The SIMS 3

CREATE A WORLD TOOL—BETA

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INSTALLING THE TOOL

To install *The Sims 3 Create a World Tool—Beta*:

1. Go to *The Sims 3* Community site at www.thesims3.com.
2. From the Games pull-down menu at the top of the page, choose *The Sims 3 Create a World*. Your browser brings up *The Sims 3 Create a World Tool—Beta* page.
3. Click the DOWNLOAD NOW button and follow the on-screen instructions.

NOTE: You must have registered a copy of *The Sims 3*, *The Sims 3 Collector's Edition*, or *The Sims 3 World Adventures* to download the tool.

STARTING THE TOOL

To start the Tool:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

KEY COMMANDS

WINDOWS HOTKEYS

GENERAL

New world	Ctrl-N
Open world	Ctrl-O
Save world	Ctrl-S
Undo/redo action	Ctrl-Z/Ctrl-Y

CAMERA CONTROLS—MOUSE

Rotate (push)/Zoom (scroll) — Move

CAMERA CONTROLS—KEYBOARD

Move forward/backward/ left/right	Up/Down/Left/Right arrows
Move up/down	Q/F
Zoom in/out	Num +/Num - or W/S

NOTE: You can change the direction of the camera, if you like. Under the View menu, choose CAMERA SETTINGS > CAMERA CONTROL. You can invert both the horizontal and vertical rotation.

TOOLS HOTKEYS

GENERAL

Exit current tool	Esc
Delete selected object	Del

OBJECT TOOL

Clone selected lot	Shift
Snap rotation (if object in rotation mode)	Shift

EDIT ROAD TOOL

Toggle road object selection	Ctrl
Disconnect connected objects	Shift

ROTATE ROAD TOOL

Snap rotation to the nearest 15 degrees	Shift

MOVE LOT TOOL

Snap rotation	Shift

PAINT TERRAIN TOOL

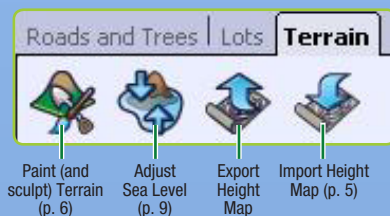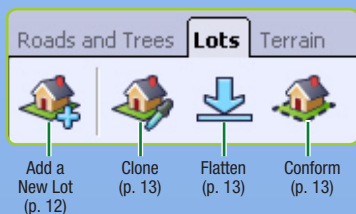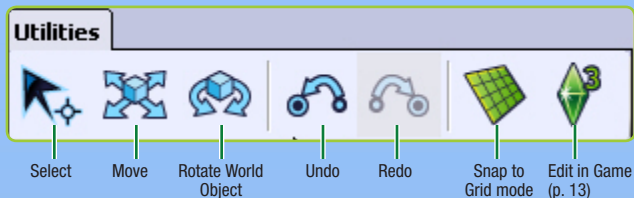|	
Navigation mode	Alt
Paint in straight lines only	Shift

NOTE: Navigation mode is a great way to keep from accidentally painting or sculpting while you're navigating around the render panel.

TERRAIN BRUSH TOOL

Navigation mode	Alt
Increase/Decrease brush size	Ctrl-PgUp/Ctrl-PgDwn

Toolbars

Utilities

| Select | Move | Rotate World Object | Undo | Redo | Snap to Grid mode | Edit in Game (p. 13) |

Roads and Trees | Lots | Terrain

| Cluster Trees | Uncluster Trees | Road Placement and Editing tools (p. 10) | Grading Road tool (p. 11) |

Roads and Trees | **Lots** | Terrain

| Add a New Lot (p. 12) | Clone (p. 13) | Flatten (p. 13) | Conform (p. 13) |

Roads and Trees | Lots | **Terrain**

| Paint (and sculpt) Terrain (p. 6) | Adjust Sea Level (p. 9) | Export Height Map | Import Height Map (p. 5) |

WORLDS AT YOUR FINGERTIPS!

If you thought you were godlike playing *The Sims 3*, wait until you try out this tool! *The Sims 3 Create a World Tool—Beta* is a powerful tool that lets you create and customize your very own towns and it's the same tool (with a few modifications) that our World Building Team uses to create the towns that you get with the base game or in the expansion pack.

The windows in *The Sims 3 Create a World Tool—Beta* are modular, so you can customize the layout of the tool while you work. However, the windows revert to their defaults when you restart the tool.

This tool is also expandable! You will get more items to work with, every time we release an expansion pack, provided you own and install the expansion pack.

CREATE NEW WORLDS

To create a new world:

1. From the File menu, choose NEW WORLD. The New World Options pop up appears.
2. Click the browse button to choose a terrain image file.
◆ The terrain image file is a height map that determines the basic size and shape of the terrain.
3. Then choose a desert or lush climate (which determines the default available terrain paints in your world), and set the maximum map height (Each file in the Height Maps directory has a number in the filename. Set your maximum height map to this number). Click OK.

POWER USER TIP: You can import and export different height maps to create/edit your terrains with external programs such as Adobe Photoshop or World Machine, etc. The height map files must be a 16 bit grayscale .PNG image and be one of the following sizes: 256x256, 512x512, 1024x1024, or 2048x2048.

TERRAIN EDITING

Whether you want to add mountains or valleys, grass or asphalt, the terrain tools let you shape—and color—your world.

SCULPT TERRAIN

Raise mountains, carve out valleys, chisel cliffs, and more.

To sculpt terrain:
1. Click the TERRAIN tab and then choose the Terrain Editing Tools option.
2. On the right side of the screen, click the SCULPT button.
3. Choose a brush type that corresponds to the shaping that you want to do.
4. Adjust the parameters of the brush, as needed.
5. Move the cursor over the spot that you want to sculpt and click and hold the mouse button while moving the brush over the terrain.

