City Designer 3 tutorial: creating a small village (part 1)

Last modified: 16-01-2009, by Gandwarf

In this tutorial we are going to create a very small village using the basic City Designer 3 tools. In later tutorials we are going to expand on our village. I am going to leave out a lot of background information to make sure this tutorial stays simple.

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

= All city drawing tools

= Zoom in or out

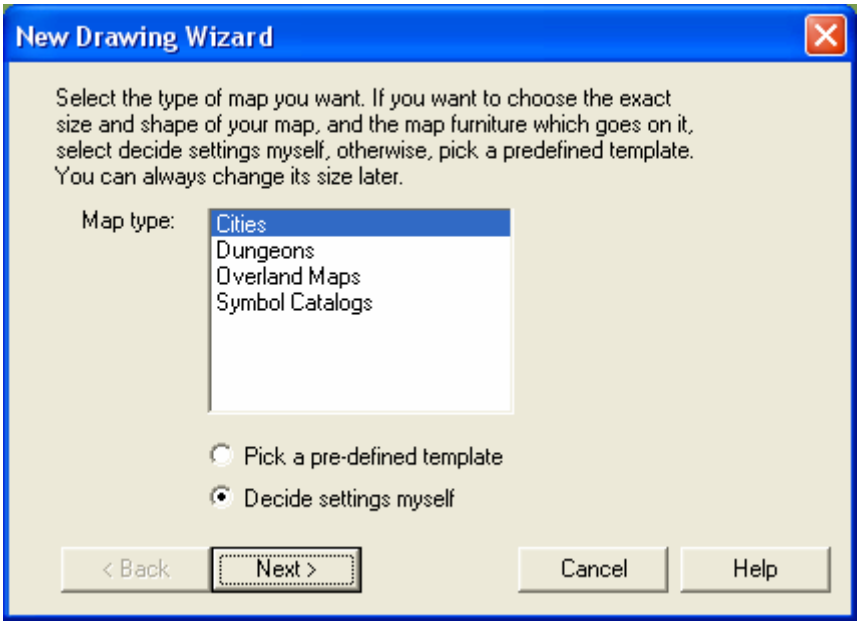
= House drawing tool

= Open symbol catalog

= Sheets and effects

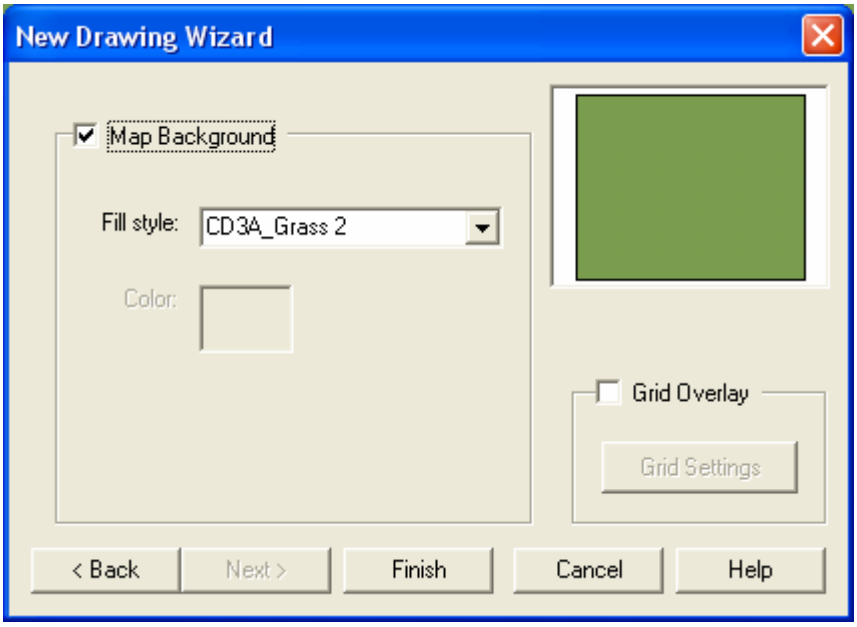
Now, lets create a new map...

- Click on “File”
- Choose “New”



- Choose “Cities” and click *Next*
- Choose “CD3 Bitmap A” and click *Next*
- Enter the settings below and click *Next*

- Check “Map background” and choose fill style “CD3A_Grass2”

