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Simcity 4 camera angle

SimCity 4Developer(s)MaxisPublisher(s)EA Games (Windows)Aspyr Media (Mac OS X)Producer(s)Kevin HoganSean DeckerDesigner(s)Joseph KnightMichael McCormickProgrammer(s)Paul PedrianaArt 14 January 2003[2] Mac: June 20, 2003 2003[1]Gender(s)City-buildingMode(s)A single player SimCity 4 is a city building simulation computer game developed by Maxis, a subsidiary of Electronic Arts. It was released on January 14, 2003. It is the fourth major installment in the SimCity series. SimCity 4 has a single expansion pack called Rush Hour that adds features to the game. SimCity 4: Luxury edition contained the original game and Combined Rush Hour as a single product. The game allows players to create a region of land by land, and then design and build a settlement that can grow in a city. Players can zone different areas of land as commercial, industrial or residential development, as well as build and maintain public services, transportation and public services. For the success of a city, players must manage their finances, environment and quality of life for their residents. SimCity 4 introduces night and day cycles and other special effects for the first time in the SimCity series. External tools such as the Architect Building Tool (BAT) allow you to add buildings and customized content from third parties to the game. SimCity 4 was praised for being the second game in the SimCity series to primarily use a 3D engine to represent its graphics, the first SimCity 64 for the Nintendo 64DD interrupted. It received great acclaim, won several awards, and was one of the top ten PC games of 2003. [3] However, he was criticized for his difficulty and demands on computer performance. Gameplay Regional gameplay A collection of neighboring cities, as seen in regional view of the game. As with simcity's previous titles, SimCity 4 places players in the role of a mayor, tasked with populating and developing landways in cities, meeting the needs of fellow sims living in cities. Cities are now in regions that are divided into segments, each of which can be developed. The player has the option to start the city in a segment of any of the three area sizes. In real measurements, the smallest is one kilometer long on one side, and the largest is four kilometers long on one side. [4] The size of a region and its arrangement of segments can be changed in a bitmap file provided for each region. Neighbouring cities play a bigger role than in earlier versions of the game. For example, neighborhood deals can be established, where a city can exchange resources such as water, electricity and garbage disposal with other for money. Players can develop several interdependent interdependent cities at the same time, finally populating the entire region. Game modes When selecting a specific segment in a region, the game is divided into three modes: god mode, mayor mode, and MySim mode. Mayor and MySim modes are available after establishing a city. God's way is available before establishing a city and then, albeit with fewer functions. By forcing the city, which resets the map, all functions in God mode are reactivated. God Mode allows players to design or terraform a selected stretch of land where the city will be built. God's way also allows players to trigger disasters, including tornadoes and earthquakes among several others. Players can select an area where a disaster will occur and even control the direction of certain disasters. Most terraforming tools are disabled after the city is named and founded. The player still has some terraforming tools available in mayoral mode, although they become very limited and expensive, and can still trigger disasters at will. In addition to these skills, God's way also gives the player tools to reconcile the borders of cities, in order to fix the discrepancies created during the terraforming process, and an adjustment of the day/night cycle, so that one can always do it day, always at night, or alternate between day or night according to the game clock in universe. Both the ability to reconcile the edges of the city and the ability to modify the day/night cycle are available even once the city is established. Mayor mode A densely populated city including third-party modifications. In the mode of mayor, the building of the city takes place. Several advisors can give the player advice on how to better manage a city. Players can build transportation networks, which include roads, streets, avenues, highways, railroads, metro lines and bus stations, draw construction zones, build civic buildings and adjust city funding and tax rates. Players can also terraform and plant trees in this mode, but on a much smaller scale than in God's way and costing money. The areas are planned construction plots that are empty at first but then populated by buildings depending on the type and density of the area. Land areas can be zoned as residential, commercial or industrial areas at various densities where the city will begin to grow. Agriculture is a separate type of industrial zone, unlike earlier versions of SimCity, which allows farms to grow regardless of the high value of land as long as there is demand for agriculture and agricultural areas. Areas now automatically align towards the roads and most of the they must be adjacent to a road to function properly; streets are automatically created when zoning on large tracts of land. [5] The buildings are classified into various levels of wealth, types of areas and construction-sized stages, which are affected by the region's population and city condition. City. game simulates urban decay and gentrification with deteriorated and renovated buildings accordingly. Buildings originally built for employment by higher wealth tenants can now support lower wealth tenants in case surrounding factors force current tenants to vacate the building; this allows certain buildings to remain in use despite not having their initial occupants. [5] Buildings and lots can be built on slopes. Civic buildings that need constant funding can be built to work properly, such as schools, hospitals, parks, police stations, prisons and fire stations. These buildings come in two or more sizes compared to the unique and universal types that were used in previous games. Settlements also need public services such as electricity with more or less polluting types and more or less expensive power plants, water pumps, water purification plants and waste management services. Facilities that had previously provided city-wide coverage, such as educational facilities and medical facilities, have been modified to provide more limited coverage, as has been with police stations and fire stations in previous SimCity titles. [6] Funding can be adjusted for individual buildings rather than having to change funding to all buildings, allowing users to specify how much money should be spent to provide a service according to the local population. Maintenance costs of public service facilities will increase as they age. Maximum production of facilities also decreases as they get older, with the rate dependent on the percentage of the facility being used and the level of financing. [6] MySim mode allows players to create user-defined Sims, who will live and work in the city the player has created. When moving a Sim to a city, the player can choose from a selection of characters or import others from The Sims. Sims can be killed by certain disasters or catastrophic events, leave town if conditions are unfavourable, or die of old age. After he dies, his son sometimes takes care of them by taking his name, home and work. Building designs Buildings in SimCity 4 are based on four different architectural styles, which can be selected simultaneously or only in an era to build. The earliest era is based on the first office towers in Chicago, Illinois in the 1890s, an Art Deco based in New York City based in the 1940s, a modernist/international style based on buildings in Houston, Texas, in the 1990s and modern European architecture based primarily around Germany. There is a series of based on those found in San Francisco, including the Shell building (listed as Wren Insurance),[7] 450 Sutter Street (listed as Vu Financial),[8] and the Pacific Telephone building & Telegraph also known as 140 New Montgomery Street (as The Galvin Corp). [9] The May Company Store in Los Los now LACMA West, appears as Dennis Department Store. The game also includes famous landmarks in several cities, including the Empire State Building in New York. Development graphics Unlike its predecessors, which used a 2D and sprite isometric graphics-based engine, SimCity 4 primarily uses a 3D engine to represent its graphics. Landscape and mobile accessories such as vehicles are modeled as fully polygonal and rotatable 3D objects. Small buildings and accessories are drawn as flat images, which stick to billboards; polygons with their surface oriented to the camera. Larger buildings are shaped with a hybrid approach; a simple polygonal model defines the shape of the building, then textures are added to create details such as doors, windows and roof clutter. Although a 3D engine is used, simcity 4's camera is restricted to a fixed trimetric spelling projection for performance reasons. [10] In addition, a simulated city can now be seen at night as well as during the day. The time of day does not affect the game. Audio The game includes more than three hours of background music in MP3 format, which go from three to eight minutes in length. [11] The music is divided between that used in region mode and god mode, and used in city view in mayoral mode and MySim mode. In addition, the game has an ease for players to use their own music in the game, also divided between the two views. The music, largely composed by Jerry Martin, was also released separately as a soundtrack. [12] Add-ons and maxis modifications released after the release of SimCity 4, various add-ons and development kits were made available on their official site. New landmarks, including Rockefeller Center, the Brandenburg Gate, and Stonehenge became available online. [13] Later, landmarks were mainly used to demonstrate the capability of Gmax and the Building Architects Tool (BAT) at the time of the bat's release. [14] The Terrain Generator tool allowed users to create maps based on any of the 48 contiguous United States. The maps are based on data collected by the United States Geological Survey. [15] The Building Architect Tool (BAT) is a set of tools developed for the production of custom buildings. The suite consists of three applications: The Building Architect game package for Gmax, which allowed users to convert Gmax models to SimCity 4 sprites or props to be imported into the LE; an updated version of the LE; and the standalone Plug-in Manager, which allows users to modify simulation properties for new batches. Several modified versions have been published which, in effect, have served as bug fixes several problems that had not been discovered before the initial version. First launched in February 2004, it allowed the modding community to produce custom buildings and fittings for SC4. SimCity 4 construction architect tool is similar depending on function SimCity Construction Architect Tool 3000 and SimCity Urban Renewal Kit 2000; However, previous programs of this type were created from scratch by Maxis and used completely different interfaces. The SC4 BAT required a third-party application (Gmax) to run and was never included with SC4 or the Rush Hour expansion pack, as SimCity 3000 Unlimited had with its own BAT. Lot Editor (LE) is a tool that allows users to edit or design batches for SimCity 4 using props available. Because it was released several months before the BAT as a standalone version, users at the time were only able to produce batches consisting of built-in SC4 accessories. The BAT provided users with an updated version of the LE, which made the original LE utility obsolete. However, the old version is still made available on the official site. [16] Third-party content In addition to official tools, third-party programs were launched for greater accessibility in content editing simcity 4, allowing users to change the nature of the game itself. Following the launch of the Lot Editor, the Addon Mod Network (NAM) and the BAT (Building Architect Tool), most add-ons in circulation consist of user-created content; most are buildings and lots, including real-life landmarks, chain stores, additional homes, etc., while others include cosmetic changes for terrain, flora, custom vehicles and modifications to gambling behavior. Some even fundamentally change the game's mechanics (e.g., by introducing networks and multi-function transport stations, or modifying the distance Sims are willing to walk in order to reach traffic or their jobs). In some cases, both lot building and modding skills combine, producing batches that are capable of affecting a city in various ways. Some third-party content is only available to those with expansion packs or other mod. [17] Receiving sales in the UK, SimCity 4 sold more than 100,000 units in the first half of 2003. This made it the UK's third best-selling computer game for the period, or eighth on all platforms. At the time, Kristan Reed of GamesIndustry.biz wrote that her performance proved that you can still have big hits on PC. [18] By the end of the year, British sales of the game had reached 105,000 units, which made it the 79th largest seller of all platforms that year. [19] The game later received a Gold sales award from the Entertainment and Leisure Software Publishers Association (ELSPA).[20] indicating sales of at least 200,000 copies in the UK. [21] Its edition he won a Silver Award from ELSPA.[22] for at least 100,000 sales. [21] ReceptionAggregate reviews and awards scoresAggregatorScoreGameRankings85.23%[28]Metacritic84/100[29]ScorePublicationScore1 Up.comB+ [23]GameSpot8.1/10[24]GameSpy75/100[25]IGN9.2/10[26]Inside Mac Mac Editors' Choice[30]Parents' Choice Foundation: Parents' Choice Award[31] Shortly after its release, the PC version of SimCity 4 earned mainly positive reviews, earning 84/100 from Metacritic.[29] and an overall score of 85.09% from GameRankings. [28] The game earned a rating of 9.2/10 on IGN, calling it an important evolutionary step in the series. [26] The review commented that adding region view mode adds more depth to SimCity 4 and that the game has a more accurate representation of urbanism and maintenance than previous SimCity series titles. The game scored an 8.1/10 rating on GameSpot, claiming that the game had a sleek, engaging interface and great audio; he added, however, that SimCity 4 was quite hasty and that MySim mode seems like an afterthought. The review concluded that this was a complex and detailed strategy game, though not as neat as it might have been. [24] The publication later called it the best computer game of January 2003. [32] GameSpy gave the game a score of 75/100, commenting that SimCity 4 is graphically impressive; the review also criticized the game for having issues that will likely kill the game for casual players including performance and difficulty. [25] 1Up.com the game to B+ and praised the region's viewing function, as well as the detail of graphics that create a deeper sense of simulation. The review however criticizes SimCity 4 for accidents and acting issues. [23] SimCity 4 received further criticism after the release of the Macintosh version. The game received a score of 7.25/10 from InsideMacGames. The review commented that the regional game was a welcome new addition and had detailed and realistic graphics; it was also said however that the game was not revolutionary, had horrible errors, and that the tutorial and manual lacked information. [27] Urban Planner Jeff Speck said the SimCity 4 traffic model is more advanced than what most transit engineers use in real life. [33] The SimCity 4 awards were chosen as one of IGN's Editors' Choice games for January 2003. [30] He also received the Parents' Choice Award from the Parents' Choice Foundation. [31] Additional content and releases SimCity 4: Rush Hour Main article: SimCity 4: Rush Hour On September 22, 2003, Maxis released an expansion package for SimCity 4 called Rush Hour. The expansion package enhances the range of transport facilities available to the player, such as being able to build four-lane avenues and elevated rail networks, as well as allowing them to trace the flow of traffic, while allowing them to build larger civic facilities; some of these facilities have greater capacities, but all have increased the costs of Additional features with the expansion also included the ability to control vehicles, take on missions that can unlock reward buildings much faster, faster, his qualification with the city and sometimes acquiring a cash bonus, and introduced the ability to switch between four architectural styles - three of these focus on the architectural styles of American cities from different eras, while the fourth introduces a new range of European-inspired contemporary architecture. On the same day that the Rush Hour expansion pack was launched, a package was launched that combines both the main game and the expansion pack, titled SimCity 4 Deluxe Edition. On August 25, 2004, Aspyr Media released SimCity 4 Deluxe Edition for Mac OS X. A year later, the expansion was released by Mac OS X on September 4, 2004. Digital distribution release On July 20, 2010, Electronic Arts launched the Deluxe Edition (SimCity 4 and its Rush Hour expansion) for digital download on Steam, valve's digital distribution service. [34] The game is also available on GOG.com, Direct2Drive and Impulse, as well as EA's own home service. On April 10, 2014, Aspyr released an updated version of its port from the Deluxe Edition to the Mac App Store. [35] The updated version includes bug fixes and performance improvements, native resolution support, and support for the latest versions of Mac OS X. Future SimCity updates were worked out in a corner, [because] we were still appealing to this core simcity group. It had got a little complicated for people who had never played SimCity. We want to bring it back to its roots where someone who had never heard of SimCity can pick up and enjoy playing without thinking it was really, really difficult. Will Wright[36] Will Wright stated in an interview on May 16, 2003, that there would probably be more expansion packs after Rush Hour.[37] but none were ever released. In another interview on May 22, 2004, Wright stated that Maxis was trying to figure out a new direction for SimCity after the new versions had become increasingly complex. [36] Two SIMCITY games for PCs have followed SimCity 4. The first was SimCity Societies, developed by Tilted Mill Entertainment and released on November 13, 2007. [38] The second was SimCity, which was announced in March 2012 and was released in March 2013. [39] In popular culture During the 2012 Republican presidential primaries, candidate Herman Cain's 9-9-9 tax proposal was widely attributed to a similar tax structure presented in SimCity 4; CNBC cable networks relayed the link history of SimCity's ideal parameters as a possible origin of the tax proposal (the story itself may have originated in the technical press), but Cain denied any link to the game. [40] References : SimCity 4 (Mac) English). Retrieved June 18, 2008. ^ SimCity 4. Retrieved June 18, 2008. ^ The NPD group reports the 2003 annual video game industry driven by console software sales. NPD Group. Archived from the original on February 10, 2008. Retrieved June 18, 2008. ^ The ocean; Robinson, D.B. (June 17, 2003). ^ Creating regions in SimCity 4. Knowledge Base. SC4EVER.com. Archived from the original on February 20, 2008. Retrieved June 18, 2008. A small town is one kilometer on one side ^ a b Kramer, Greg (August 31, 2003). 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Find sources: 1Up.com – news · newspapers · books · the scholar · JSTOR (August 2011) (Learn how and when to delete this template message) 1Up.comScreenshot The cover of 1Up.com on December 31, 2008Type of the VideoDissolvedJuly 2013 Game Website (2013-07)OwnerIGN EntertainmentURL1up.comCommercialYerationRegistrationAllaunched2003; 18 years ago currentNo 1Up.com was an American entertainment website that focused on video games. Launched in 2003, 1Up.com provided its own original features, news, game reviews and video interviews, and also featured full PC focused on (an extension of the previously released Games for Windows: The Official Magazine). Like a print magazine, 1Up.com also hosted week-long special online cover stories (examples include Soulcalibur III, The Legend of Zelda: Twilight Princess, and Virtua Fighter 5) that featured a new story of in-depth feature films every day, interview with developers, game capture gallery, game video footage and/or

video from the game studio and creators. On February 21, 2013, Ziff Davis announced to end the post among others. [1] The site was created by Ziff Davis as an extension of Electronic Gaming Monthly, a gaming magazine previously published by the company. 1Up.com was sold in 2009 to UGO Networks of Hearst Corporation, which was acquired by IGN Entertainment (then owned by News Corporation) in 2011. [3] Reaching full circle, Ziff Davis acquired IGN Entertainment as a whole in February 2013, returning to unir-1Up.com with its original owners. [5] Shortly after the acquisition, however, Ziff Davis announced that in an effort to concentrate on IGN, it would close most of its secondary sites, including 1Up.com. All other members of the 1Up.com had to be transferred to IGN.[6] Although the site is still up, some links are removed, causing the site to break. 1Up Shows and Podcasts Main article: 1Up Shows and Podcasts 1Up.com had produced a variety of audio and video podcasts, many of which aired weekly. 1Up Yours was the network's flagship internet radio show that featured topical discussions among various editors of the 1Up network, as well as personal gaming experiences and current news articles. Although many guests circulated throughout the episodes, the show was hosted by Garnett Lee, Shane Bettenhausen and David Ellis each week that cast members were available. New episodes of the show were made every Friday: He was accompanied by weekly video podcast The 1Up Show, which featured previews and game reviews, coverage of video game events, discussions about game culture and interviews with game designers. Former hosts included Jane Pinckard, John Davison, Luke Smith, Mark MacDonald and Bryan Intihar. However, since the acquisition of UGO in January 2009, many of these podcasts/shows were suspended, or in some cases, ended. Garnett Lee created a second iteration of 1Up Yours, called Listen Up!, which featured a similar but somewhat tighter format, to the original 1Up Yours, which ran from January 2009 to October 2009, ending Lee's departure to work with GameFly. Despite the dismantling of podcasts and many former 1Up.com staff members have gone on to create their own unrelated game shows, podcasts and websites, such as The Geekbox (with Ryan Scott), Eat-Sleep-Game and their podcast Rebel FM (with Anthony Gallegos), and Area 5 TV with their weekly video podcast, Co-Op (with ex-1Up.com ex-1Up.com Ryan O'Donnell, Matt Chandronait, Jason Bertrand, Jay Frechette, Rob Bowen and Cesar Quintero). In late October 2009, a new flagship podcast was created by David Ellis (formerly a member of Listen Up!), called 4 Guys 1Up (a title humorously considered by Listen Up! at one point). Audio podcasts including Games, Dammitt! and retronauts; video podcasts included 1Up.com's Game Night and The Daily 1UpDate. Previous podcasts included Listen Up!, 1Up Yours, 1Up FM (formerly known as EGM Live), at1Up, The Oddcast (formerly Good Grief), Legendary Thread, GFW Radio/LAN Party, radiOPM, Review Crew, The 1UP Show, Broken Pixels, Sound Test, Active Time Babble, and In This Thread. Retrieved February 21, 2013. True: 1UP has come to an end. 1Up.com. Archived from the original on March 18, 2020. Retrieved September 25, 2019. Retrieved May 5, 2011. In 1997, 1UP.com was one of the first to participate in the film IGN Entertainment. 1Up.com. Archived from the original on October 20, 2012. Retrieved August 26, 2011. ^ UGO Entertainment Acquires 1UP. 1Up.com. 1 June 2009. Archived from the original on September 12, 2011. Retrieved August 26, 2011. Retrieved February 1, 2013. [1166] In 2007, the J2 government announced that J2's government should be one of the first to be sold to J2's Ziff Davis. All things D. The Wall Street Journal. Archived from the original on May 14, 2013. Retrieved February 4, 2013. Retrieved February 4, 2013. ^IGN Entertainment sold by News Corp to publisher Ziff Davis. Digital Spy. Archived from the original on December 20, 2014. Retrieved February 4, 2013. Retrieved February 21, 2013. IGN hit with layoffs; 1Up, Gamespy and UGO closing. Jordi. Archived from the original on May 9, 2016. Retrieved August 24, 2016. External links Official website Retrieved from

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