creating a background image of a
city skyline
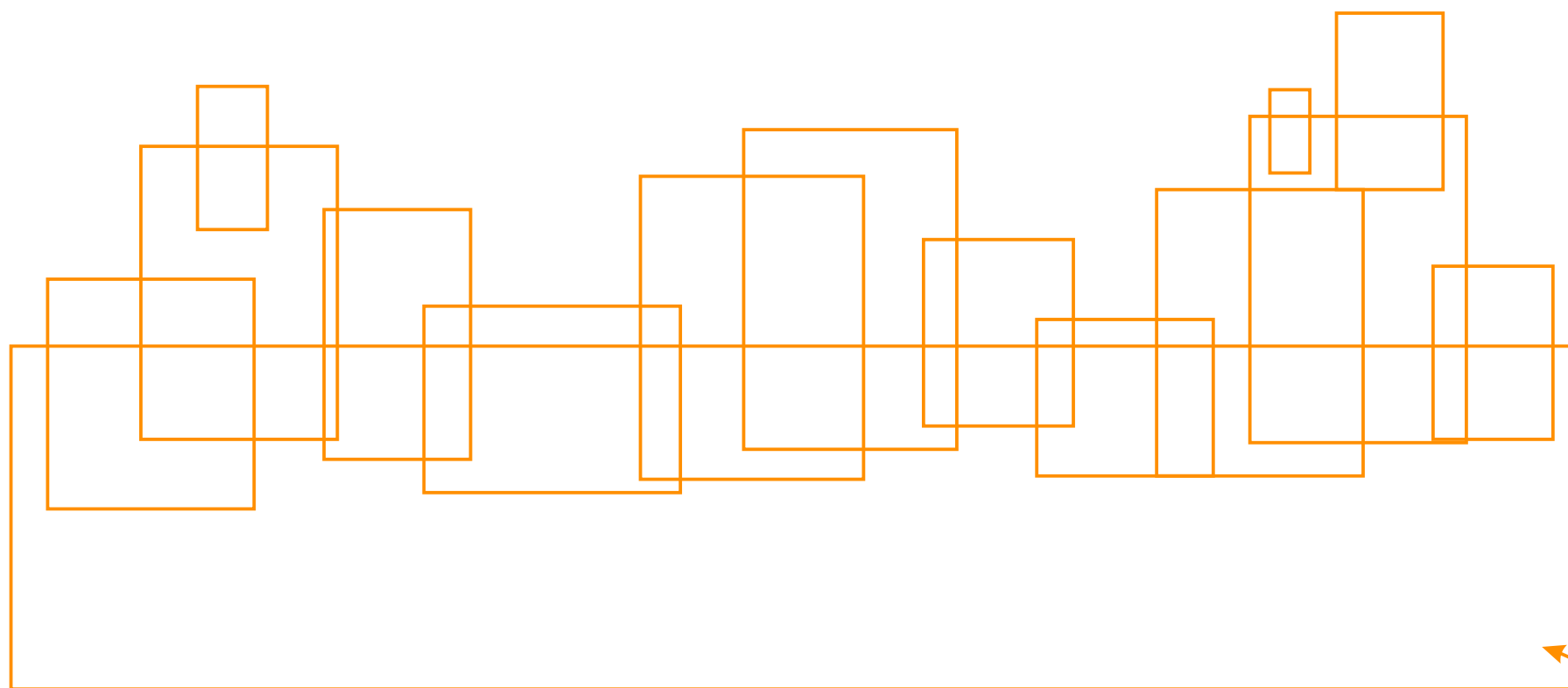
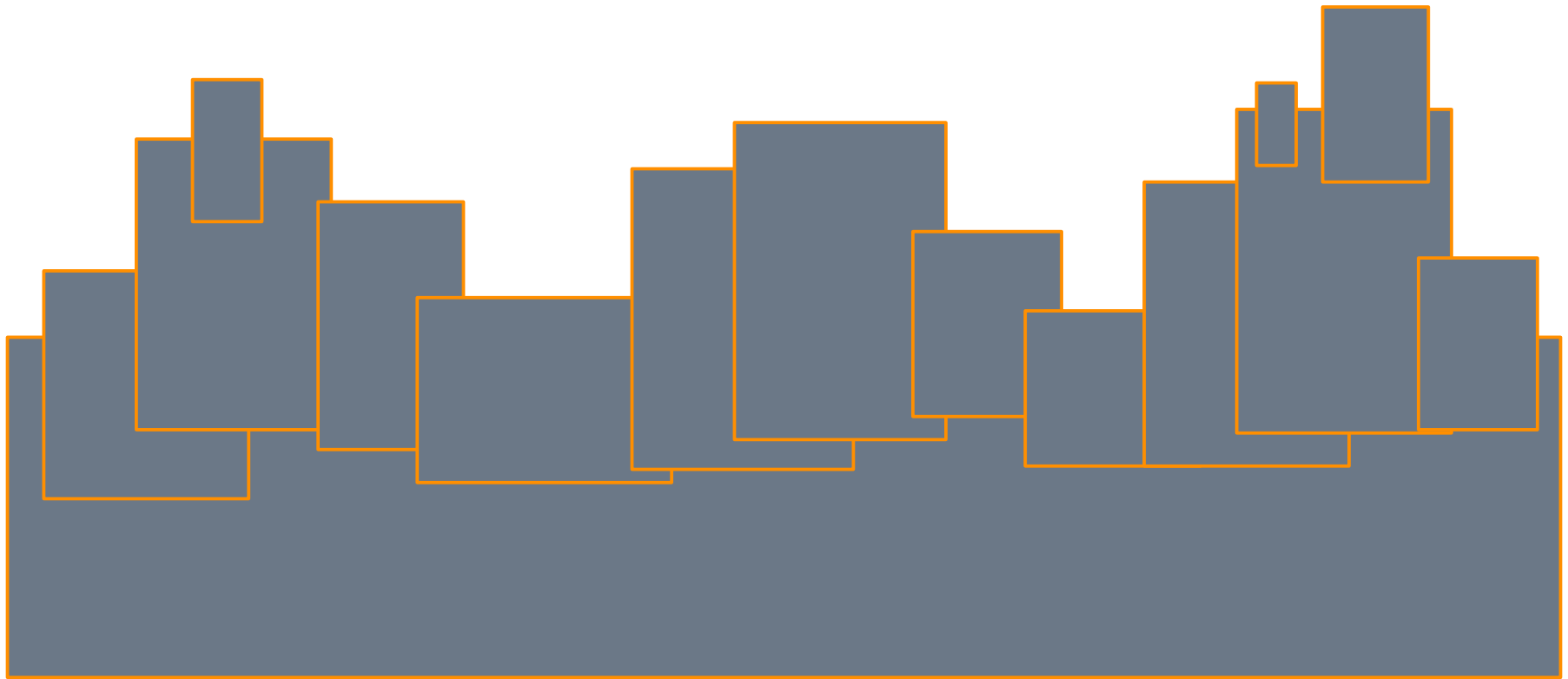Start with a bunch of rectangles...

