

# City Designer 3 tutorial: creating the Concetron cliffs

Last modified: 30-06-2009, by Gandwarf

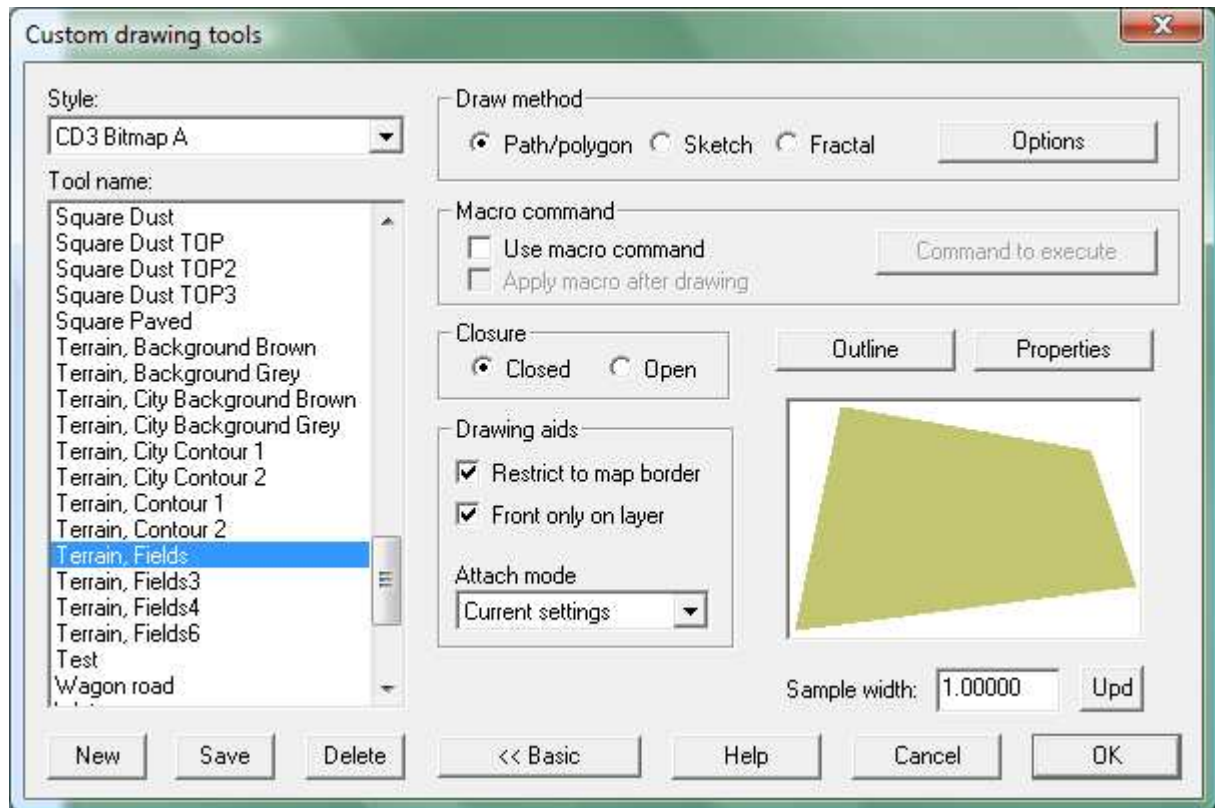
This small tutorial explains how to create the cliffs I used in my Concetron map. They are made with two custom draw tools and some sheet effects.



## Create a new drawing tool for cliffs

First we need to create a new drawing tool that we can use to create some cliffs.