SCULPTING BRUSH PARAMETERS

Size	Determine the amount of area affected by your action.
Strength	Adjust how the selected action affects the area. The greater the strength, the more magnified the action.
Falloff	The greater the falloff, the more the effect/action tapers toward the edges of the brush.

SHOW UNROUTABLE TERRAIN

This options shows you the steep areas of terrain that should be painted with Sims Non-Routable paint (see *Routing* on p. 8). Note that while it also recommends that you paint water unroutable; you do not need to do so.

PAINT TERRAIN

Add dirt, sand, flagstone, grass, concrete, and more! You should only add up to eight different terrain paints per chunk (section) of world to keep your world running smoothly. To see the sections of the world, go to View > Show Chunk Boundaries. You can change the distance of how many sections you see rendered in high level of detail (LOD) by going to View > Camera Settings and changing the LOD Transition Distance.

To paint your terrain:
1. The paint section of the Terrain Editing tool window contains a few defaults based on the type of terrain you chose when you started your world. If you want to add another paint, click ADD to open the pop-up window and choose a specific terrain texture by clicking the browse button and selecting the desired terrain texture (i.e., sand, dirt, concrete, etc.).
2. Next set the Terrain Type from the pull-down menu. This setting determines what kind of sound effects are produced when Sims walk on the selected terrain.

> **POWER USER TIP:** You can also create your own terrain paints! Just create a .tga or .dds file where the image size is a power of two, with a maximum size of 1024 x 1024 pixels with a resolution of 72 pixels per inch. Be sure not to reuse the same name for multiple textures as *The Sims 3 Create a World Tool—Beta* will only recognize one of them.

In addition to changing the size and falloff of your brush parameters when painting terrain, you can also adjust:

Auto Paint	Select terrain paints to automatically paint different heights. The terrain Auto Paint feature uses the base color (the default terrain layer) and the next one (Default 2 terrain layer) to automatically paint the terrain according to height. The taller height gets painted with the Default 2 terrain texture.
Individual Layer Mode	Paint according to the hierarchy of the paints in your window. Paints that are farther down the list are added over the top of paints closer to the top. Under this mode, you can also set the color level. If set to 0, you're erasing the selected color. At 255, it uses the full strength of that color. When set to any of the numbers in between 0-255, it blends the terrain paint with whatever the paint is underneath it and the selected paint color. You get different results depending on the alpha channel of the terrain paint.
Visualize Layer	Shows where the currently selected terrain paint layer exists in the render panel, but not the color itself. When selected, you can use it to delete the terrain paint on the current layer using the terrain brush when this box is checked. The default terrain layer always appears over the entire map.
Shape	Choose a square or circular brush shape.
Opacity	The higher this is set, the less you can see through the paint.
Routing Opacity	Shows or hides the areas where Sims and/or the camera cannot route.

That arrow under Brush Parameters saves your current brush settings to the window above it that says Brushes and you can save a bunch of them to use later.

> **POWER USER TIP:** If you later decide that you don't really like how one of your terrain paints looks, you can choose a new file to replace the current file (which changes all instances of the old texture in your world). You can also right-click it in the Terrain Painting Tools Layer window and choose DELETE. All instances of that paint are also deleted in your world.

> **POWER USER TIP:** You can import and export terrain paint layers. This is useful for painting a grayscale image in a graphics illustration program and then importing it back into your world. **To import/export a terrain paint layer,** right-click the terrain paint in the Terrain Paint Layers window and choose either IMPORT or EXPORT. **To visualize what your export of a particular layer will look like,** click the Visualize Layer checkbox.
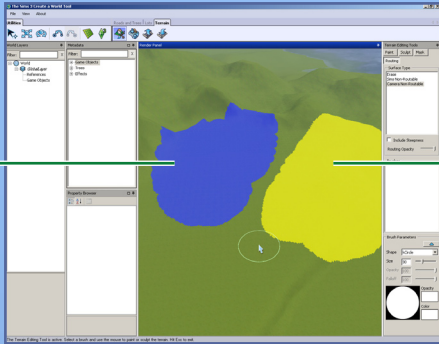
ROUTING

Routing is a way to limit where Sims can go (walking, jogging, etc.) and where the camera can pan. It works just like the Terrain Painting Tools.

SIMS

You can determine where Sims can go and where they can't within your world. You may want to consider preventing Sims from routing to any place that they might get stuck (such as very densely forested areas), or areas where it would look strange for Sims to route (such as steep hills or mountains).

CAMERA

You may want to keep the camera from routing to places where you don't want certain things to show (such as the edge of your world). Be careful not to create any places where the camera can get stuck when playing the game.
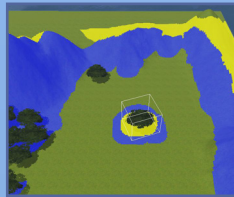

The blue area shows where Sims cannot route.

The yellow area shows where the camera cannot route.


This screen depicts a good use of camera non-routing.

This screen illustrates a bad example of camera non-routing paint.

NOTE: You cannot set routing within lots.

◆ You can change shape and size of the routing brush for both Sims and the camera.

MASKS

Add masks to your world to prevent painting and sculpting within the masked area. It works just like the terrain painting tool, just paint the area that you want to mask.
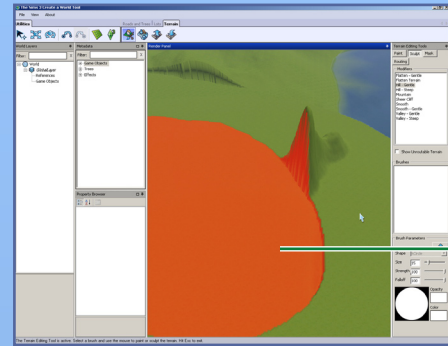
The area shown is red is masked and cannot be modified.

SEA LEVEL

Is your sea too far inland and covering way too much land or is your world far too dry? This tool lets you set how high—or low— the sea level is.

