**To import the terrain and coloured buildings**

1. Open blank blender project delete the cube.
2. Make sure blender-osm is installed and the required Map folder location is set in preferences and then click “n” in the viewport.
3. On OSM tab, add co-ordinates and then select Terrain first and then import the terrain.
4. In case you don’t see the terrain, change the “Clip end” value to something like 10000000 in the View tab next to osm tab.
5. Change to OpenStreetMap in the osm tab and select the terrain which was imported before in the “Terrain” option in settings.
6. Select objects to import and click import.
7. Once imported you should see the map.osm file in the Map folder location as set in preferences.
8. Delete all the objects which got imported except the terrain.
9. Now run the buildingsColourAdder.py script to add colours to the buildings. Output .osm file will be in “ScriptOuput” folder.
10. Go back to blender and select import from file in osm settings. And enter the file path to the output osm file. Click on import.
11. All buildings with colors will get imported.
12. To fix the floating buildings, be in vertices selection mode and go to wireframe view mode and then toggle X-ray off and go to negative Z view and box select all the buildings. Now you have all the bottom vertices selected. Now extrude those into negative Z until the issue is fixed.

**To add random coloured water tanks on top of the buildings**

1. Append a pre-modeled water tank object to the open world blend file.
2. Duplicate the water tank to various sizes and colors
3. Add all these water tanks to a collection called “Tanks”.
4. Now select all the roof surfaces of all the buildings and create an object by clicking “p”.
5. Select the roof object and go to particle properties and add new particle settings.
6. Select Hair > Advanced. Change emission number to required number of water tanks. And under source, particles/face = 1, Random order, Even distribution checked.
7. Check Rotation and orientation axis as object Y. And then Render as Collection and select the Tanks Collection and change the scaling appropriately.
8. Check Global rotation and pick random
9. Go to modifier properties and click convert once ready. This will create objects from that modifier

Result:

