City Designer 3 tutorial: creating a small village (part 5)

Last modified: 17-01-2009, by Gandwarf

In this tutorial we are going to further expand our small village. We are going to add some farmland.

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

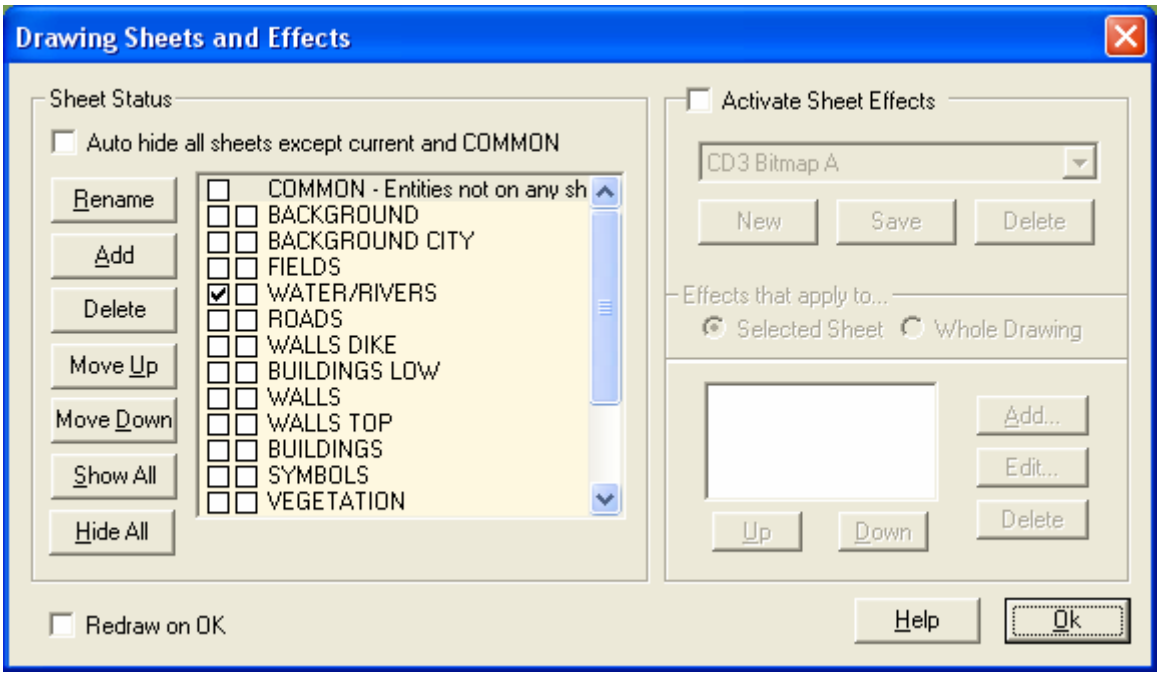
= Change sheet, color, pen thickness or width of entity

= Refresh button

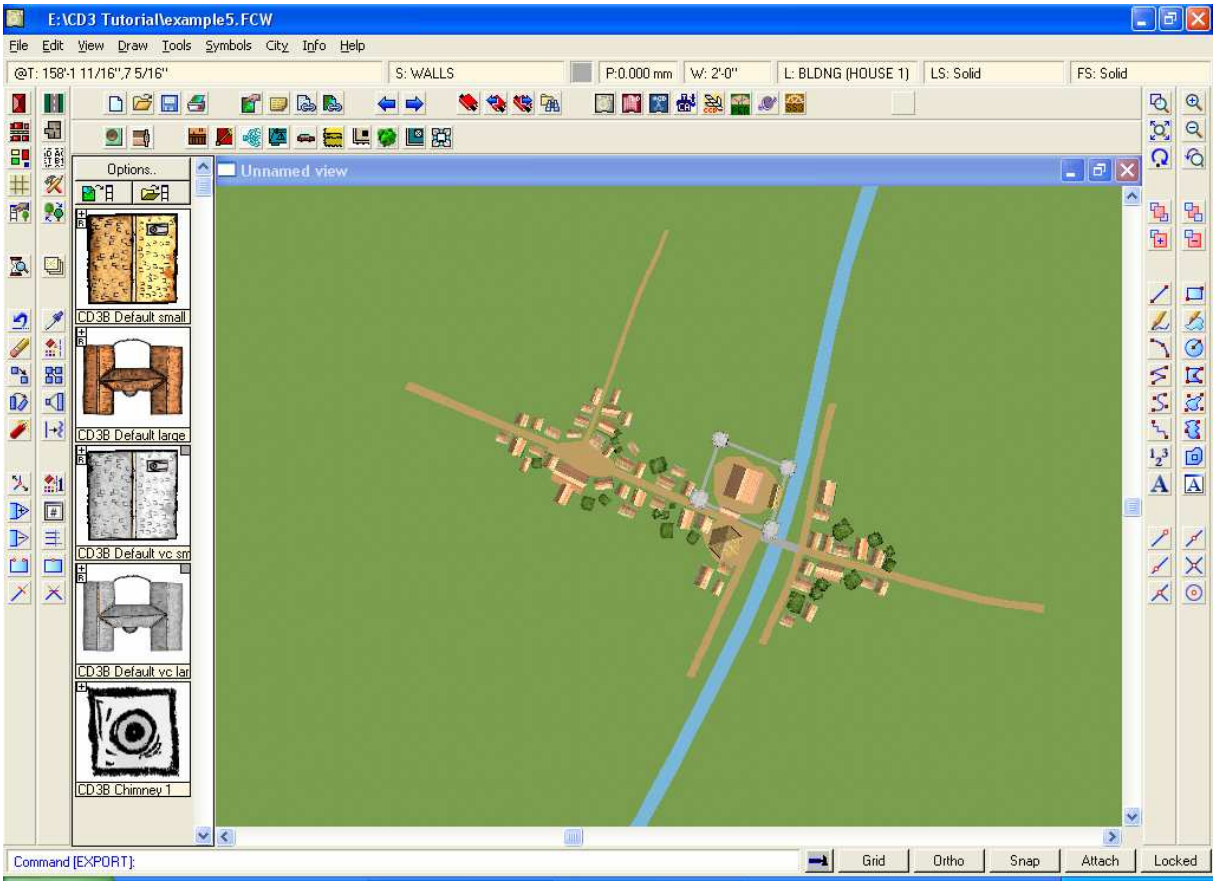
Now, lets open the map we made in part 4 of the tutorial...

