

Introduction

This short and simple tutorial will guide us through creating coastal lots – building sites that are placed by the sea in a ‘hood that has sea. In such a coastal lot, we can build complex harbours like the one at the end of this tutorial, or Malibu mansions, or tall ships, or simple beach houses like the one in this first pic.

“Nothing new in that,” you may say. “Just go mad with the Water tool all over a large lot, and there we are.” ----- Well no! I hope you’ll find there is a new magic in these lots – a magic in playing them even more than building them.

Turn the in-game camera round.

This second pic is the view from the side of the beach house, looking out to sea. There’s no edge to the lot – just the infinity of ocean. I have found it lends fabulous atmosphere to gameplay and story-telling, as you may sense from the third pic as well.

My thanks go to [V1nd1care](#), an extremely creative and intelligent builder over at *ModTheSims2*, whose fine sailing ships inspired me to want to work out how to develop coastal building for myself.

One thing I should stress is that this really is sea we’re dealing with, not the water of a stream or pond. So you (sorry, I mean **your Sims** – if there’s any difference between the two in your mind by now!! ☺) can’t fish in it, if you have *Seasons*! However, you/your Sims can wade through it, as we’ll see later on here!

For this tutorial you’ll need the EP *Open For Business*, but if you don’t have it, experiment with some custom neighbourhoods that also have low coastal roads.



Step 1.

Exploring the Bluewater Village neighbourhood in *Open For Business*, with its low coast road, led me to the idea of trying coastal lots. So open this 'hood from any of your other 'hoods. We're not going to build directly onto the coast, as I'll explain below. So scroll around and find a nice piece of land sloping down from the road. Here's one, just past the wind generators.



Step 2.

We're going to place a small 2x3 lot here, where 3 (=3x10 gridsquares) is the depth back from the road. You may have to move a few 'hood decorations first.



Step3.

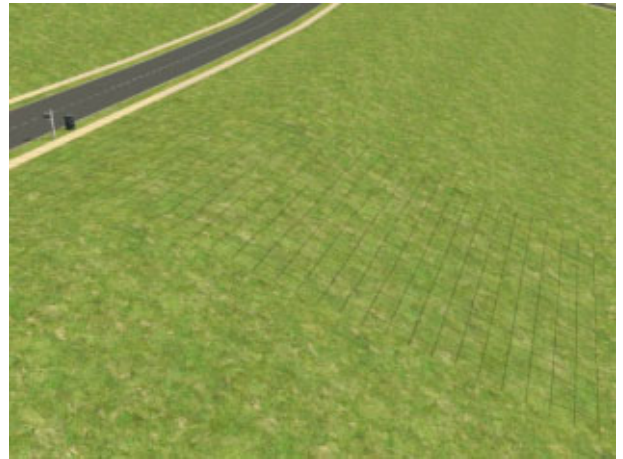
Here's the lot in place, seen from neighbourhood view. (You may have done this frequently in 'hoods like Veronaville?)



Step 4.

Enter the lot, and you can see the amount of slope we've created. What matters for our purposes is that the boundary line at the far or back end of the lot is much, much lower than the roadside height.

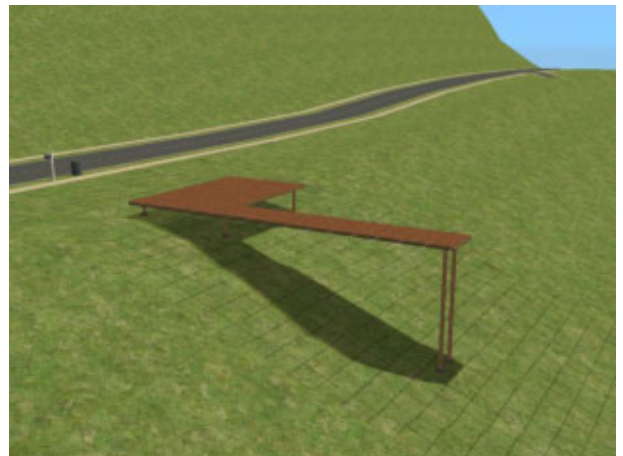
Hurray! An end to flat lots!! ☺



Step 5.

