City Designer 3 tutorial: creating a small village (part 6)

Last modified: 17-01-2009, by Gandwarf

In this tutorial we are going to further expand our small village and tweak the effects.

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

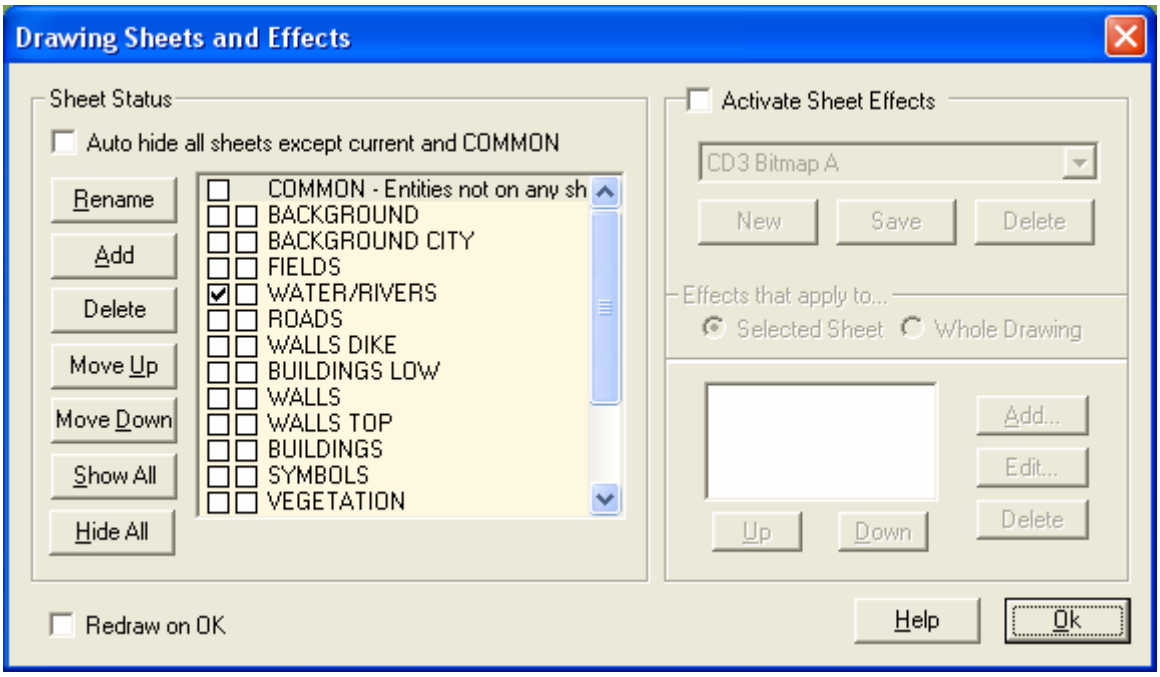
= Change sheet, color, pen thickness or width of entity

= Refresh button

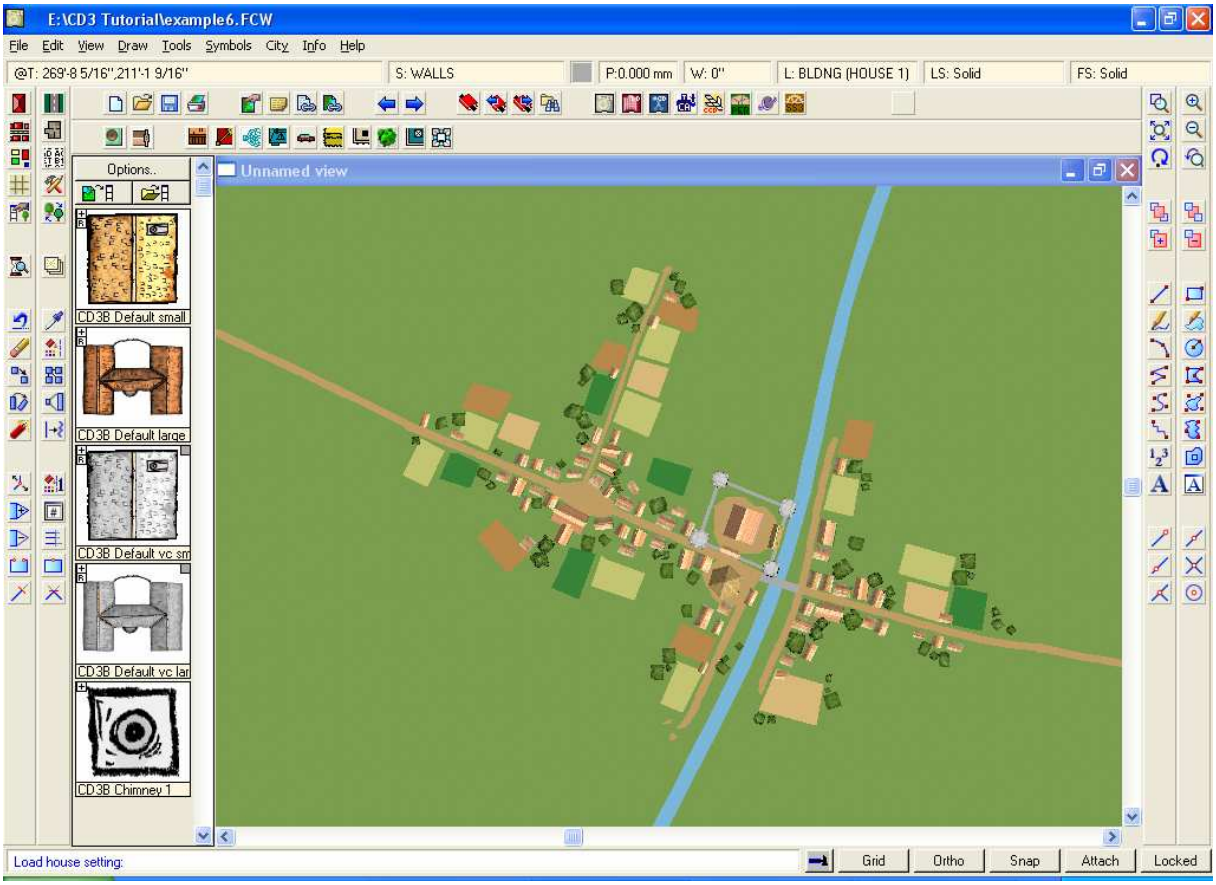
Now, lets open the map we made in part 5 of the tutorial...