- 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 4 of our tutorial we were here:

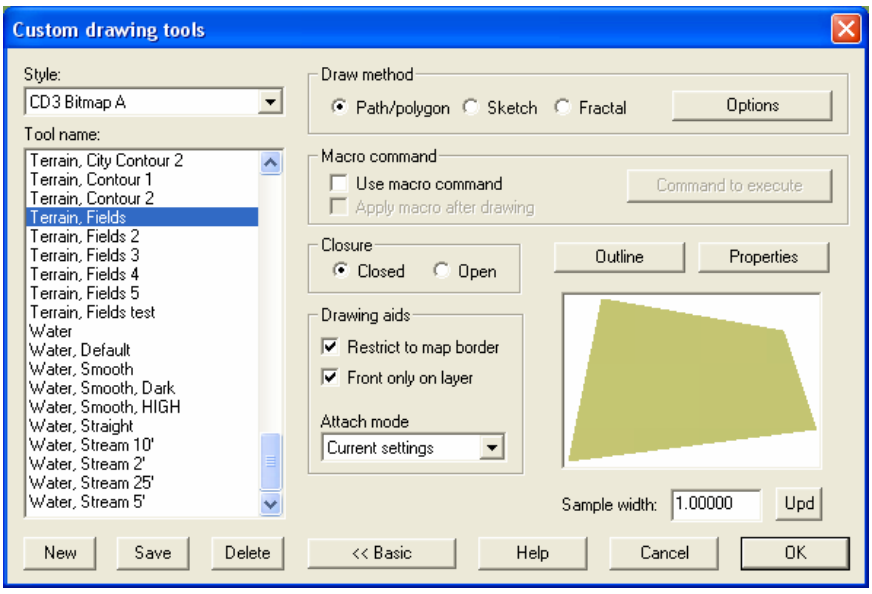

E:\CD3 Tutorial\example5.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 158'-1 11/16",7 5/16"
S: WALLS
P:0.000 mm
W: 2'-0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
Command [EXPORT]:
Grid
Ortho
Snap
Attach
Locked

Fertile land...

- Our humble village has grown a lot and dozens of people now call it home. What are the people eating however? There seems to be no farmland. No crops that the local lord can put a tax on. So in this part of the tutorial we'll add some fields.

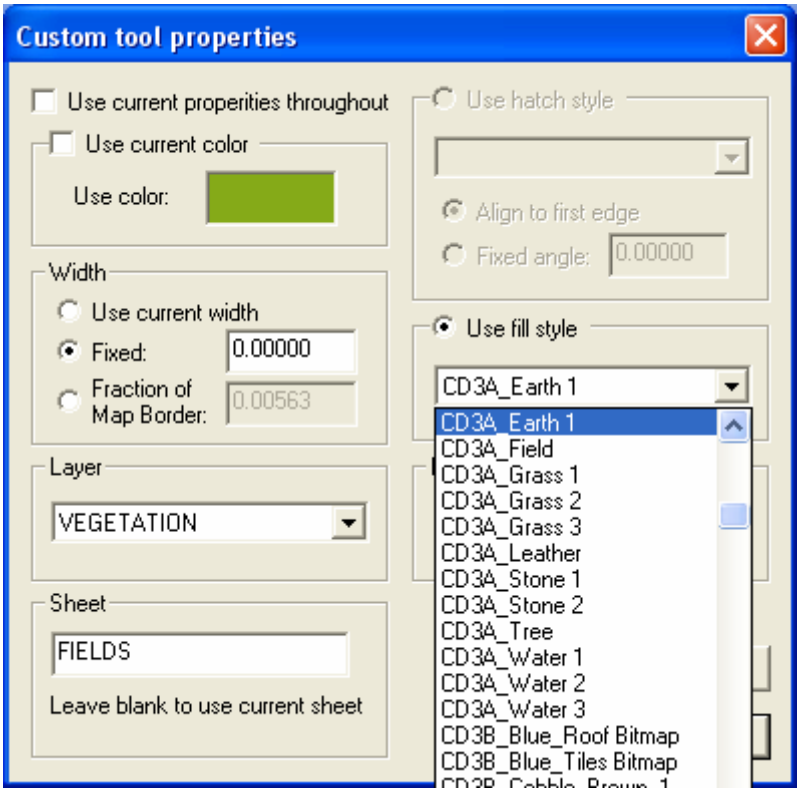
- City Designer 3 comes with one standard field tool. We are going to create three extra so we can quickly lay down 4 different types of fields. You should repeat the following steps, until you have 3 extra field tools.

1. Click on "All city drawing tools"
2. Click *Advanced*
3. Scroll down and click on the name "Terrain, Fields" to select it.



4. Click *New* to copy the settings of this field tool.
5. Name it "Terrain, Fields 2" (or 3 or 4!)

6. Click *Properties*
7. Now select a different fill style as we want different looking fields.



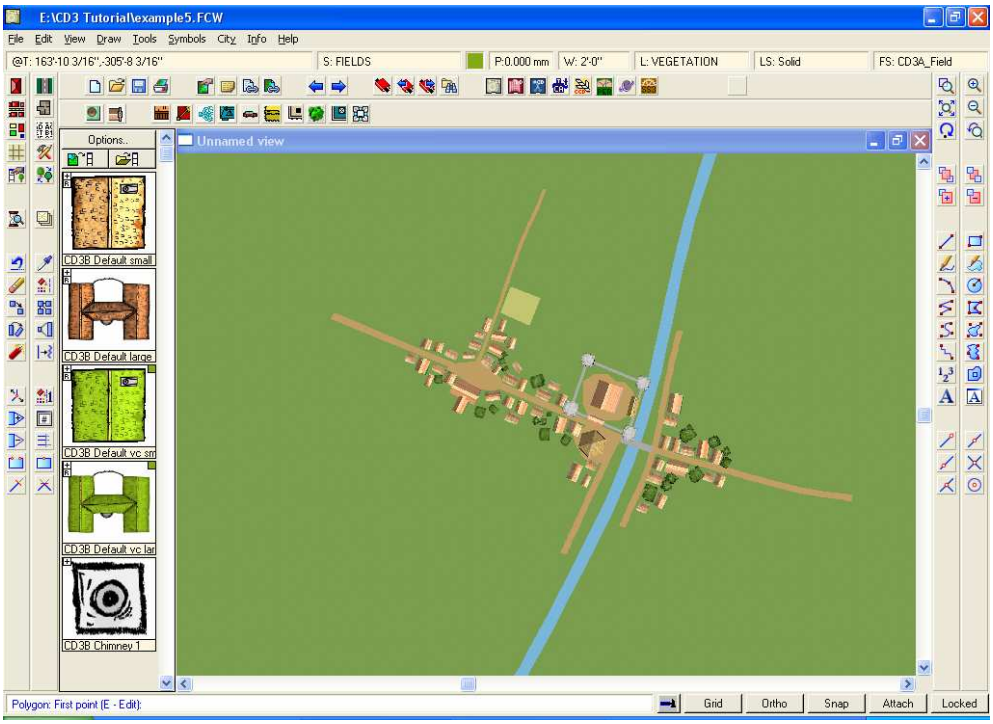
8. Change it to “CD3A_Earth1” and click *OK*

