

**Building Mod**  
for the game  
**SimCity™ (2013)**

**Tutorial**  
-  
**Modern small FireStation**  
-  
**by Tobse**



*The new small fire station – made by Tobse*

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## | Preface

Thanks for checking out my tutorial.

My name is Tobias Ralew also known as Tobse. I am a german freelance professional 3D artist and a enthusiastic SimCity modder. This tutorial will help you learn more about the building modding for the SimCity™ (2013) videogame. I will show step by step my workflow based on my new fire station. You need some experiance in 3D and 2D

In this tutorial I am referring more to the SimCityPak-tool. How do I work in 3ds Max, Photoshop or work in the program Blender I treat only superficially. They are already adequately explained in books or videos.

The knowledge of this building-Mod I acquired for the most part by myself. But sometimes Modders need help from Modders.

At this point I would like to say thank you to the modders [Danny50205](#) and [Yayie](#) for their help. They gave me the SimCityPak-tool 4.0 in this version I can import DAE files.

Danny5021 gave me a 3ds Max scene and a 3ds Max script. I could adjust my 3ds Max test scenes and learn more about the material assignment. In ORIGIN chats with Danny5021 I could learn more about the save options of a RASTER file and the export of the 3D object. The script has more features, these were not supported in my tests from SimCityPak-tool and had no influence in SimCityPak-tool or in the videogame. My building-Mod I created without this script. I could find out by testing that is currently the material name are important.

The following programs I used for this building-Mod:

- [Blender](#) – modeling & OBJ export
- [3ds Max](#) + [OpenCollada](#) – material assignment & DAE export
- [SimCityPak-tool](#) – create & edit the package files
- [Photoshop](#) – create & edit images
- [7zip](#) – create th eZIP file
- [OpenOffice Calc](#) – Polycount calculator

SimCity™ (2013) Modifying files is still experimental and might lead to city rollbacks.

Sometimes I give tips:

**TIP:** *In most cases I select the "Planar" -projection.*

My processes I have divided in [#step1](#) to [#step 33](#).

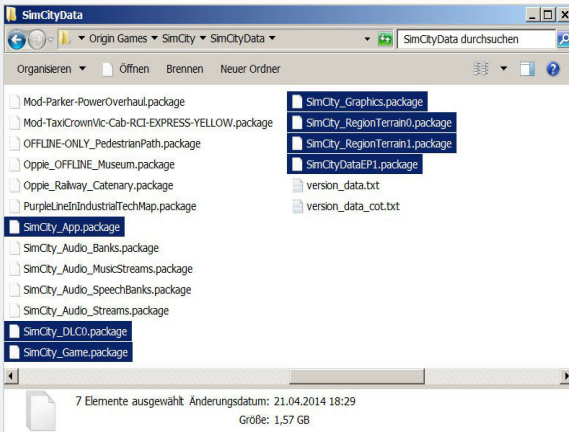
Tobias Ralew | Freelance 3D Artist  
aka Tobse  
ORIGIN Name: 1Tobse

## | Collect instance ID's

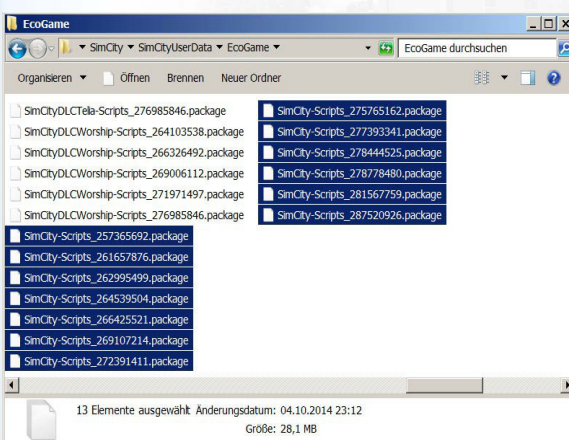
### #step-1

In the first step I will create a Master.package file. The master file makes it easier to seek the necessary dependencies and / or the instance ID's. My Master.package file contains all package files from the folders see below.

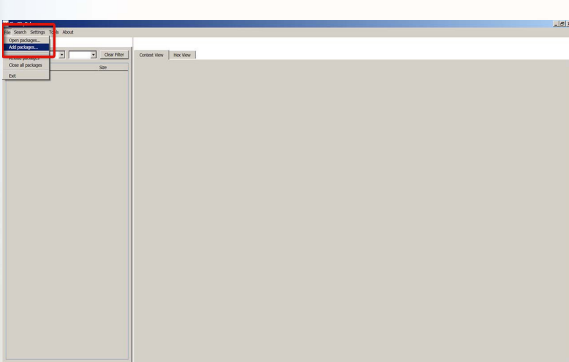
- ... \Origin Games\SimCity\SimCityData
- ... \Origin Games\SimCity\SimCityUserData\EcoGame



Picture 1



Picture 2



Picture 3

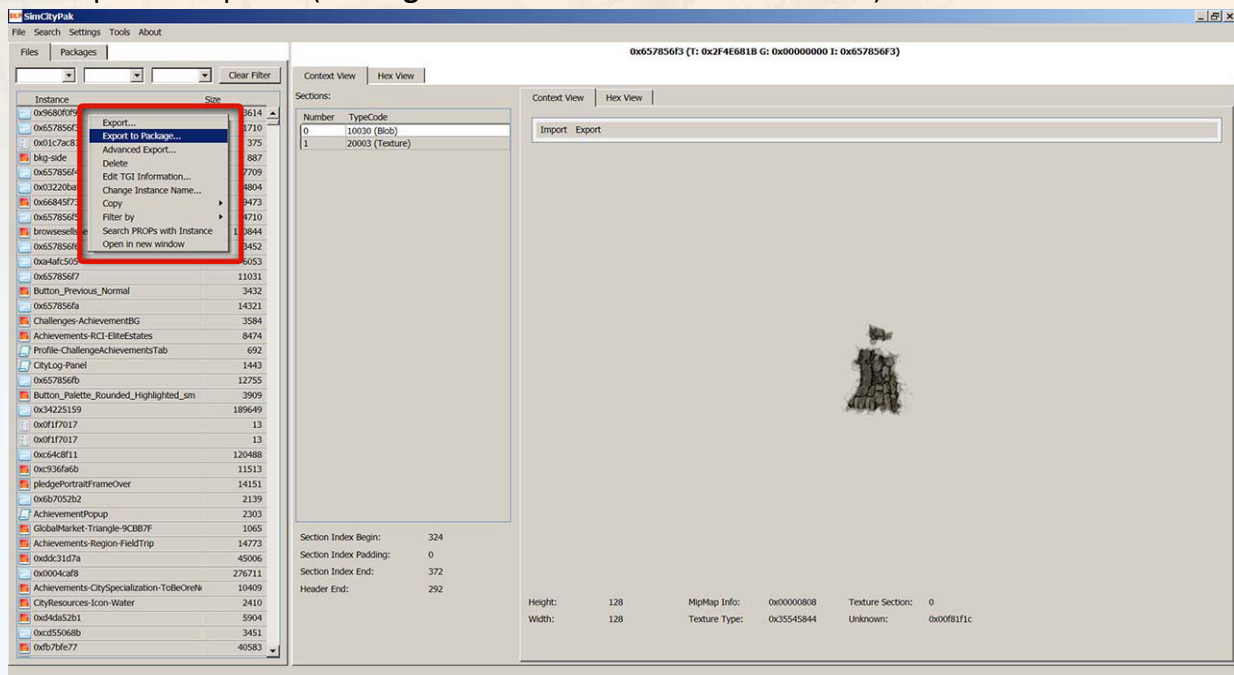
- create a new project folder
- go to the folder **Origin Games\SimCity\SimCityData**
- select and copy all packages files to the project folder (*Picture 1*)

- go to the folder **Origin Games\SimCity\SimCityUserData\EcoGame**
- select and copy all packages files to the project folder (*Picture 2*)

- start the SimCityPak-tool
  - press **File → Add packages** (*Picture 3*)
  - set the path to the project folder where the copied packages files are
  - select and open all copied packages files
- TIP:** *The loading of all packages files takes a while.*
- select one Property
  - than push **CTRL-A** (select all Properties)



- open sub-options (click **right mouse button** in the marked list)

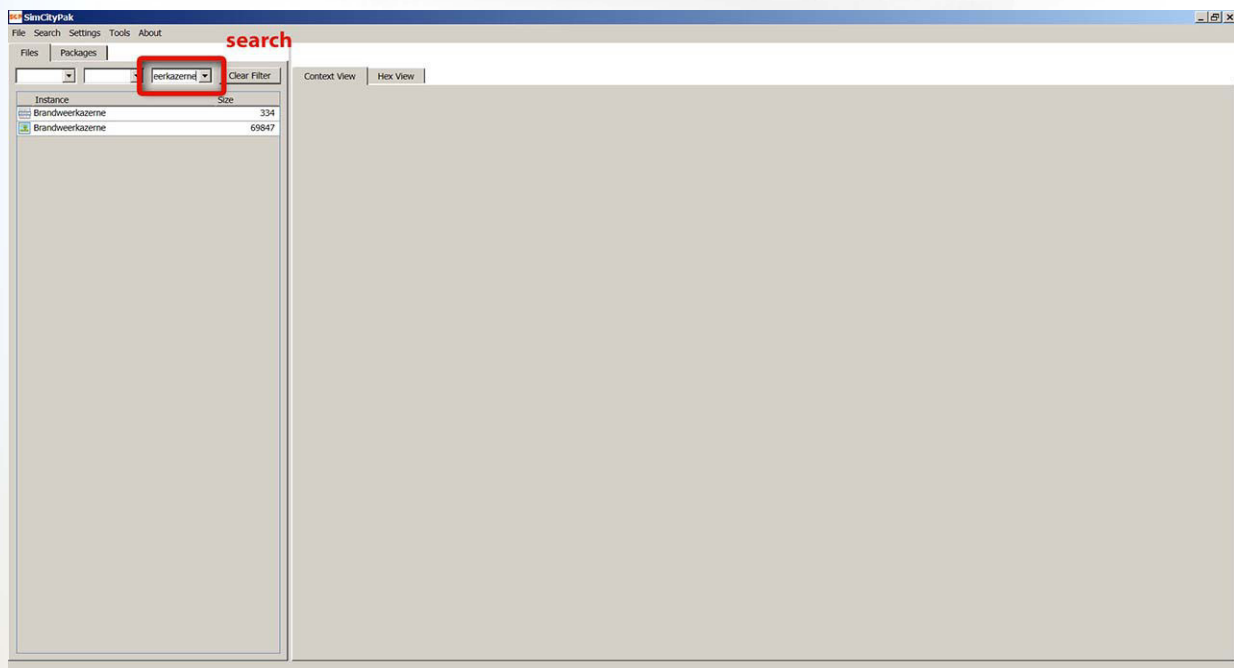


- export all packages files with the name **Master.package**
- close the SimCityPak-tool

**TIP:** The termination of all packages in SimCityPak-tool or the close all packages function in the tool are fastest and safest when you exit the program.

## #step-2

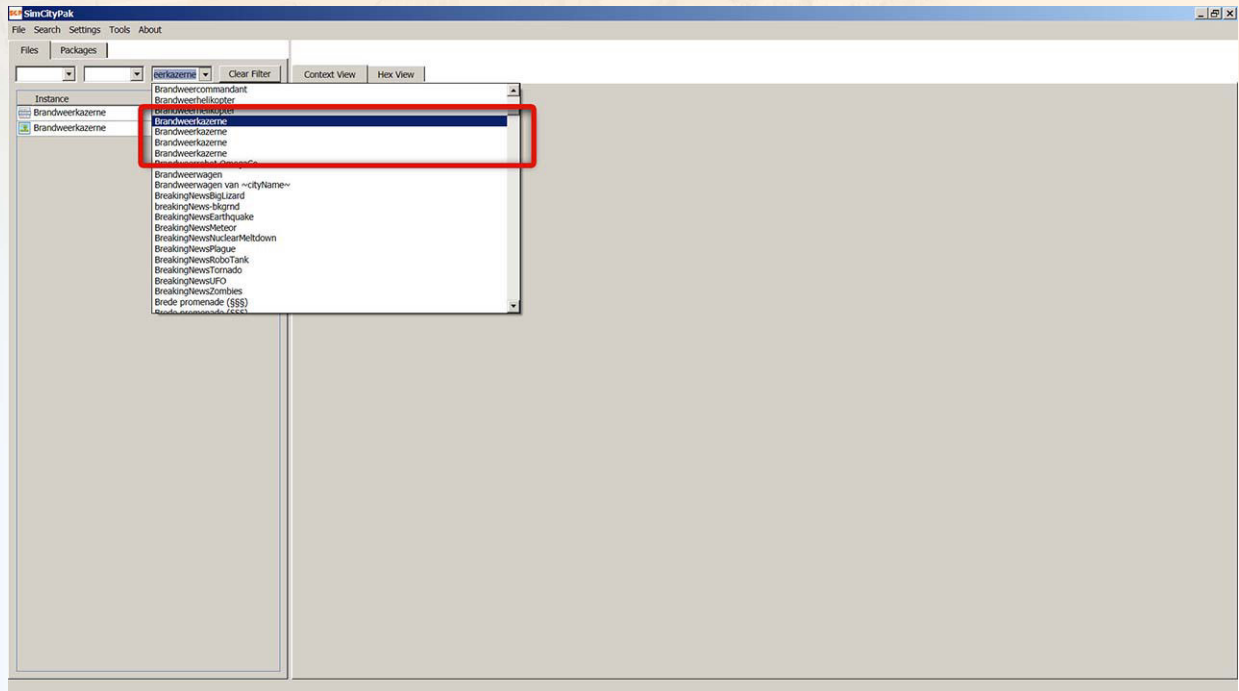
- start the SimCityPak-tool again and load the **Master.package** file
- search in the search box at the name "**Brandweerkazerne**"



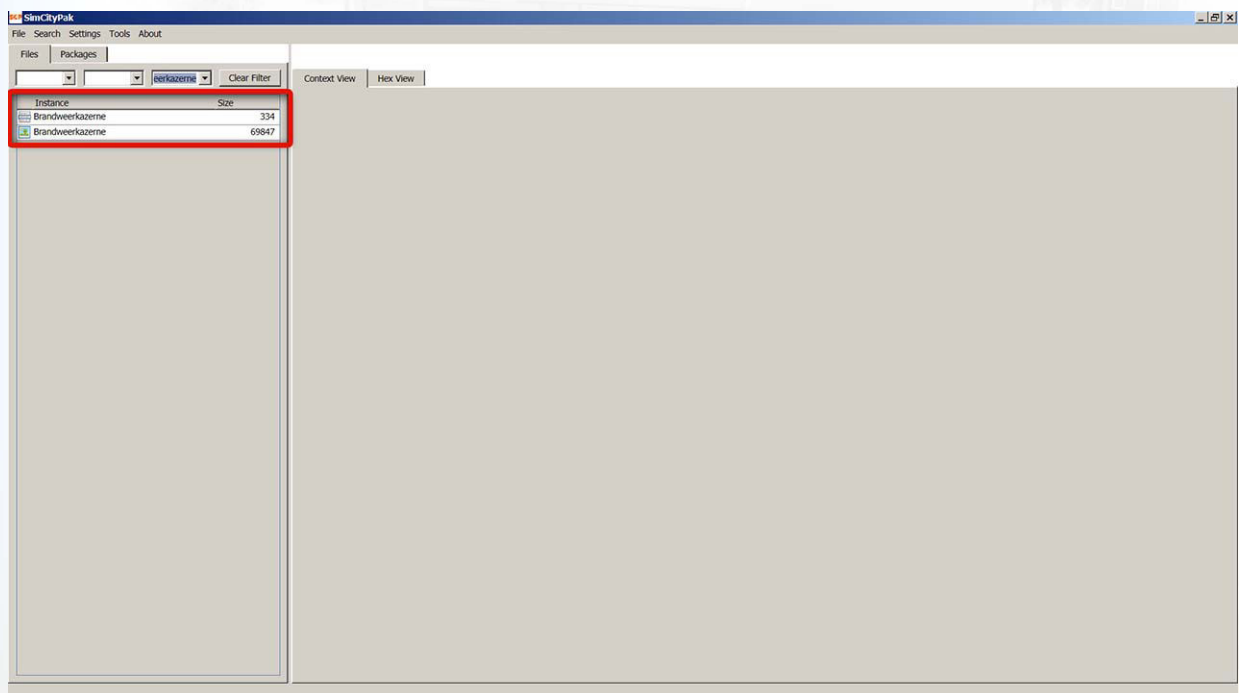
- next to the search box **open the drop down menu.**

**TIP:** Opening the drop down menu takes a few seconds.

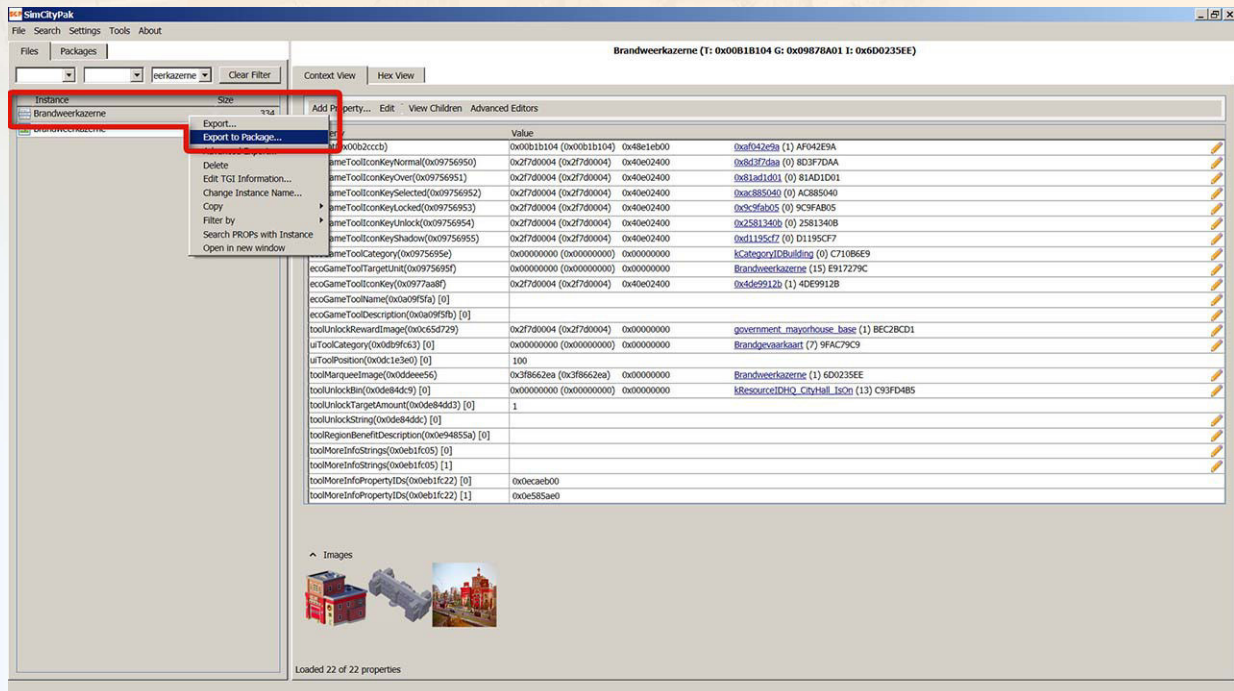
- **4 items** are displayed under this name
- click on the **1. name** in the list (**marked blue**)



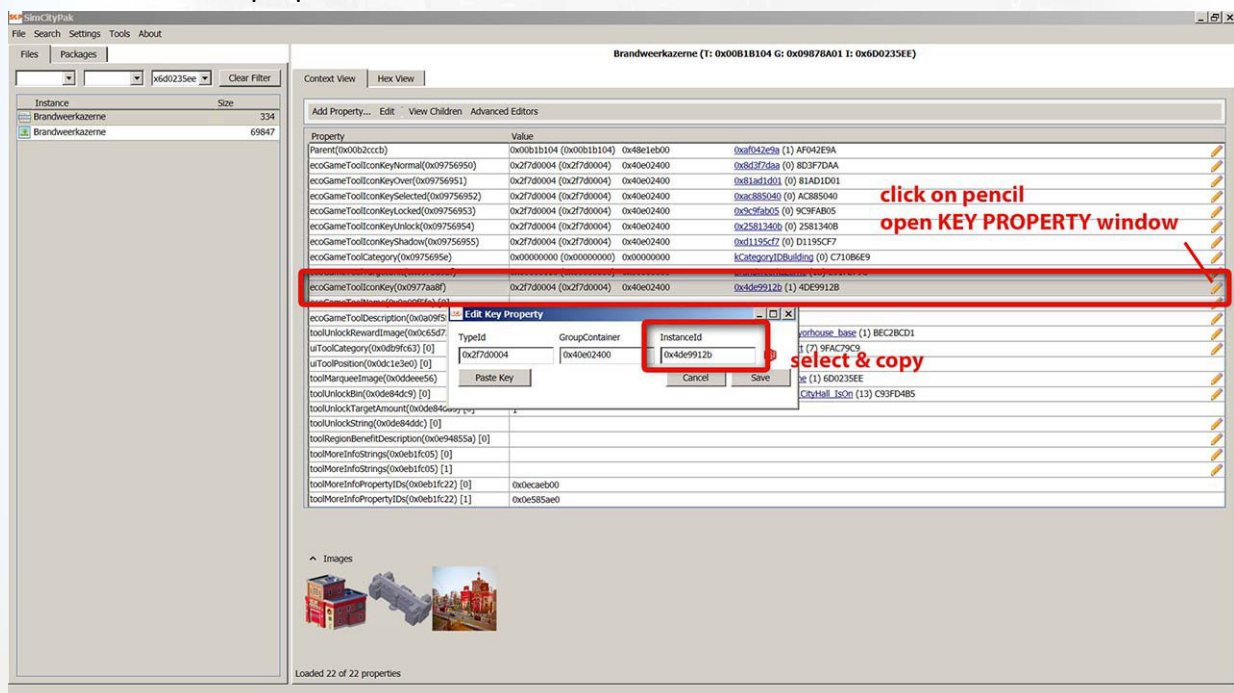
- **two Property (prop)** files are displayed



- select Property **Brandweerkazerne 334 Bytes [ID-0x6d0235ee]**
- open sub-options (click **right mouse button** in the marked list)



- export the prop under the namen **MENU-Item.package**
- search in the prop the **MENU-Icon**