- 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 5 of our tutorial we were here:

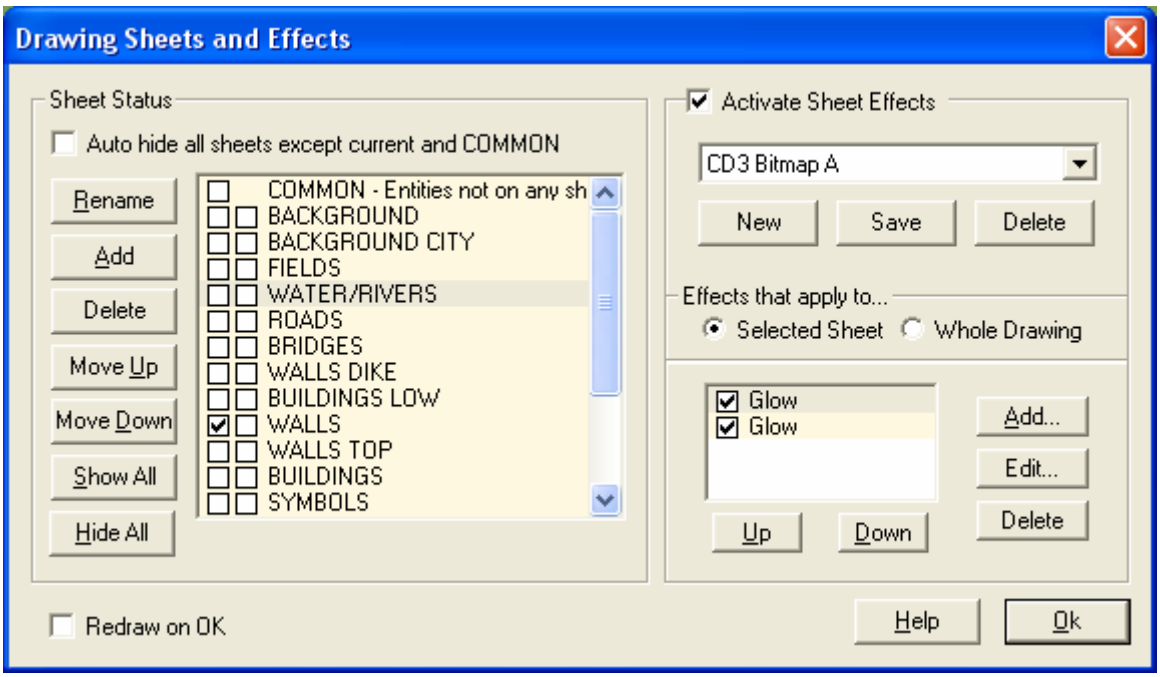

E:\CD3 Tutorial\example6.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 269'-8 5/16",211'-1 9/16"
S: WALLS
P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
Load house setting:
Grid
Ortho
Snap
Attach
Locked

Tweaking the water...

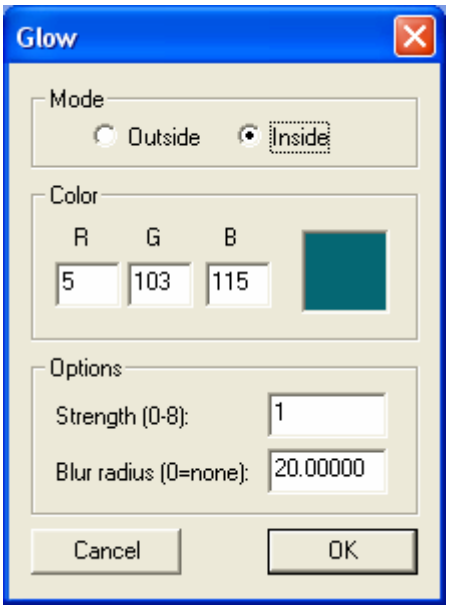
- Quite frankly I don't like the look of the water right now, so we are going to change its effect. I want to have it look a lot brighter and the shores should be smoother.

- Click "Sheets and effects" and make sure to check "Activate Sheet Effects".

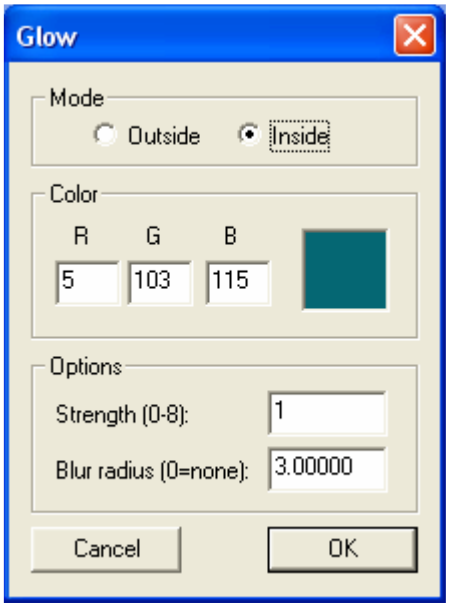
- Look up the "WATER/RIVERS" sheet and click on its name.



- Lets edit the first "Glow" effect by clicking on its name to select it and then clicking on *Edit*



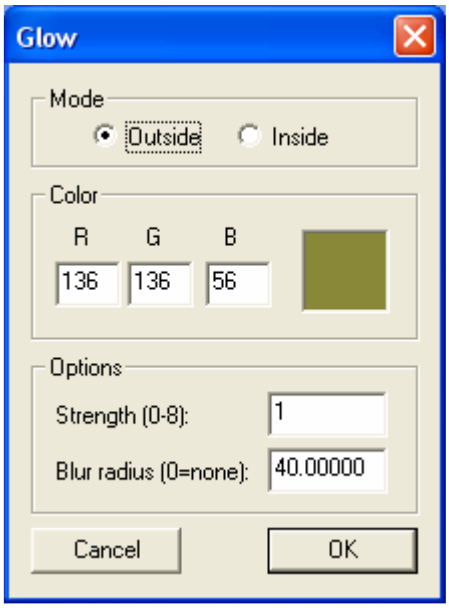
- Change the settings to this:



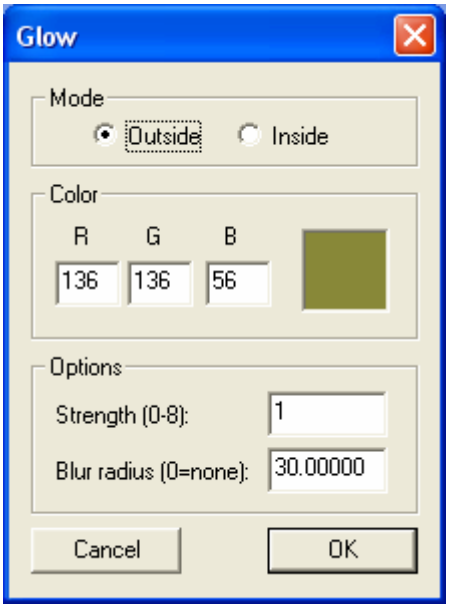
(blur radius has been changed from 20 to 3)

- Click *OK*

- Lets edit the second “Glow” effect by clicking on its name to select it and then clicking on *Edit*

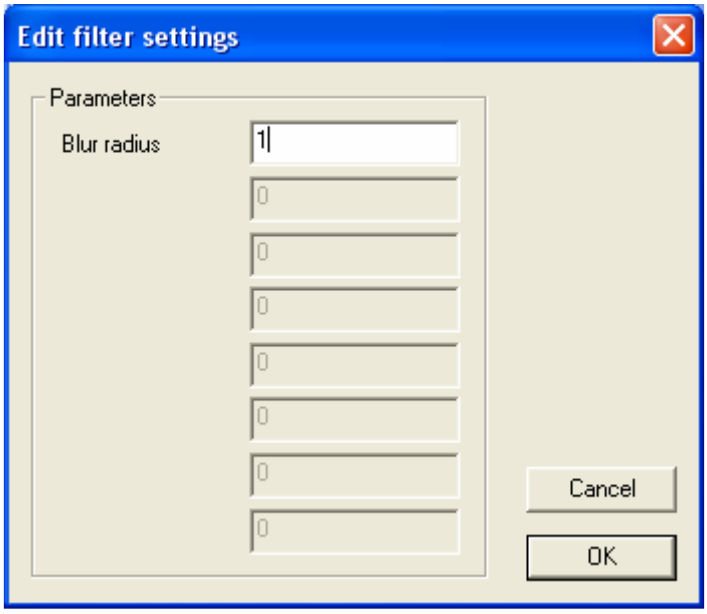


- Change the settings to this:

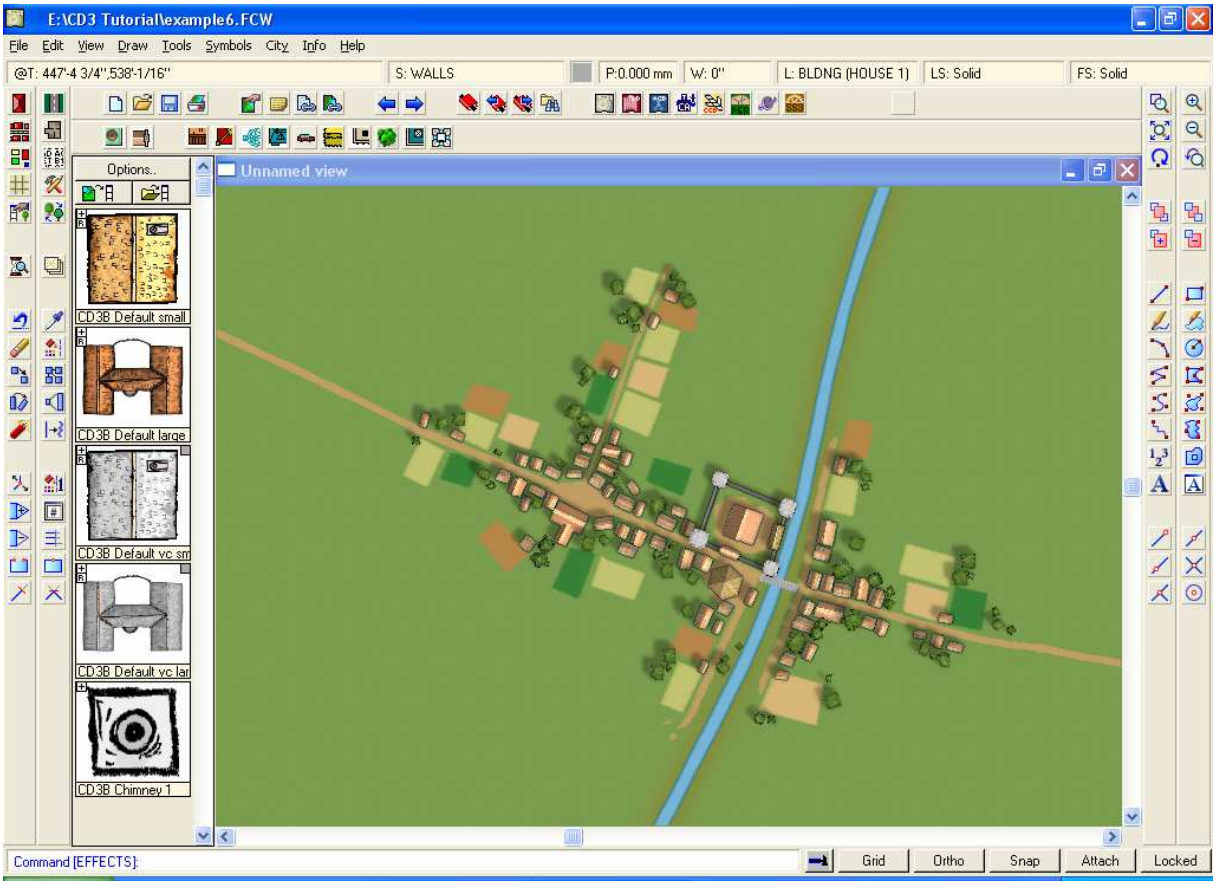


(blur radius has been changed from 40 to 30)

- Click *OK*
- Finally, lets add a blur effect of 1 to smoothen the shores.
- Click *Add*, click “Blur”.