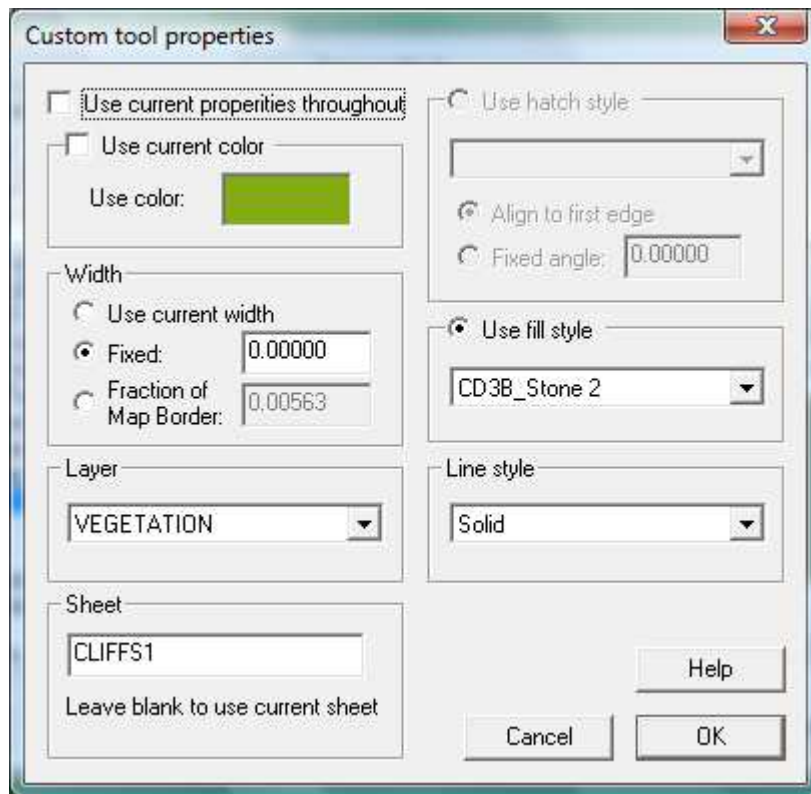
- Click “All city drawing tools”
- Click “Advanced”
- Select “Terrain, fields”



- Click the “New” button
- Name your new tool something like “Terrain, cliffs”



- Click “Ok”
- Click the “Properties” button
- Change the “Use fill style” to CD3B\_Stone2 . This fill style looks rocky and is well suited for some cliffs.
- Change the sheet to something like “CLIFFS1”



- We now have a tool to draw some basic cliffs.

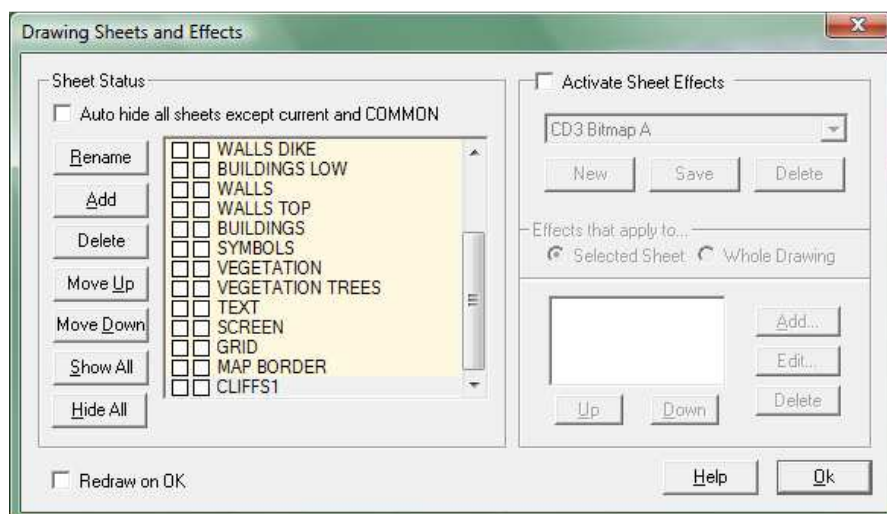
## Draw some cliffs and change the sheet effects

Using our new tool we are going to draw some cliffs.

- Click “All city drawing tools”
- Click “Advanced”
- Select your new tool, if you followed the example it will be called “Terrain, cliffs”
- Click “Ok”
- Now we are going to draw some thin shapes that will turn into the cliff walls later.
- By left clicking on several locations in my map I created the following shape. You don’t have to match the exact shape, but make sure the cliffs are thin.



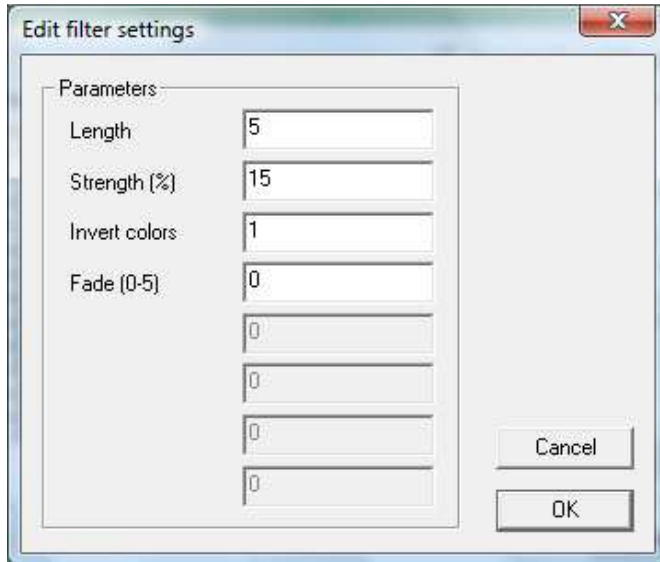
- Now, let’s add some effects to turn this flat shape into something resembling cliffs.
- Click on “Sheets and Effects”
- Your “Cliffs” sheet will be the last sheet displayed.