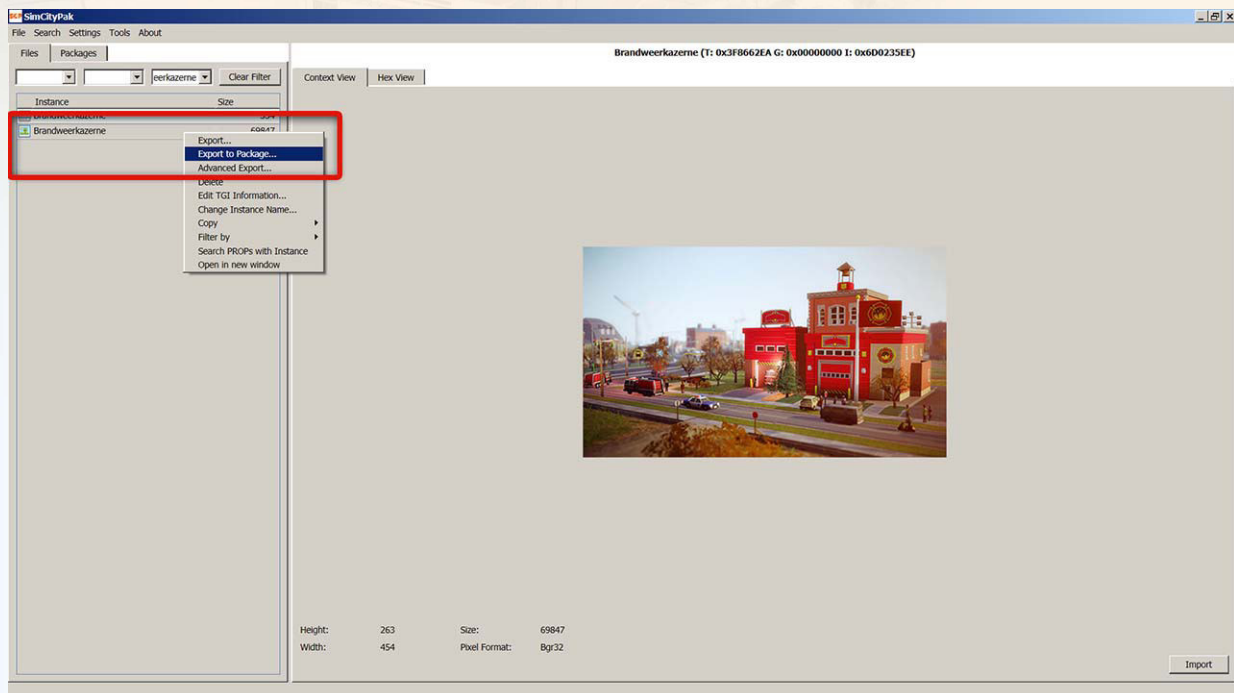


- click on the **pencil icon** will open the KEY PROPERTY window
- select and copy (**CTRL+C**) the instance ID see image below
- close the KEY PROPERTY window
- create a new **TEXT file** in the project folder
- open the txt file and paste the instance ID of the MENU-Icon (**CTRL+V**)

## Tutorial - Modern Small FireStation

[www.tobs-design.de](http://www.tobs-design.de) | [info@tobs-design.de](mailto:info@tobs-design.de) | [Mods made by Tobse](#)

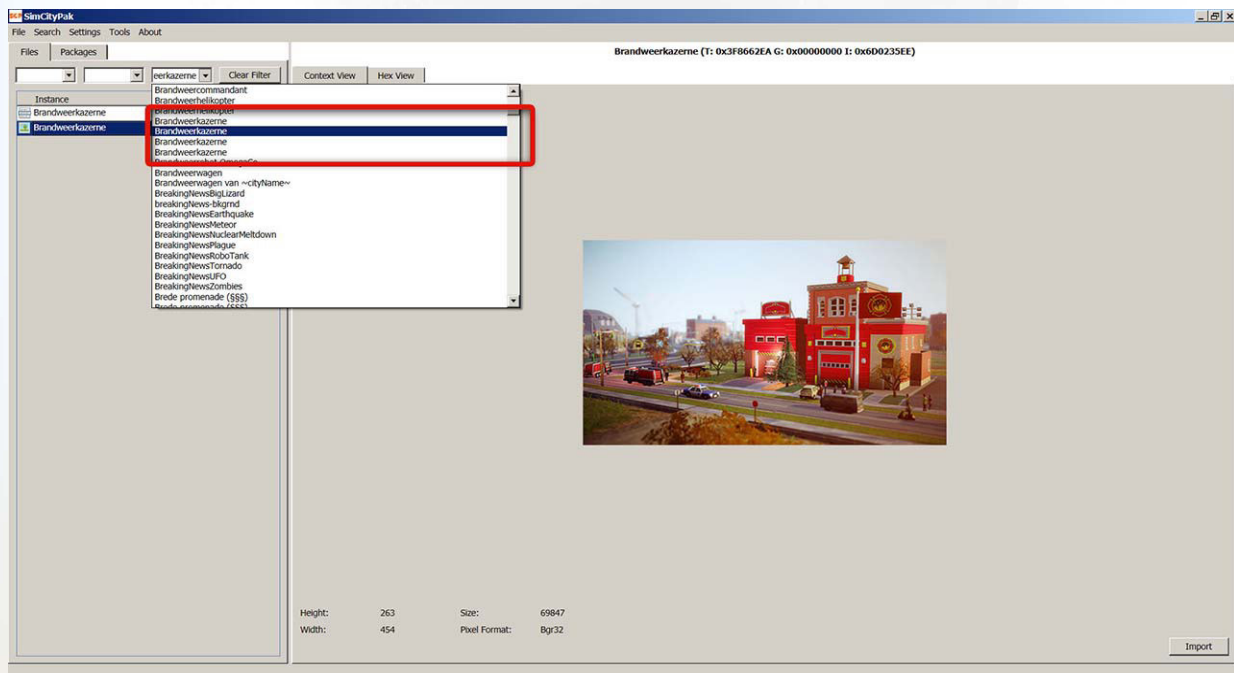
- back in the SimcityPak-tool
- select the prop **Brandweerkazerne 69847 Bytes [ID-0x6d0235ee]**
- export the prop under the namen **MENU-Marquee.package**



### #step-3

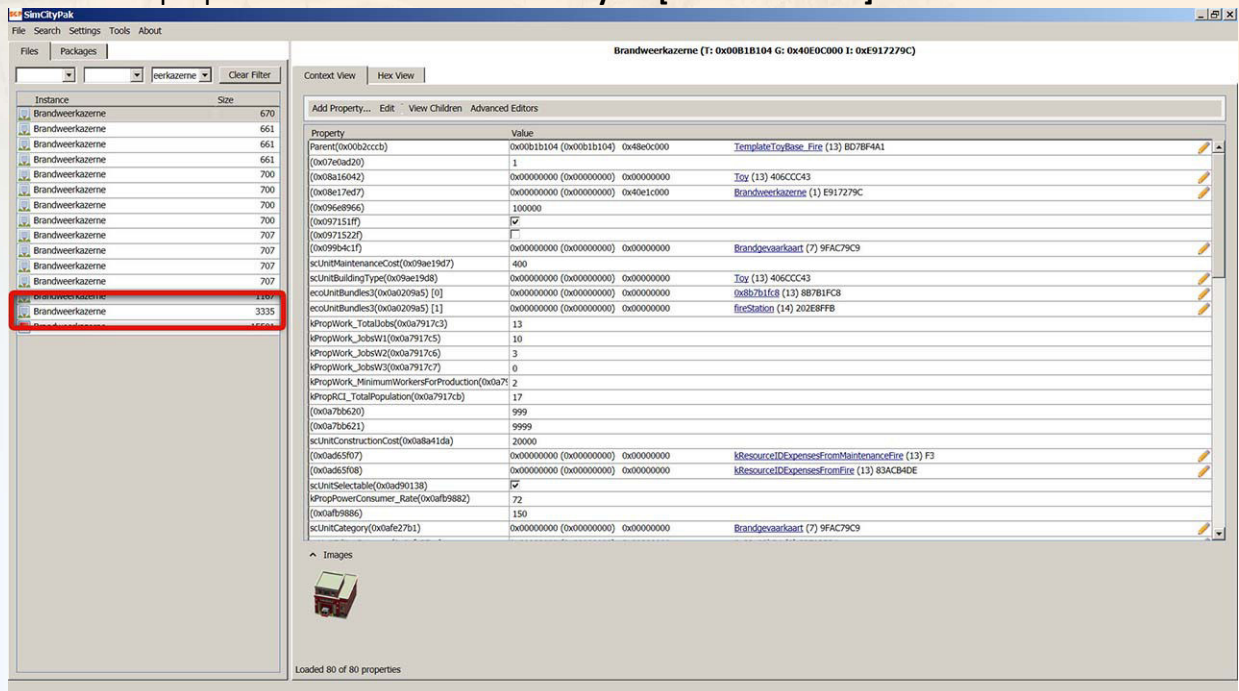
- open again the drop down menu and select now the **2. name**

**TIP:** If the SimCityPak-tool crash. Reload the Master.package file and search again the name "Brandweerkazerne".

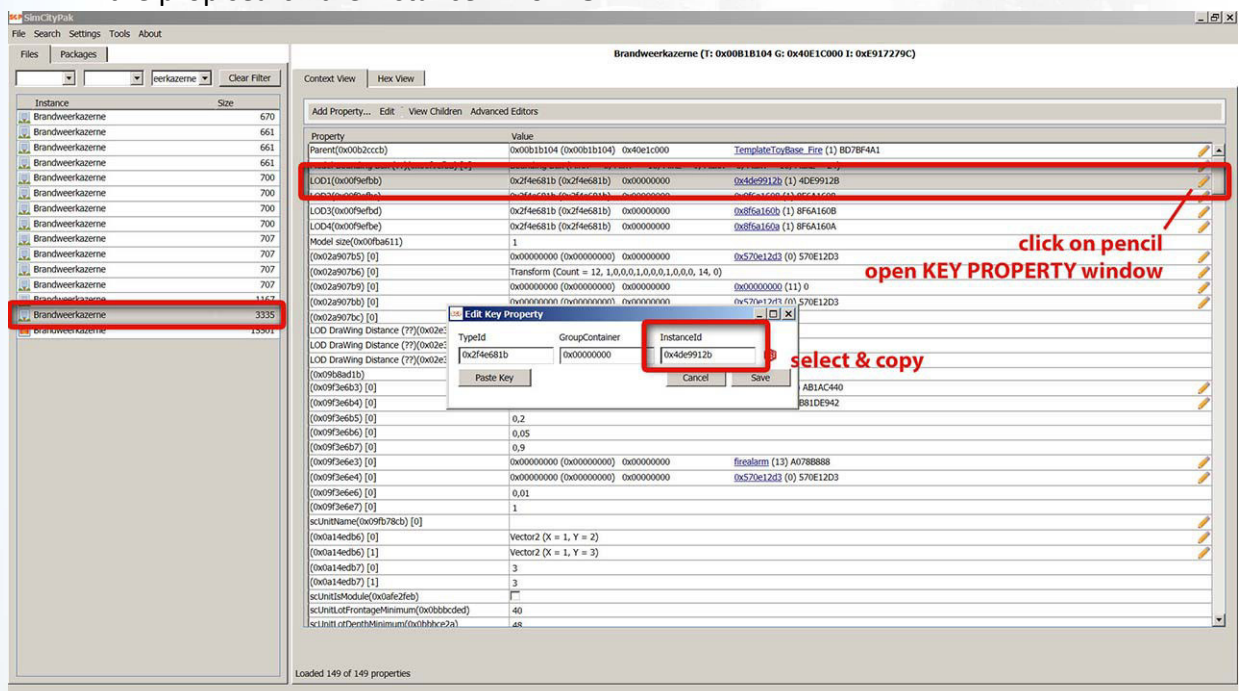




```
- select prop "Brandweerkazerne 3335 Bytes [ID-0xe917279c]"
```



- in the prop search the instance ID for **LOD1-4**

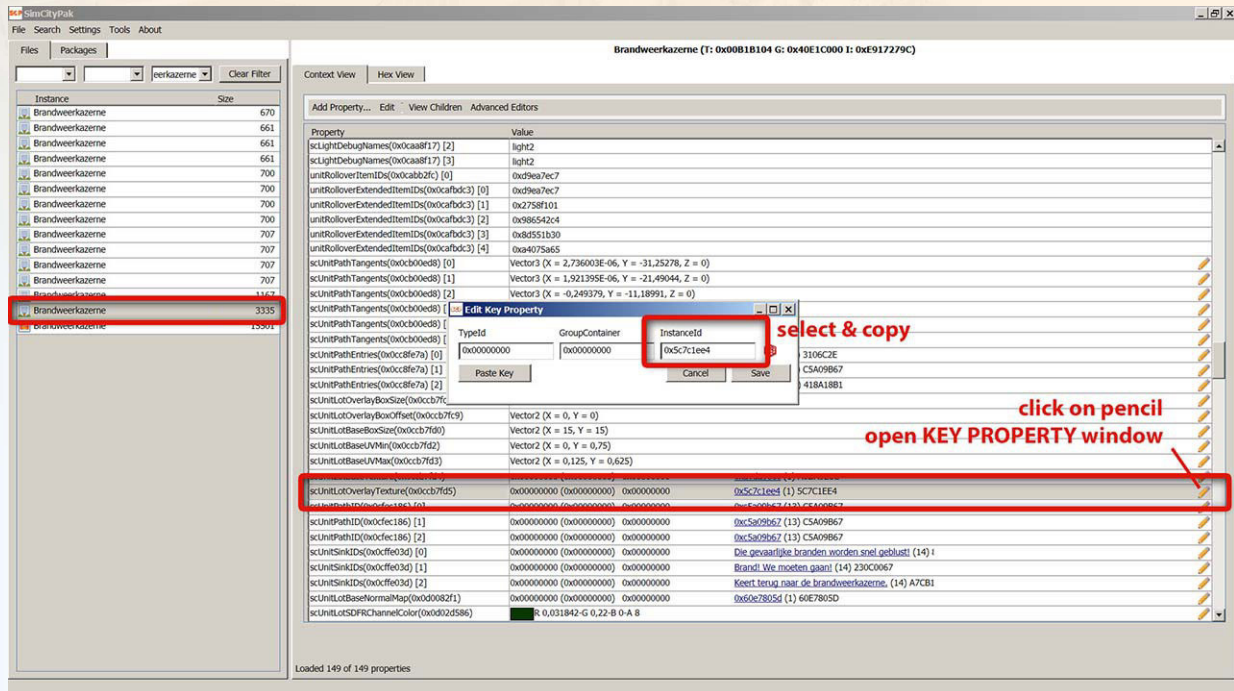


- click on the **pencil icon** will open the KEY PROPERTY window
- select and copy (**CTRL+C**) the Instance ID see image above
- paste the instance ID in the **TEXT file** where you paste the instance ID from the menu icon
- search and copy the instance ID's of the **LOD2-4** and paste the instance ID's also in the txt file

## LOD instance ID's

**LOD1 = 0x4de9912b, LOD2 = 0x8f6a1608, LOD3 = 0x8f6a160b, LOD4 = 0x8f6a160a**

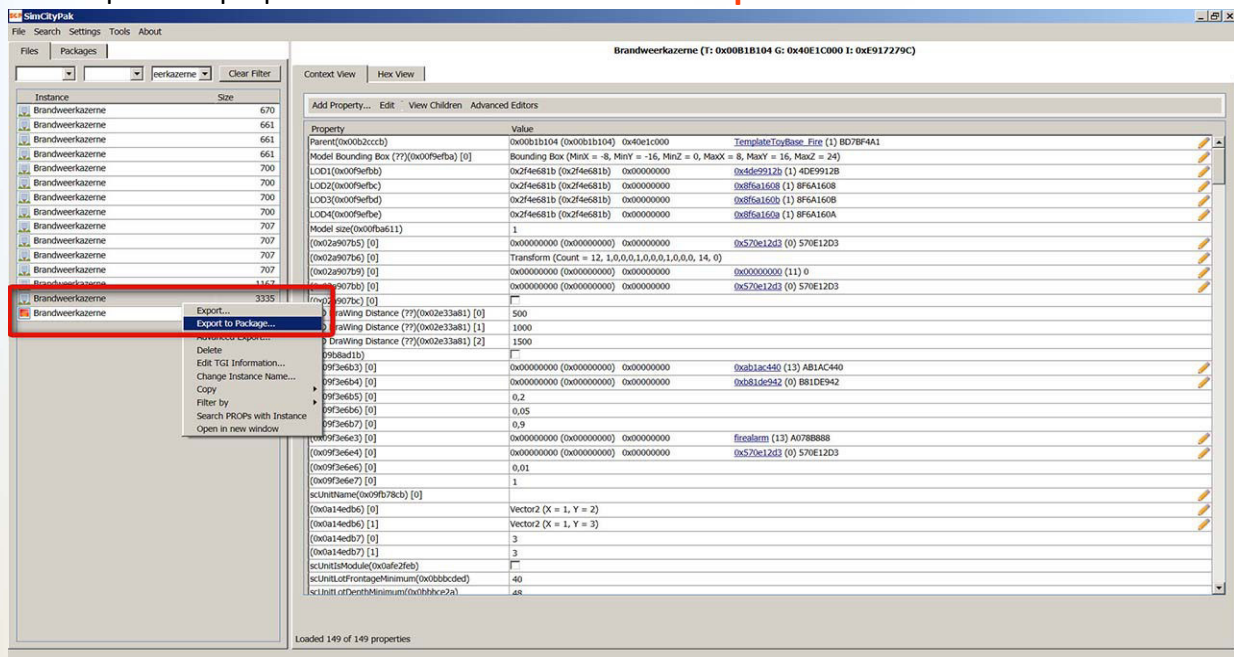
- search in the prop "**Brandweerkazerne 3335 Bytes [ID-0xe917279c]**"  
the instance ID of the **RASTER** file see image below



- click on the **pencil icon** will open the KEY PROPERTY window
- select and copy (**CTRL+C**) the Instance ID see image above
- paste the instance ID in the **TEXT file** where you paste the instance ID from the LOD1-4

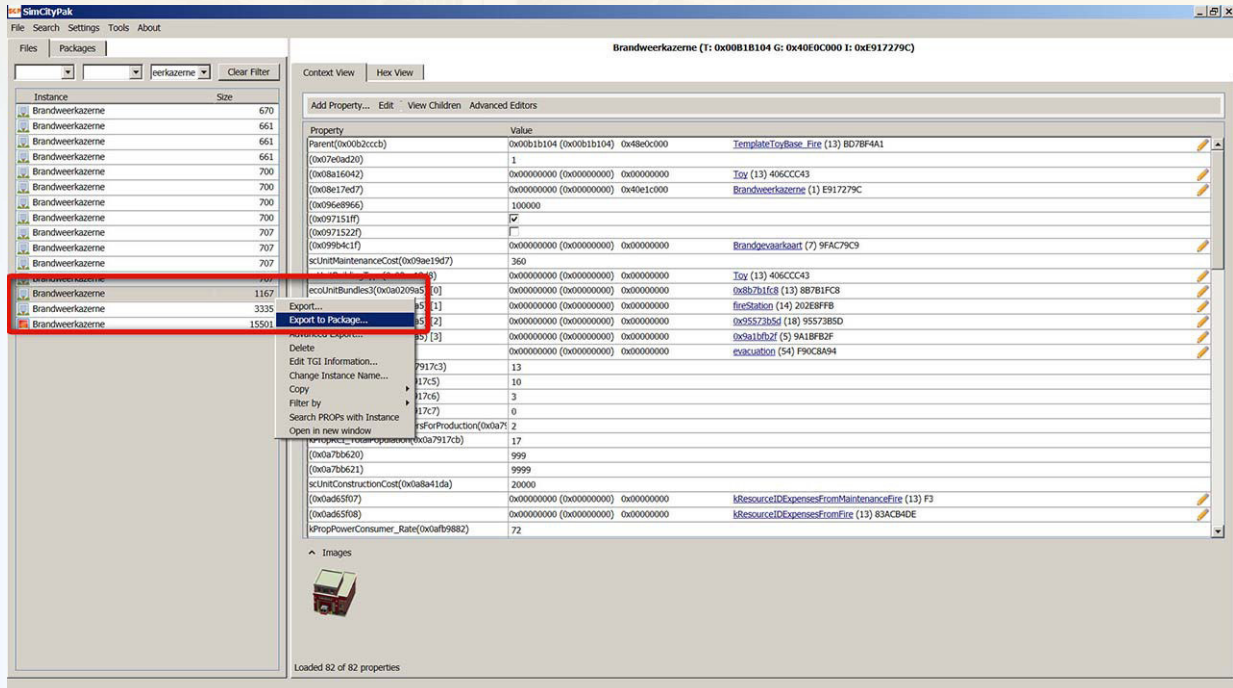
**RASTER Instance ID**  
**0x5c7c1ee4**

- back in the SimCityPak-tool select the prop **Brandweerkazerne 3335 Bytes**
- export the prop under the namen **MODEL-Descriptor 1**



**TIP:** In the *MODEL-Descriptor 1* package are the links to the LOD's (Level of Detail) and to other Properties (prop) like animations, decals, spawners, ground textures and more. Lot of props you can re-link or modify, but some props are currently not changeable.

- select " **Brandweerkazerne 1167 Bytes [ID-0xe917279c]**"
- export the prop under the namen **MODEL-Descriptor 2**



**TIP:** In this Property (prop) you can adjust / edit, for example the constructions costs, building maintenace or jobs and more.

#### #step-4

The following Properties (props) use the small fire station in the game. But I have not changed yet the props. In the future because now there are some bugs here and there I need the props for a new menu item. Than you can plo the fire station with the original fire sation in a region.

- select " **Brandweerkazerne 707 Bytes [ID-0xe917279c]**"
- export the prop under the namen **MODEL-Descriptor 3**
- select " **Brandweerkazerne 661 Bytes [ID-0xe917279c]**"
- export the prop under the namen **MODEL-Descriptor 4**
- select " **Brandweerkazerne 670 Bytes [ID-0xe917279c]**"
- export the prop under the namen **MODEL-Descriptor 5**
- search and export the prop [ID-0x5197ede3] under the namen **MODEL-Descriptor 6**
- search and export the prop [ID-0x5197edf0] under the namen **MODEL-Descriptor 7**

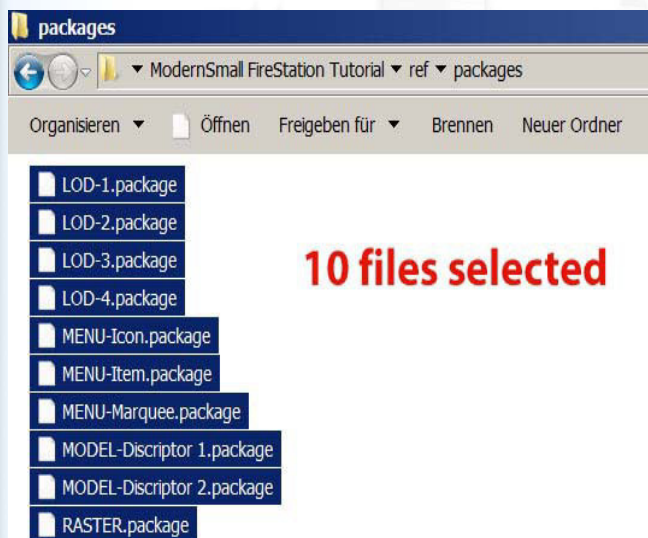


## #step-5

Now I search in the Master.package file at the noted instance ID's in the txt file.

