URBANIA

URBAN DEVELOPMENT KIT
SET 6: DOWNTOWN AVENUE 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 utility 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 Downtown Avenue 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.

One of the buildings in this pack uses Palen Rez Packager, which works in virtually the same way as Rez-Faux.

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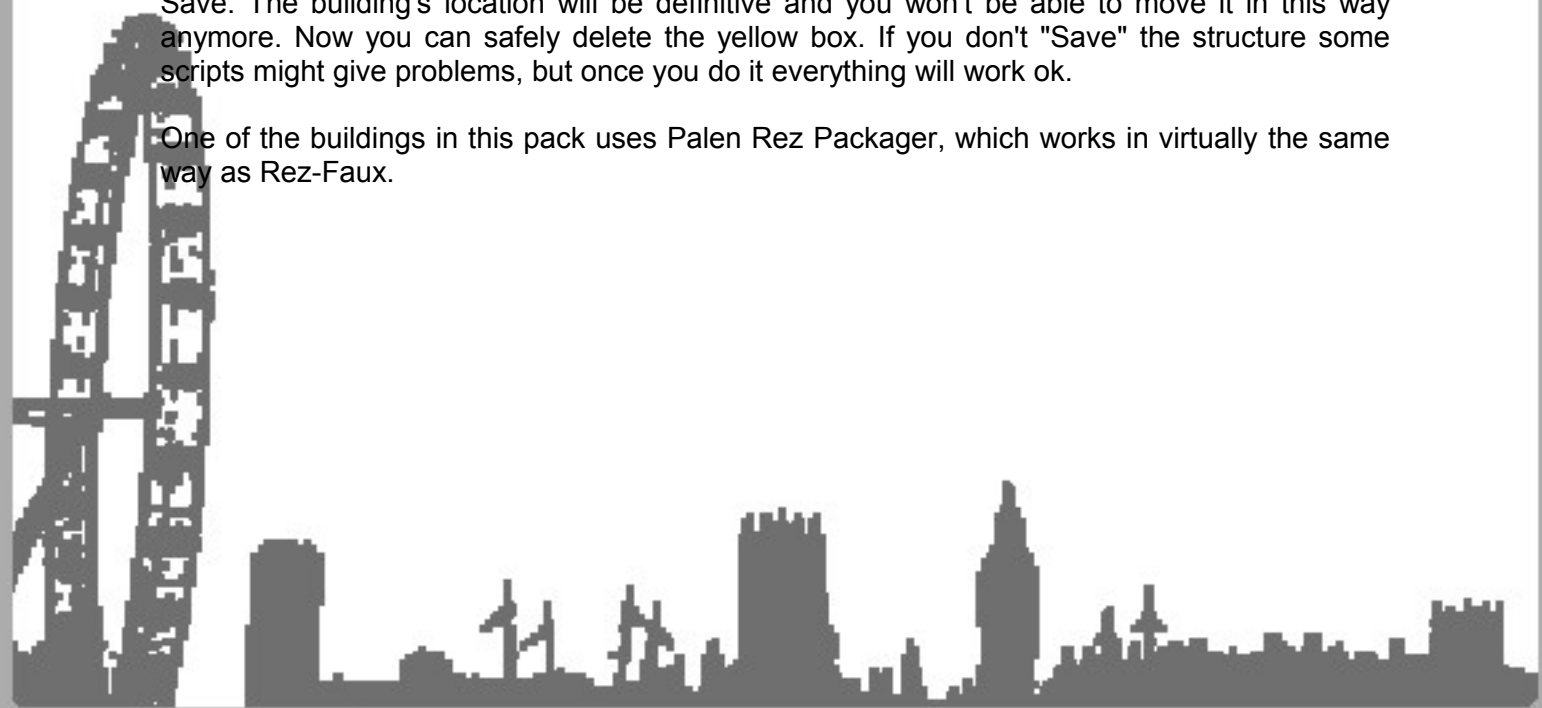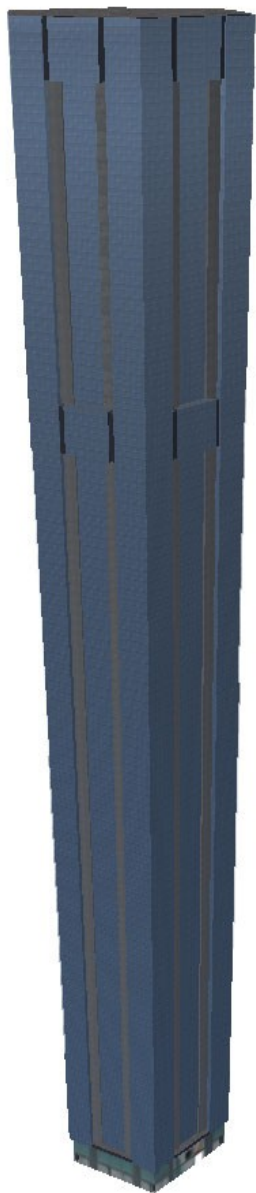
Buildings