To adjust the sea level, click the SEA LEVEL button and then click a spot on your map that you want to sea to stop at. Any areas below that level in your world will then be underwater.
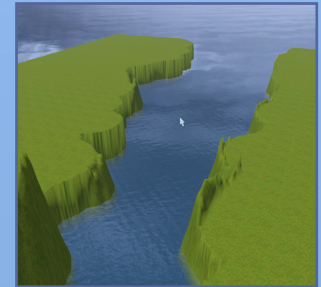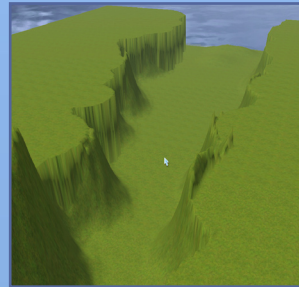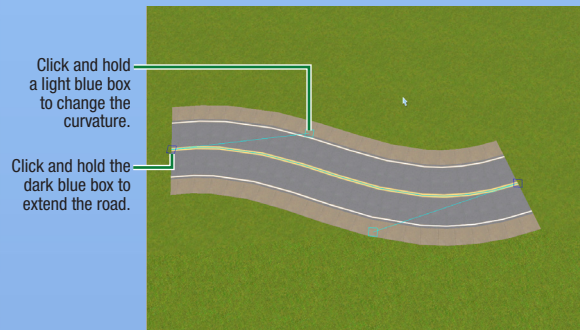
ROADS AND SiDEWALKS

Roads and sidewalks connect your world and its Sims. Without roads, your Sims cannot use cars, bicycles, or scooters. You can create roads and sidewalks of any imaginable shape or grade.

To add a road or sidewalk:

1. Click ROADS and the Road Tool window opens on your map.
2. Click PLACE ROAD (or PLACE SIDEWALK) and then position your mouse and click where you want to start drawing your road. This anchors your starting point.
3. Drag your mouse out to the next point in your road and then click. You can extend again from that point too. The more extensions you have, the more you can manipulate.

> **POWER USER TIP:** If you hold down the left-mouse button while dragging out the road, you can alter the curve of the road while you're placing it. Release the mouse button to create an anchor point, drag out the road to the next point, then click to set the road.

To move a road (or sidewalk), click the Move World Object tool then click or drag the dark blue box to reposition and stretch the road. You can also click and drag the light blue boxes to change the curve of the road.

Click and hold a light blue box to change the curvature.

Click and hold the dark blue box to extend the road.

To add an intersection:

1. Click ROADS and the Road Tool window opens on your map.
2. Click PLACE ROAD INTERSECTION (or PLACE SIDEWALK INTERSECTION).
3. Use the Move World Object tool to position the intersection close to the end of the road (or sidewalk) that you want it to connect to. You know it has connected when it "snaps" into place. This creates crosswalk lines on your road.

   NOTE: You can only connect roads with other roads or road intersections and you can only connect single sidewalks to other single sidewalks and sidewalk intersections. You cannot connect a road to a single sidewalk or sidewalk intersection.

   NOTE: You should place your intersections while placing your roads. You cannot add an intersection in the middle of an already existing road. The easiest way to do this is to leave a gap in the road where you want to place an intersection, finish placing the road(s), and then go back and place intersections in the gaps. You can also delete a section of road and place an intersection in the empty spot and then reconnect the roads.

   NOTE: Beware, if any of your roads are unconnected, Sims will get out of their vehicle and walk to the next road, then get back in their vehicle.

GRADING YOUR ROADS

If your roads traverse rough countryside (including mountains), you may want to grade them. You can smooth them, limit the road grade, or flatten the road, each of which are explained a bit more below.

Smooth	Make the road smoother over rough terrain.
Limit Road Grade	Limit the steepness of your road by setting the degrees in the Grade Limit box.
Flatten	Flattens the road to the height where you click.
Speed/Quality Slider	Render your changes quickly, but not as precisely, or more slowly but with more precise results.
Application	Make changes to a single piece of road or to all the connected roads. Applying changes to all connected roads generally ensures that your roads are more uniform.
Road Edge Parameter	Determine how your road interacts with adjacent terrain. Width is how far out from the road the changes are applied. You can also choose whether it smoothes adjacent terrain or not.

To apply these settings, change the desired parameters and then click the part of the road that you want to change.

> **POWER USER TIP:** You can edit the texture of the roads /sidewalks to match your world by creating road textures in an external program.
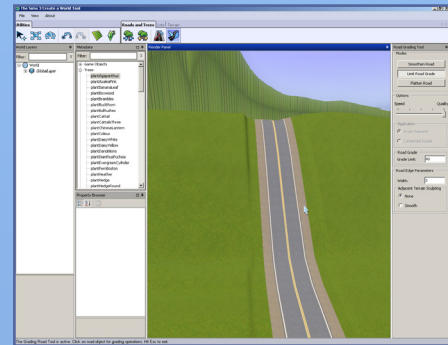
LOTS

You'll need to place lots for your world to be playable. You can place commercial and residential lots.

Adding New Lots

You can create lots of any size (up to 64 x 64) anywhere in the world. You must use the Edit in Game feature to build on the lots (see p. 13).

NOTE: Consider turning on Snap to Grid mode when you're placing lots. It helps to align your roads and also to align neighborhoods so that they seem more cohesive and planned.

To add a new lot:

1. Before you can add lots to your world, you must create a new layer. Right-click WORLD in the World Layers window and then choose ADD LAYER.

   NOTE: Layers are great for organizing your world—if you have a lot of objects in your world, it's much easier to find specific objects if they're in different layers. For example, if you want to select all of the trees (or lots or roads) to delete them and they are all on one layer, you can simply delete the layer. It also helps with tree clustering. Trees cluster per type and per layer. If you have two of the same type of trees on two different layers, they will be clustered in two separate clusters, which isn't as good for performance as having them all on one layer, clustered together.

2. Click the Add a New Lot button.

3. Click a spot in the world to begin drawing the first side of your lot and then click again when the side is the length that you want it.

