

# Future City Competition City Planning & Model Building Orientation

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October 28, 2011

UTA – Nedderman Hall Room 108

# So Many Models - Its All A Blur



# How Does “She” Know to Build A City?

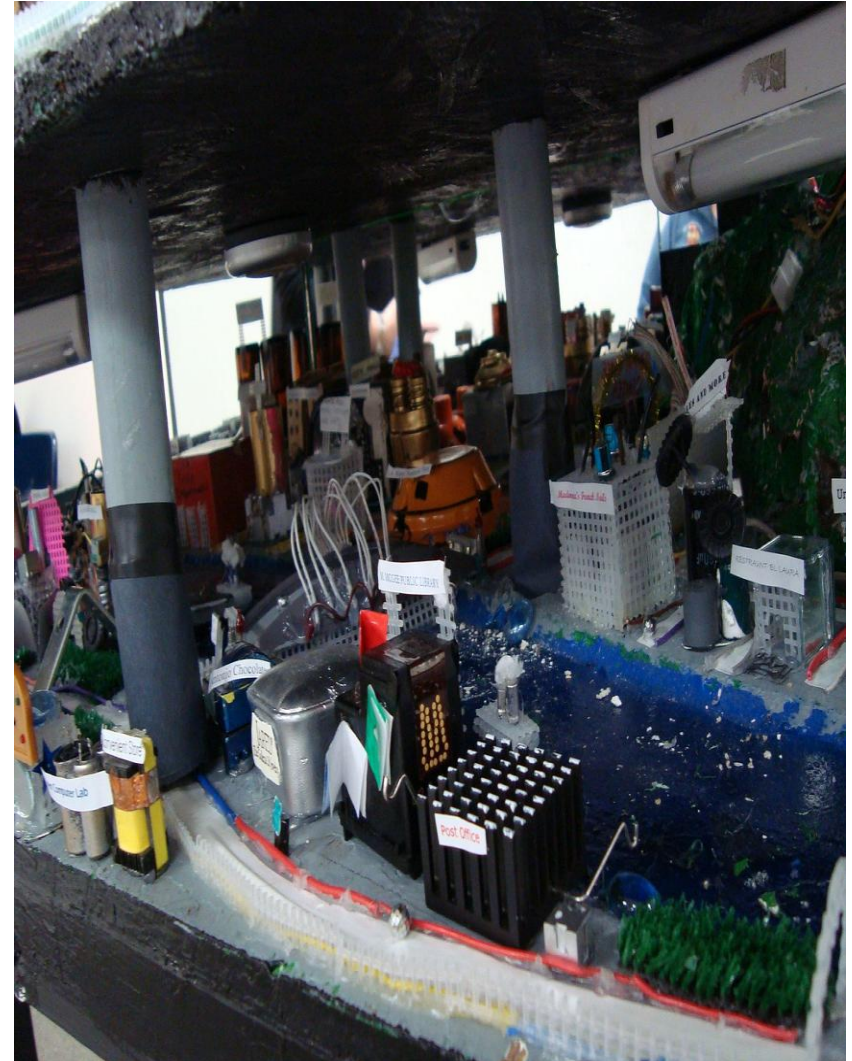
- ▶ Bachelors & Masters in Civil Engineering (Urban Planning emphasis in Masters)
- ▶ Professional Engineer in Texas
- ▶ Worked About 25 Years for Cities
- ▶ Having a Plan is the Key
- ▶ *“The city has to echo life. If our life is rough and tumble, so is the city. I have always felt that ugliness with vitality is tolerable”.* I.M. Pei

# How Do “You” Build A City

- ▶ **1. Plan First**
- ▶ **2. Services**
  - Utilities: Sewer, Water, Electricity
  - Transportation–  
Roads/Bus/Rail/Subway/Pedestrian/Truck/Air/Ports  
/& Other/Etc.
  - Development – Housing/Emergency  
Services/Hospitals/Schools/Industrial/Commercial/  
Retail/Recreation/Parks & Open  
Space/Agriculture/Arts/Historical/Other
- ▶ **3. Money**