Commercial 1

Prims: 116

Resizeable: Yes (can be made smaller)

Dimensions

(width, length, height):

50 x 45 x 265 m (hexagonal footprint)

Working Interior: First Floor

Inspiration:

Several skyscrapers at New York City

NOTES:

This is the tallest building on the Urbania series so far. Since Second Life islands are about the same width and length as this building is tall, it won't look too good on a lonely island. We recommend using this one either on the mainland or in a group of several islands.

This building uses Palen Rez Packager instead of Rez-faux, since the later only supports heights of 100 meters.

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Commercial 2

Prims: 18

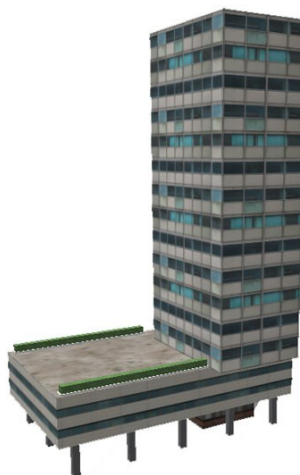**Resizeable:** Yes

Dimensions

(width, length, height):

23 x 26 x 68 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

Commercial 3

Prims: 20

Resizeable: Yes

Dimensions

(width, length, height):

38 x 25 x 60 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

Commercial 4

Prims: 3

Resizeable: Yes (can be made smaller)

Dimensions

(width, length, height):

20 x 30 x 136 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

Commercial 5

Prims: 5

Resizeable: No

Dimensions

(width, length, height):

24 x 24 x 110 m

Working Interior: No

Inspiration:

Turning Torso at Malmö, Sweden

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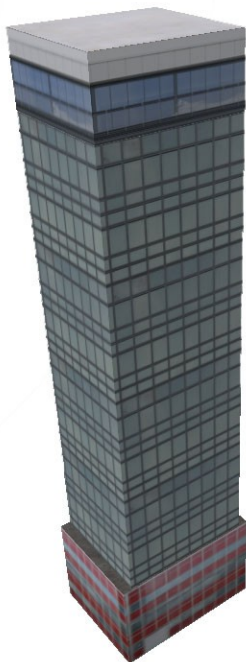
Commercial 6

Prims: 3

Resizeable: Yes (can be made smaller)

Dimensions

(width, length, height):

22 x 17 x 78 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

Commercial 7
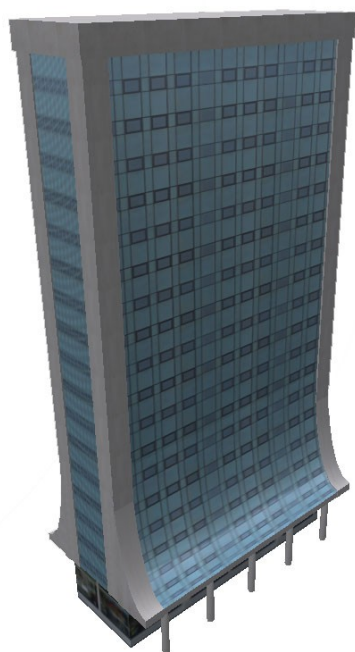
Prims: 4

Resizeable: Yes

Dimensions

(width, length, height):

12 x 30 x 66 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

Commercial 8

Prims: 27

Resizeable: Yes (can be made smaller)

Dimensions

(width, length, height):

20 x 40 x 74 m

Working Interior: No

Inspiration:

Buildings around Manhattan, NYC

Commercial 9

Prims: 5

Resizeable: Yes (can be made smaller)

