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

Last modified: 16-01-2009, by Gandwarf

In this tutorial we are going to further expand the small village that we created in part 1. We are going to add a bridge, granary and more houses.

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

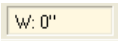
= All city drawing tools

= Zoom in or out

= House drawing tool

= Open symbol catalog

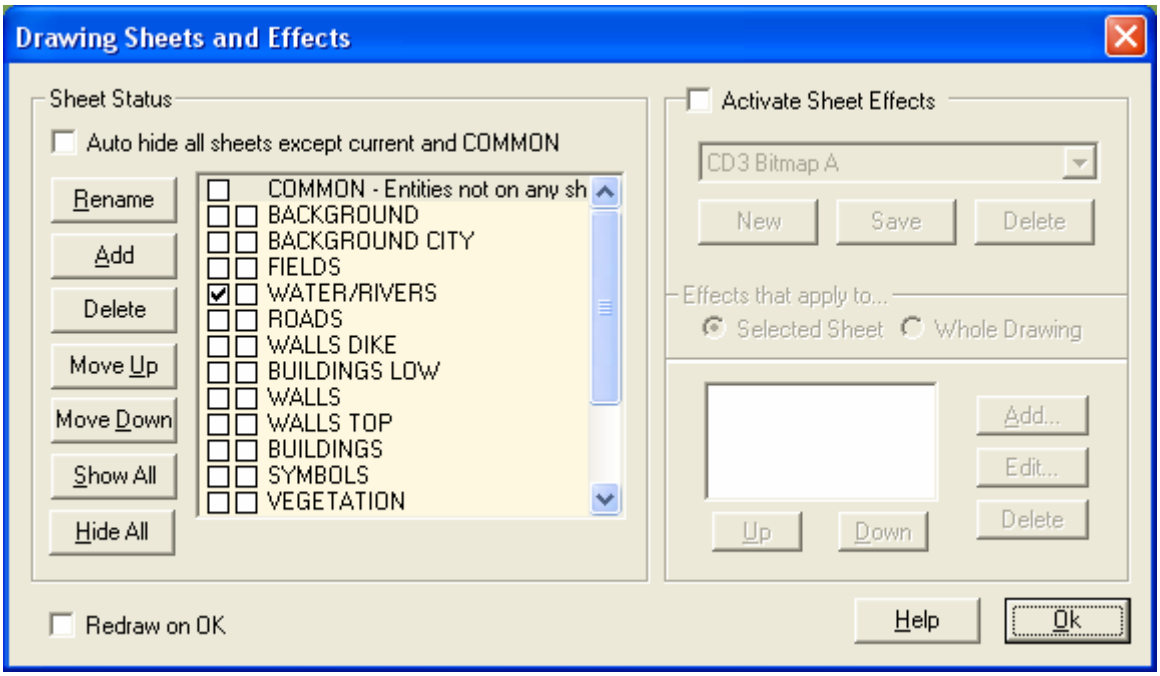
= Sheets and effects



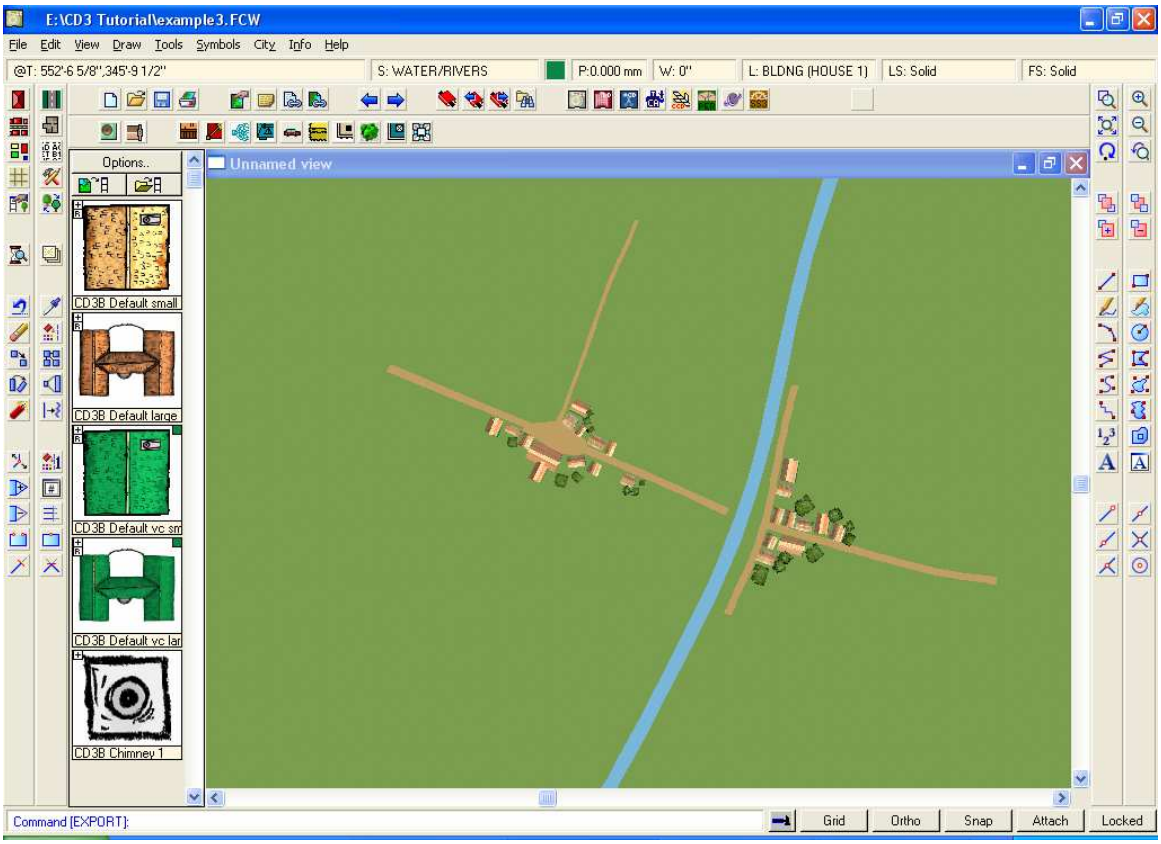
= Changing Width of entity

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

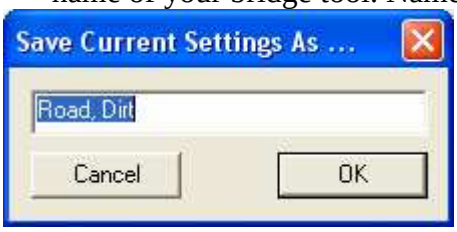


- When we left part 2 of our tutorial we were here:

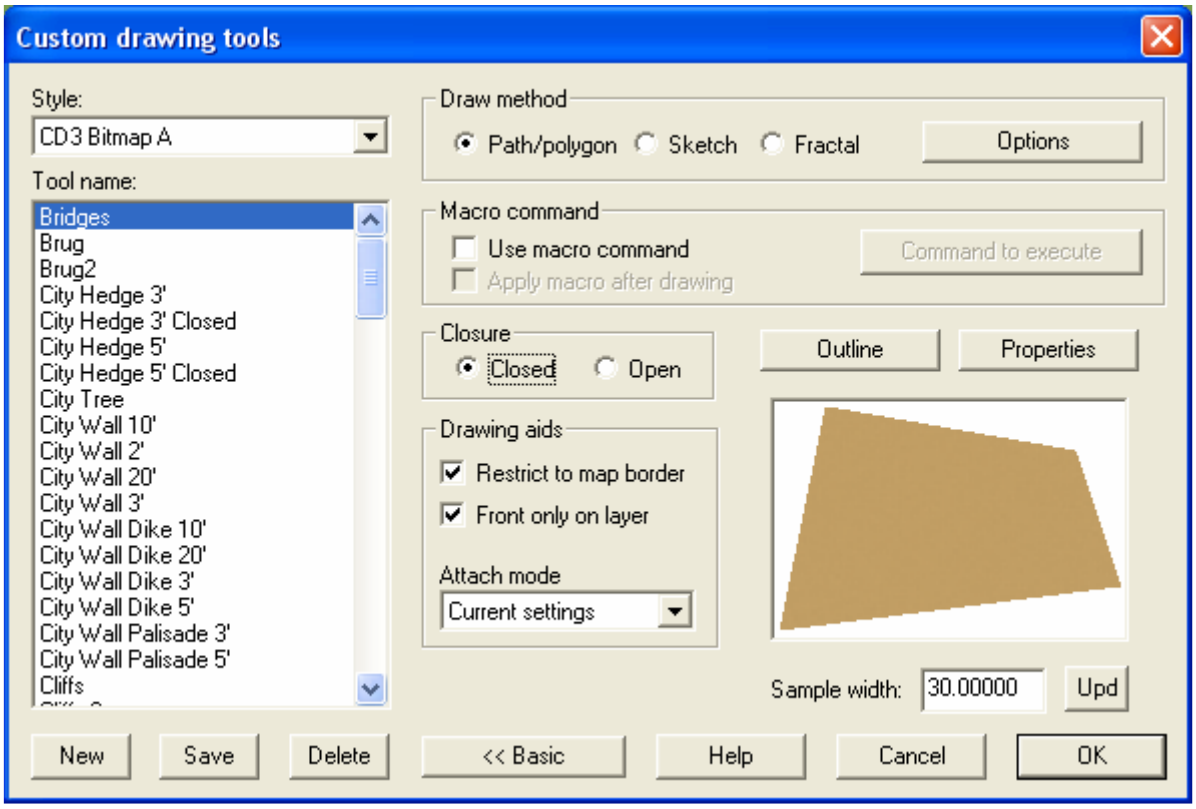


Bridging the river...

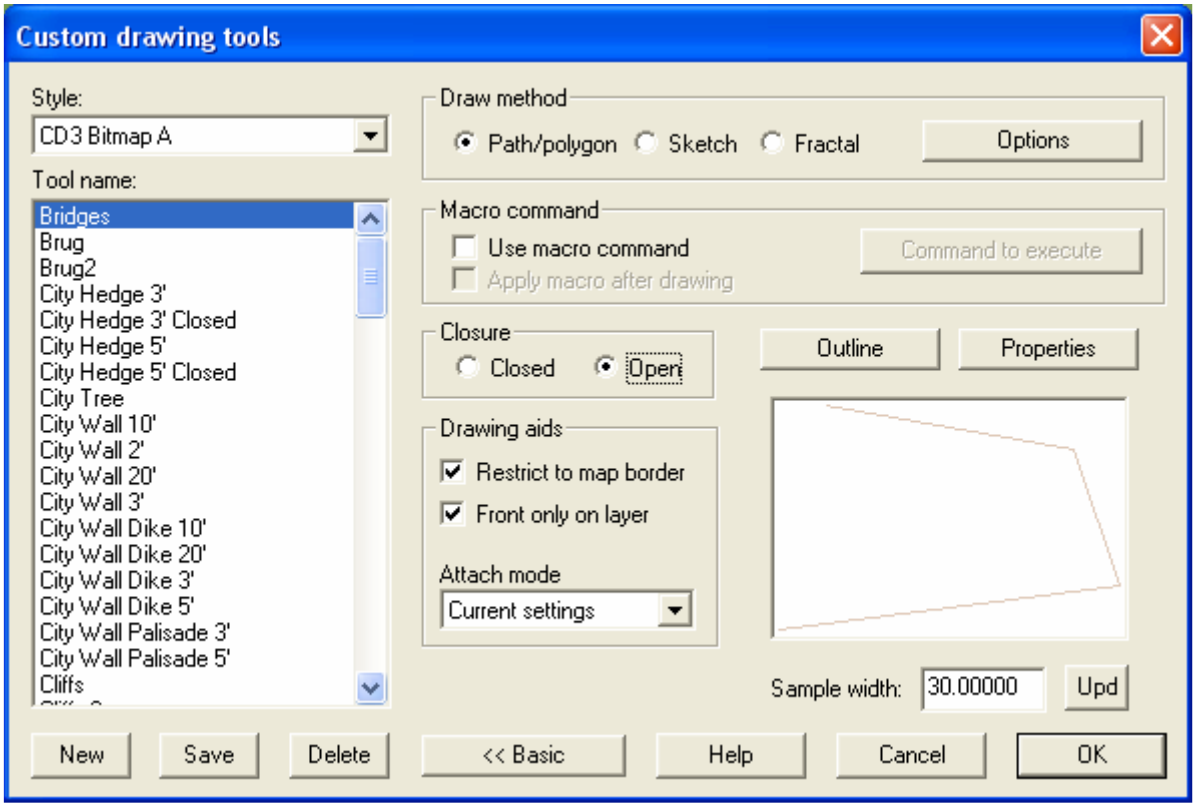
- Right now we have village that is divided by a river. We are going to bridge that river, so that villagers from both sides can shake hands.
- For this bridge we are going to create a new drawing tool.
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Road, dirt”, select it. This time, don’t click on *Ok*, but click on *New* (by first selecting “Road, dirt” we are copying all its settings for our new tool)
- We are going to create a new bridge tool for ourselves. First you’ll have to enter the name of your bridge tool. Name it something like “Bridges”



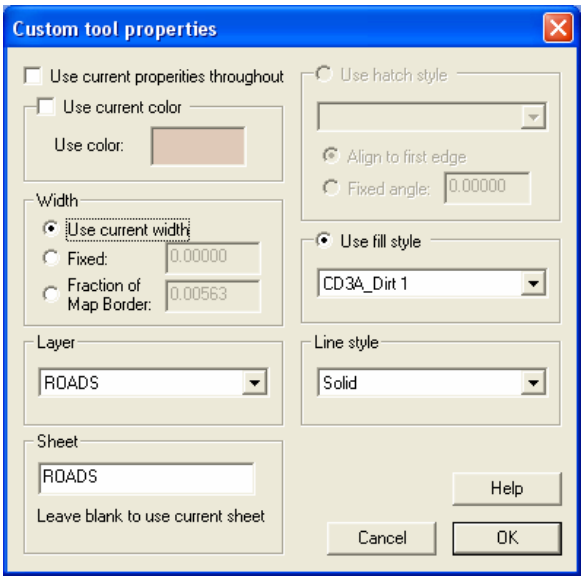
- Click *OK* and you will get something like this:



- Now we have to change a few settings. Make sure “Closure” is “Open” (a bridge is a straight line, so we don’t want it to be a closed entity).

