

Screenshots





Buildings

Colors

Roofs #234e6e

Walls #daae6d

Buildings consist of a ground floor a roof and 2 stories in between. They are also 4 windows wide.

The architectural style is one from the real world consisting mostly of sandstone (very prevalent in the region) and zinc shingles for the roofing. Vast contrasts exist between the different neighborhoods, the first and second screenshots are good examples of this. It is a moderately

wealthy yet rural area on the outskirts of Paris. In the second screenshot you can see a more impoverished area right across the river. Buildings are less well maintained, and less foliage can be seen. More clay brick and wood materials are used in the construction of the buildings. Rural houses on the outskirts of Versailles feature timbered and wood panel roofs in combination with a ground floor constructed out of bricks with white plaster. A very characteristic style for rural northern Europe at the time.

The primary architectural styles used in the city are the rococo style from the late 18th century and the slightly older French baroque/ classist style from the previous 17th century. A number of older buildings (like the church seen in the center of screenshot 1) feature the characteristic spiked ornaments of the late medieval gothic style.

Buildings are placed in a rough grid with usually 4 sides although more is an option and filled out corners. In some cases, parts of the grid are not filled in. Overall this creates a very dense city with many side alleys and other paths to allow traversal for an experienced individual.

The city as a whole is built in a mostly flat area, although a number of larger hills surround it. The seine river cutting straight through the city becomes a defining feature of the city. Especially with some of its skyline defining landmarks like the Notre dam with its gothic ornamentation being located on an island in the middle of the seine.

One of the additional tools apart from what was covered in the labs would be the quad warp. This could with some modifications be easily used to shape the buildings that would form the corners of the housing blocks of the city. The tight fit between buildings this would make possible would be a great bit of tooling with regard to the density of the city.