- Select the “Cliffs1” sheet by left clicking on it.
- Click on “Activate Sheet Effects” so you can edit the effects. Add the following effects in this order:

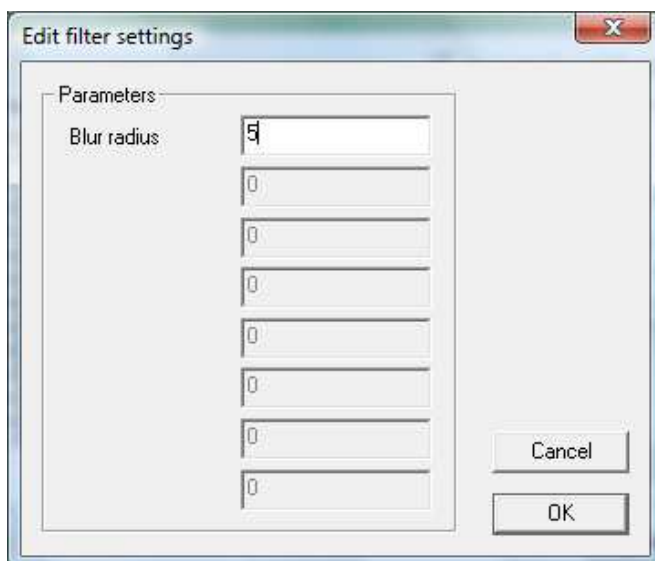
*Bevel*

- Click “Add”
- Choose “Bevel”
- Enter these parameters and click “Ok”



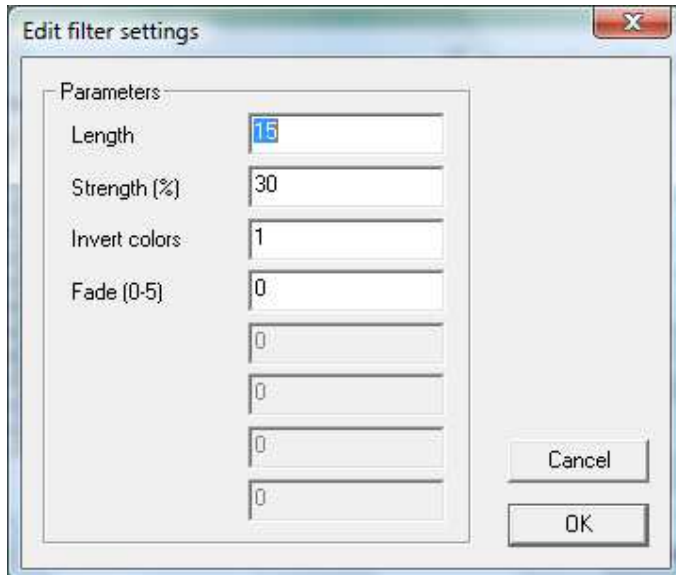
*Blur*

- Click “Add”
- Choose “Blur”
- Enter these parameters and click “Ok”



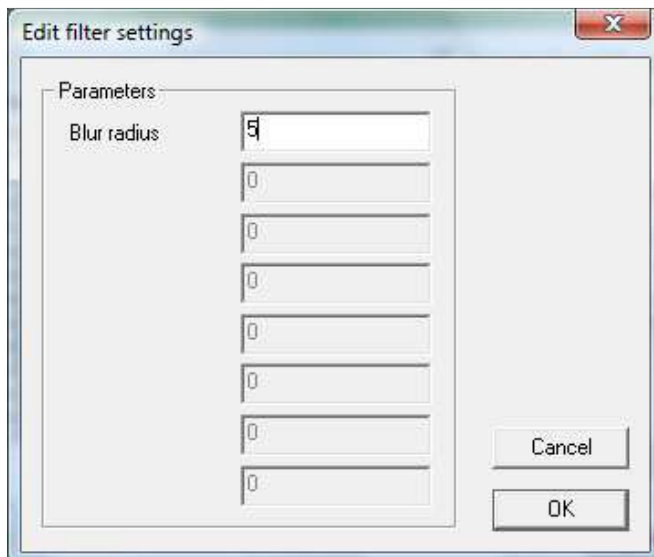
### *Bevel*

- Click “Add”
- Choose “Bevel”
- Enter these parameters and click “Ok”



