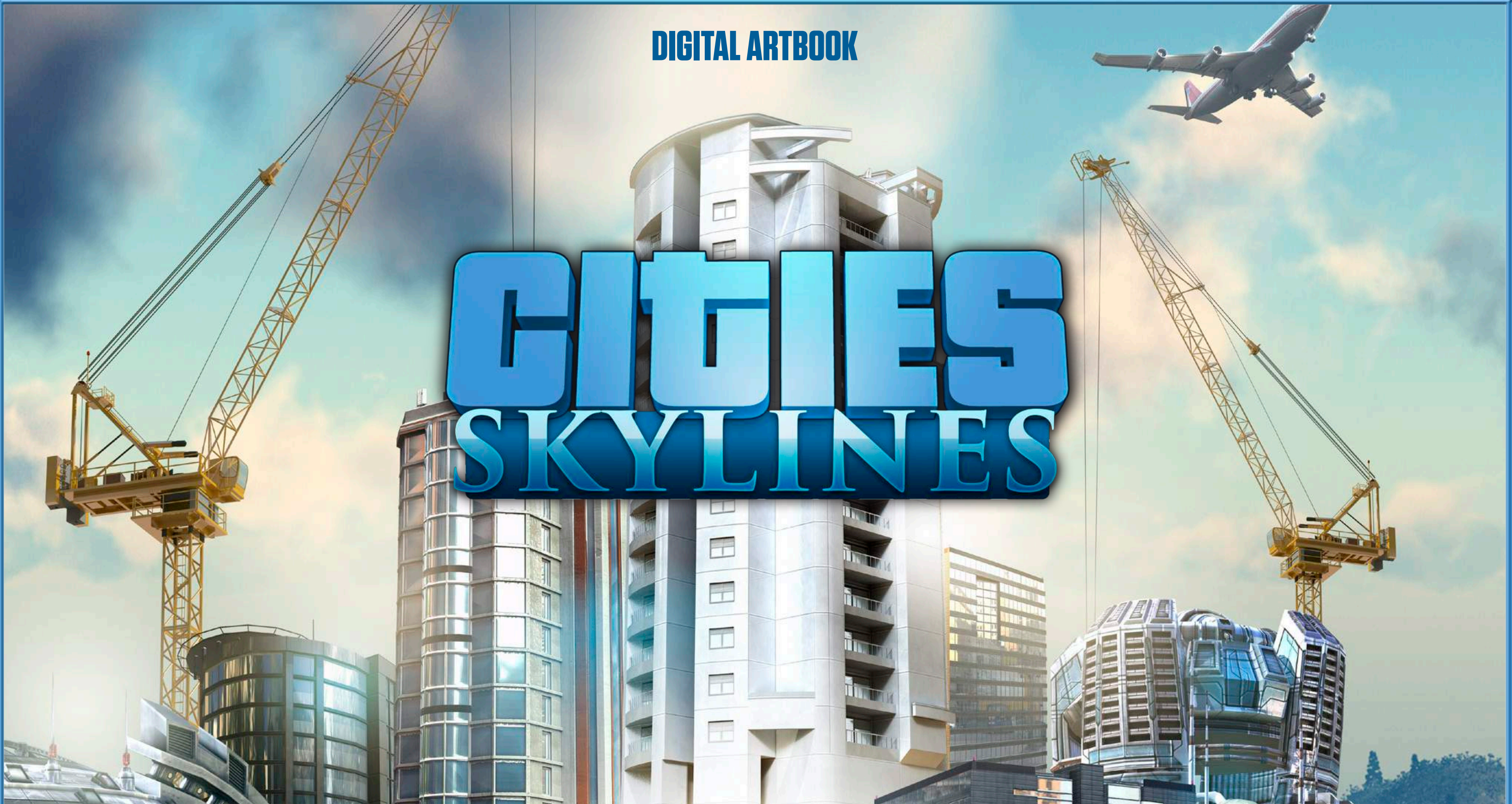


DIGITAL ARTBOOK

CITIES SKYLINES



FOREWORD

I have always loved toy cities and city builders. One of my earliest memories is of the intro to a children's TV-show here in Sweden, where you would see a toy train go through a model city. I never knew why, but it made me so calm and happy at the same time.

When I was a few years older I discovered city builders and the love affair was back on. The blend of imagination and reality, of simulation and self-expression, has always fascinated and enthused me.

This game is built from that love and fascination, both from the developers

Colossal Order, and the great passion they have poured into the game, and from us over here at Paradox Interactive. With this art book we hope to convey how we feel as we create the game, and also just give you some very beautiful hand drawn drawings of the buildings in Cities: Skylines.

Best regards

Jakob Munthe

Brand Manager, Paradox Interactive





Introduction

Cities: Skylines was designed to be a modern city builder and the architecture was inspired by contemporary designs all across the globe, but with focus on the growing economies where new cities seems to pop up every day.

The timeline shifts from the end of the 20th century, into our own time and slightly in the future. The style takes inspiration from Western Suburbia, Asian city centers and Middle Eastern skyscrapers but ties it together into an eclectic blend of modern cityscape.

This book will show beautiful hand drawn concept art that served as the foundation and inspiration for the buildings you will find in the game. They are wonderful in their own right but also function as an interesting companion to the game.