Now we just build something. Anything, basically, since we're going to re-locate the lot, and the game asks us to activate the lot first by building something in it, before it can be moved elsewhere.

I've started to build the *Column Deck Foundation* for my beach house. I'm not going to build more yet, just because I want to see what it will look like on the coast.



Step 6.

So, on to the coast! In Bluewater Village there are 2 coast roads – a short high road, and this main coastal route by the retail park.



Step 7.

In case you're not totally shore ('sure', geddit? ☺ - sorry!), here's the whole neighbourhood view with a large ocean-going arrow showing it ready to be placed.



Step 8.

And here's a closer shot, still in 'hood view, of the lot about to be placed. As you can see, the depth of 3 in our lot brings the lot just to the water's edge, but not actually **into** the water, so it's green.

If the lot were deeper (4 or 5) and went into the sea, the game wouldn't allow it to be placed – it would stay red. When placing lots in other 'hoods, the same rule applies: bring the far or back boundary of the lot as near to the sea edge as possible, but not in it.



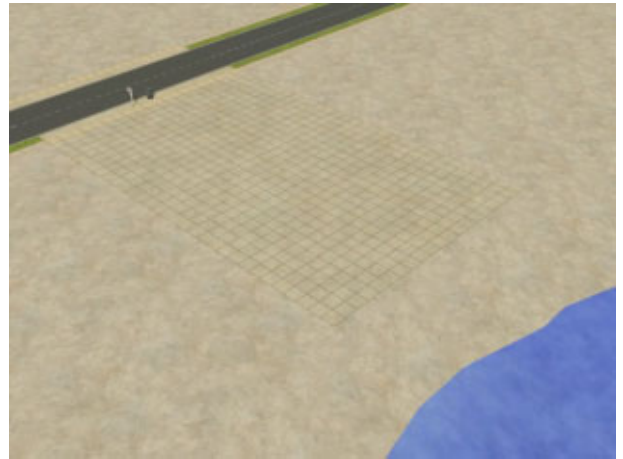
Step 9.

Then let go your mouse button to place the lot, and there we are – the sea rushes in and greets its new friend. ☺



Step 10.

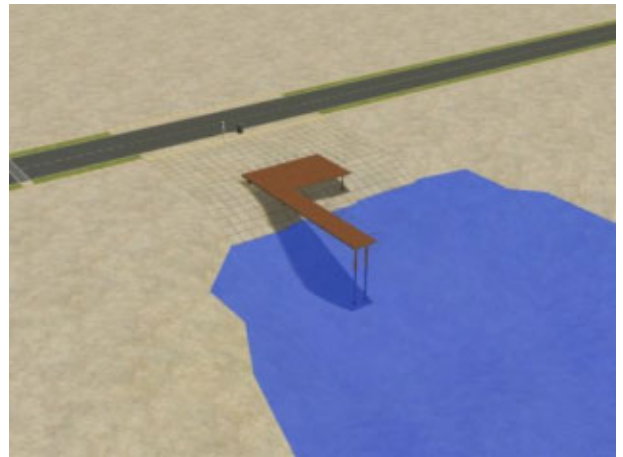
This is why we didn't start by placing a lot directly into the coast. As I said, lots have to have their far boundary just inside (or land-side of) the water's edge, or they can't be placed at all. And just placing a lot here gives us a far boundary that's the same height as the road – no slope at all.



Step 11.

But by first creating the lot inland, on a strong slope, we've guaranteed that the far or back boundary is very low – low enough to bring down the sea bed as well.