4. Drag the mouse out to establish the total size of the lot and then click again. You can see the size of the lot as your draw it at the bottom right of the screen. The Lot Information pop-up appears.

◆ If the lines turn red, your lot cannot be drawn in that location. Try making it smaller or starting it somewhere else. Press **ESC** and click the Add a New Lot Button to start drawing your lot again.

5. At the pop-up, set the type of lot, and choose the Lot Sub-Type, for example a Fishing Spot, Beach, or Graveyard. Later you'll place certain objects when you edit the lot in-game (see p. 13) so that your Sims can engage in the appropriate activities.

   NOTE: For information on which objects certain lots types require, see p. 14.

6. Set the Additional Property Value (this is added to the cost of the lot, so you might add value if it's in a great location or subtract value if it isn't) and the Beautiful Vista Buff (this increases the likelihood that Sims will get a Beautiful Vista moodlet when on the lot).

7. Name your lot (you must have all of your lots named to save your world).

   NOTE: You can alter most of the info that you enter for lots in the Property Browser window.

The following tools are useful for making adjustments to a lot.

Clone	Make a copy of this lot. You can only clone empty, unmodified lots.
Flatten	Level a graded, hilly or mountainous lot to the elevation on which you click.
Conform Edges	This allows you to ensure that your edges are compatible with the elevations surrounding them. This action fixes "holes" in your terrain that are created when you move lots around.

NOTE: If you modify the terrain under an empty lot, select the Move Tool and hold **ALT** while moving the lot slightly. This conforms the lot terrain to the world terrain.

NOTE: To find a lot or object that you've placed on the world terrain in your layers panel, select the object and click the spacebar. This takes you to the object name in the Layers window. You can also right-click an object name in the Layers window and select FIND IN RENDER PANEL and it selects that object for you and moves the camera there.

Edit in Game

Build and Buy modes are nearly the same as in *The Sims 3*, with a couple of differences. The camera controls are the controls from *The Sims 3 Create a World Tool—Beta*, you cannot enter Live Mode, and you can move from lot to lot. **You must save your game** before you exit Edit in Game in order for your changes to show up in *The Sims 3 Create a World Tool—Beta*.

To edit a lot in-game:

1. After your lot is created, click the Edit in Game icon.

2. Once the game window appears, click the Options icon and then choose EDIT TOWN. The screen refreshes. Choose one of the lot icons to edit that lot.

OBJECTS, EFFECTS, AND SPAWNERS

Once you've got your world sculpted and painted, you can start placing trees, other plants, and special effects.

Placing and Manipulating Objects

To place an object:

1. Click the desired menu option in the Metadeta window (Spawners, Environment, Trees, or Effects).
2. From the list, **double-click** the object that you want to place.
3. Move your cursor to the spot that you want to place your object and click. Click and hold to rotate the object before it's locked into place. You can keep clicking and placing as many of these objects as you like.
4. When you're done placing that type of object, press **ESC** to clear your cursor.
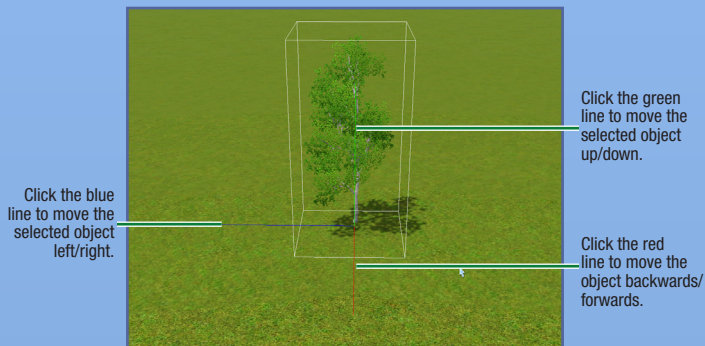
To move an object you're already placed:

1. Click the Move World Object icon and then select the object that you want to adjust (make sure to release the mouse button after you select it).
2. Click the object itself to move it freeform, along the ground. Click the red, blue, or green line to move it only along that axis. When you select a specific axis, it turns yellow.

> **POWER USER TIP:** To snap an object to the surface, **CTRL**-click the green line (the manipulator handle) while you are in the Move Tool.

> **NOTE:** You can move the object vertically as well, making it possible to sink things into the ground or float them in the sky!

> **NOTE:** You can also change the location of an object by changing its number in the Property Browser window.

> **NOTE:** You can also move an object by clicking a central point on the object and holding the mouse button down while moving the mouse around.

Click the blue line to move the selected object left/right.

Click the green line to move the selected object up/down.

Click the red line to move the object backwards/forwards.

To rotate an object you've already placed:

1. Click the Rotate World Object icon and then select the object that you want to adjust (make sure to release the mouse button after you select it).
2. Click the object itself or the green manipulator handle around it to rotate.

To delete an object you've already placed, click the Select World Object icon, select the object and press **Del**.

Effects

Clouds, birds, insects, and more—place a variety of effects to bring your world to life! Place them in the same way that you place objects.

> **NOTE:** You cannot always see the, er, effects of your effects until you view your created world in *The Sims 3*. But some effects, after you have seen them in-game will show up in *The Sims 3 Create a World Tool—Beta*.

When or whether an effect appears depends on the effect. Some effects, like the rainbow, only have a percentage chance of occurring on sunny days during daylight hours. Others, like the spawners, are tuned differently by the designers, some, like birds are totally random, and some, like the hot air balloon and the boats, are persistent.

Spawners

Spawners will sporadically create instances of collectible items in your game, like fish, gems, rocks, and more. Place them in the same way that you place objects and effects.

> **NOTE:** For information on what each spawner places, see p. 19.

SHARING

Share your worlds on *The Sims 3* Community Exchange so other players can play them in their games!