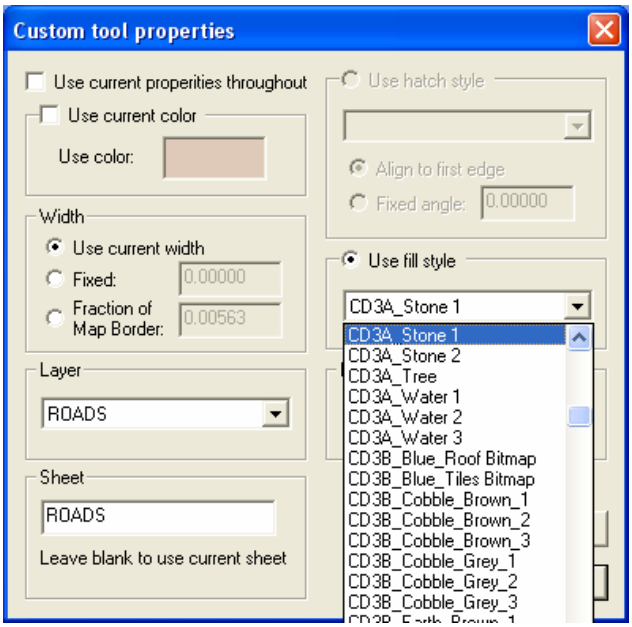


- Click *Properties*

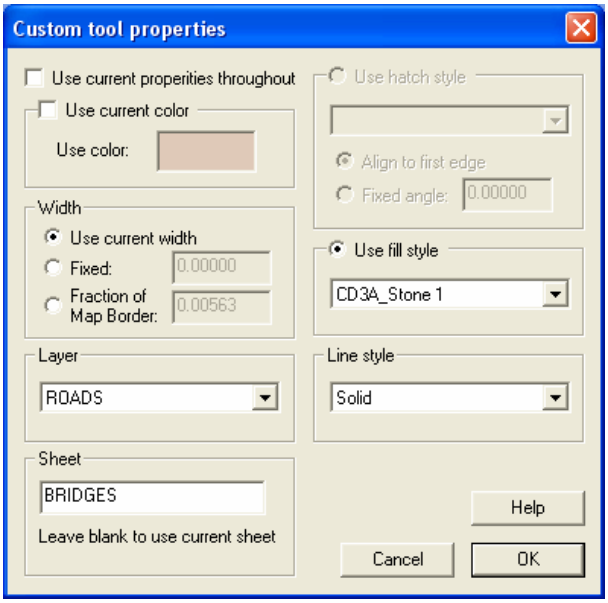


- Set the “Width” to “Use current width” (this way we can use a variabele width for the bridge)
- As you might remember we copied a dirt road tool and we want a stone bridge. So we are going to change the texture that is used to fill our bridge. The fill style is

currently “CD3A_Dirt1”. Lets change it to “CD3A_Stone1”. That is a nice, grey stone texture.

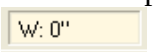


- City Designer 3 has dozens of standard fill styles and you can experiment with them in this way.
- The last thing we need to do is put the bridge in a different SHEET as effects are added to sheets and we need to add some effects to make it look like a bridge. Change the “Sheet” to “Bridges”.

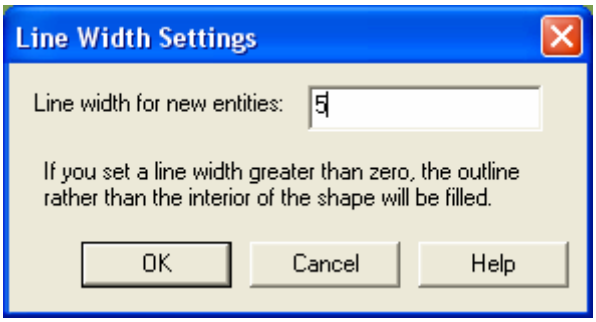


- Click *OK*.
- After clicking *OK* again we are asked if we want to save the settings. Choose *YES*
- We have now created a bridge tool that we can use to create a road with a variable width.

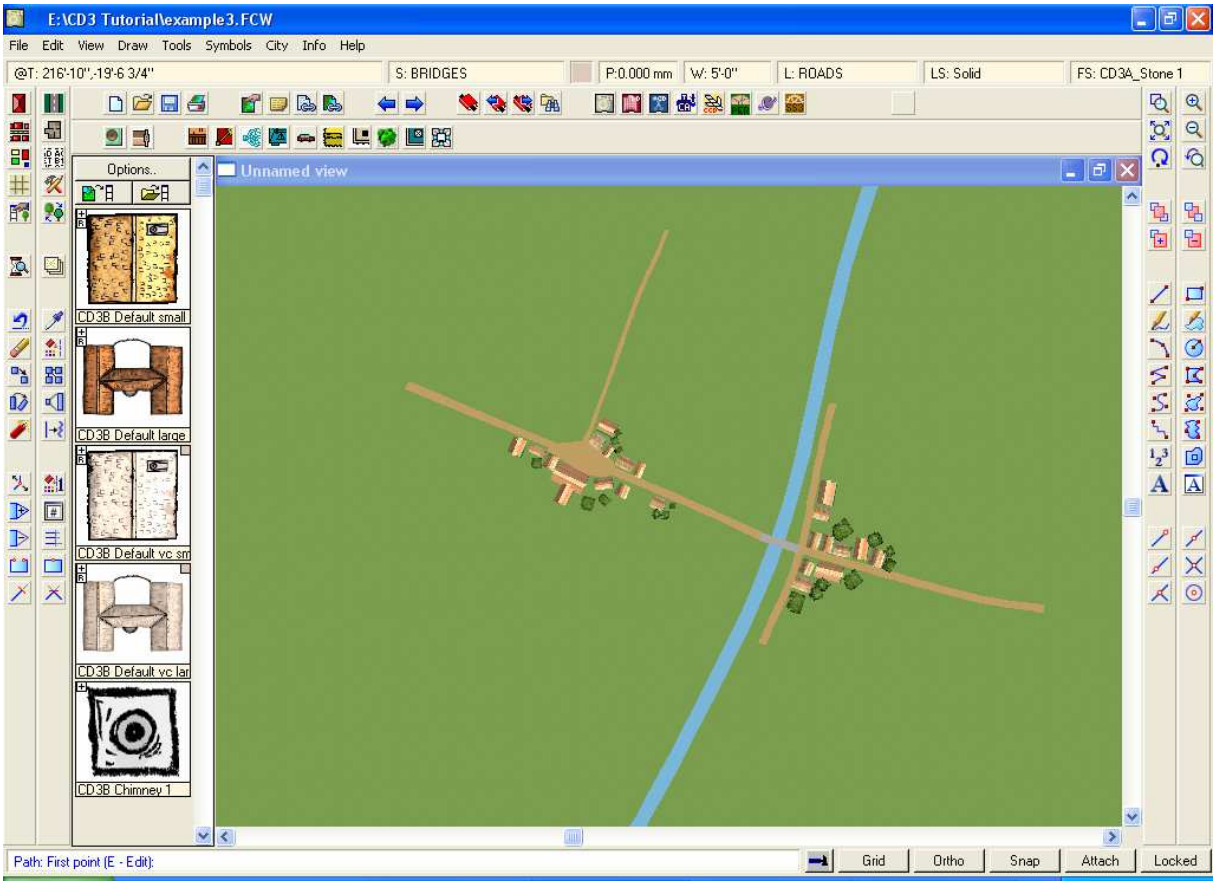
- We are going to use this tool to create a bridge with a width of 5 (the same width as our main road).
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Bridges”, select it and click *OK*.
- Near the top of the interface you’ll see this button:

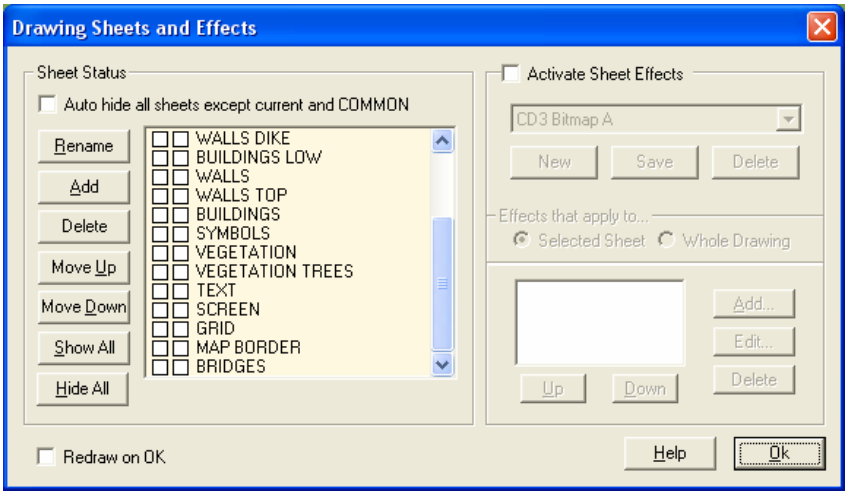
- Click on it to change the default Width of the entity.



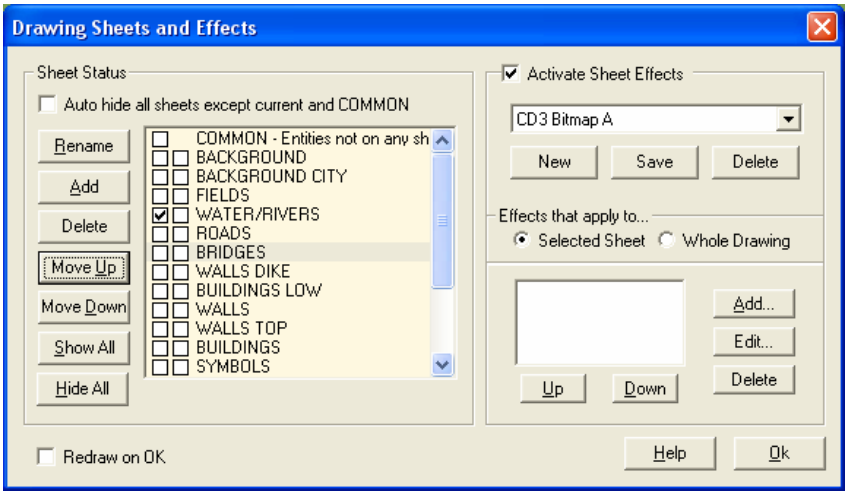
- Enter “5” and click on *OK*
- Now draw the bridge between our roads by clicking on one side of the river and then the other. Right click to end building the bridge.
- It will look like this:



- If you turn on the effects at this point the bridge is just a grey entity. It has no effects. We are now going to add them.
- Click on the “Sheets and effects” button.
- By creating this bridge we have created an entity on the BRIDGES sheet. Sheets are like layers and we need to give the BRIDGES sheet the correct place. As you can see the BRIDGES sheet has been added last in the list:

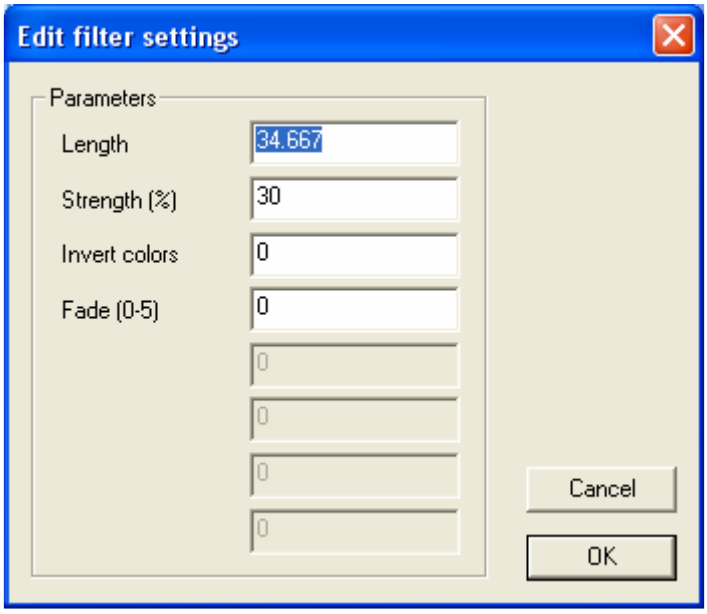


- Let’s move the BRIDGES sheet to just above the ROADS sheet. To be able to edit this screen we need to check “Activate Sheet Effects”.
- Now, select the BRIDGES sheet by left clicking on its name.
- Keep clicking the *Move Up* button until the BRIDGES sheet is just above the ROAD sheet.

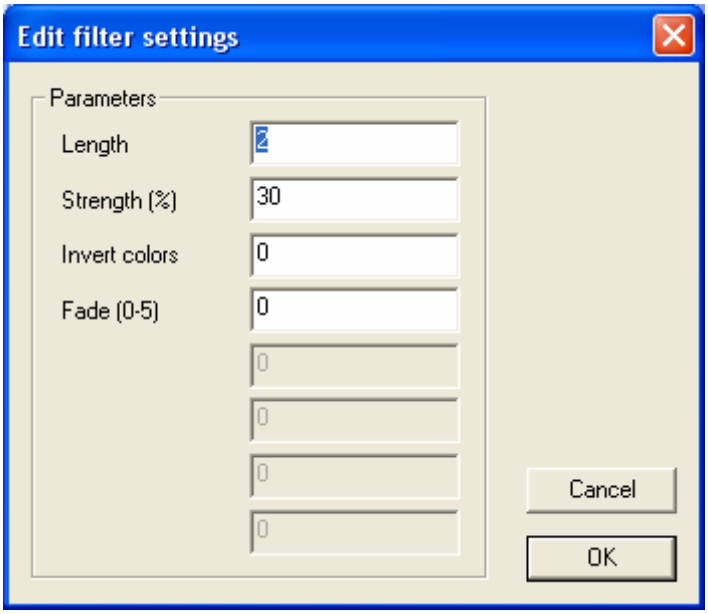


- The sheet now has a good place in the order. If we would have placed the BRIDGES sheet above the ROADS sheet it would mean any roads would be drawn on top of our bridge. We have placed BRIDGES below ROADS, meaning the bridge we be drawn on top of our road.
- Now we are going to add some effects to the bridge. Make sure you still have BRIDGES selected and click on *Add*