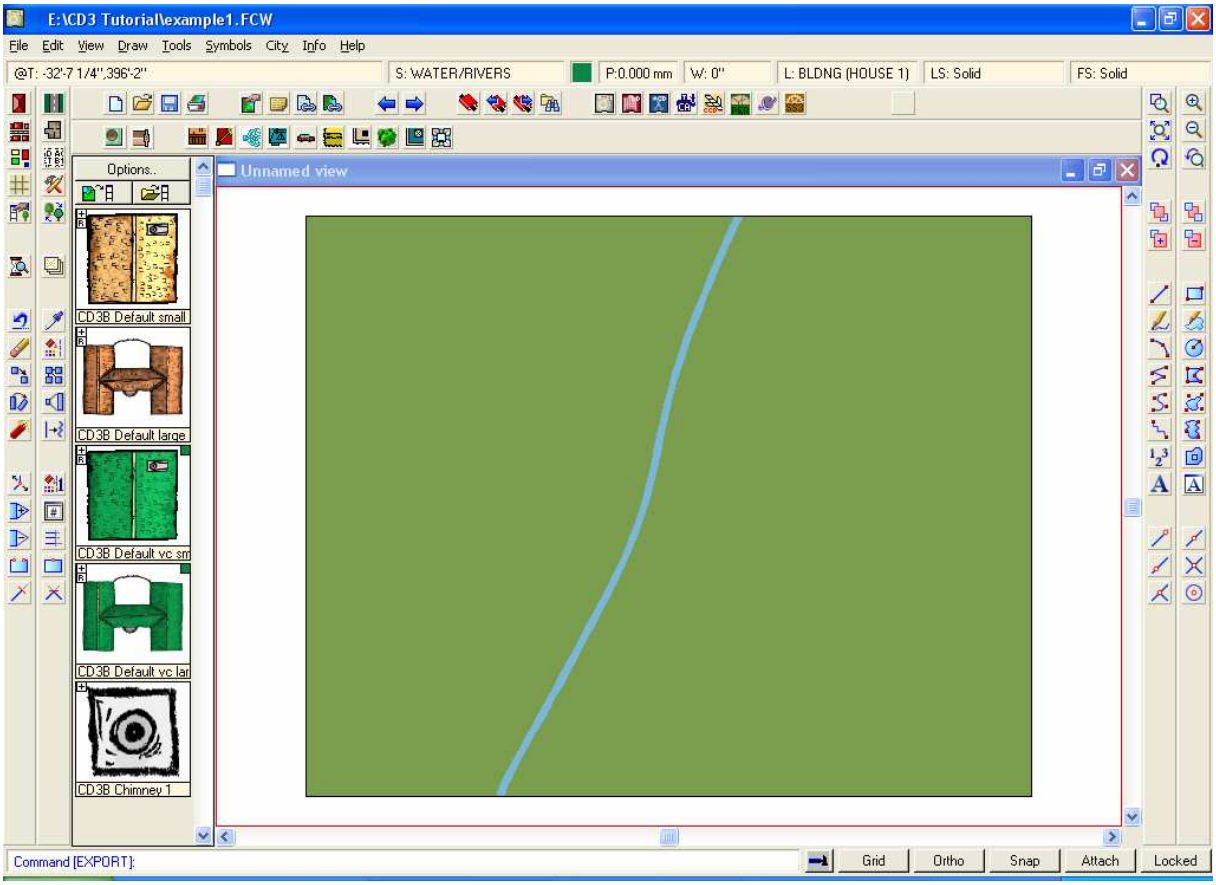


- Now click *Finish* and choose a name and location to save your file.

You are ready to create your first map!

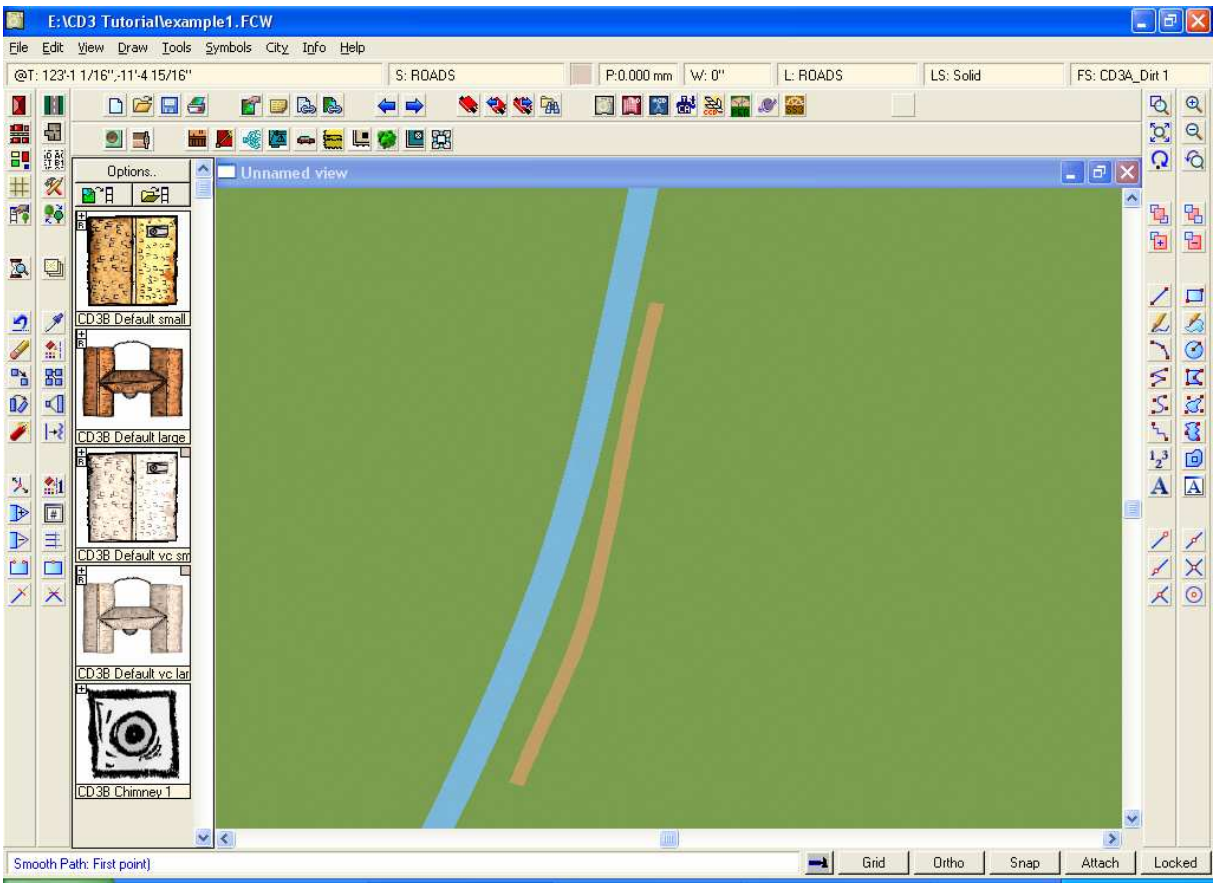
Let’s start by creating a river...

- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Water, Stream ‘10”, select it and click *Ok*
- Your cursor changes and you can now draw your first river. This will be a river with a width of 10.
- Click a few times to create a river from top to bottom and click the right mouse button to finish. I created this example:

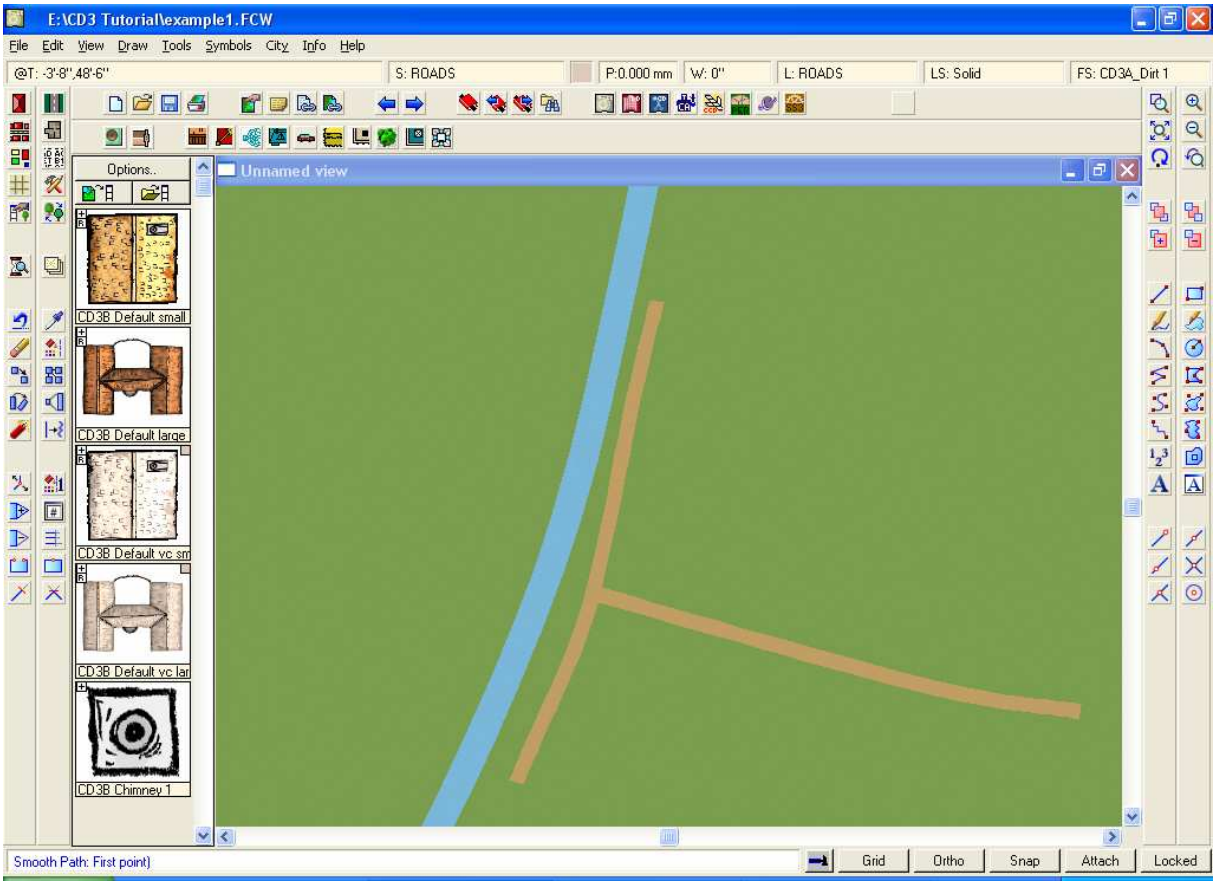


Lay down some roads...

- Pick a good spot to start your small village. Click the zoom in button a few times and maybe move around a bit (I just zoomed in twice).
- Click the “All city drawing tools” button.
- Click *Advanced*
- Scroll down to “Road, Dirt 5’, smooth”, select it and click *Ok*
- Your cursor changes and you can now draw your first road. This will be a **dirt** road with a width of 5.
- Click a few times to create a road in a place you like and click the right mouse button to finish. I created this example:

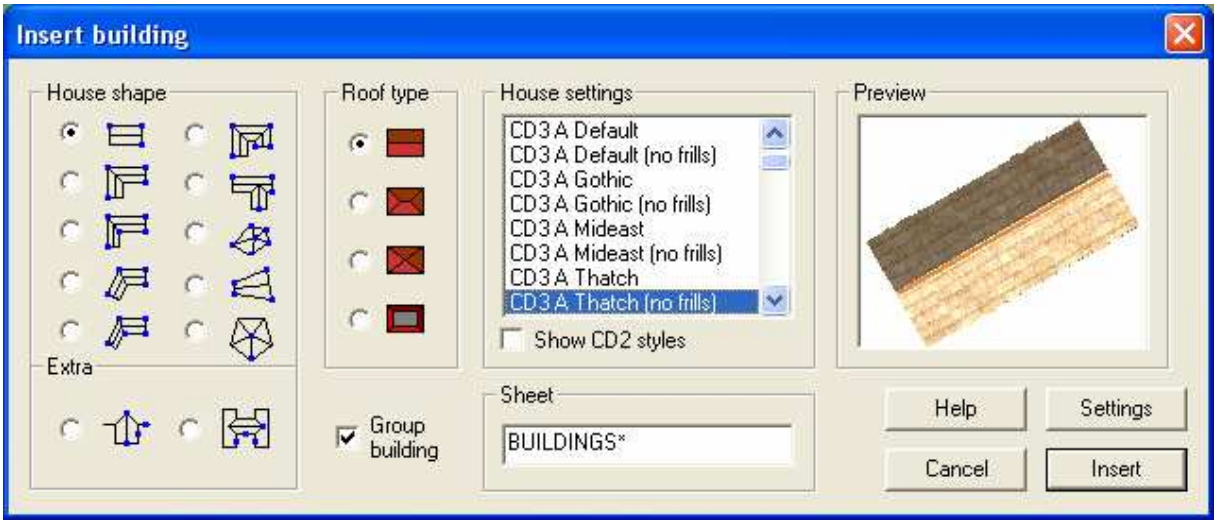


- Using this technique I created another road that connects with my first road.

