City Designer 3 tutorial: creating a small city (part 10)

Last modified: 23-01-2009, 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

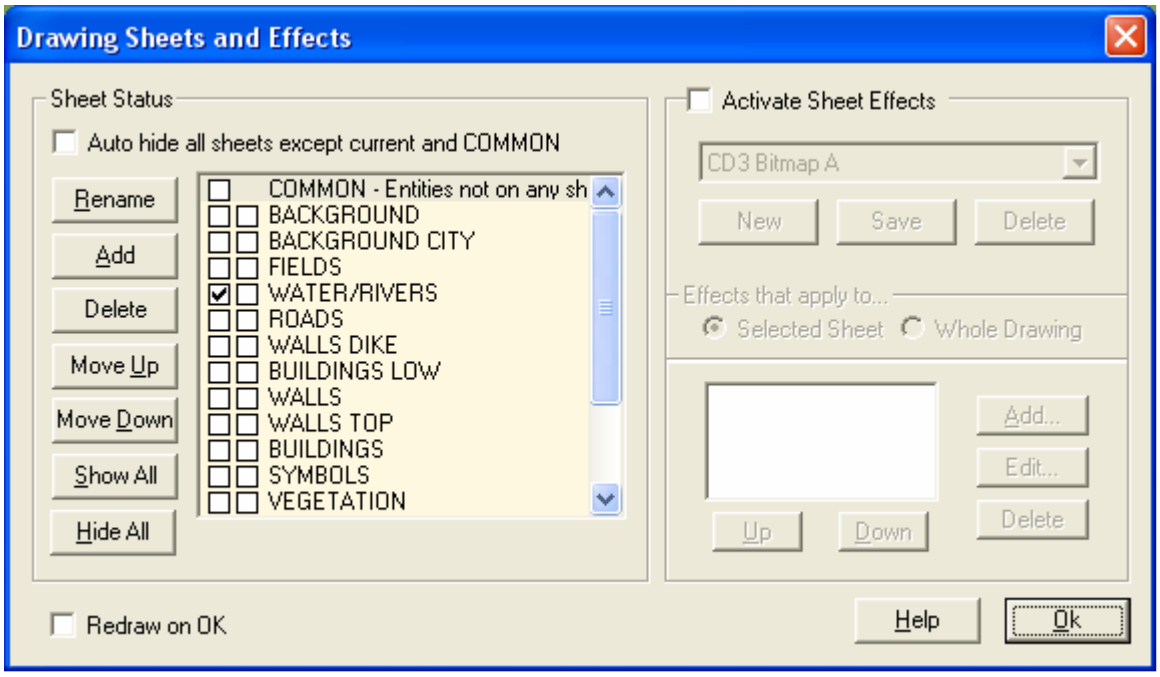
= Erase button

= Extract properties

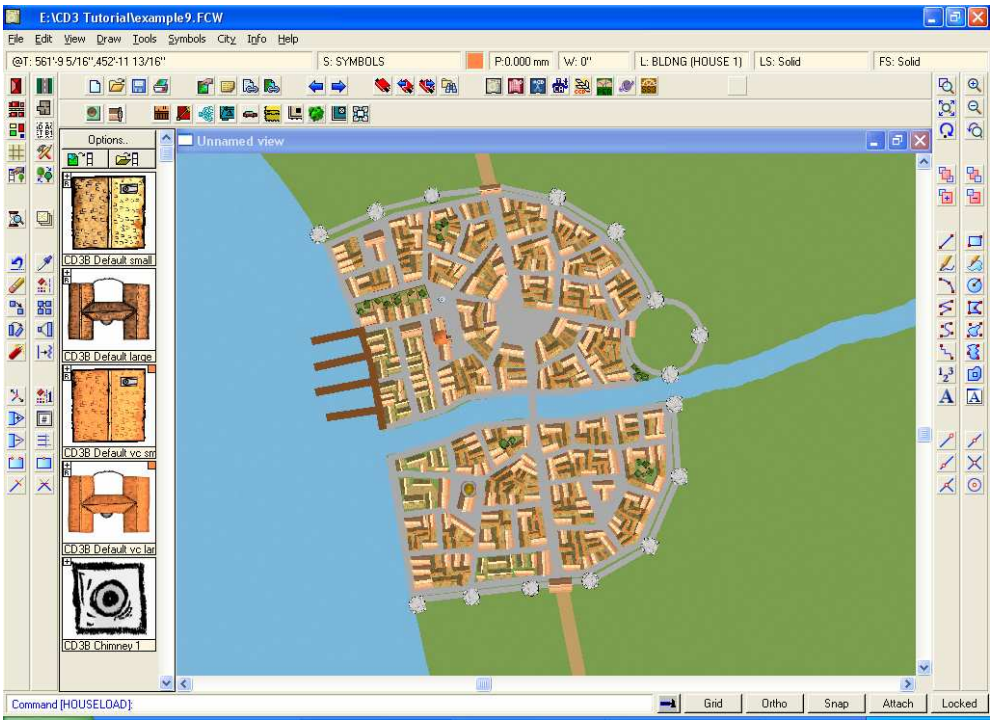
Now, lets open the map we made in part 9 of the tutorial...

- 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*.