- open the **TEXT** files
- copy (**CTRL+C**) the Instance ID from **LOD1**
- open the **Master.package** file with the SimCityPak-tool
- in the search box type the instance ID from **LOD1** and select the prop
- export the prop under the namen **LOD1.package**
- search and export also with **LOD2-4**
- export the props under the namen **LOD2.package, LOD3.package, LOD4.package**
- search and export also the **menu icon**
- export the prop under the namen **MENU-Icon.package**
- search and export also the **RASTER** file
- export the prop under the namen **RASTER.package**
- close SimCityPak-tool

**TIP:** Now I have compiled the necessary dependencies of the small fire station building for my Mod.



#### Overview of the created packages files + instance ID's

- |                      |              |
|----------------------|--------------|
| • MENU-Icon          | - 0x4de9912b |
| • MENU-Item          | - 0x6d0235ee |
| • MENU-Marquee       | - 0x6d0235ee |
| • LOD1               | - 0x4de9912b |
| • LOD2               | - 0x8f6a1608 |
| • LOD3               | - 0x8f6a160b |
| • LOD4               | - 0x8f6a160a |
| • MODEL-Descriptor 1 | - 0xe917279c |
| • MODEL-Descriptor 2 | - 0xe917279c |
| • RASTER file        | - 0x5c7c1ee4 |

Picture 4

## #step-6

Create **one package file** from all copied packages files.

- open the SimCityPak-tool
- press **File → Add packages**
- set the path to the project folder where the copied packages files are
- load all packages (**Picture 3**)
- mark one prop than press **CTRL+A** to select all Properties
- open sub-options (click **right mouse button** in the marked list)
- export the prop under the namen **Ofirestation-00.package**

**TIP:** I wait few seconds of the saving than I close the SimCityPak-tool.

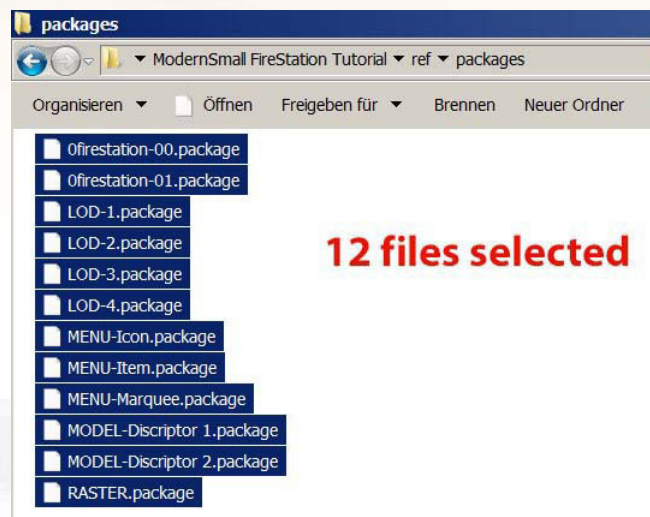


### #step-7

Now I have the fire station as a separate package file. If the package file should go broke by the further handling, I will create a backup copy than I can quick get back to a working package file.

- make a clone of the file **0firestation-00.package** and rename the file to **0firestation-01.package**

#### Overview of the created package files



## | Material mapping

### #step-8

On my end I could not find a good way to assign your own textures for the building in the SimCityPak-tool. For my building-Mod I will reuse the in game textures by Maxis. In the 3D program 3ds Max I will later create and assign the materials.

How do I readout the Maxis textures I explain in section | **Test objects**.

## | Material name

### #step-9

The material name consists of the existing functions in the script. As mentioned in the preface I could find out in testing that the material name as listed below is for now more important.

Material name: **SCP-1-0-0.0-0.0-0.0-0.0-0-1-0.0-0.0-0.0-0.0-1.0-1.0-0**

**SCP-1-0-0.0-0.0-0.0-0.0-0-1-0.0-0.0-0.0-0.0-1.0-1.0-0**

SCP-(colorBottom)-(intOffset)-BottomLayer-(intTex)-(colTop)-TopLayer-(paddingX)-(paddingY)-(index)

**bottomlayer** = clip range W, H, U, V

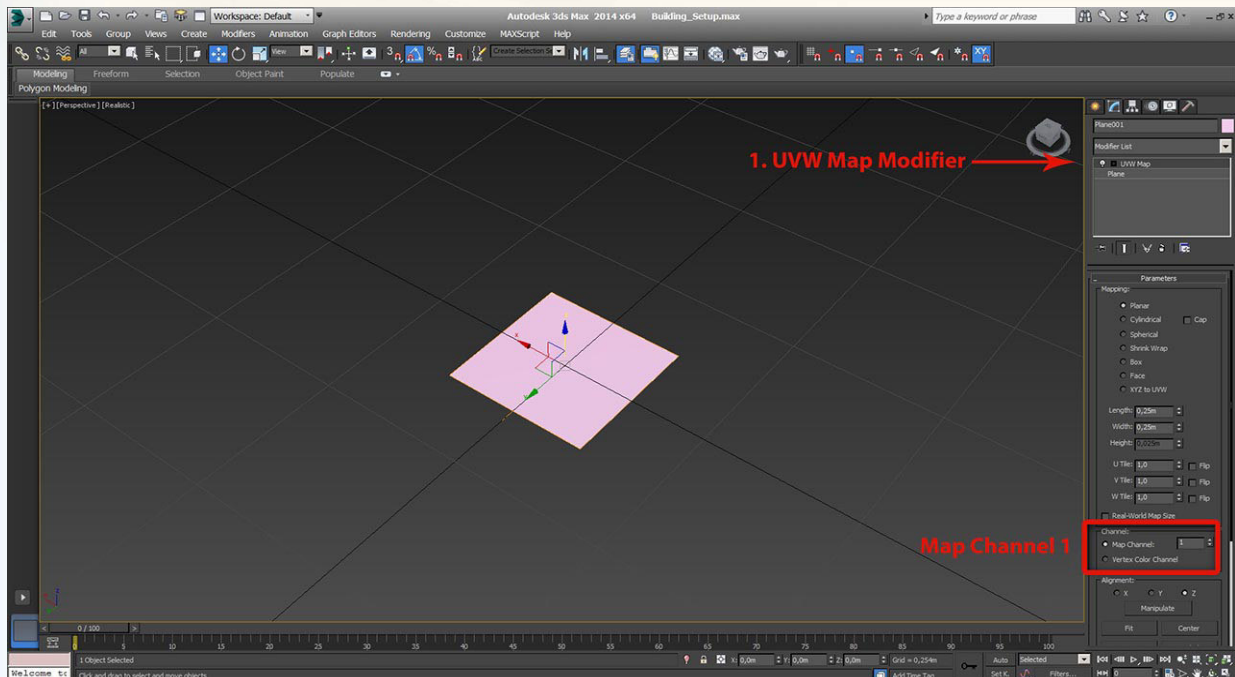
**toplayer** = clip range W, H, U, V

## | Test objects

### #step-10

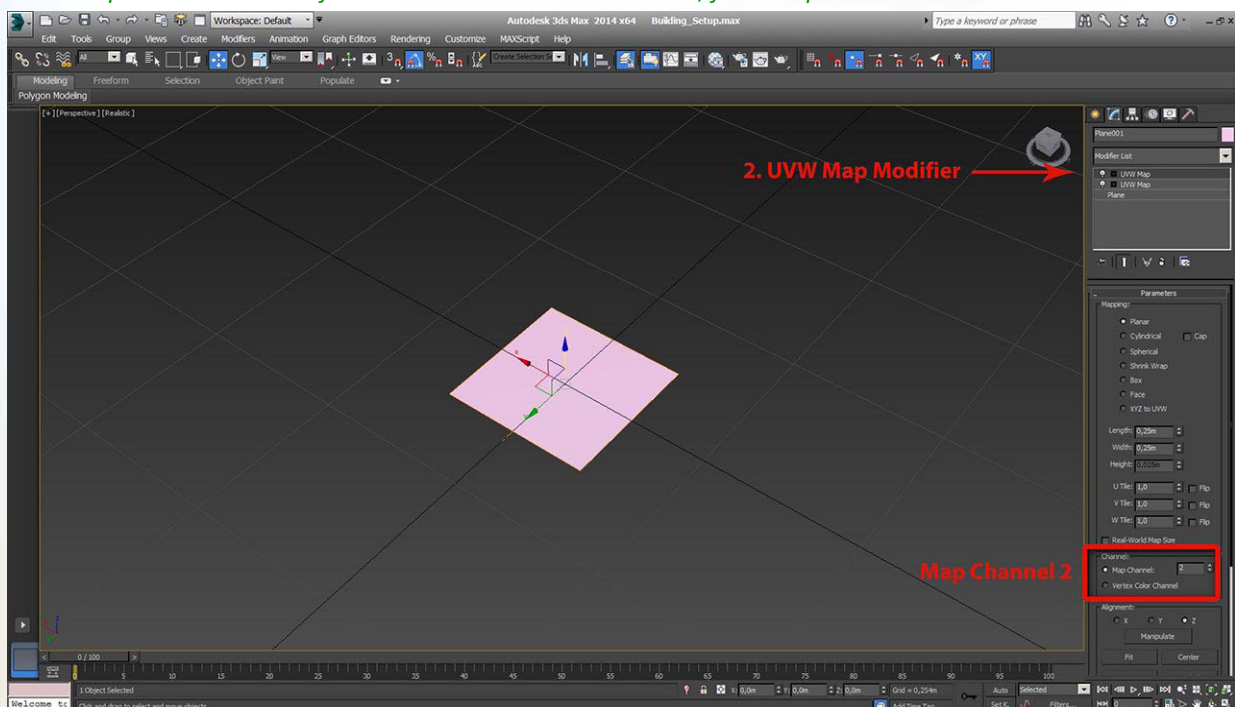
For readout of the used textures I create a test objects. With this objects I can display the used textures by Maxis.

- start 3ds Max and create a Plane (**0,25m x 0,25m**)
- put a **UVW Map Modifier** on the Plane and set **Planar Mapping**



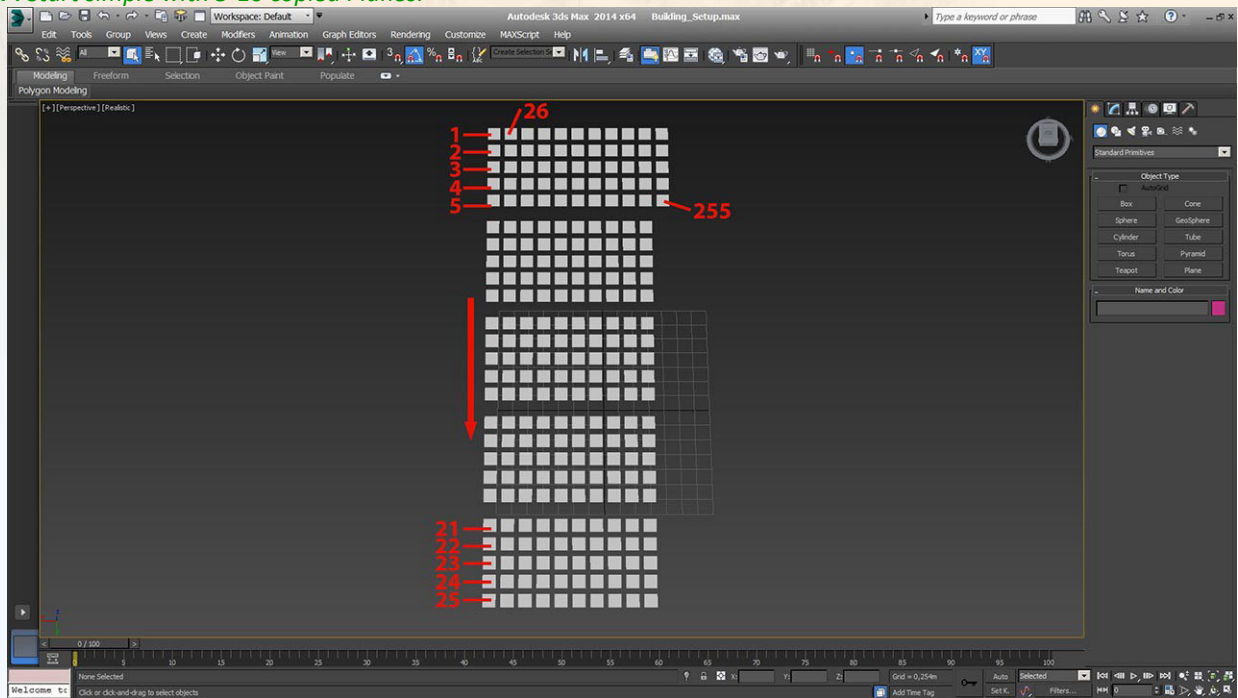
- put a **2. UVW Map Modifier** on the Plane, set also to **Planar Mapping**
- change Map Channel 1 to **Map Channel 2**

**TIP:** The Map Channel 2 is used for a second texture in the material, for example windows or doors on a brick texture

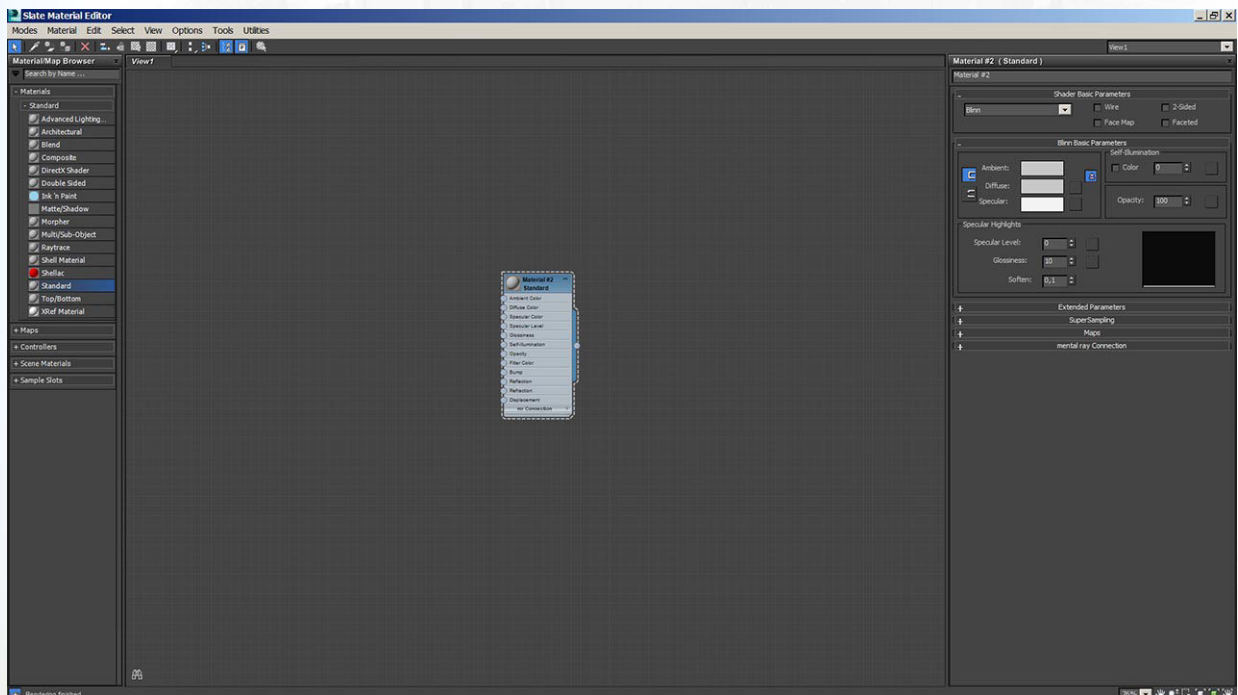


- copy the Plane **254 times** and arrange the Planes as shown on the image below

**TIP:** Start simple with 5-10 copied Planes.

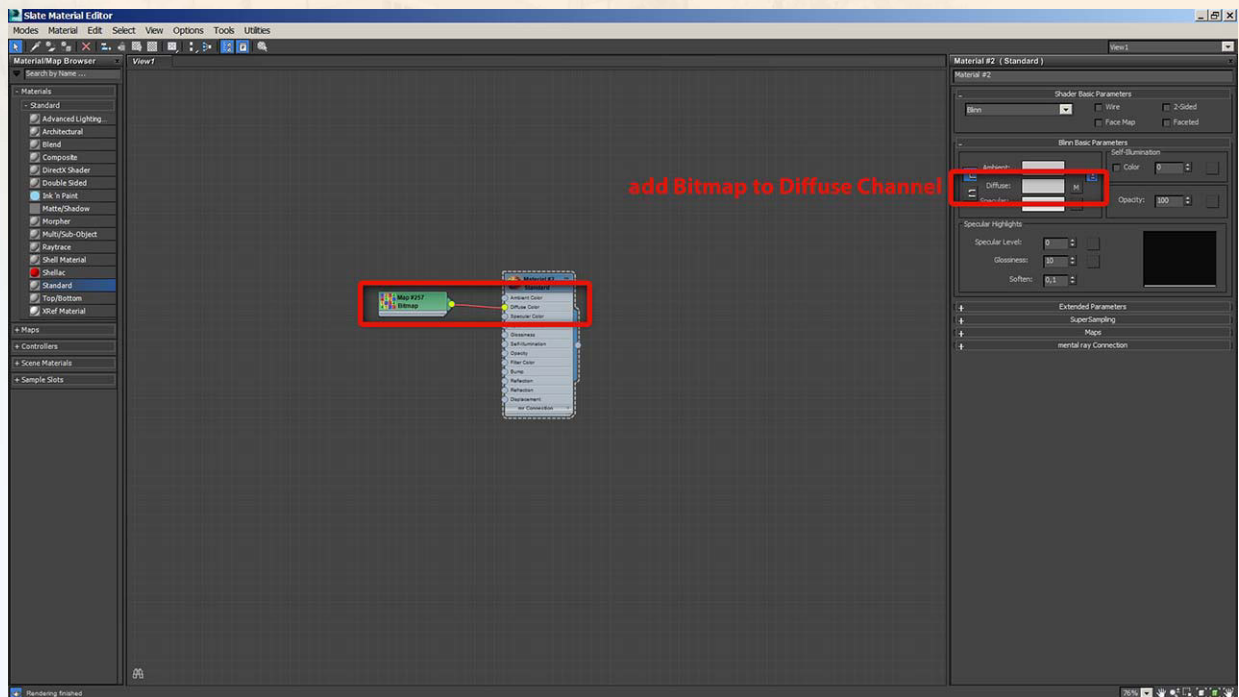


- open the **Material Editor**
- create a **Standard Material**





- assign a **Bitmap** to the **Diffuse Channel**



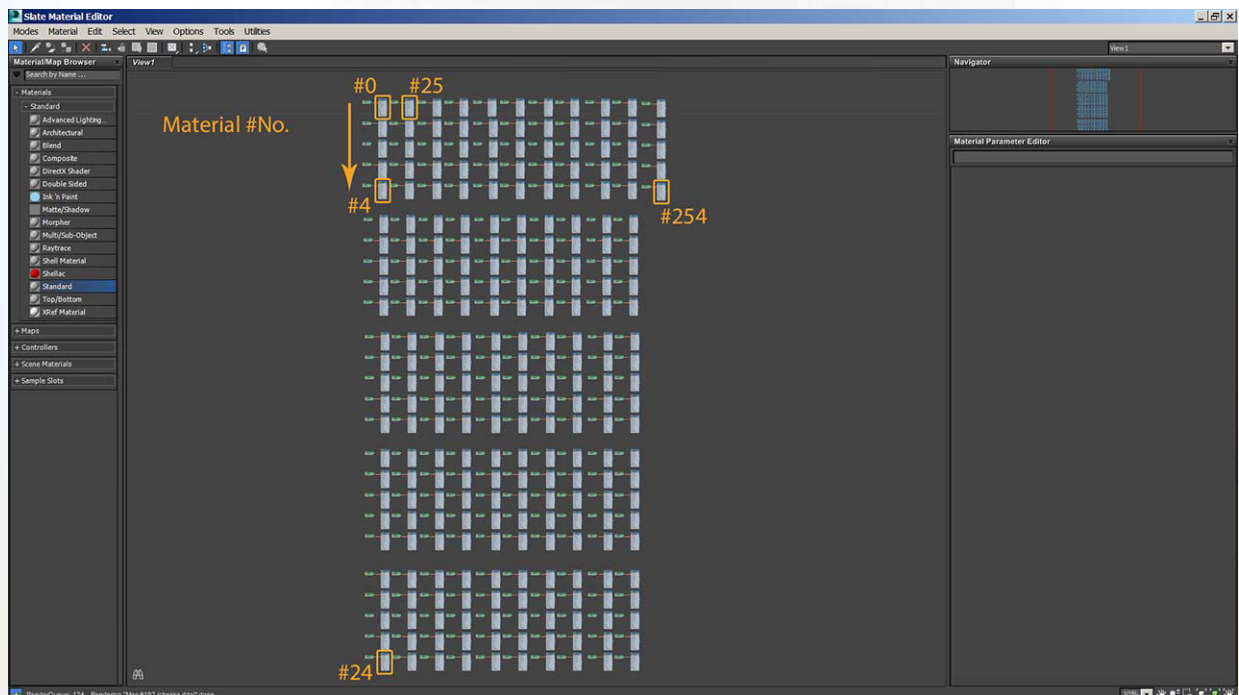
- assign a **checker texture** to the **Bitmap**

Most often I use this checker texture below

[\[http://www.turbosquid.com/FullPreview/Index.cfm/ID/647677\]](http://www.turbosquid.com/FullPreview/Index.cfm/ID/647677)

- copy the standart material **254** times

**TIP:** You can start with 5-10 copied materials.





- rename all materials as follows:

**Material #0** = SCP-1-0-0-0-0-0-0-0-0-0-1-0-0-0-0-0-0-1-0-1-0-0

**Material #1** = SCP-1-0-0-0-0-0-0-0-0-0-1-0-0-0-0-0-0-1-0-1-0-1

**Material #2** = SCP-1-0-0-0-0-0-0-0-0-0-1-0-0-0-0-0-0-1-0-1-0-2

**Material #3** = SCP-1-0-0-0-0-0-0-0-0-0-1-0-0-0-0-0-0-1-0-1-0-3

**Material #4** = SCP-1-0-0-0-0-0-0-0-0-0-1-0-0-0-0-0-0-1-0-1-0-4

...