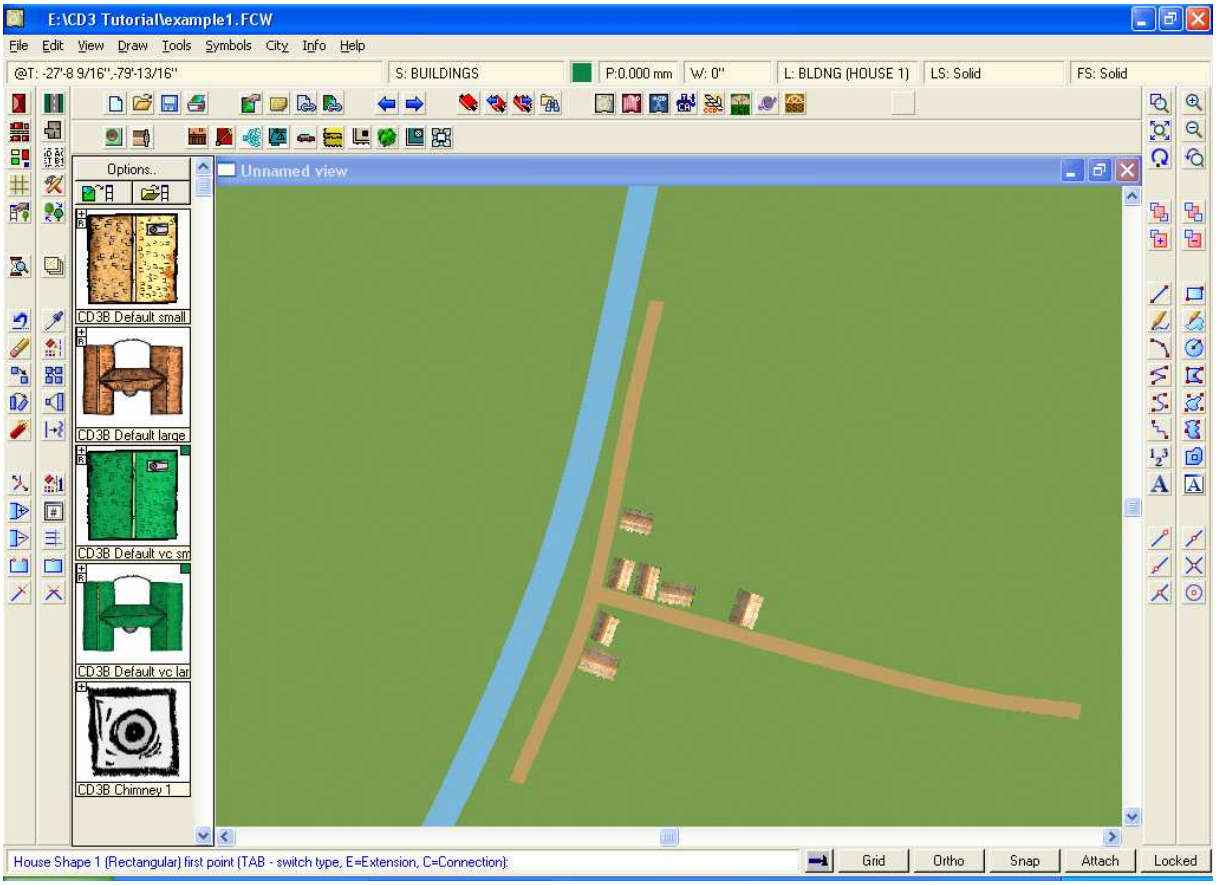

E:\CD3 Tutorial\example1.FCW
File Edit View Draw Tools Symbols City Info Help
@T: -3'-8",48'-6"
S: ROADS
P:0.000 mm
W: 0"
L: ROADS
LS: Solid
FS: CD3A_Dirt 1
Options..
CD3B Default small
CD3B Default large
CD3B Default vc sm
CD3B Default vc lar
CD3B Chimney 1
Unnamed view
Smooth Path: First point)
Grid
Ortho
Snap
Attach
Locked

Place some buildings...

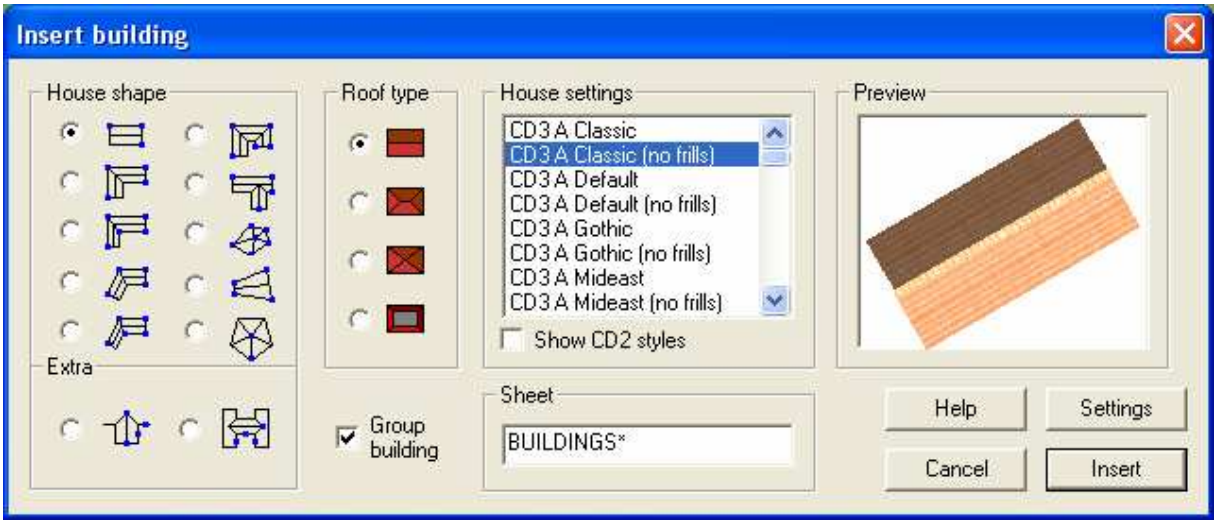
- Now that we have added a road system we can place some buildings (most buildings will start near a road or when there's a lot of traffic there's going to be a road sooner or later anyway).
- Click on the "House" button and use the settings below.