Dimensions

(width, length, height):

23 x 23 x 80 m

Working Interior: No

Inspiration:

Buildings in Park Avenue, NYC

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Hospital

Prims: 11   **Resizeable:** Yes (can be made smaller)

Dimensions (w, l, ht): 64 x 74 x 50 m

Working Interior: No   **Inspiration:**

Hospital de Bellvitge, Hospitalet de Llobregat, Spain

Police Station

Prims: 28   **Resizeable:** Yes

Dimensions (w, l, ht): 37 x 17 x 21 m

Working Interior: No

Gas Station

Prims: 55   **Resizeable:** Yes

Dimensions (w, l, ht): 24 x 20 x 6 m

Working Interior: No

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Saint Victor's Congregational Church

Prims: 184

Resizeable: Yes

Dimensions

(width, length, height):

35 x 20 x 45 m

Working Interior: Yes

Inspiration:

Based on a XIXth century hand drawing and plans for a congregational church in Spencer, NY, USA.

NOTES:

Working clock: The clock tower gives the correct SL hour.

This church can be furnished using the Church Furniture Pack, which is included in this Urbania set.

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Our Lady of Linden Cathedral

Prims: 903

Resizeable: No

Dimensions

(width, length, height):

40 x 85 x 60 m

Working Interior: Yes

Inspiration:

Partially based on the colour scheme of the Cathedral of Siena, Italy, but its design is original.

NOTES:

This is a high-prim, high-detail model. It should be used as a centerpiece of your city scene, or maybe even of the whole sim though, obviously, its use is entirely optional.

This church can be furnished using the Church Furniture Pack, which is included in this Urbania set.

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Basilica of Santa Maria Novella

Prims: 927

Resizeable: No

Dimensions

(width, length, height):

60 x 95 x 87 m

Working Interior: Yes

Inspiration:

Very detailed reproduction of the real Basilica at Florence, Italy, including interior frescoes and chapels.

NOTES:

This is a high-prim, high-detail model. It should be used as a centerpiece of your city scene, or maybe even of the whole sim though, obviously, its use is entirely optional.

This church can be furnished using the Church Furniture Pack, which is included in this Urbania set.

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Modular Avenue System

The modular avenue system contains all the individual pieces you will need to create a city's avenue. 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.

The pack includes the following pieces:

Avenue (9 prims)
Avenue Crosswalk (15 prims)
Avenue with flowers (20 prims)
Avenue with trees (51 prims)
Avenue Dead End (5 prims)
Avenue-Street Intersection (23 prims)
One way street, 10 m straight (5 prims)
Pavement (1 prim): Single pieces to be used as filler.

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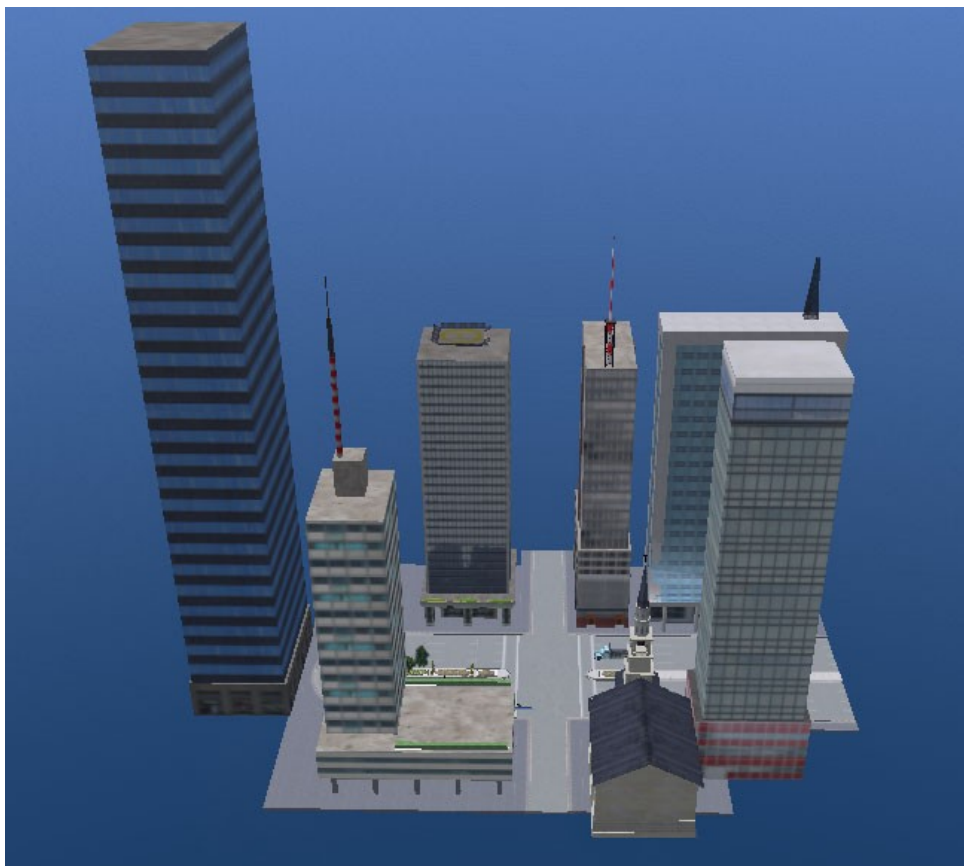
Sample City