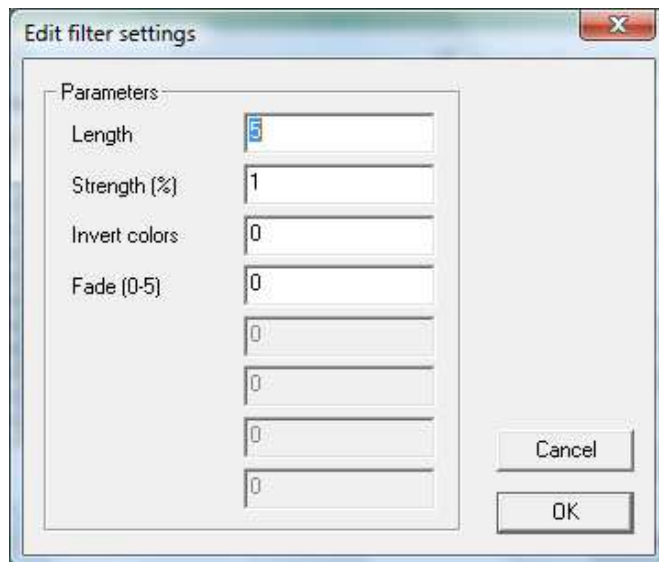
### *Blur*

- Click “Add”
- Choose “Blur”
- Enter these parameters and click “Ok”



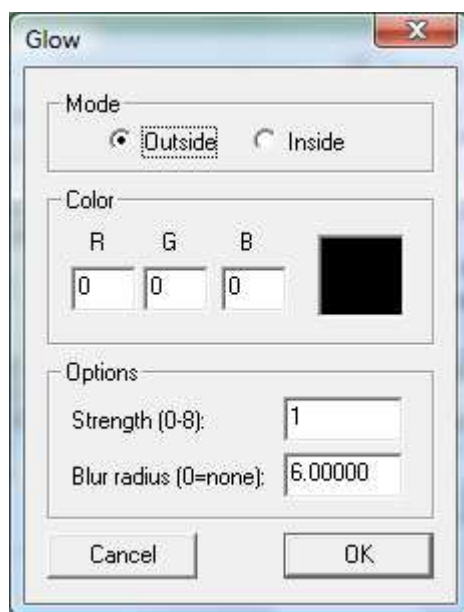
### *Bevel*

- Click “Add”
- Choose “Bevel”
- Enter these parameters and click “Ok”