To share a world:

1. First add a world description and an icon by right-clicking the topmost layer of your world and choosing ADD/EDIT DESCRIPTION. Your icon image must be a .png file that is 256x256.
2. Save your world.
3. Under the File menu, choose SELECT WORLD FOR EXPORT and then browse to the world file that you want to export and choose OPEN.
4. Finally, upload it to the Exchange (via *The Sims 3* Launcher) as you would a lot or family.

USING YOUR WORLD IN-GAME

Now that you've created a masterpiece, it's time to let your Sims reap its rewards in-game.

To play the world you've created:

1. Follow steps 1-3 above.
2. Double–click the .Sims3Pack file.

Hints and Tips

General

- Use the Rotatable Grid! It makes it easier to line up things, and aligning things to the grid makes routing more realistic in-game.
- Use different layers to help organize the world objects/lots/etc.
- View your world in wireframe to place objects more precisely.
- Bodies of water are by default stocked with ocean fish. If you create a river, populate it with fresh water fish by using spawners.

Lot Location and Routing

- You cannot put a larger lot onto a smaller lot. Stick with a few standard lot sizes to make sharing and moving more convenient. Keep this in mind for community lots as well as residential lots.
- Lots should have one side flush against the road to enable smoother smoother routing when Sims go from their house to the road.
- The footprints of all interactive objects should be completely on the lot.
- Non-routable areas in the world should look non-routable. Routable areas should look clearly routable. If you have a tall mountain that has foothills that you don't want your Sims to route over, add a fence or a strand of trees along the edge of your non-routable paint so it looks like Sims wouldn't be able to go there.
- All porches should have at least double-wide stairs leading up to them, so that multiple Sims can use them at once.
- Porches should have enough space for at least two Sims to socialize. If possible, allow enough space for more than two Sims to accommodate party guests and welcome wagons (usually three Sims). Two socializing Sims require a 1x2 tile area that is not blocked by stair or door routing footprints, or wall-mounted lamps.
- Roads and sidewalks should always be terminated with an intersection piece. If they are not, Sims cannot make U-turns in their cars to turn around on dead end roads.
- Use bridges (made of foundations) sparingly as Sims prefer to walk around them rather than over them (because they exist in a different "room") and they do not look good with walls down or walls cutaway if the rest of your lot is not also on a foundation.
- Game objects placed on the world layer should never hang over the edge a lot. Sims won't know that they're there and may walk right through them. Keep world-placed game objects at least one tile away from the outside of the lot.
- Fences, especially thick ones, that sit at the edge of the lot are likely to be clipped through by Sims. Consider putting fences at least one tile inside the perimeter of the lot.
- Many objects and rabbitholes are large. Make sure that the lots that you create are large enough for the objects/buildings that you want to place on them.

Performance

Following these tips help ensures that the worlds you make run smoothly on most machines.

- Clustering trees improves performance, especially if you have a lot of trees in your world.
- Limit plants to only four species and a total of 30 plants per lot.
- Use up to four terrain paints per lot.
- Use no more than eight terrain paints in the world per 256 x 256 chunk.
- Be conservative with double-walls and making pillars with the wall tool. They create small rooms that the routing system has to calculate.
- To make lots look better on lower end computers, space lots further apart so that only one high detail lot is visible at a time.

Gameplay and Aesthetics

- Place spawners near interesting features in your world to enhance your overall story.
- Organize your town into unique little neighborhoods to add realism and depth to your world.
- Keep neighborhood clusters aligned to the same grid to make them look more cohesive.
- Change the time of day to get a look at where the sun rises and sets. It is best to do this before you start editing your terrain.
- If your water looks strange after you've changed the sea level, lightly tap the terrain with one of the sculpting tools to re-render the water.
- Keep camera-angle issues in mind when building to avoid cameras bouncing up steep terrain walls (among other issues).
- Keep travel times in mind when placing lots and designing roads. If you have a lot of houses on one end of your world and all of the rabbitholes on the other, it will take Sims a long time to get to their jobs.
- Put down invisible picnic baskets (which can be found in the BuyDebug menu if you have *The Sims 3 World Adventures* expansion pack) if you want to see Sims autonomously picnicking there.
- Make sure to include some low cost lots so that newly created Sims can afford to live somewhere.
- For easier sharing of lots, try to make most of them square shaped, since they can be rotated any direction. In cases where this is not possible or desired, try to be consistent about the direction of the shorter side of the lot vs. the road and front door. Players can only really rotate a rectangular lot in two directions so consistency multiples the number of places that they can move lots to.
- Place lots mostly on flat ground to make sharing lots and moving them around in your world easier.
- Front doors should have at least a little outdoor lighting, so be sure to check how your houses look at night.
- Outdoor trashcans and mailboxes that are closer to the house make taking out garbage and paying bills more convenient.

Technical

- Keep in mind that rabbitholes and venues that are on the same lot have a single thumbnail, address, and map tag. The only benefits to sharing a single lot is that it saves on overall lot count and it allows more visible area to be at high LOD when the camera is nearby (remember that we render a limited number of high LOD lots at any given time).
- Give as much space around a lot as possible when changing grid and changing elevation.
- Mailbox orientation = thumbnail orientation. The location and direction that the mailbox is placed on a lot is where the camera takes the automatic picture of that lot to use as the lot thumbnail.
- The door closest to the mailbox is considered the front door. The front door is the door that is most used by Sims going to and from the house.
- Avoid building lots that are on really steep terrain. There is a higher chance of strange seams along the edges.
- Don't place world objects on lots because players will not be able to remove them and Sims route through them.
- Don't use sidewalks to "paint" patio-type areas (by placing multiple sidewalks next to each other). This confuses the routing system.

GLOSSARY

Alpha Channel
Where the degree of transparency of all or part of a texture is set.

Chunk or Terrain Chunk
A 256 x 256 area of the terrain. The terrain map is divided into chunks to provide better performance. The chunks closest to the camera render in high LOD and the chunks further away render in low LOD.

Height Map
A height map is a 2D image that is used to calculate a 3D surface.