9. Repeat step 1 to 8. At step 8 you select two more different fills however:

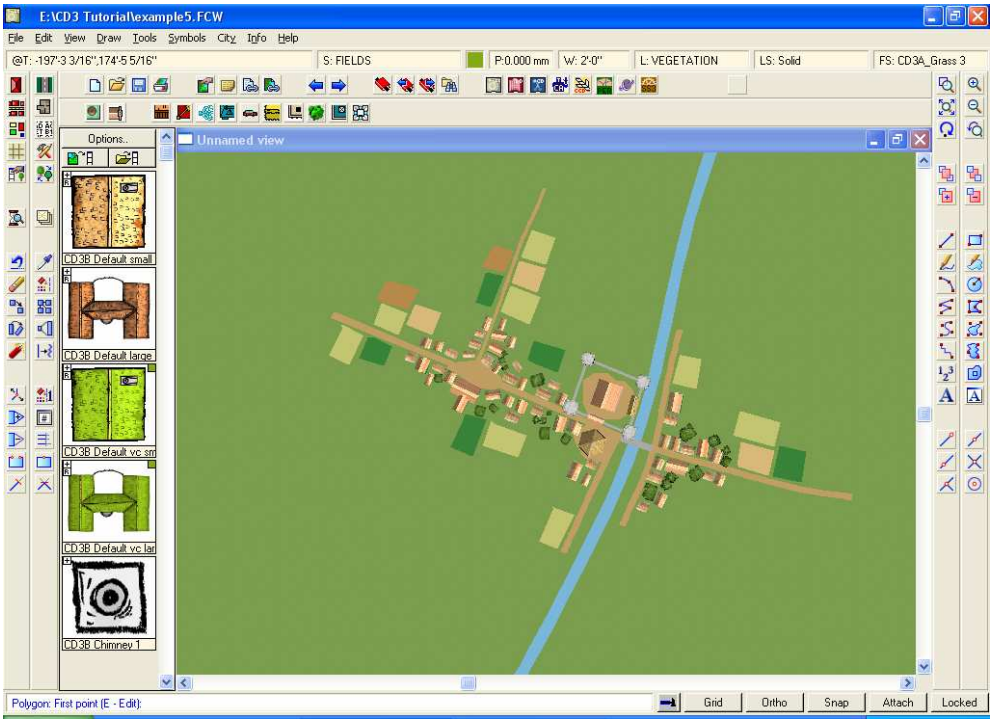
    - “CD3A_Grass3”
    - “CD3A_Dirt2”

Continued on next page.

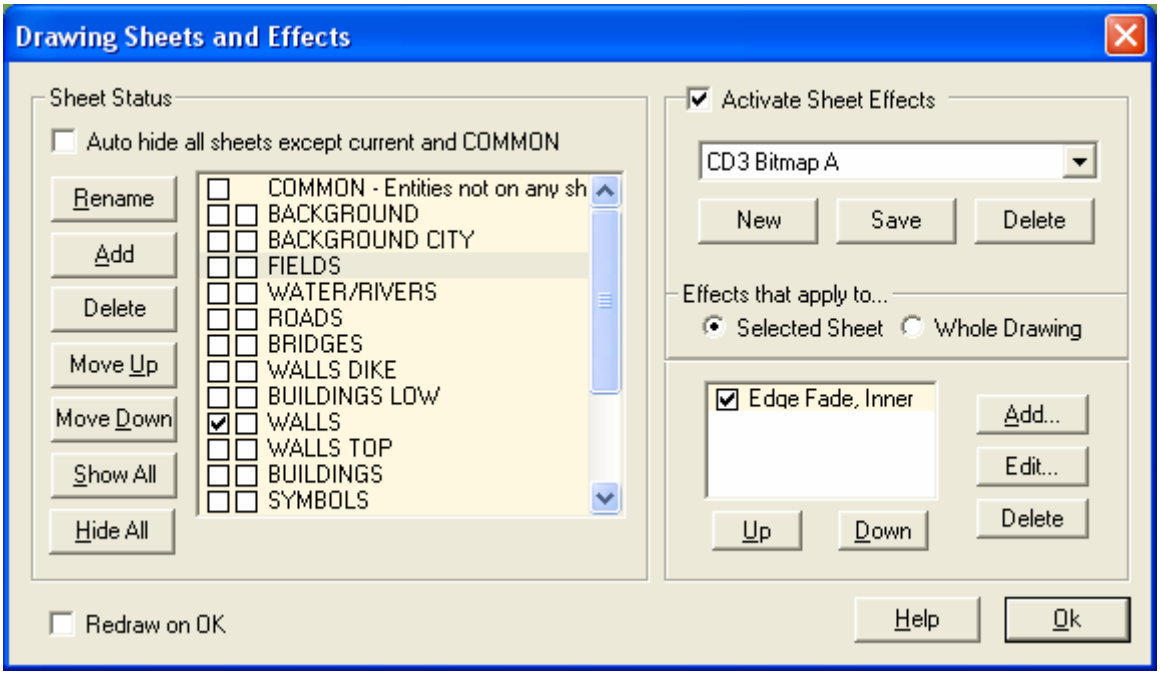
- Now we can go nuts by placing several fields.
- Click on “All city drawing tools”
- Click *Advanced*
- Scroll down and click on the name “Terrain, Fields” to select it. Click *OK*.
- You can now place a field by connecting several points and then <u>RIGHT</u> clicking to stop. I have placed the field like this:



- Now add more fields but also the other 3 types.

