

URBANIA

URBAN DEVELOPMENT KIT SET 2: NETHERLANDS SET





The Urban Development Kit

The Urban Development Kit is a modular “city-in-a-box”. Have you ever wanted to create a “city” sim, different from the suburbia that fill most of Second Life? Or do you need some low-prim buildings to create a decent skyline in your sim's borders? You will find everything you need to build a small city inside this kit, including:

- Commercial and residential buildings
- Street furniture. Many different items, organized in categories
- A modular street system

This document details all the items included in this set of the Urban Development Kit: **the Netherlands set**.

Visit our shop inside Prim Hearts, the amusement park:

<http://slurl.com/secondlife/Prim%20Hearts/44/105/26/>

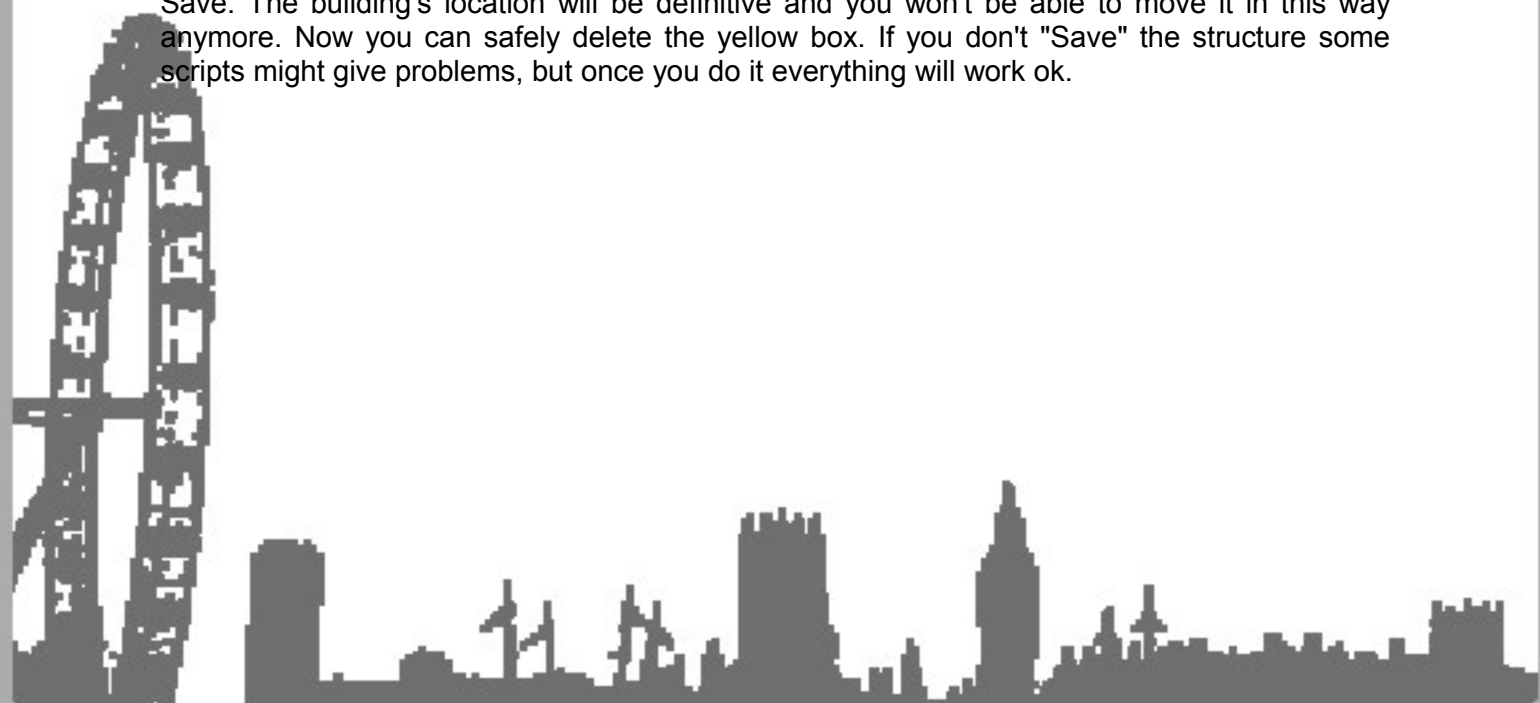
About Rez-Faux

The Rez-Faux packager is a gadget that allows easy movement and rotation of multi-set builds. Several of the buildings included in this kit use Rez-Faux. If a Yellow box appears when you try to rez a building, it is using the packager.

Rezzing the building using Rez-Faux is really easy. A SL menu will appear when you rez the box (if it doesn't, you can click on it to make it appear). If you select “Rez” on the menu, the whole structure will appear scrambled and then magically snap into place on its own. At this point you can move the Rez-Faux object (the yellowish box with arrows in it) and the whole building will move with it. Same thing with rotations!

If you notice some piece is missplaced somehow after rezzing the whole object, it is because the rez-faux gadget must be placed a bit higher. No problem! Just select it, move it up, and the whole building will snap into place.

IMPORTANT!!!!!!: Once you are finished with placement, click on the Rez-Faux box and select Save. The building's location will be definitive and you won't be able to move it in this way anymore. Now you can safely delete the yellow box. If you don't "Save" the structure some scripts might give problems, but once you do it everything will work ok.



Buildings



Commercial 1

Prims: 20

Resizeable: Yes

Dimensions

(width, length, height):

12 x 9,5 x 25 m

Working Interior: Yes

Inspiration:

Canal Building in Amsterdam, Netherlands



Commercial 2

Prims: 27

Resizeable: Yes

Dimensions

(width, length, height):

20 x 7,5 x 20 m

Working Interior: Yes

Inspiration:

Café Corso Building in Amsterdam, Netherlands





Commercial 3

Prims: 61

Resizeable: Yes

Dimensions

(width, length, height):

35 x 20 x 25 m

Working Interior: Yes (4 row houses with 2 shops)

Inspiration:

Buildings in Delft, Netherlands



Commercial 4

Prims: 70

Resizeable: Yes

Dimensions

(width, length, height):

42 x 20 x 24 m

Working Interior: Yes (4 row houses with 2 shops)

Inspiration:

Buildings in Bruges, Belgium





Residential 1

Prims: 89

Resizeable: Yes

Dimensions

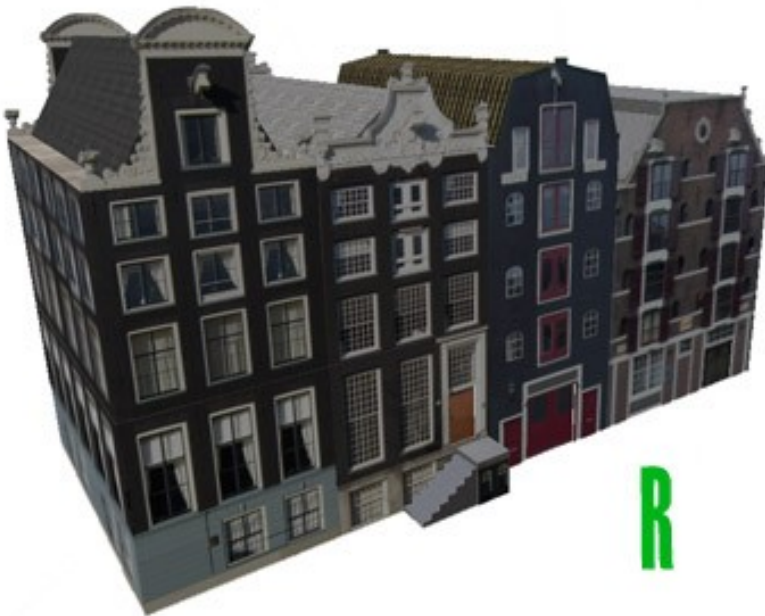
(width, length, height):

30 x 20 x 26 m

Working Interior: Yes (4 row houses with a garage and one house)

Inspiration:

Buildings in Amsterdam, Netherlands



Residential 2

Prims: 85

Resizeable: Yes

Dimensions

(width, length, height):

20 x 45 x 28 m

Working Interior: Yes (4 row houses with a garage and two houses)

Inspiration:

Buildings in Amsterdam, Netherlands



Modular Street System



The modular street system contains all the individual pieces you will need to create a city's streets. Setting them up is easy, and can be done either numerically or by hand:

- All pieces of the same type should be set to the same height. This is, their Z coordinates (in Position) should be equal.
- In length and width, all pieces use intervals of 10 meters. So if one piece is set at X=100, the adjacent pieces should be at X=110 and X=90.
- Bike paths and roads can be placed a bit lower than sidewalks and tram lines to create curbs

The pack includes the following pieces:

Street, Straight 10 m (1 prim): The basic building block

Street, Crosswalk (1 prim): This one can be used with the **Traffic Lights, pedestrian crossing**

Street, Turn (1 prim): Can be used either as a left or right turn

Sidewalk, Type 1 (2 prims)

Sidewalk, Type 2 (2 prims)

Sidewalk, Type 2 rounded corner (6 prims)

Street, Tram Straight 10 m (5 prims)

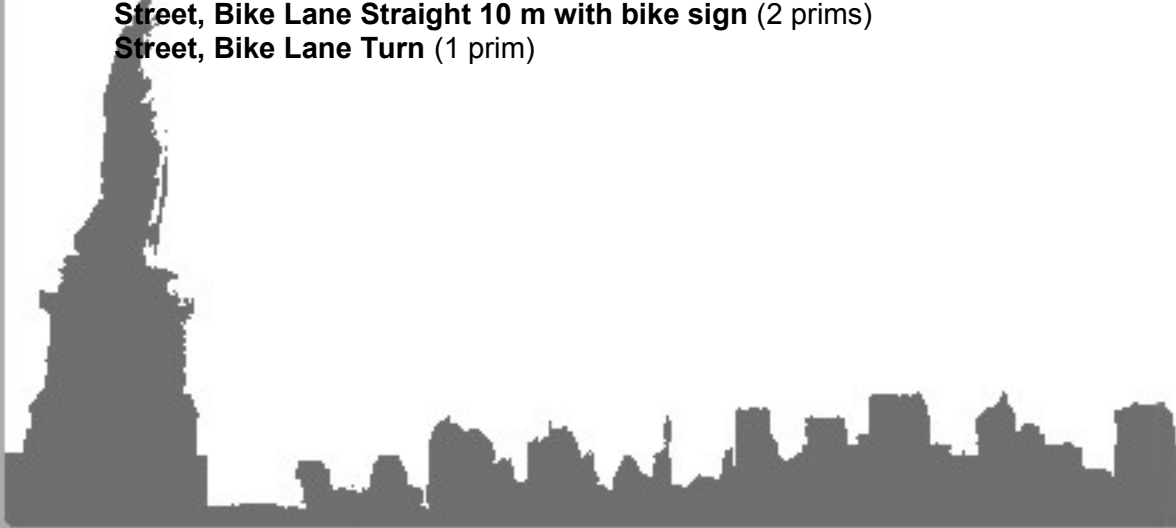
Street, Tram Straight 10 m with sidewalk (8 prims)

Street, Tram Turn (25 prims)

Street, Bike Lane Straight 10 m (1 prim)

Street, Bike Lane Straight 10 m with bike sign (2 prims)

Street, Bike Lane Turn (1 prim)



Sample City

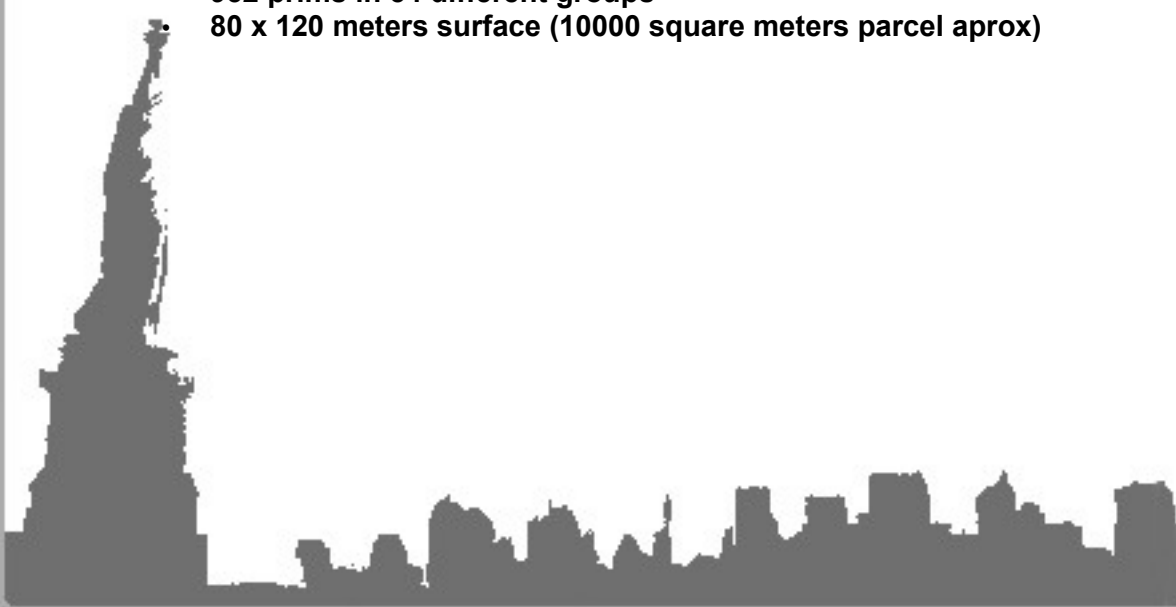


The package includes a sample city built with all the components of this pack. This city is packed together using rez-faux (you can view rez-faux instructions on the first page of this manual).

You can either use the sample city as is, use it as a core to expand your own city idea, or ignore it altogether and start a city from scratch.

The stats of the sample city are:

- **952 prims in 54 different groups**
- **80 x 120 meters surface (10000 square meters parcel aprox)**



Street Furniture

All items in the street furniture pack are modifiable and copiable. You can use as many as you want to decorate your city!

All the urban furniture in this section is inspired by items in Amsterdam, Netherlands.

Bins and Dumpsters

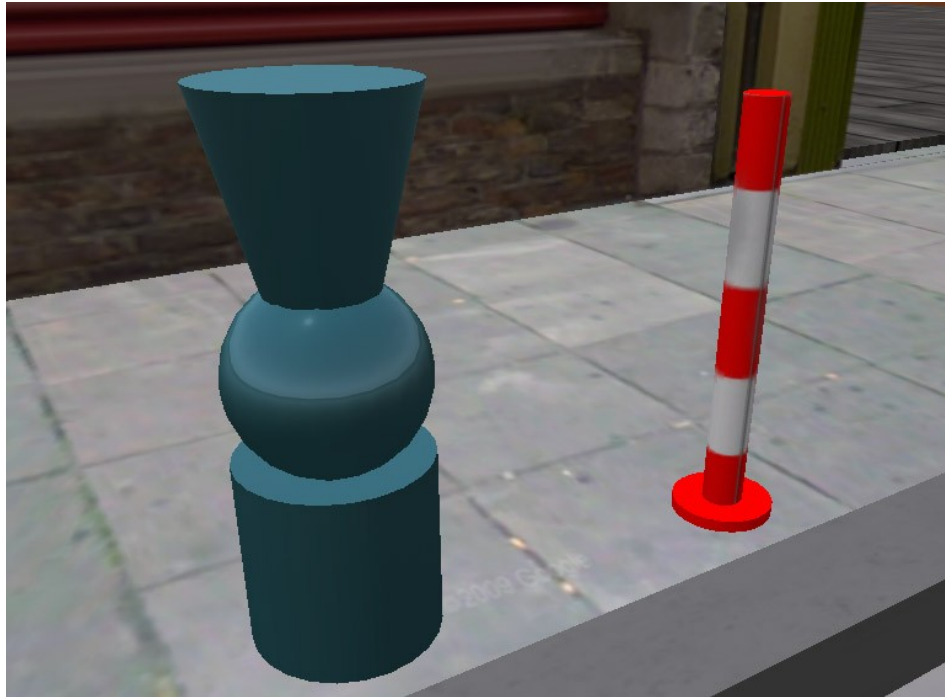


A **waste container** is a container for temporarily storing waste, and is usually made out of metal or plastic. This pack includes, from left to right:

Litter Bin: 4 prims

Dumpster: 8 prims

Bollards



Bollards are rigid posts that can be arranged in a line to close a road or path to vehicles above a certain width and to separate traffic from pedestrians. Bollards can be used to enclose car-free zones and to control overspill parking onto Sidewalks and verges. This pack includes, from left to right:

Abstract Bollard: 3 prims. As seen on the Damrak, Amsterdam, Netherlands

Red and White Bollard: 2 prims



Signage and Ads



This category comprises both commercial **ads** placed in the street to catch pedestrian's attention and **public signage** with varied information. This pack includes, from left to right:

Ad Pillar: 4 prims

Traffic Light Control Box: 1 prim

Car Theft Sign: 2 prims

No smoking, no drinking Sign: 5 prims

Tram Sign: 2 prims



Street Lights



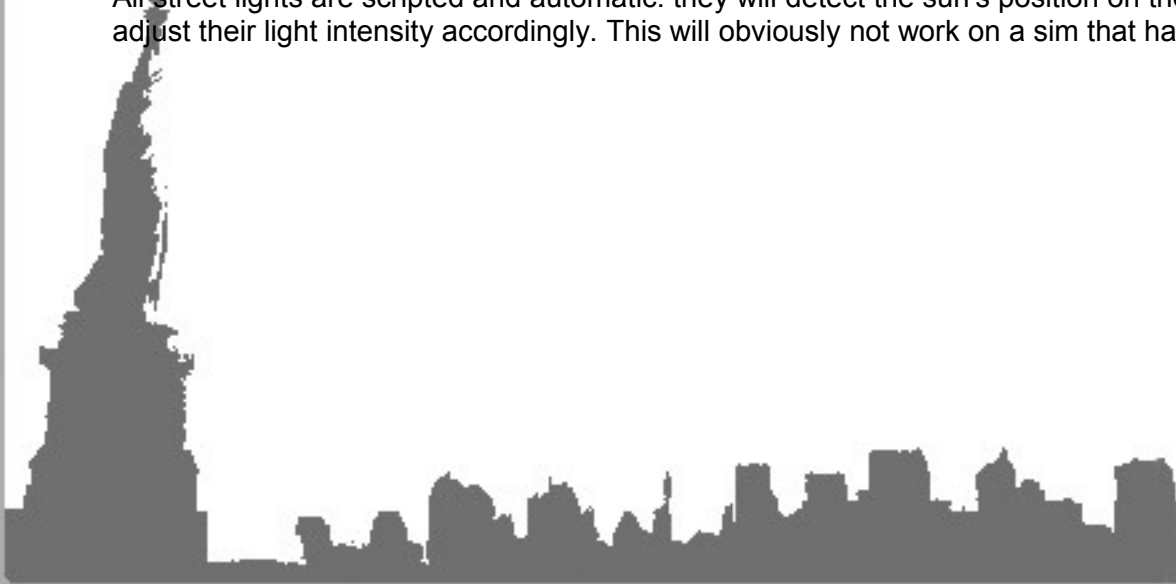
A **street light** is a raised source of light on the edge of a road, which is turned on or lit at a certain time every night. Modern lamps may also have light-sensitive photocells to turn them on at dusk, off at dawn, or activate automatically in dark weather. This pack includes, from left to right

Modern Street Light: 6 prims

Classic Street Light: 6 prims

Abstract Street Light: 27 prims. As seen on the Damrak, Amsterdam, Netherlands

All street lights are scripted and automatic: they will detect the sun's position on the sim and adjust their light intensity accordingly. This will obviously not work on a sim that has a fixed sun.





Traffic lights are signaling devices positioned at road intersections, pedestrian crossings and other locations to control competing flows of traffic. This pack includes:

Traffic Lights, pedestrian crossing: 38 prims (2 pedestals)

Traffic lights are scripted and automatic: they will cycle between the green, orange and red lights. The time they spend on each light can be configured by opening their inventory and modifying a full perms notecard. Note that time is indicated in seconds.

Pedestrian crossing: Green light time and red light time can be configured separately. Default time for each is one minute (60 seconds). Orange light is always 5 seconds.

The **bus stop** (13 prims) is merely decorative. It includes 3 different ads. The owner can just touch the ad to change it. New ads can be added simply by dropping a texture in its inventory, taking the bus stop to your inventory, and rezzing it again.