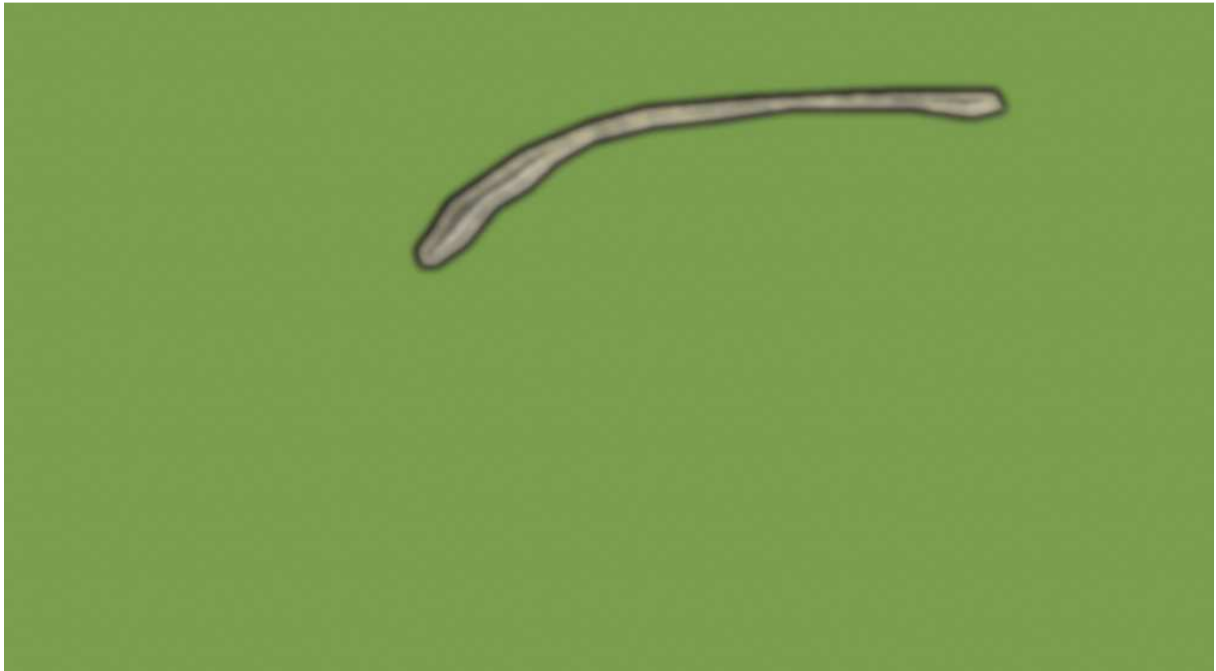


### *Glow*

- Click "Add"
- Choose "Glow"
- Enter these parameters and click "Ok"



- Now click on “Ok” again to exit the “Sheet and effects” function and see the effects applied. Your cliffs should now look like this:

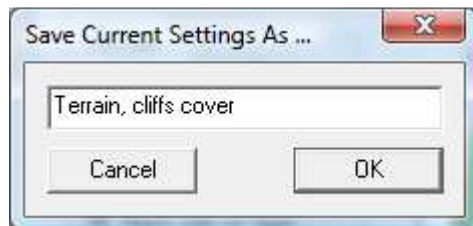




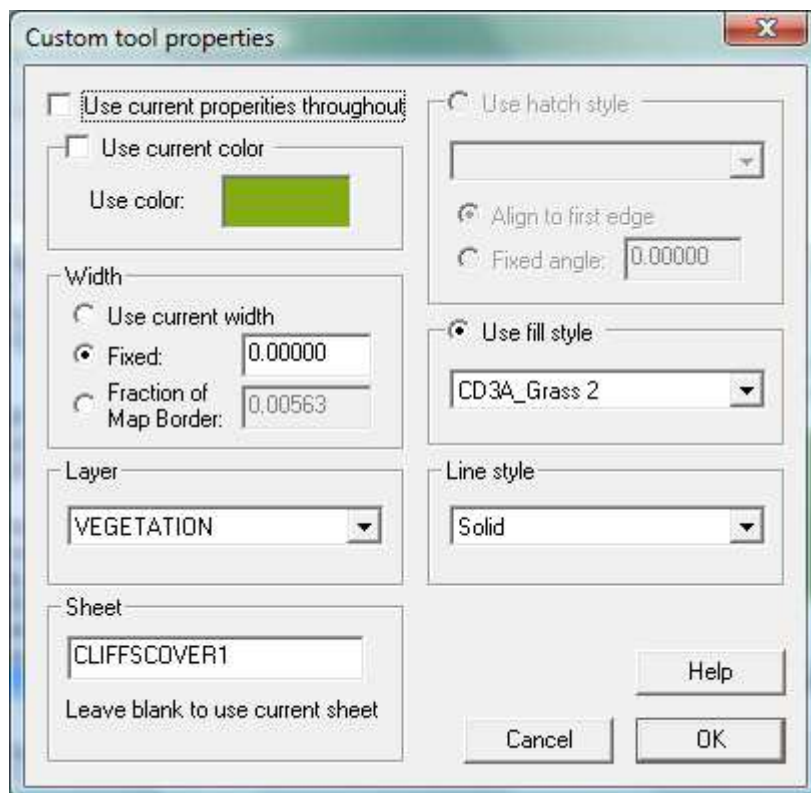
## Create a new drawing tool for covering the cliffs

We need a second tool to achieve cover the cliffs and achieve the effect we are after.