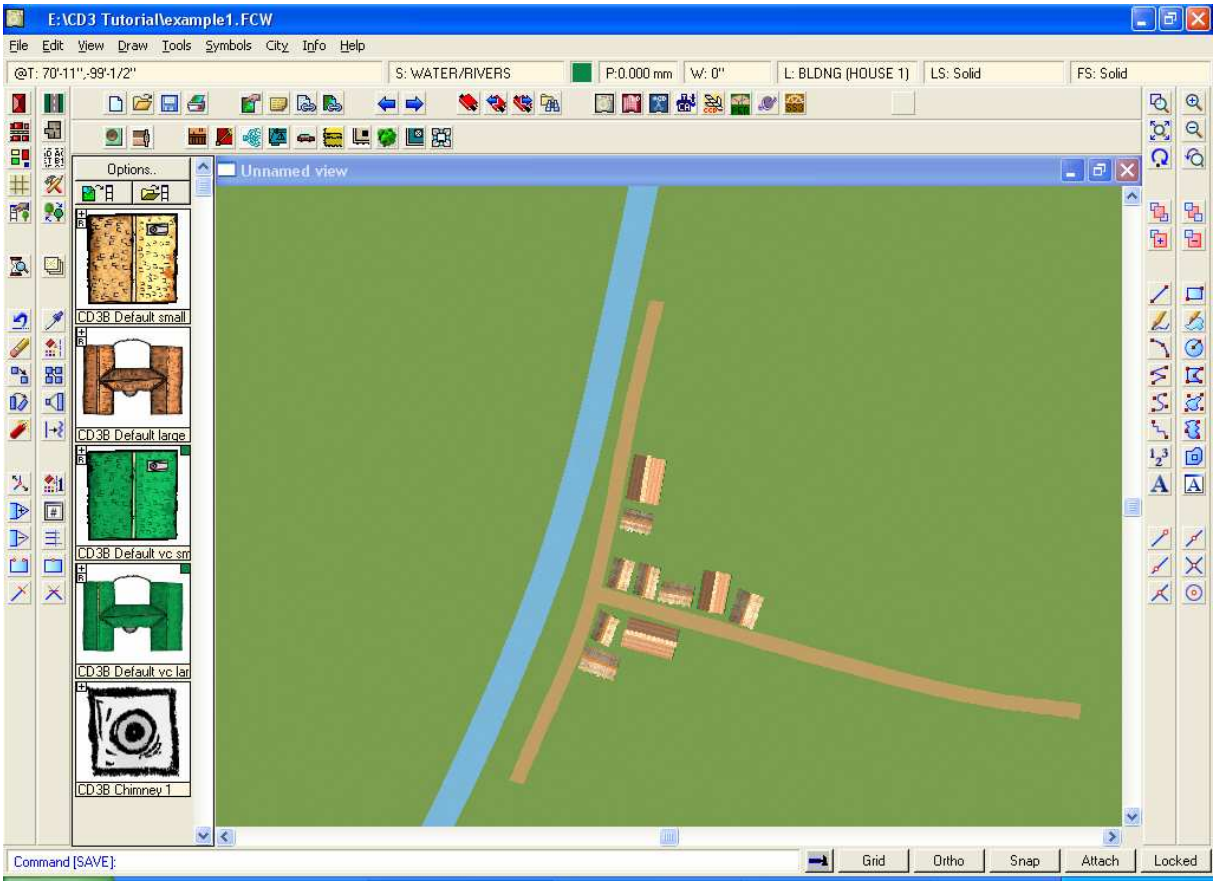
- Click on *Insert*
- Your cursor changes and you can now draw your first house. This will be a house with a thatch roof.
- By clicking a few times with your left mouse you can define the shape of the house. I placed a few houses near the road and then clicked the right mouse button to stop. By placing different shapes of houses you will make the village look more realistic.



- To make the village look a bit more realistic we will add another style of housing.
- Click on the “House” button and use the settings below.



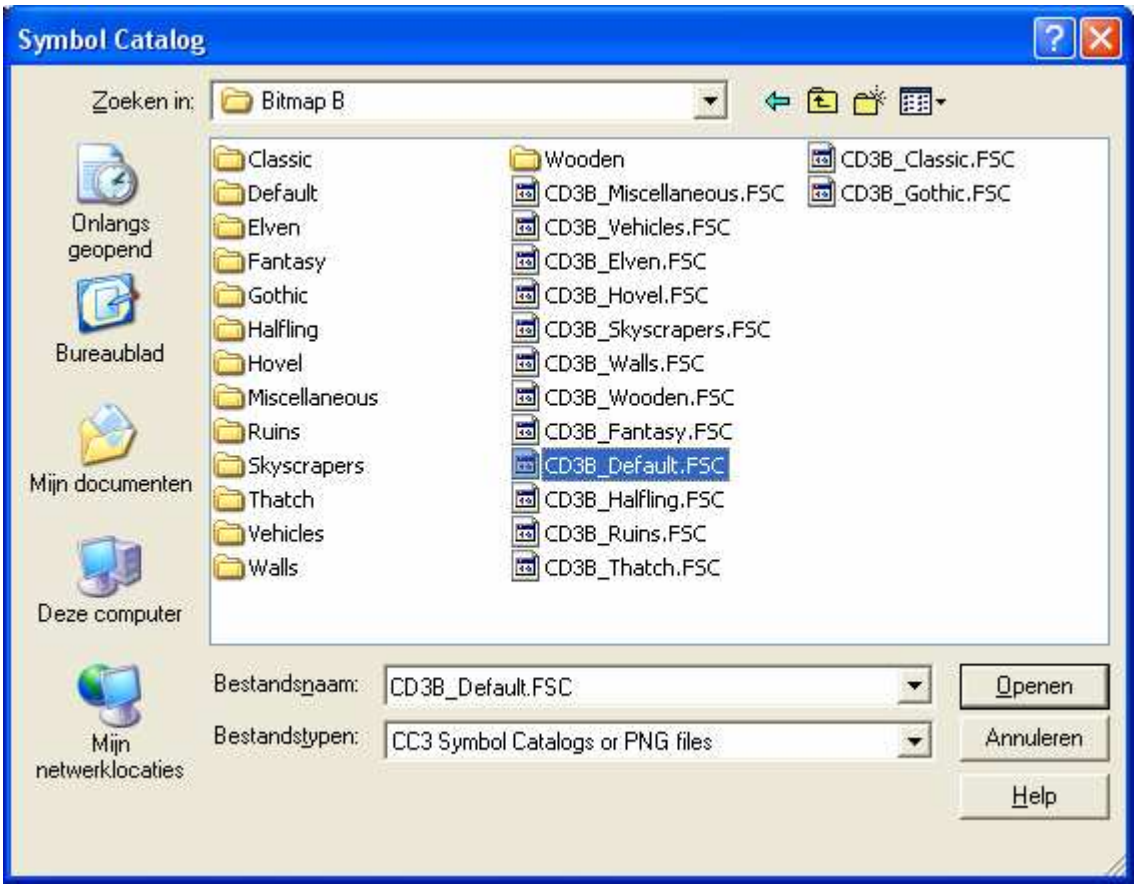
- Click on *Insert*
- Now draw a few more houses.