The package includes a sample city built with some of 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:

- **1161 prims in 76 different groups**
- **107 x 145 meters surface (15000 square meters parcel aprox)**

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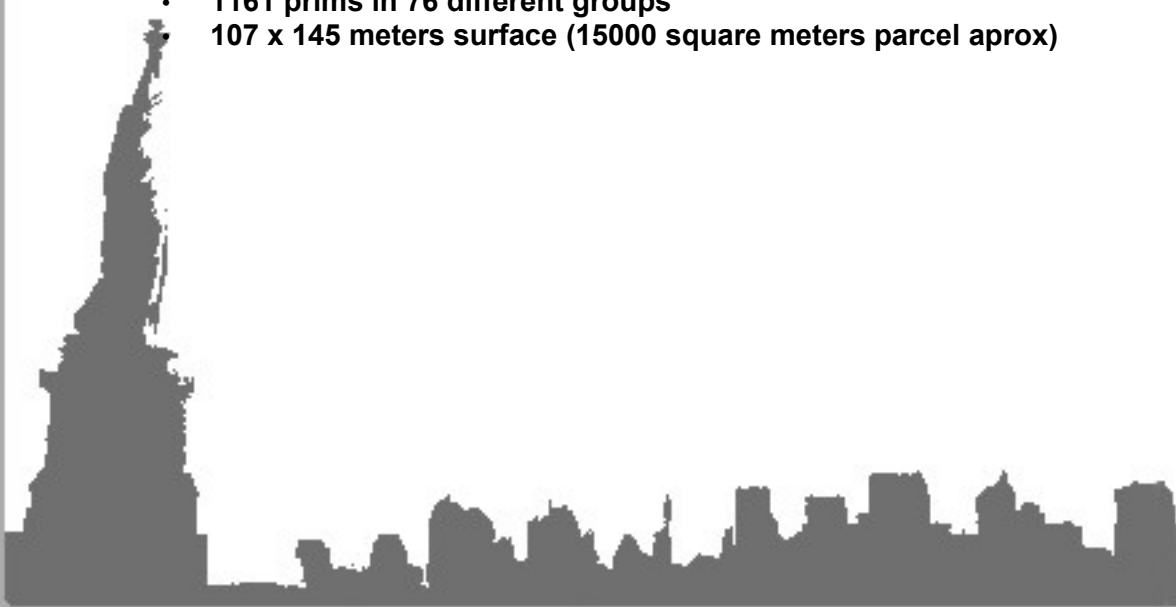
Street Furniture

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

Bins

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:
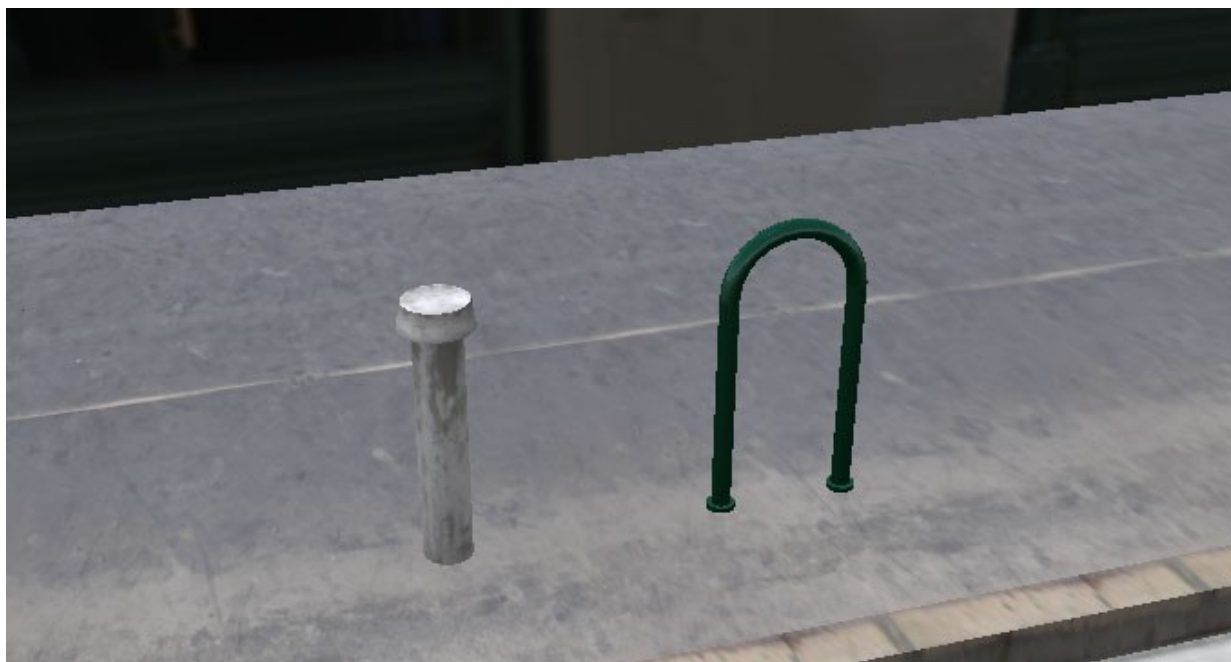
Classical Litter Bin: 11 prims
Wood Litter Bin: 4 prims
Black Litter Bin: 3 prims

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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:

Bruised Steel Bollard: 2 prims
Curved Green Steel Bollard: 5 prims

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Fences

A **fence** is a freestanding structure designed to restrict or prevent movement across a boundary. This pack includes, from back to front:

Post Railing with rope: 11 prims
Fancy Fence: 1 prim
Modern Fence: 5 prims
Rural Barbed Wire Fence: 2 prims

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Miscellaneous

The **miscellaneous** category includes items that are not easily classifiable in the other groups. This pack includes, on the back:

Facade Scaffolding: 22 prims

And on the front row, from left to right:

Bar-terrace umbrella: 28 prims, sits four people
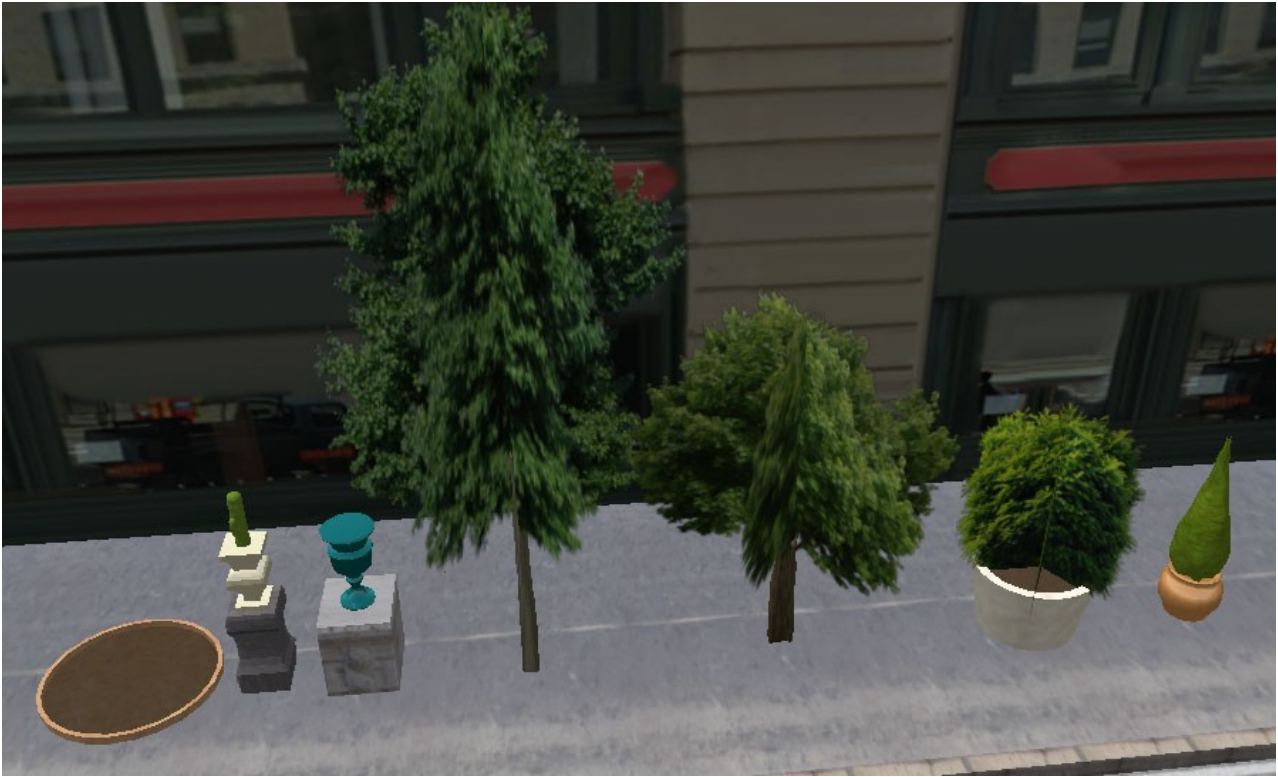**Fire Extinguisher:** 18 prims
Spanish Public Phones: 61 prims
Rusty Barrel: 1 prim
Parking Meter: 1 prim
Traffic Control Box: 1 prim

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Plants and trees

Trees are often used in city streets as decoration. This pack includes, from left to right:

Tree Well: 2 prims
Ornate planter with small cactus: 4 prims
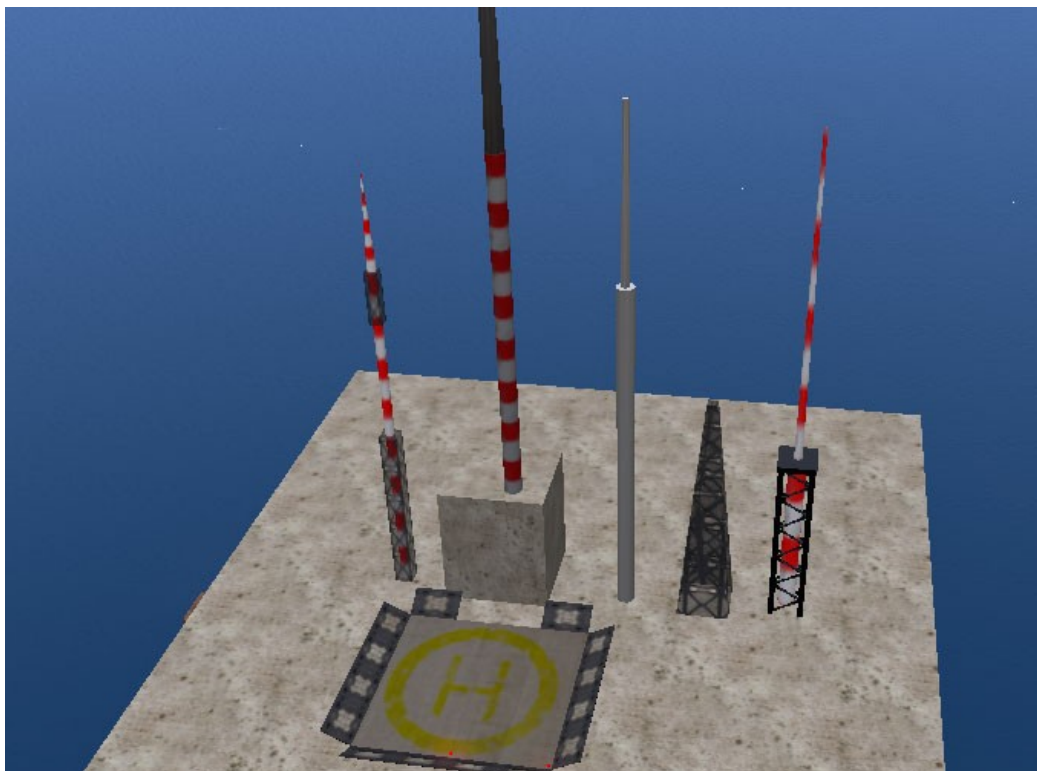**Empty Planter:** 2 prims
Medium Tree: 13 prims
Small Tree: 13 prims
Plant Pot, big: 14 prims
Plant Pot, small: 2 prims