- Set the “Blur radius” to 1 and click *OK*
- Click *OK* again to activate the effects.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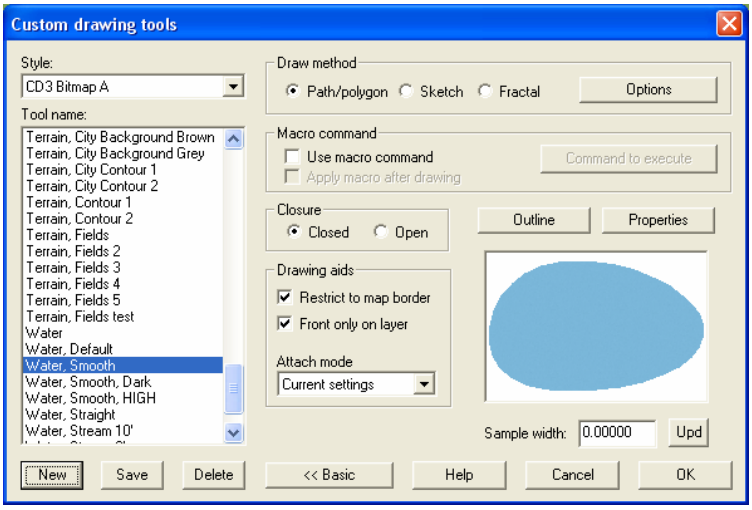
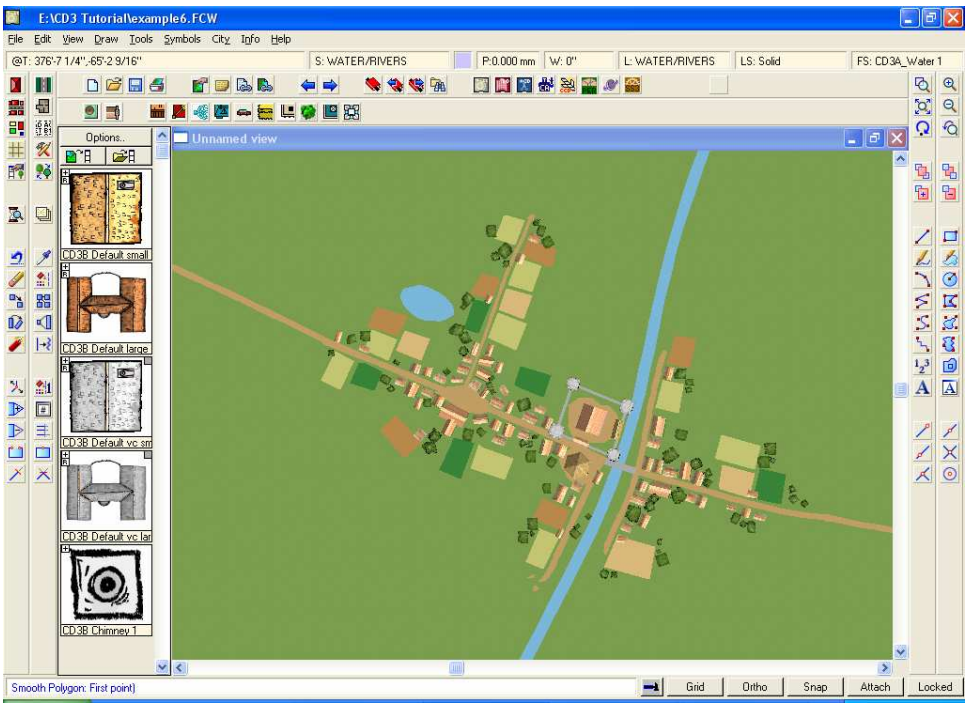
Unnamed view
Command [EFFECTS]:
Grid
Ortho
Snap
Attach
Locked

Adding a lake...

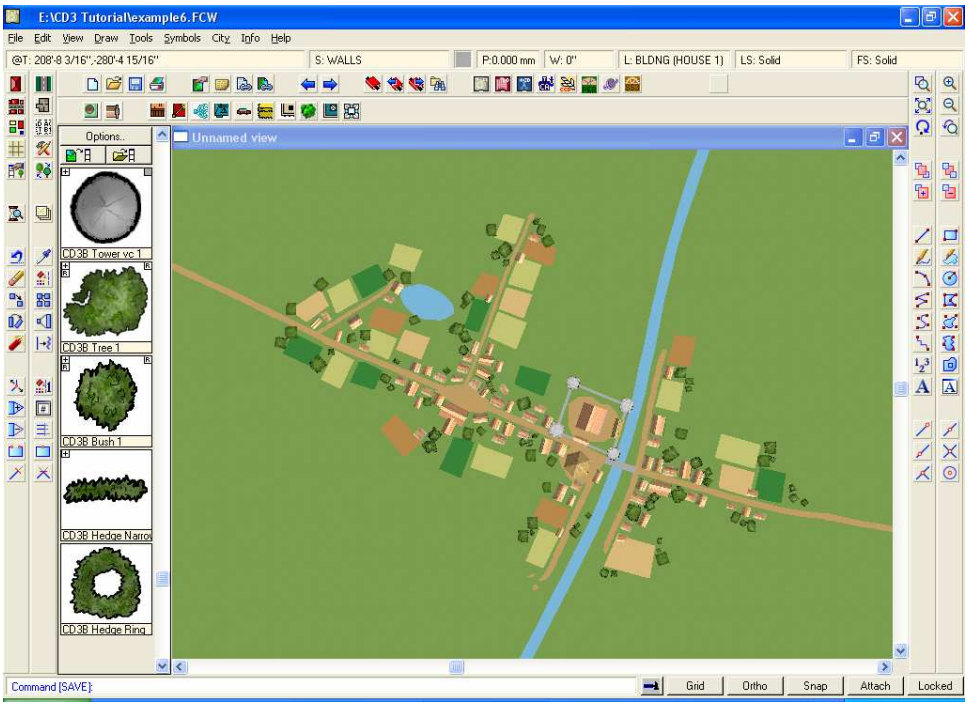
- Lets add a small lake.
- Click “All city drawing tools”
- Click *Advanced*
- Select “Water, Smooth”