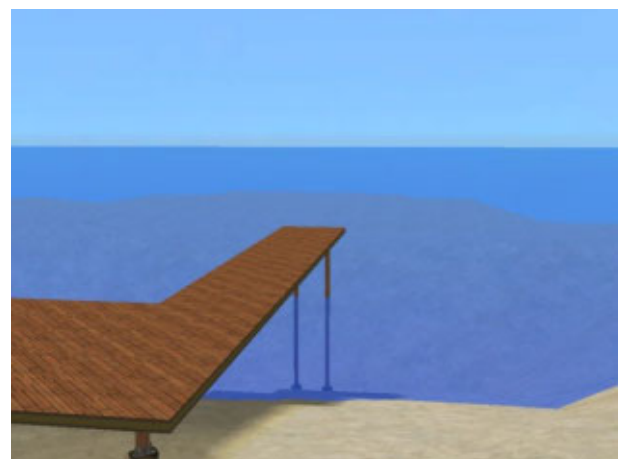
(This is not a very 'exact science' by the way, as we'll see. I hope you just enjoy experimenting with different 'hoods and lot slopes.)



Step 12.

Then swinging the camera around, we get our first view of the sea.

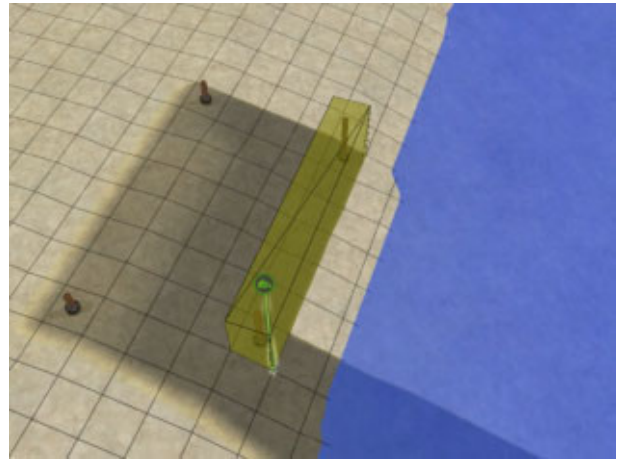
Now you can build here. The sea bed inside the lot is just ground, and can be raised or lowered as you wish. If you prefer to see everything clearly all the time, re-locate the lot temporarily to dry ground, finish the house then bring it back to the coast, making a note of where the sea edge reaches.



Step 13.

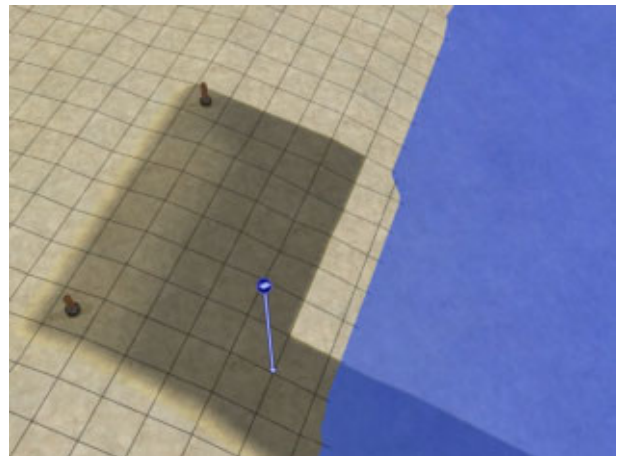
Just to mention, if you're using *Column Deck Foundation* as I am here, as you add to it or delete bits, you'll get a forest of columns. If you don't know, the way to delete these is by using the Pool tool.

Hold down Ctrl and sweep the pool tool over any gridsquares with unwanted columns



Step 14.

..... then let go your mouse button, and they're gone!



Step 15.

The height of the road dictates whether the lot will bring in the sea or not.

For example, taking our beach-house-to-be over to the other coastal road in Bluewater Village, we can place it OK



Step 16.

..... but the people of Bluewater Village sure aren't that knocked out by it!