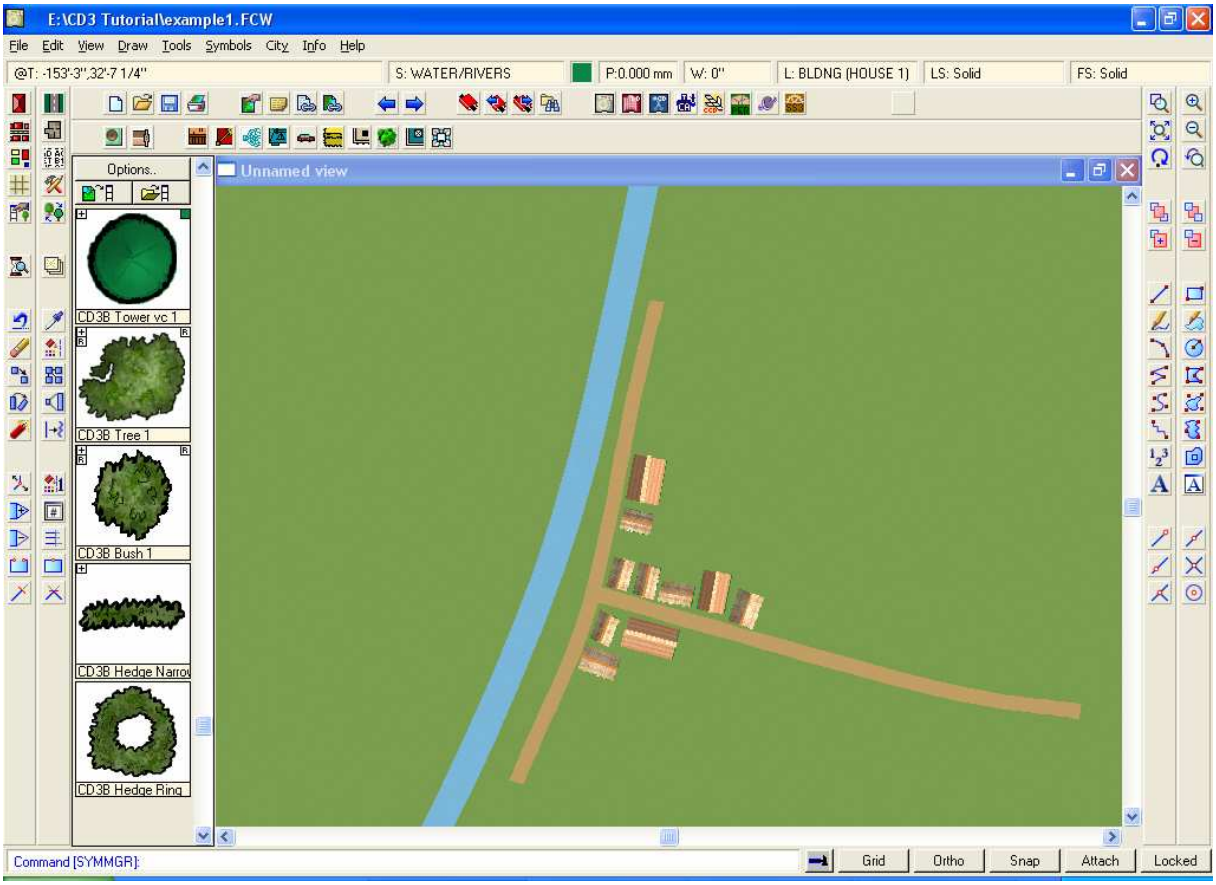
- As you can see I added three more houses.

Add some vegetation

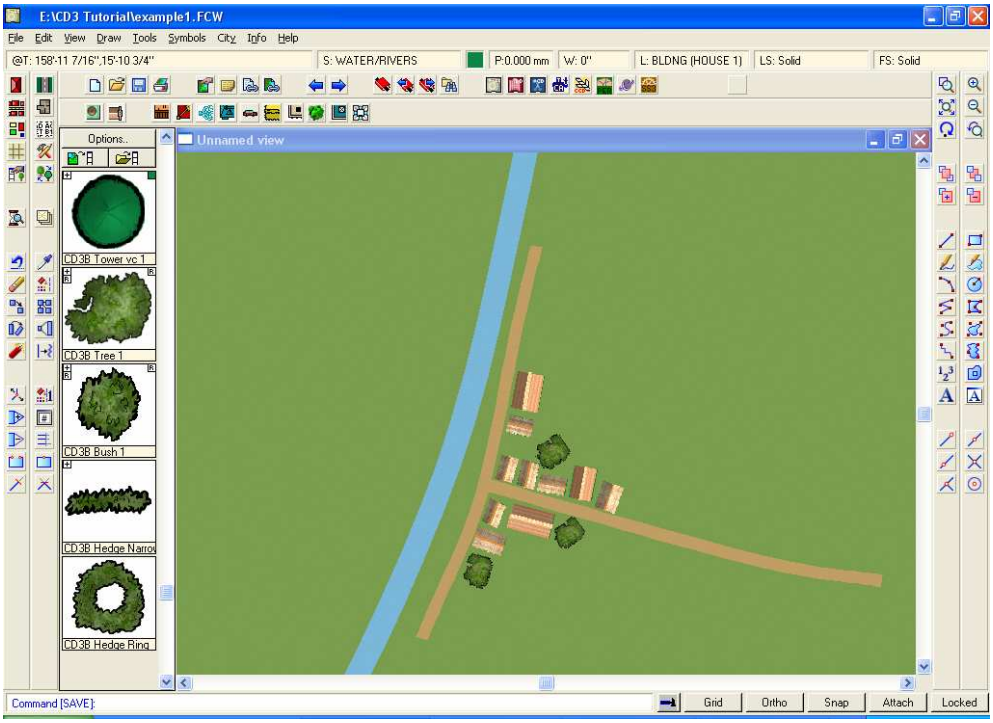
- We are going to plant some trees to give our village that rural look.
- Click on the “Open symbol catalog” button, an explorer window will open.
- Go to the directory where you have installed Campaign Cartographer 3 and goto Symbols\Cities\CD3\Bitmap B
- Open the file CD3B_Default.FSC



- Under the button “Open symbol catalog” you’ll see new symbols appearing. Scroll all the way down to this Tree symbol:

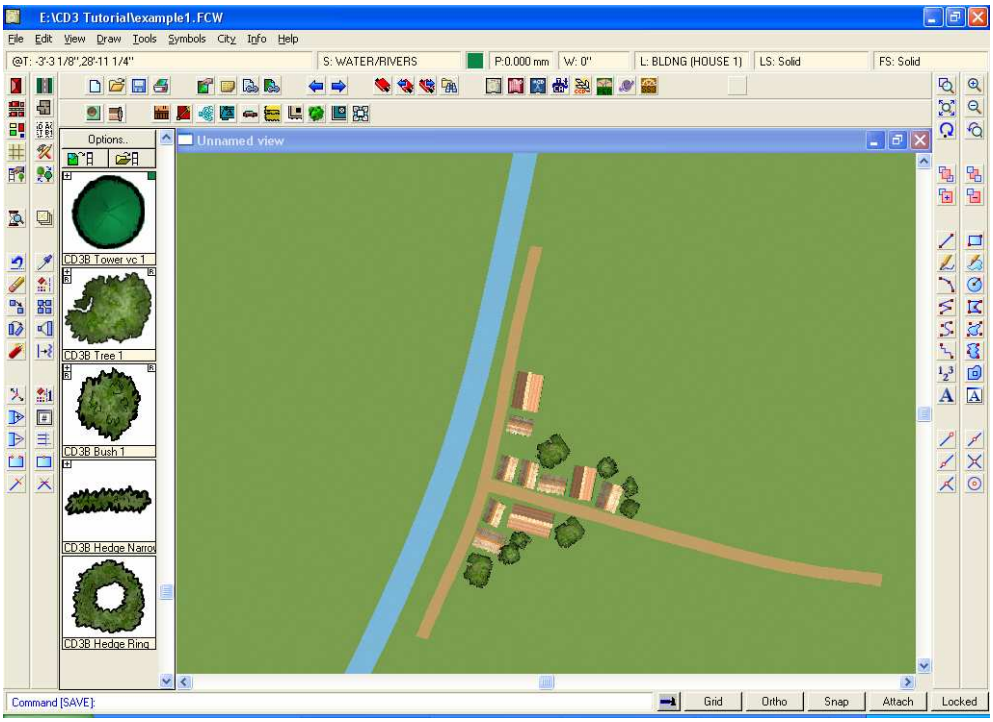


- Click on it and your cursor will change. Now you can plant down a tree.
- You have to resize the tree however to make sure it isn't too small or big for your building scale.
- Hold down the <CONTROL> key on you keyboard and by moving your mouse up or down you can make the symbol bigger or smaller. Pick a size that matches with your buildings and release <CONTROL>
- Now place down some trees by left clicking. Stop by right clicking.



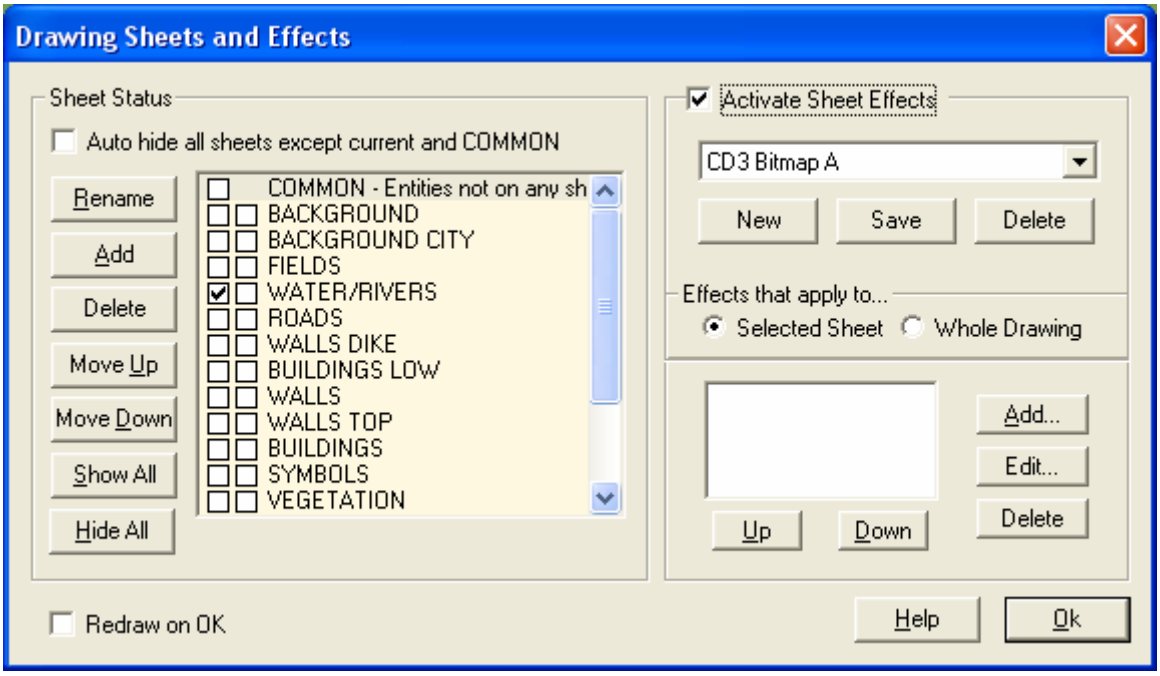
- You can place down some bushes also by using this symbol and using above techniques.

- After placing the bushes I got this result:



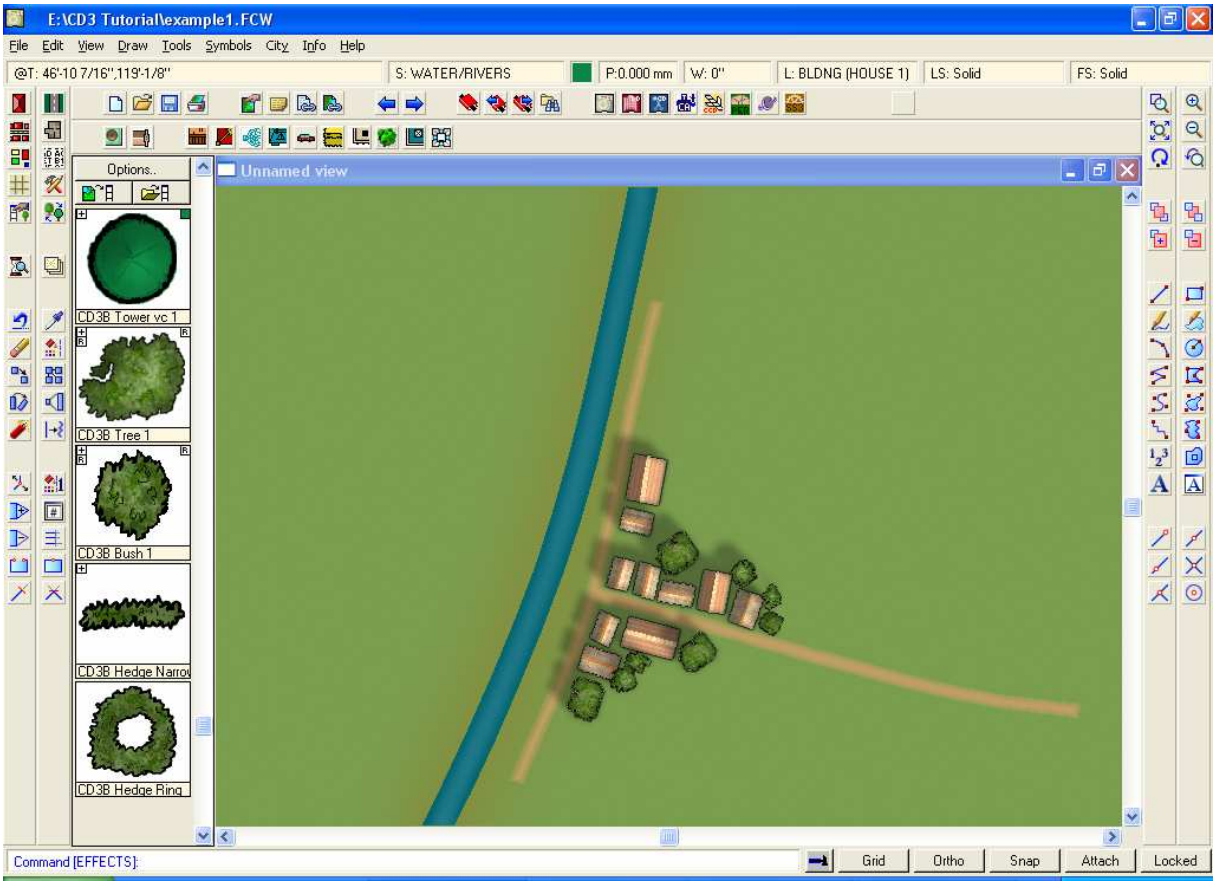
Now lets turn on the effects!

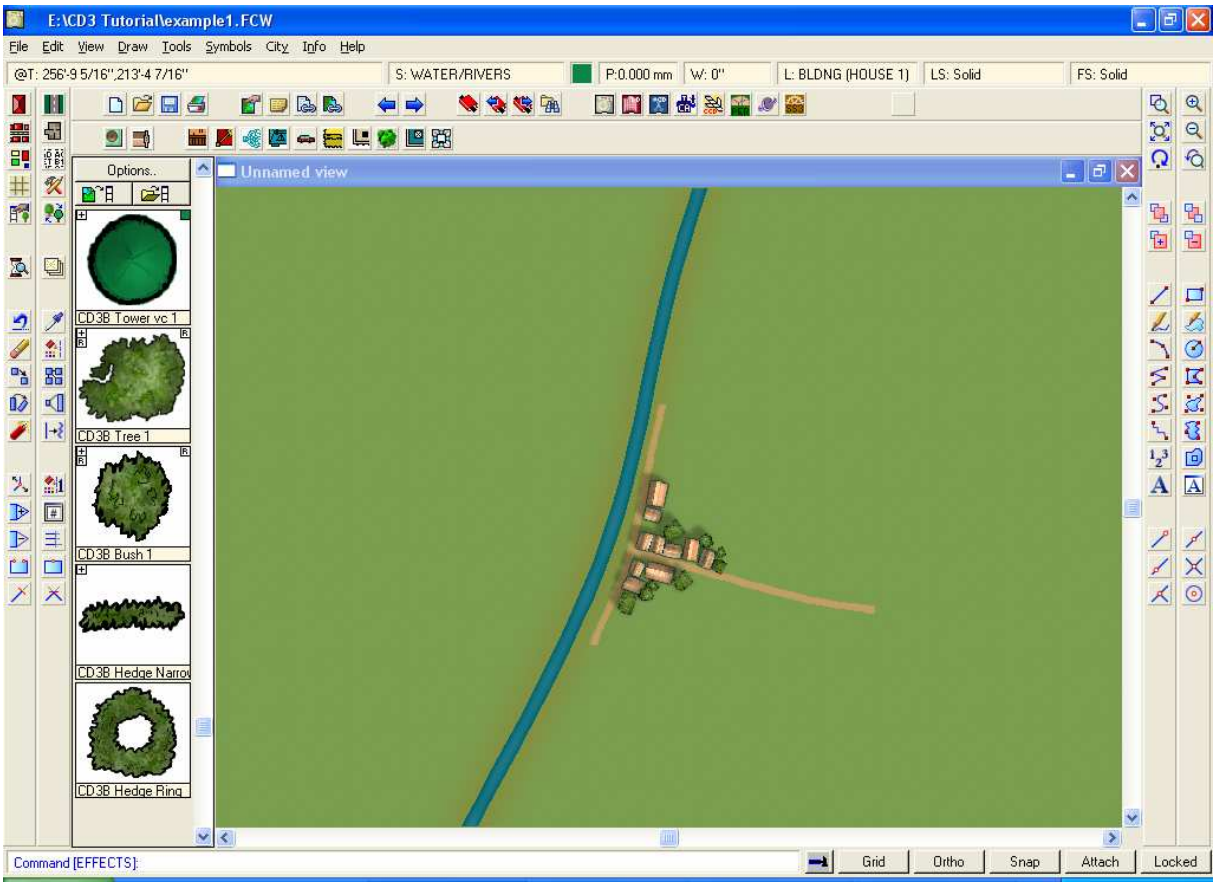
- Until now our village will not have looked very impressive. This is were the effects of City Designer 3 come in.
- Click on the “Sheets and effects” button.
- Check “Activate Sheet Effects” and click *Ok*



- City Designer 3 will now load standard effects, like shadows and blurs. This can take some time, especially on bigger maps.

- Our small village now looks a lot better. Zoom out to appreciate the effect some more.


E:\CD3 Tutorial\example1.FCW
File Edit View Draw Tools Symbols City Info Help
@T: 46'-10 7/16",119'-1/8"
S: WATER/RIVERS
P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Tower vc 1
CD3B Tree 1
CD3B Bush 1
CD3B Hedge Narrov
CD3B Hedge Ring
Command [EFFECTS]:
Grid
Ortho
Snap
Attach
Locked


E:\CD3 Tutorial\example1.FCW
File Edit View Draw Tools Symbols City Info Help
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S: WATER/RIVERS
P:0.000 mm
W: 0"
L: BLDNG (HOUSE 1)
LS: Solid
FS: Solid
Options..
Unnamed view
CD3B Tower vc 1
CD3B Tree 1
CD3B Bush 1
CD3B Hedge Narrov
CD3B Hedge Ring
Command [EFFECTS]:
Grid
Ortho
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