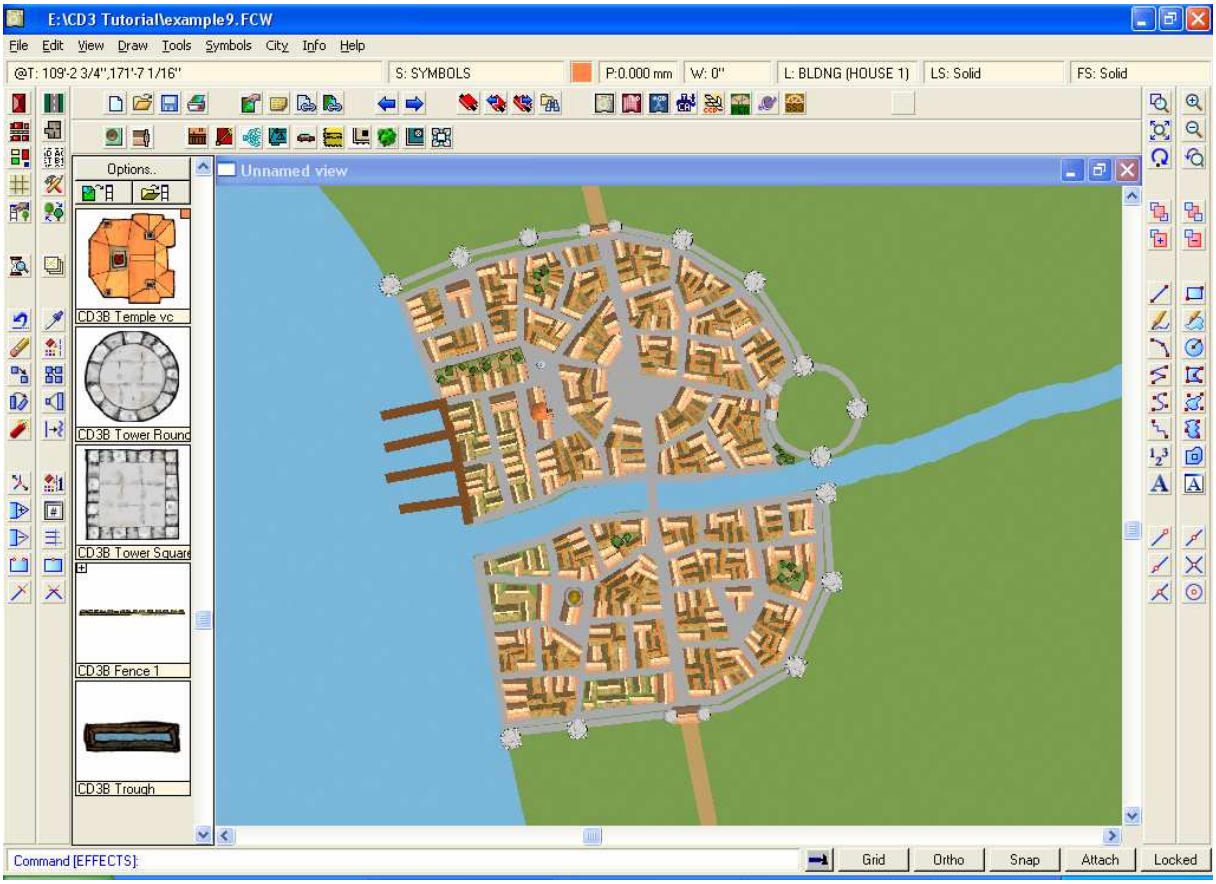
- When we left part 9 of our tutorial we were here:



Wrap up the city...

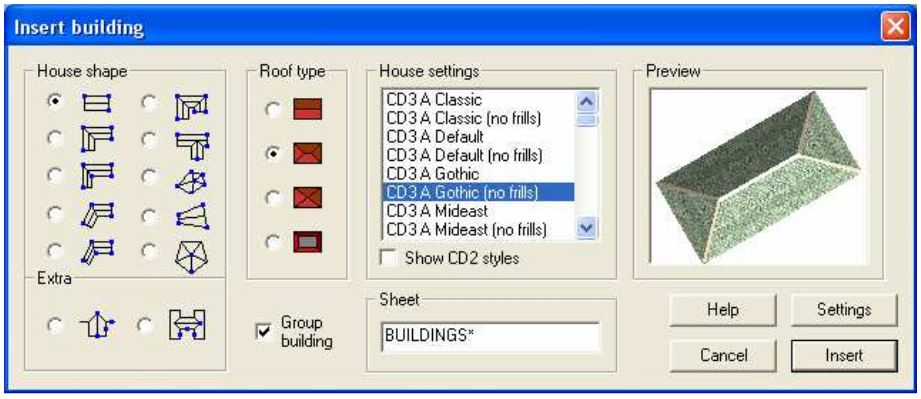
- In this part of the tutorial we will add houses and farmland to the countryside near the city. However, let's wrap up any loose ends in the city first.

- I placed some extra (smaller: width 0.2) towers near the gates. Don't forget to place them in the TOWERS sheet. Also I removed two towers near the south gate, as the south wall became too crowded with towers to my liking.