**Material #254** = SCP-...-254

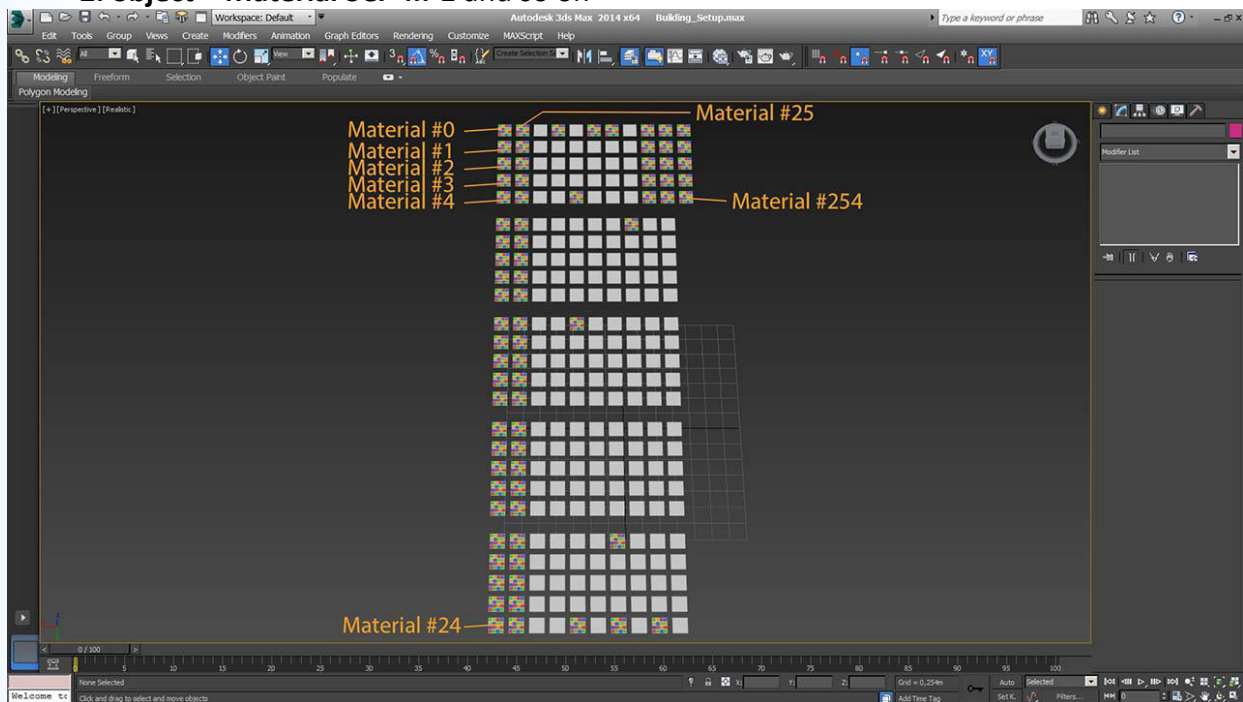
**TIP:** In previously test show that Material ID SCP-...-256,-257,-258 etc. are a repeating of Material ID SCP-...-0, -1, -2, etc .

## #step-11

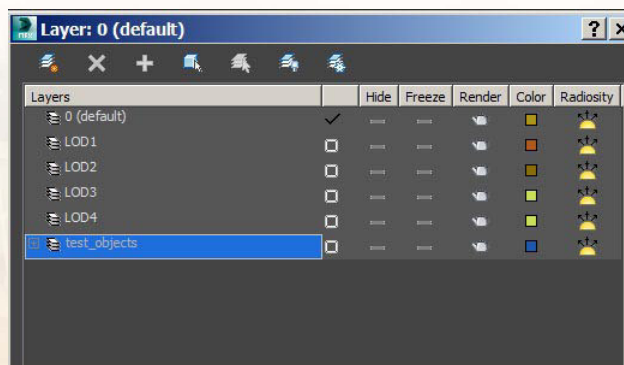
- assign the 255 materials to the 255 Planes

**1. object = Material SCP-...-0**

**2. object = Material SCP-...-1 and so on**



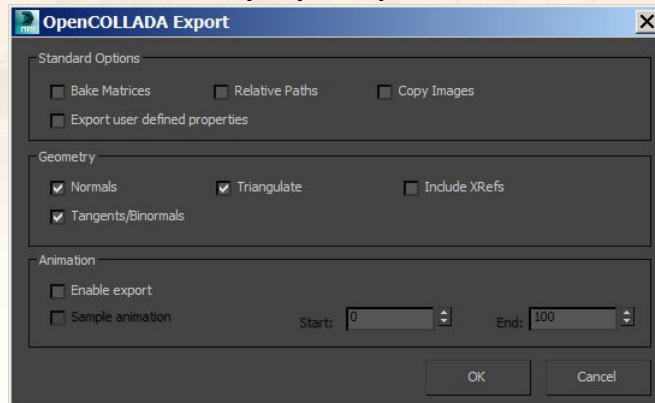
- open the **Layer window**
- create the Layer **LOD1, LOD2, LOD3, LOD4, test\_objects**



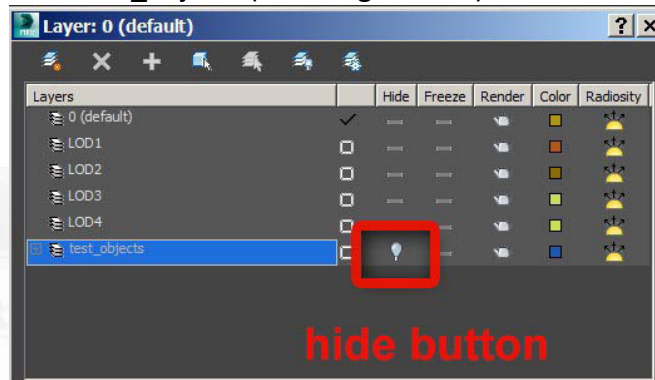
- assign the Planes to the Layer **test\_objects**

- select all Planes and export under the name **test objects.DAE**

### My export options

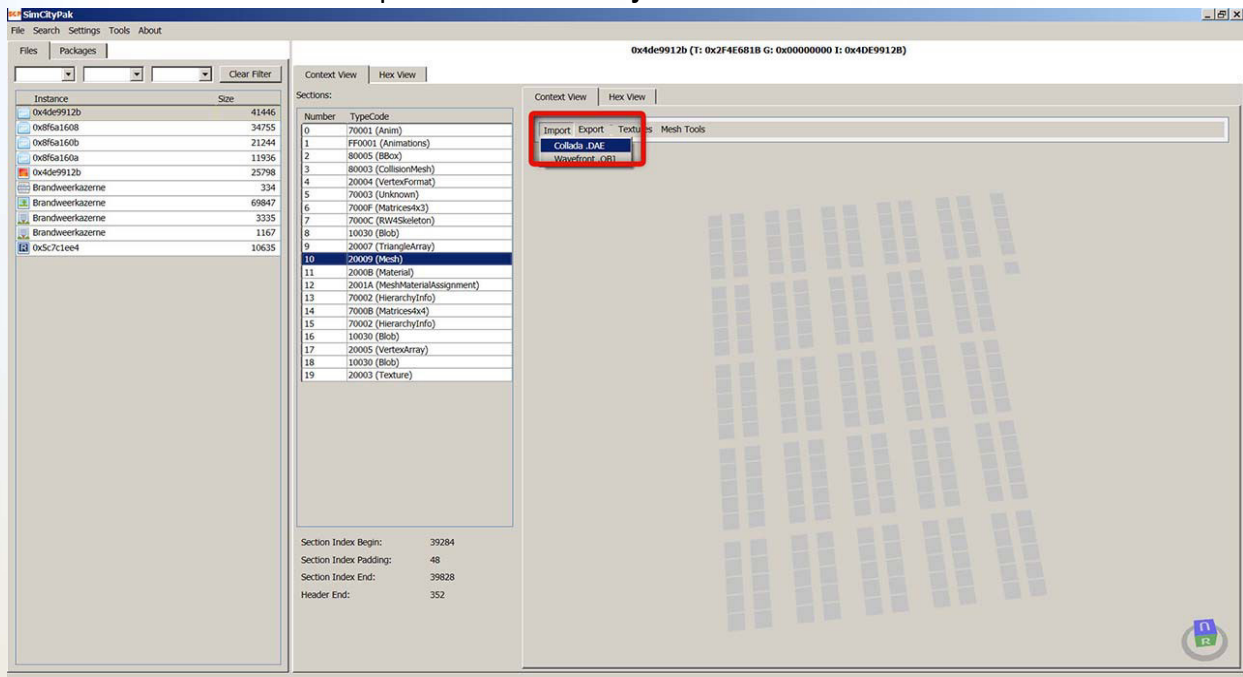


- hide the Layer for the test\_objects (see image below)



### #step-12

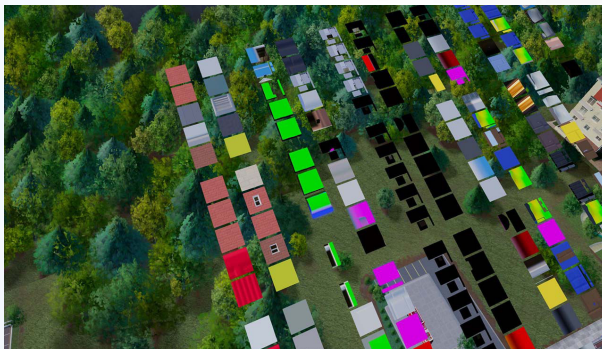
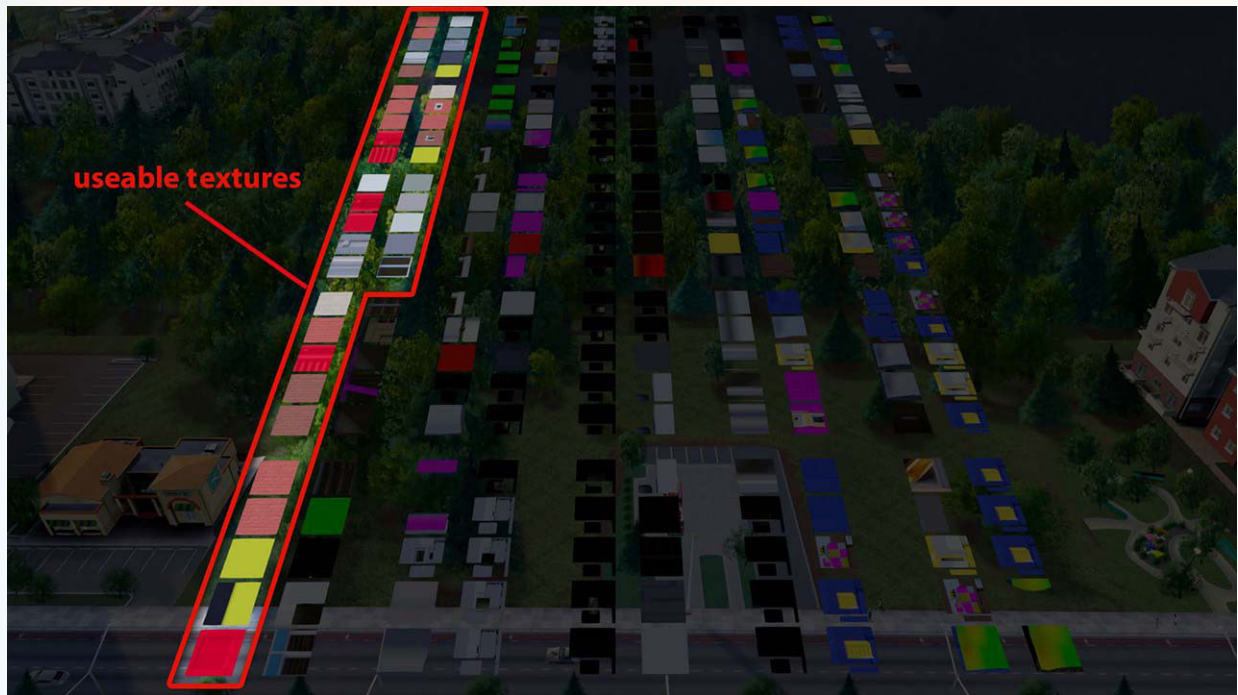
- start SimCityPak-tool and open the file **0firestation-01.package**
- select the LOD1 and import the file **test objects.DAE**



- save the package file and close the SimCityPak-tool
- copy as usual the package file into the game folder `\Origin\SimCity\SimCityData\`
- start the video game
- load a test region and plop the small fire station
- zoom close to the building as possible and create screenshots

The 255 Planes or the *test objects.DAE* show now the assigned textures of the small fire station.

**TIP:** If you dont see any changes, be sure you set in the graphics settings the geometry resolution to high.



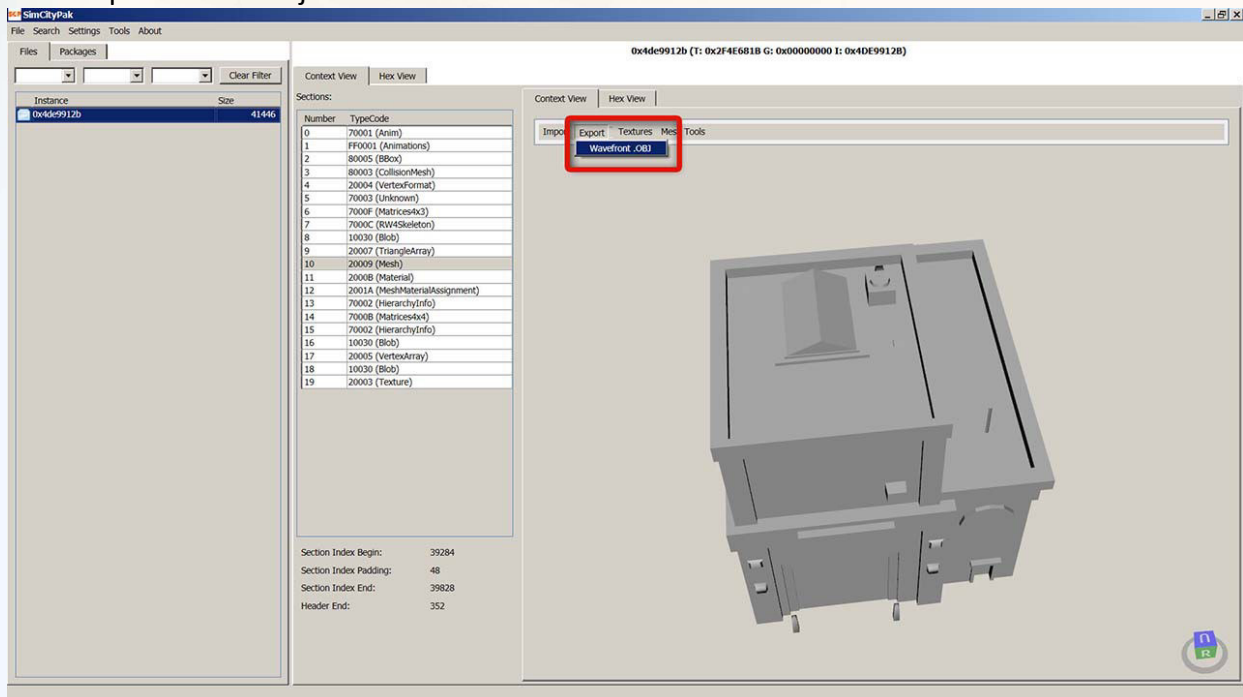


## | Modeling

### #step-13

I need to know how is the 3D dimension from the original small fire station and I need to know how many polygones used this building. I will export the LOD 1 object to my project folder.

- start SimCityPak-tool and open the package file **LOD1.package**
- export the 3D object as a **OBJ** file



- import the **OBJ** to a 3D programm

### My import options in Blender





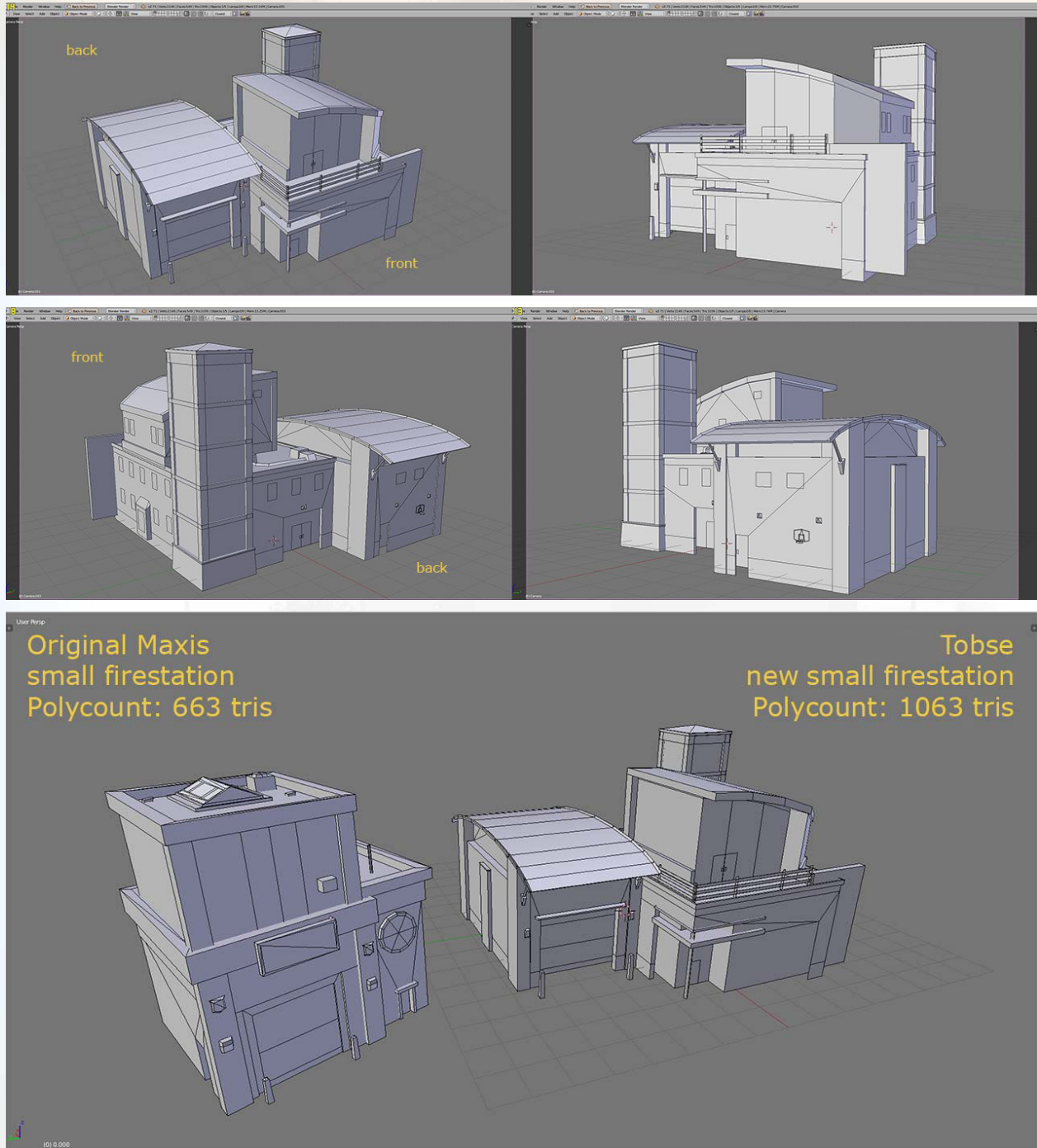
## #step-14

For my new fire station I need some inspiration. I search on Google at "modern fire station" and from many various are these 2 images my favorites.



## #step-15

A few hours later I created this building.

**My new 3D object created in Blender**

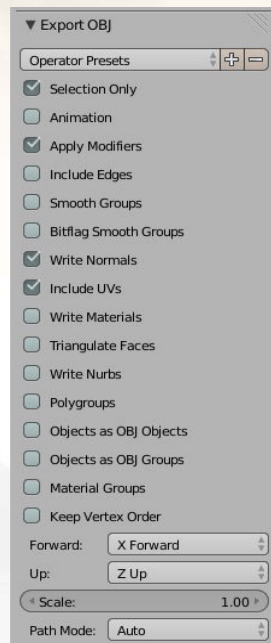
Although my new fire station has more polygons than the original fire station, but I think it is still acceptable as "Lowpoly Object".

## #step-16

Now I import my new building to 3ds Max. In 3ds Max I detach the faces from the 3D object after that I assign on the faces the materials and UVW Modifier.