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Rooftop furniture

This category comprises all the items that aren't usually placed at street level, but instead can be placed at the top of a building. This pack includes, from left to right, top row:

Tall Communications Antenna 1: 5 prims
Tall Communications Antenna 2: 4 prims
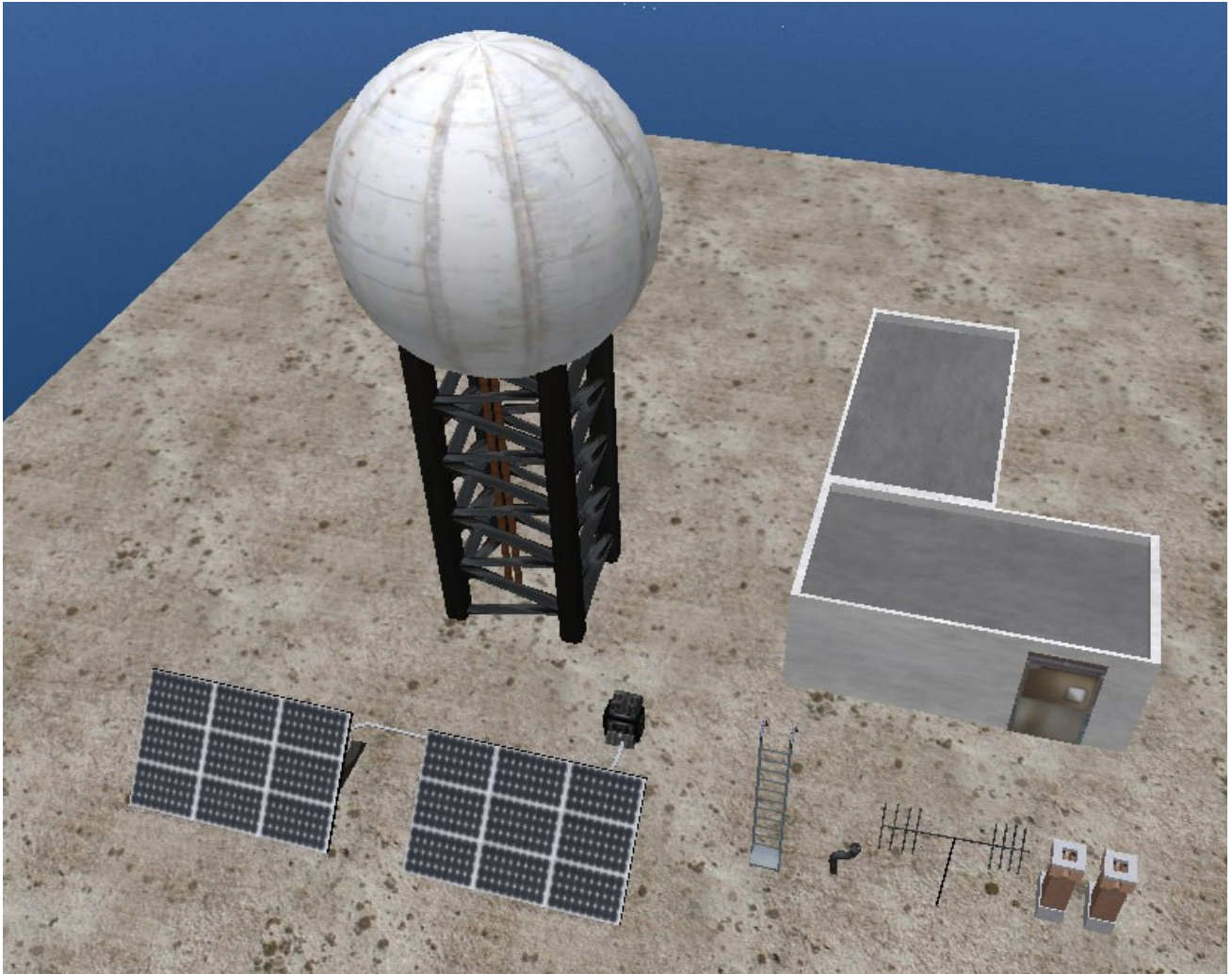**Tall Communications Antenna 2:** 2 prims
Tall Communications Antenna 2: 1 prim
Tall Communications Antenna 2: 4 prims