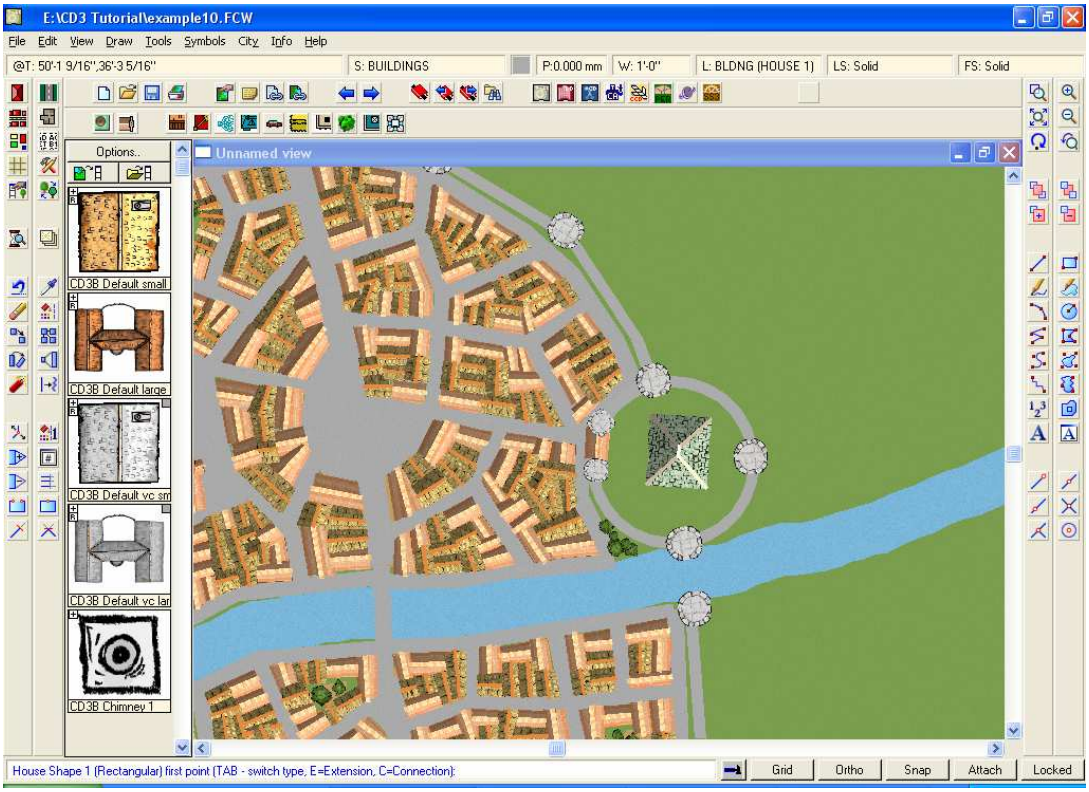


- Let's add a keep. Click on the "House" button

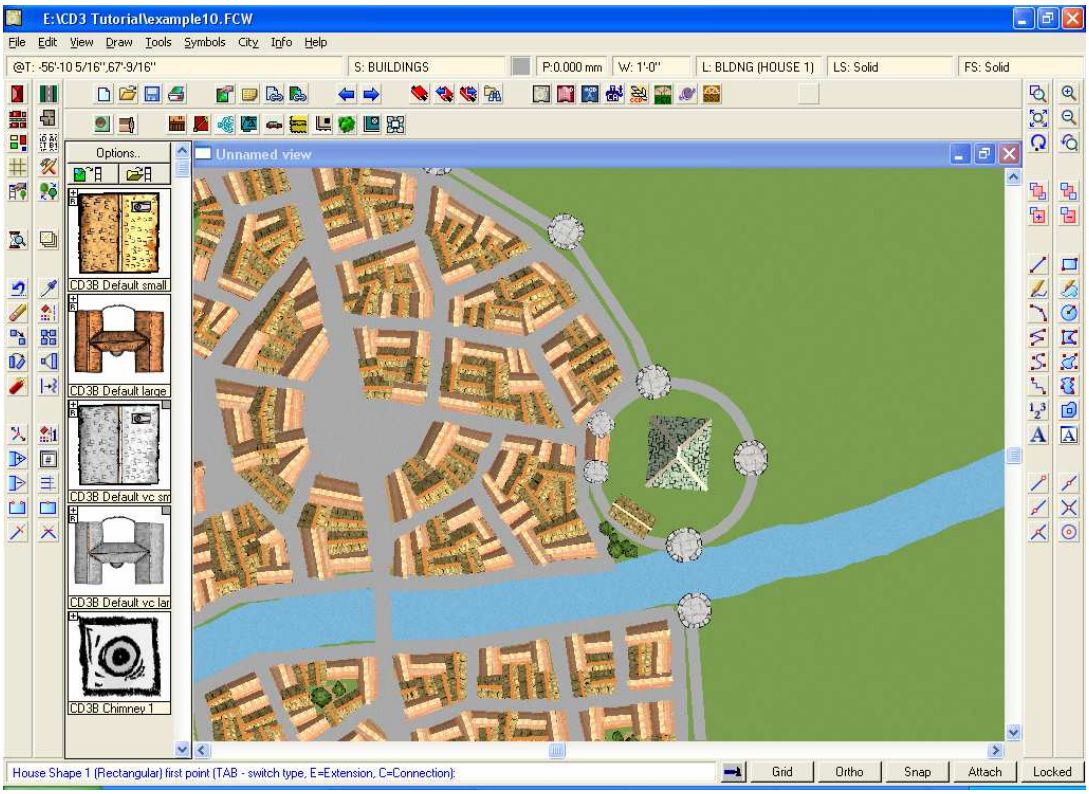
- I used these settings:



- Draw the building inside our round keep, like this:



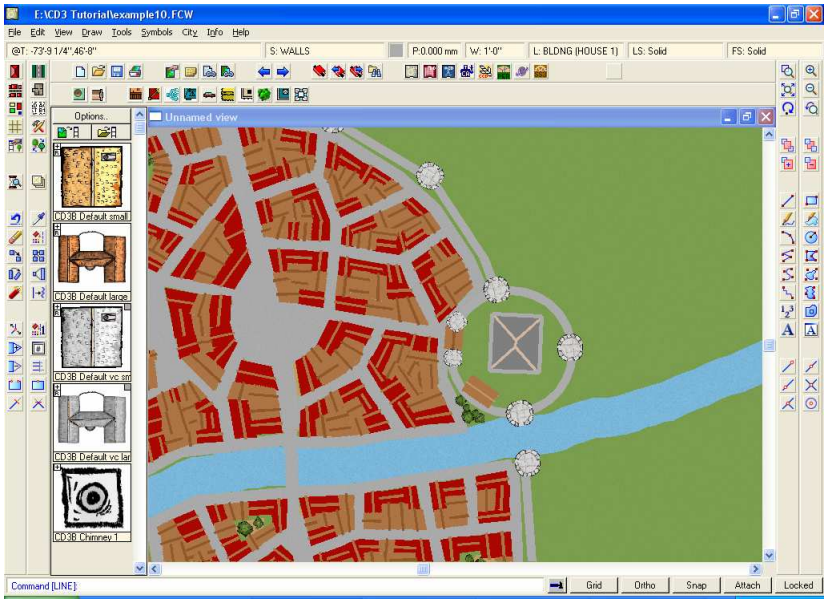
- If you have some room left you could add some buildings, like a wooden stables:



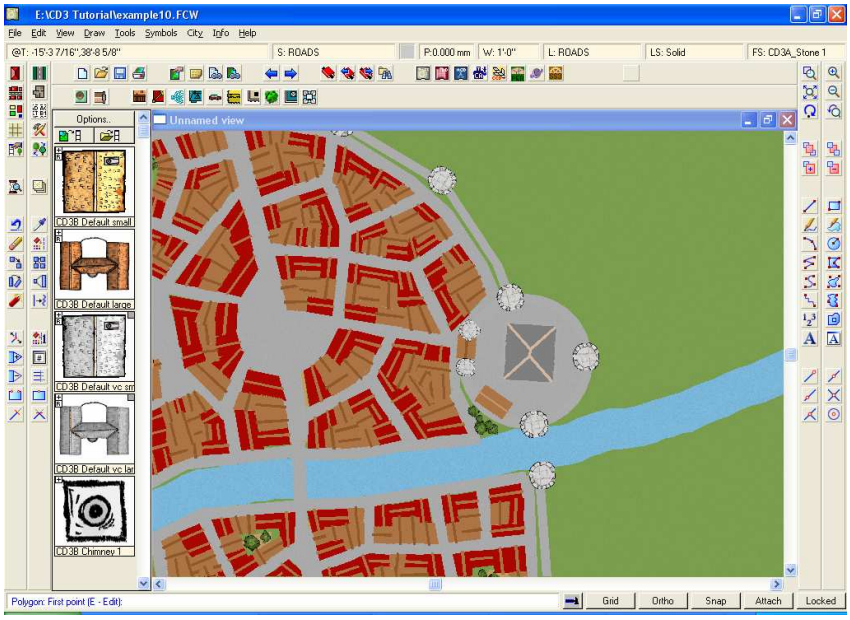
- To give the central building the look of a stout keep I am going to add some walls along the edges, using these settings:

(Same settings as my city walls, but with a width of 1, so less thick. Rember you can use the “Extract properties” button to extra the properties of your city walls. Then you would only have to change the width from 2 to 1).

- Click the “Line” button
- Draw some lines among the central building, like this:



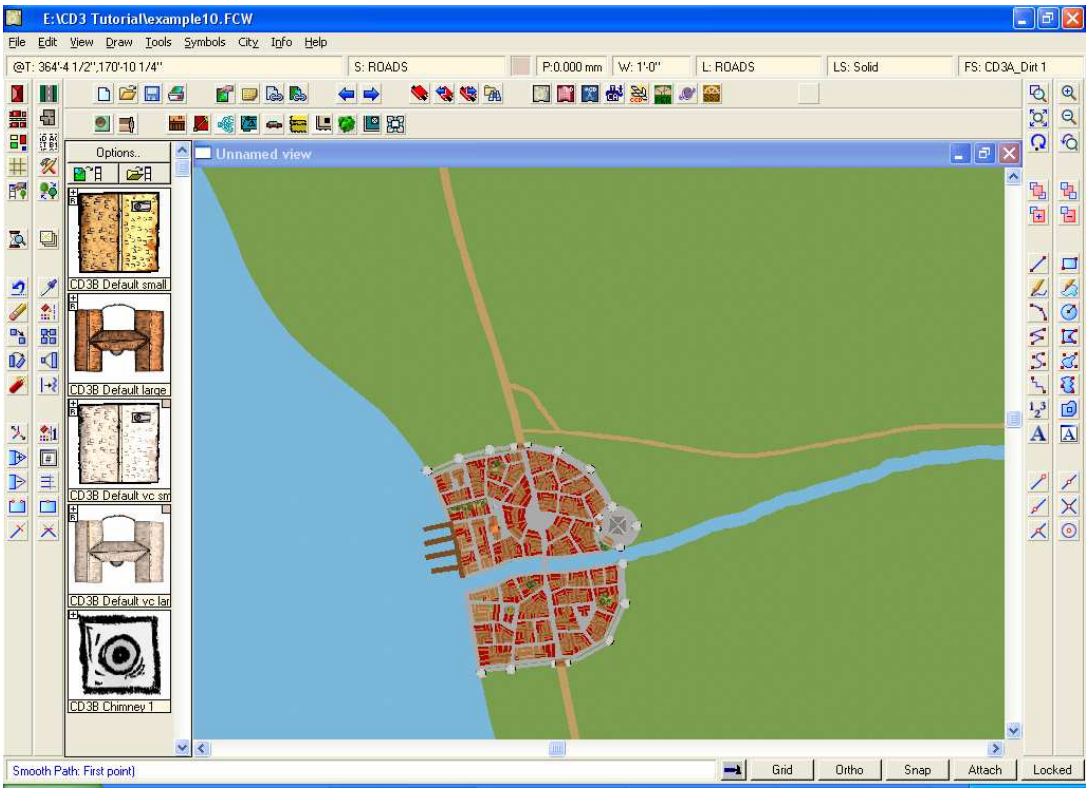
- Last but not least, add an underground to the keep. It could be dirt, but also stone. I decided to create a stone courtyard, using the “Square dust” tool:



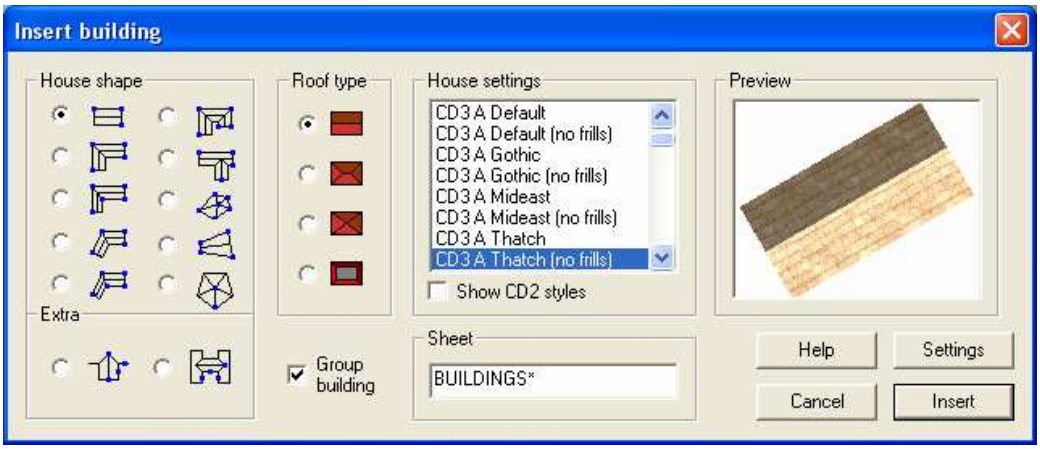
- Our city is now wrapped up, on to the countryside.

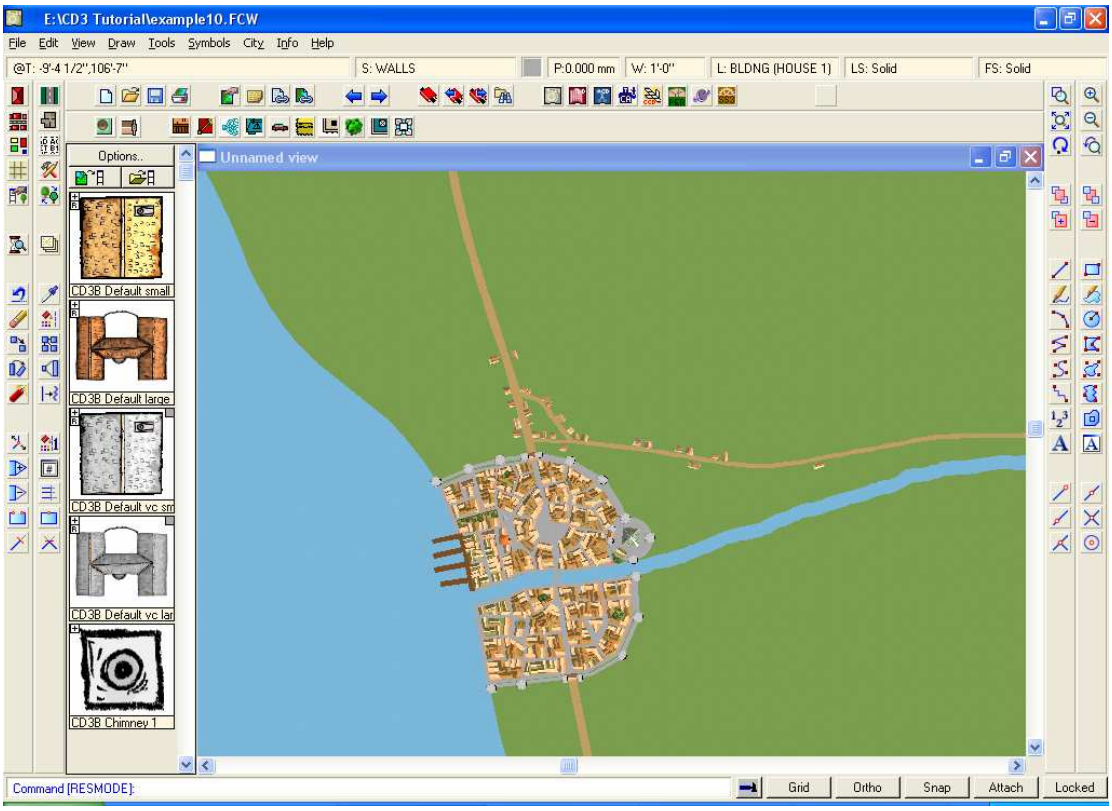
Countryside...