- Click “All city drawing tools”
- Click “Advanced”
- Select “Terrain, fields”
- Click the “New” button
- Name your new tool something like “Terrain, cliffs cover”



- Click “Ok”
- Click the “Properties” button
- Now we need to change the fill style to the same fill style of the background of your map. My map uses the CD3A\_Grass2 fill style as a grass background. So I changed the “Use fill style” to “CD3A\_Grass2”
- Change the sheet to something like “CLIFFS1COVER”



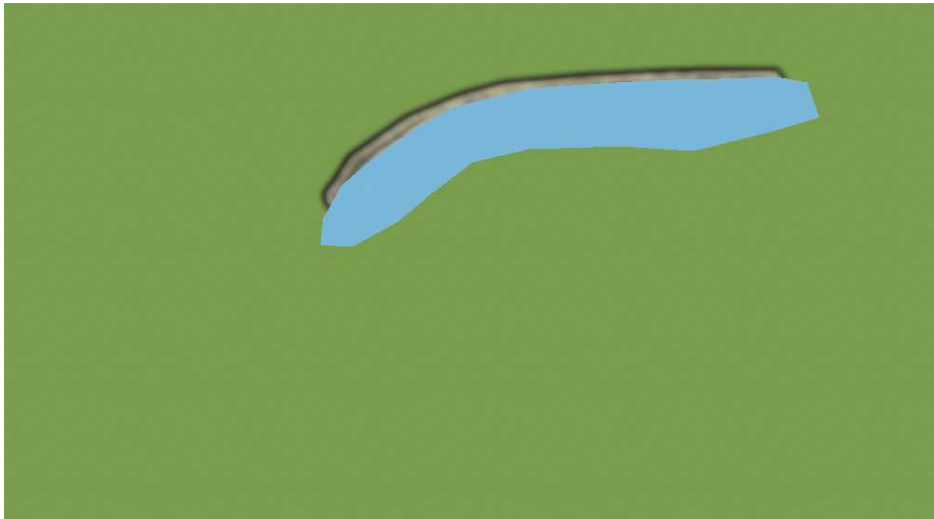
## Draw some cliffs and change the sheet effects

We are now going to cover our cliffs with our second drawing tool.

- Click “All city drawing tools”
- Click “Advanced”
- Select your new tool, if you followed the example it will be called “Terrain, cliffs cover”
- Click “Ok”

We are going to draw a shape over our cliffs, to cover one side.

- By left clicking on several locations in my map I created the following shape, covering my cliffs. Now in the first screenshot I made the cover blue, so you can see better what I did.

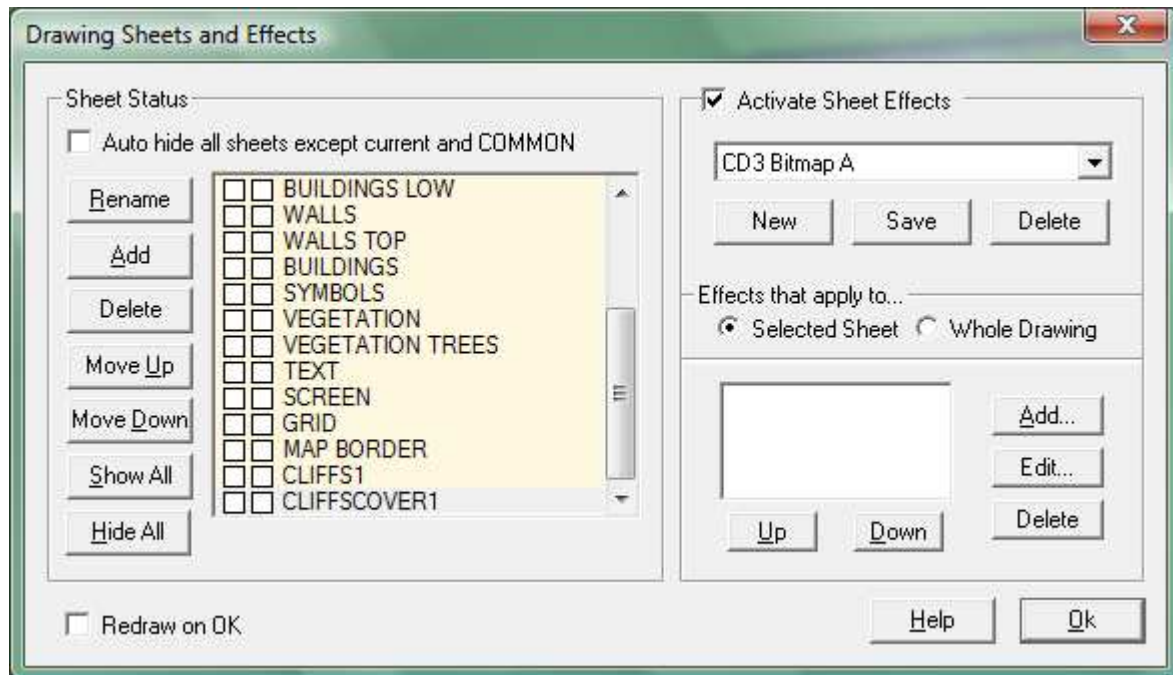


- The cover should be green though and after applying it, your map will look something like this:



Let's apply a blur effect to smoothen the cover.

