

# City-lots pack1

Any brief notes

What's it?

City-lots is a very simple and efficient system to accomplish large and realistic urban-scenes. For sure, it's suitable for middle-large views, but it can be fine, also for more close shots.

How it's composed.

The pack1 include: 1 Vue scene, 17 components (11 *vehicles*, 4 *characters*, 1 *semaphore*, 1 *street lamp*), 66 *alpha masks*. The Vue scene contain only 3 terrains, each terrain assemble some city-lots. The size for each terrain is 700m x 700m, the 3 terrain jointly, form about 1.5 x 1.5 Km of urban-scene.

**ATTENTION:** this "City-lots pack1" **not include** none building-objects (*see you below*).

What you need to complete the urban-scenes.

**ATTENTION:** although, (but I never have tested) you could be able to complete the scene using every building you want, to upload the pertinent ecosystems-layers, you have to keep in mind that this scene has been projected on purpose for the "**Eco-building pack1**", therefore, if you want the best achievement, you need buy and download the "**Eco-building pack1**", placed on my C3D store ([http://www.cornucopia3d.com/purchase.php?item\\_id=7157](http://www.cornucopia3d.com/purchase.php?item_id=7157)).

Keep in mind:

- a) in order to the render-setting, you have to already remember to disable the "*Texture anti-aliasing*", because it yield artifacts jointly with the "*Distance to Object Center*" function (input node). Normally, the final render mode is more that satisfying.
- b) If it's always possible to change the terrain position (also with the ecosystems empty), **it isn't possible to change the terrain rotation (if the ecosystems are empty)**, because the orientation-feature, inside each ecosystems, will be upset.

Any little bugs.

Could be happen, a partial overlapping, for some buildings, but it isn't bothering, because it's blent with the scene, almost always in convincing way. However, if you want, you can re-populate the ecosystem to get a new, unlike, result.

How using it.

At the begin, opening the Vue scene, you will get 3 empty terrains. The first thing to do is upload the "**Eco-building pack1**" in the pertinent ecosystems-layers ("*cores lots buildings*" and "*border lots buildings*"). At this point, you can place this terrains-lots, as you like, you can duplicate or delete any of them, as you want, keeping always in mind that you **can rotate the terrains only with the ecosystems already populate** (*see you above*). Therefore, you will be able to combine several urban-scenes. That's all ! Enjoy!