- Using techniques learnt in the first 6 parts of the tutorial we will add roads, farms, fields and trees.
- First I created some extra dirt roads with a width of 3

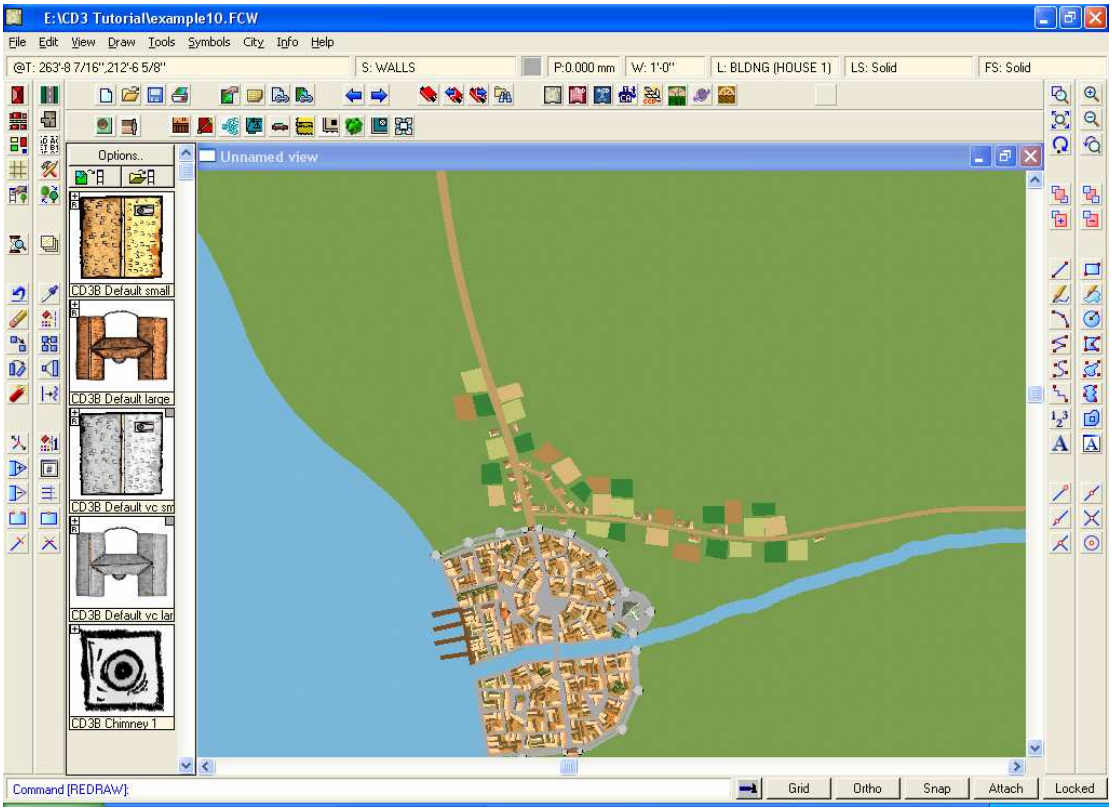


- Now let's add several houses. We are going to make them houses with a thatch roof. I didn't use those yet in my city and that will set them apart from the city houses.
- Draw several houses near the roads using these settings. Make sure you don't draw your houses too large.