On the bottom row:

Heliport: 16 prims

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Rooftop furniture (2)

From top to bottom, left to right:
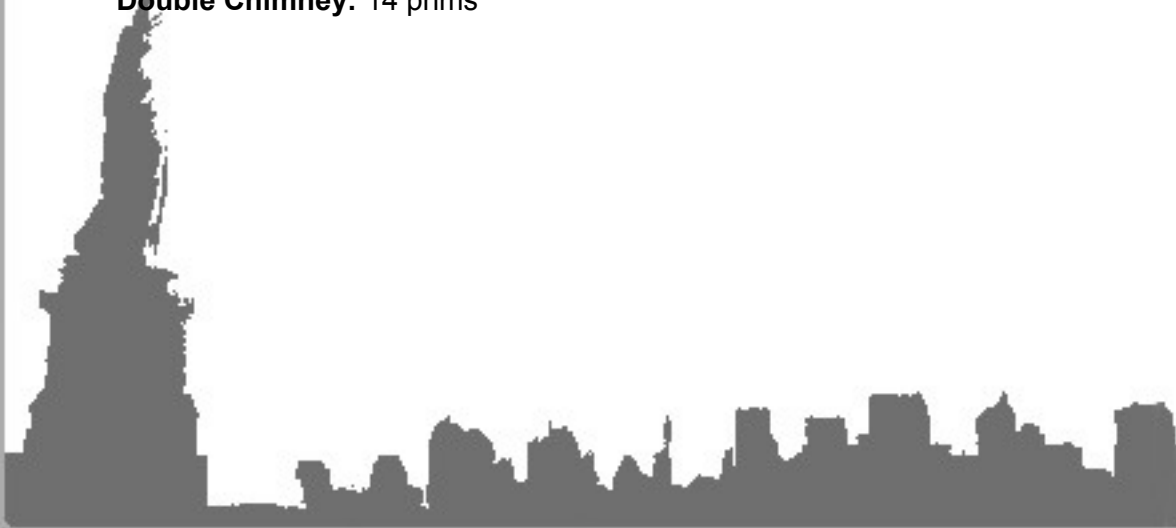
Modern Water Tower: 6 prims
Rooftop rooms: 5 prims
Solar Panel Array: 31 prims
Metal Ladder: 9 prims
Old Metal Chimney: 4 prims
Old Antenna: 10 prims
Double Chimney: 14 prims

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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

Simple Street Lamp: 10 prims
Solar Powered Street Light: 8 prims
Elaborate Street Light: 7 prims.
Cast Iron Street Light: 6 prims
Avenue Street Light: 13 prims.

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.

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Transportation

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, avenue: 74 prims (4 pedestals). These should be used on the **Avenue-Street Intersection** piece.

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.

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.

This pack also includes an **Utility Van** (2 prims), which can be driven around the city by anyone, not just the owner.

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Church Furniture Pack

These items can be used to furnish the three churches included in this pack. In no particular order:

Medieval Table, Long: 20 prims
Medieval Table: 13 prims
Medieval Chair, Tall: 11 prims.
Medieval Oak Chest: 3 prims
Prayer Stand: 11 prims
Prayer Stand, Big: 6 prims
Church Bench, Austere: 12 prims
Church Bench, Low Prim, Dark Colour: 3 prims
Church Bench, Low Prim, Light Colour: 3 prims
Church Bench, Red: 7 prims
Medieval Armoire: 2 prims
Medieval Armoire 2: 4 prims
Medieval Barrels: 23 prims
Medieval Bench: 12 prims
Medieval Chair: 12 prims
Medieval Table, Small: 20 prims