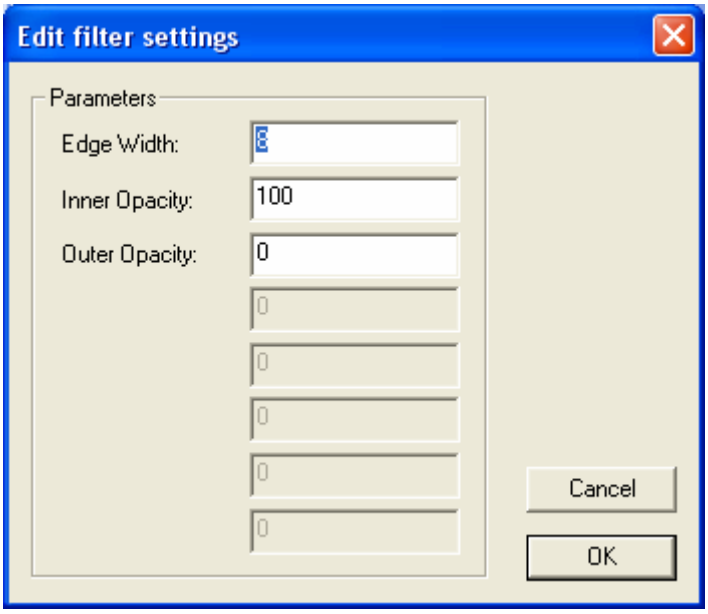


- Now we are going to tweak the standard field effect.
- Click on “Sheets and effects”
- Activate the sheet effects so you can edit them and click on the name “Fields”

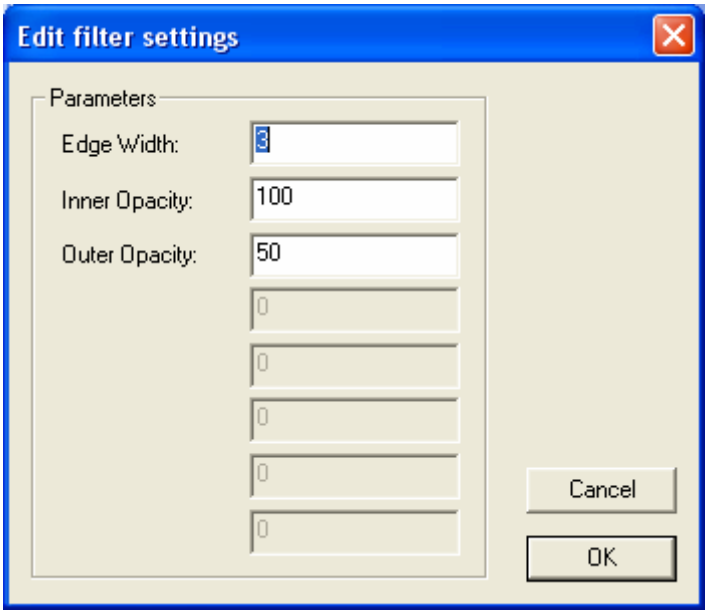


- Click on the name “Edge Fade, Inner”. This effect makes the edges of our fields fade away.

- Click *Edit*

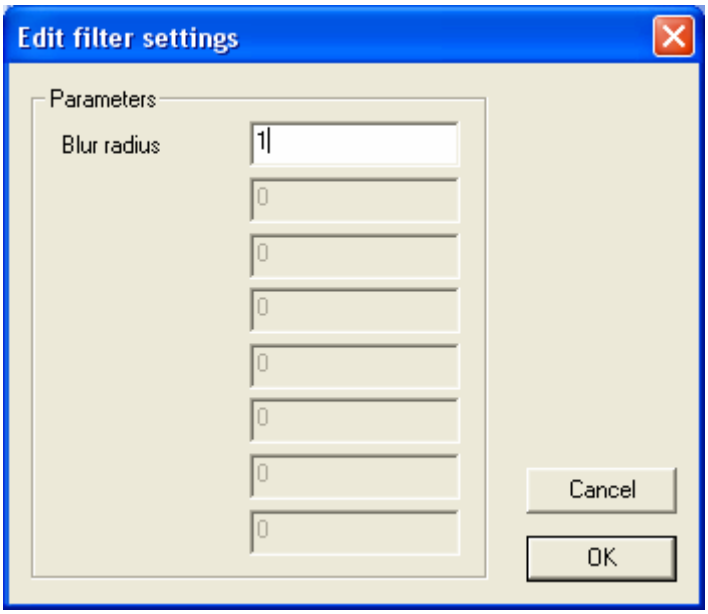


- Change above settings to:

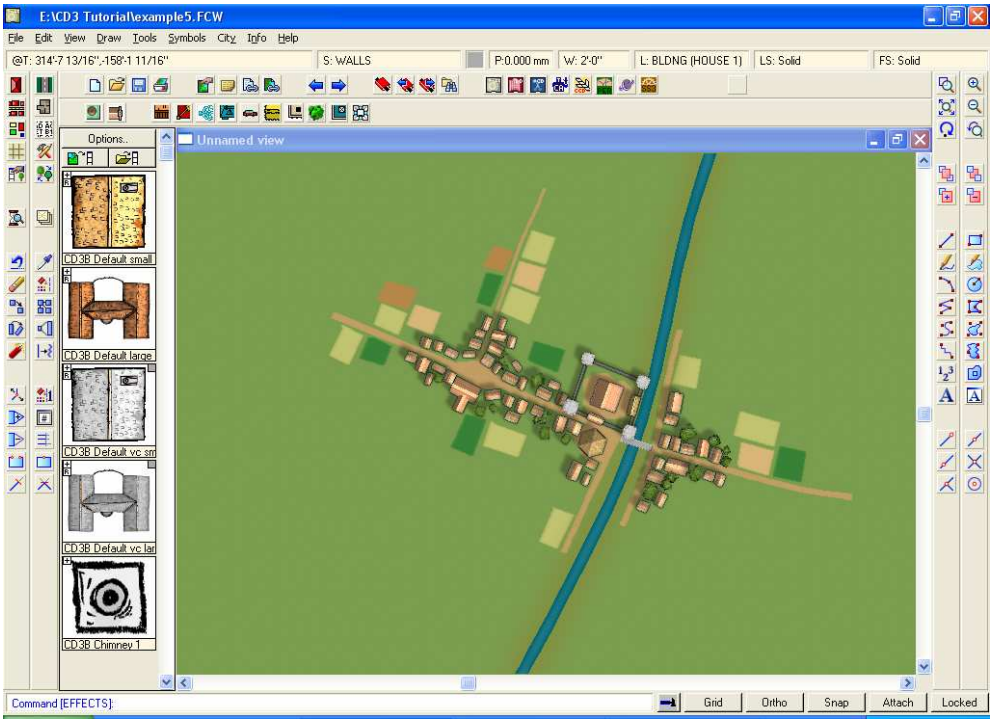


(note: width has been changed to 3 and outer opacity to 50).

