

Hi, this is a tutorial about how to make your own dam using my set.
You can download the beta dam set here (outside Simtropolis)...
(<http://descargas.cap...c&descarga=3446>)

STEP 1: Make sure to get the these tools:

OPTIONAL DEPENDENCIES:

-Substation Pack 1 by Homefryes (<http://www.simtropol...ubstation-pack/>), required for power pylons to appear (eye-candy)

Optional files for building the dam:

I suggest having the these files. They will help you in making the dam in the game.

-Hole Digging lots (<http://www.simtropol...e-digging-lots/>), which will help you in raising the terrain and making small hills using the "ground lifter." Now included in NAM also.

-NHP Ennedi Slope Mod (<http://sc4devotion.c...php?lotGET=1512>), the *Diabolical* version will be useful in easily expanding the terrain.

-Extra Money (<http://descargas.cap...c&descarga=1415>), trust me, you'll need this cheat...

-God Terraforming in Mayor Mode (<http://www.simtropol...-in-mayor-mode/>), in some cases will help for fully terraforming.

-JRP Core Lot Pack (<http://sc4devotion.c...php?lotGET=1674>), (OPTIONAL), in my preference, this looks great with this set; especially for the reservoir. Take note of the dependencies needed for this set (Required to register in SC4Devotion)

-JRJ Rural Culverts and water effects (<http://sc4devotion.c...php?lotGET=125>) (OPTIONAL), for the esthetical water effect at the bottom of the dam. (Required to register in SC4Devotion)

STEP 2: Knowledge about mak the dam.

In this tutorial, we will be making a real dam. If you are wondering how real dams look, you can read this Wikipedia article: <http://en.wikipedia.org/wiki/Dam>

What we will do is make the reservoir, the shape of the dam, and the downstream area. The reservoir is usually above sea level. Because of that situation, it is hard to do in SimCity 4 because the game makes water areas at the sea level. For this reason, it is recommended to use "ploppable" water so you can recreate the reservoir. You can choose any ploppable water you like.

In this tutorial, I will manually terraform the ground. For appearance purposes, when you place your dam in a region, make sure the reservoir behind your dam is reasonably placed. This means there is no city or sea behind it. For this reason, it is recommended that the reservoir is built at the edge of the region. Is recommended to download a map of real life with an existing dam, hopefully this modular set can fit with the terrain, unless you do an extensive adjustment.

The modular set that I designed, is based on Folsom Dam, Sacramento, California (http://en.wikipedia....wiki/Folsom_Dam). However, it is not an exact recreation. I have exaggerated

the height a little, and the design is slightly different than real one. The height of the dam in game is 240 meters, which I will explain how to find and adjust in the game.

STEP 3: Place your dam in your city.

To begin, make sure to start a large city. It is not recommended to make the dam in small or medium cities. For now, use the "Ground lifter" to help raise the ground 15 meters each time.



Try to place the ground lifter in the center of city. If you are lucky, you'll see the fireworks in the beginning. Plop nearby.



STEP 4: Make the wall with ground lifter

The tool works by plopping the lot, and then drawing a road over the ground lifter. The land automatically rises 15 meters.



Demolish the street and lot, and again plop and draw over to repeat the process...





Repeat the process 16 times, if you already did it twice you have 14 to go; ie: 15×16 is 240. 240 is the number of meters that is needed to reach for the height of the dam. 15 meters are used by each lot and 16 is the number of times to put the lot.

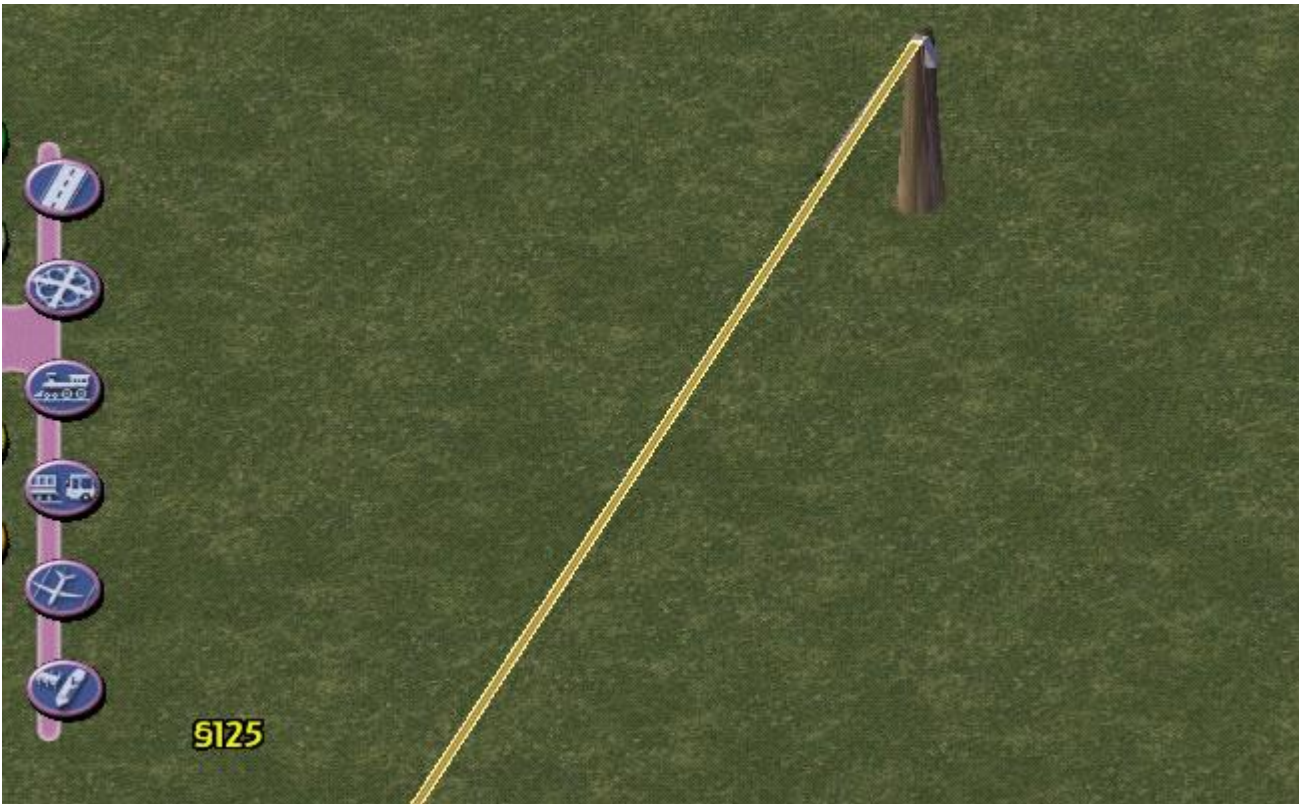
When you think you've reached the height, take a test and place a piece of the dam to make sure that it fits as shown below ...



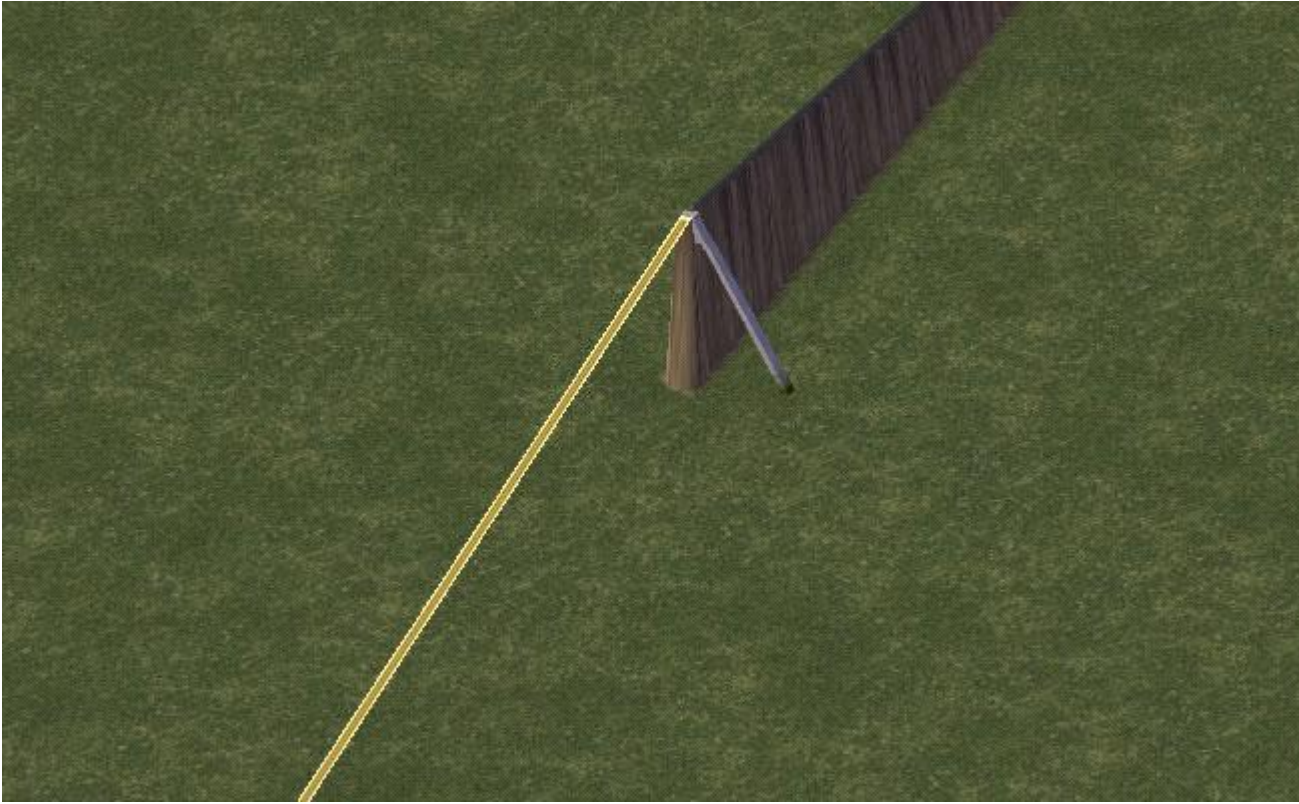
STEP 5: Extend walls using roads

In this tutorial we will shape the dam using the roads of SimCity 4 and the diabolical mod by Ennedi...

At the edges of the wall you just made, draw a one-way road to the ground. Note that you must have Ennedi diabolical mod to achieve this effect.



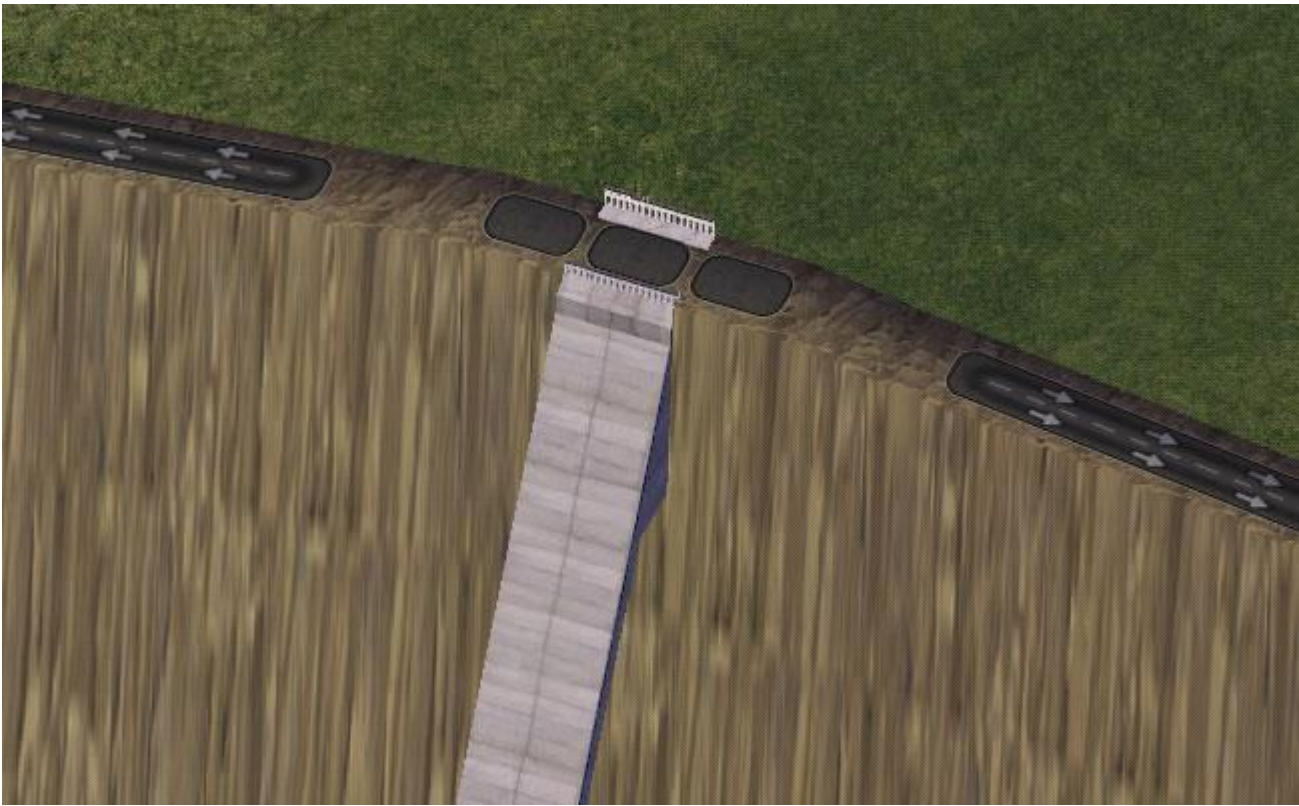
Repeat the process at the other side...



Destroy 4 sections on both sides of the roads, as shown in the picture...



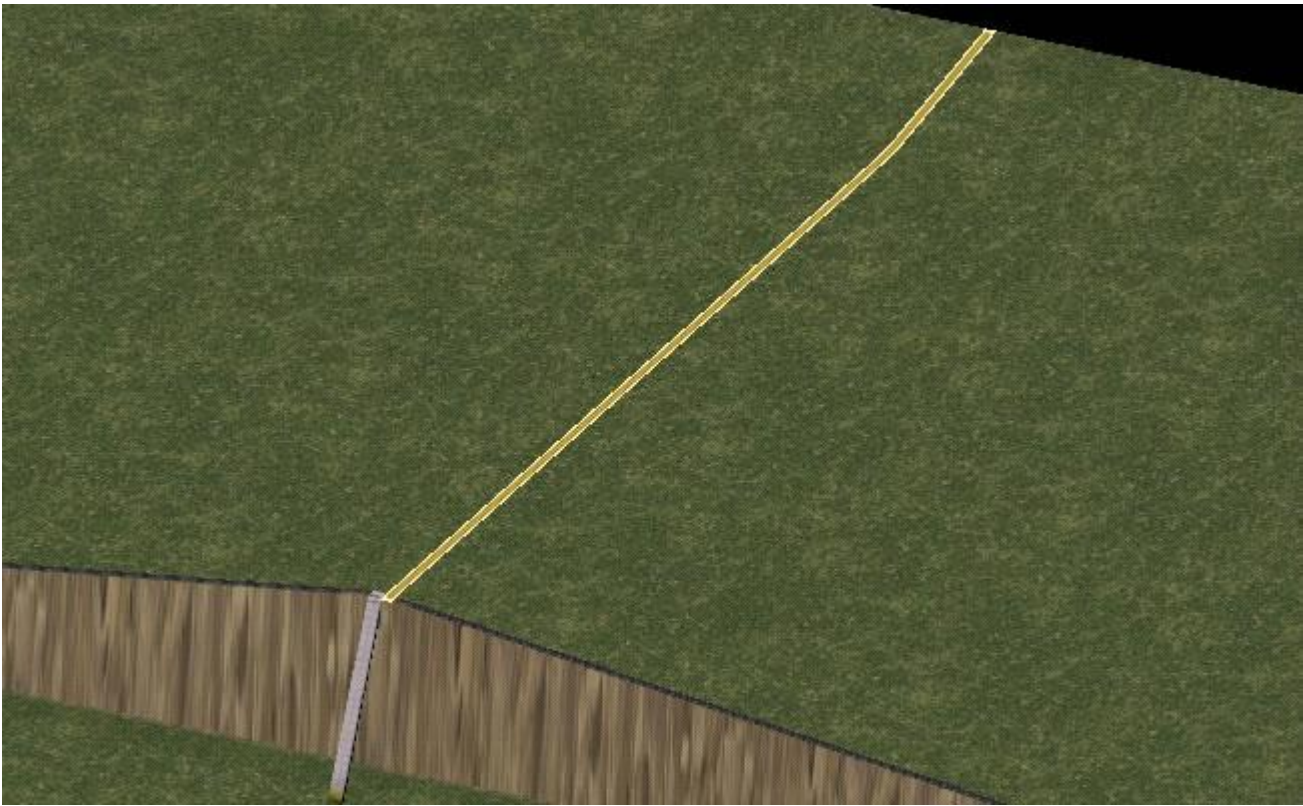
Place 3 pieces of road in the middle. Watch out! First, place the first piece in the center of the grid, on the flat part. Then place the other two on the sides. If you make a mistake, you have to repeat the whole process again.



Then destroy it. It only serves to flatten... 😬



On the flat part you just made, draw a one-way road on the back of the dam, along ...



Draw another two roads behind the dam...



Destroy everything again...



On the flat top, make squares of roads to flatten most of possible along... until you get the red square.



Until you get something similar to this...



In the back, start to flatten between 10-15 squares back, the farther back the better ... (I made a mistake here and then corrected it. If you like to save this error start back at 15 squares or behind)



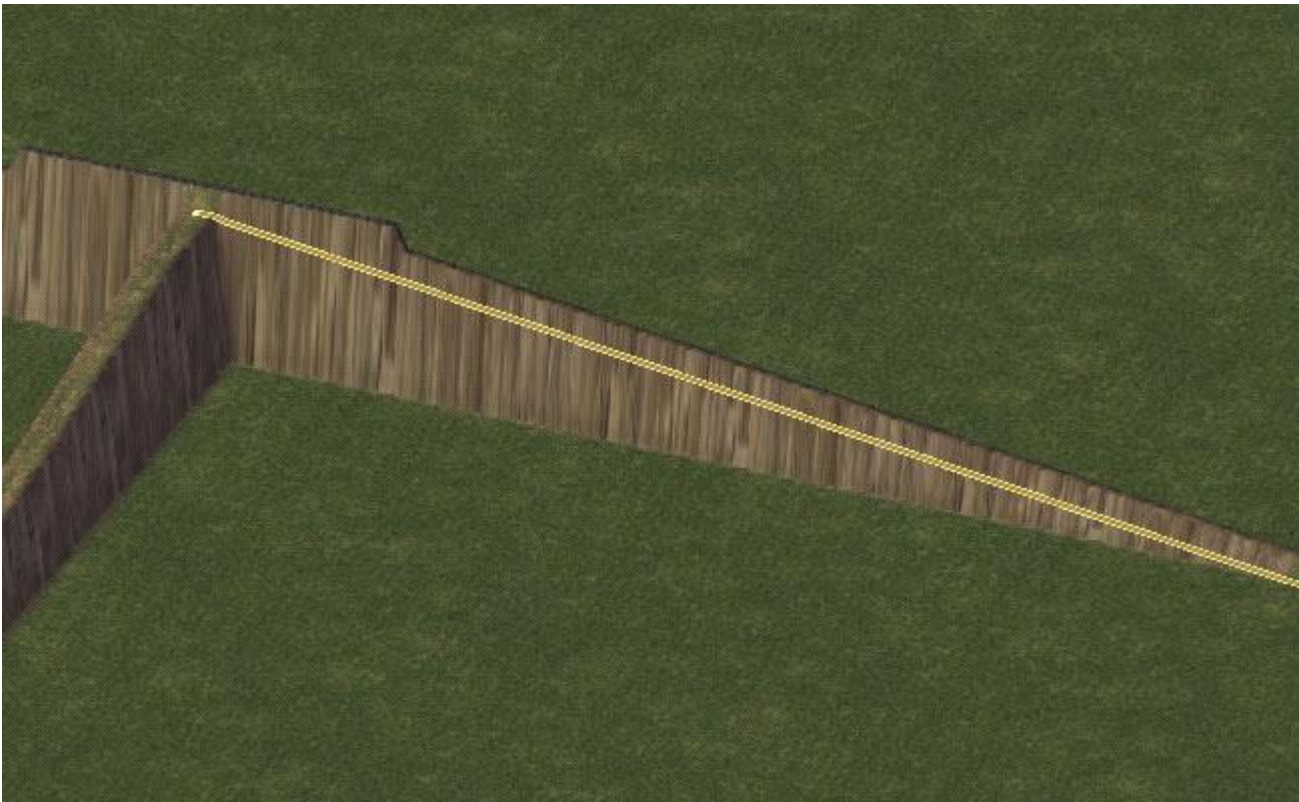
Cover the entire area as possible, until the red square appears that doesn't let you build.



Destroy all squares made...



As like with one-way roads, draw over the side, as shown in the picture ...



Make some more roads in the back to cover the flat area you made earlier. Cover about 5 spaces...



Repeat the same at the other side...



Make some more road squares behind the dam, for the reservoir, try cover the most possible area.



Until you get something similar to this image...



In the back, place road squares as far as possible ...



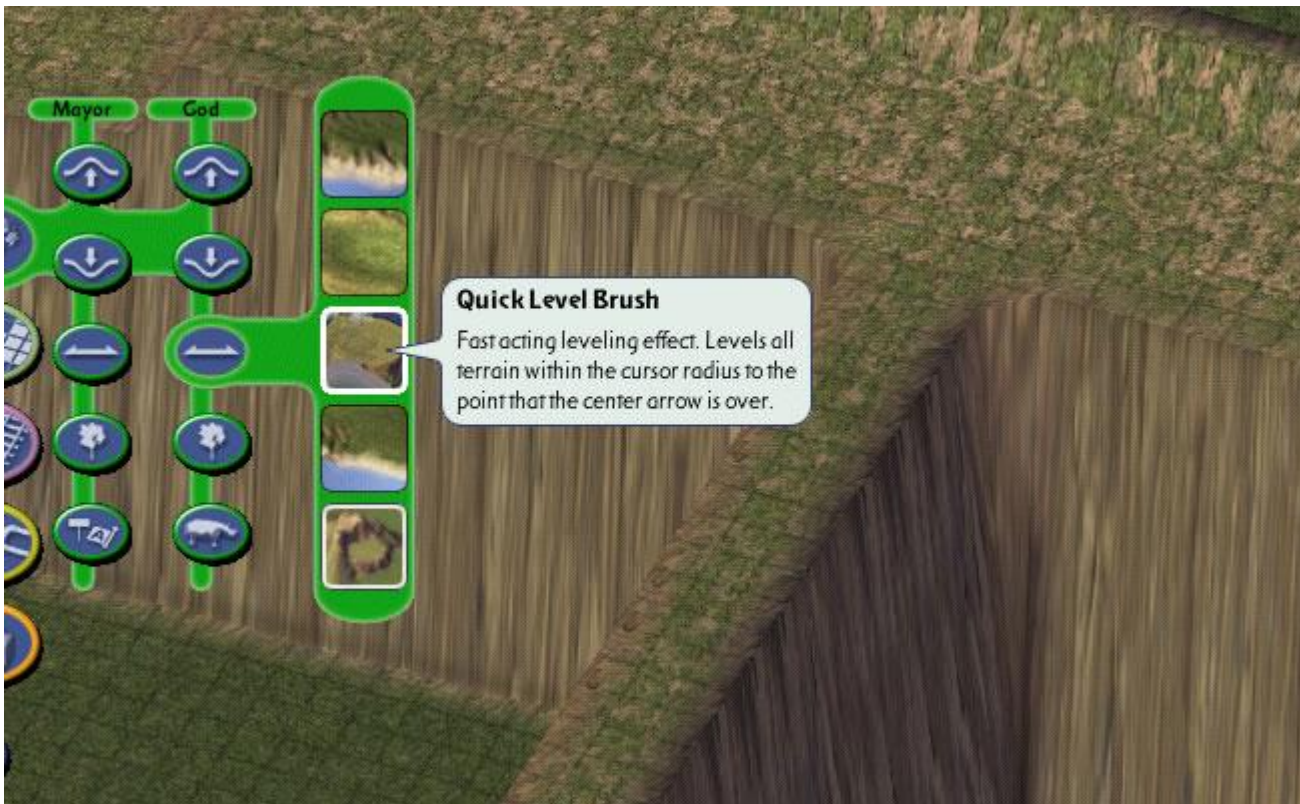
Destroy everything. You should have something similar to this...



STEP 6: Terrain modeling using God mode tool

Use the God mode tool, to shape the entire dam.

First, use Quick Level Brush, which will help quickly level up the whole terrain, you must be extremely careful with this tool. Try not to "miss" the dam you did before



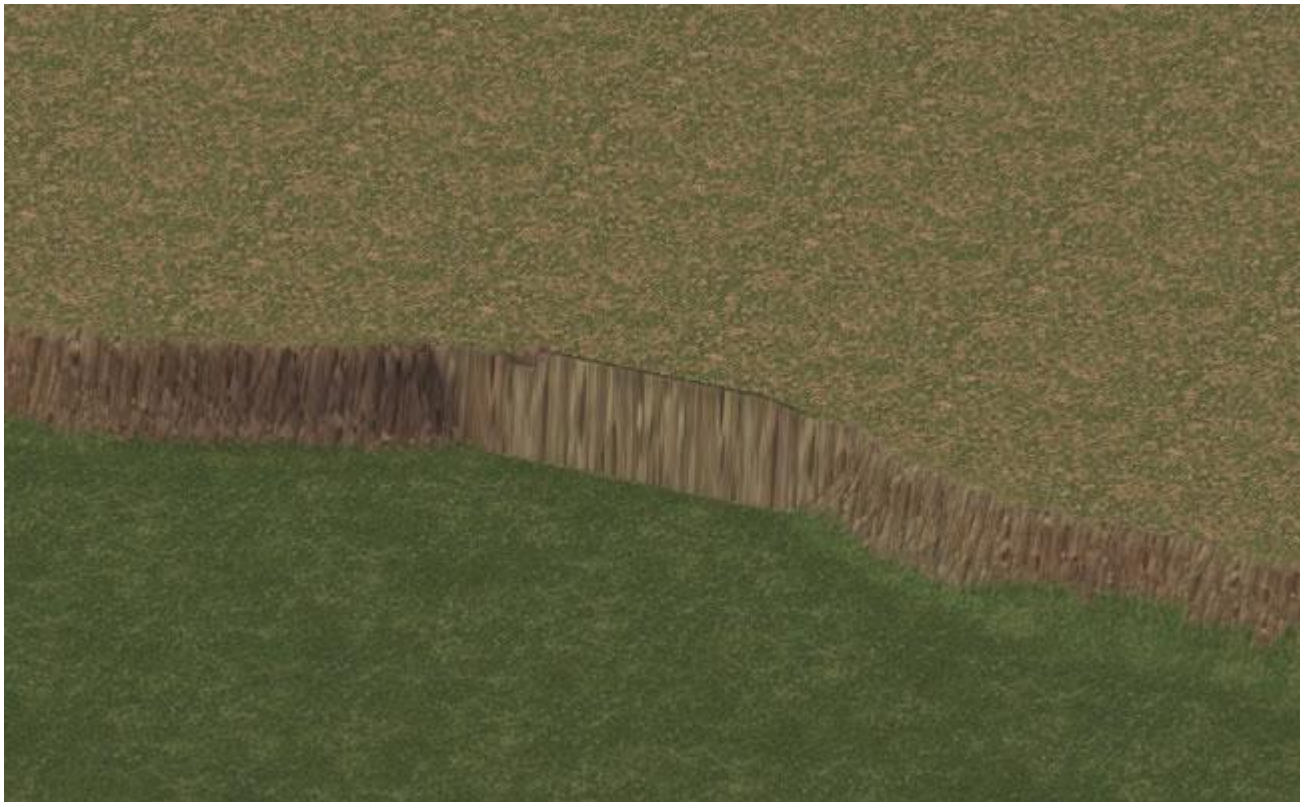
In the back of the dam, level on the "peninsula" that you had done before ...



Carefully level up all the land behind the dam ... This will be the reservoir of the dam ...



Until you get something similar like in the picture...



Level up the sides of the dam with extreme caution. Make something like a canyon around the dam.



You should get something like this...



STEP 7: Refine modeling and make mountains...

Smooth the top to avoid "losing" the details of the dam in a future edition.



Shape the bottom of both sides if needed ...



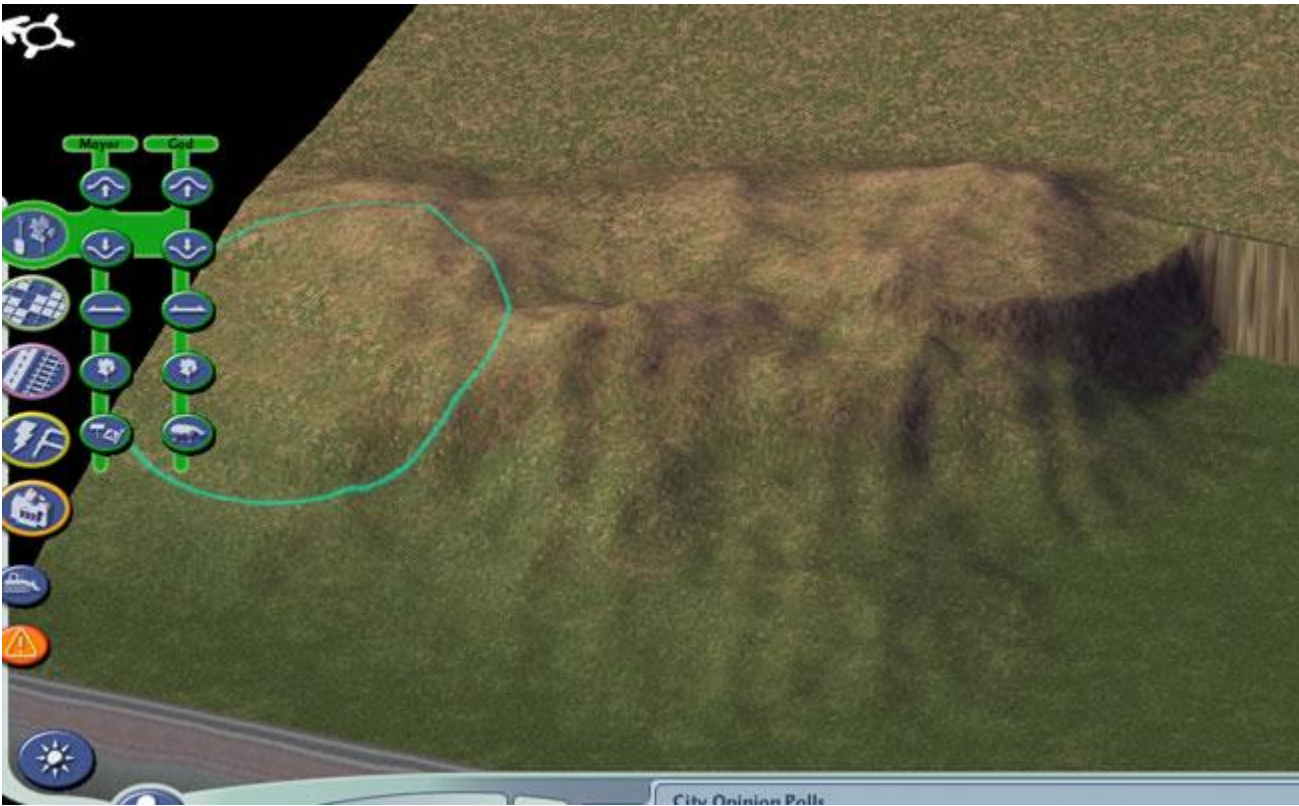
Destroy any roads you have made before...



Select the mountain tool...



Make some mountains, using only a few clicks (without pressing), at the edges of the dam to give a more realistic shape ...



Same at other side..



Now smooth sharp edges near the dam ...



Until you get something like below...



STEP 8: Placing modular set pieces of the dam

Finally, you can freely place the pieces you want on the dam...

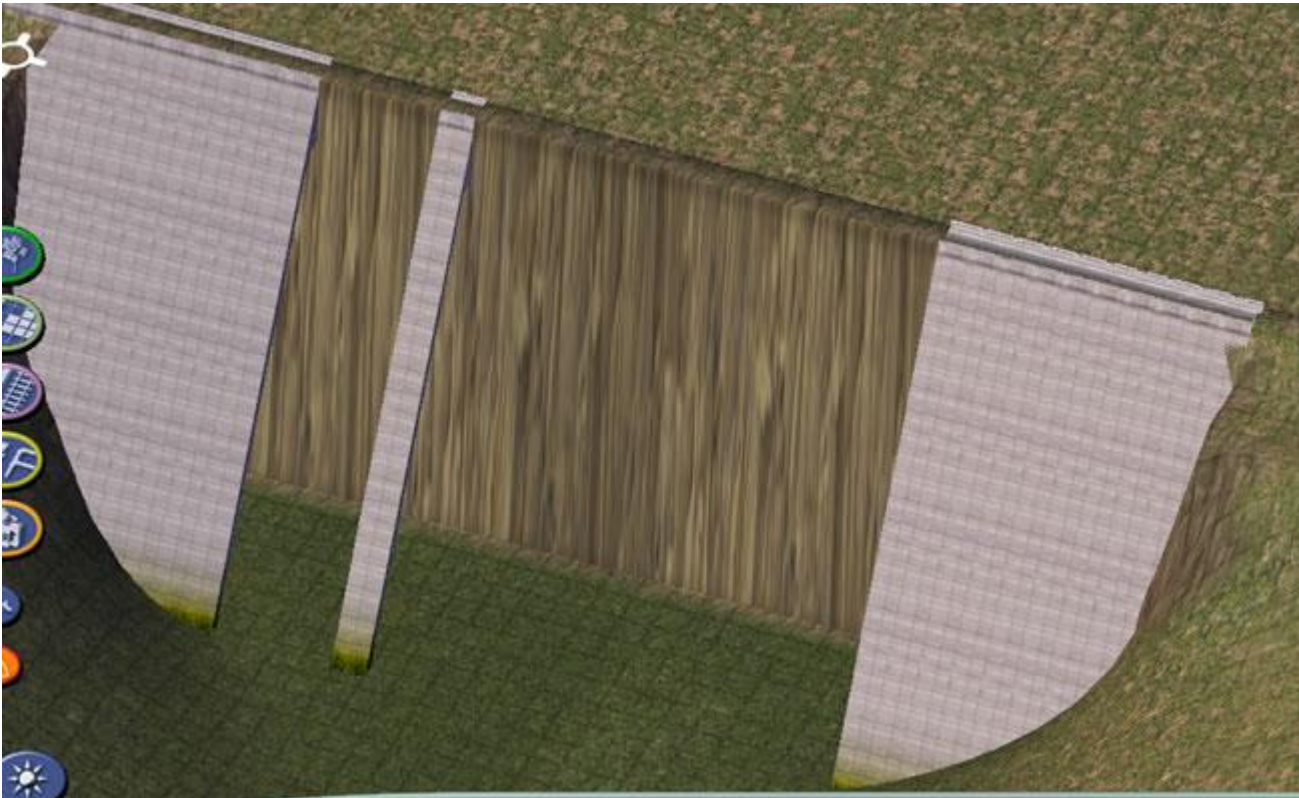
The first piece that I plopped is located 4 blocks away from the original wall at the bottom. If you did everything right the piece should fit exactly at top.



The next piece is called "Ending." It is to be placed on the edges of the canyons. If your dam is flat, ie not located in a canyon, you should use the transition and filling.



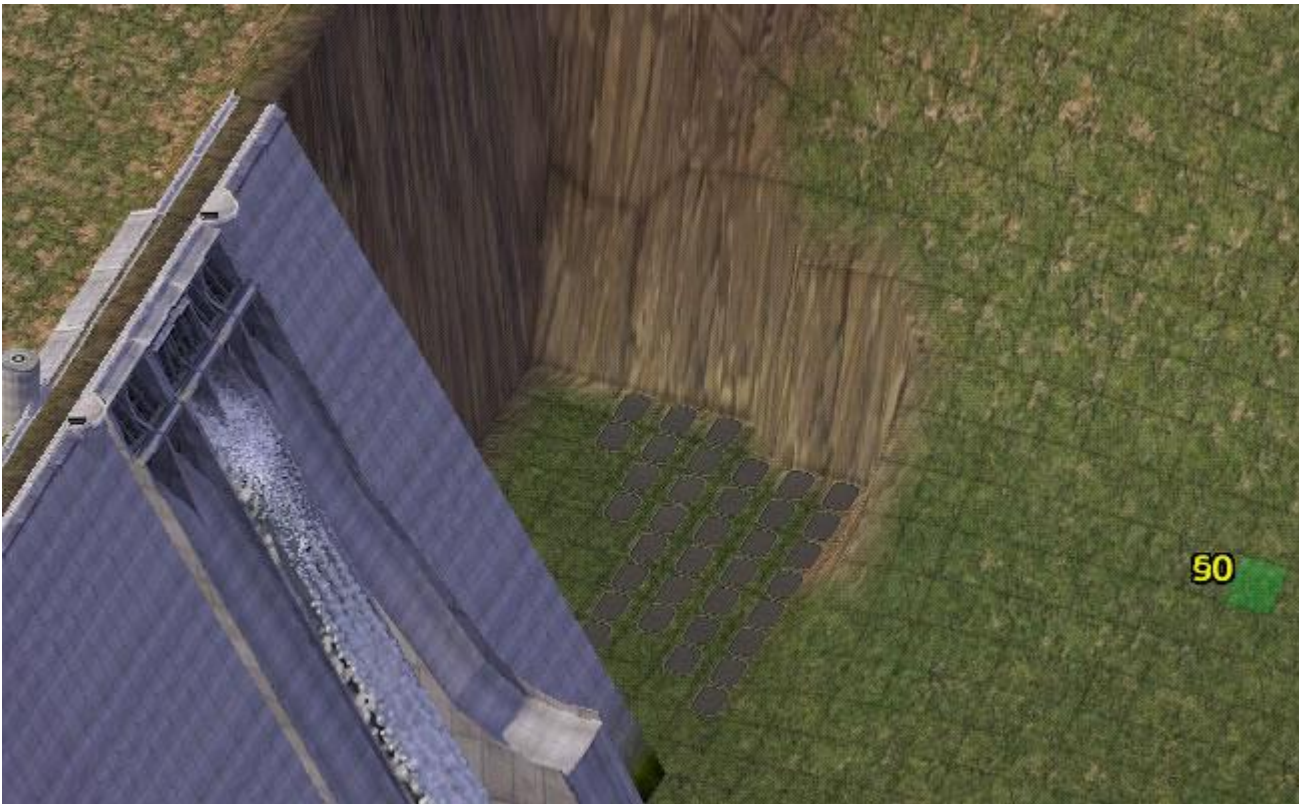
Put the opposite pieces on the other side and add the necessary number of central pieces...



In this image, we clearly see an error...



To fix this, you must level the terrain below... For this, destroy the parts that look bad, flatten the ground with roads, and destroy. Then put back the central pieces ...



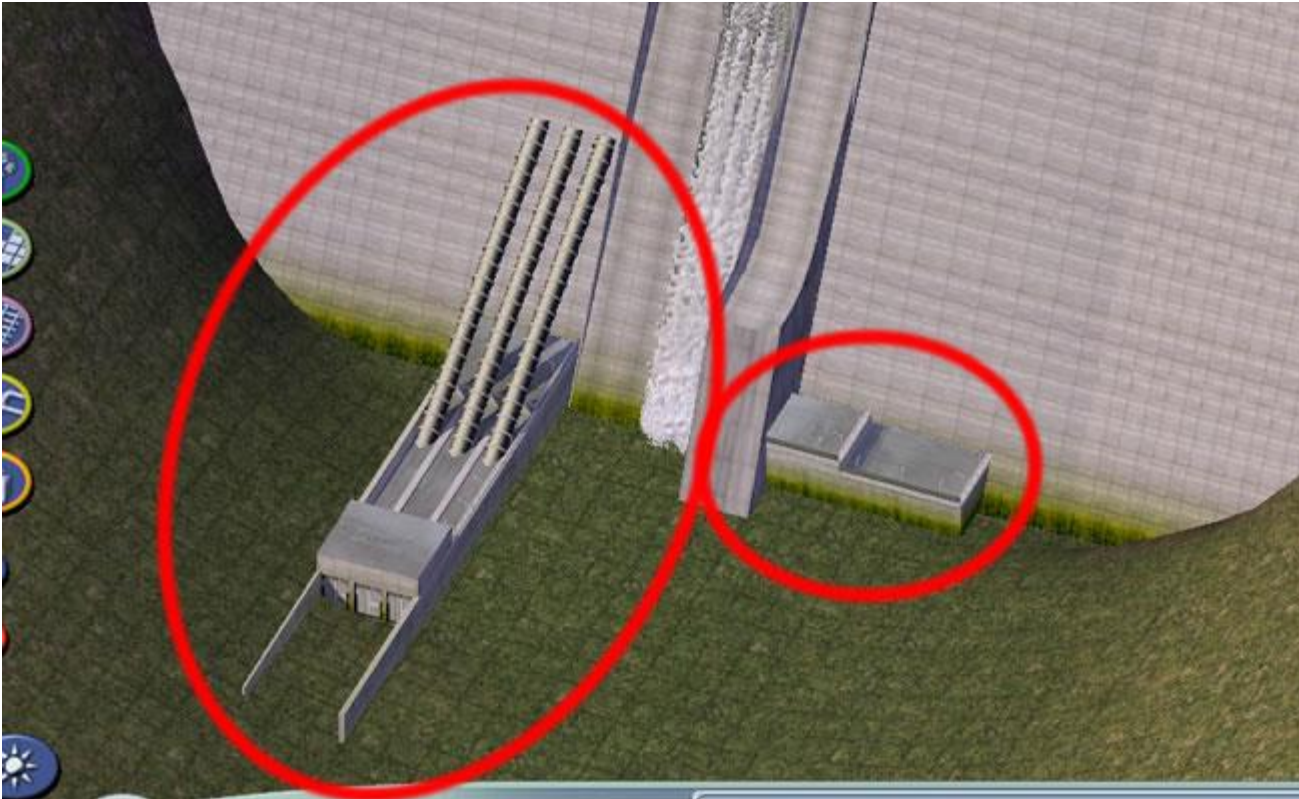
Finally, you should get something like this... (Note the zoom 4 and zoom 5 errors on top of the dam. There's nothing i can do to fix it, sorry)



STEP 9: Finalizing the details

In this step, I will show essential details for building your dam ...

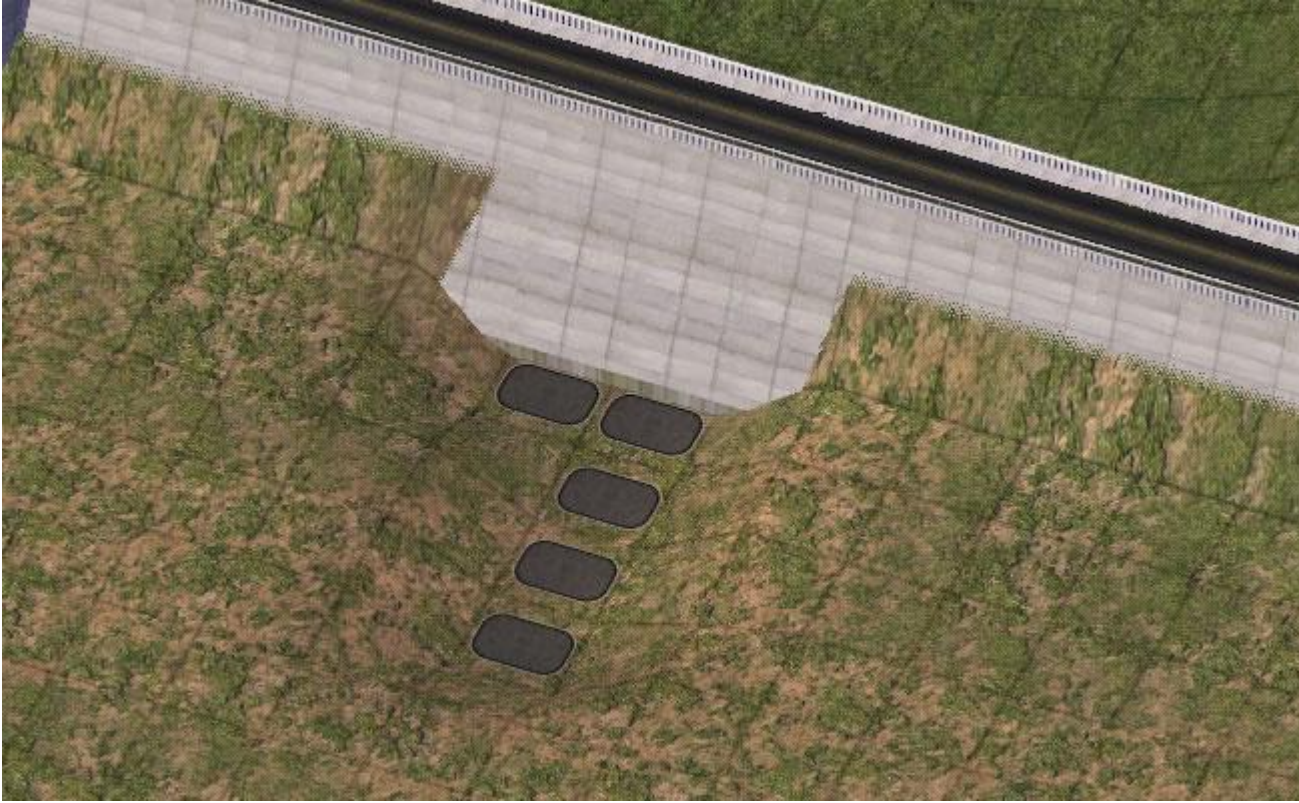
At the bottom, be sure to have a flat ground to put the pieces of the dam base. It can be placed in any position of your desire, here an example of how I did it...



In the back, you see the detail or the mistake I made, as I said



To fix, lower the ground in the mayor mode. Then flatten the whole area with roads...



After you flatten like this, destroy everything...



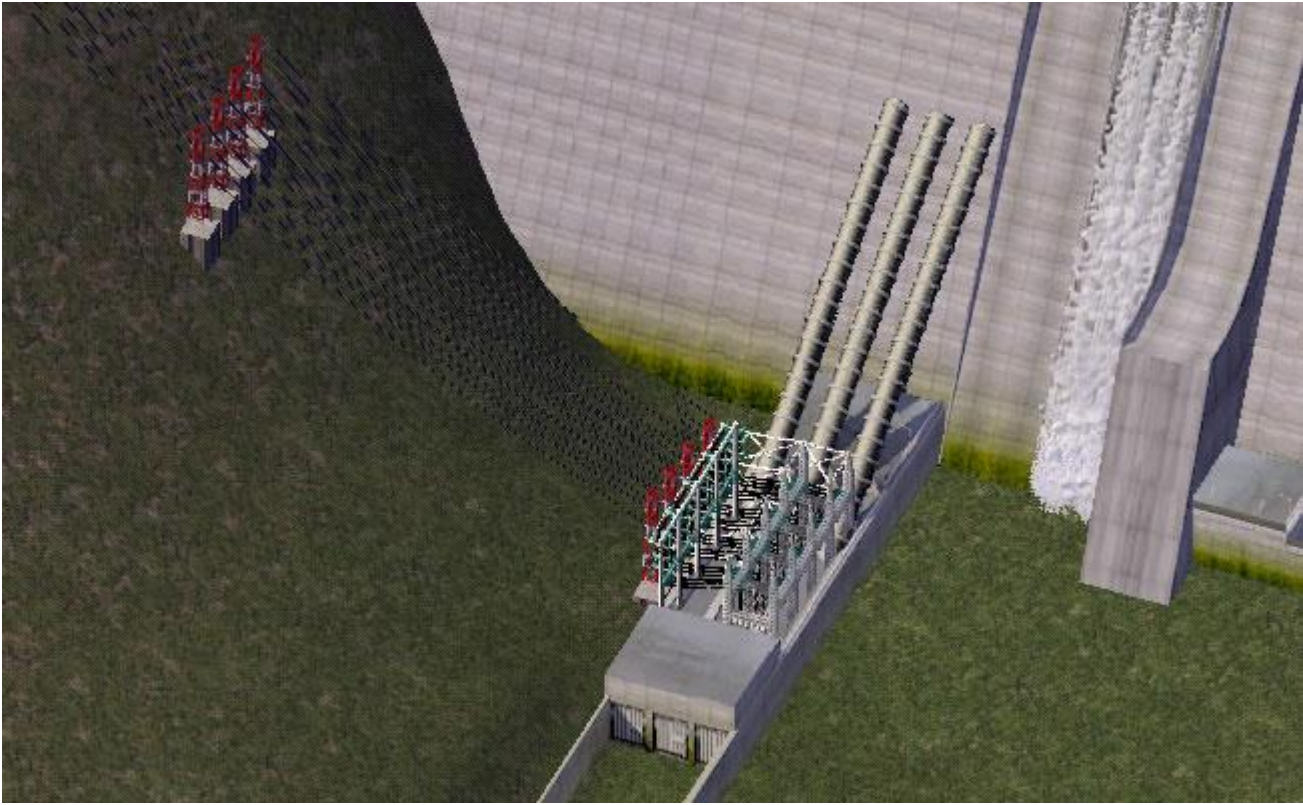
Use the quick level brush to flat the area rapidly...



And the final, fixed result...



On the other side, add some power lines to your dam for realism...



Add some water drop effect by Jeronij for visuals and realism...

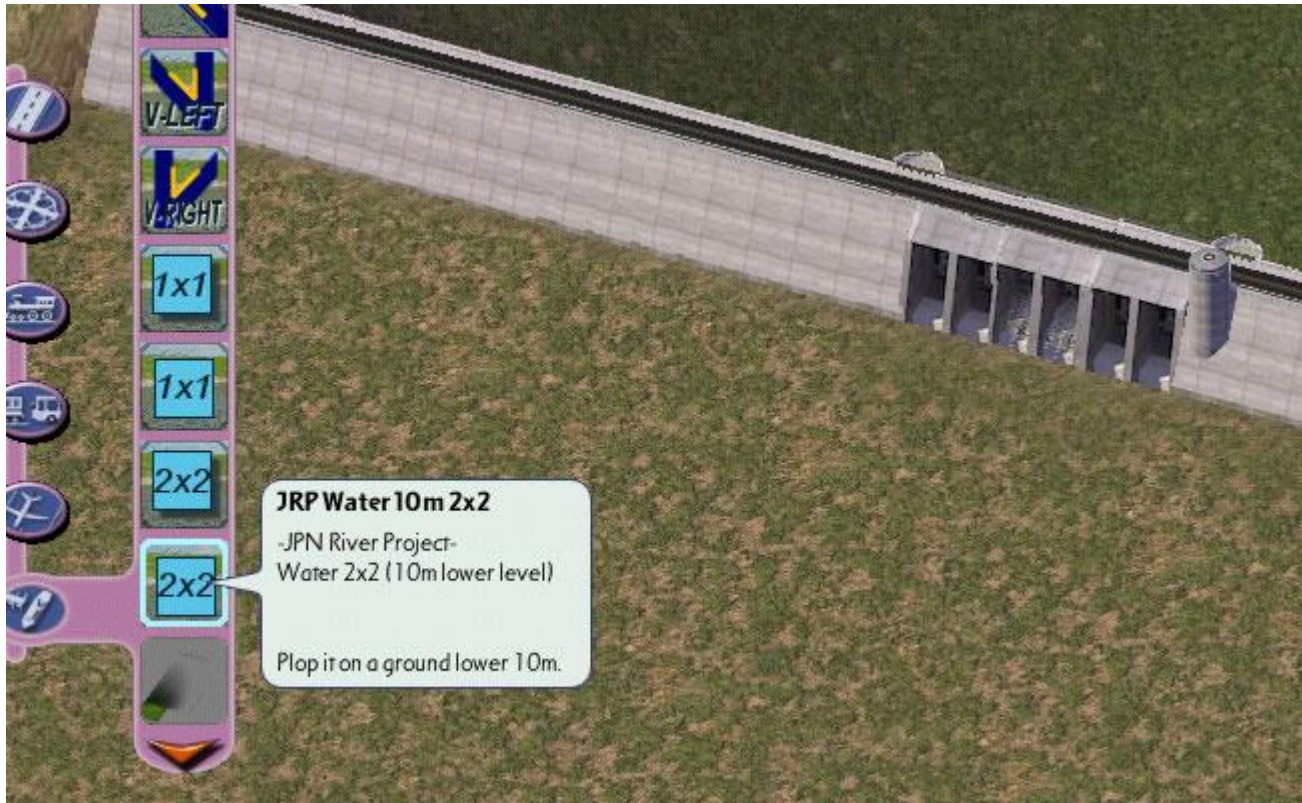


Making an effect similar like below



Back to the reservoir... As I mentioned, its optional what ploppable water you use. In my case, I will

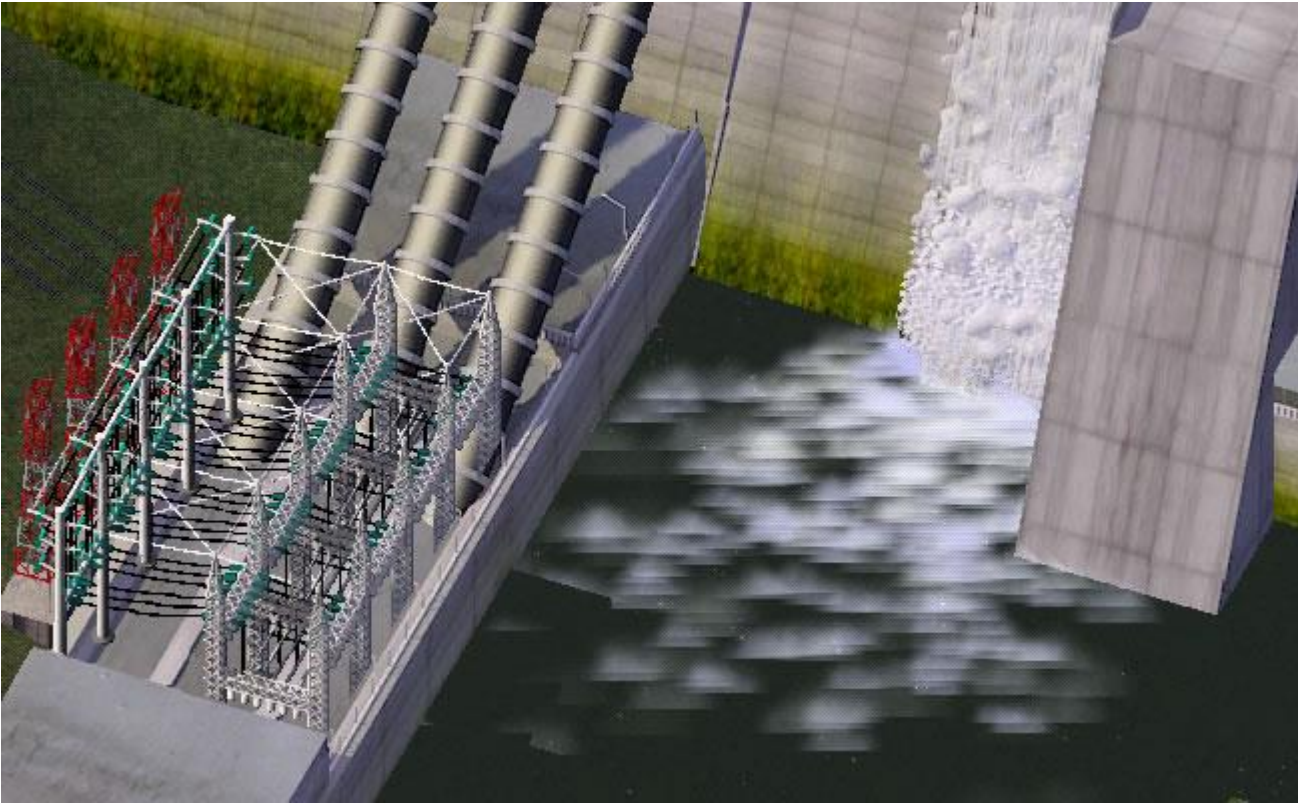
use MAS71's water over the entire flat area...



Giving a result like this one...



At the bottom, front side, it's optional if you wish to use ploppable water or even mayor mode ploppable water... Here an example of what I did...



You should have a final result similar to this...



With some more custom plugins and other eye-candy mods, you can get results like below...





I hope you enjoyed reading and following this tutorial!

-Heblem