Step 17.

We could try a 3x5 lot, but as it happens the space between road and sea edge is just too small, and the game won't allow it to actually touch the sea.

It's as if the sea is in charge. It (or she in many languages) decides when to come in and greet the new house. (Definitely she, I guess!!! ☺)



Step 18.

Let's try a 3x4 lot. Once you move a sloping lot, the 'hood terrain becomes flat again, so you may need to hunt for fresh slopes!



Step 19.

And when we place it on the high coast road, here's the result. You can see that the sea bed is brought down by the back boundary of the lot, then slopes back up to the rest of the sea.

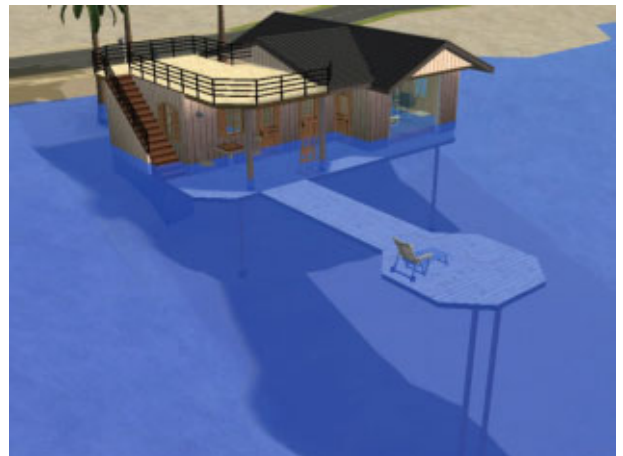
In this case the fit is a little too tight for me, since the line of the old sea edge is still slightly visible – more so when we turn the camera round.

Still, we learned from trying it. ☺



Step 20.

In different 'hoods the same lot can find the sea at high tide or at low tide. For example, when I tried out my beach house in Hazy13's *Pickle Bay*, which has a very low coast road, we all got pretty wet!



Step 21.

Still, sometimes a high tide can look good, too.

It really is about experimenting with new neighbourhoods – they can be a lot of fun!



Step 22.

And anyway, as I mentioned at the beginning, Sims can wade through the water, as our beach model will demonstrate



Step 23.

..... in close-up.

This is neighborhood **sea**, not the water inside a lot.



Step 24.

In fact Sims can happily wade in deep

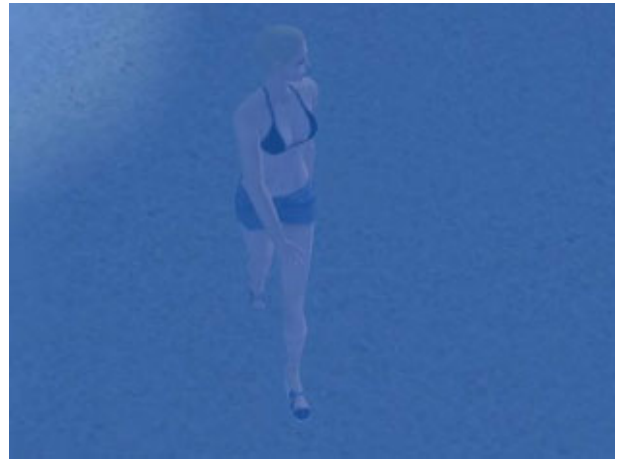


Step 25.

..... (hehe, I knew you wanted to see it, didn't you, so OK, here it is) and even walk under the sea.

Bad for the hair, though. ☺

Btw, I wouldn't try a pool ladder. Sims will sink straight to the bottom!



Step 26.

Whether the sea is the main feature in your lot, or more of a wonderful backdrop as here in my **Rimini Harbour**, I hope you find the extra dimension it brings to gameplay as satisfying as I do.



Bye!

Wishing you lots of enjoyment and pleasure as you explore the magical world of Sims2 architecture! ☺