Level of Detail (LOD)
Objects and textures have different visual complexities contained within them. High LOD objects take more processing power to render than low LOD objects. To improve performance, objects closer to the camera are rendered in high LOD, while objects further away are rendered in low LOD.

Manipulator Handle
The lines or circles that you can grab to move objects around when you select the Move World Object or Rotate World Object tools.

Opacity
How solid (vs. see-through) a texture is. This usually refers to the overall texture.

Power of Two (in relation to image size)
The size of the image must be divisible by two and should be one of these numbers: 128, 256, 512, 1024, 2048, etc.

Rabbithole
A building that Sims go into to do a variety of activities (such as taking classes, going to work, going to school, watching a sports game). They can be placed via Build Mode when on a Community Lot.

Spawner
An object placed via *The Sims 3 Create a World Tool—Beta* or on a Lot (through BuyDebug) that creates objects that Sims can collect – such as butterflies, beetles, fish, gems or metal.

World Layer
In *The Sims 3 Create a World Tool—Beta,* this is the area that you paint, sculpt, and place objects, trees, spawners on. In *The Sims 3,* this is the area between lots.

SPAWNERS AND OBJECTS LISTS

The items in bold face are most likely to spawn.

Fish

Spawner Name	Objects Likely to Spawn
Ocean, Common1	Treasure Chest, **Anchovy**, **Jellyfish**, Red Herring, Blowfish, Salmon, **Swordfish**
Ocean, Common2	Treasure Chest, **Anchovy**, Jellyfish, Red Herring, **Tuna**, Tragic Clownfish, Shark, **Lobster**
Ocean, Uncommon1	Treasure Chest, **Alley Catfish**, **Red Herring**, Tragic Clownfish, Tuna, **Siamese Catfish**, **Shark**, Lobster
Ocean, Uncommon2	Treasure Chest, **Jellyfish**, Red Herring, **Blowfish**, Angelfish, **Swordfish**
Ocean, Rare	Treasure Chest, Red Herring, **TragicClownfish**, Blowfish, **Shark**, **Angelfish**
Lake, Common1	Treasure Chest, **Minnow**, Goldfish, **Rainbow Trout**, Red Herring, Siamese Catfish, **Black Goldfish**
Lake, Common2	Treasure Chest, **Minnow**, **Goldfish**, Red Herring, **Salmon**, Angelfish, Lobster
Lake, Uncommon1	Treasure Chest, Goldfish, **Rainbow Trout**, Red Herring, **Piranha**, Shark, **Lobster**
Lake, Uncommon2	Treasure Chest, **Alley Catfish**, **Rainbow Trout**, Red Herring, Salmon, **Angelfish**
Lake, Rare	Treasure Chest, Red Herring, **Piranha**, Black Goldfish, **Shark**, **Angelfish**, Vampirefish, Lobster
RobotFish	Treasure Chest, **Red Herring**, **Black Goldfish**, VampireFish, **RobotFish**
DeathFish/Graveyard	Treasure Chest, Red Herring, VampireFish
Freshwater Designator	Treasure Chest, Minnow, Goldfish, Rainbow Trout, Red Herring, Salmon
Saltwater Designator	Treasure Chest, Anchovy, Jellyfish, Red Herring, Tuna, Salmon, Swordfish, Tragic Clownfish
Egypt, Oasis, Common	Treasure Chest, **Frogs**, **Alley Catfish**, Red Herring, Siamese Catfish, **Crocodile**
Egypt, Oasis, Rare	Treasure Chest, Frogs, **Alley Catfish**, Red Herring, **Siamese Catfish**, **Crocodile**
Egypt, River, Common	Treasure Chest, **Alley Catfish**, Red Herring, Siamese Catfish, **Salmon**, **Crocodile**
Egypt, River, Rare	Treasure Chest, Alley Catfish, Red Herring, **Siamese Catfish**, Salmon, **Crocodile**, **Lobster**
Egypt, MummyFish	Treasure Chest, MummyFish
China, Common	Treasure Chest, **Doitsu Koi**, Goldfish, **Red Herring**, **Kawarimono Koi**, Angelfish
China, Uncommon	Treasure Chest, Red Herring, KawarimonoKoi, **Ochiba Koi**, **Black Goldfish**, **Angelfish**

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China, Rare	Treasure Chest, Red Herring, **Kawarimono Koi,** OchibaKoi, **Black Goldfish, Tancho Koi,** DragonFish	
China, Koi1	Treasure Chest, **Goldfish, Kawarimono Koi, Tancho Koi**	
China, Koi2	Treasure Chest, **Doitsu Koi, Ochiba Koi, TanchoKoi**	
China, DragonFish	Treasure Chest, TanchoKoi, DragonFish	
France, Common1	Treasure Chest, **Frogs, Rainbow Trout, Red Herring,** Snails, Crawfish	
France, Common2	Treasure Chest, **Frogs,** Rainbow Trout, **Red Herring, Snails,** Crawfish	
France, Uncommon	Treasure Chest, Frogs, **Rainbow Trout,** Red Herring, **Snails, Crawfish,** Black Goldfish	
France, Rare	Treasure Chest, Frogs, Red Herring, **Snails, Crawfish, Black Goldfish**	
France, FrogPond	Treasure Chest, **Frogs, Minnow**	

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INSECTS
BUTTERFLIES

Moths	Moth
Monarchs	Monarch
Butterflies - Low 1	**Monarch, Red,** Blue
Butterflies - Low 2	**Monarch, Gold,** Green
Butterflies - Med 1	Gold, **Red,** Green, Purple
Butterflies - Med 2	**Gold,** Blue, Silver
Butterflies - High 1	Red, **Blue, Green, Purple,** Silver, Zebra
Butterflies - High 2	Gold, Red, **Purple, Silver,** Zebra, Kite
Butterflies - Epic	**Moth,** Monarch, Gold, Red, Blue, Green, Purple, Silver, Zebra, Kite
Butterflies - Silver	Silver
Butterflies - Zebra	Zebra
Butterflies - Kite	Kite
(China) - Bamboo	Bamboo
(China) - Dart	Dart, **Green**
(China) - Mix	Dart, **Bamboo**
(Egypt) - Crypt Moth	Crypt, **Moth**
(Egypt) - Cleopatra	Cleopatra, **Monarch**
(Egypt) - Mix	Crypt, Cleopatra, Moth, **Monarch**
(France) - Pasha	Pasha, **Gold**
(France) - Glowy	**Pasha,** Glowy