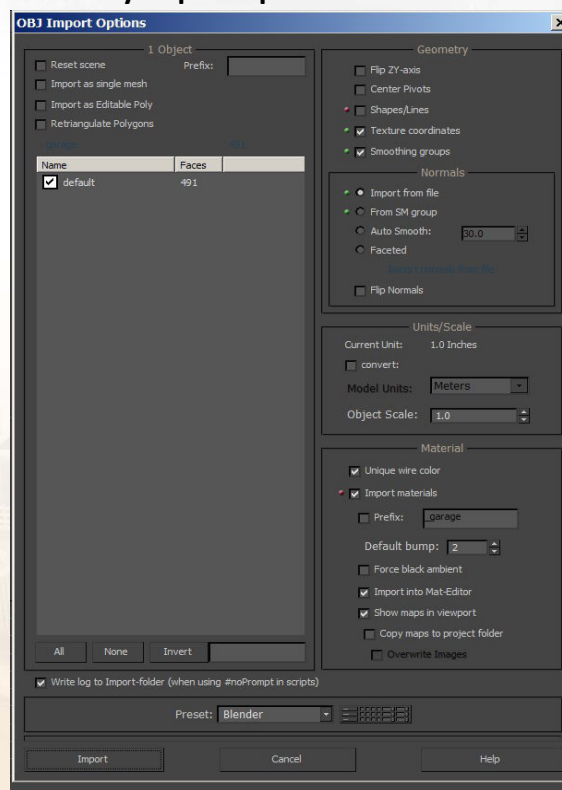
- export the building under the namen **transfer object-m1.OBJ**

## My export options in Blender



- import the file **transfer object-m1.OBJ** to 3ds Max

## My import options in 3ds Max

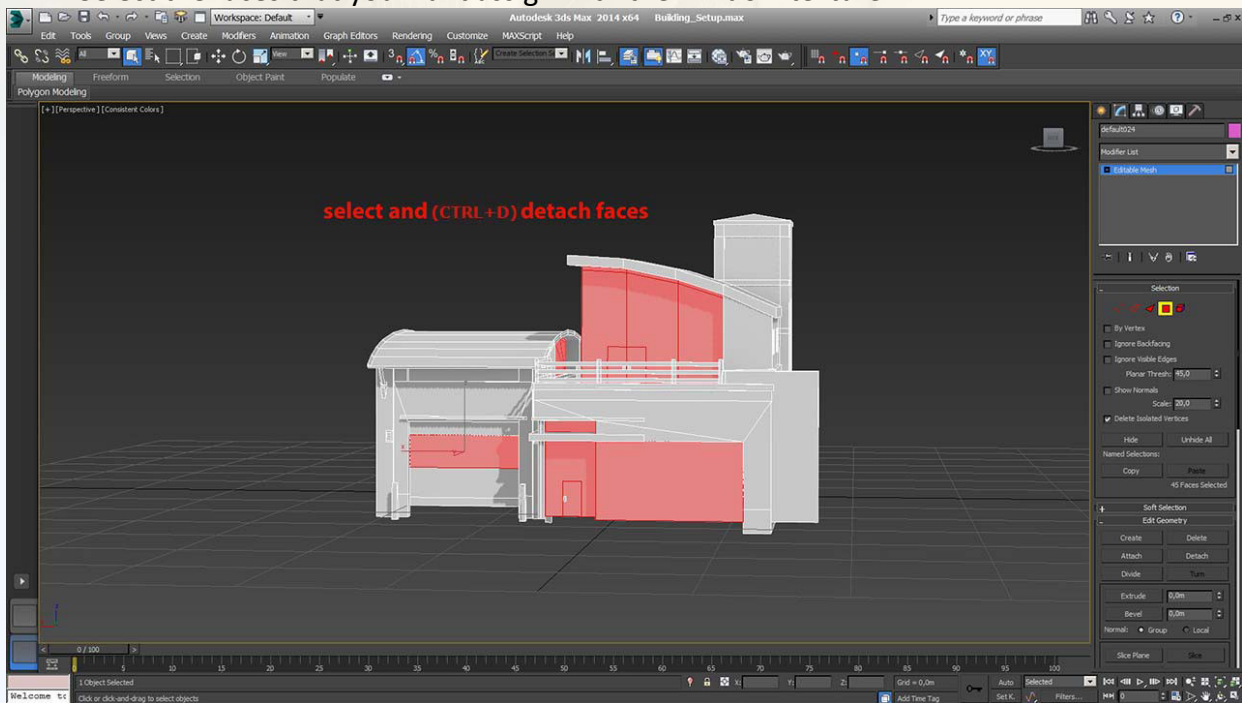




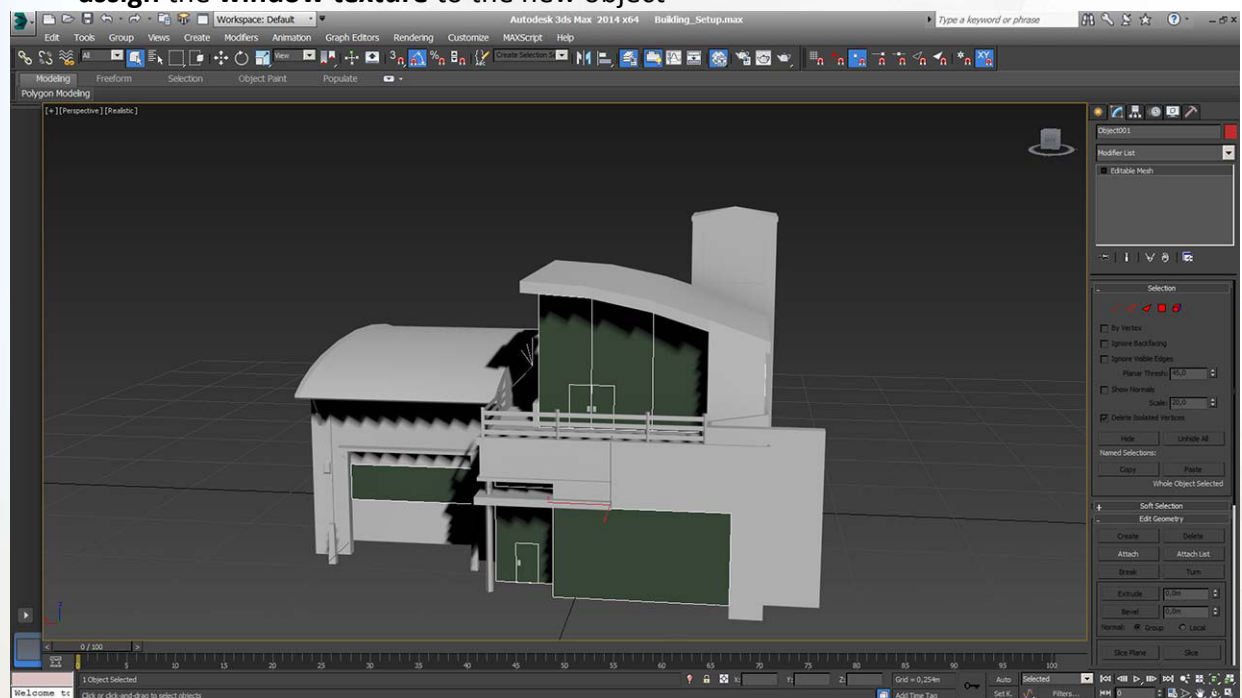
## #step-17

Select and detach roughly the faces that you will later assign with the a material in this case with the window texture.

- Select the faces that you want assign with the window texture

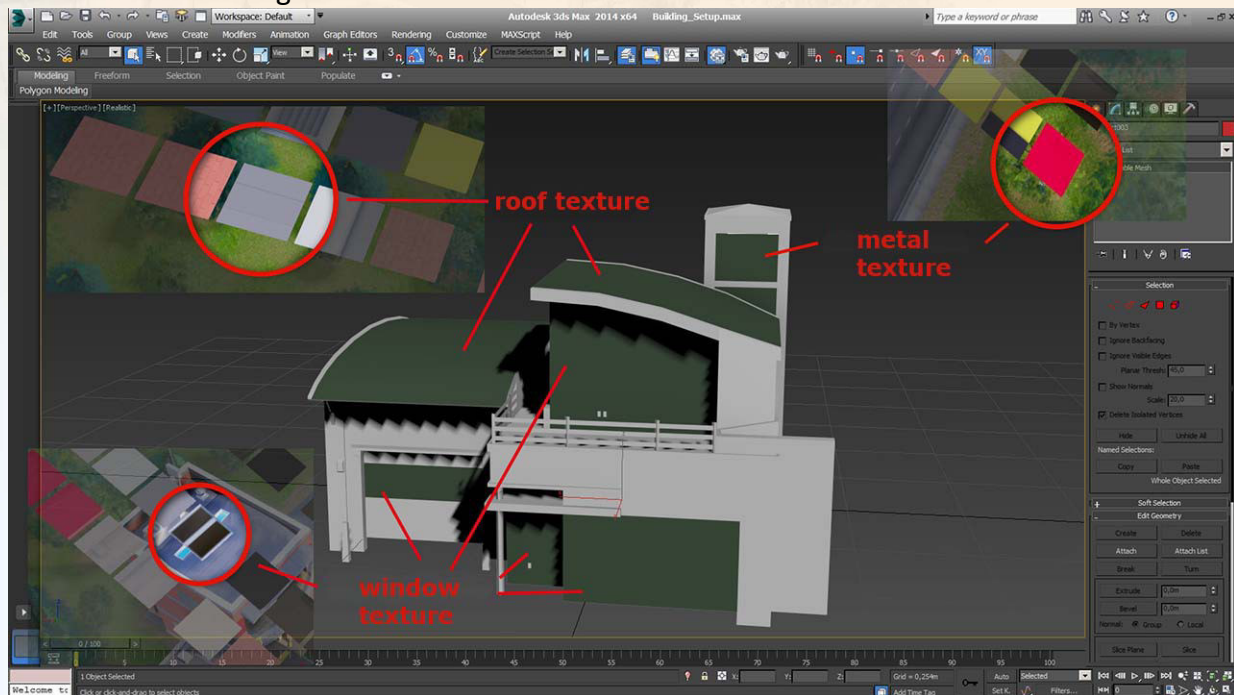


- detach these faces (CTRL+D)
- assign the **window texture** to the new object





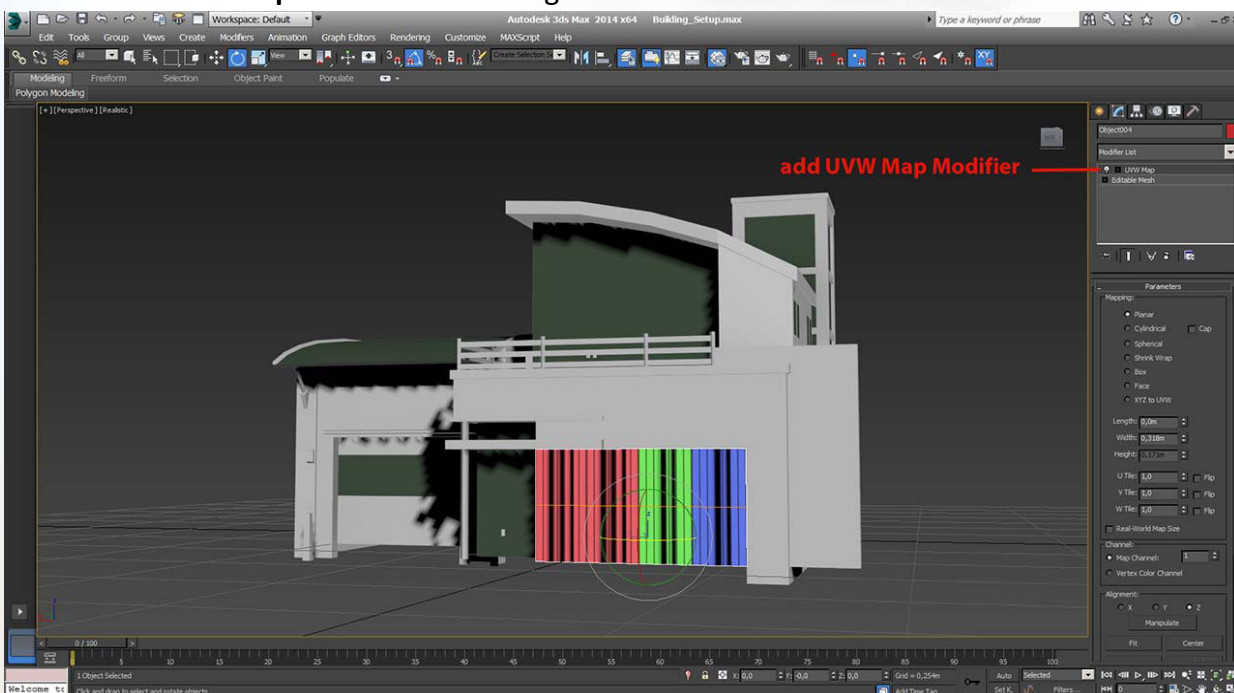
- detach and assign other faces with a different material



### #step-18

After the separation of all faces from the object and the desired material are assigned, I will detach the faces more in deep. The reason is it will be easier when you adjust the texture of the surface with the UVW Map modifier.

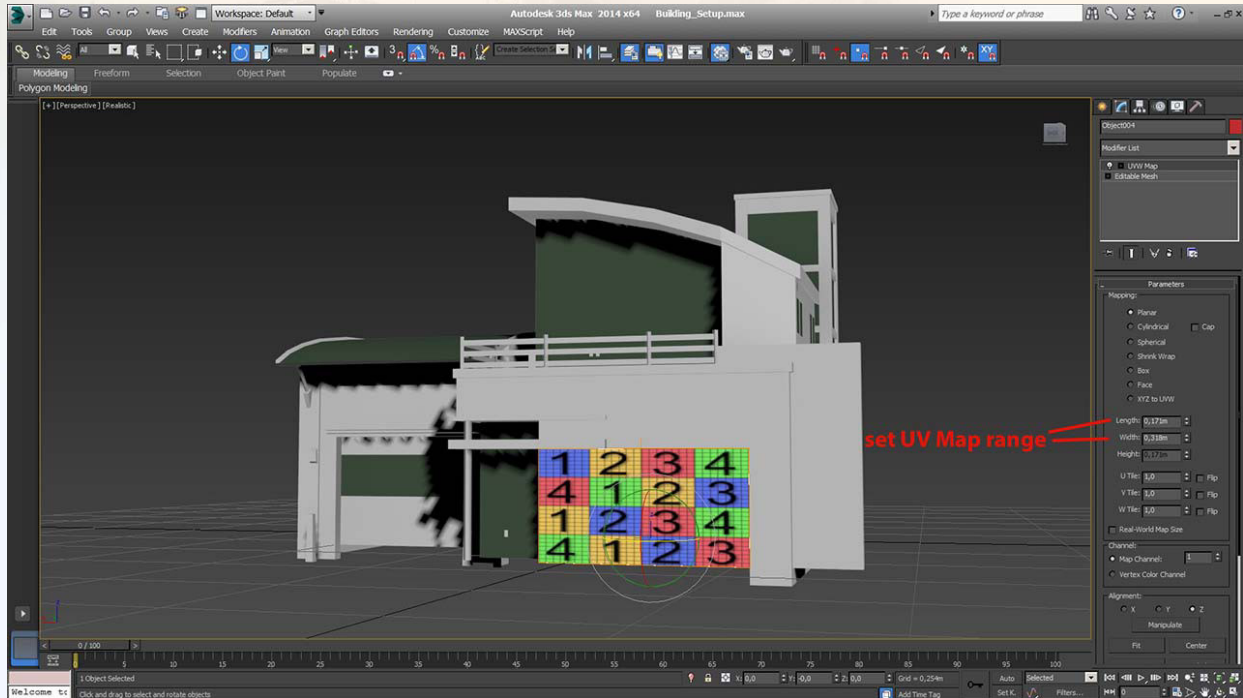
- select the object with the window texture
- detach each faces as a single face
- add a **UVW Map Modifier** to the single face



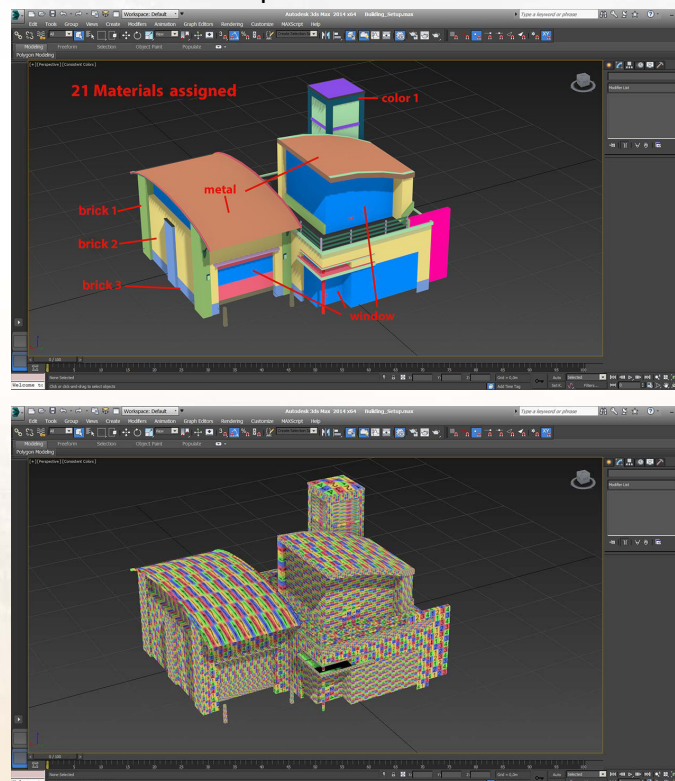
- set Mapping to **Planar**

**TIP:** Most of the time I use the Planar Mapping.

- open **edit mode** of the **UV Gizmo**
- adjust the **UV Gizmo** and set the range to the face

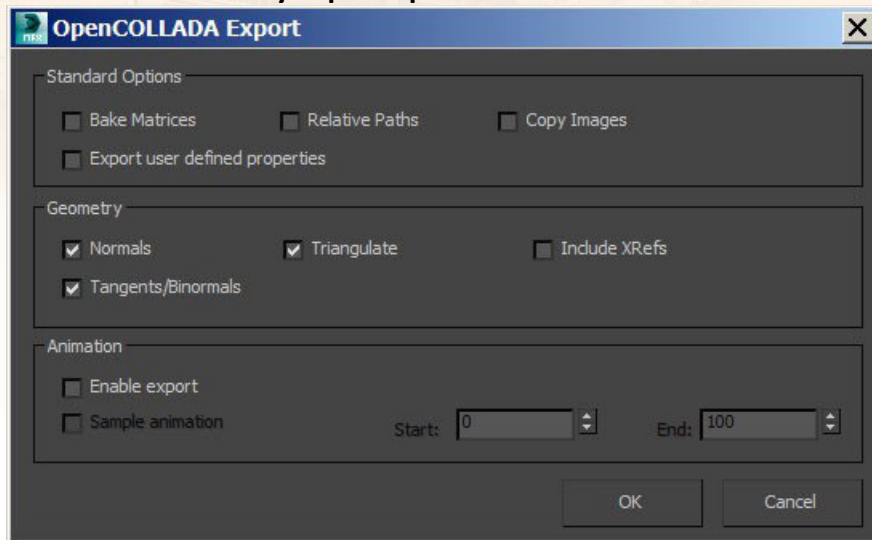


After a while I have all faces separated from the object and I have assigned a material and a UVW Map modifier to all faces.



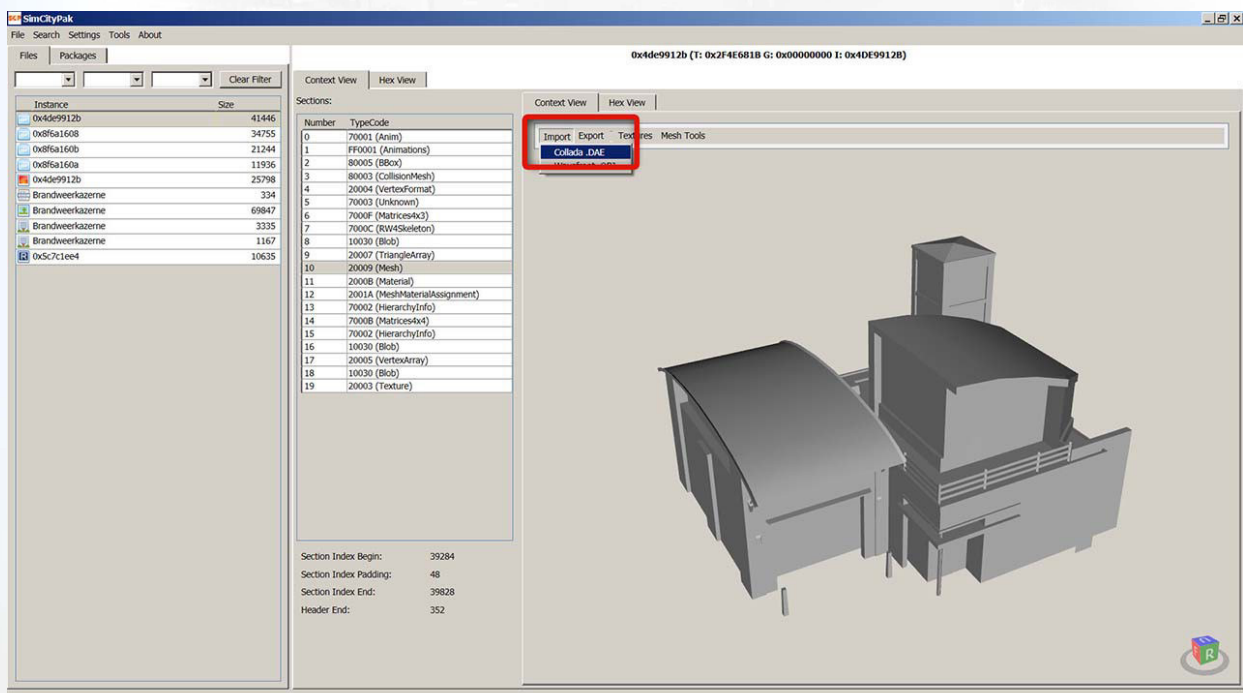
- export the object under the name **ModernFireStation-m1.DAE**

### My export options in 3ds Max



### #step-19

- start SimCityPak-tool
- open the file **0firestation-01.package**
- select **LOD1** and import the file **ModernFireStation-m1.DAE**



- save the package file
- test the progress in the video game

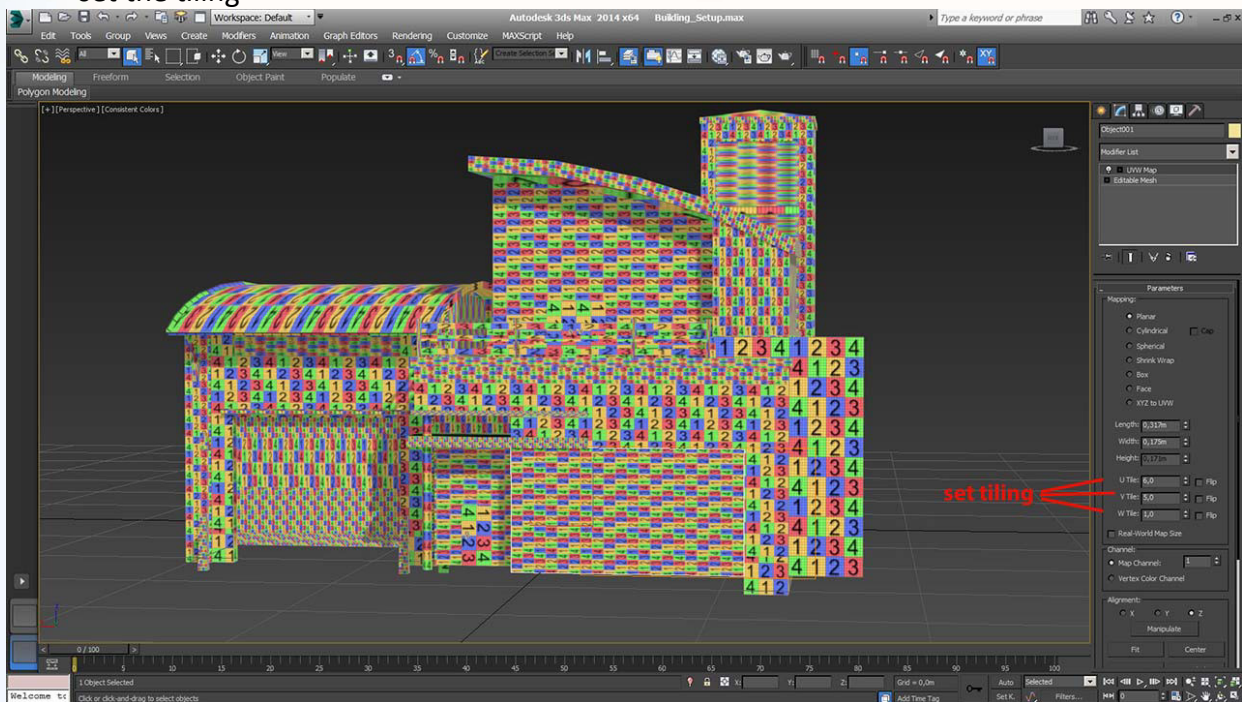


## #step-20

I need to check if the right materials were assigned, the UV's were correct on the faces and whether the texture have a good tiling so I test the building in the video game and create screenshots.

