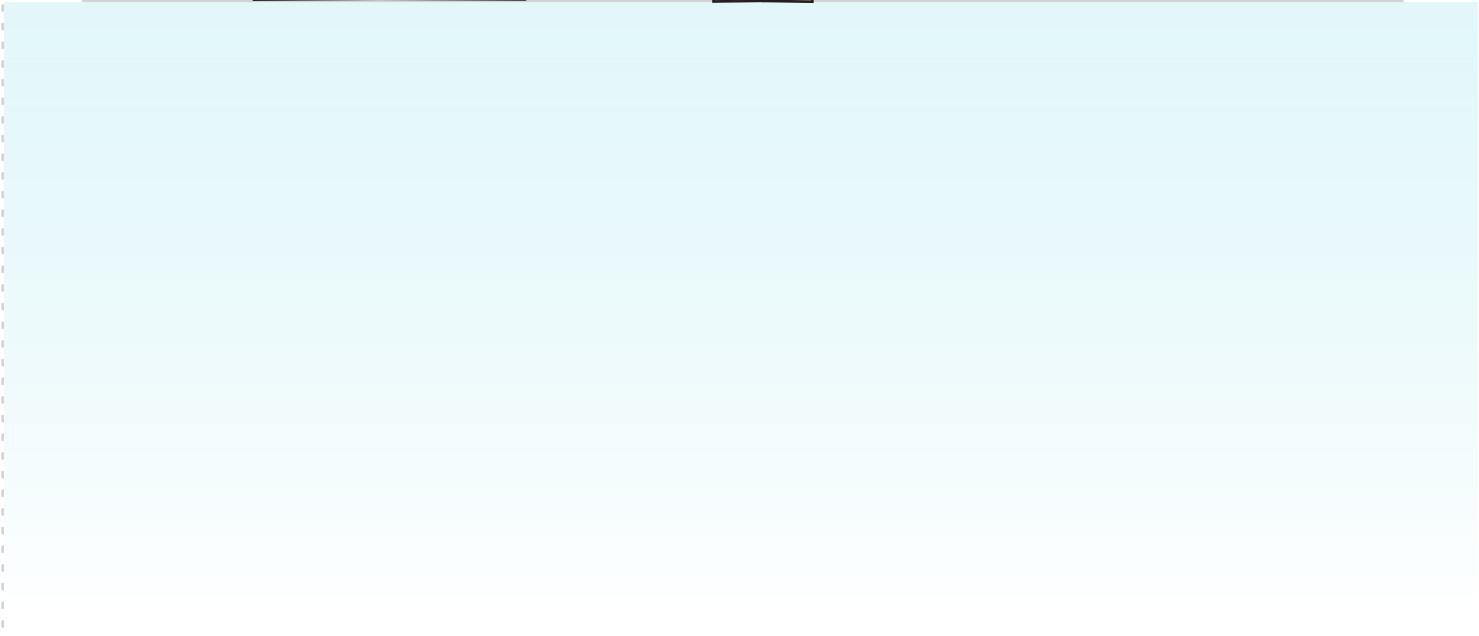# Final CityScape

Make: A city scape.

Steps:

1. Copy and paste all buildings on this page. Arrange buildings using the layers palette. Position the bottom of each building so that the bottom aligns to the grey line on the right.

2. Once you've designed the cityscape, reflect the city below the line. It should appear as if the city is being reflected into a body of water.

NOTE: There is a blue gradients that is locked and will help you create the water reflection effect. To use them, make sure the instructions layer is on top of all your buildings.

Project 02:
Cityscape

Make: A cityscape. You will create 10 unique buildings. Use simple shapes and the perspective grid provided. You will put your flat building shapes into perspective using the free transform tool (E). For the final step we will add a relection to the cityscape as if it were being reflected into a lake.

Make: Four supporting buildings. These will be the small buildings on the front and sides of your cityscape. Since these will be in the foreground, you will need to include things like the door and any street level details.

Steps:

1. Create one face of the building flat including doors and windows.

2. Group and copy the face.

3. Use the Transform tool (E) to warp each face into perspective.

TIP: Use layers to store and hide the buildings you've made.
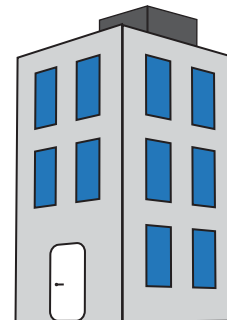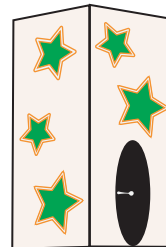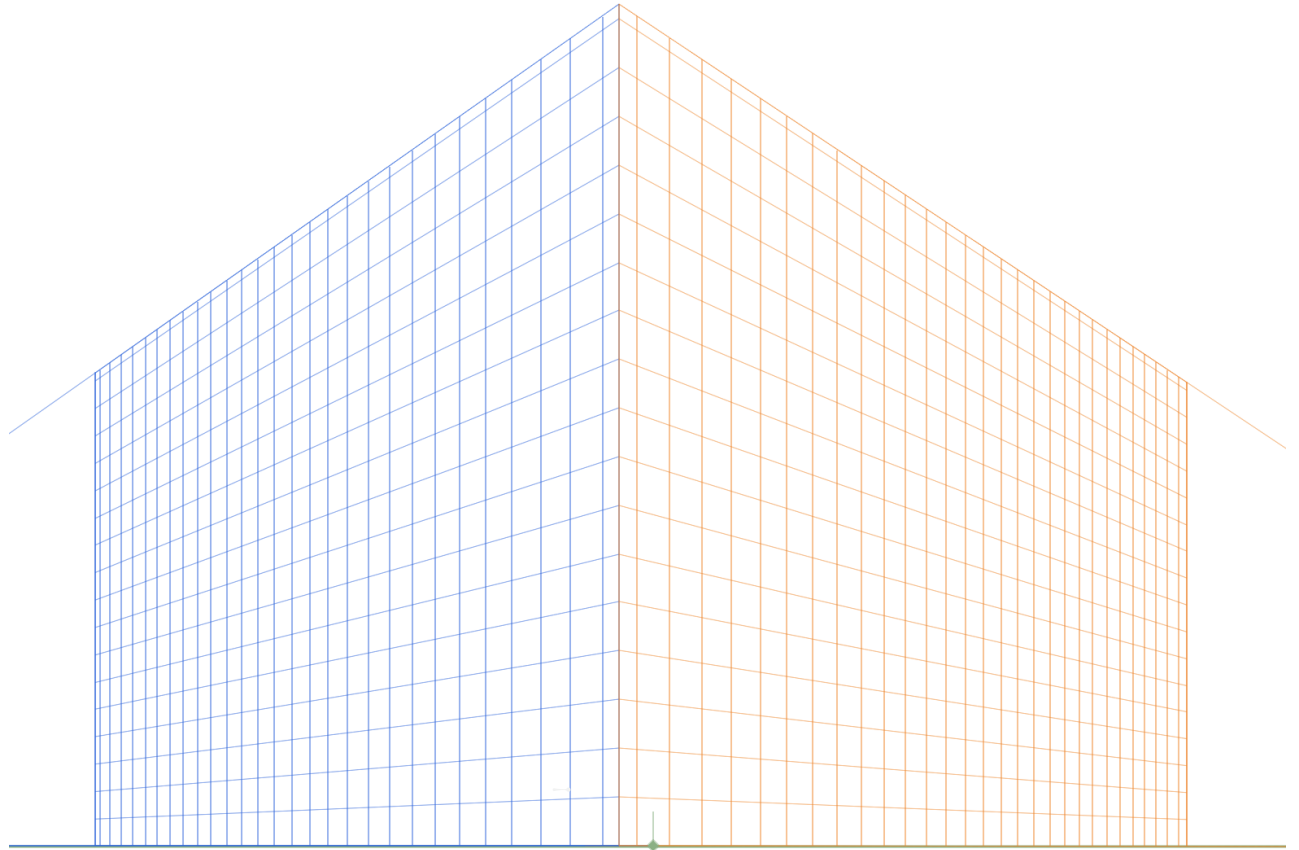
Medium Buildings

Make:
Three Medium Buildings. These are generic buildings. Apartments and older more standard buildings.