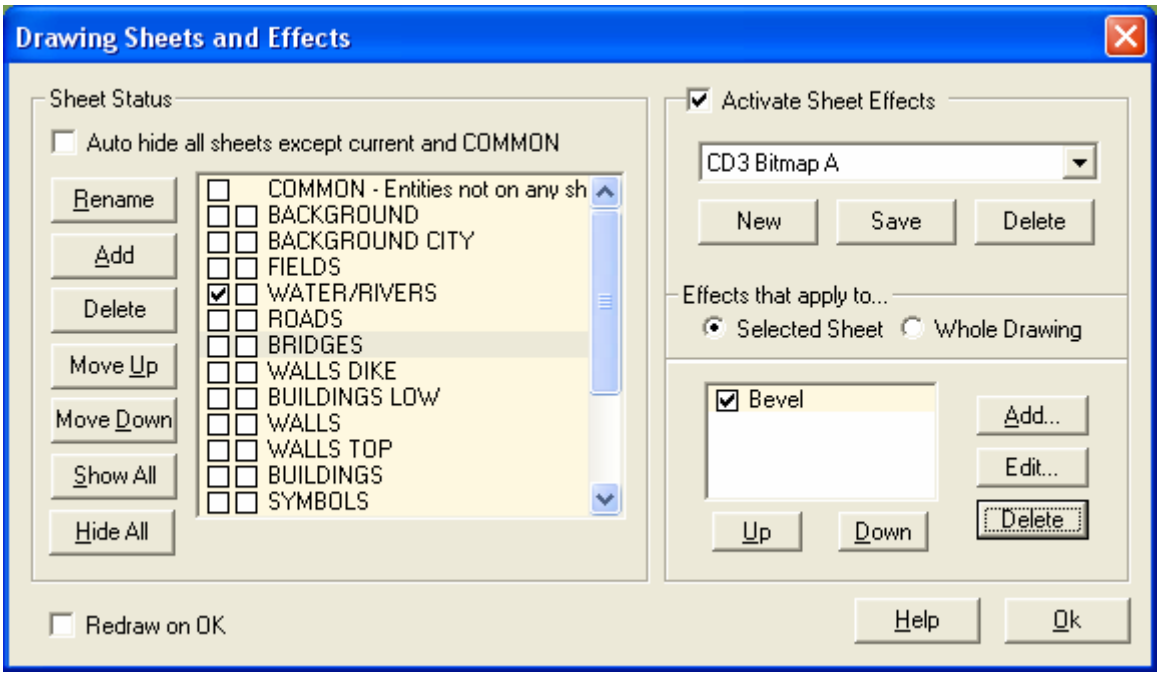
- Select “Bevel”. This will add a bevel effect to our bridge (make it look like a button with some darker and lighter edges).



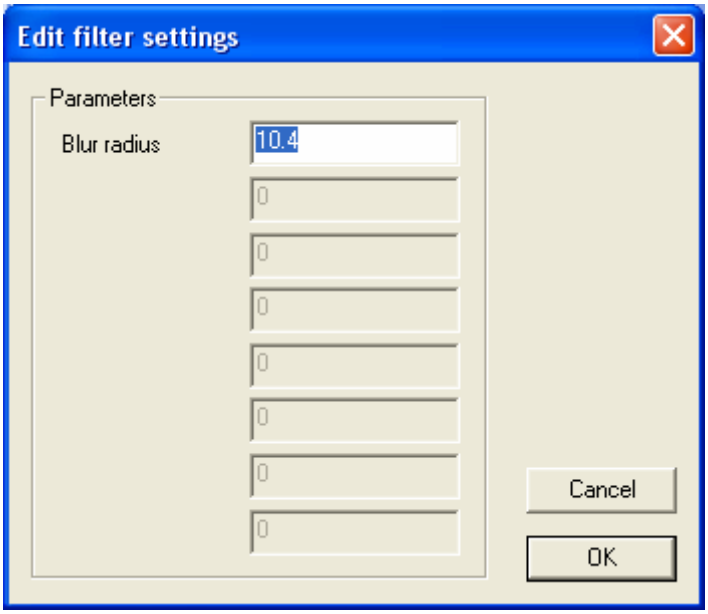
- Change the settings to:



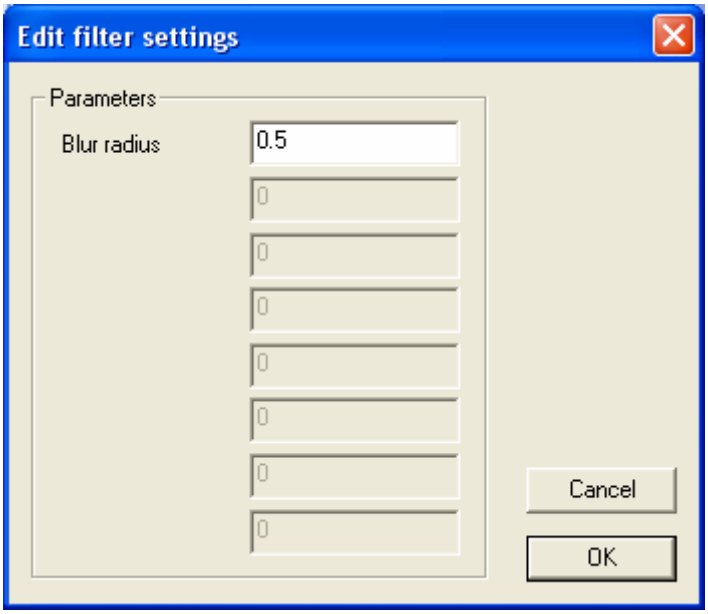
- I changed the “Length” to 2 as I don’t want the edges of my bridge too big.
- Click *OK*
- Lets add another effect, a blur to soften the bridge a bit and make sure the edges aren’t too jaggy.