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BEETLES

Roaches	Cockroach
Ladybugs	Lady
Japanese	Japanese
Water	Water
LightningBugs	Light
Rhino	Rhino
Stag	Japanese, Stag
Spotted	Lady, Spotted
Trilobite	**Water,** Trilobite
Rainbow	**Light,** Rainbow
All	**Lady, Cockroach,** Japanese, Water, Light, Rhino, Stag, Spotted, Trilobite, Rainbow
(Egypt) - Scarab	Scarab, **Lady**
(China) - Assassin	Assassin, **Water**
(France) - Cerambyx	**Cerambyx,** Light

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ROCKS, GEMS, AND METAL
METAL

Iron	**Iron,** Silver, Gold
Silver	Iron, **Silver,** Gold
Gold	Iron, Silver, **Gold**
Iron-Silver-Gold	Iron, Silver, Gold
Palladium	Iron, Silver, Gold, **Palladium**
Plutonium	Silver, Gold, Palladium, **Plutonium**
(Egypt) - Copper	Silver, Gold, **Copper,** Mummitomium
(Egypt) - Mummitomium	Iron, Copper, Mummitomium
(Egypt) - Mix Low	Iron, Silver, Gold, **Copper,** Mummitomium
(Egypt) - Mix High	**Gold,** Palladium, Copper, Mummitomium
(China) - Platinum	Copper, Silver, **Platinum**
(China) - Mercury	Silver, Plutonium, **Mercury**
(China) - Mix Low	**Copper, Silver, Gold,** Palladium, **Mercury,** Platinum
(China) - Mix High	Gold, Plutonium, **Mercury,** Platinum
(France) - Titanium	Titanium
(France) - Iridium	Iridium
(France) - Mix Low	Silver, Gold, **Titanium,** Iridium
(France) - Mix High	Gold, Palladium, Titanium, **Iridium**
Compendium	Compendium
Supernovium	Supernovium

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Rocks

Small Meteorite	Space Rock Small
Medium Meteorite	Space Rock Medium
Small-Medium Meteorites	Space Rock Small, Space Rock Medium
Huge Meteorites	Space Rock Small, Space Rock Medium, Space Rock Large

Gems

Gems Aqua	Aqua
Gems Low 5x	Aqua, Emerald, Yellow, Diamond
Gems Low 3x	Smoky, Ruby, Yellow, Tanzanite
Gems Med 1	Aqua, Smoky, Diamond, Rainbow
Gems Med 2	Emerald, Ruby, Yellow, Tanzanite, Rainbow
Gems High	Yellow, Tanzanite, Diamond, Crazy
Gems Epic	Ruby, Tanzanite, Diamond, Pink
(Egypt) - Alabastar	**Alabaster,** Smoky
(Egypt) - Turquoise	**Turquoise,** Aqua, Tanzanite
(Egypt) - Mix	**Alabaster, Turquoise, Quartz,** Aqua, Smoky, Rainbow
(China) - Lapis Lazuli	Lazuli, **Emerald**
(France) - Citrine	Amethyst, **Citrine,** Yellow, Pink
(France) - Opal	**Amethyst,** Opal
(France) - Mix	**Amethyst,** Citrine, Opal
Quartz	**Quartz,** Diamond, Rainbow
Tiberium - Low	**Quartz,** Tiberium, Aqua
Tiberium - High	Quartz, **Tiberium,** Tanzanite, Crazy
Soulpeace	**Soulpeace,** Diamond, Rainbow
Geode	**Geode,** Septarian
Geode + Septarian	Geode, Septarian
Septarian	Geode, **Septarian**

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Seeds and Plant Commonalities

Common1	High Common, Low Uncommon, No Rare	High Spawn Frequency, Average Quality
Common2	High Common, Medium Uncommon, No Rare	High Spawn Frequency, Average+ Quality
Common3	High Common, Low Uncommon, Low Rare	Medium Spawn Frequency, Good Quality
Common4	High Common, Low Uncommon, Low Rare	Low Spawn Frequency, Excellent Quality
Uncommon1	Medium Common, Medium Uncommon, No Rare	High Spawn Frequency, Average Quality
Uncommon2	Low Common, High Uncommon, No Rare	Medium Spawn Frequency, Good Quality
Uncommon3	No Common, High Uncommon, Low Rare	Low Spawn Frequency, Excellent Quality
Rare1	Low Common, Medium Uncommon, Medium Rare	Medium Spawn Frequency, Good Quality
Rare2	No Common, Medium Uncommon, Medium Rare	Medium Spawn Frequency, Good Quality
Rare3	No Common, Low Uncommon, High Rare	Low Spawn Frequency, Excellent Quality
Special1	Low Common, Low Uncommon, Low Rare, Low Special	Medium Spawn Frequency, Good Quality
Special2	No Common, Low Uncommon, Low Rare, Medium Special	Medium Spawn Frequency, Good Quality
Special3	No Common, No Uncommon, Low Rare, Medium Special	Low Spawn Frequency, Excellent Quality
China 1	Low Common, High Uncommon, Med Rare	High Spawn, Good Quality
China 2	No Common, Med Uncommon, Med Rare, Low Special	High Spawn, Excellent Quality
Egypt 1	Low Common, High Uncommon, Med Rare	High Spawn, Good Quality
Egypt 2	No Common, Med Uncommon, Med Rare, Low Special	High Spawn, Excellent Quality
France 1	High Common, Low Uncommon	High Spawn, Good Quality
France 2	Med Common, Med Uncommon	High Spawn, Good Quality
France 3	Med Common, Med Uncommon, Low Special	High Spawn, Excellent Quality
France 4	Low Common, Med Uncommon, Low Rare, Low Special	High Spawn, Excellent Quality