Steps:

1. Create one face of the building flat including features and windows.

2. Group and copy the face.

3. Use the Transform tool (E) to warp each face into perspective.

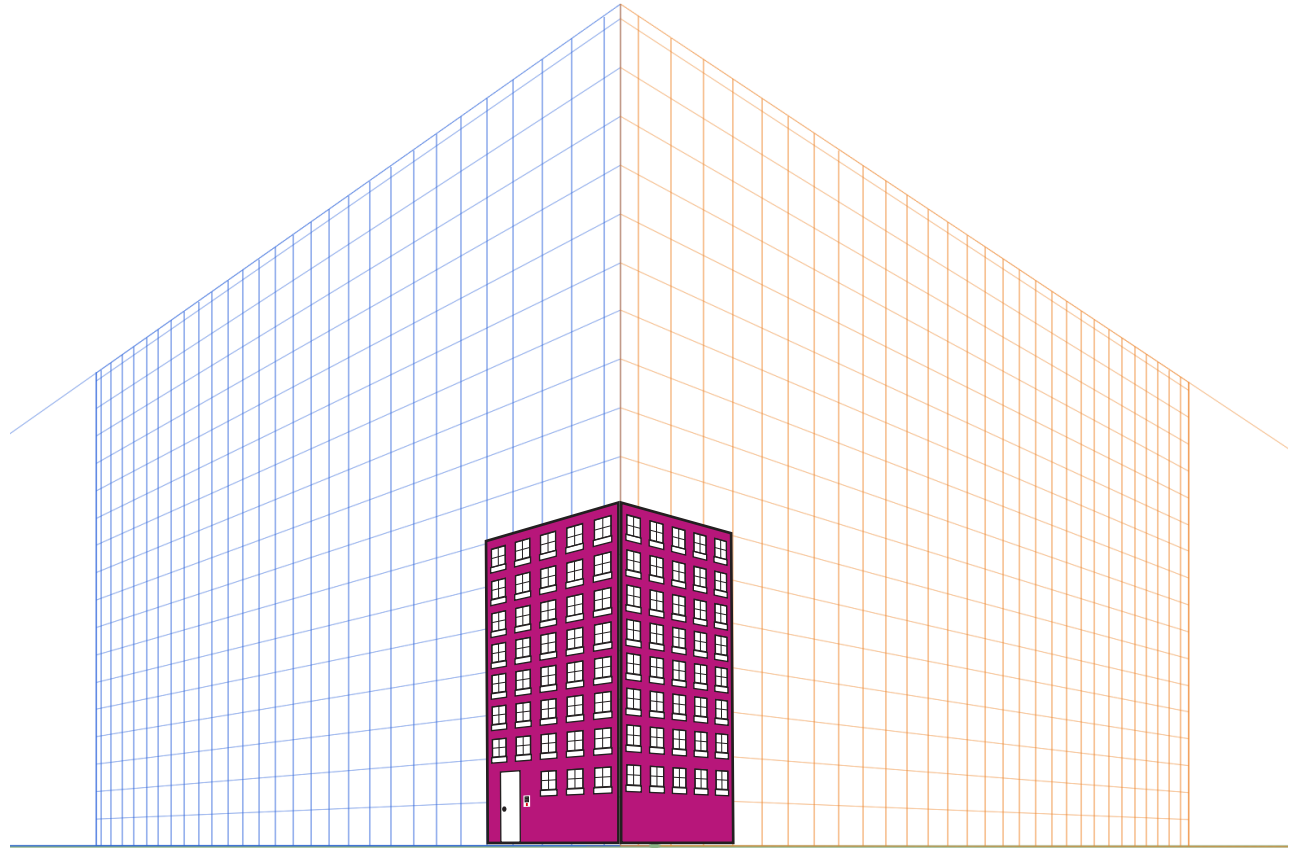*TIP: Use layers to store and hide the buildings you've made.*

Main Buildings

Make:

Two Large Buildings. These are the business buildings and should have interesting architechtural features. Tiers, roofing features like antennae, window variations, etc.

Steps:

1. Create one face of the building flat including features and windows.

2. Group and copy the face.

3. Use the Transform tool (E) to warp each face into perspective.

TIP: Use layers to store and hide the buildings you've made.
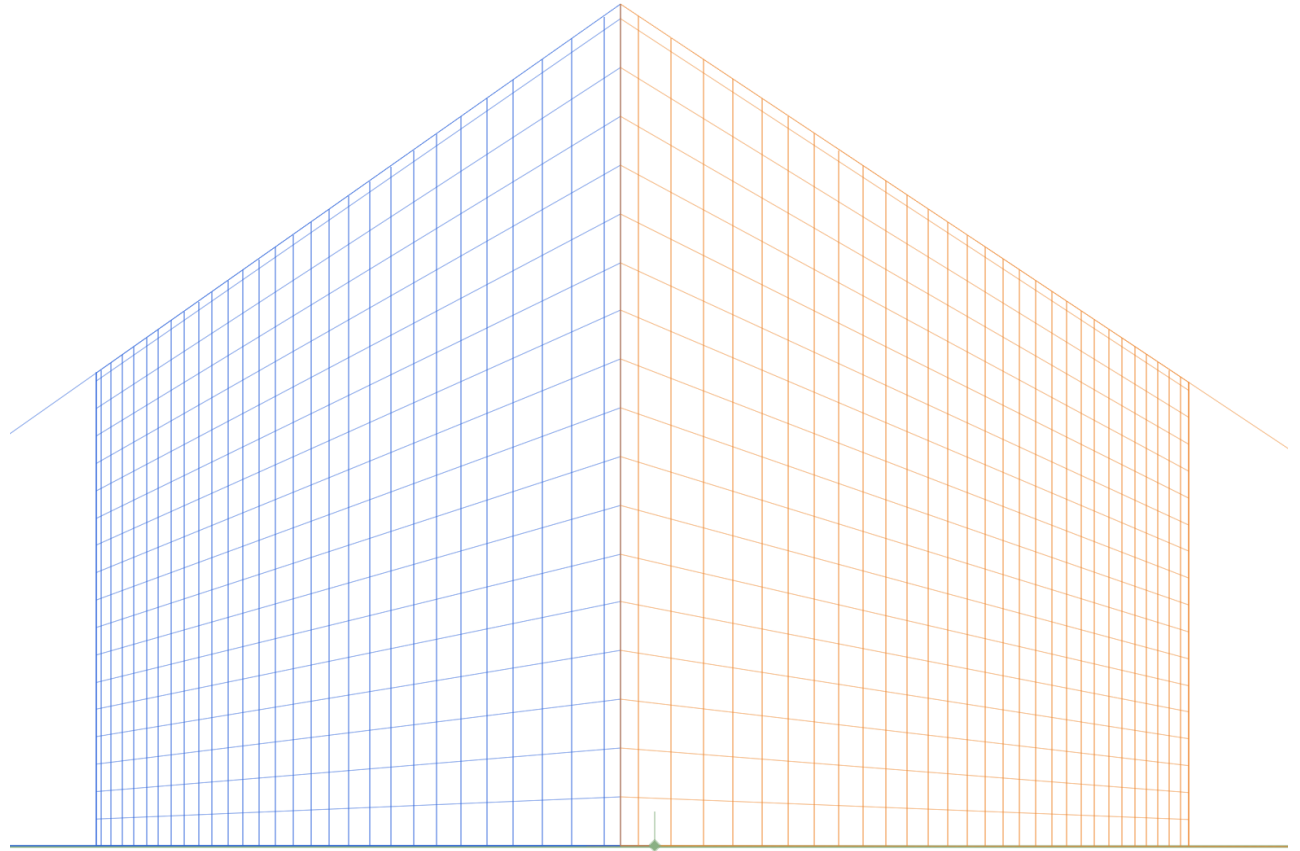
Skyscraper

Make:

Make one hero skyscraper. It should be the tallest

Steps:

1. Create one face of the building flat including features and windows.

2. Group and copy the face.

3. Use the Transform tool (E) to warp each face into perspective.

TIP: Use layers to store and hide the buildings you've made.