

3D Intro: Simple City (Pixarville)

1. Setup a city (Intersection w/ 4 blocks) + park or recreation area not included in the 4 blocks
2. Locate typical street width for two lanes + turn lane
3. Locate typical building setback distance (city of Chicago)
4. All structures should align with setback distance
5. Street level should be recessed 7" below curb
6. Handicap access ramps should be gradual from each corner to street level – find code requirement for slope (rise/run, in this case 7"/?)
7. Buildings should be constructed from a variety of shapes/styles Figure out a method of being able to move throughout each building so that you will not have to cross the street – CANNOT GO THROUGH MORE THAN 1 OTHER (ADJACENT) BUILDING REACH OTHER SIDE OF STREET
8. Construct balconies on 4 structures
9. Construct windows on all structures (with depth) – use trim on some or all if possible
10. Construct one structure so that it is "hollow" i/e: has apartments that view the street and an inner courtyard where there would be a pool or landscaping or garden, etc.
11. Place each structure on a separate layer with different colors
12. Must include 3 subterranean passageways
13. Bonus: assign materials to do a simple rendering