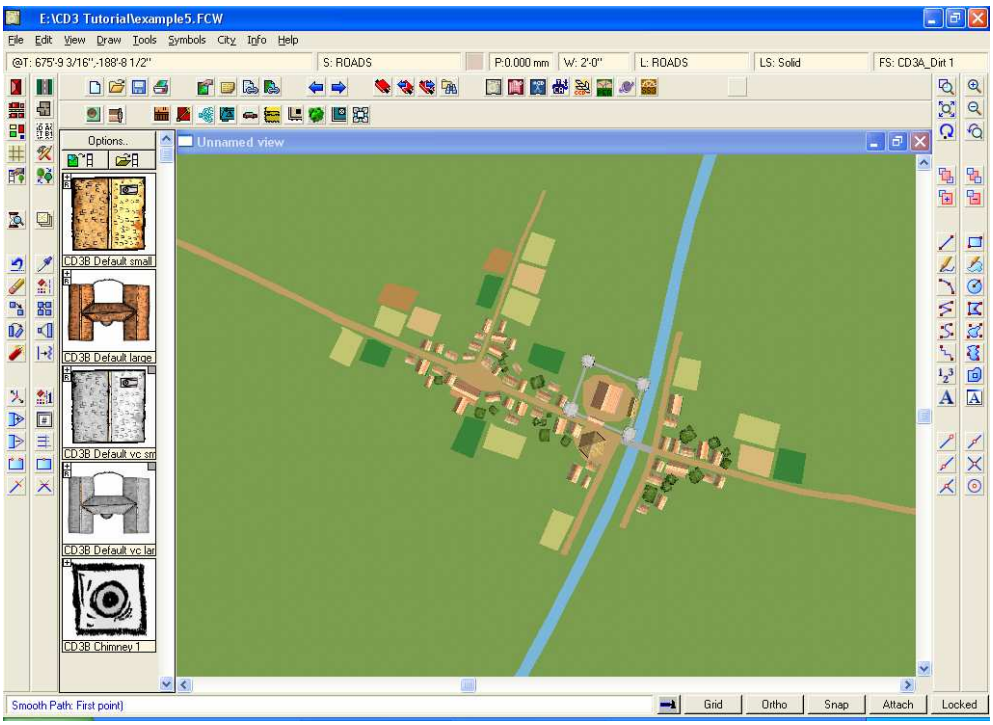
- Click on *OK*
- Now lets add an extra effect, a Blur of 1.
- Click *Add*, click on “Blur”



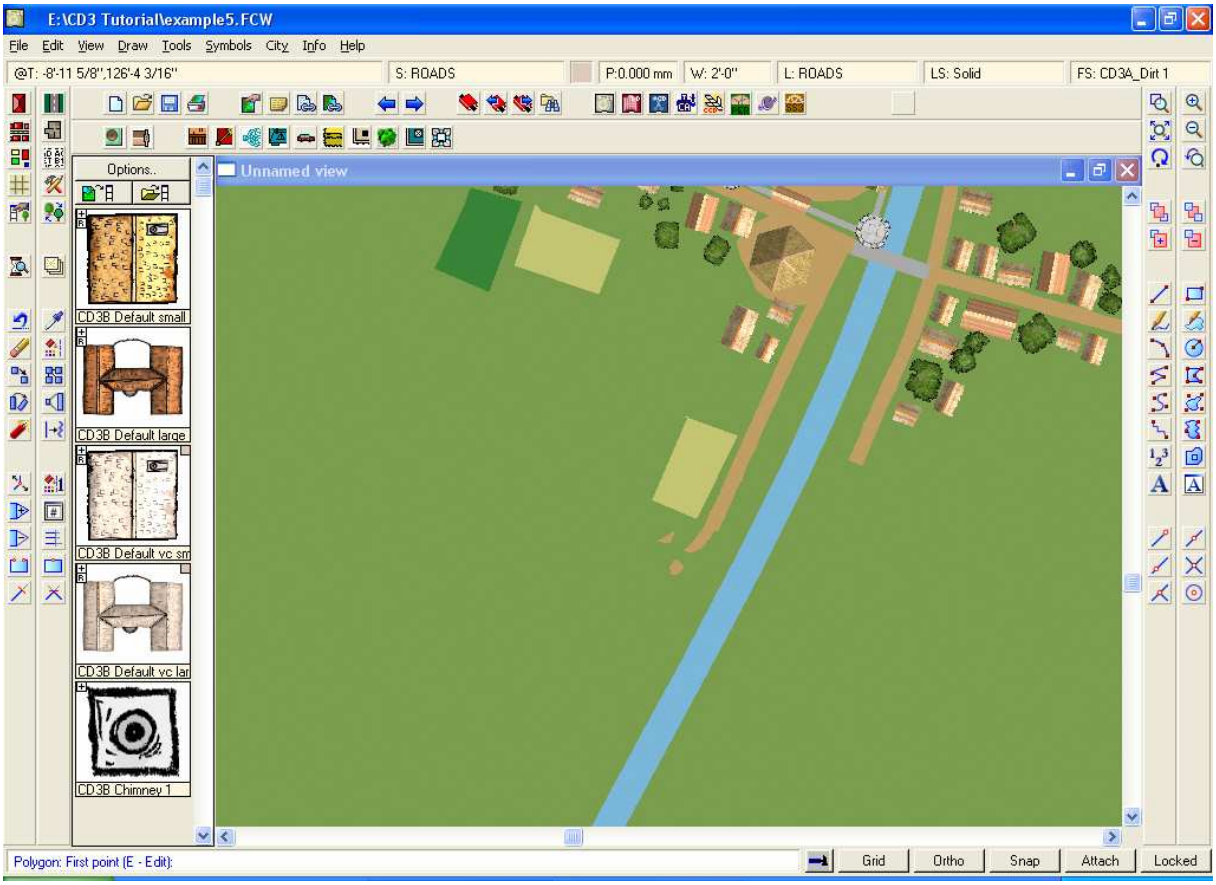
- Make the “Blur radius” 1 and click *OK*
- Clicking *OK* again activates the effects for your map.



- We are going to spice up our map:
    - I am going to lengthen the main road by placing a road near both ends. I will do this by placing another dirt road and connect them with my main road.