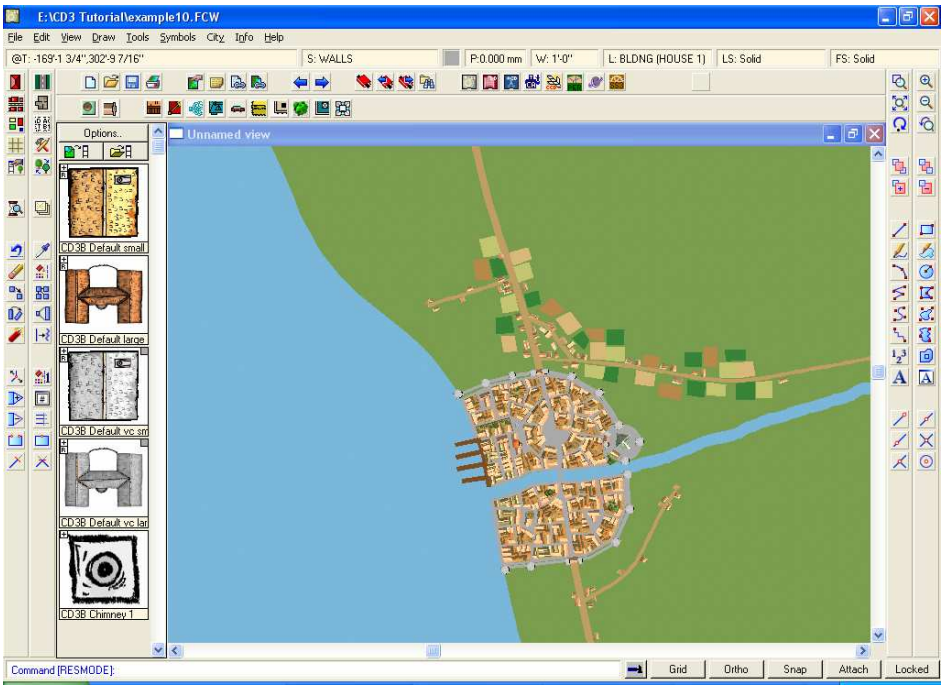




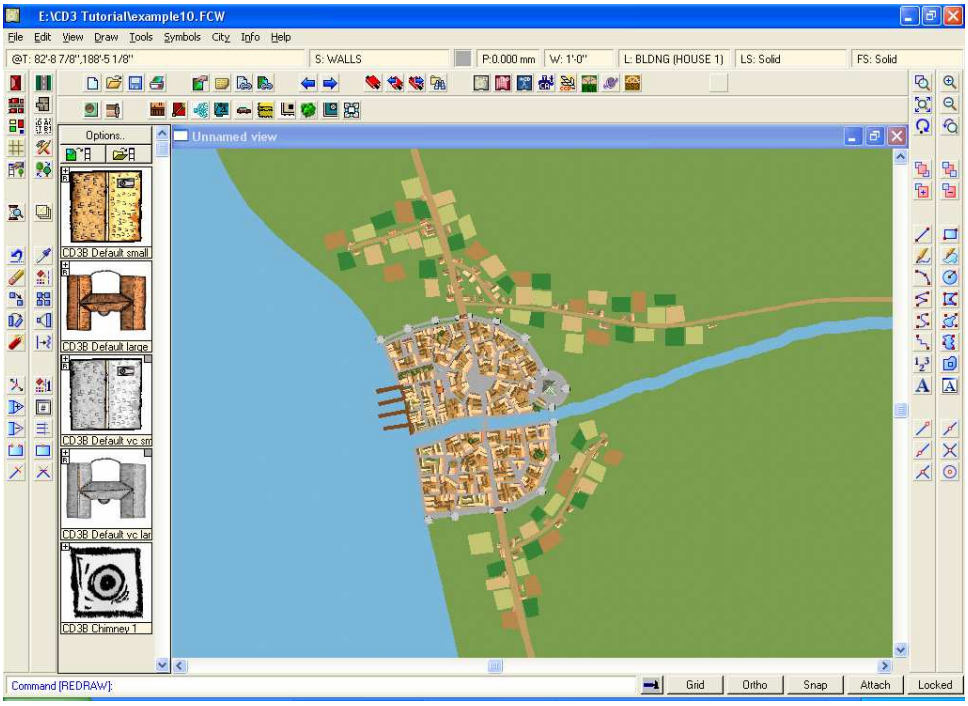
- Now it's time to use the four field tools we created in the part 5 of the tutorial. Create different colored fields in different sizes, like this:



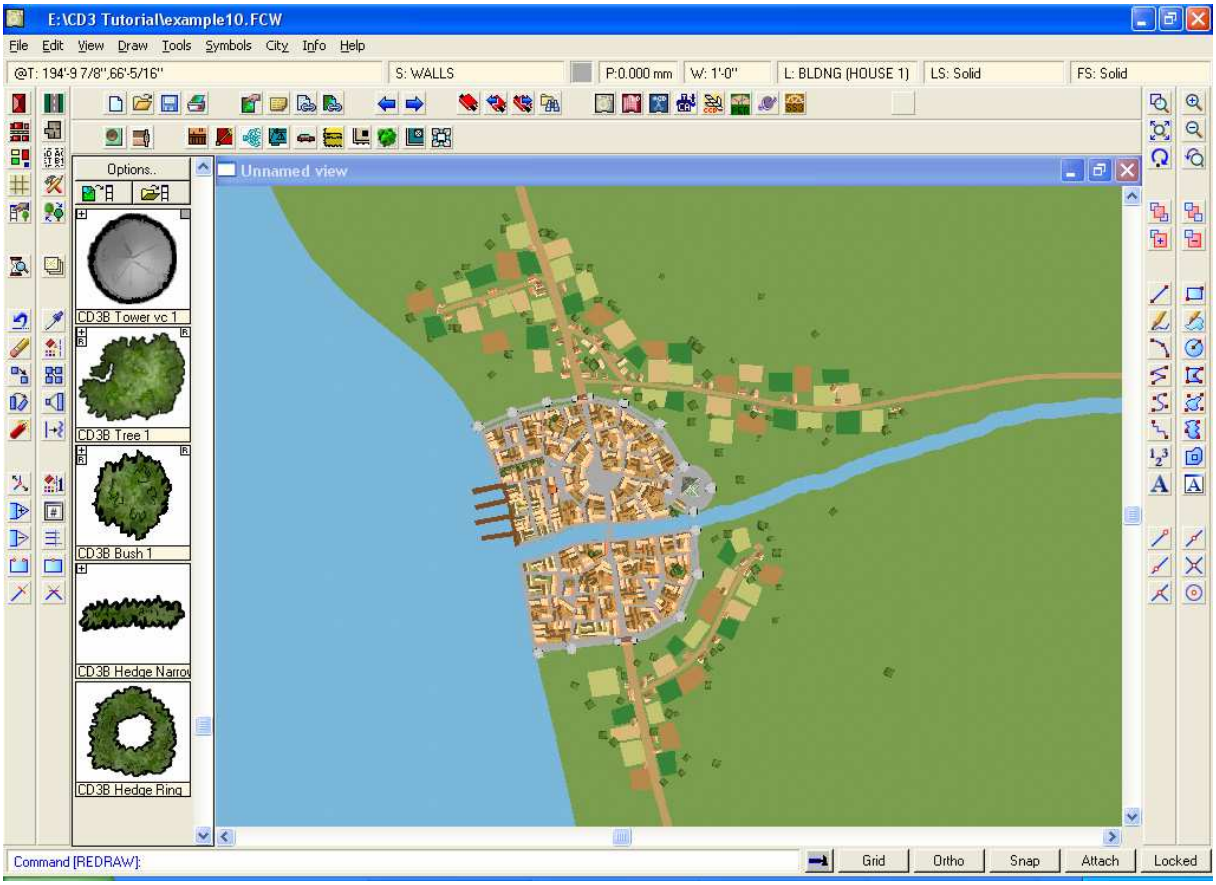
- You might want to add some more roads and houses at this point. I added a couple of houses with different colored roofs as well.



