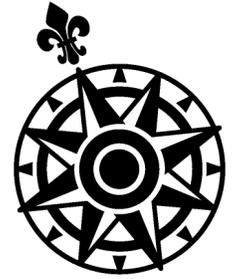


Mapping Guide: Jon Roberts Cities

Introduction

Welcome to the March issue of the Cartographer's Annual 2012. I'm especially pleased to complete our "Jon Roberts' Maps" trilogy (overland, dungeons and cities) with this issue. Jon creates some amazing cartography artwork and we are more than happy to be able to provide styles based on his art in the Cartographer's Annual.



So this month we'll be creating a city based on Jon's artwork. It is best suited to moderately-sized cities and towns, where we still draw individual buildings as opposed to whole city blocks.

This mapping guide assumes you own the **City Designer 3** add-on, making use of its street and house commands. If you don't call CD3 your own, you can still use the issue, but you'll have to place buildings individually as symbols on the map.

Creating a Jon Roberts Style City

Start out as usual by creating a new map from **New** > map type *Cities* (decide settings myself) > Annual Jon Roberts (your choice of imperial or metric version).

Set the size, add cartouches, map title and so on as you prefer then click **Finished** and save the map.

For a starting map I recommend a size not larger than 2000x1600 feet. It is a suitable size for a small town and doesn't overwhelm you with the amount of streets and buildings necessary. Draw larger cities once you're comfortable with the tools.

If you click **Next** instead, you can change the background texture and already add a grid at this point.

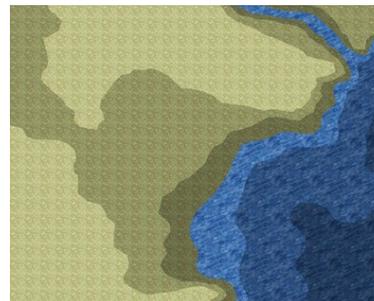
The Physical Layout

Depending on whether you've chosen a land or water background, draw either any major water areas (river, lake, sea) or the landmass first, using the drawing tools *Water Default* or *Land Default*.

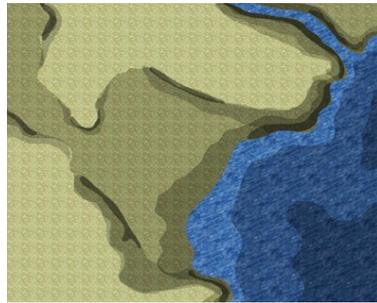


City Designer 3

CD3 is [ProFantasy's city mapping add-on](#) for Campaign Cartographer 3. It contains a huge amount of symbols and textures for creating city maps, including futuristic sets.



Then take a look at the *Terrain* drawing tools (click **All city drawing tools**  to access them). Use the *Contour 1* and *Contour 2* tools to highlight higher elevations on your map. If you want to add more contours, use the *Contour*



Higher tool. For deeper water areas, use the *Water Darker* and *Water Darkest* tools.

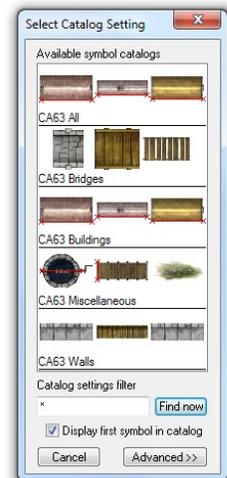
The next step is a bit tricky and not strictly necessary, but can be very rewarding, if you take some care with it: Use the *Terrain Contour Shadow* tools (lighter and darker) to darken areas which have a strong slope or cliff face. This will improve the visual depth of the map, giving the user a stronger impression of the vertical layout.

City Wall

I often use the city's walls to define the overall shape of the settlement. Open the *CA63 Walls* catalog by clicking the **Symbol Catalog Settings**  button and choosing the matching setting.



The first two symbols in the catalog are connecting symbols and can be used to draw longer stretches of the wall, while the 20' sections can be used to fill in shorter stretches and gaps. After drawing the wall itself, put tower symbols on the corners to hide any gaps in the wall.



Connecting Symbols

Connecting symbols – indicated by the little “c” in the upper right corner of the catalog window – are special groups of symbols which can almost be drawn like lines or paths.

More complex connecting symbols (for example as available in *Cosmographer 3*) have proper angle connectors.

Streets and City Background

Next up is the city's grid of streets. Right-click the **Road**  button to see the drawing tools for that purpose. I start by laying down the major thoroughways of the city, and then add branching roads, open places and side streets.

Load the *CA63 Bridges* catalog  to add stone, wood and rope bridges where your streets cross water or other obstructions.

Then add background fills for the city area – dirt, earth and dust areas for example. You'll find the drawing tools for these under the *Terrain* tools. With these I usually define the more densely settled parts of the city to differentiate them from the surrounding landscape.



Important Buildings

Now I go ahead and add significant and/or special buildings to the map. For those I choose symbols from the *CA63 Buildings* catalog (click **Symbol Catalog**

Settings  to select) as they are a little more elaborately drawn than the ones you can create with the **House**  command.



The buildings are smart symbols, meaning you can align and offset them to and from the existing streets. If the smart behavior interferes with symbol placement at any time – which can happen if you are trying to place a symbol near several roads – simply right-click and check the *Disable smart symbols* box in the parameters dialog.

Generic Buildings

It's time to add the majority of buildings to the map. A substantial town can have a lot of houses, and adding them all individually can take quite a lot of time. But we have the **Random Street**  command at our disposal, which makes the process much less painful.

Simply click the **Street** button, select a road, pick a side and move the cursor to display house outlines along the street. Move the cursor back and forth to randomize the house shapes until you have something that you like, then left-click to place the houses and finish.

Move through the city to place houses in this way where possible, and then add individual houses with the **House**  command to fill in any gaps.



Random Street Settings

Right click the **Street** button to select different random street settings.

The default is a tightly-spaced row of houses on one side of the street, but there are a number of different options available, and you can create your own.

Everything starting with *CA463* matches the Jon Roberts Cities style.

Vegetation and Miscellaneous



We are getting close to finishing the actual map now. Use the *Terrain* drawing tools to add fields, gardens, meadows and similar features in and around the city. Load up the *CA63 Miscellaneous* catalog  and add trees to the map.

You'll notice that the *Miscellaneous* catalog contains a few other neat features. Add some piers and wells to the map as well as some rock outcroppings to give the landscape a finishing touch.

Text Labels

Finally we need to label the city. Use the **Text** command to add labels where appropriate. Note that the map style (and its sheet effects) are set up to use a bright text color. I usually label at least the most important buildings, differentiate the city quarters and add a title, plus perhaps a little description to the map.

If you want, you can also use City Designer3's **Create Index** function on the map, but I'll not be covering that here. Check out previous city Annual issues, or the help file entry *Create Index* to see how it is done.

Scale Bar and Compass Rose

Load the *CA63 Cartouches* symbol catalog  to add a compass rose and/or scale bar to the map, if you didn't already so when you set up the map in the new drawing wizard. There is a special drawing tool available, called *Map Cartouche Line* that draws slightly translucent lines for sprucing up the map border or the cartouches, as you can see in the example map.



Sheet Effects

Now open up the Sheet and Effects dialog and load the effect setting most closely matching your map size. The Jon Roberts style comes with three different effect settings (500, 1000 and 2000 – use the larger dimension of your map to compare).

If you create significantly larger or smaller maps than these sizes, you can create a new setting by adjusting the size values of the sheets' effects. Divide your map's maximum dimension by the effect's size (the number in the name) to get the factor you have to adjust by. For example, if you have a 5000 unit map and are working from the *CA63 2000* setting, multiply all size values by 2.5.

Only do this up to and including the ROADS sheet (working from the top) and leave all sheets after that alone.

Finally turn on the sheet effects to display and export the city map.