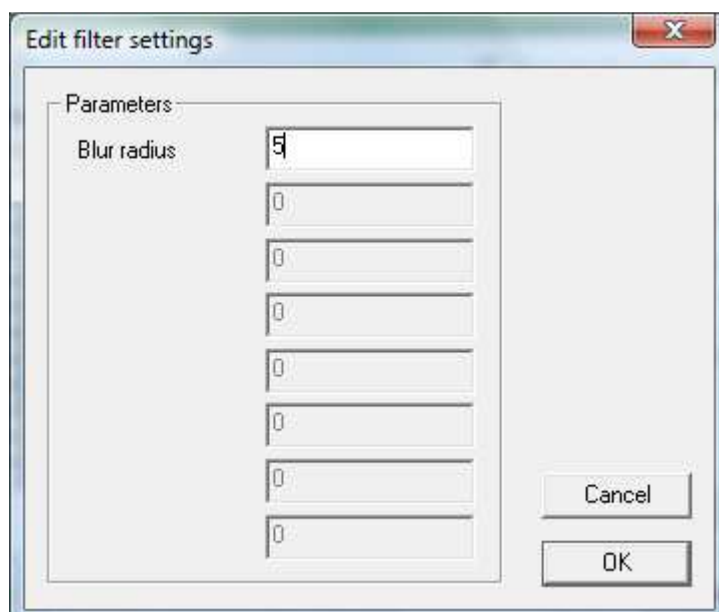
- Click on "Sheets and Effects"
- Your "CLIFFSCOVER1" sheet will be the last sheet displayed.



- Select the "CLIFFSCOVER1" sheet by left clicking on it.
- Click on "Activate Sheet Effects" so you can edit the effects. Add the following effect:

*Blur*

- Click "Add"
- Choose "Blur"
- Enter these parameters and click "Ok"



- Now click on “Ok” again to exit the “Sheet and effects” function and see the effects applied. Your cliffs should now look like this:



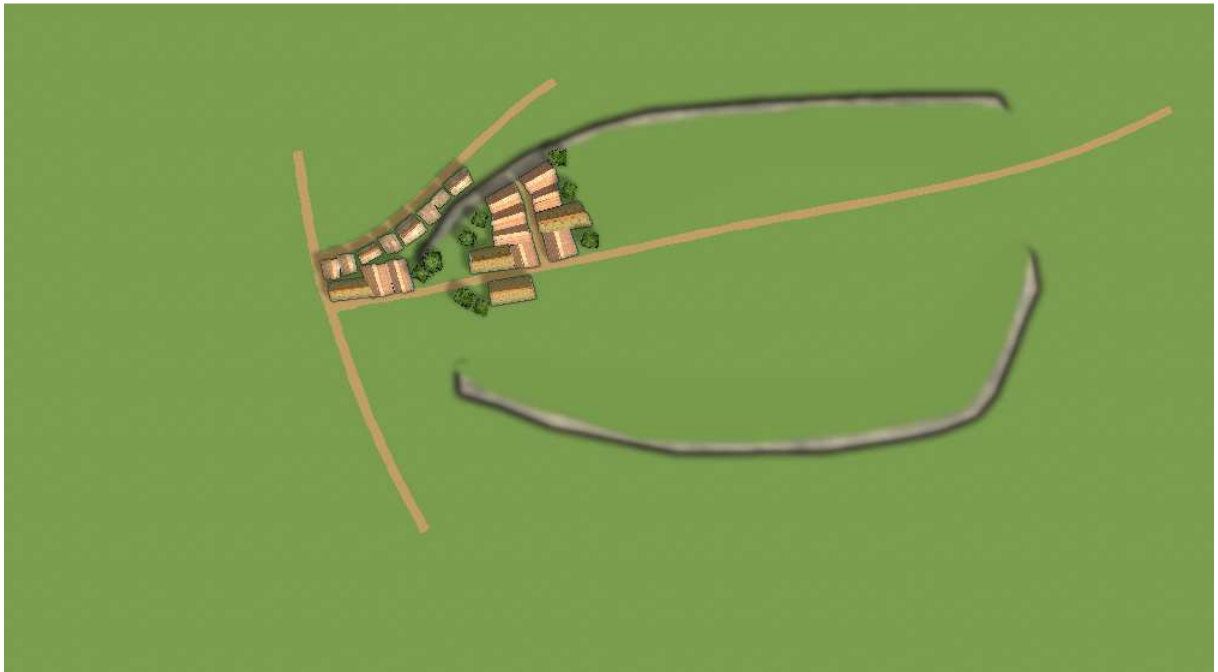
We now have a small cliff in our map. Let's draw some more...