At the beginning some faces have not a good or not a correct tiling of the texture. In the next step I will correct them. This procedure is the hardest part of building Modding.

- after the created screenshots go back to 3ds Max
- select a face that need a better tiling of the texture
- set the tiling



The previous screenshots and the checker texture will help me to set the right tiling.

- **adjust the tiling with each faces** if is necessary
- export the 3D object and test the progress in the video game
- create again screenshots of the building
- close SimCity™ (2013)
- go back to 3ds Max
- adjust the tiling of the faces
- checkout the progress in the video game

Step 20 I repeat very often, because all changes that I made in 3ds Max you will only see in the video game.

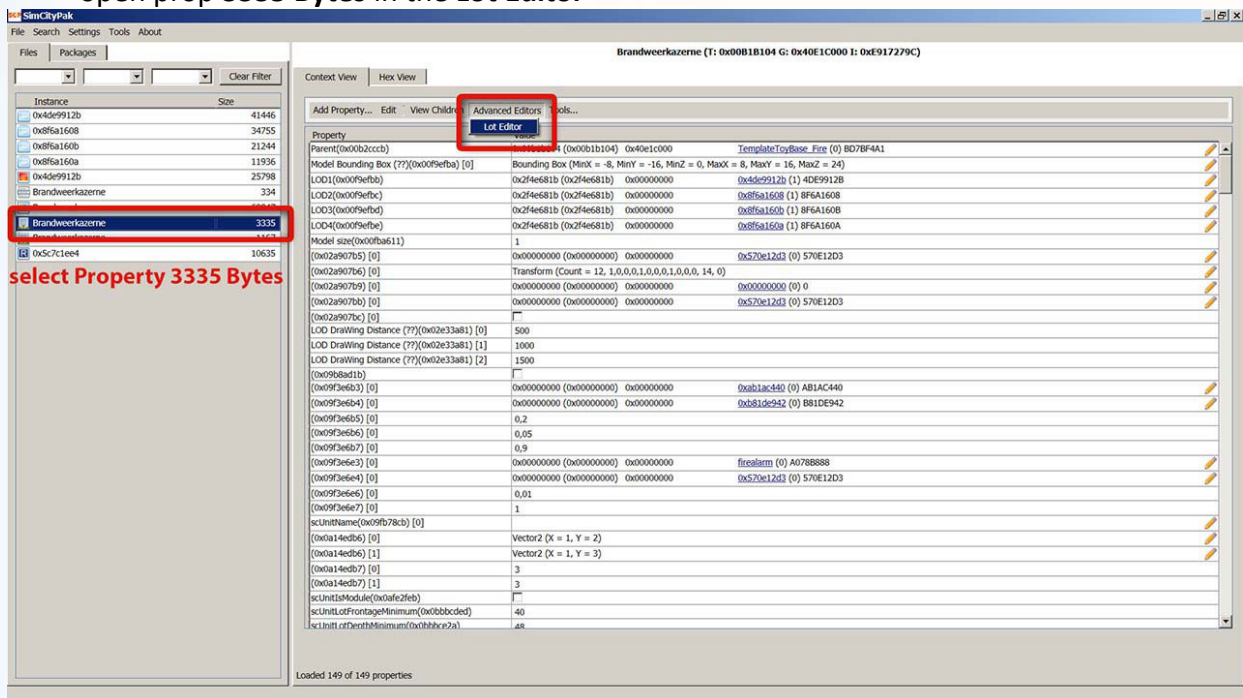
## | RASTER file

### #step-21

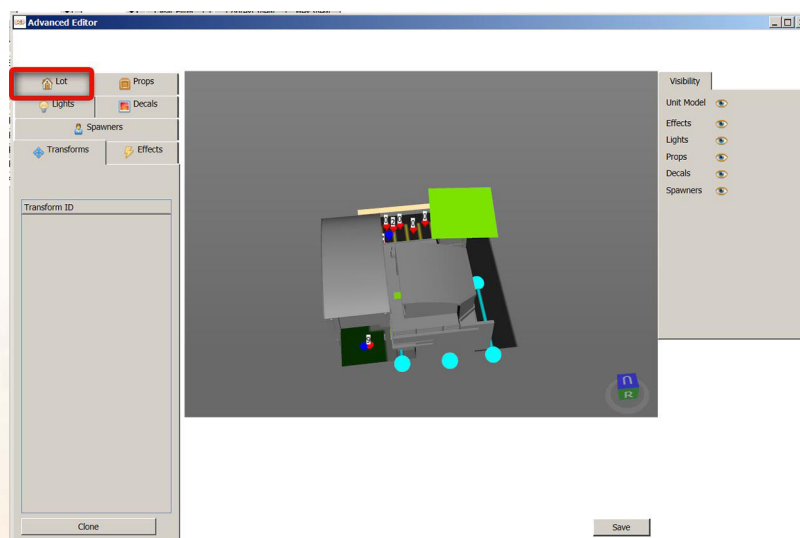
The RASTER file indicate wich ground texture are assigned for wich color (red, green, blue, Alpha-Channel). In the Lot Editor you can change the ground textures.

My fire station need also a new arrangement of the ground textures and my fire station need also a new Lot size.

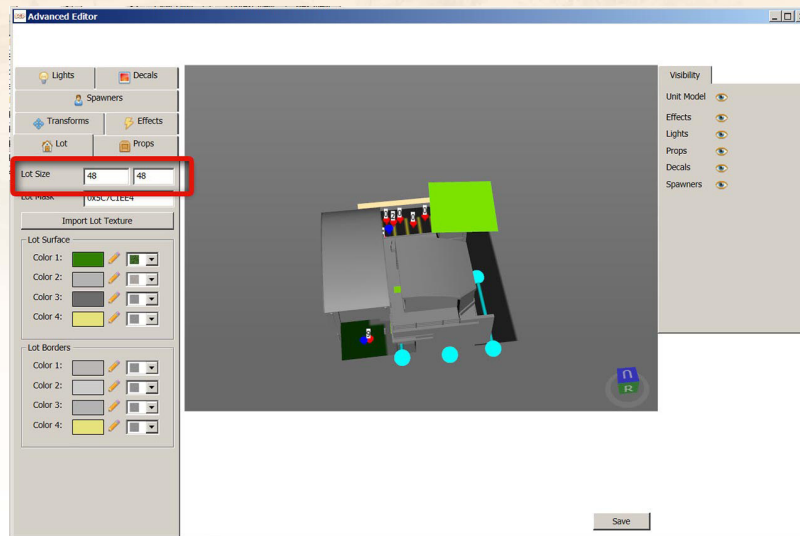
- start SimCityPak-tool and open the file **Ofirestation-01.package**
- open prop **3335 Bytes** in the **Lot Editor**



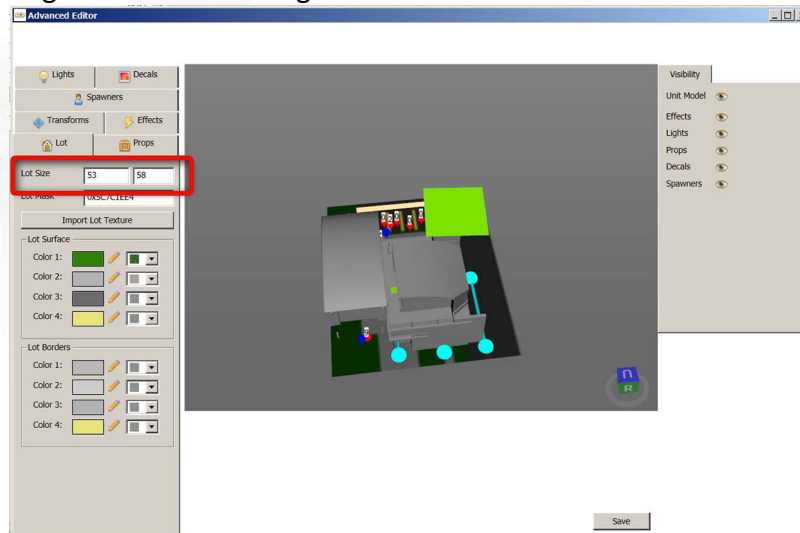
- go to tab **Lot**



- the red marked box show the current Lot size



- change the Lot size to 53 x 58
- save the changes in the Lot settings



- save package file
- close the SimCityPak-tool

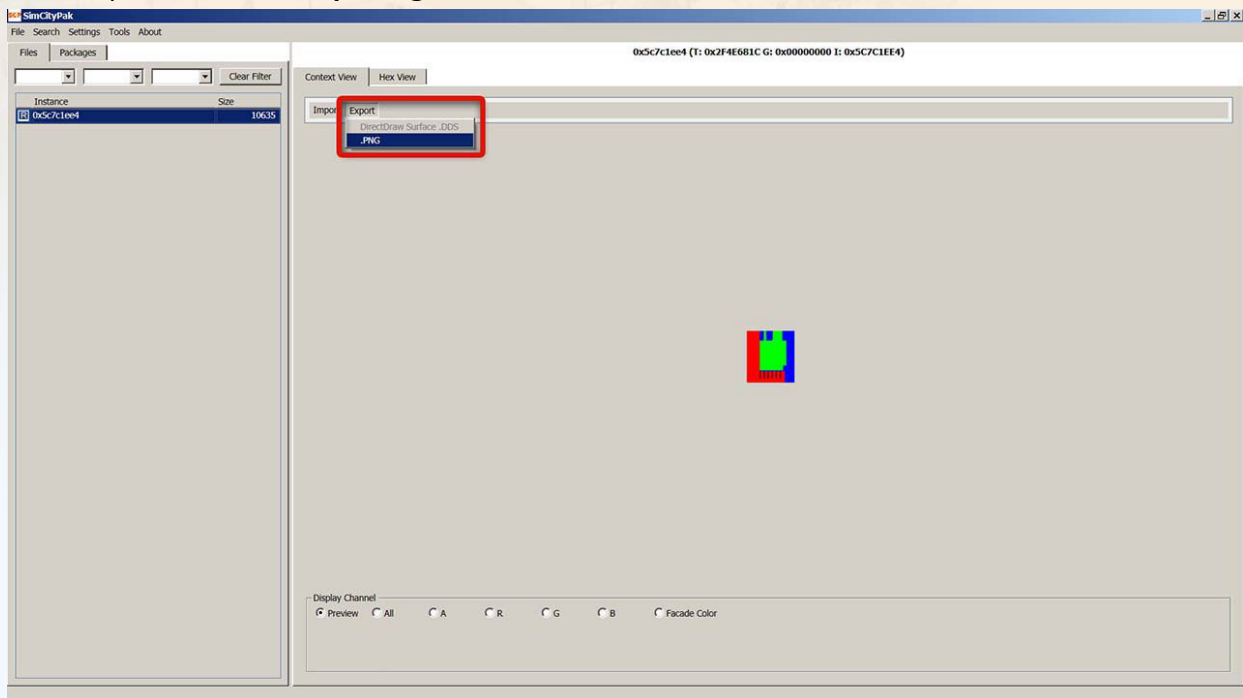
## #step-22

For my new RASTER file I export the original RASTER file this will later help me when I make the new color layout for the ground textures. At first I create a test RASTER file to know which colors are assigned for the ground texture.

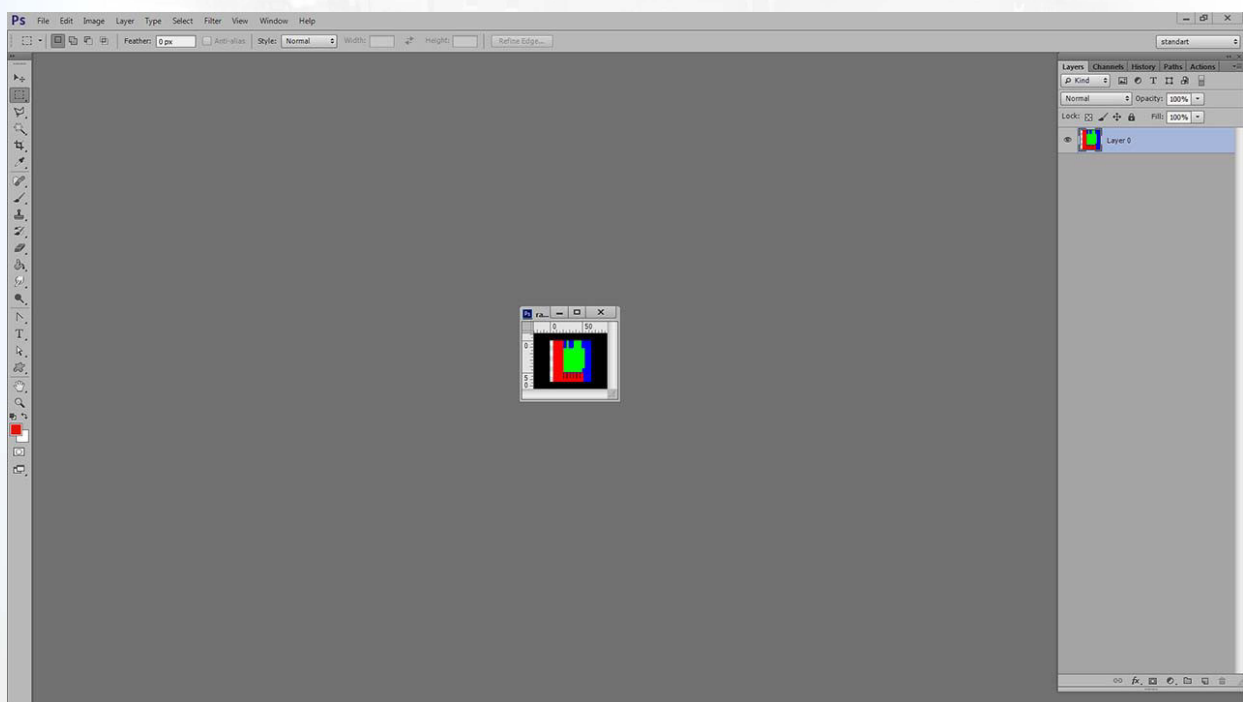
- start SimCityPak-tool
- open the **RASTER.package** file from the project folder



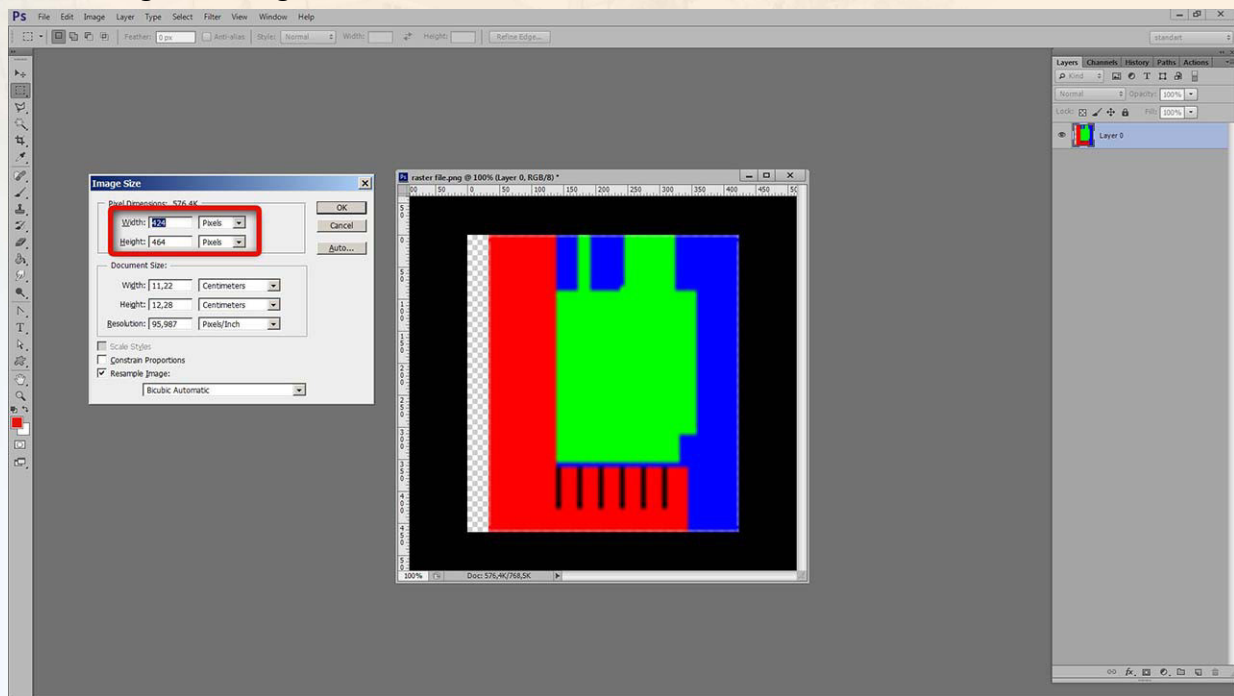
- export the **RASTER.package** file as **PNG** file



- close the SimCityPak-tool
- start Photoshop
- load the **PNG** file



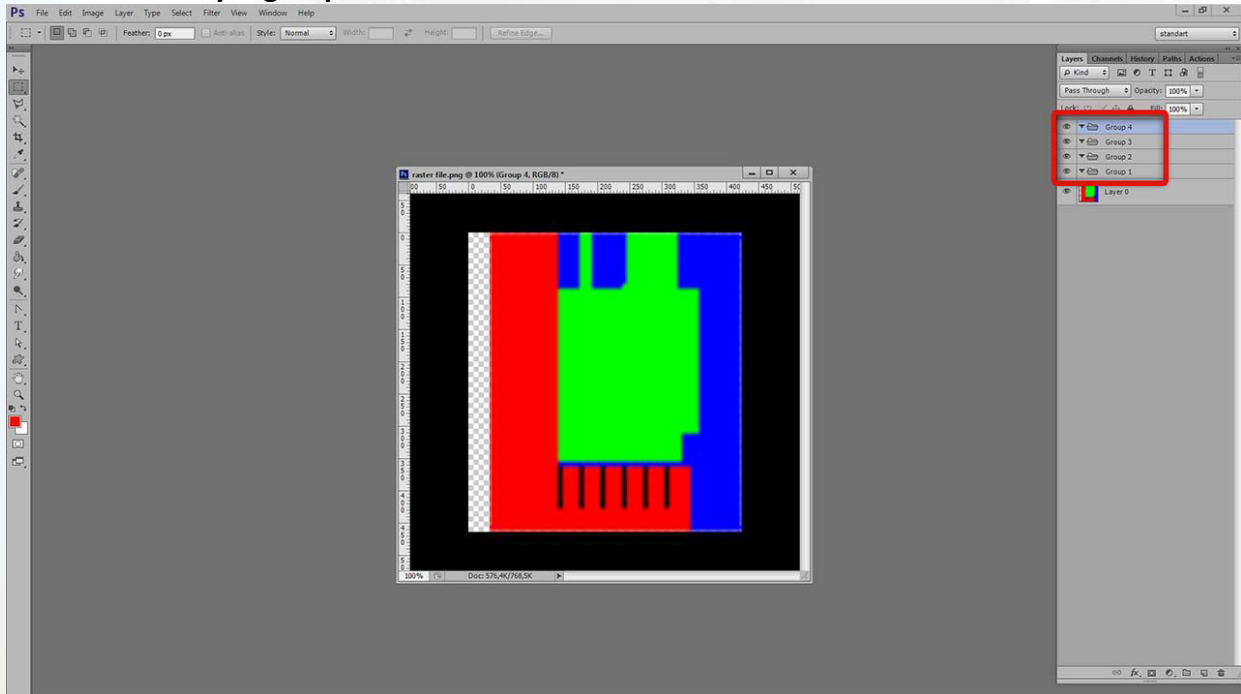
- change the image size to 424 x 464 Pixel



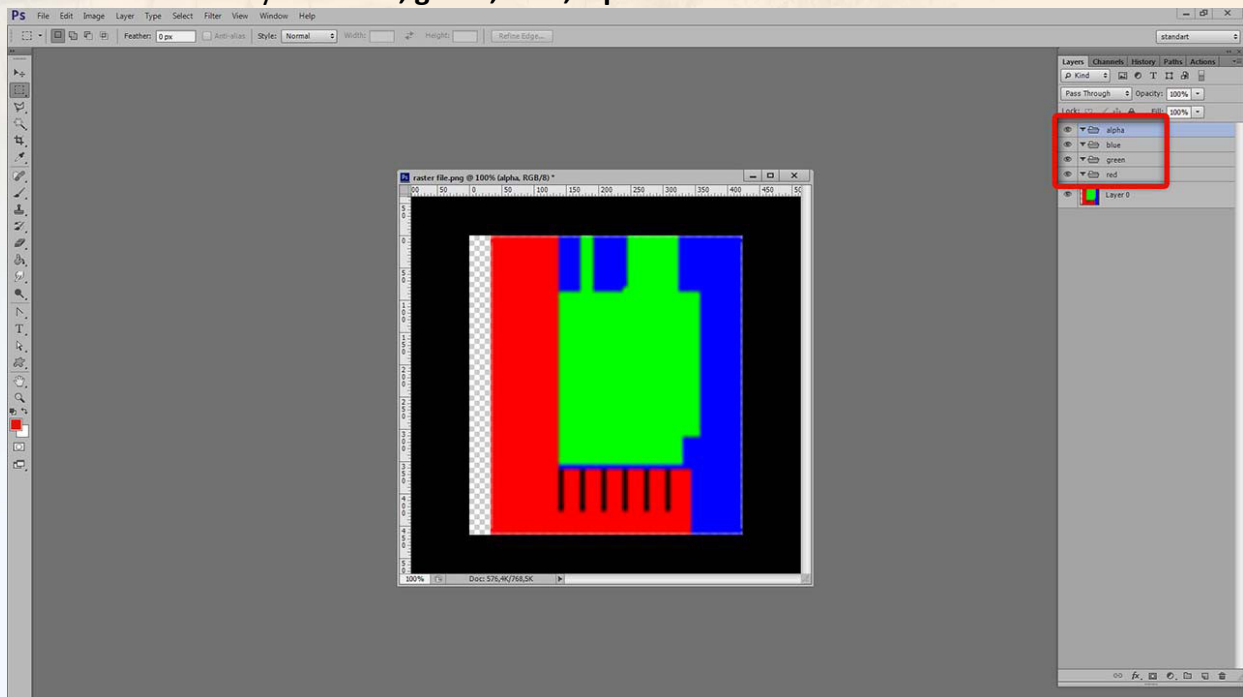
The values for the new image resolution I get from  $53 \times 8 = 424$  and  $58 \times 8 = 464$ .