Let's give them a dark concrete grey tone as fill colour.

KEEP FOR TILING

KEEP FOR TILING

Combine the body shapes into one object *(Path/ Union (CTRL++))*.

Using the node tool ⬜ move some of the nodes off the straight horizontal and vertical alignment to give the shape a more interesting look.

Keep the nodes of the base rectangle in place to allow seamless matching. ⭕

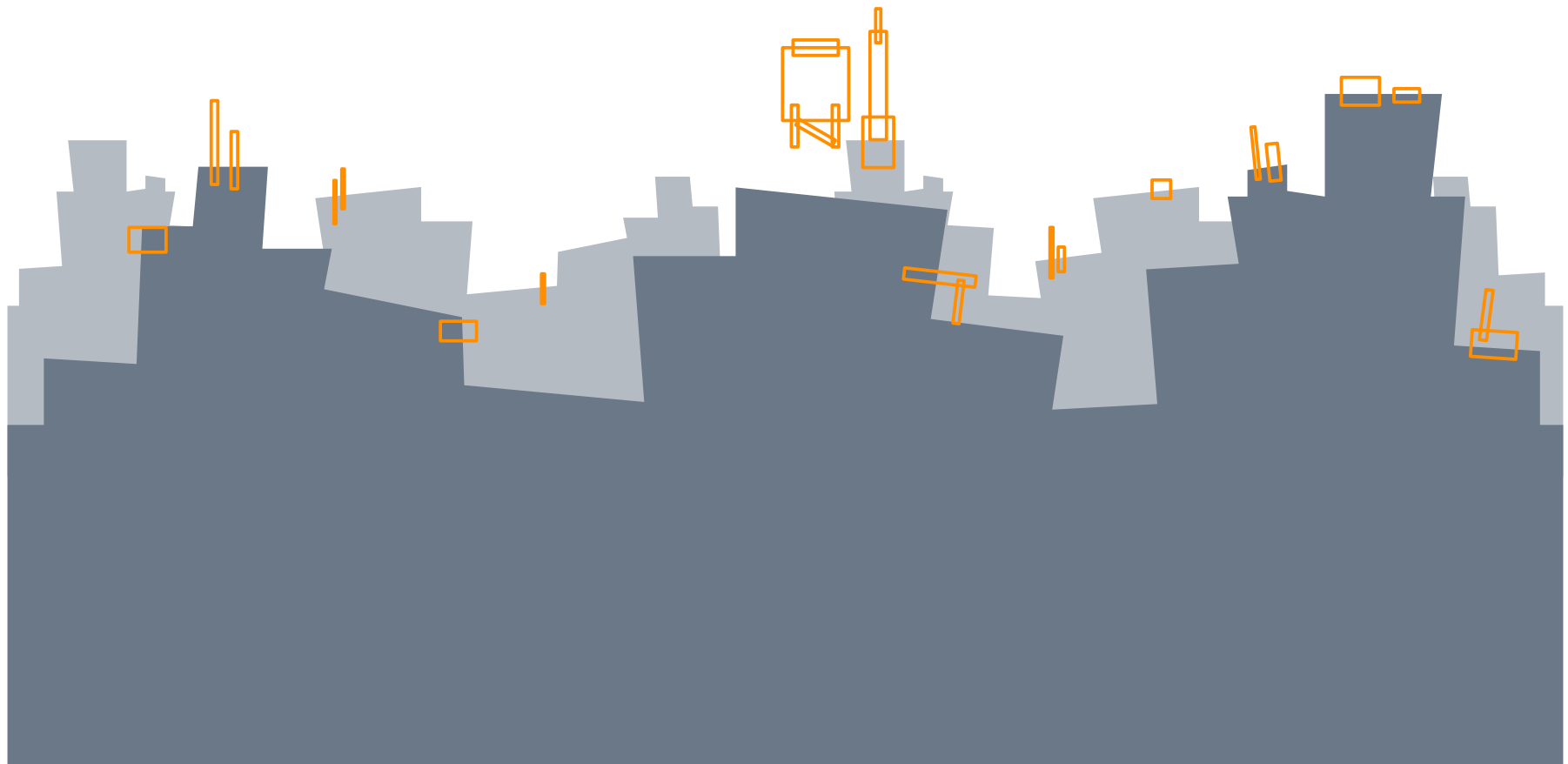Duplicate the shape and scale it to 50% and place
two copies next to each other.

Move these new shapes behind the original and
colour them slightly lighter.

