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Cities: Skylines is stacked full of different assets, mechanics, and maps that allow you to create the city of your dreams. But a large part of city building is the minor aspects of transportation, planning, and detailing. Having a balance of all these things in your city, especially not as an experienced player, can be quite the daunting (and exhaustive) task. Some players have taken on the quest and been able to make some truly special creations; here are 15 of the best builds I found in Cities: Skylines. 15. Quarter City by T4rget A timelapse build of Quarter City This build is a simple yet stylish creation by T4rget, a creator that will pop up many more times on this list. This city is created from a large circle with many smaller sections going inward towards the city center. Quarter City is also an easily repeatable layout to give you a bit of inspiration or even just a starting point for your next city. T4rget's build is fitted with many different sectors throughout the circle including, as the name suggests, a quarter of the city being one large park fitted with a man-made lake and bike paths. With wider roads toward the center and smaller ones towards the outskirts, this is also quite the intuitive design for a city. 14. Middleshire by Czardus An overview of the most recent expansion of Middleshire Middleshire is one of only a handful of realistic cities on this list, as it's hard to really make a standout build while also making something that looks like it could actually exist. And Czardus managed to do just that with this sprawling city fitted with an expansive international airport, a realistic European-inspired layout, and many different zones throughout. This build is full of small details and well thought out infrastructure, all while keeping the aspect of realism and being built in the vanilla game. Czardus proved that you can make some truly spectacular cities without the use of mods, and we're about to look at some more impressive cities you never thought possible. 13. DNA City by T4rget A timelapse build of DNA City As the second T4rget build on this list, DNA City is another creatively designed build made within the confines of a DNA strand. With alternated city and park districts in the many sectors of the layout, this city has everything you could want in a relatively small build such as this one. Though small, the details are still very prominent. From the thoughtful geometric design to the meticulous zoning of the city, T4rget managed to make yet another artistic yet functional city with plenty to explore and much to appreciate. But with two more additions from this creator, you could only imagine the other things he could conjure up. 12. Thando's growth by T4rget An overview of the City of Thando's growth This city of Thando is quite a sight to see, fitted with tons of natural and man-made beauty, tons of details, and an eye-catching display of skill. From the high-rise downtown district to the rocky coastline and the more rural communities, this city has a lot to offer. The details of transit, props, nature, planning, and overall aesthetics show a true mastery of the game as Sanctum Gamer shows his creativity and knowledge throughout this sprawling and realistic megacity. And if you think this is impressive, just wait to see some of the unbelievable creations later down this list. 11. Design & Manage by T4rget A tour of the Design & Manage City Design & Manage is the only snow map on this list, as although it does look nice, it also brings more challenges for the builder. But with another showcase of skill by T4rget, he's been able to create this winter metropolis full of detail and design. If you were looking for inspiration on how to build a successful city that will survive the elements, then look no further. This build has everything you'd expect from a high-level city, including tons of small details, thoughtful planning and zoning, skillful transit, and plenty of unique sights. Whether you're the kind of person that appreciates the tree and prop placement or the intuitive process of streets and zoning, this map has something for everyone to love. 10. Fluxburgh by FLUXTRANCE A map showcase of Fluxburgh This city is quite the behemoth. Built upon a unique natural topography and using no mods to hide the pollution, it's quite the respectable creation. But just seeing the sheer size of the map doesn't do it justice. On the ground level, it's full of creative design, intuitive planning, detailed transit, and tons of beauty. From a waterfront airport to the industrial island, from the rural mountains to the highrise downtown, the spacious farmland to the dense city structure, this map is full of variety and thought. A true showcase of creativity and skill by FLUXTRANCE with this beautiful metropolis. 9. Port of Yin-Yang by T4rget A timelapse build of the Port of Yin-Yang For the final build by T4rget on this list, we had to go with one of the most creative and technical creations in the Port of Yin-Yang. As the biggest showcase of skill and precision so far, he meticulously drew up this magnificent creation. And although it is quite small and primarily for looks, it is also thoughtfully zoned and intuitively designed. With the signature Yin & Yang design, T4rget creates city half-city, half-port with a secluded lighthouse, a dense city center, spacious parks, and of course tons of piers. But even if you don't care for the city itself, the detailed layout and precise landscaping give you something to appreciate. I mean, just the sheer creativity and skill is enough for me. 8. Verde Beach by City Planner Plays A timelapse of 200 years of progress in the city of Verde Beach Verde Beach is one of the many cities that were built incrementally over the years and documented through episodic videos. But this one is a bit more special as City Planner Plays told the growth of this city as more of a story, with lore behind the creation and expansion of different areas and buildings. Even for the ones this doesn't interest, this map is expansive and full of details to dive into. From the efficient transit and shipping to the realistic planning and zoning, Verde Beach is a true testament to the amount of skill, creativity, and dedication it takes to build something truly magnificent. 