# A Tale of Two Cities



# 11 Years of Tips as A Judge



# Special Awards Judges



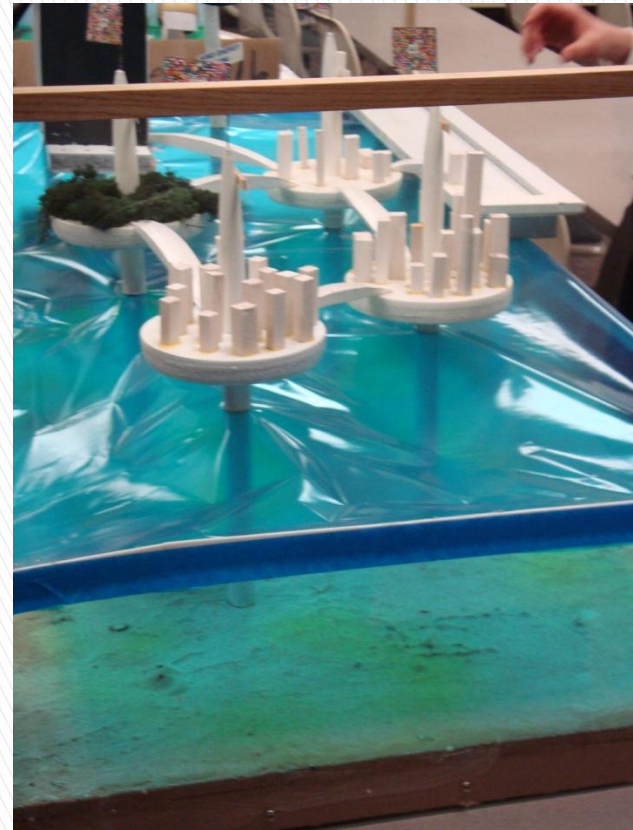
# My Top Tips

- ▶ #1 – Make Sure Your Model is to Scale
- ▶ #2 – Moving Part
  - Make it Interesting
  - If power source no “ wall plug”
- ▶ #3 – Be Creative in your Materials
- ▶ #4 – It’s a “Real City”
- ▶ #5 – Read the Manual/Internet – Google
- ▶ #6 – Get a Mentor!

# Importance of “Scale”



Scale, Scale, Scale



Side view/Underneath

# Use of Creative Materials



# Judging



# Judging



# JUDGING THE GAME

## Transportation Criteria

1. Are the Sims using the following Public Transportation Systems?

1. Bus
2. Subway
3. Monorail
4. Passenger Train
5. Ferry

0-Points: No coverage

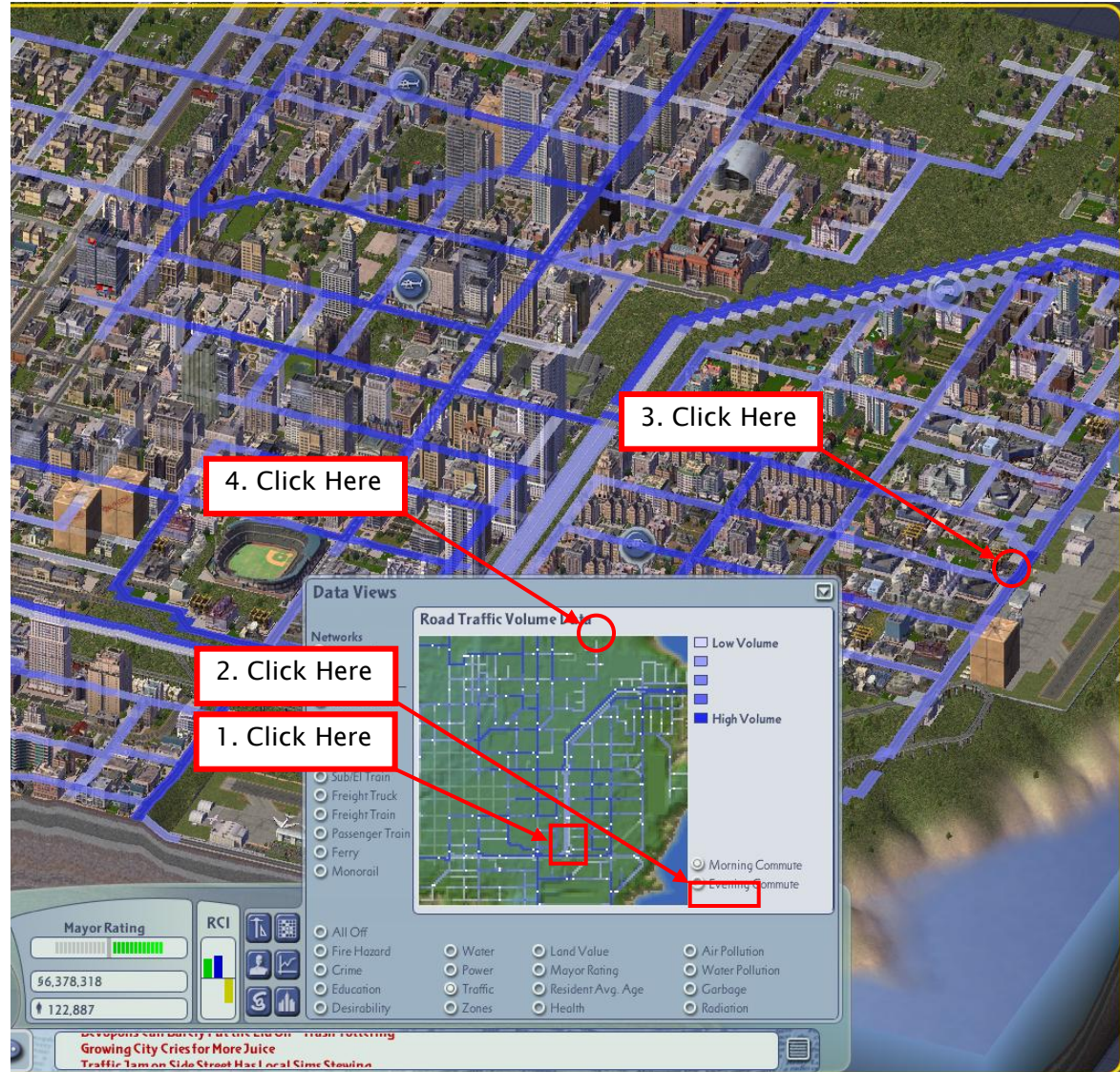
1-Point: Sims using one (1) public transportation system

2-Points: Sims using two (2) public transportation systems

3-Points: Sims using three (3) public transportation systems

4-Points: Sims using four (4) public transportation systems

5-Points: Sims using all five (5) public transportation systems



# JUDGING THE GAME

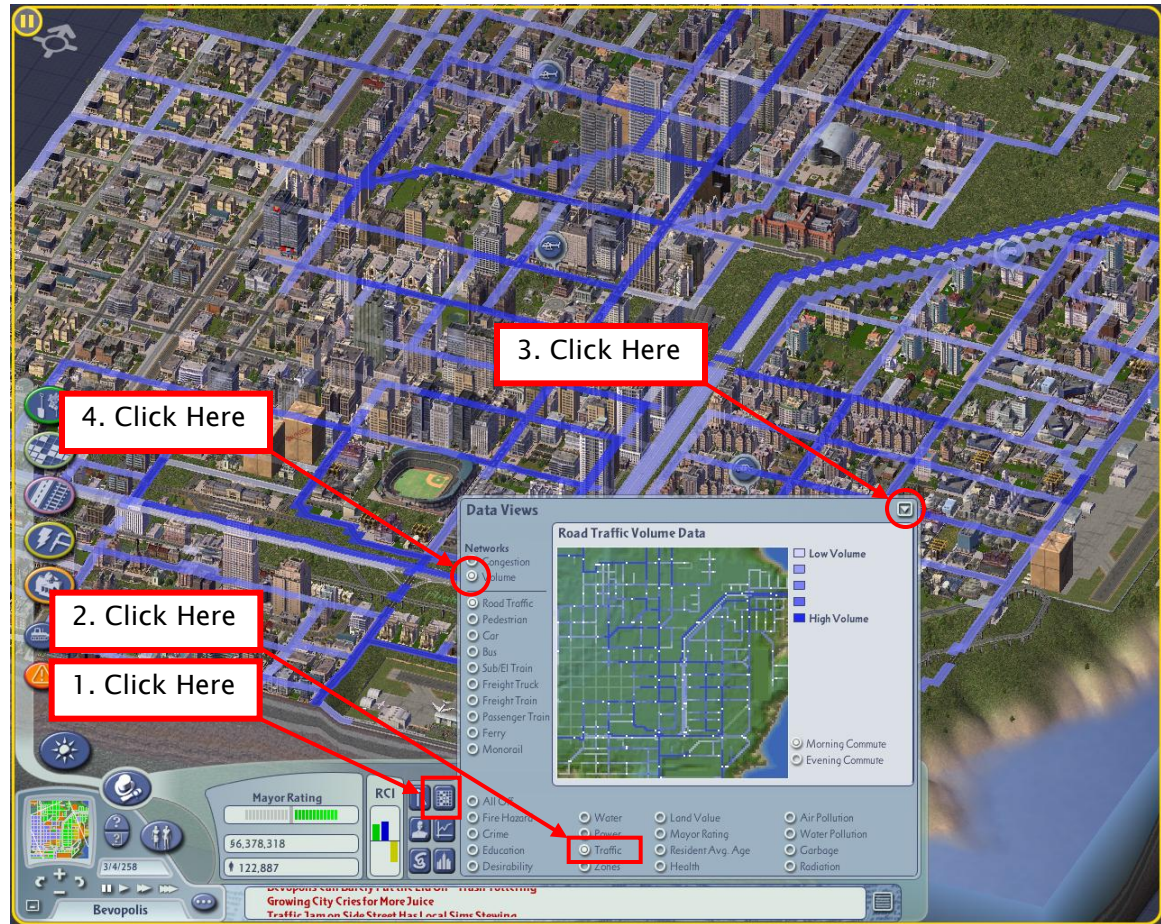
## Transportation Criteria

2. Does the passenger train, bus, or subway system provide adequate coverage throughout the city?

0-Points: No bus, passenger train, or subway system in the city

1-Point: Bus, passenger train, or subway system covers only part (<50%) of the city

2-Points: Bus, passenger train, or subway system covers most (>50%) of the city



# JUDGING THE GAME

## Recreation Criteria

2. Have the Sims received any rewards?

0-Points: No rewards

1-Point: One (1) reward

2-Points: Two (2) rewards

3-Points: Three (3) rewards

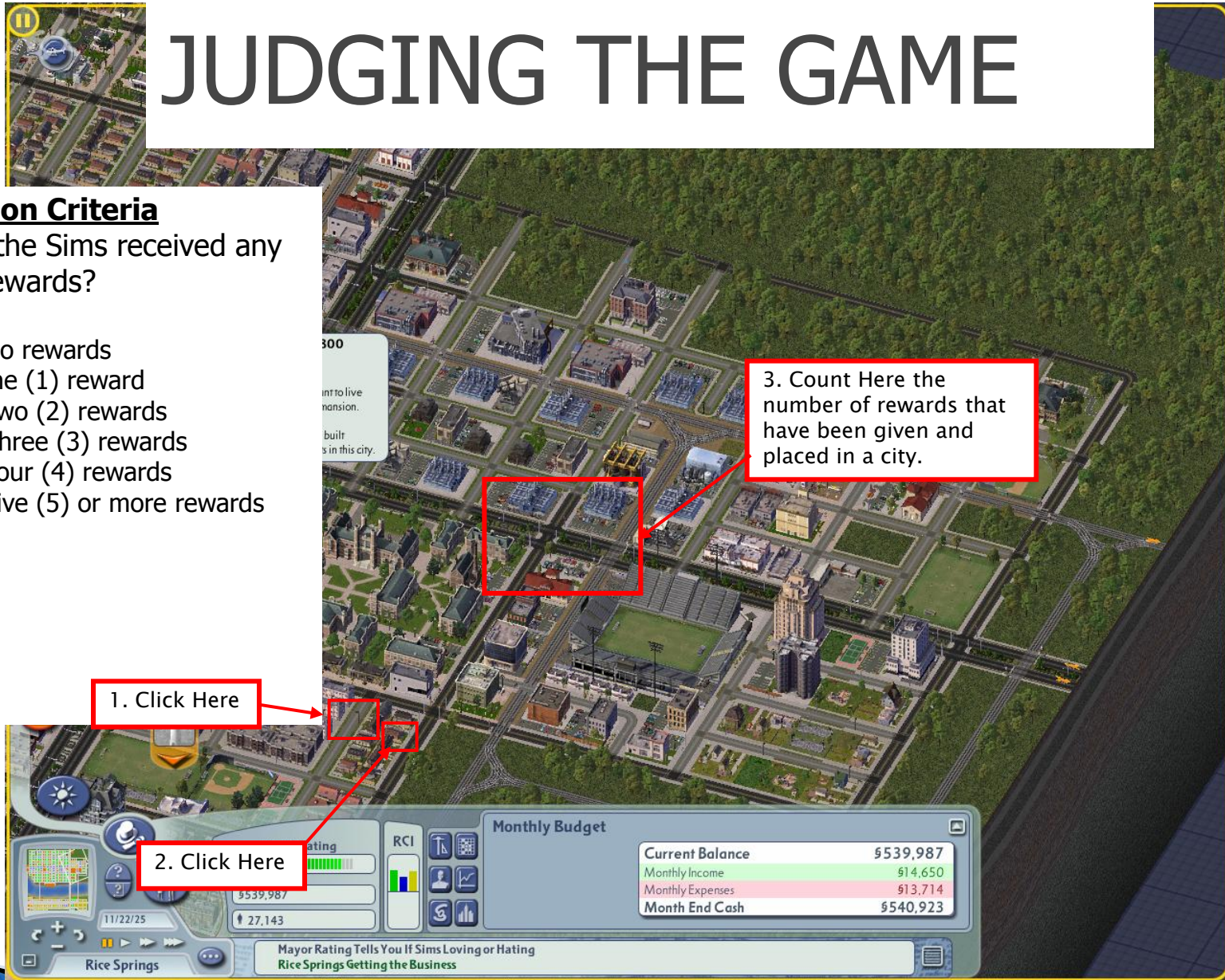
4-Points: Four (4) rewards

5-Points: Five (5) or more rewards

1. Click Here

2. Click Here

3. Count Here the number of rewards that have been given and placed in a city.



# Make Your Model Stand Out

- Ask the Kids “Where do you each week?” Or “What do you See when drive by”
- What was in their computer model? *Some Suggestions.....*
  - University/School
  - Government Offices
  - Church
  - Hospital/Doctors Offices
  - Grocery Store
  - Park – with water, plants, animals? **THINK GREEN**
  - **Read the Teachers Manual!**
- Cemetery
- Different types of housing
- Industrial Buildings
- Office Buildings
- Retail/Mall
- Amusement Park
- Art
- Roads/Bus/Airport/Rail/Subway/Other modes of transportation
- Agriculture/Farms

What is in A City?

Some More Suggestions

# Real versus Imagination



Munich Germany



Sim City Web Site

# Ideas for Materials

- ▶ Bubble Wrap/DVD/CD
- ▶ Toilet Paper/Paper Towel Rolls/Spools for Thread
- ▶ Bottle Tops/Bottles/Cans
- ▶ Old Jewelry/Shells/Silk Flowers
- ▶ Yarn/String/Rope/Tubing
- ▶ Foil/Paper Clips/Toothpicks/Straws /Business Cards
- ▶ Old Toys – Still have \$
- ▶ Garage Sales
- ▶ Trash Can (Mom/Dad)
- ▶ Recycle Bin
- ▶ GoodWill/Salvation Army
- ▶ Hardware Store
- ▶ City Engineer

Recycled Materials

Places to Go – Cheap

# Today and the Future



Typical City



Bat Dung /  
3-D/Imagination

# Local and National Examples



Cut outs and varied size buildings



Multiple colors and textures

# Local & National Examples



# Other Examples





# Cities really do look Varied

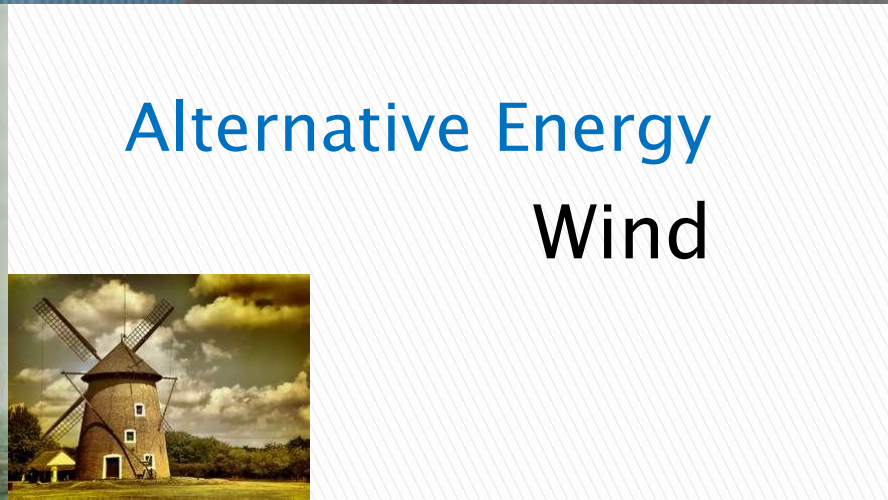


# Some First Thoughts

- ▶ Solar Powered – Calculator/Heat/house (Old Calculators)
- ▶ Neon – Signs (MJ Design)
- ▶ LED/LCD – Traffic lights/TV/school zones
- ▶ (call your city traffic engineer)
- ▶ Wind (T Boone Pickens)
- ▶ Solar
- ▶ Geothermal

Alternative Materials

Alternative Energy

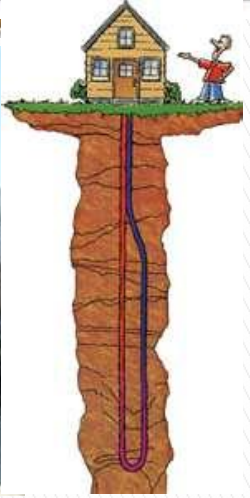


# Alternative Energy Wind



## Alternative Energy Solar

### apping the underground



# Alternative Energy Geothermal

# Have Fun

- ▶ Remember that the Computer Model and Physical Model should relate
  - ▶ The Physical model should be to scale.
  - ▶ It doesn't have to be but of one section of the model.
  - ▶ Make your model interesting.
  - ▶ When planning your City remember to be creative, neat, to scale and interesting but have fun!
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