Let's add some details. If you are unsure what to add ontop of skyscrapers, search for some reference images (google image search is your best friend).

Add some antennas, water tanks, additional edges or just detail where the area looks to empty but using simple rectangles.

Note:
The idea is to add variation to the back layers of the scene.

Combine by using the *Path/ Union (CTRL++)*.
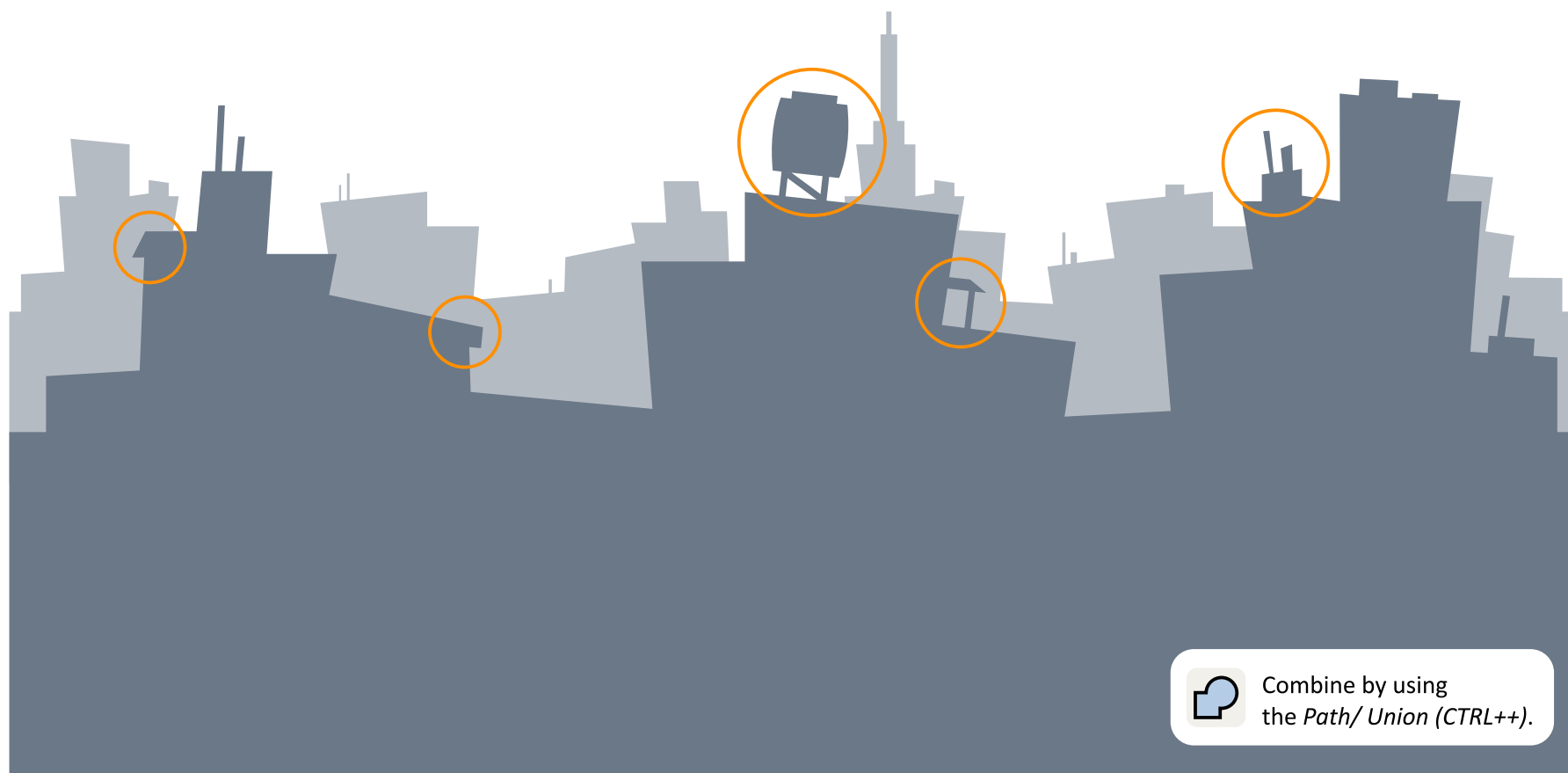
Combine the details with the city shapes and adjust the nodes of the new elements to make it look a little more whacky.

E.g. curving the water tank makes it look more like a barrel than a straight box. Some areas might need a little cleaning up after the combining as well.

Note:
Keep in mind that you have two different layers.
Combine the details with the right layer.

Next up are some windows. In order to make the job easier, create just one rectangle and duplicate it to make a row.

Use the align tool to make sure the spacing is even and group the row *(CTRL + G)*.

Duplicate the row and place it underneath the first one. Repeat the process until you have enough rows to cover your intended fassade. Adjust the vertical spacing using the align tool.
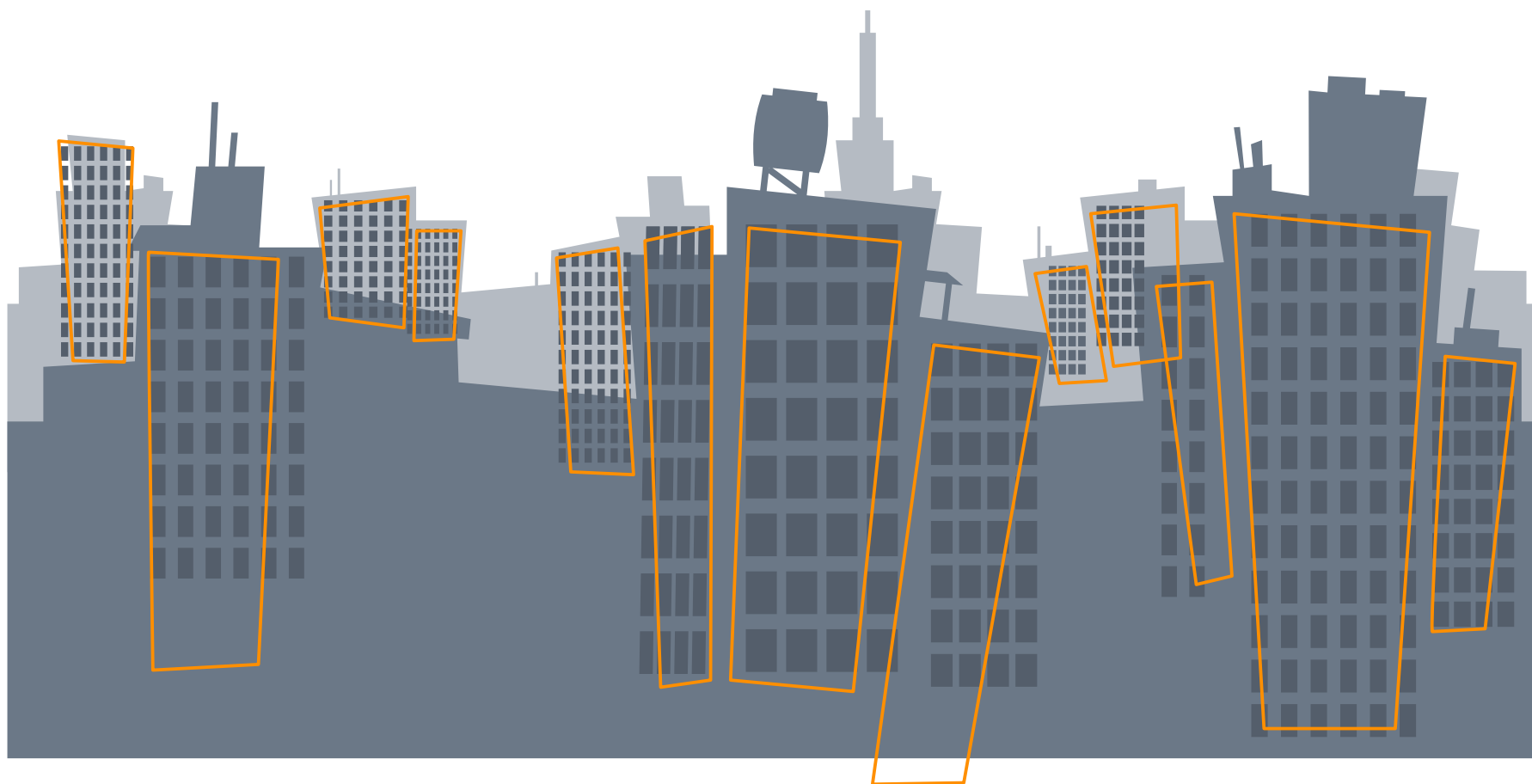
Combine by using the *Path/ Union (CTRL++)*.

After grouping your windows, duplicate them a few times and place them on the scene. Delete or add some rows and columns to match the building shapes.

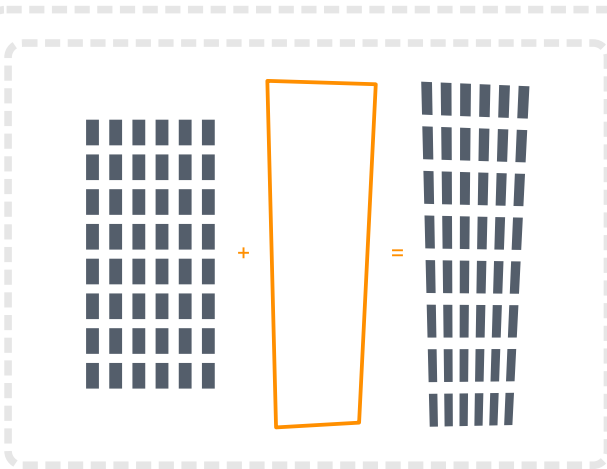Combine the groups of windows for one building to make it one object.

Next we want to deform our window objects by using the envelope command (*Extensions/ Modify Path/ Envelope*).

In order to do that we need 'envelope shapes' that will define the destortion. Create some rectangles over the window blocks.

Adjust the nodes of the new rectangles for a whacky look.

Select a window block and the 'envelope shape' and use the envelope command (*Extensions/ Modify Path/ Envelope*).

Depending on the complexity of the object to be deformed it can take a few moments for inkscape to do the envelope.

Note:
You can also draw the envelope shapes with the line tool but you have to make sure to start with right side in order to get the right orientation.
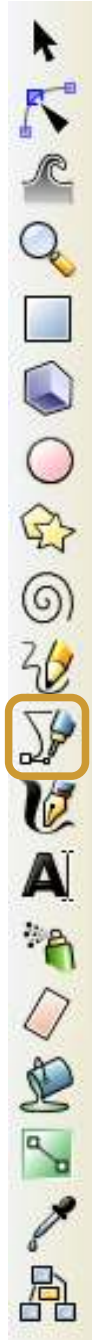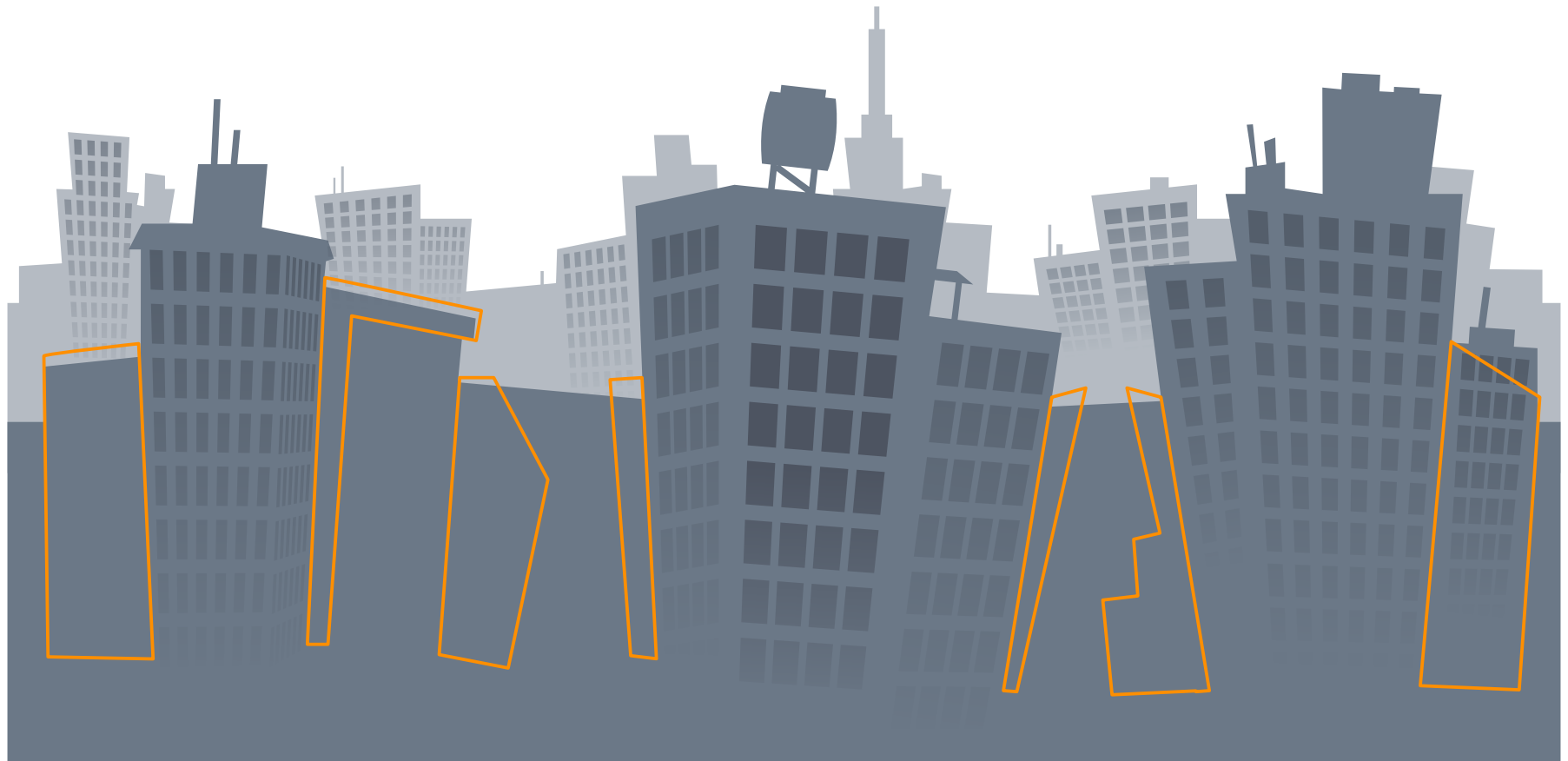
Let's clean up the scene now. The deformer shapes are no longer needed and you can delete them. Add some transparency gradient to the windows.

Using the node tool take some of the windows off where they don't fit the building shape (e.g. in the top left building above).

You might want to adjust some of the house outlines to match the nice effects created by the windows.

To add some depth to the scene and define the buildings a little better, let's create a few shadows.

Using the pen tool ⬜ draw some shapes that follow the lines of the windows.

For the central building I drew an additional shape to create some shine effect.

After triming the shadow elements and giving them a transparent gradient as well it's time for the final touches.

Darkening some windows and adding some highlights here and there.