7. Dream Bay by imperatur A timelapse build of Dream City so far This map truly lives up to its name. Dream City is a beautiful and expansive city with some of the most intricate interchanges and picturesque views. You just can't beat the waterfront view from the baseball stadium or the luxurious skyline that sits behind it. Just seeing imperatur's process of building some of the highways and expanding the city is mesmerizing. The accuracy and efficiency he wields as he creates this masterpiece is quite the sight in and of itself. But this coastal city full of attractions and details is truly one you only thought possible in your dreams. 6. Athalassya by Alys An overview of the most recent additions to the city of Athalassya Athalassya might just be one of the most creative cities I've ever seen. So it's even crazier that there are five more on this list. But this build deserves some credit with its European-inspired architecture, insanely intricate transit, and a style you have to see to truly appreciate. This city is grounded in old-style assets and design but is given a breath of life and originality by its almost futuristic feel. From the blimp transit network to the skyscraper statues, from the multi-level highway systems to the vastness of the inner city, Athalassya certainly deserves its spot, as you could spend hours exploring its streets. 5. Riverton Bay by Tazerherer An overview of the newest expansion in the city of Riverton Bay Riverton Bay is one of those things where it's all about the details. The design of each district, each block and each property is meticulous that you can see the insane effort that really goes into these creations. Fitted with a stunning skyline, quaint suburbs, detailed transit networks, and stunning leisure options, this city is a good one to kick off the top 5. Although Riverton Bay is far from finished, the groundwork of this city is spectacular, and it'll surely end up being quite the mecca in years to come. Plus, you get to go along for the ride and witness the growth of this beautiful island city. 4. Cabrillo by Pres A progress update on the city of Cabrillo Cabrillo is quite the addition to this list as we prepare for the final 3. This vast city is full of culture, life, and of course an immense display of skill. The details in this build are wild, from particular tree placement around buildings to the realistic California-esque streets of the inner city. The San Francisco-inspired downtown is quite a sight. From Chinatown to the skyscraper business district, this riverside area is the place to be. But if you're looking for something a little quieter, you can pick from the SoCal feel of the districts across the river or an even more rural option on the spacious outskirts amongst the hills. 3. Aurelia by Akruas A showcase of the last 3.5 years of work on the city of Aurelia I've ever wondered what a realistic city of the future would look like, then look no further than Aurelia. This city is filled to the brim with creative design and tons of insane sights. I mean, the highway network is crazy. I could look at it for hours... and it's a highway. But the real details are just as mesmerizing, with bustling districts, vast parks, picturesque skyscrapers, a winding canal network, and some of the prettiest leisure districts ever. Aurelia is a true testament to the world of possibilities and creativity within Cities: Skylines. And it's only number 3.2. Maya by Palms Time A cinematic showcase of the vast city of Mayal could talk about Maya for hours; she was just so... oh... we're talking about the city of Ahem... the city of Maya is an absolute behemoth. This Asian-inspired megacity has literally everything you could imagine. With some of the most intricate transit networks, there's no shortage of new places to see in this build. Home to winding mountainside roads, an entire airport island, a beautiful skyline, dense residential areas, immense industrial zones, and so much more, this city is one you really have to see to believe. The attention to detail that goes into a build like this is second to none. Well, how is there still one more city on this list, you may be asking? Well, you're about to find out. 1. Neo HongKong by Blackfox An overview of the newest additions to the city of Neo HongKong Welcome to the city of dreams, the city of the future. Welcome to Neo HongKong. For the final build on the list, this was the only rightful choice to take the crown. There's literally no way to describe the magnitude of this city in a couple paragraphs. You truly have to see it to believe it. And I think you should. So I'll give you a little teaser of what this cyberpunk metropolis has to offer, and then you can witness it in all its glory. This city is filled with details, insane assets, intricate transit, and some of the most jaw-dropping sights in all of Cities: Skylines. So go see for yourself, and just be ready to go get your socks after they've blown off. You may be interested in: Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. In this Cities Skylines layout guide we'll cover the question many experienced players ask - how to make Cities Skylines look realistic and nice. Sometimes it happens