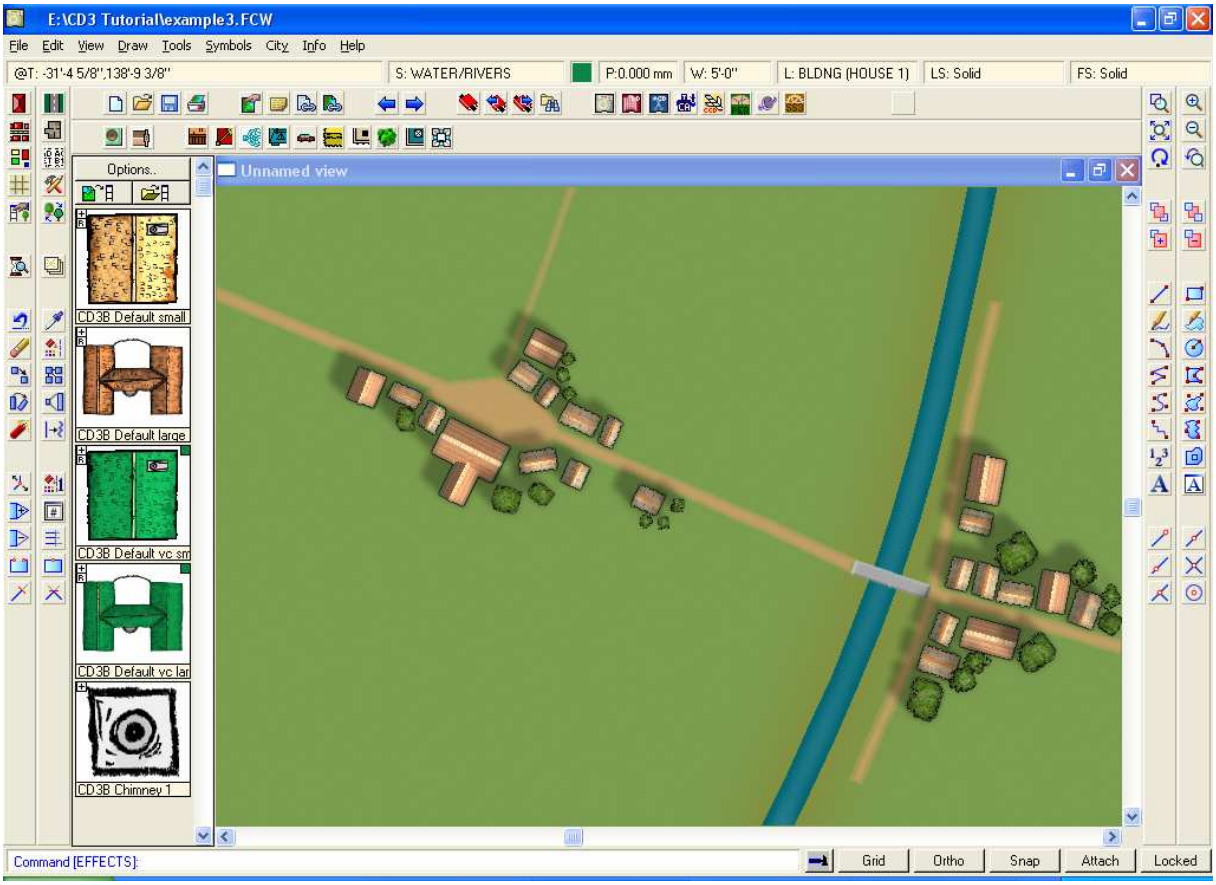
- Make sure you still have BRIDGES selected and click on *Add*
- This time select “Blur”.



- Change the “Blur radius” to “0.5”. That way only a small part of the bridge is blurred and not the entire area.



- Click *OK*
- If you click *OK* again the effects will be turned on.

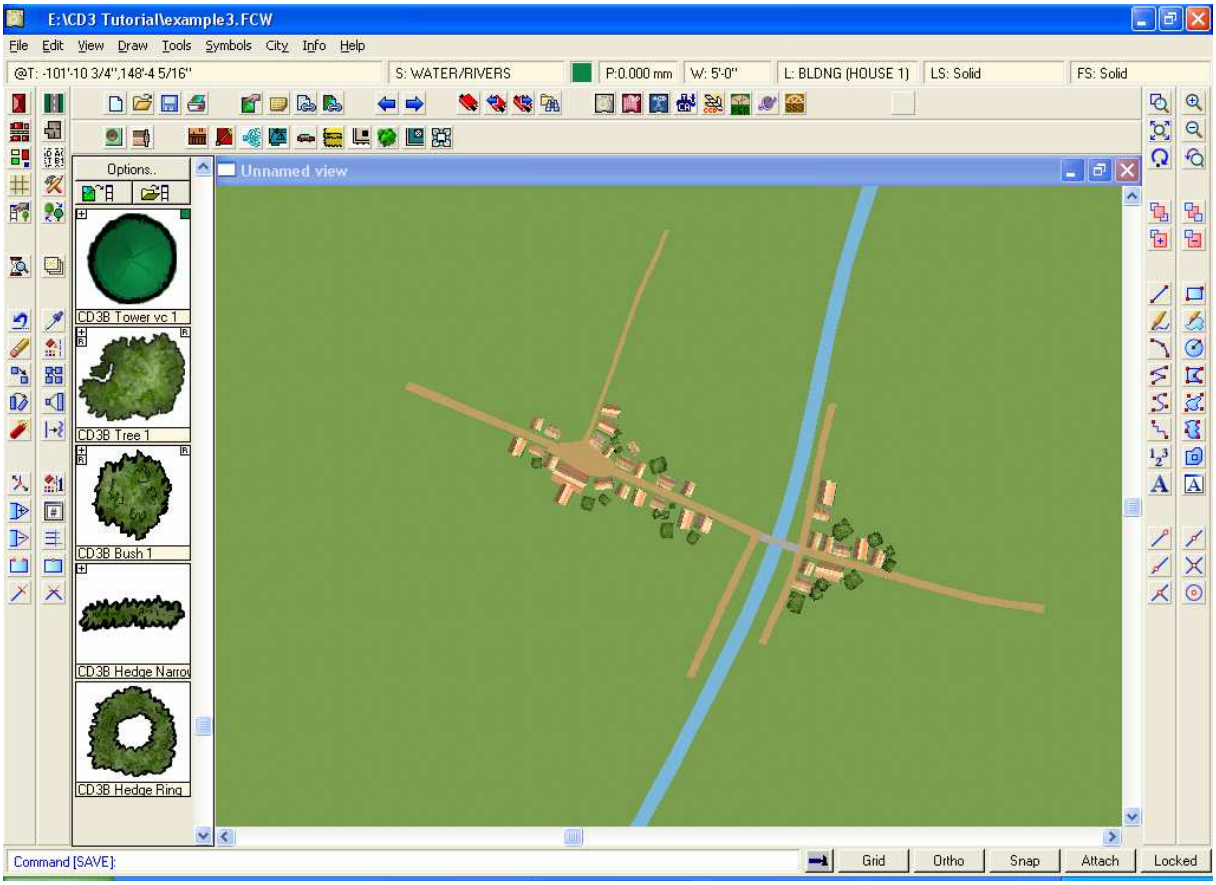


- As you can see the bridge now has some lighter and darker sides, making it stand out of the terrain and giving it depth (the bevel).

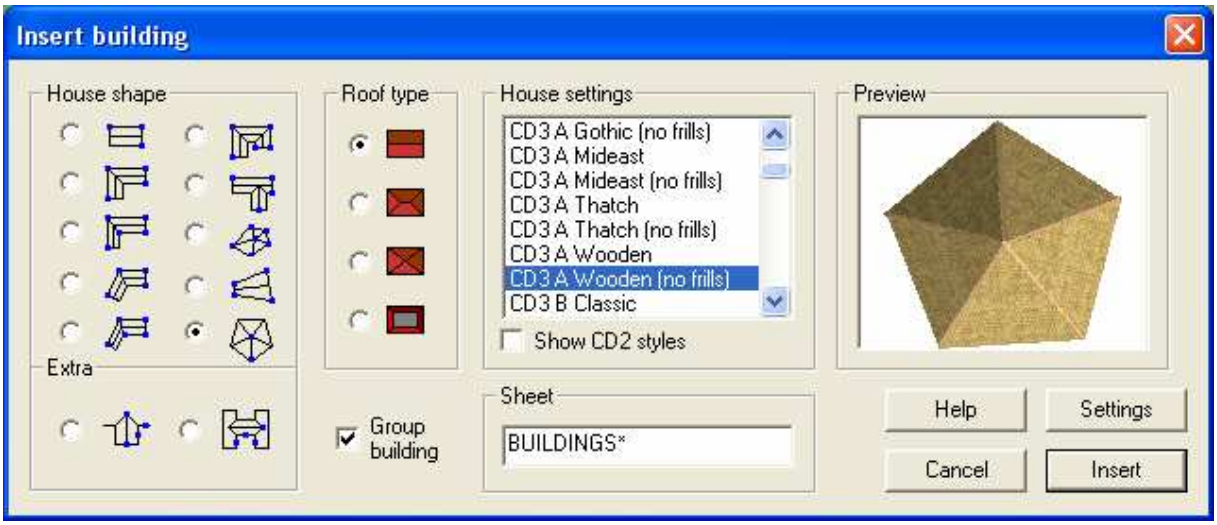
- Don’t forget to turn off your effects now as we are going to continue editing our village.