**TIP:** In this case I think its better to work with a higher resolution. If I'm ready with my new RASTER file I will downsize the image for the video game.

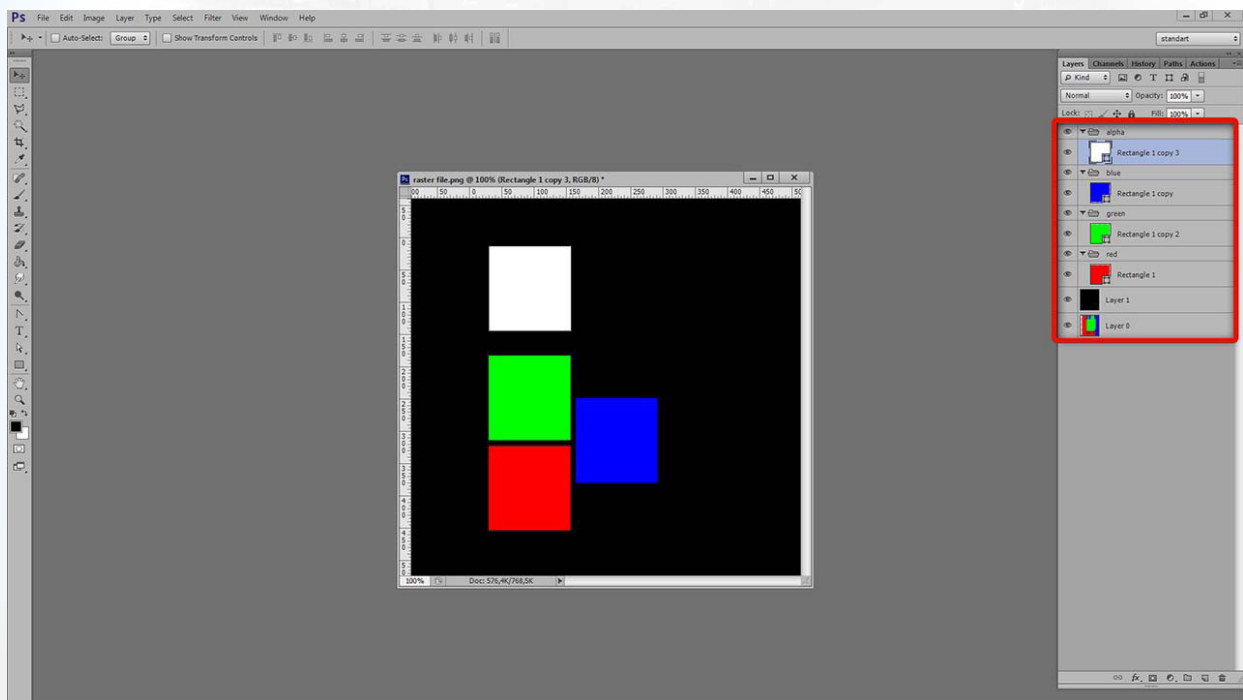
- create 4 layer groups



- rename the layers to red, green, blue, alpha

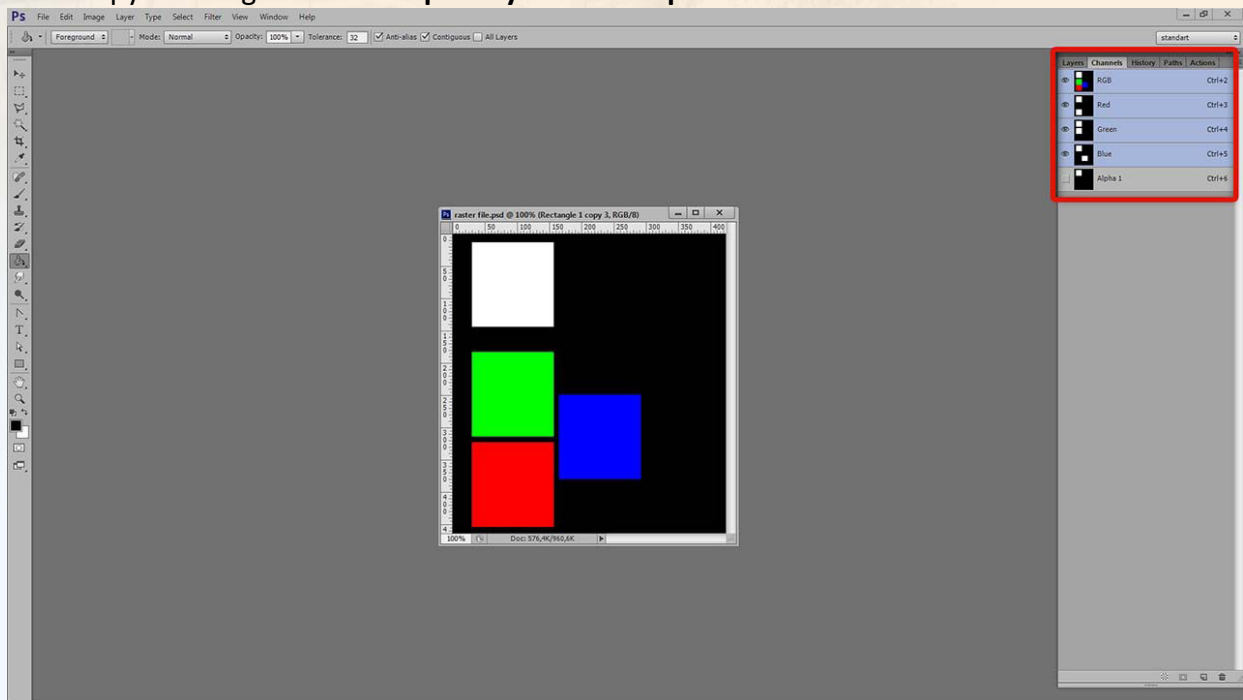


- **create** under the layer groups a **new layer** and **fill** the layer with **black**
- draw a range in each layer group
- draw a range for the Alpha-Channel

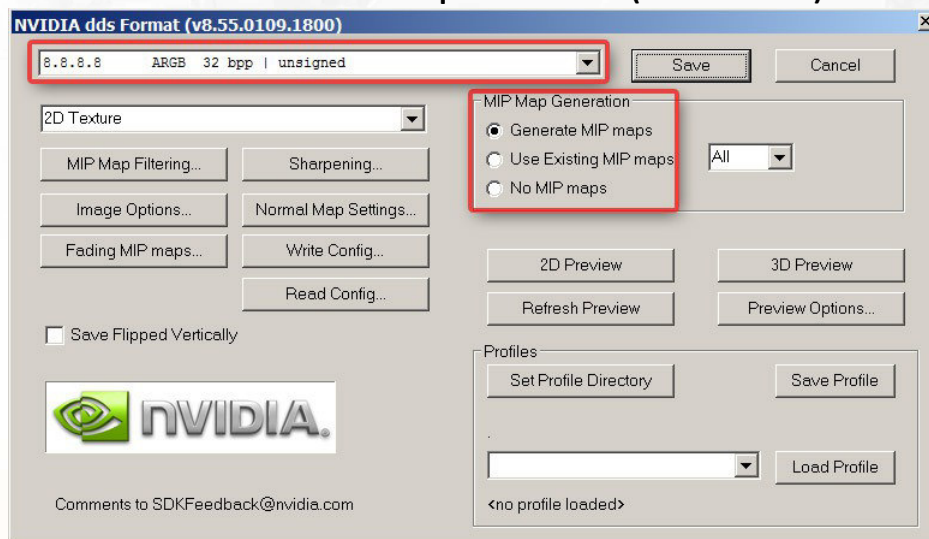




- copy the range from the **alpha** layer to the **Alpha-Channel**



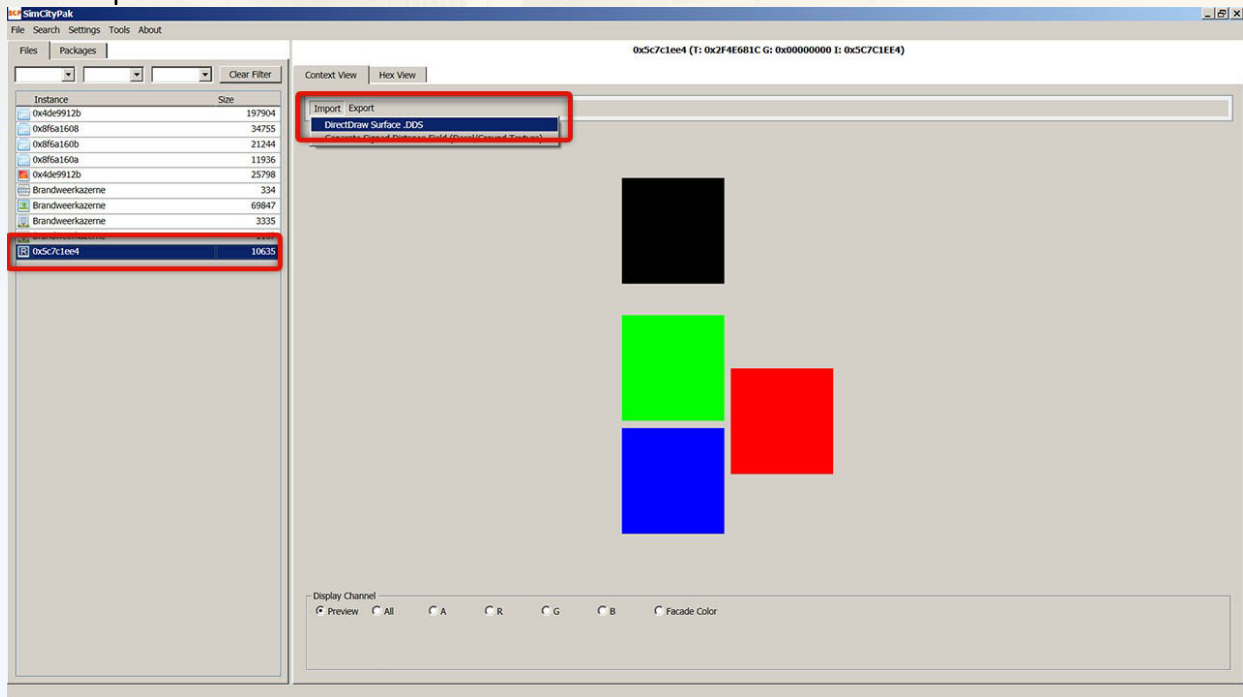
- create a **new Alpha-Channel** and fill with **white**
- save the RASTER file as **DDS** file and in **quad 8 Format (8.8.8.8 ARGB)**



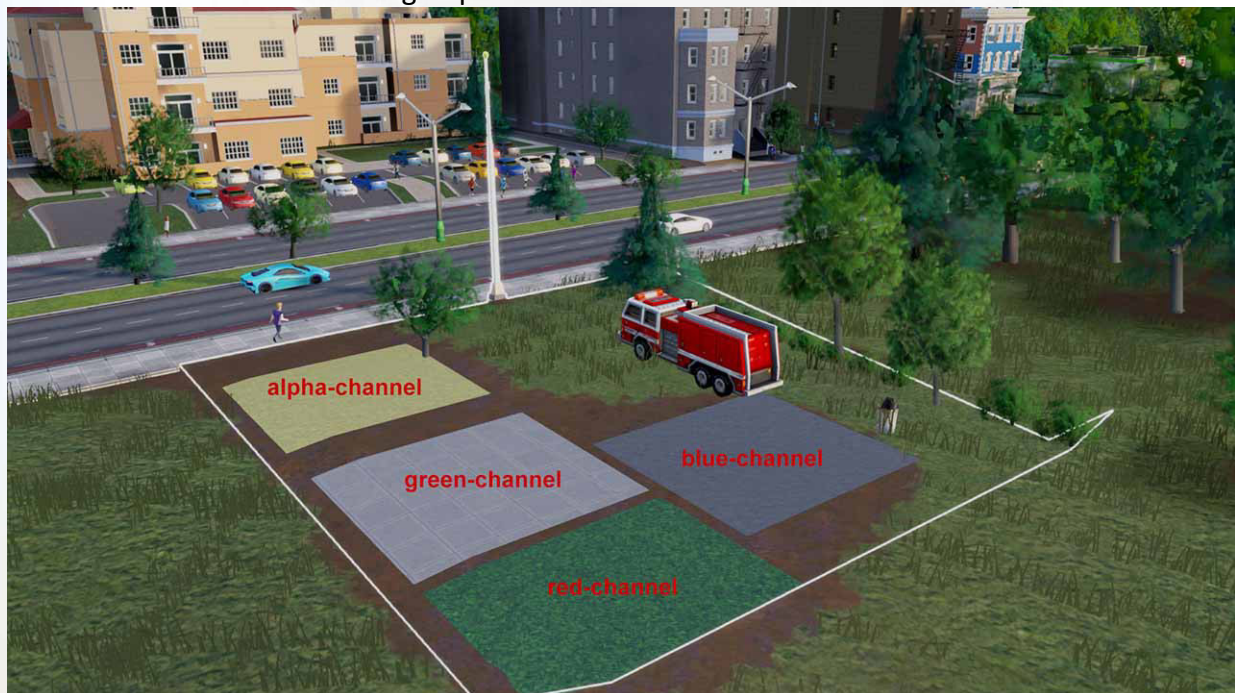
- save the RASTER file under the name **test RASTER-file.dds**
- save the Photoshop working file under the name **RASTER-file.psd**

## #step-23

- start the SimCityPak-tool
- open **0firestation-01.package**
- select the RASTER prop
- import the **test RASTER-file.dds** file



- save the package file and checkout the progress in the video game
- zoom close to the building as possible and create screenshots

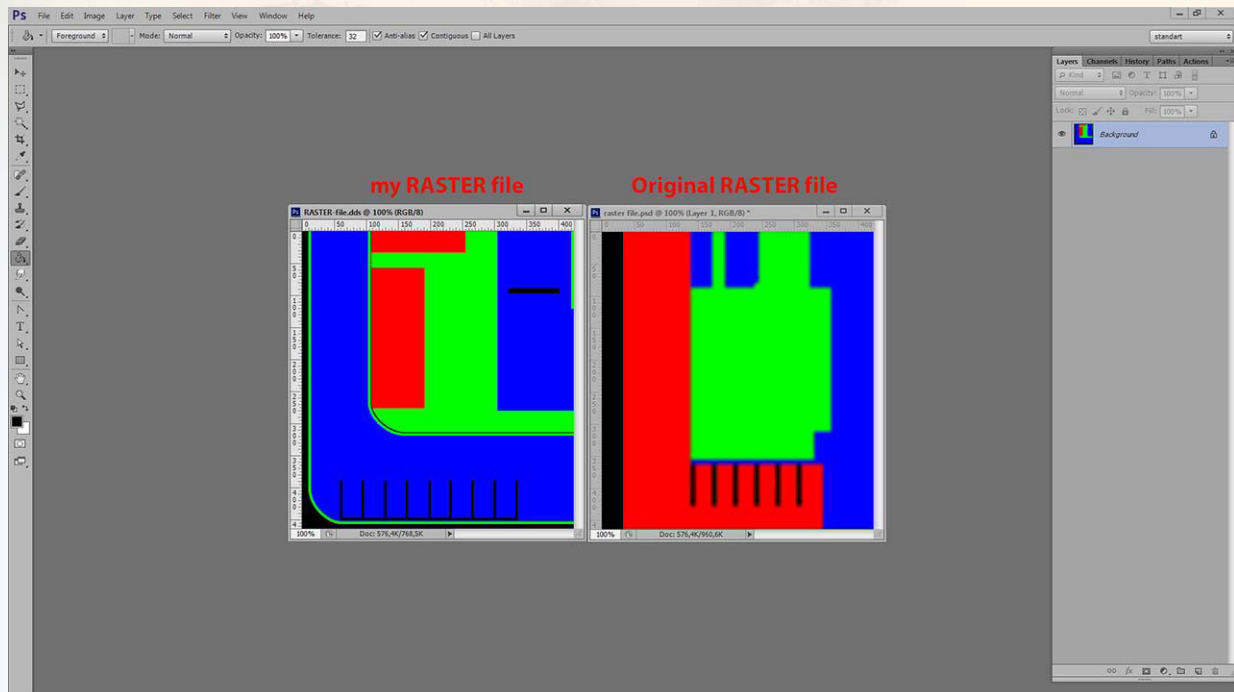


Now I know wich textures are assigned for the color channels red, green, blue and alpha-channel.

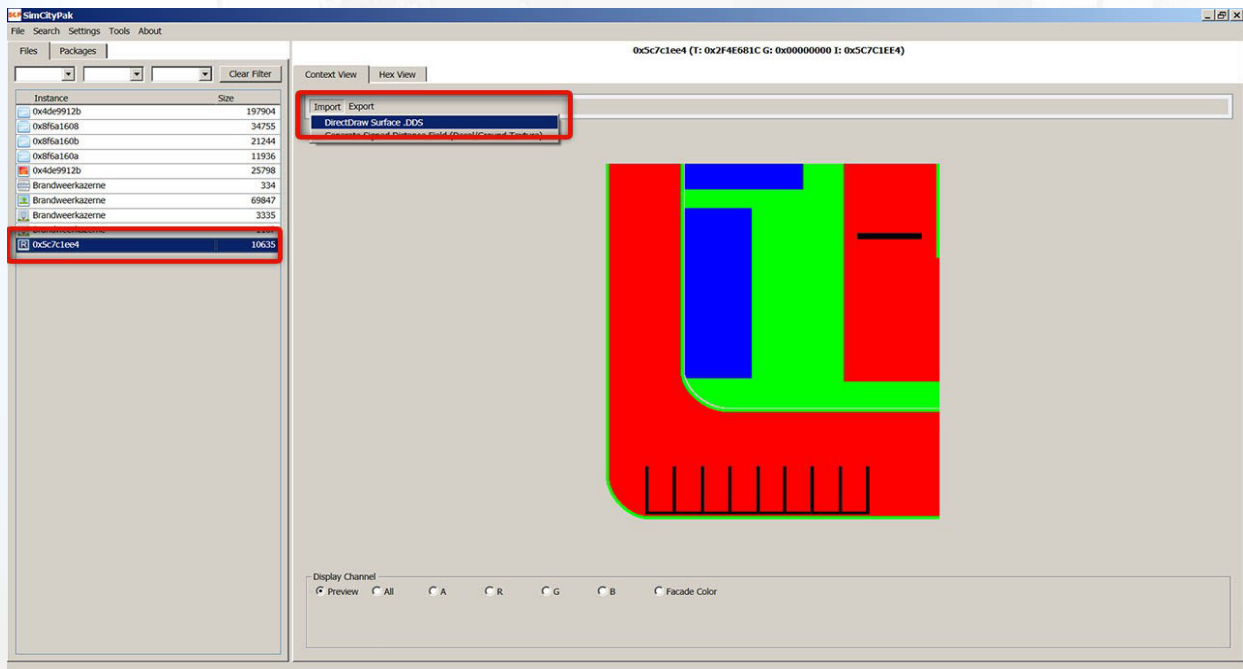
## #step-24

After a while I created my new RASTER file.

## My new areas for the ground textures



- open the file **Ofirestation-01.package** and **import** the new RASTER file



- checkout the progress in the video game
- zoom close to the building as possible and create screenshots
- **adjust** the RASTER file in Photoshop **if necessary**

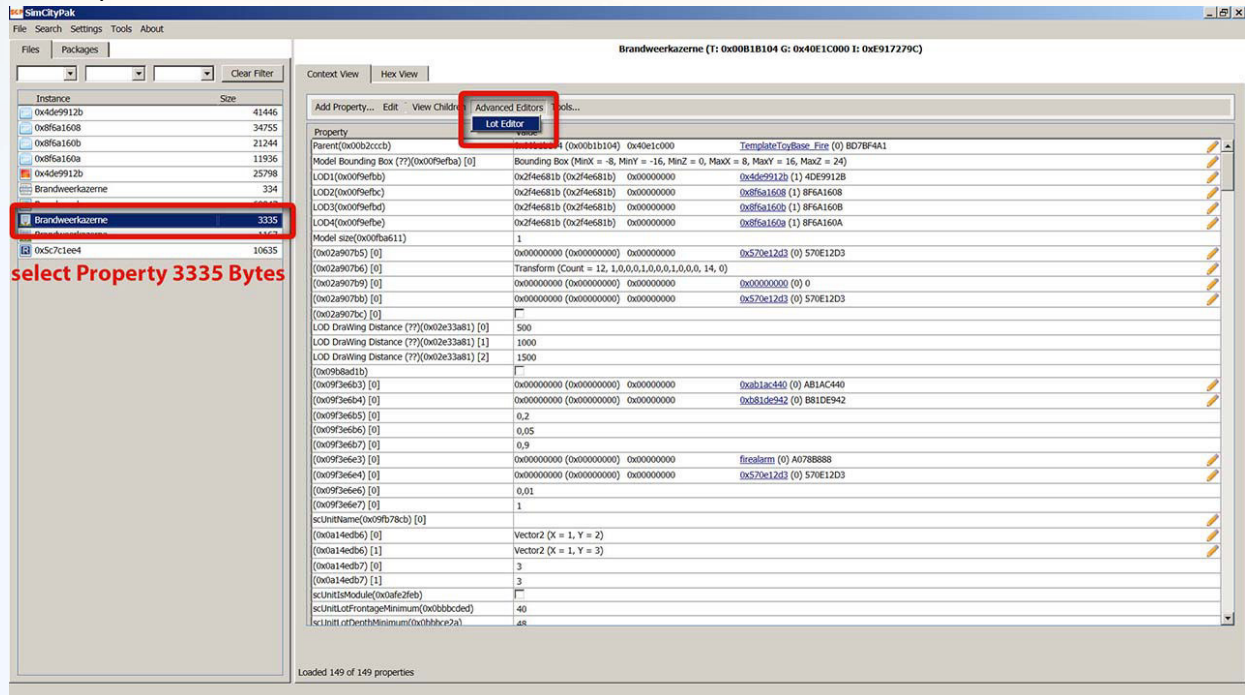


## | Light setups

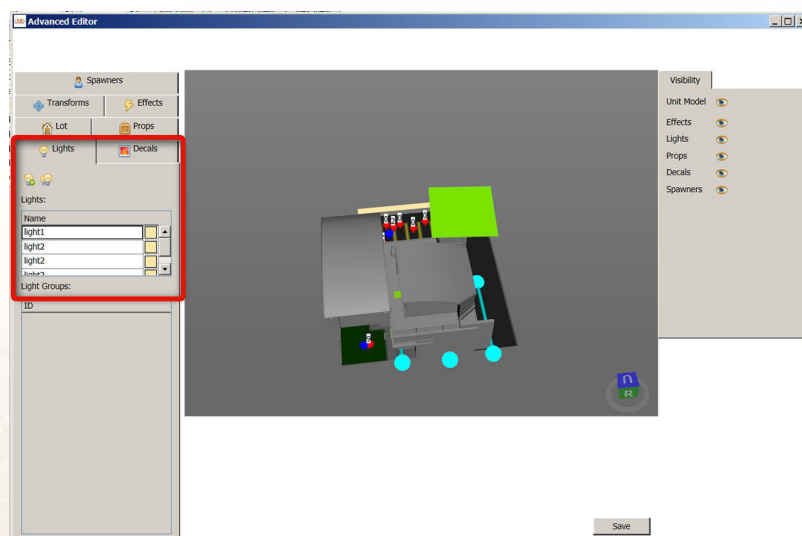
### #step-25

The lighting setup is still adjust to the original fire station. My new fire station should have also a good look at day and night. Therefore I will copy the light and change the position, adjust the intensity and the Light color.