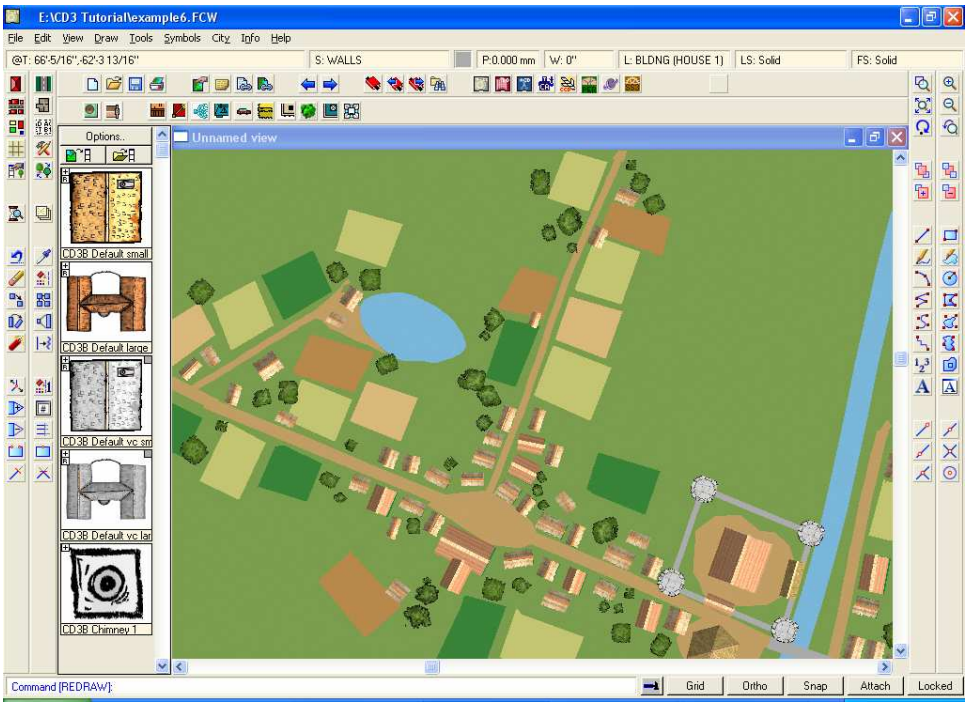
- Click *OK*
- Now you can place a lake like you placed a square, by connecting several points.



- Maybe lead a road there, place some houses, fields and vegetation, like I did below.

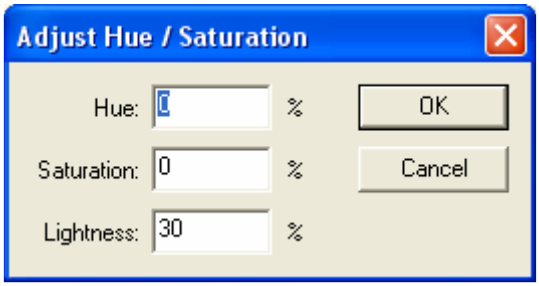


- We can add a beach like feel near the lake by placing a dirt underground and tracing the shores.



Darkening the roads...

- Lets tweak the effects of the roads a bit, I want them to look darker.
- Click “Sheets and effects” and make sure to check “Activate Sheet Effects”.
- Look up the “ROADS” sheet and click on its name to select it.
- Click *Add*
- Click “Adjust Hue/Saturation”
- Let’s put the lightness on 30% to darken the roads a bit.



- Click *OK* to add the effect
- Click *OK* again to turn on the effects on your map.

Tweaking the shadows...

- Not all the shadows on our map match with each other. The shadows of our buildings are larger than the shadows of the walls of the castle for example.
- Lets tone down the shadows of the buildings a bit.

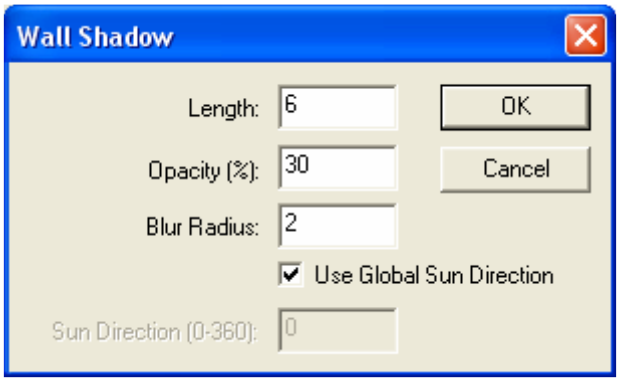
- Click “Sheets and effects” and make sure to check “Activate Sheet Effects”.

- Look up the “BUILDINGS” sheet and click on its name to select it.

- Click on the name of the “Wall Shadow, Directional” effect to select it.

- Click *EDIT*

- Change the length of the shadows to 6



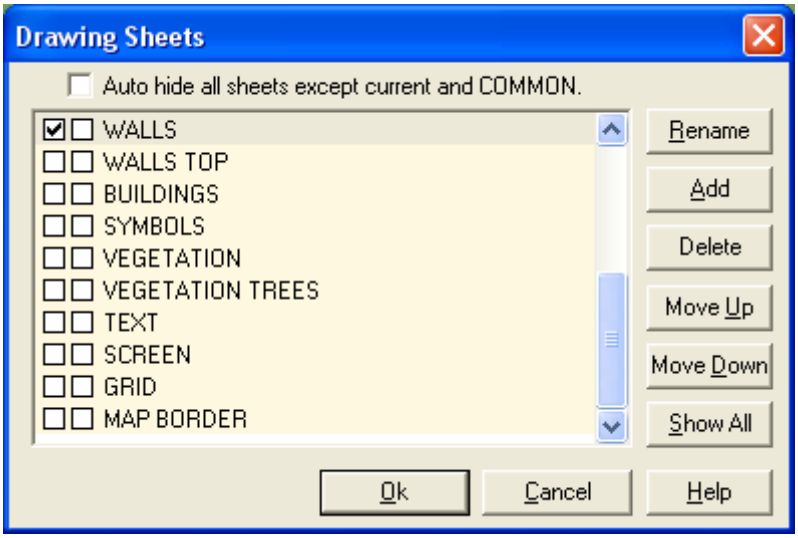
- The next problem are the trees and towers. I want the shadows of my towers to be slightly bigger than the shadows of my trees. The problem is that we created both the trees and towers in the SYMBOLS sheet. So both trees and towers use the same effects.

- We are going to put out towers in a new sheet called TOWERS. To accomplish that we will need to change the properties of the towers with the “Change Properties” button.

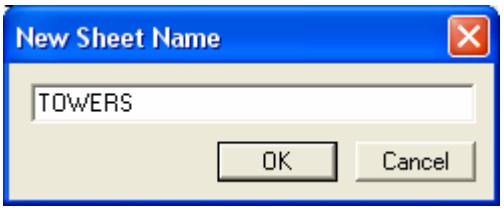
- With the “Change Properties” button we can select one or more entities. To make sure I select only the right entities and not the walls near the tower for example, I am going to hide some sheets first. Also there is no TOWERS sheet yet and we’ll have to create that one first so we can put the tower symbols on that sheet and add effects.

- Click on the currently selected sheet name. This is “WALLS” for me in this example:

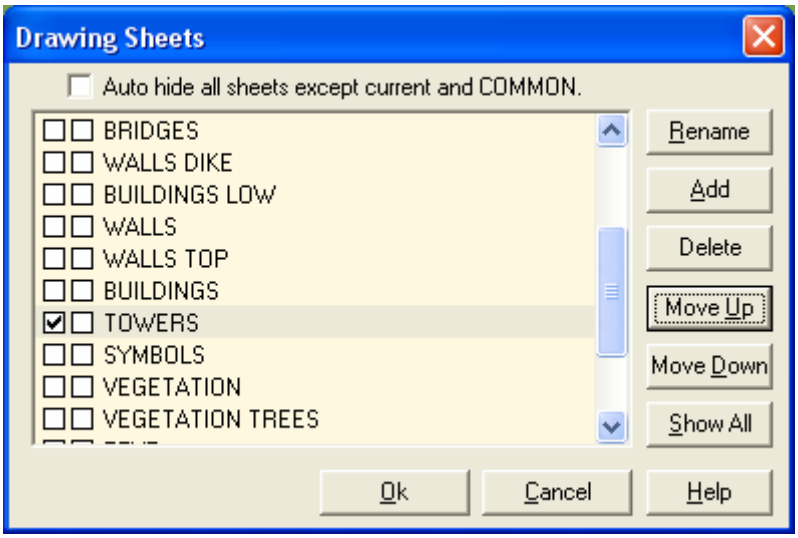
- The SHEETS window will appear:



- Now lets add a new sheet, click *Add*.
- Name it “TOWERS” and click *OK*

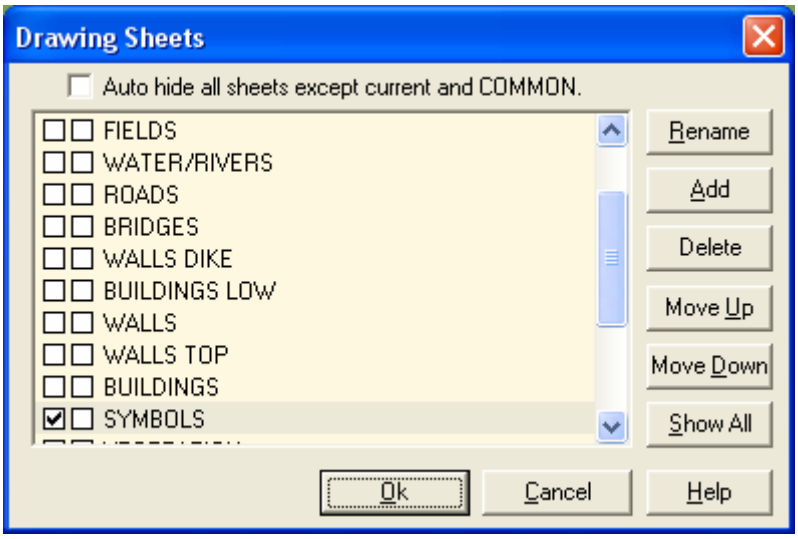


- We’ll have to give the new sheet a place in the drawing order of sheets. Lets place it above “SYMBOLS”
- Make sure you have the “TOWERS” sheet selected and click *Move up* multiple times to get the sheet above “SYMBOLS”:

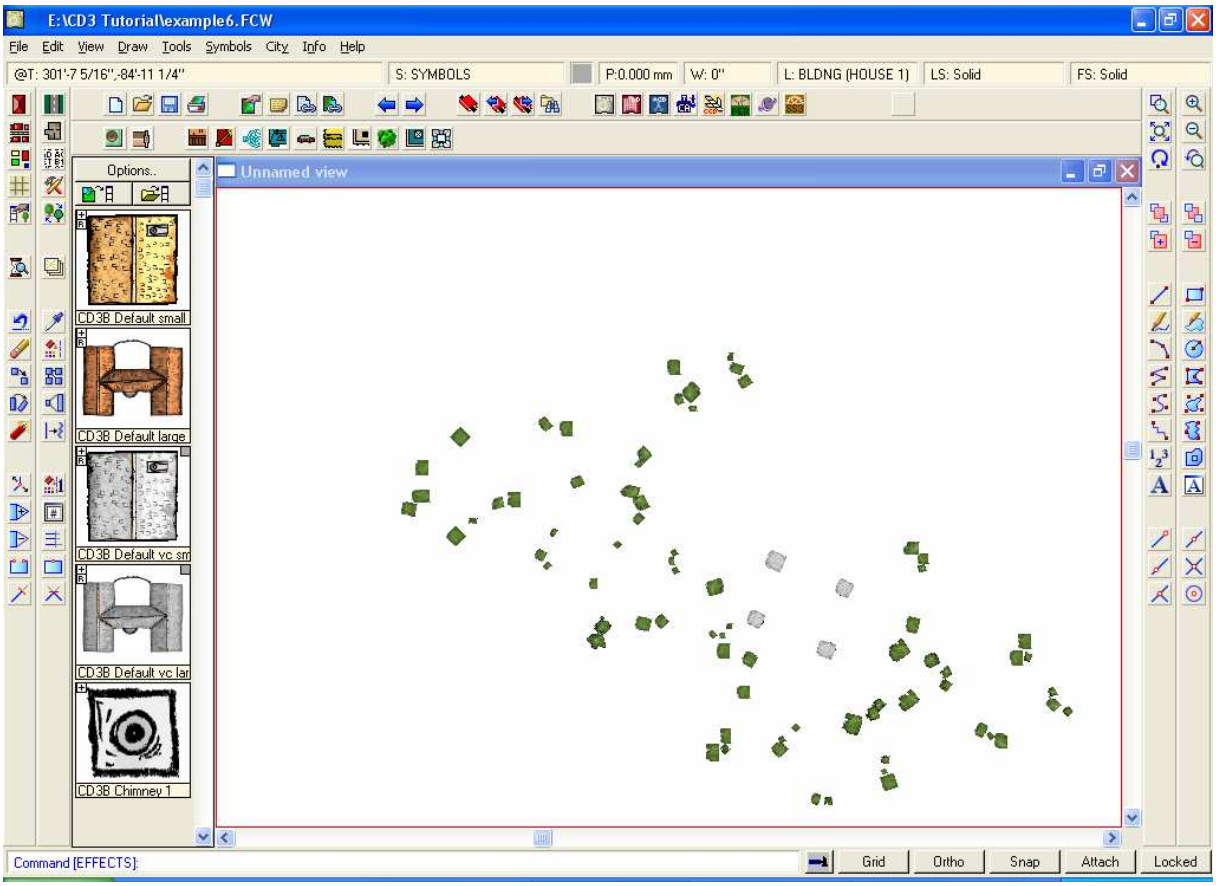


- Now we are going to hide most sheets so we can change the properties of the towers without accidently selecting another entity.

- Change your selected sheet to “SYMBOLS” by clicking the first checkbox to the left of its name.



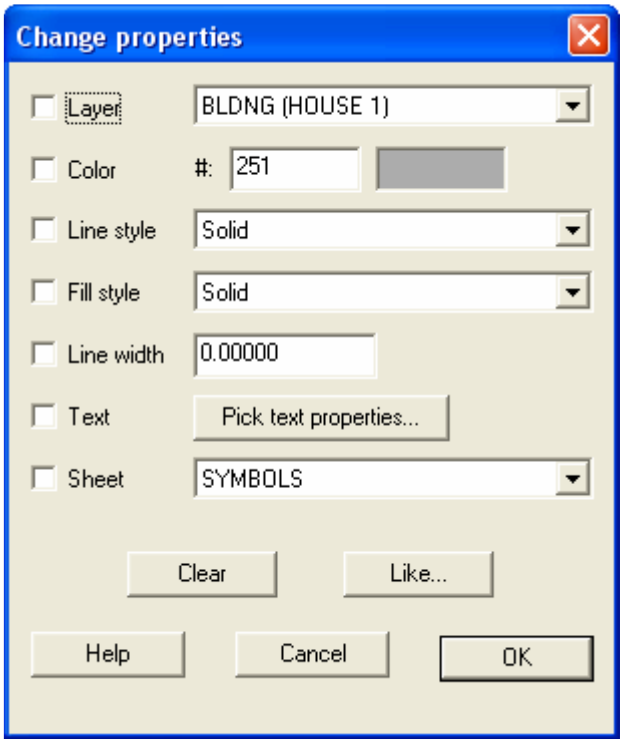
- Now click the checkbox “Auto hide all sheets except current and common”
- Click *OK* and all sheets will be hidden, except our SYMBOLS sheet.



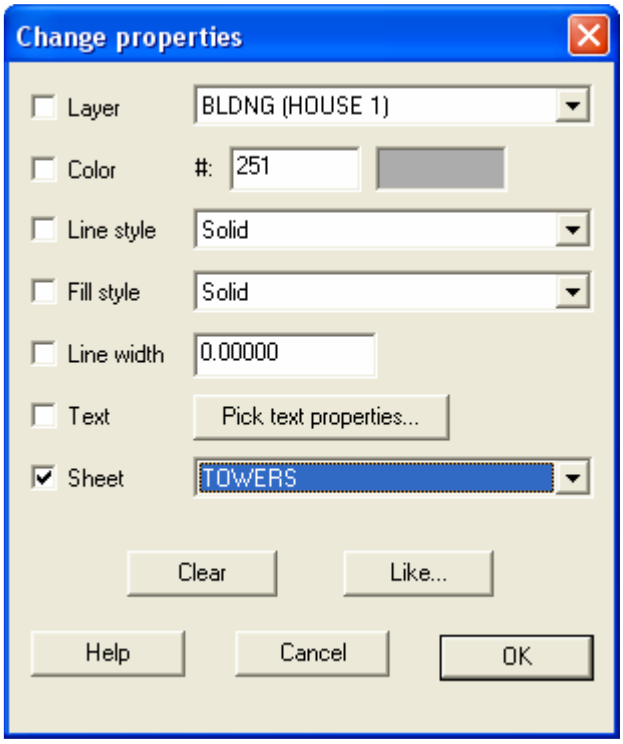
- Now we can easily change the properties of our four towers. Click the “Change Properties” button and click on **each** tower.

- Click <u>RIGHT</u> mouse button and then select “Do it”

- A new window will open:



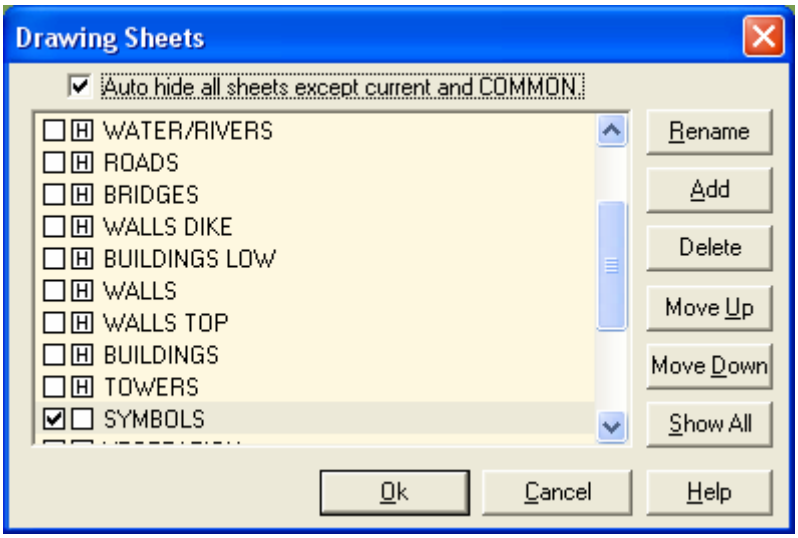
- Here we can change the properties of the selected entities. We only want to move them to another sheet, do the following.
- Check the box in front of “Sheet” and select “TOWERS”



- Now click *OK*

- Your four towers have been moved to the TOWERS sheet. We succesfully separated them from the vegetation!

- Lets bring back all our other sheets. You do this by going back to “Sheets and effects”



- Click the *SHOW ALL* button and then OK.

- Tip: as you can see a sheet that is hidden has the second checkbox checked with an “H”. By clicking that checkbox you can show only that sheet. Or you can hide only that sheet.

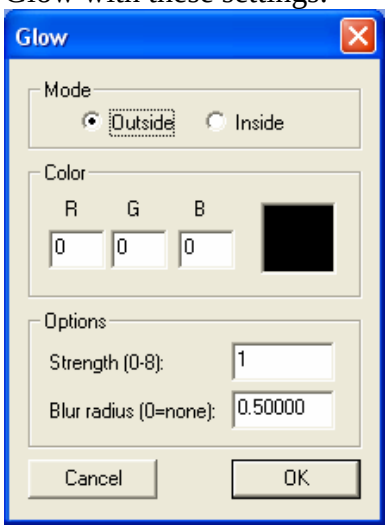
- IF you turn on the effects now you will see your towers are no longer dropping a shadow. We will have to add an effect to the TOWERS sheet.

- Open the “Sheets and effects” window and make sure “Activate sheet effects” is checked, so you can edit the effects.

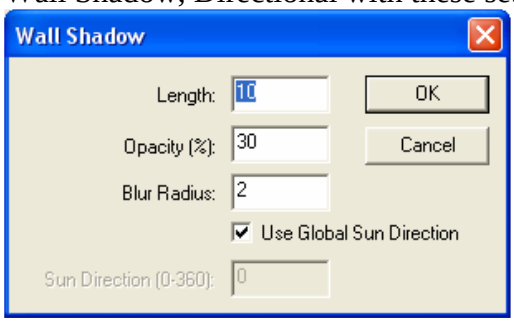
- Select the “TOWERS” sheet by clicking on its name.

- Now add two effects on your own (you have already done this a couple of times).

Glow with these settings:



Wall Shadow, Directional with these settings:



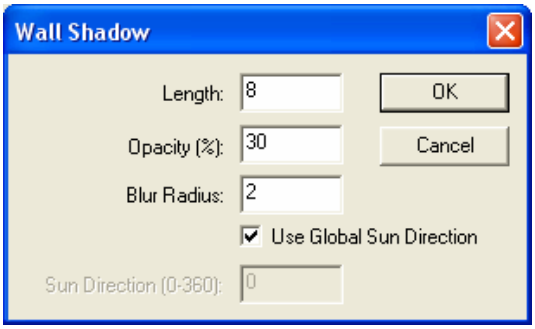
- We now have copied the settings of the SYMBOLS sheet to the TOWERS sheet.
- The only thing left now is to shorten the shadow effect on the SYMBOLS sheet. That way the trees will cast a smaller shadow than the towers.

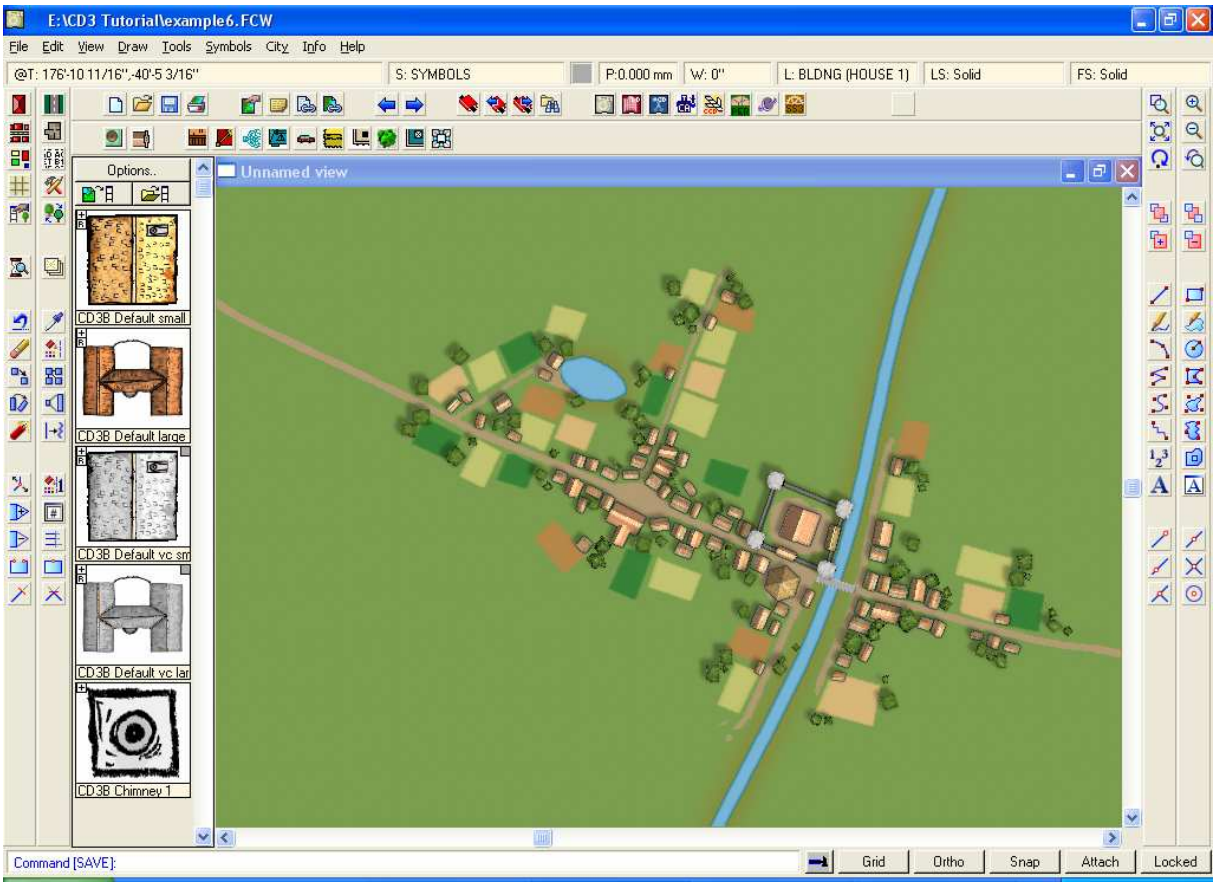
- Click “Sheets and effects” and make sure to check “Activate Sheet Effects”.

- Look up the “SYMBOLS” sheet and click on its name.

- Lets edit the first “Wall Shadow, Directional” effect by clicking on its name to select it and then clicking on *Edit*

- We’ll shorten the shadows to “8”



- Click on *OK*

- Click on *OK* again to turn on the effects for your map. You'll see we have sorted out our shadow problems.