## Draw some more cliffs

Using the “Terrain, cliffs” tool and “Terrain, cliffs cover” tool I created another cliff.



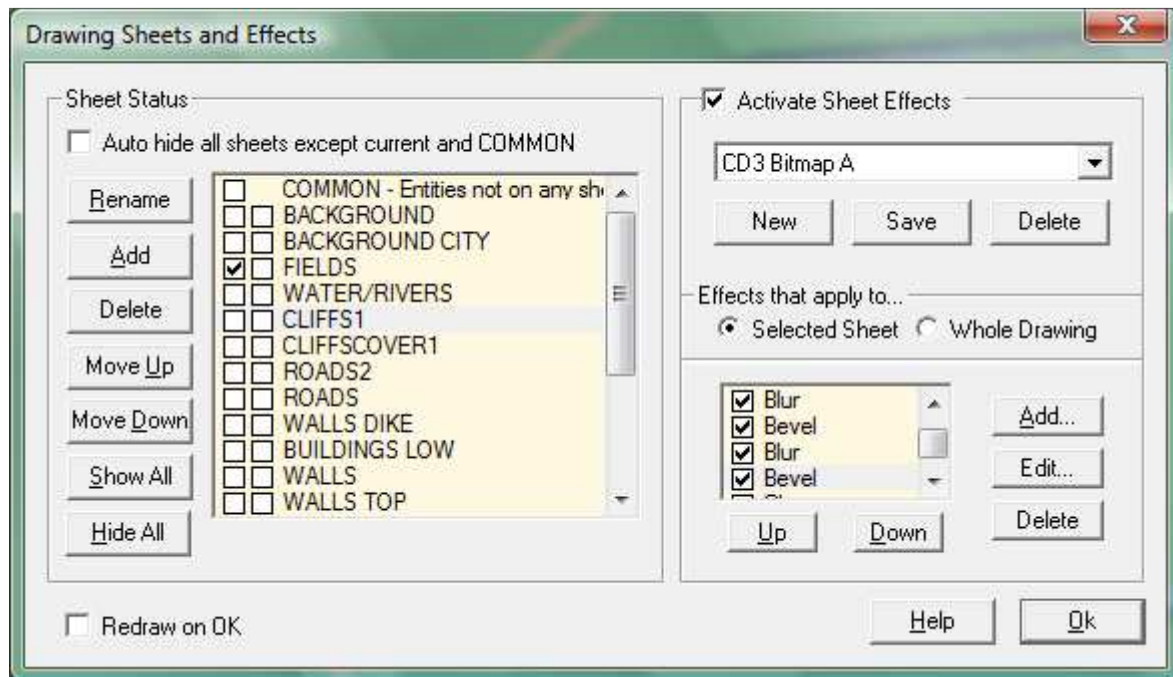
It may not look like much, but after adding houses and vegetation, your cliff will start looking better and better:



## Sheet order and stacking cliffs

We are almost finished, but there's one last step. We need to change the order the sheets are drawn in:

- Click "Sheets and effects"
- Select "CLIFFS1"
- Keep clicking the "Up" button, until the "CLIFFS1" sheet is just under "WATER/RIVERS"
- Repeat this for "CLIFFSCOVER1"



You can create stacking cliffs (cliffs on top of cliffs) by creating two more drawing tools like taught in this tutorial, but putting them on two different sheets. For example: "CLIFFS2" and "CLIFFSCOVER2". Then start drawing shapes like you were taught. This way you can build several cliffs on top of each other.

### *Roads on stacking cliffs*

Do mind that sometimes you might want roads to fall under cliffs and other times on top of the cliffs. This effect can easily achieved by drawing roads on several sheets. In above example I already have a "ROADS2" and "ROADS".

I could move the "ROADS" sheet above the "CLIFFS1" and "CLIFFSCOVER1" in the sheet order. Roads drawn on this sheet will be covered by my cliffs.

When the "ROADS2" sheet is moved under the "CLIFFS1" and "CLIFFSCOVER1" in the sheet order, roads drawn on this sheet will be on top of my cliffs.