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Plant Commonness

Tomato Plant	Common
Apple Tree	Common
Grape Vine	Common
Lettuce Plant	Common
Onion Plant	Uncommon
Potato Vine	Uncommon
Watermelon Vine	Uncommon
Lime Tree	Uncommon
Bell Pepper Plant	Rare
Garlic Plant	Rare
Death Flower Bush	Special
Money Tree	Special
Life Plant	Special
Flame Plant	Special
Cherimola Grape Vine	Common
Renoit Grape Vine	Common
Avornalino Grape Vine	Uncommon
Meloire Grape Vine	Uncommon
Gralladina Grape Vine	Rare
Cranerlet Nuala Grape Vine	Rare
Pomegranate Tree	Uncommon
Plum Tree	Uncommon
Pomelo Tree	Rare
Cherry Tree	Rare

The Sims 3 World Adventures (rows from Cherimola Grape Vine through Cherry Tree)

RECOMMENDED OBJECTS PER LOT TYPE

Residential Lots

Lot Type	Description	Objects Recommended for Optimal Functionality	Recommended Objects
Residential Undefined	Normal residential lot	Bed, Refrigerator, Stove, Countertop, Table, Chair, Toilet, Shower or tub, Sink, Smoke Detector, Lights, Wallpaper, Flooring, Roof	Mirror, Bookshelf, Dresser, Fun Object (TV, Guitar, Computer, etc.,)
Residential Townie Only (*The Sims 3 World Adventures*)	Residential lot that only the townies can live in		
Residential Player Ownable (*The Sims 3 World Adventures*)	Residential lot in a vacation destination that your Sim can purchase		

Venue/Community Lots

Lot Type	Description	Objects Required for Optimal Functionality	Recommended Objects
Art Gallery	A place to view art	Paintings and Sculptures	N/A
Graveyard	Houses the tombstones and urns for deceased Sims.	Mausoleum Rabbithole (allows Sims to be employed part-time as Burial Specialists), Urnstone	N/A
Fishing Spot	A place to fish	Water	Picnic Tables, Outdoor Grill
Beach	Where the Community Cook-off takes place	Beach Object (Beach Umbrella)	Outdoor Grill
Library	A place to read books	Bookshelve	Computer
Gym	A place to work out	Athletic Object (Weight Bench, Treadmill)	Stereo, Television, Swimming Pool
Pool	A place where Sims can swim	Pool	N/A
Small Park	Where the Community Cook-off and the Chess Tournament take place. The Small Park draws fewer Sims to it than the Large Park.	Park Bench, Picnic Table	Outdoor Grill, Swing set, Chess Board
Large Park	Where the Community Cook-off and the Chess Tournament take place. The Large Park draws more Sims to it than the Small Park.		
Misc – Visitors	This community lot is open-ended. Sims use whatever objects you put there.	None	N/A
Misc – No Visitors	This community lots is for aesthetic reasons – Sims are not drawn here.	None	N/A

Base Game Hidden Lot Types

When you enter Edit Town in the game or Edit in Game, you can change the Lot Type (Residential or Commercial) and the Lot Sub Type (Gym, Graveyard, etc). The lots below are not accessible when you change the Lot Sub Type, you can only set them in *The Sims 3 Create a World Tool—Beta*.

Day Spa	This location is for the Day Spa Rabbithole. The Sims will be able to join the Spa Specialist or the Receptionist part-time jobs	Day Spa Rabbithole	N/A
Restaurant	This location should contain the Bistro which will allow Sims to join the Culinary Career	Bistro Rabbithole	N/A
Small Shop	This is a general location for any rabbithole	Any Rabbithole	N/A
Big Shop	This location is to be used when you want to place multiple rabbitholes on the same lot	Multiple Rabbitholes	N/A
Hospital	This location is for the Hospital and will allow Sims to join the Medical Career	Hospital Rabbithole	N/A
Theatre	This location should contain the Theatre. Sims will be able to join the Music career	Theatre Rabbithole	N/A
Stadium	This community lot is for placement of the Stadium. It will allow Sims to join the Professional Sports Career and hosts concerts and sports games	Stadium Rabbithole	N/A
City Hall	This community lot is for City Hall. It will allow Sims to join the Political career. Sims will also hold protests here	City Hall Rabbithole	N/A

The Sims 3 World Adventures Lots

These lots are only available if you have *The Sims 3 World Adventures* installed.

Market	Where Sims can purchase location-specific items. The Large Market draws more Sims than the Small Market	Any cash register	N/A
Market Small	Where Sims can purchase location-specific items. The Large Market draws more Sims to it than the Small Market	Any cash register	N/A
Dojo	A place for your Sims to practice martial arts	Training Dummy or Board Breaker	Workout Bench, Treadmill
Nectary	Where Sims can go to purchase Nectar	Nectary Cash Register	Nectar Maker
Chinese Garden	A lot your Sims can visit to do peaceful things.	Meditative items (Scholar's Rocks, Telescopes, Bookshelves)	Board Breaker
Base Camp	The home lot that your Sims use when in a vacation destination	Tents, cooking items, restrooms, Job Board	Beds, fun objects
Landmark Tomb	This designation should be used for a tomb (that is not a rabbithole or venue type) that you want other players to easily access in your world. It will have a Map Tag in the Map View mode of the game	Tomb objects (found in BuyDebug)	N/A
Hidden Tomb	This designation should be used for a tomb (that is not a rabbithole or venue type) that you want to remain hidden for other players to find. It will not show a Map Tag in the Map View mode of the game	Tomb Objects (Found in BuyDebug)	N/A