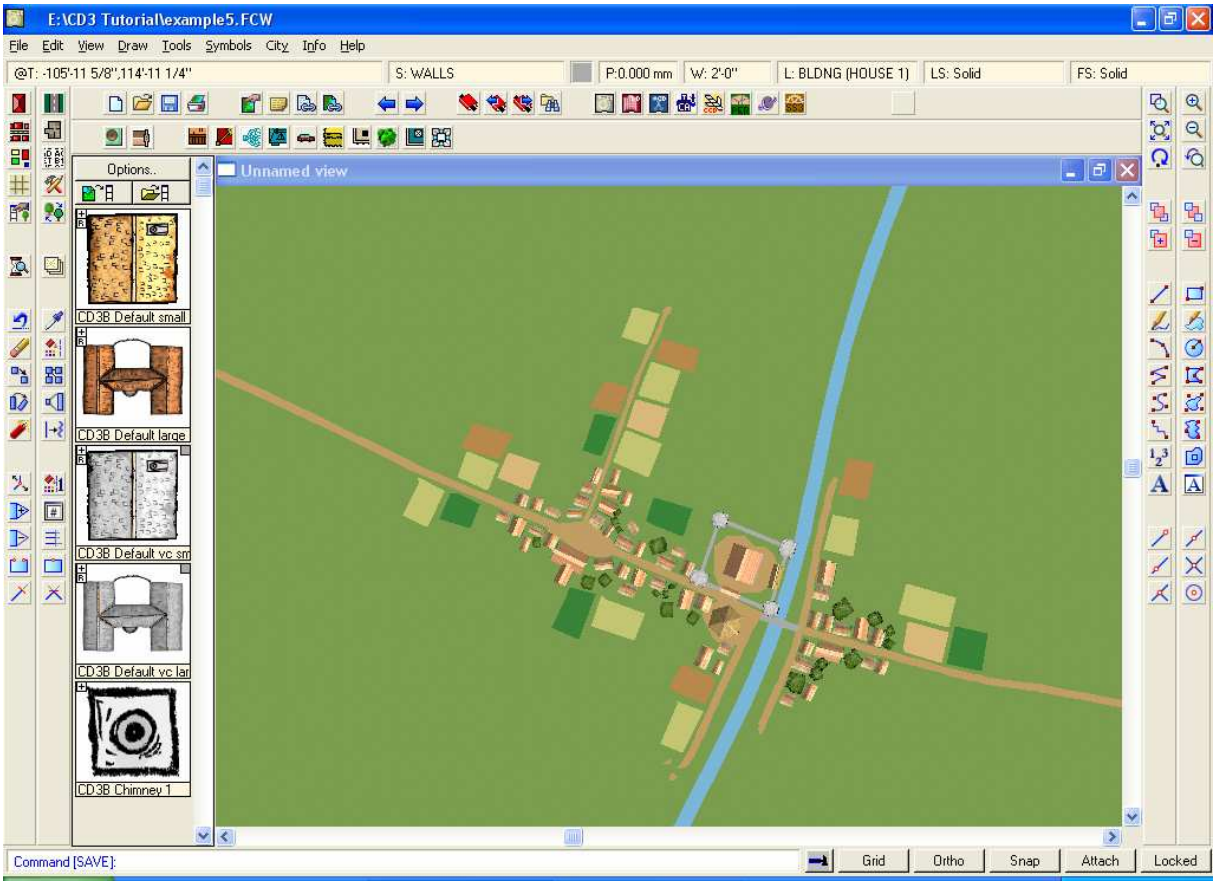
- I am going to use our square technique to make ends to the roads that lead nowhere.



- As you can see I used the same technique for drawing a square or dirt underground to give the end of this road a smoother transition to the grass. It was rather abrupt before that. I actually created three small dirt entities. One connected to the road and two others unconnected.

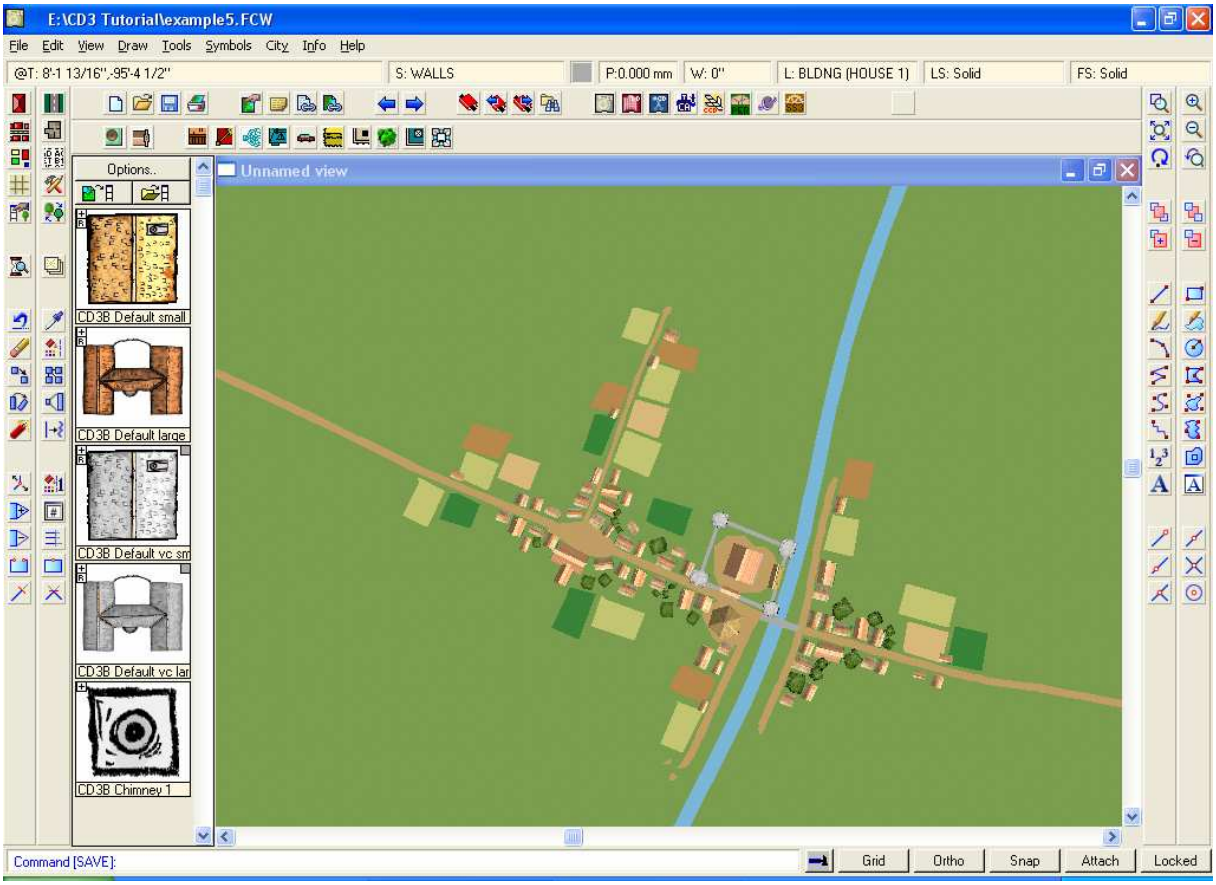
- I am using this technique to make sure none of my roads end abrupty.

- Also I placed some more fields near the ends of the roads.



- Now it's time to add some more buildings (farms).
- Click on "House" and use these settings for some thatched farms:

- You can put houses on top of the fields, it's no problem. That way it will look like the fields belong to that particular house.
- Here I have placed several extra buildings:


E:\CD3 Tutorial\example5.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 8'-1 13/16",-95'-4 1/2"
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
Command [SAVE]:
Grid
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Snap
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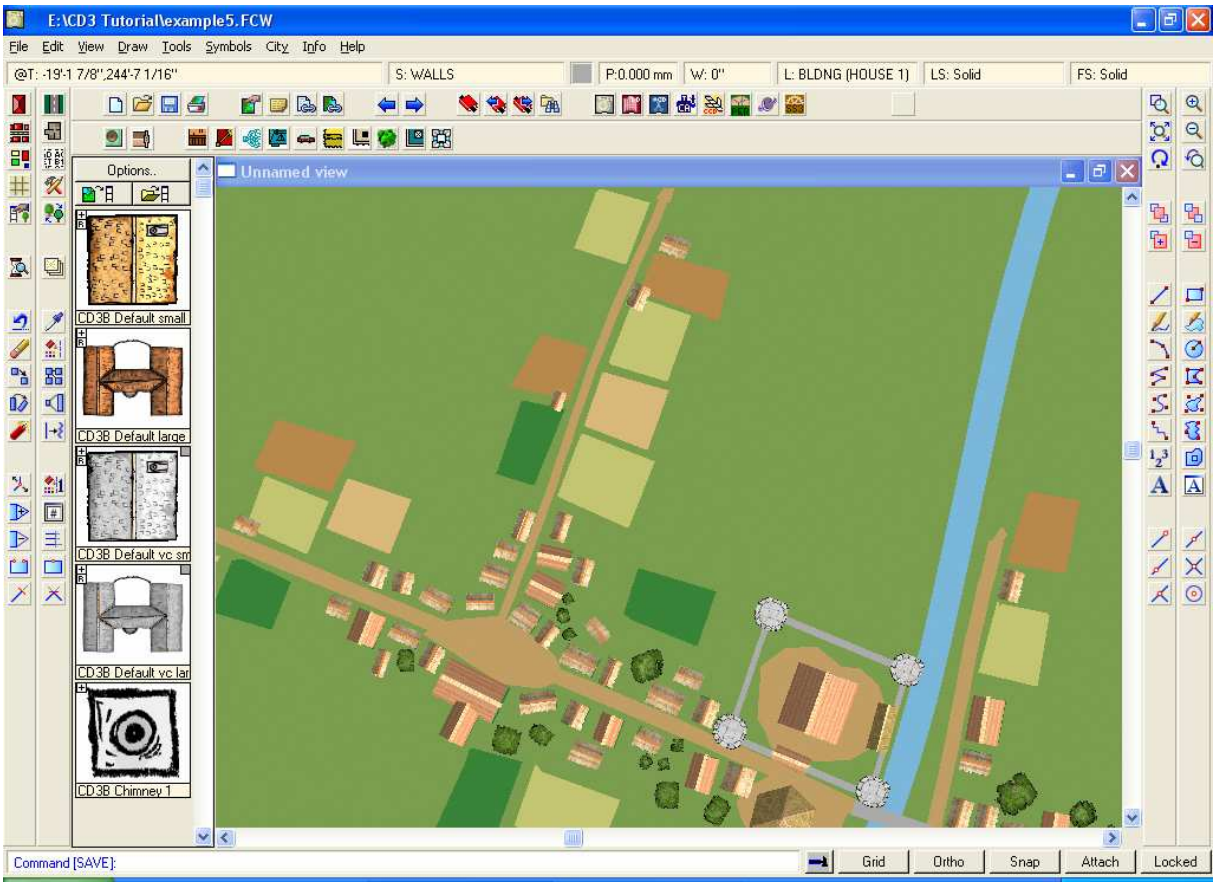
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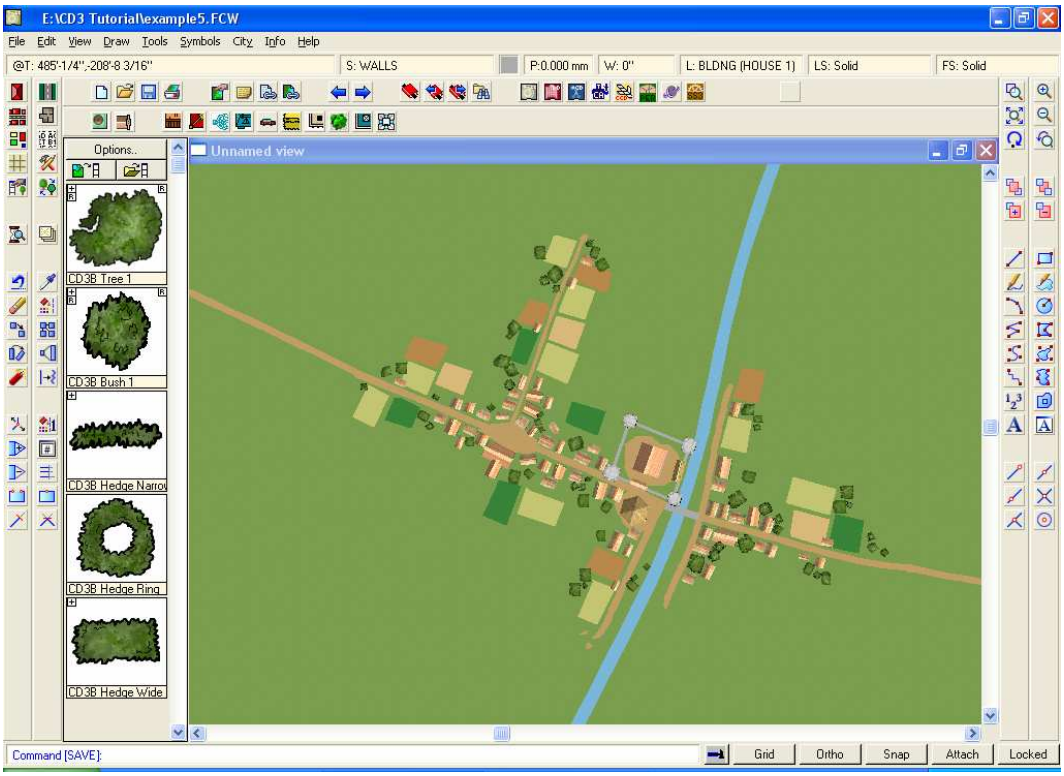
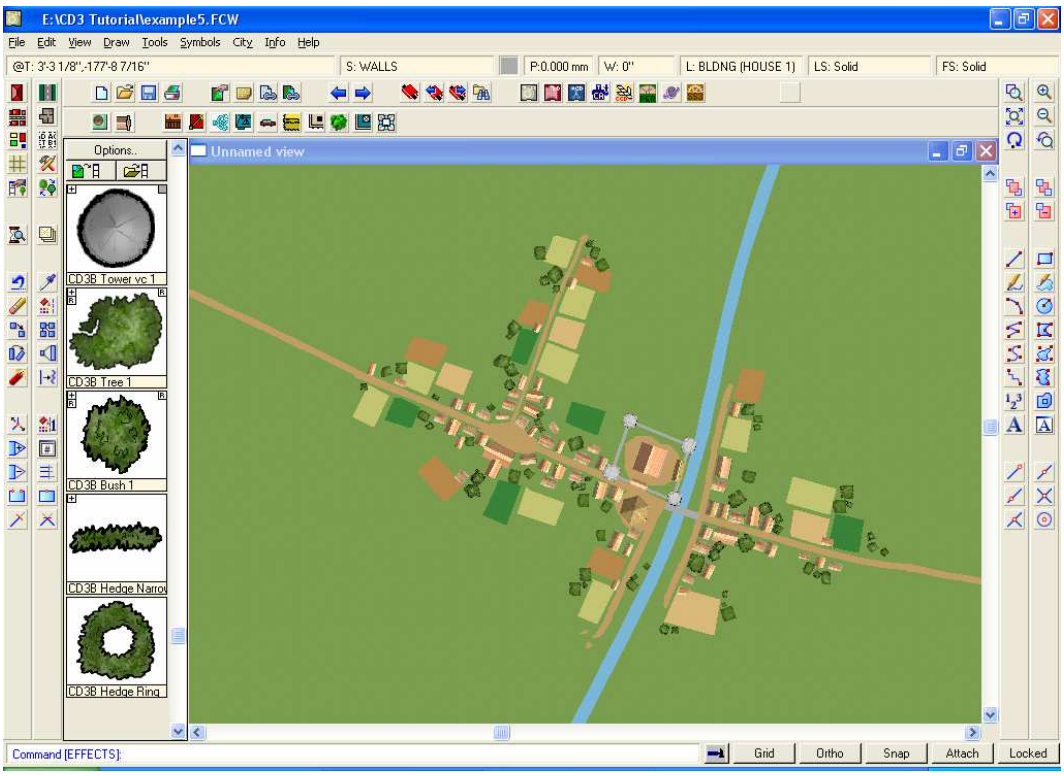
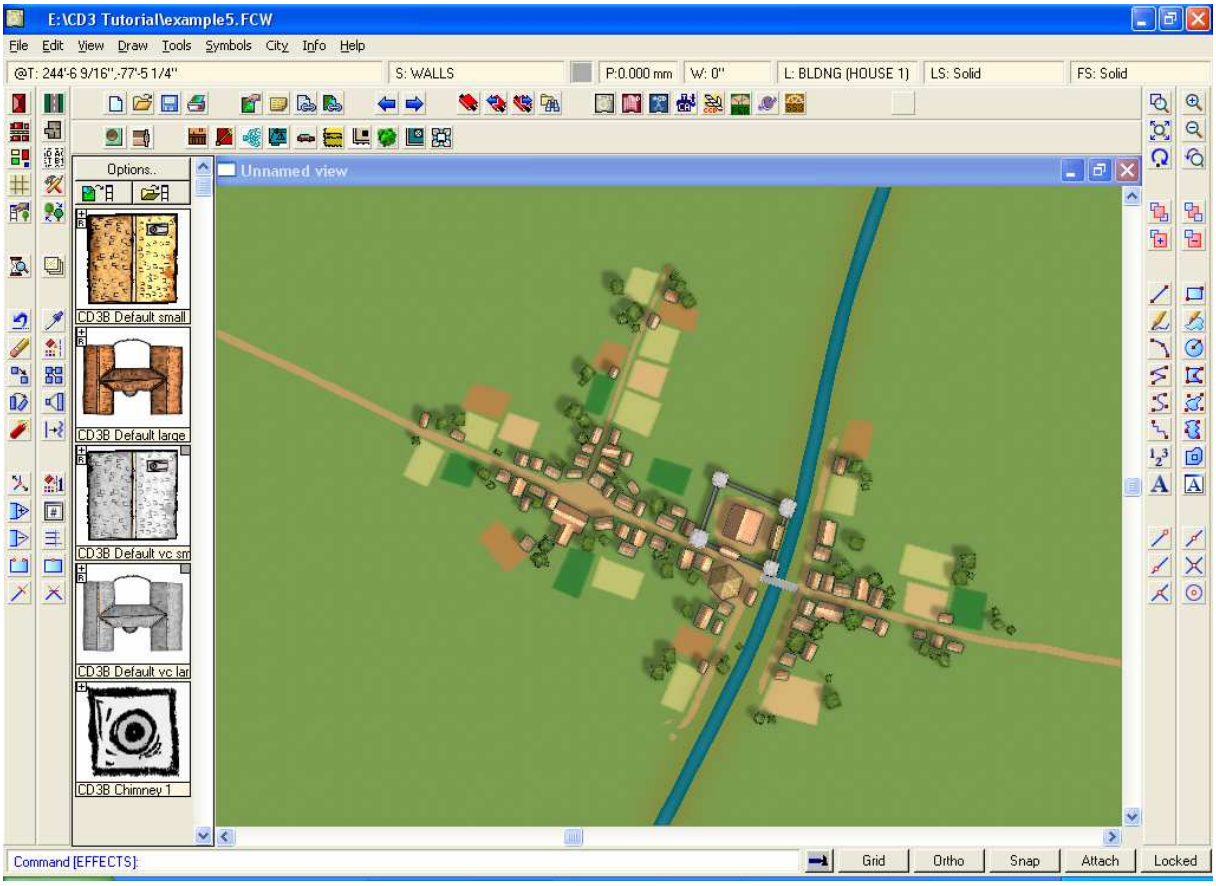
S: WALLS
P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
Command [SAVE]:
Grid
Ortho
Snap
Attach
Locked

- Now put in some more vegetation by using the techniques you learned in part 1 and 2. Try placing the trees and bushes around the fields and not on top of them.



- Added some more houses, fields and vegetation.



- Turn on the effects. Some of the shadows don't look right yet, I know. We'll fix them in the next part of this tutorial.