Expanding the village and creating a granary...

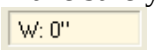
- We will now expand our village a bit by using the knowledge from tutorial 1 and 2. I will add another road, some houses and some trees. My map now looks like this:



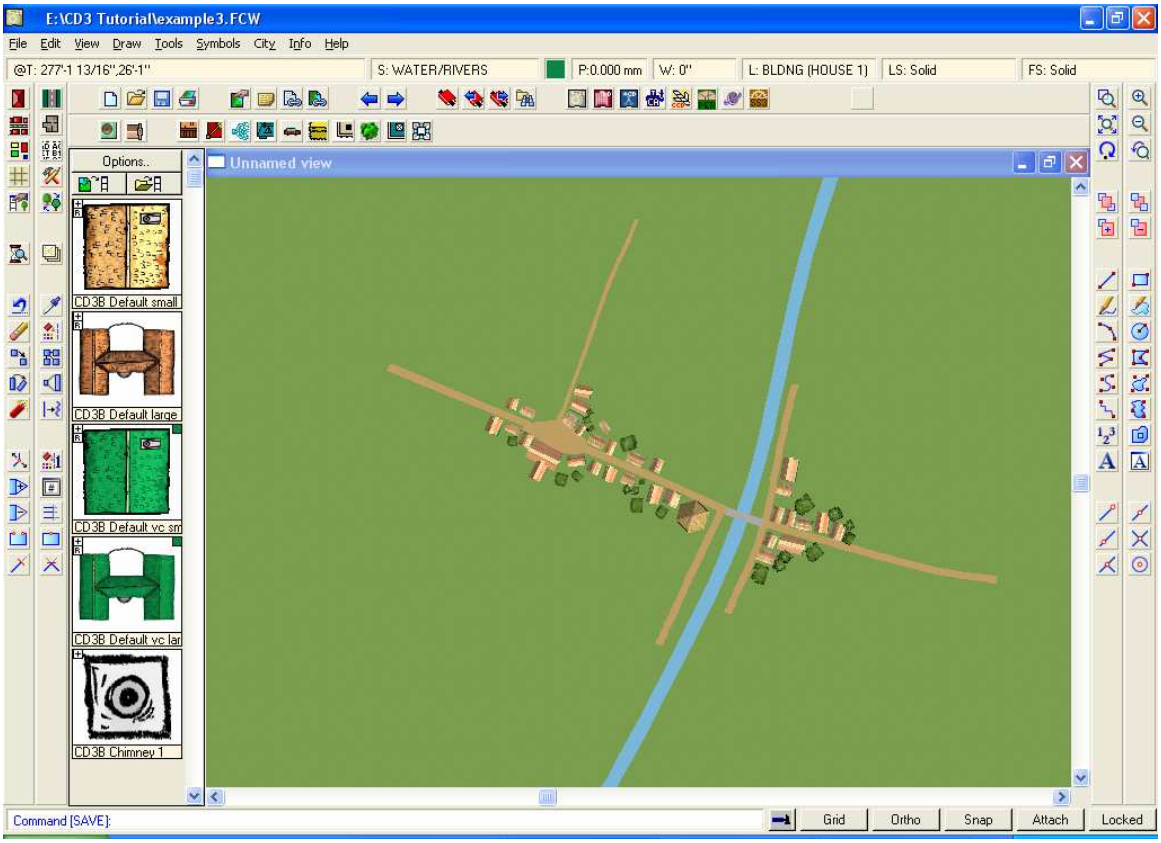
- Now lets add a granary, a building with a very different shape.
- Click on the “House” button and use the settings below. We are going to build a wooden granary with a star like roof (note the different house shapes you can select here!).



- Click on *Insert*.
- Make sure your WIDTH is again back at 0.