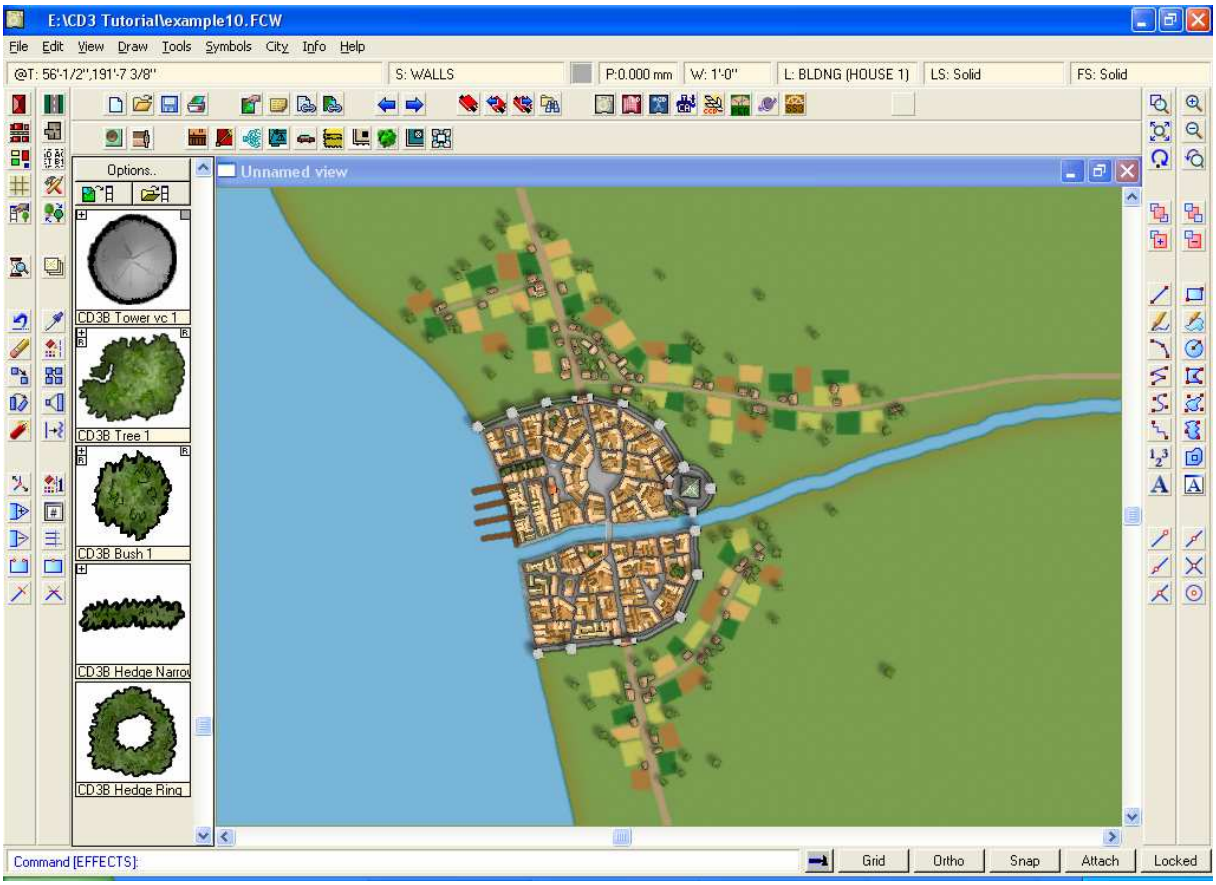
- Add more fields and rinse and repeat until you think the countryside is done.
- Remember you can put all kinds of stuff in the countryside. You could add a fishing village with some piers, walled mansions, forests, irrigation canals, lakes, watchtowers, etc. I decided to keep it simple however.



- Now we can add trees and bushes:



- Our city is finished! Put on effects to admire it in its full glory.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File Edit View Draw Tools Symbols City Info Help
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S: WALLS
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L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
CD3B Tower vc 1
CD3B Tree 1
CD3B Bush 1
CD3B Hedge Narrow
CD3B Hedge Ring
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