- open file **0firestation-01.package**
- open the **Lot Editor**

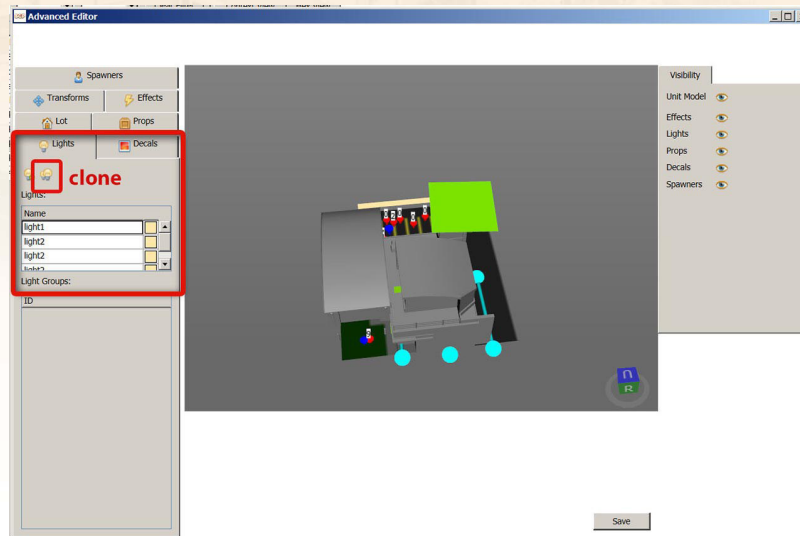


- go to tab **Lights**





- clone Lights and move the position

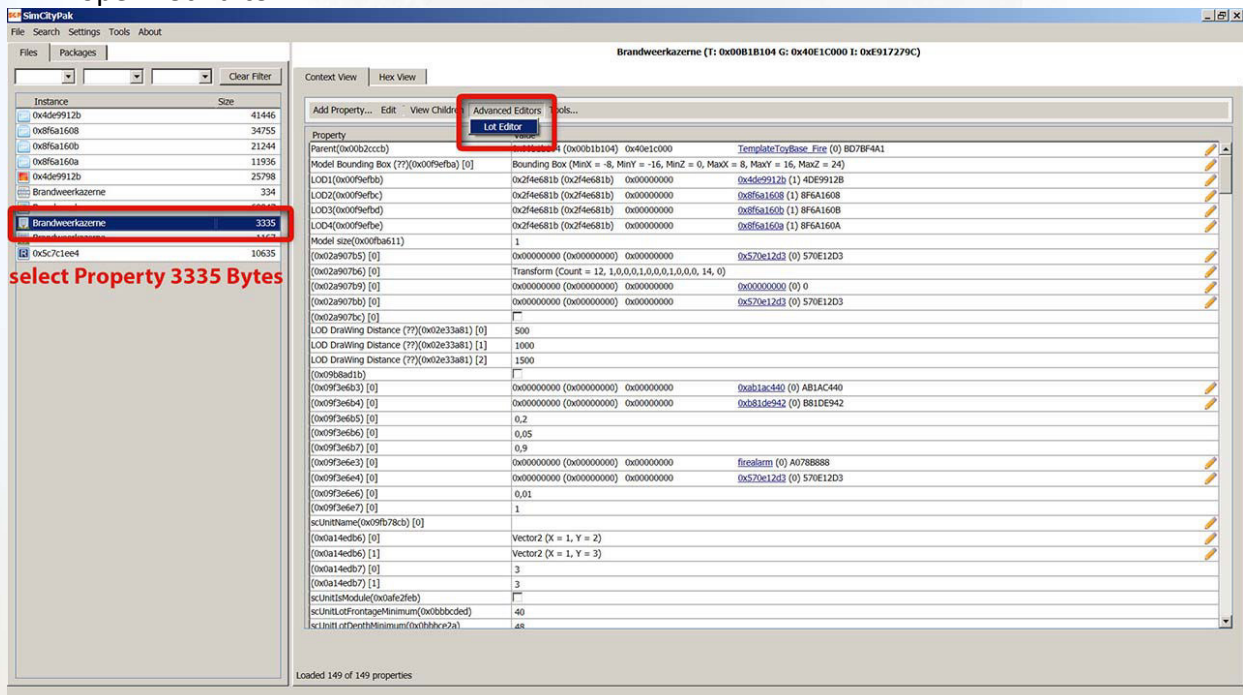


- save the package file
- checkout the process in the videogame
- zoom close to the building as possible and create screenshots

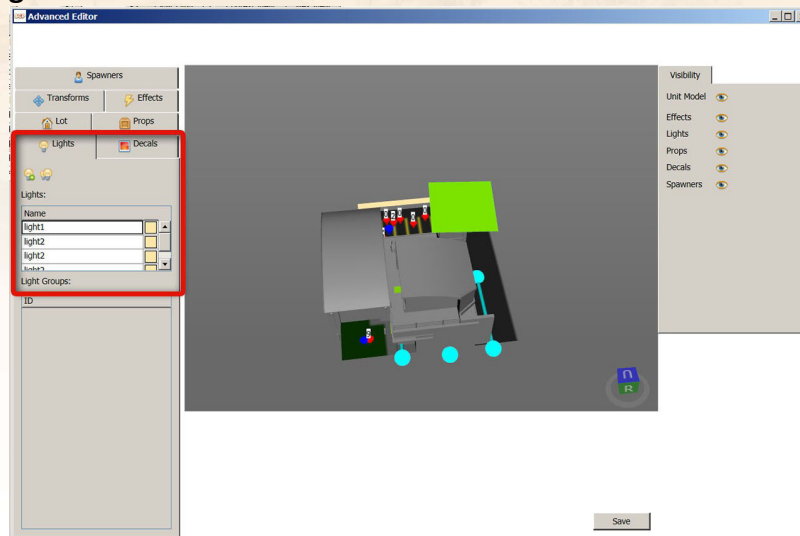
## #step-26

Now I change the Light colors and the intensity of the Lights later I checkout my progress again in the video game.

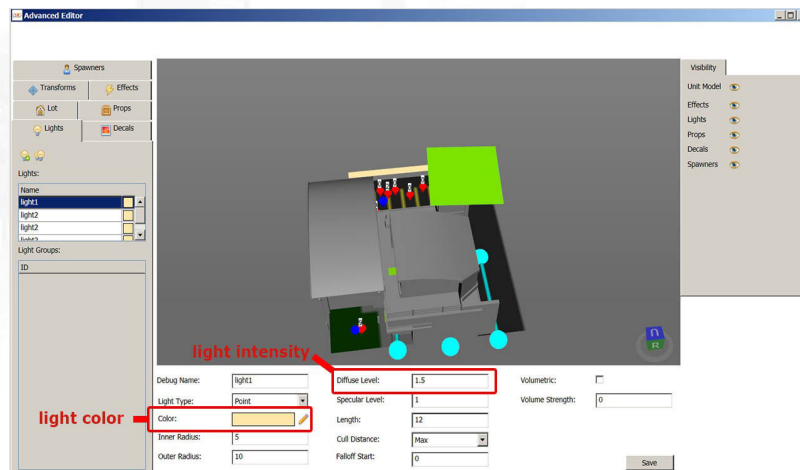
- open file **0firestation-01.package**
- open **Lot Editor**



- go to tab **Lights**



- select a Light from the list
- red marked box in the image below show the settings of the Light



- save the package file
- checkout the progress in the video game
- zoom close to the building as possible and create screenshots

## #step-27

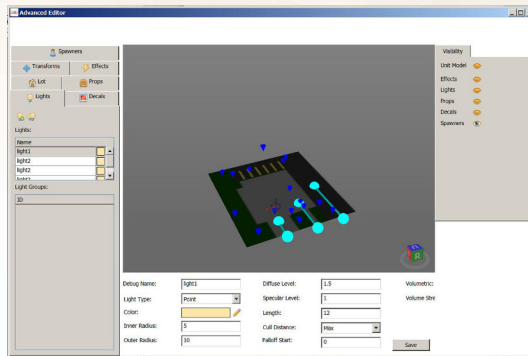
To find the right Light color and intensity I do lot of changes and checkout my progress in the video game.

## | Spawners, Decals, Effects, BinUnits

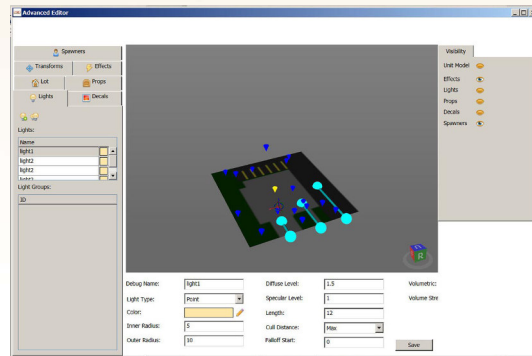
## #step-28

Spawners, Decals, Effects and BinUnits I will also change for my new fire station.

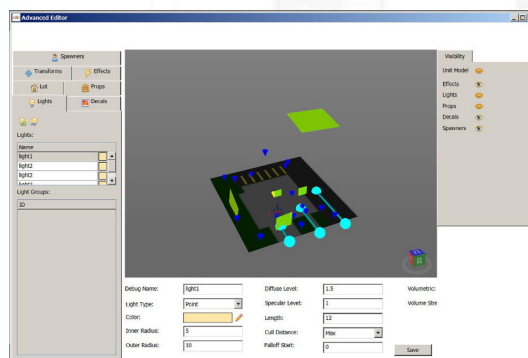
**Spawners** = Staff, **Effects** = Light effect, **Decals** = fire dep. Sign, Vandalism Graffiti, Rubbish textures, **BinUnits** = Trees, Trash can, Firetruck



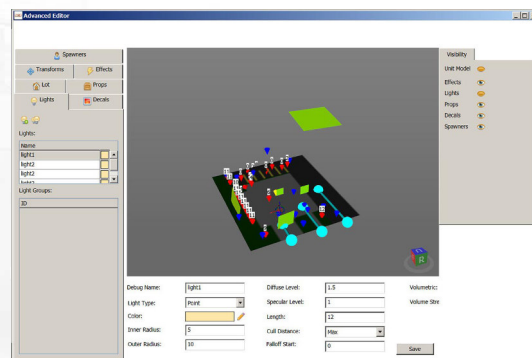
## Spawners



### Effects

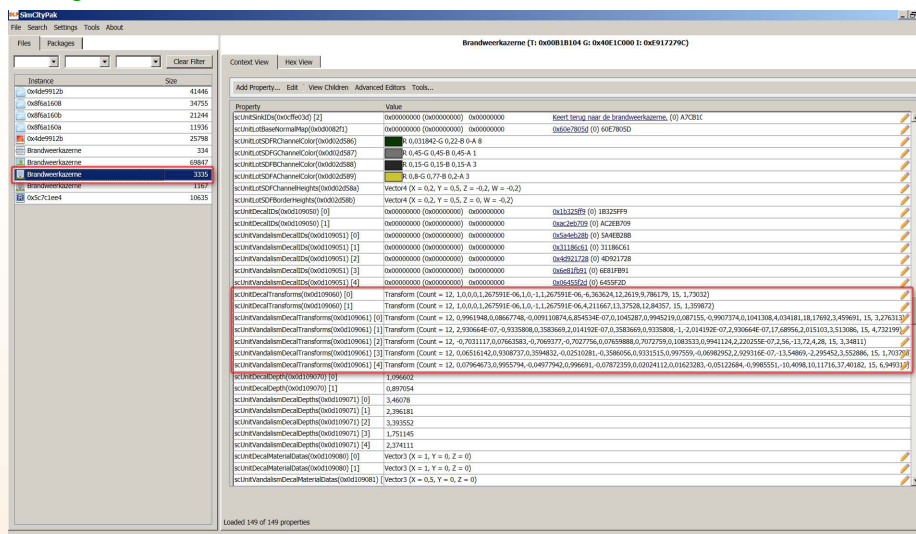


## Decals



*BinUnits*

**TIP:** If you want move the spawners or effects than click on those and hold the left mouse button and move the mouse. BinUnits have a rotation and position Gizmo. Decals can only move to the side. The hight need to be adjust in the property file, see image below.



## | Create the LOD2-4

### #step-29

To enhance the quality of the my mod I create 3 called Level of Detail objects (LOD). I built in OpenOffice Calc a function that show the polycount for all 3 LOD's. The displayed Polycounts are more of a guideline than a strict adherence to the values.

#### LOD polycount resolution in percent

- LOD1 = 100%
- LOD2 = 66%
- LOD3 = 50%
- LOD4 = 44%

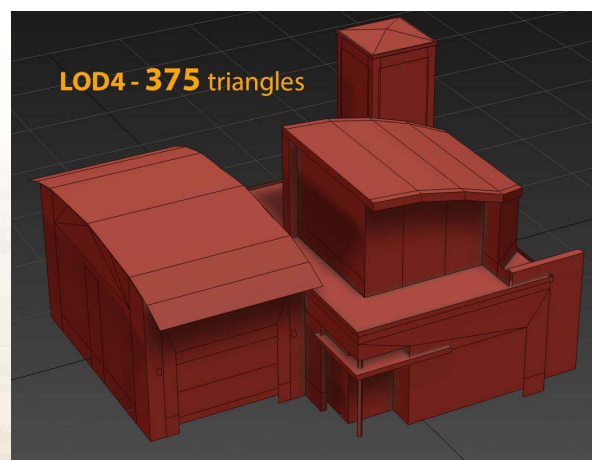
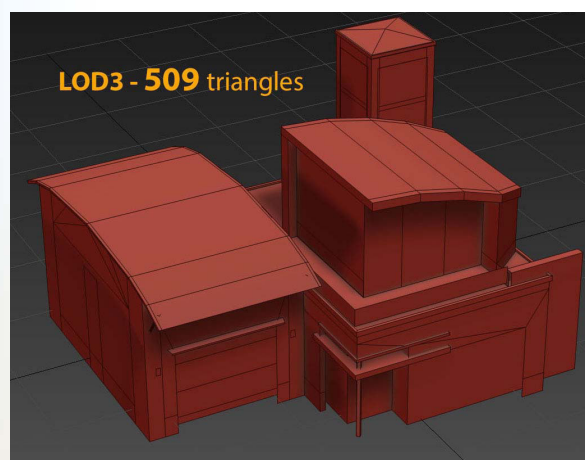
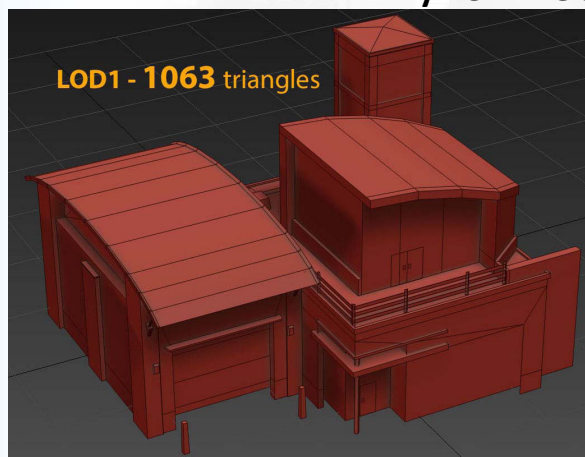
#### The formula for determining the triangles for the LOD's

polycount (triangles) **LOD1** x  $66 / 100$  = polycount (triangles) **LOD2**

polycount (triangles) **LOD2** x  $50 / 100$  = polycount (triangles) **LOD3**

polycount (triangles) **LOD3** x  $44 / 100$  = polycount (triangles) **LOD4**

#### My new fire station LOD's 1-4



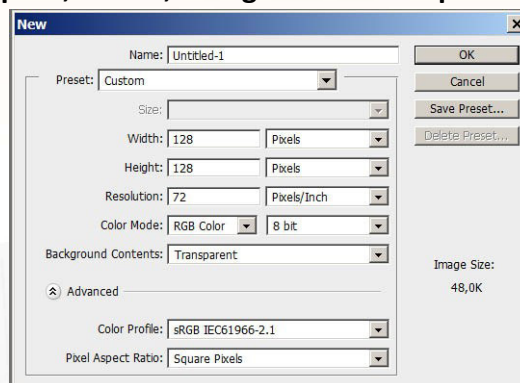


## | Icon image

### #step-30

The new fire station get a new menu icon image. I create close up screenshot and editing in Photoshop.

- create screenshot
- start Photoshop and load the screenshot
- create a mask of the building to remove the background
- create a new work template (**CTRL+N**)  
**resolution 128 x 128 pixel, DPI 72, Background = Transparent**



- shift the screenshot into the new work template
- adjust the size of the screenshot to the work template

**TIP:** I optimize the screenshot with the dynamics and Hue / Saturation filter.

- save the file under the name **MENU-Icon.png**
- save the Photoshop file under the name **MENU-Icon.psd**

### My new menu icon



## | Marquee image

### #step-31

The fire station need also a new Marquee image. I create the screenshot in a city with an interesting environment.

- create an interesting screenshot
- create a new work template (**CTRL+N**) resolution **454 x 263 Pixel, DPI 72**
- shift the screenshot into the new work template
- transform and center the screenshot to the work template

**TIP:** *I optimize the screenshot with the dynamics and Hue / Saturation filter.*

- save the file under the name **MENU-Marquee.jpg**
- save the Photoshop file under the name **MENU-Marquee .psd**

### My new Marquee image

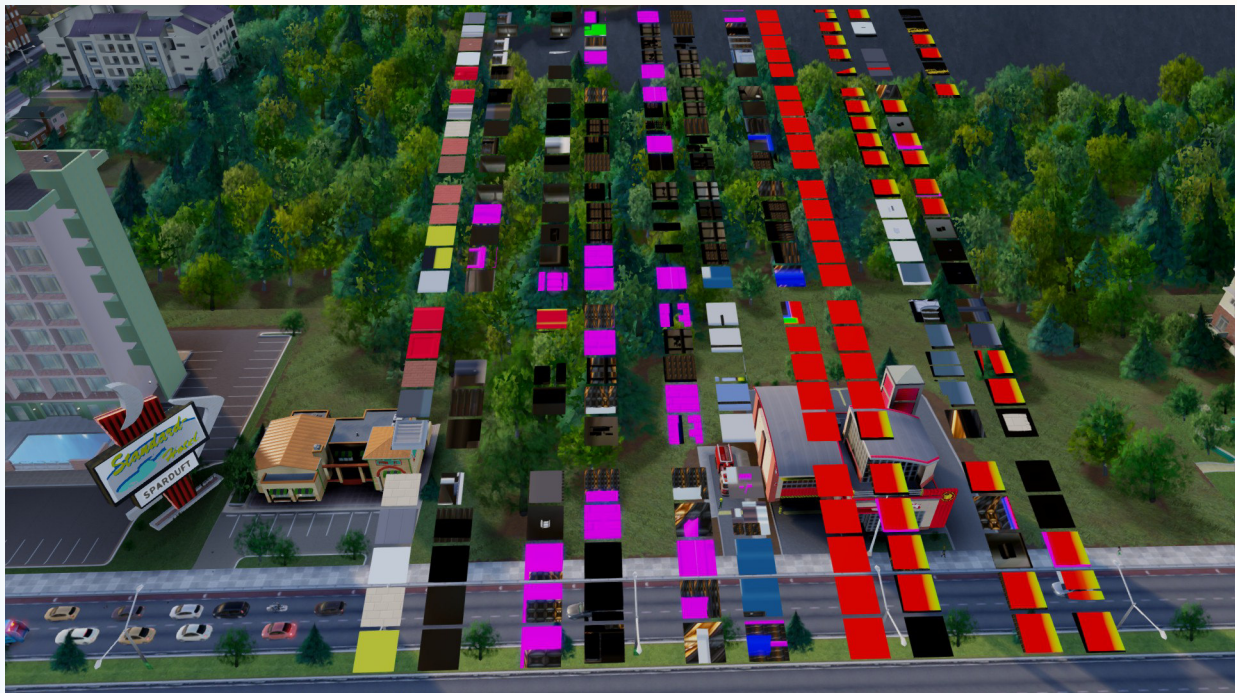


## | Garagen enlargement

### #step-32

I updated also the garage enlargement. The process of a new garage is similiar to the previous steps I treat the garage extension no further. The name in the SimCityPak-tool of the garage are **"Garage voor brandweerwagen"**.

Unfortunately I had not access to use all materials for the garage extension. In image below show the useable texture of the garage enlargement.



## | ZIP file

### #step-33

For the release I make a ZIP file. I create my ZIP files with **7-zip** (<http://www.7-zip.org/>).

### ZIP file content

Package file, screenshots , readme.txt (install notes or other information)



## | The final fire station



For comparing the original fire station by Maxis





## | Short description



**TIP:** The water tower has no function in the video game its just for eyes.

I hope my steps and explanations will help on your building mods.

Thanks for reading my tutorial

**Tobias Ralew | Freelance 3D Artist**

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### My Mods on Simtropolis.com

([http://community.simtropolis.com/index.php?app=core&module=search&do=user\\_activity&search\\_app=downloads&mid=468621](http://community.simtropolis.com/index.php?app=core&module=search&do=user_activity&search_app=downloads&mid=468621))

## |Source images

### Page 20

- <http://custom-real-estate-websites.com/the-finest-modern-fire-station-design-ideas/fire-station-design-with-green-plants-sorrounding/>
- <http://fireline.seattle.gov/2011/03/11/fire-station-38-open-house-saturday-march-12/>

### Images in all other pages

- images and/or screenshots by Tobias Ralew