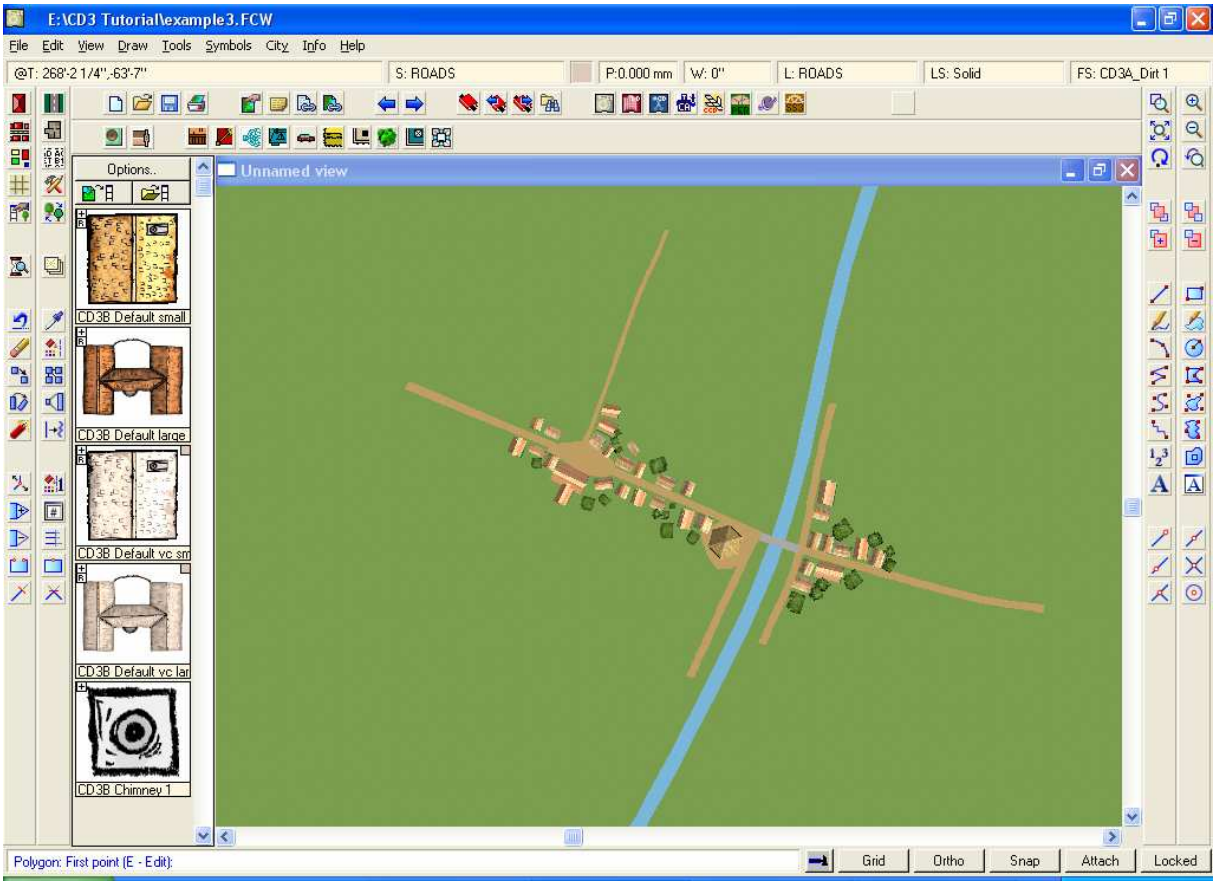
  

- Now draw your granary near the river (where there's water to quickly put out fires!).



- Lets add some dirt underground to the granary to suggest lots of activity there (people walking around).
- 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.
- You might have to click the redraw button the make your granary appear above your dirt square.

- My map now looks like this: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File Edit View Draw Tools Symbols City Info Help
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LS: Solid
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Options..
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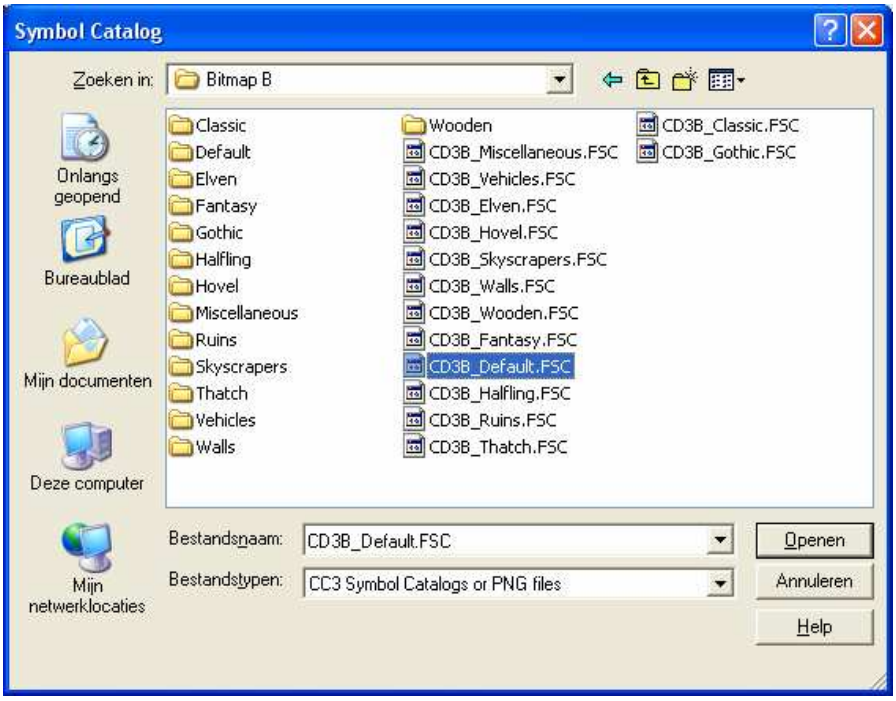
CD3B Chimney 1
Unnamed view
Polygon: First point (E - Edit):
Grid
Ortho
Snap
Attach
Locked

Adding more symbols...

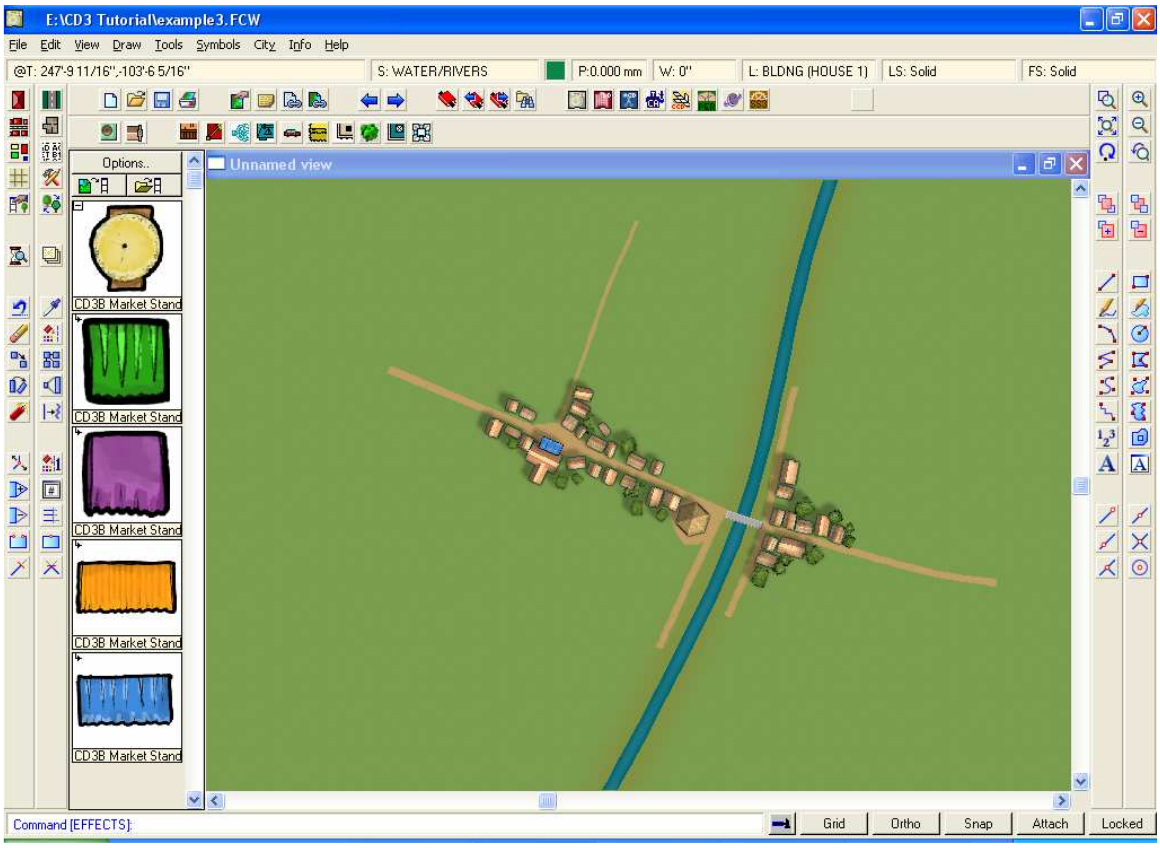
- City Designer 3 comes with hundreds of different symbols you can use in your map. I am going to add a little extra to the inn (big building) we have created.

- 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 Market symbol:

- There are actually more symbols in there, just click on the little plus icon (above the r icon in above image).
- You will now see more market stands:

- Lets click on this symbol:

- And place the symbol near the front of our inn, resting on its walls.
- Turn on the effects and the village should look like this: