City Designer 3 tutorial: creating a small city (part 7)

Last modified: 19-01-2009, 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

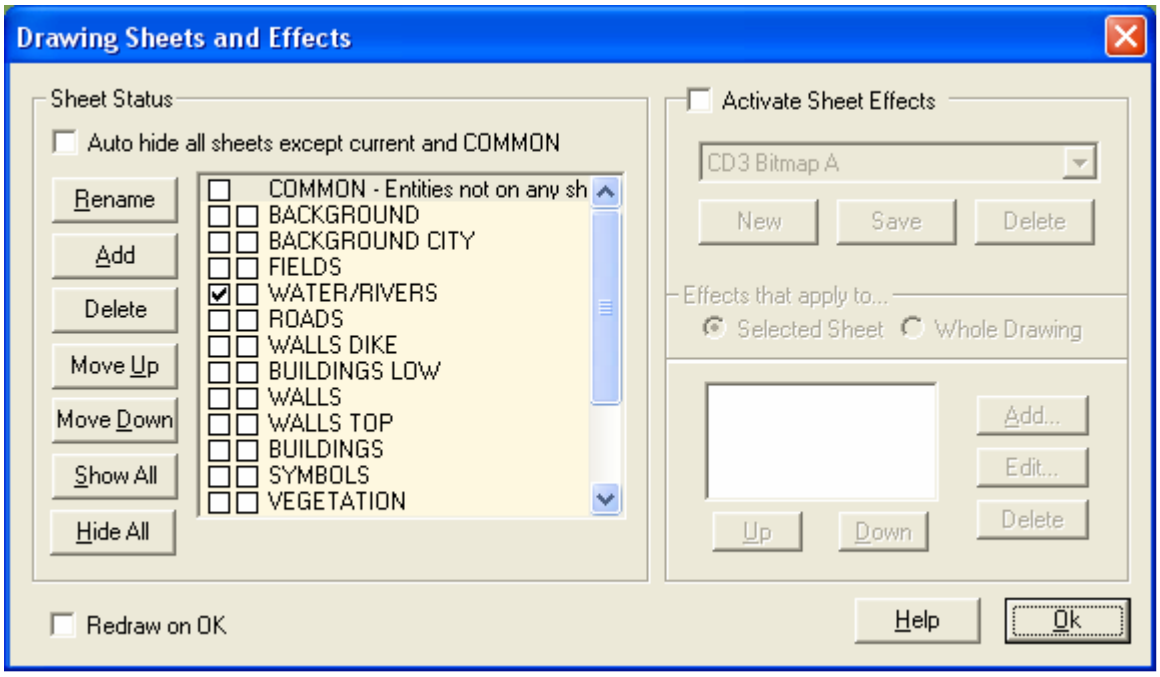
= Redraw button

= Erase button

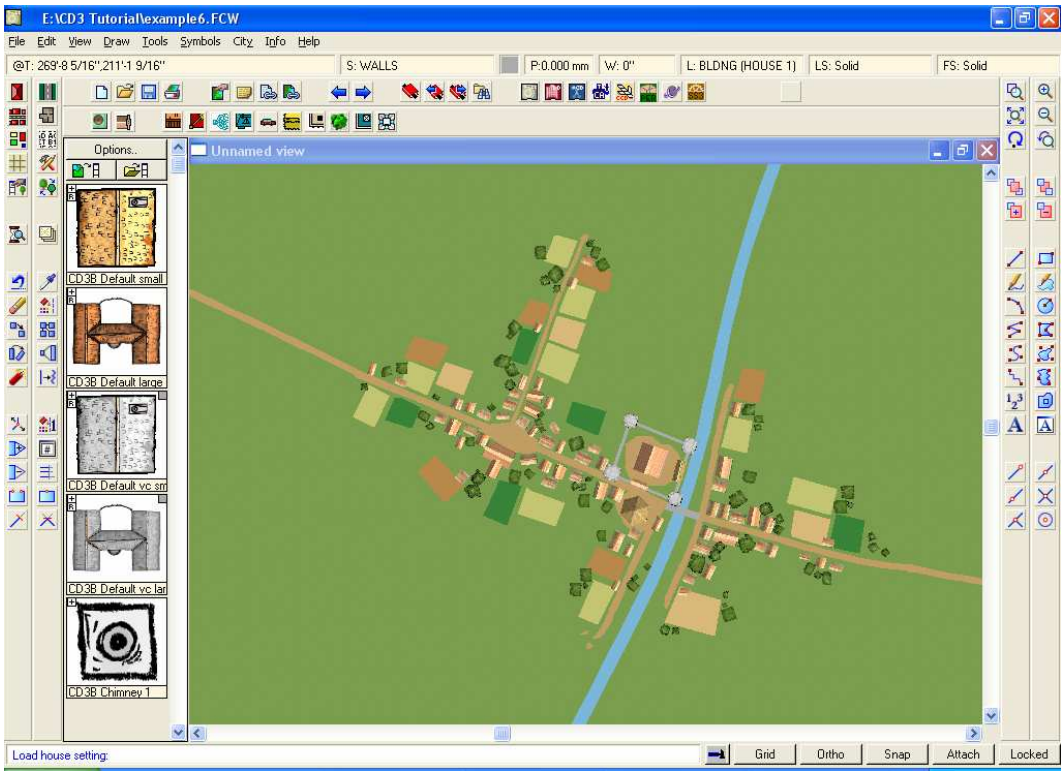
Now, lets open the map we made in part 6 of the tutorial...

- 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 6 of our tutorial we were here:



Death and destruction...

- It's time to bulldoze the place. *W-hat?* Yes, bulldoze! That way we can reuse all the effects we have been using (there's other ways to do that, but I am feeling destructive right now).
- Important: it's really recommended to start from the map we created in the first six tutorials. Save a copy of your map to work on! Save your "tutorial6" map as "tutorial7" for example.
  (I was an idiot and didn't do this, so now I no longer have a map of tutorial 6 – ah well!).
- Now it's time to use the bulldoze tool. Or the "Erase" tool as it is properly called.

- Make sure you are zoomed out, so that you can see the entire map. Now click on the "Erase" tool.
- Start drawing a box by left clicking at a point somewhere and then left clicking on a second location. You'll see all entities in that box are now selected.
- Press right mouse button.
- Select "Do it"
- All selected entities are deleted.
- You have to click the "Redraw" button to make sure any artifacts (ghosts of deleted entry) are removed.

Time to rebuild...

- I am in the roleplaying mood, so let's say an army just visited our little town and sacked the place (utterly). Unfortunately most of the peasants got killed. Bummer. Fortunately our noble leader, the one living in the keep, has survived. He's going to rebuild the village near the old one and this time he wants some extra protection.

- When doing cities I am used to planning the terrain first. Is the city located in hilly terrain? Near the sea? A river? Cities will most often start near locations where there is a lot of traffic. Meaning busy crossroads, a pass in the mountains, rivers or sea. A city might also have started as a fortress in a place some local lord wanted to defend or control. Those kind of cities may be located in rough, but easily defended terrain.

- I don't want to make it too difficult yet, so let's create a city that's both near the sea and a river.

- First lets draw the sea.

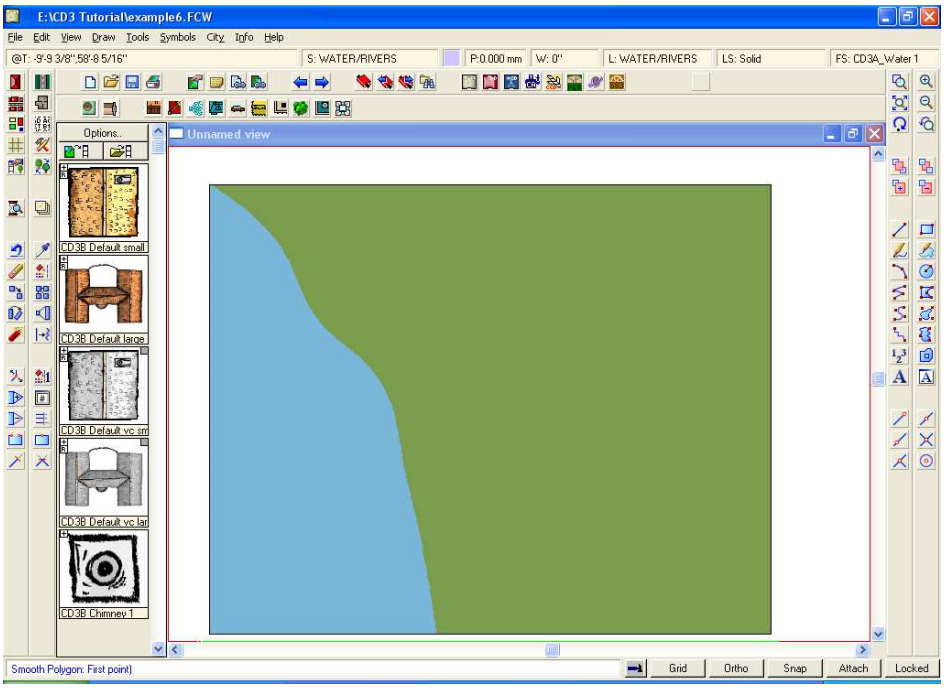
- Click the "All city drawing tools"

- Click *Advanced*

- Scroll down to "Water, Smooth" and select it by left clicking on it.

- Click *Ok*

- Now start drawing your sea by clicking on several points in the map.
  I added the sea in the west of my map. I clicked on several points outside my map and traced its border to make sure the sea covers the entire land area in the west:



- Now let's add a river. Remember that in part 2 of the tutorial you learned how to create a road tool with a variable width. So you could now create a river tool with a variable width by following those instructions. You could create a very large river with a width of 25 for example. I however am going to add another river of width 10.

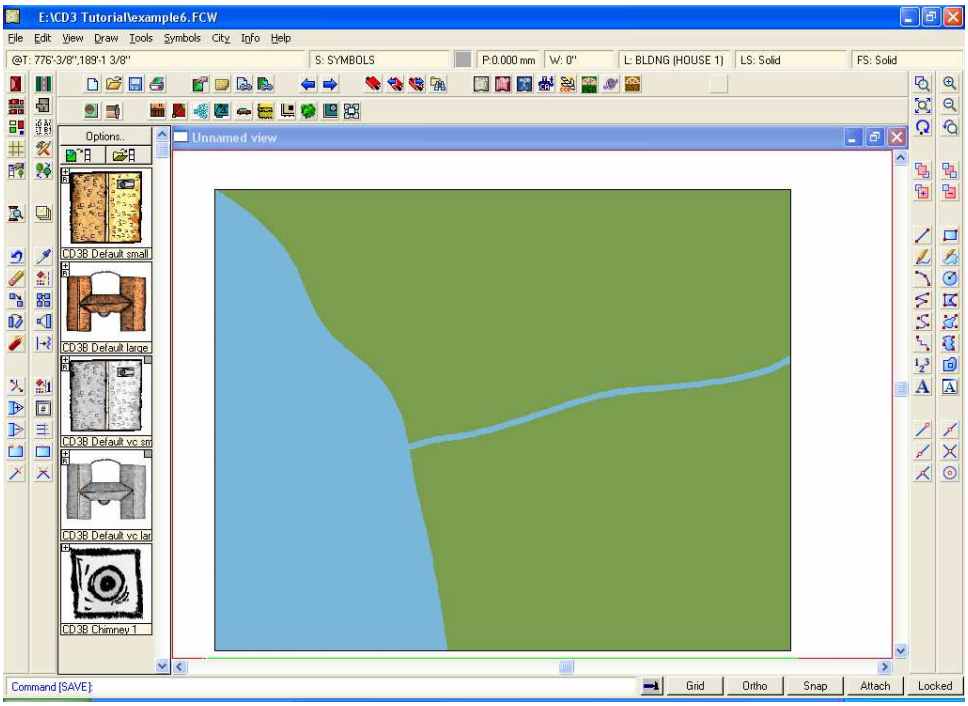
- Click the "All city drawing tools"

- Click *Advanced*

- Scroll down to "Water, Stream 10'" and select it by left clicking on it.

- Click *Ok*

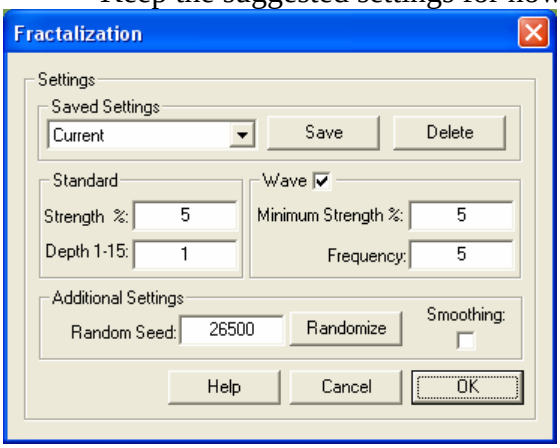
- Now start drawing your river by clicking on several points in the map.



- If you don't like the smooth river or water you can fractalise them to make them look a bit more chaotic. For this you need the fractalise button.

- Left click on "Fractalise"

- Keep the suggested settings for now.

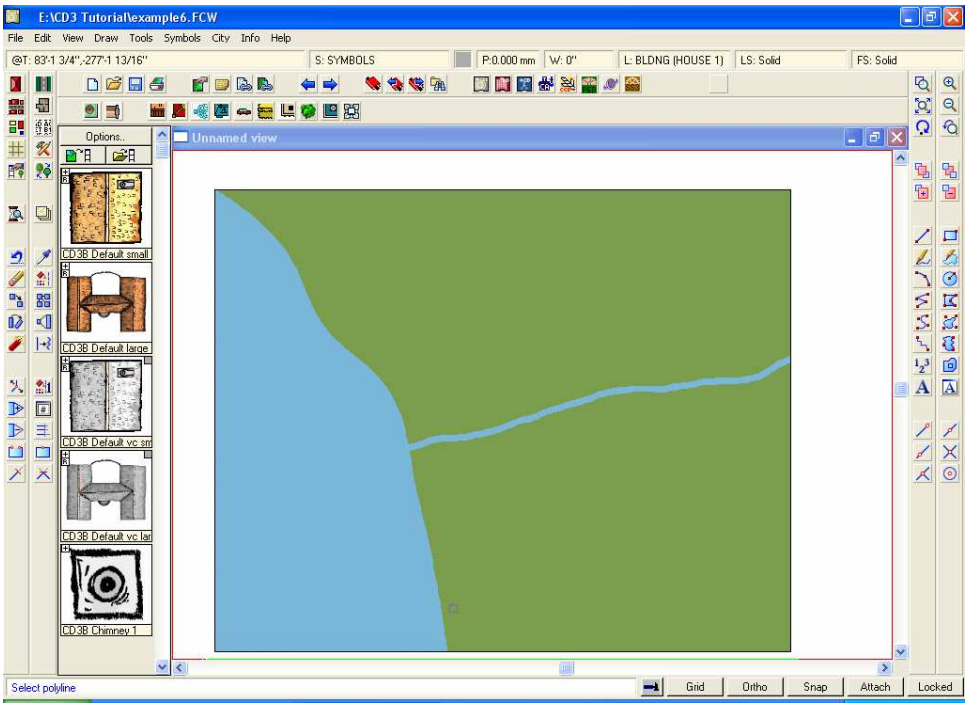


- Click *OK*

- Click in the river.

- Nothing seems to happen, but now click the "Redraw" button. See, your river's smooth edges now got fractalised.

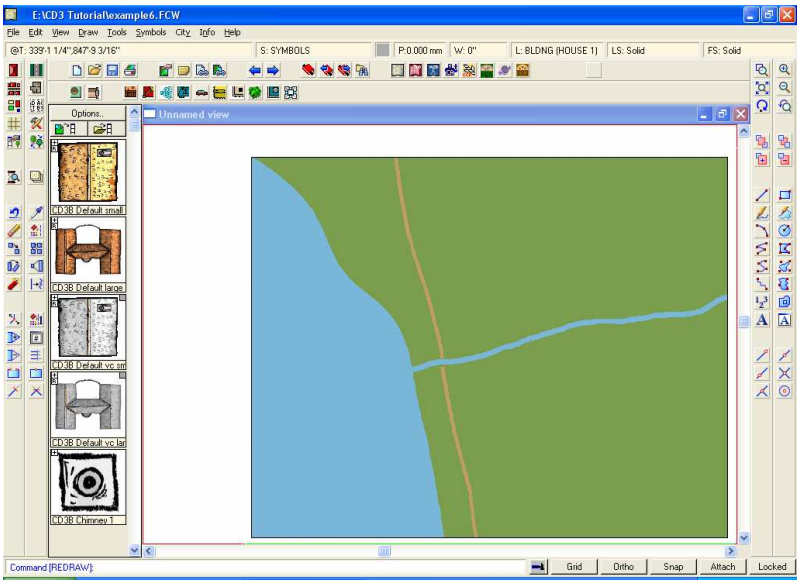
- You can fractalise multiple times, so try it out.



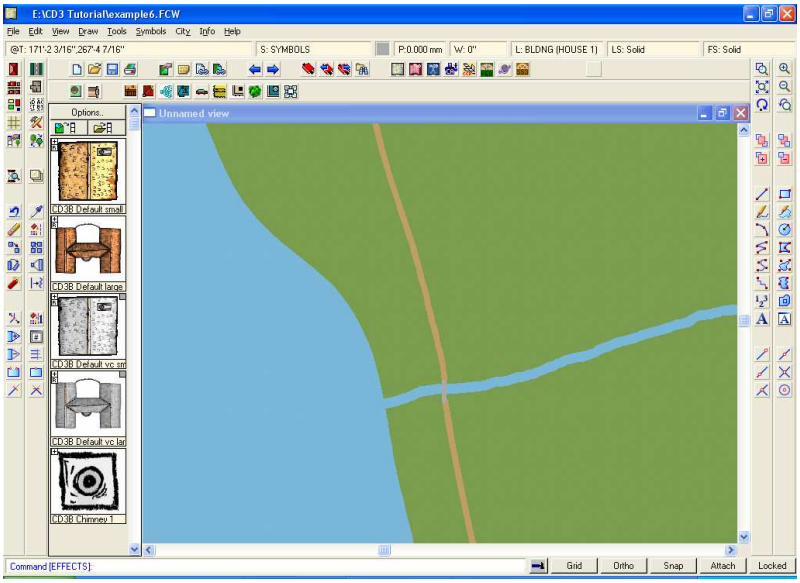
Road system in place...

- Now that we have given the terrain some landmarks let's place some roads. These are old roads where the city was once founded.

- Lets place a width 5 road. I will no longer explain how to do this. If you forgot, check part 1 of the tutorial. I placed my roads near the sea as I want my city to be founded near the sea as well. Also, try to keep your road straight, don't throw in too many curves.



- Now lets add a stone bridge. I will no longer explain how to do this. If you forgot, check part 3 of the tutorial.



- The bridge is giving us a great reason for a city to exist. Bridges were quite rare back in the old days, so a town might exist near one because of all the extra traffic (meaning possible trade and toll).

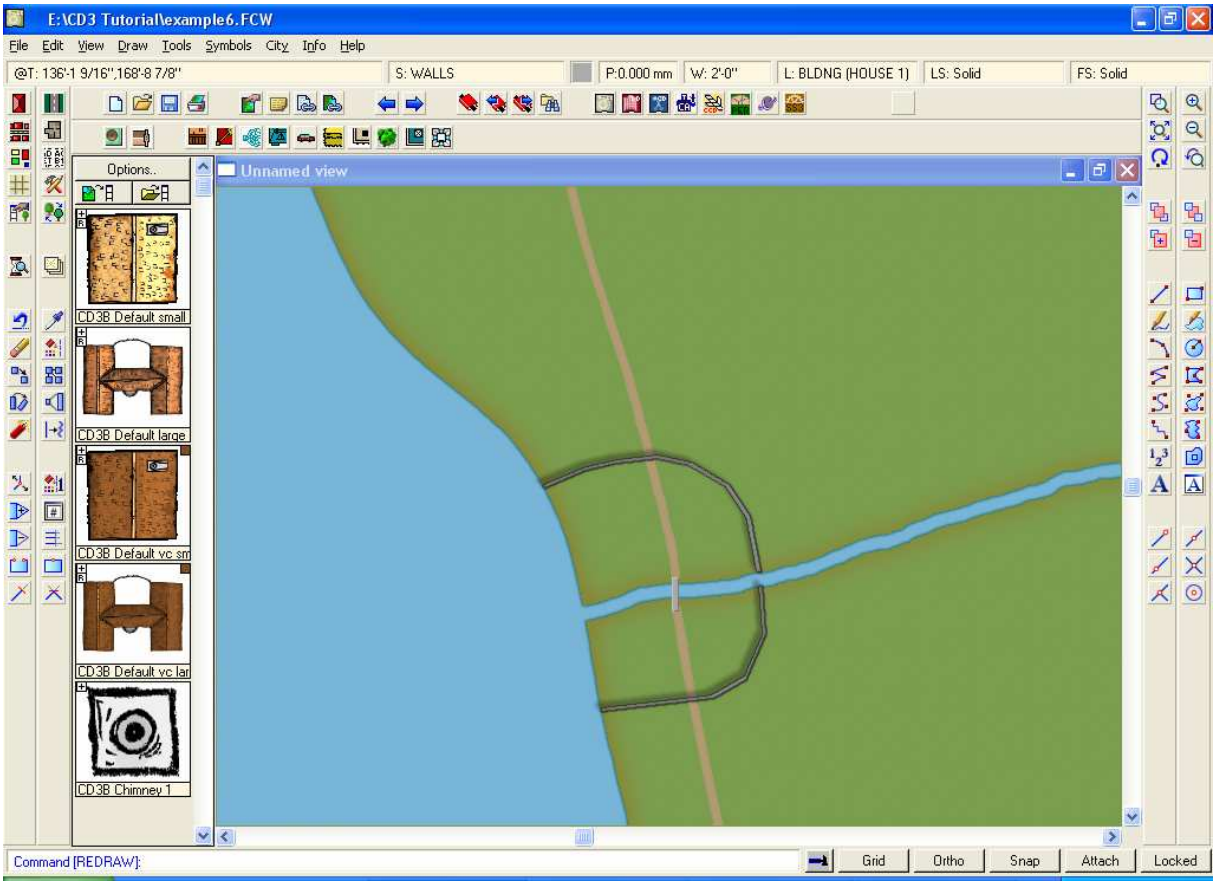
- Now lets add some walls (see part 4 of the tutorial if you are confused). Make sure your entity settings look like this:

  (We are working in the sheet WALLS and the entity will have a grey color, with pen thickness 0 and width 2).

  Tip: if you want your walls to look like a wooden palissade, pick a brown color. For this tutorial it's best to continue with a grey color however.

- Click the “Line” button.

- Now on one of the banks of the river, start drawing some walls. Do the same on the other side of the river. Caution: don’t make the area inside too big as we are going to fill it up with buildings!
  As you can see in below example I made sure that my city includes the original road I have drawn. Also I have clicked several times on each bank to make sure my city isn’t going to look like a big square. I want my city to look a bit organic as walls are very expensive to build.



(Example has effects turned on)

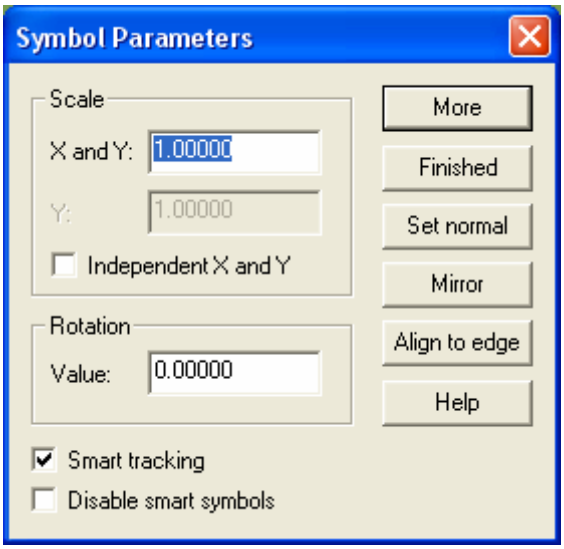
- Now another thing I am used to doing is place a few towers so that I can get a sense of size.

- Now lets add some towers.

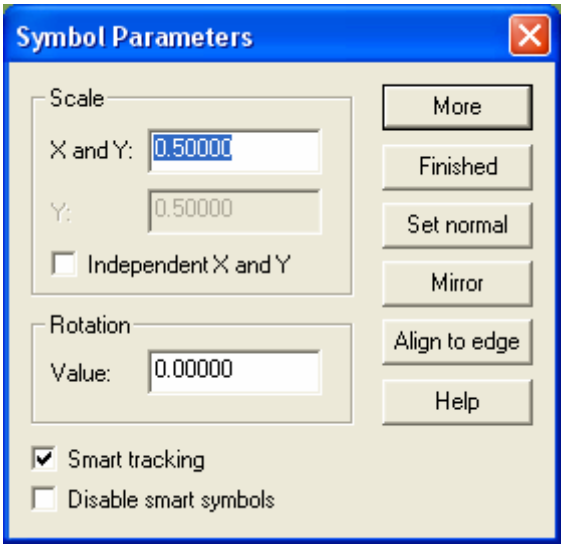
- Use the technique taught in the first three tutorials to open the symbol catalog with the trees we have been planting. It also contains this tower:

- Click on it. It will start at size 1 and that will probably be too big for our city. 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.

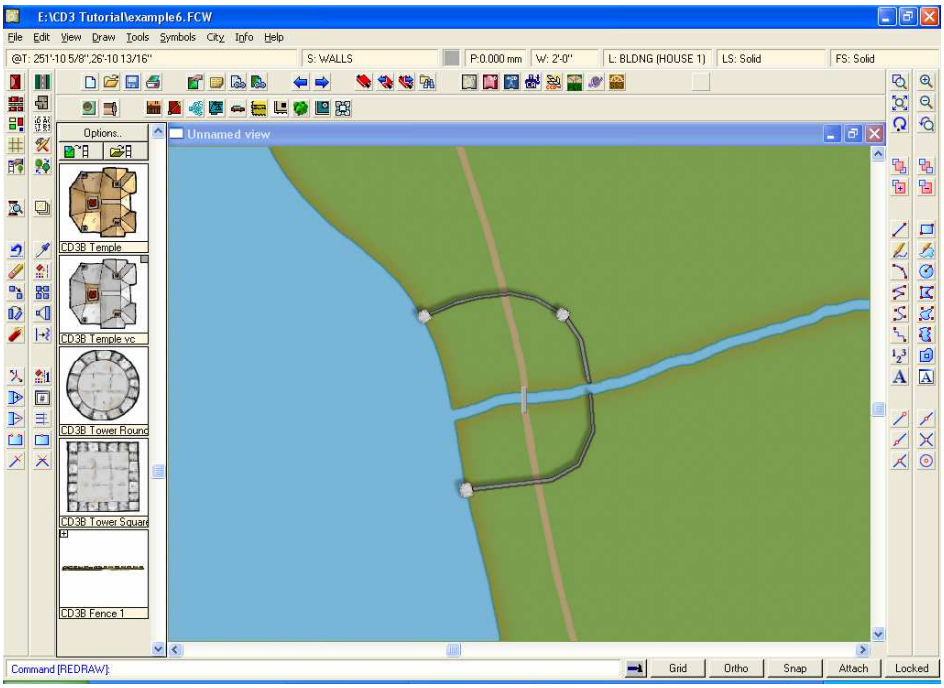
- So after clicking on the tower symbol, but before placing it, click RIGHT mouse button. The scale window pops up.



- 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 three towers with the same size.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File Edit View Draw Tools Symbols City Info Help
@T: 251'-10 5/8",26'-10 13/16"
S: WALLS
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FS: Solid
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CD3B Temple
CD3B Temple vc
CD3B Tower Round
CD3B Tower Square
CD3B Fence 1
Unnamed view
Command [REDRAW]:
Grid
Ortho
Snap
Attach
Locked

Lord’s keep...

- Remember our poor lord? His village was burnt and he is homeless and peasantless. Lets first give him a roof over his head. This time let’s create a round keep, as circular walls can be well defended. Also, let’s make the keep part of the city walls.

- Your entity settings should probably still look like this:

- But sometimes you will have changed your settings. So they might look like this for example:

- Change your settings to something like above example, just so that I can prove something.

- We want to add a keep, but it should look the same as our walls, so I want the same settings I used on my walls. For this we can use the “Extract properties” button.

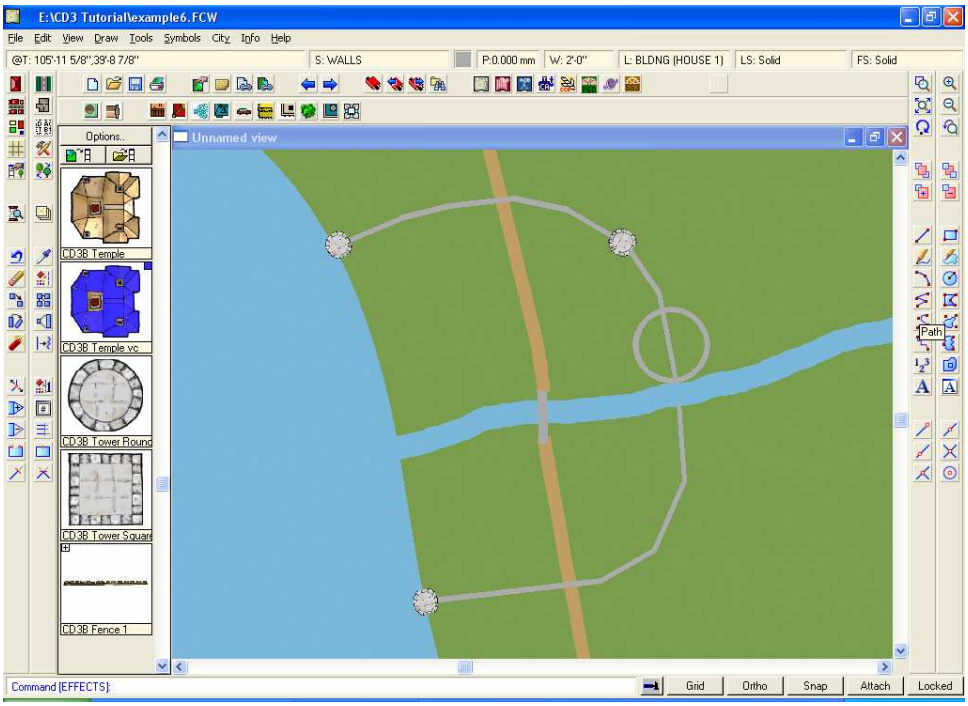
- Click on “Extract properties”

- Now make sure you click on your walls. You will know when you have succesfully clicked on your walls, as your settings should change to:

- Now let’s add a round keep.

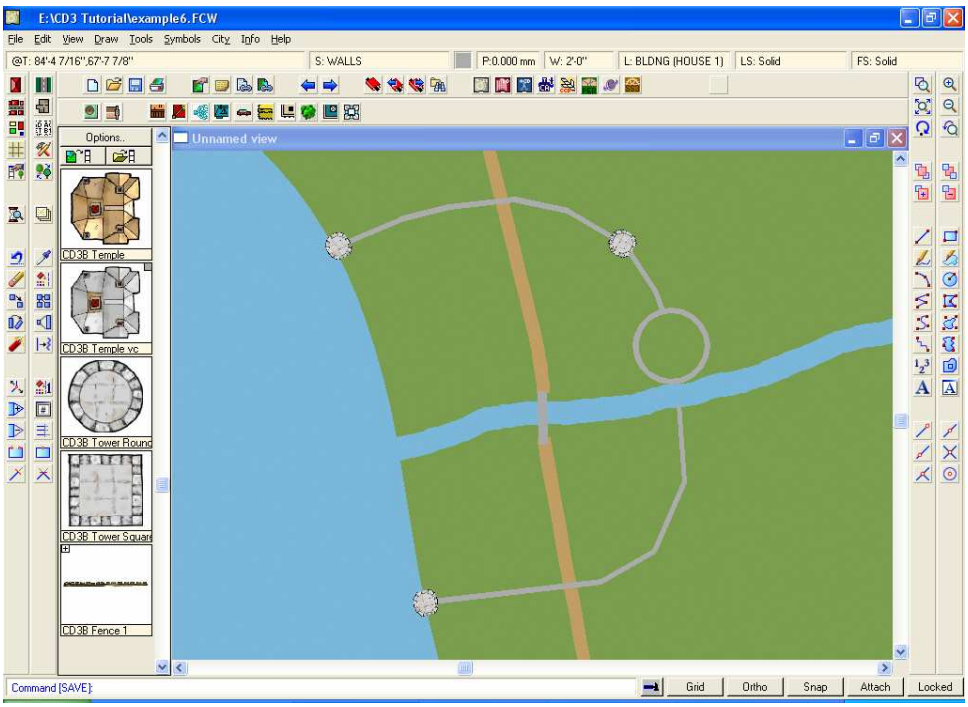
- Click the “Circle” button. It’s near the “Line” button.

- Click once to set the middle of your circle. Move your mouse to enlarge it and click left again to set the end. Place the keep near the water, like I did in below example.



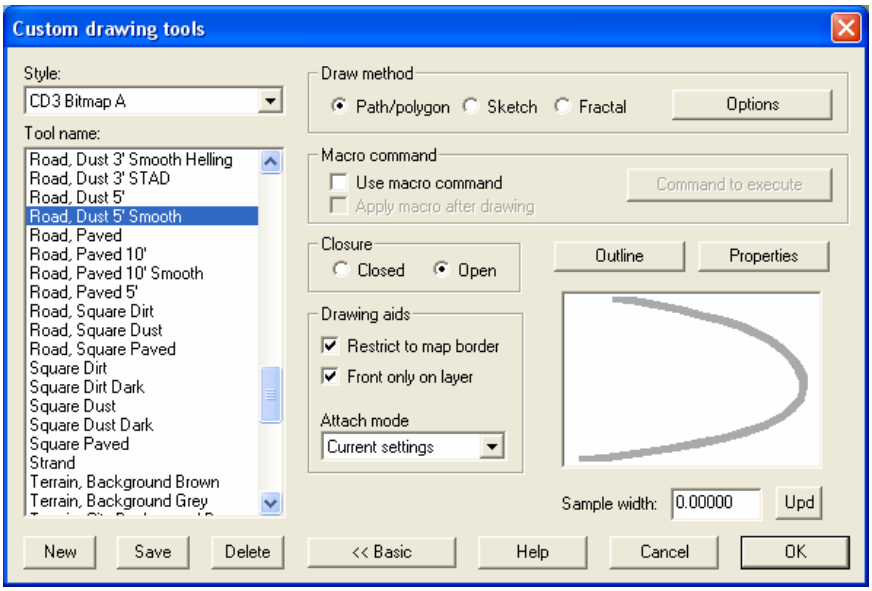
- As you can see I placed the circle over the wall I already built. Let's clean that up.

- Click the "Erase" button and left click on the offending wall.
- Click <u>RIGHT</u> mouse button.
- Select "Do it"
- The wall will be removed. Click "Redraw" to refresh your map to clean up any ghosts.

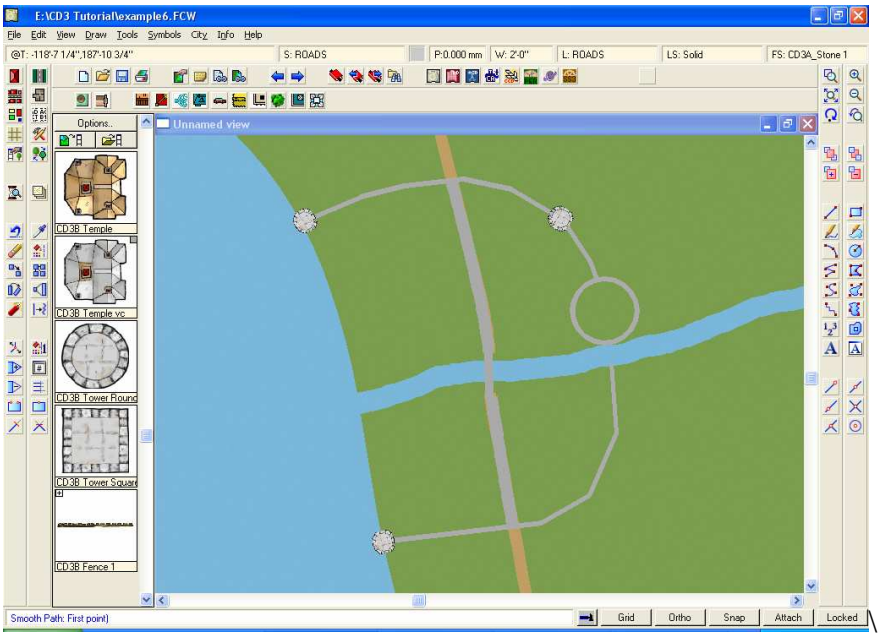


Stone roads...

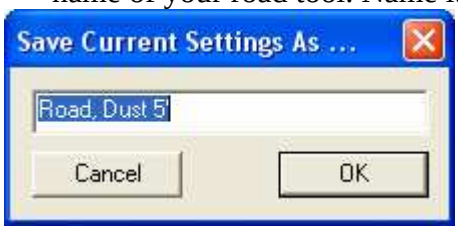
- Our city is quite prosperous and will have stone roads. Let's place some.
- Click the "All city drawing tools"
- Click *Advanced*
- Scroll down to "Road, Dust 5' Smooth" and select it by left clicking on it. So this time we are placing a grey road.



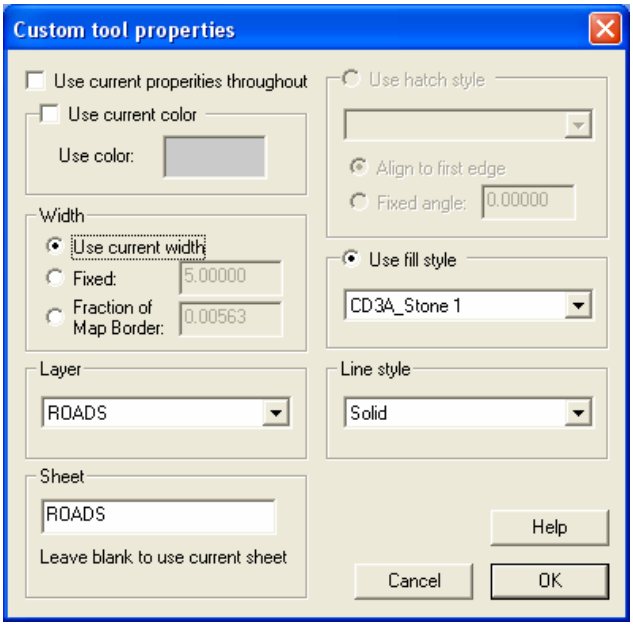
- Click *Ok*
- Now let's lay a stone road on top of the dirt road within our city. Just click on several points on our dirt road and trace it from end to end.



- Now let's add some smaller stone roads, with a width of 3.
- Click the "All city drawing tools" button.
- Click *Advanced*
- Scroll down to "Road, Dust 5'" and select it. This time, don't click on *Ok*, but click on *New*
  Please note: I am not selecting the smooth variant! "Road, Dust 5'" is different compared to "Road, Dust 5' Smooth". I want to create very straight stone roads, so I don't want the smooth variant.
- We are going to create a new road tool for ourselves. First you'll have to enter the name of your road tool. Name it something like "Road, Dust generic Straight"



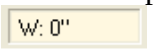
- Click *OK*
- Now click on *Properties*
- Select "Use current width" (it was "Fixed: 5.00000)



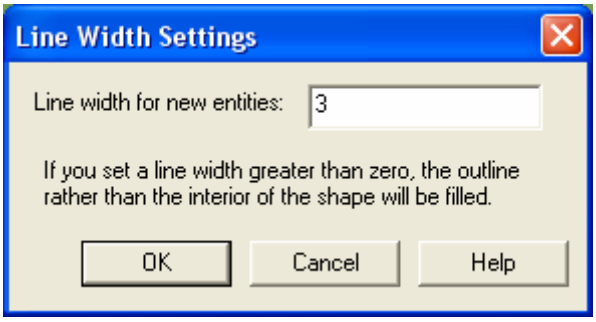
- Click on *OK*.
- After clicking *OK* again we are asked if we want to save the settings. Choose *YES*
- We have now created a road tool that we can use to create a <u>straight</u> road with a variable width.

- We are going to use this tool to create a road with a width of 3 (smaller than our other roads, who have a width of 5).
- Make sure you have “Road, Dust generic Straight” selected and that you are ready to draw a road.

- Near the top of the interface you’ll see this button:

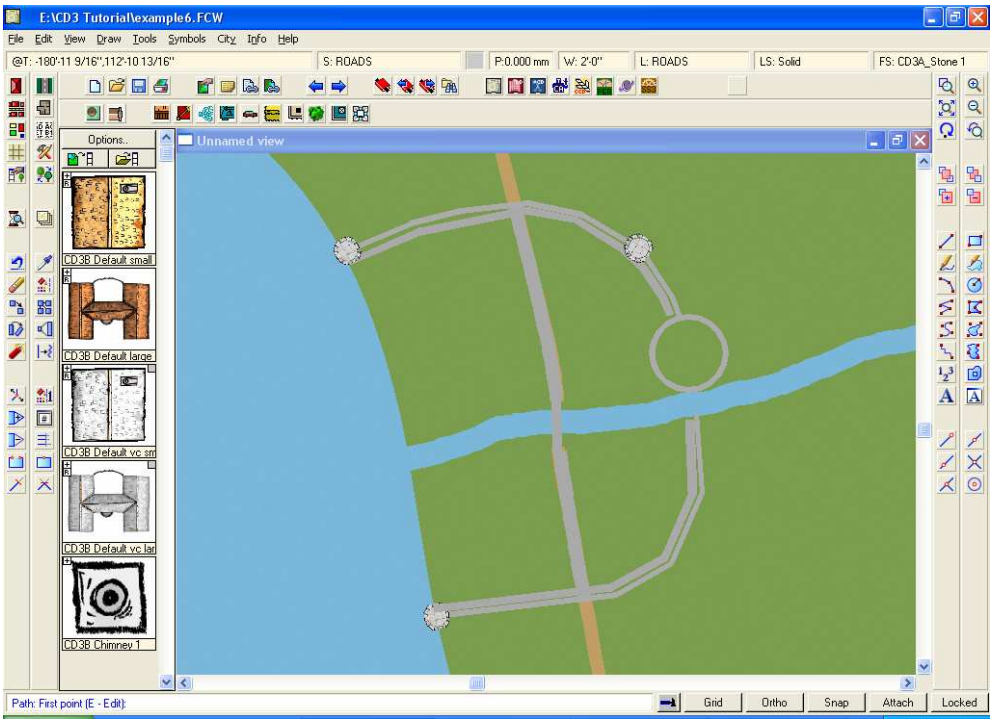


- Click on it to change the default Width of the entity.

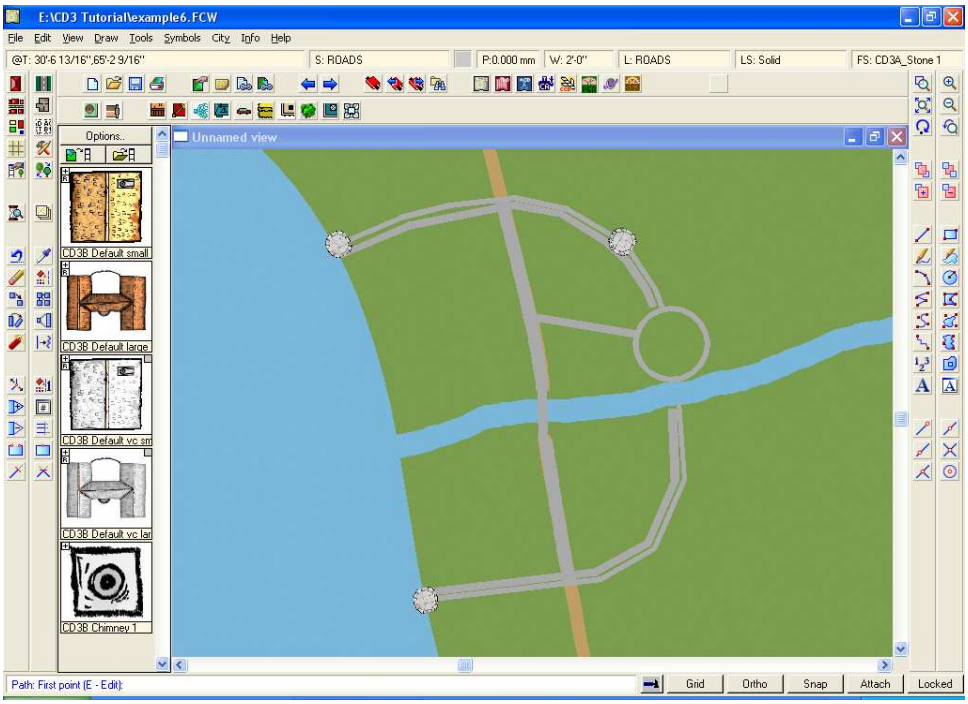


- Enter “3” and click on *OK*

- We are now going to create a few smaller roads, leading away from our main road. I like to create roads along all the walls, so follow my example:

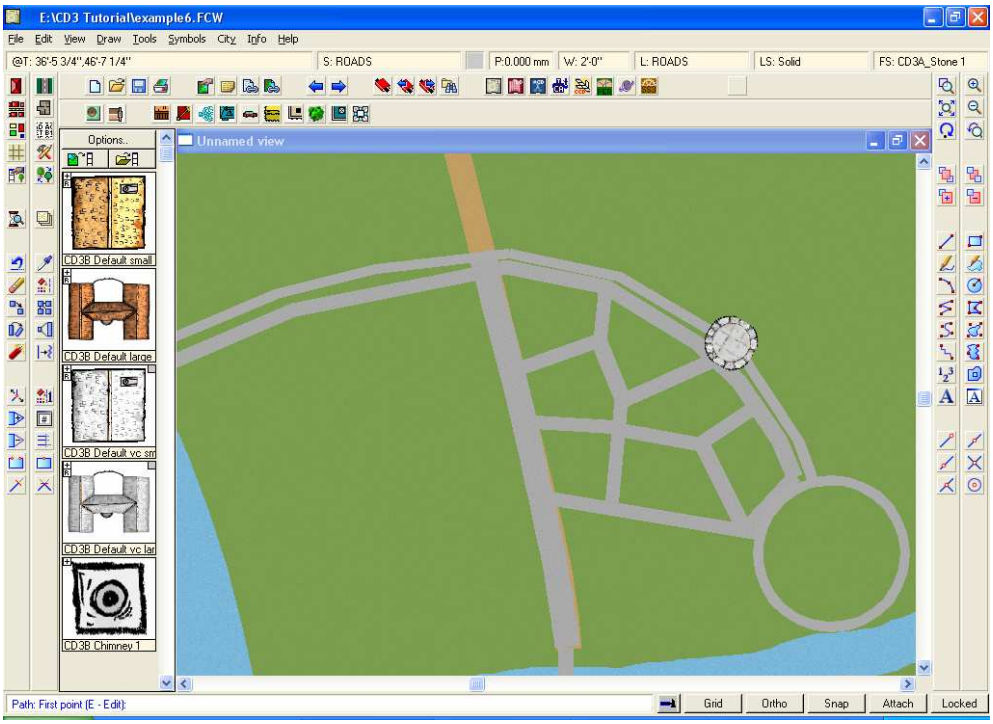


- Now also create a road towards the keep.

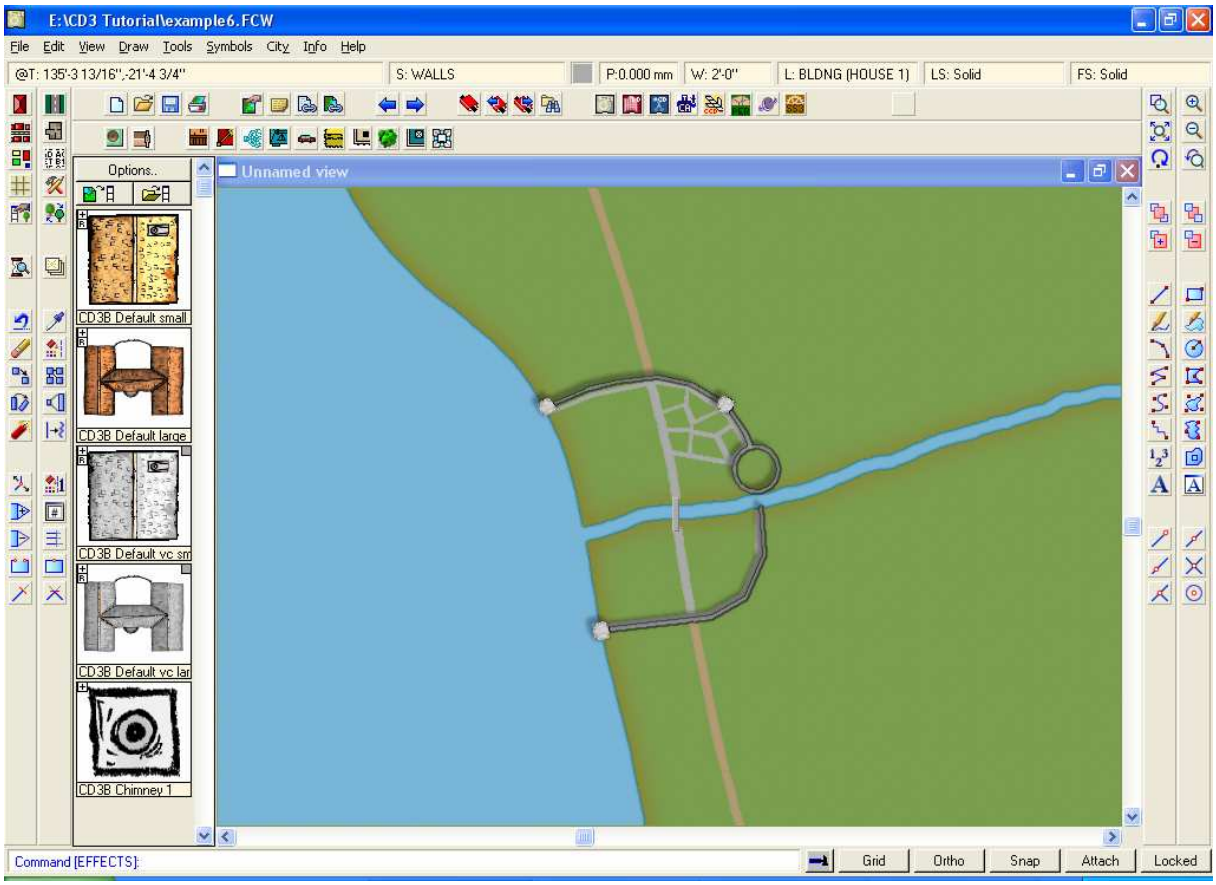


- And for the last part of our tutorial lets create a few more roads and box in several districts.

- As you can see I have created several roads in a pattern that resembles a bit of a cobweb. We will use this technique a lot in the later parts of the tutorial.



- Now turn on your effects. If you started from the map that we created in the first six parts of our tutorial your effects should look like below.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File Edit View Draw Tools Symbols City Info Help
@T: 135'-3 13/16",-21'-4 3/4"
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 [EFFECTS]:
Grid
Ortho
Snap
Attach
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