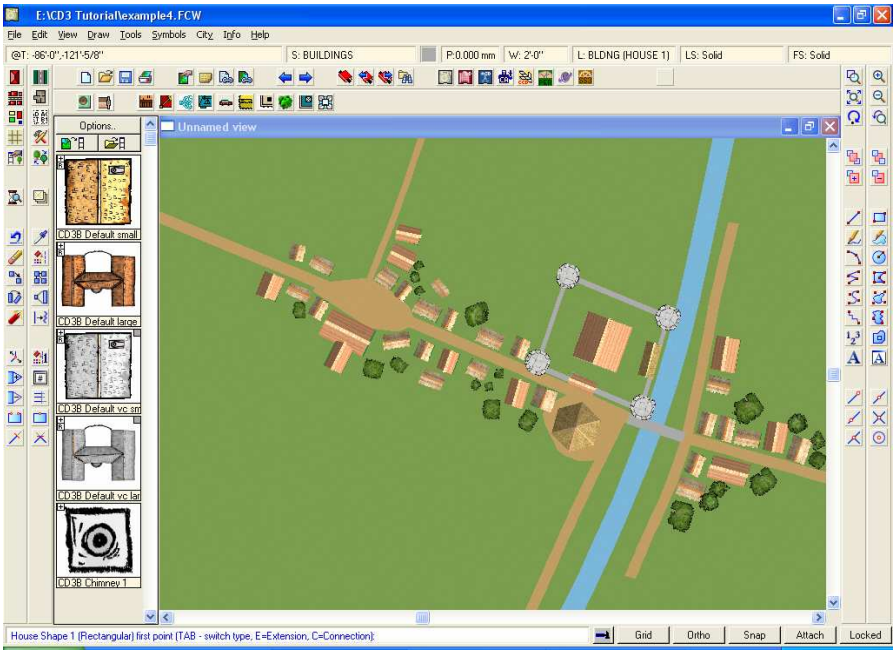
- Lets add some stables.

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



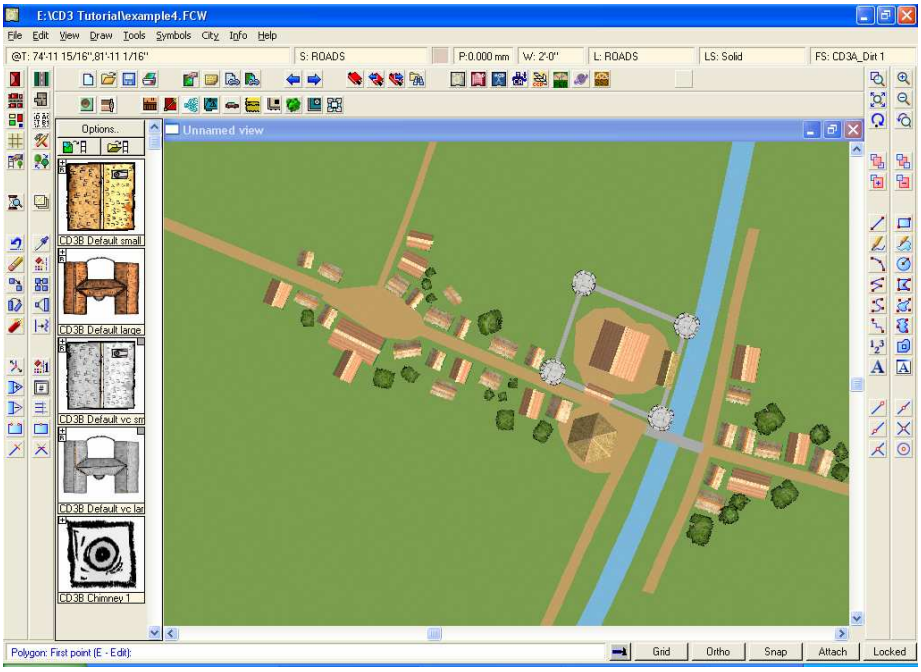
(we are creating some wooden stables)

- Click **Insert** and create a small, rectangular building on top of the wall where you want your stables to be.



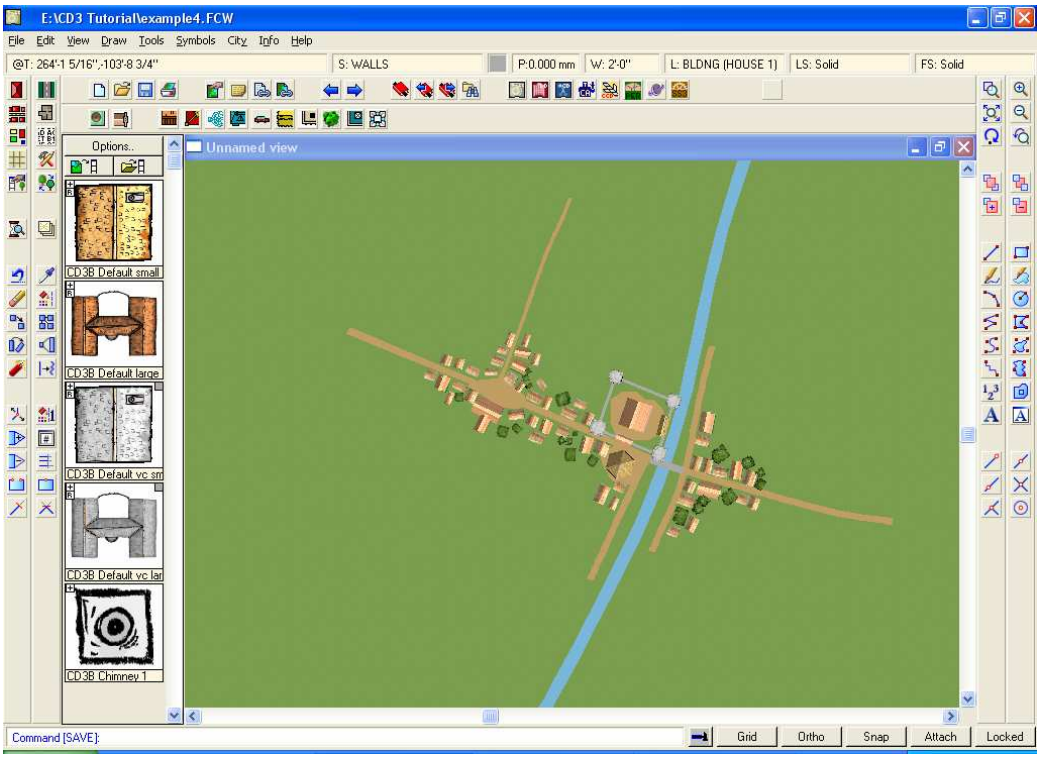
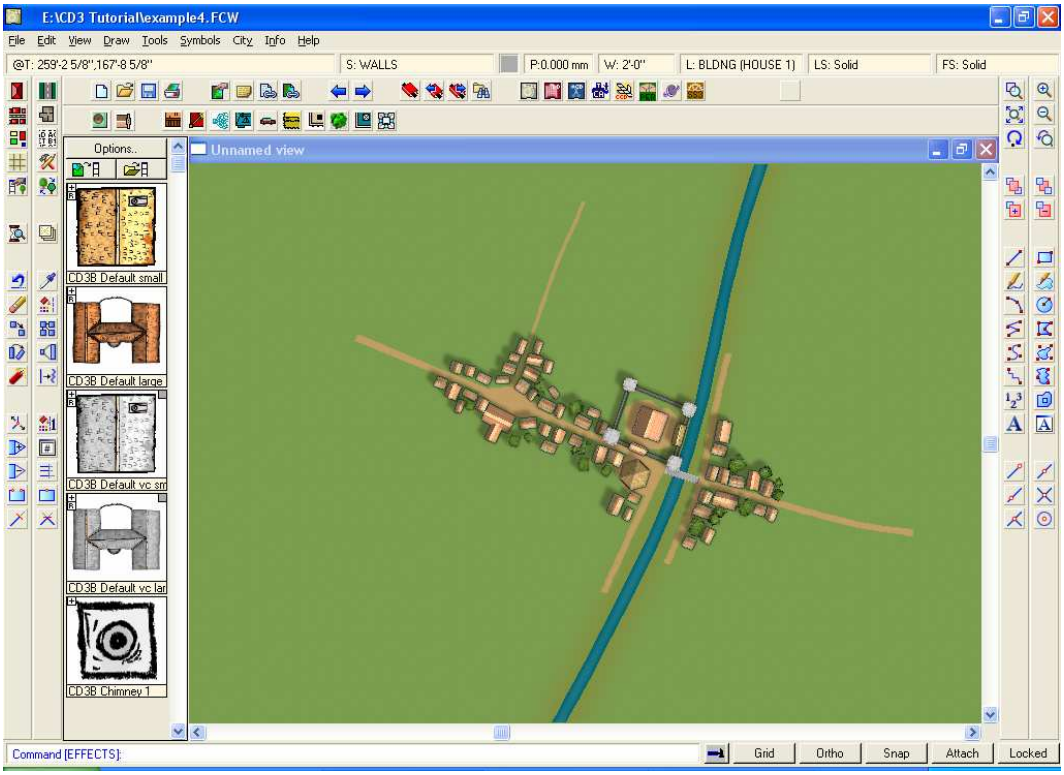
- Lastly, lets add some dirt to the ground near the keep as that area will be used a lot by the inhabitants (the lord and his entourage).

- Use the square technique explained in part 2 and 3 of this tutorial and create a dirt underground like this. You might have to click the refresh button



- Et voila, you have given the local lord his own (small) castle. This will attract even more people, because there is a promise of safety here in times of troubles.

- Place some extra houses like we learned in part 1 of the tutorial to make our village bigger.



- Turn on the effects.