that you have a big city and its parts look like crap. You may call this realistic because some real cities look like crap but many people want a nice and realistic city. So I decided to collect all Cities: Skylines layout tips in one guide. Tip: Some of your districts may have only one entrance/exit. Why: This will isolate the district from transit traffic and create a cozier environment Tip: If you're looking for something that may fill the gap between your dirty industries and residential areas then consider business district Why: Business districts don't suffer from pollution produced by industries There aren't too many skyscrapers in the vanilla game. I'd say they are present in the high-tech office and touristic zoning plus some unique buildings. A less experienced player may overuse these kinds of zones and place them everywhere. As a result, the city doesn't look realistic because there aren't many real cities where all the area is covered with skyscrapers. Usually, it's some business part of the city while other areas aren't that tall. It's especially strange to see a tall wall of buildings on the outskirts of your city where usually you'd see small houses. So one of Cities Skylines layout tips is to find a good area or several for your business district. It may be a waterfront or a center with good communications - remember, it will produce a lot of traffic. To make the surroundings of your business district look more realistic you may do one of the following Cities Skylines zoning tips Place a big park. It will add some foliage to your concrete jungle. Also, it will be used by citizens to get to the business area on foot. Use some high-density residential or commercial zoning. Avoid surrounding your skyscrapers with small housing Place some unique buildings which have a similar style. This will also bring more tourists. It would be strange to see an old palace next to the business center. This deserves a special paragraph. Here are some ideas on organizing your residential districts: The whole realistic city can't consist of self-sustaining residences from Green Cities DLC unless it's futuristic. Most likely, it may be a special new area with a nice view outside downtown. You can play with creating villages. I prefer surrounding my farming industries with low-density houses which creates some real countryside vibes. Try to avoid placing your residential districts on crossings of your main traffic flows. They should be rather quite and with a single entry point for transport. It's great to use European building themes next to unique buildings of the same style. And it looks strange when someone places a high-tech building surrounded by cozy European houses. I create special old town areas with walking streets and some tourist attractions to make the city look realistic. Plazas and parks also look great in such surroundings. The high-tech buildings are good when surrounded by offices and green houses. Most likely you will have a quiet old town area that was created when high-density zoning was locked. Also, it would be realistic and good for your road traffic if you place some of such areas in your suburban parts. It may be an elite housing area on hills or next to the waterfront. Add some low-density commercial zone to make it a center of a small suburban community. It is a good step towards a realistic city What is a realistic city? For me, it's an imperfect one. Real cities grew for a long time facing numerous challenges. This means you don't always have to rebuild the imperfect areas but accept them and expand further. Thanks to Natural disasters DLC, you may face some additional challenges which will affect your city design such as floods, earthquakes, and asteroid strike. This will also influence your City Skylines city layout and that's great. When everything is more or less configured, I prefer starting micromanagement of my city design. Thanks to Parklife DLC, we have a lot of props to place on small empty areas in zones that are already built. Don't miss this option to create some cozy corners in your city! There is no better way to assess your Cities Skylines layout than viewing it as a citizen. 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Cities: Skylines > General Discussions > Topic Details City layouts - Industrial/Commercial traffic ideas I was thinking of a good city layout; I may be wrong on some of this, but just my idea for development of my city. I've been watching a ton of lets play videos on youtube of this game. I think it'd be good to have industry close to water for the harbor that comes later, close to a freeway ramp, close to a freight station, and close to an on ramp for the freeway. I am also thinking that you want to have elevated roads/bridges that go directly to commercial from the train station/industry. This way the commercial delivery trucks go straight from the train station/industry to the commercial area. Also it'd be good to not have residential between the industry and commercial. This way residents don't use that road as much (unless it's easier for them to get home that way), and commercial delivery trucks can get to the commercial areas from industry easier. In addition plain vanilla industry is needed otherwise you get a lot of the large trucks coming in to the city (or trains) to deliver the industry goods. If you build a timber/paper industry for example, this isn't enough. From my understanding you need regular plain industry as well. I'm sure there's more people can add to this, but just some of the ideas I'm thinking about. I'm sure there are some policies that may help as well. Last edited by rovinar2; 7 Mar, 2015 @ 6:41pm Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. 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