LATE 20TH CENTURY



Late 20th Century

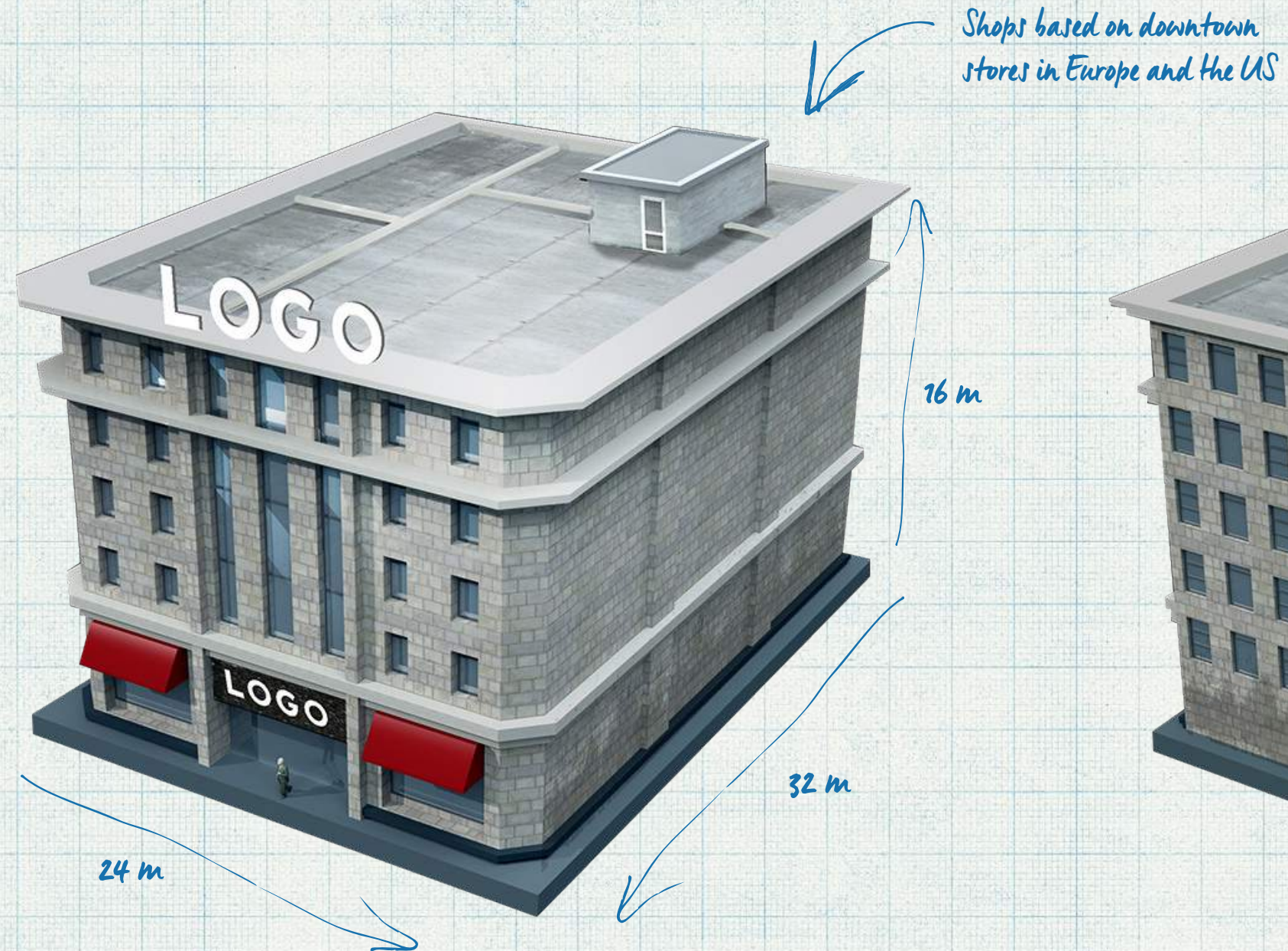
The game starts with buildings inspired by late 20th century styles, especially of European and American origin. Inspiration from late Brutalism and Internationalism can be seen, and early signs of post-modernism and high tech architecture show in the more high rising buildings.



Early Concept Drawing of low density residential buildings.

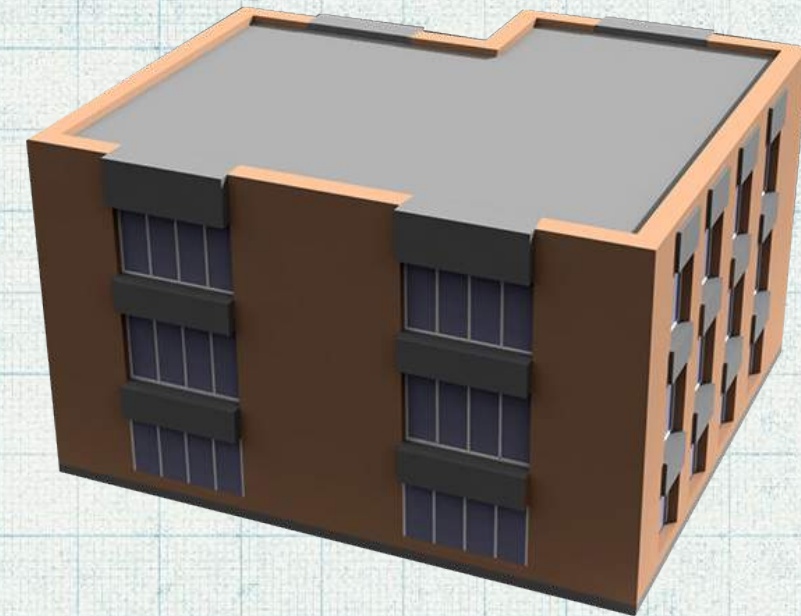
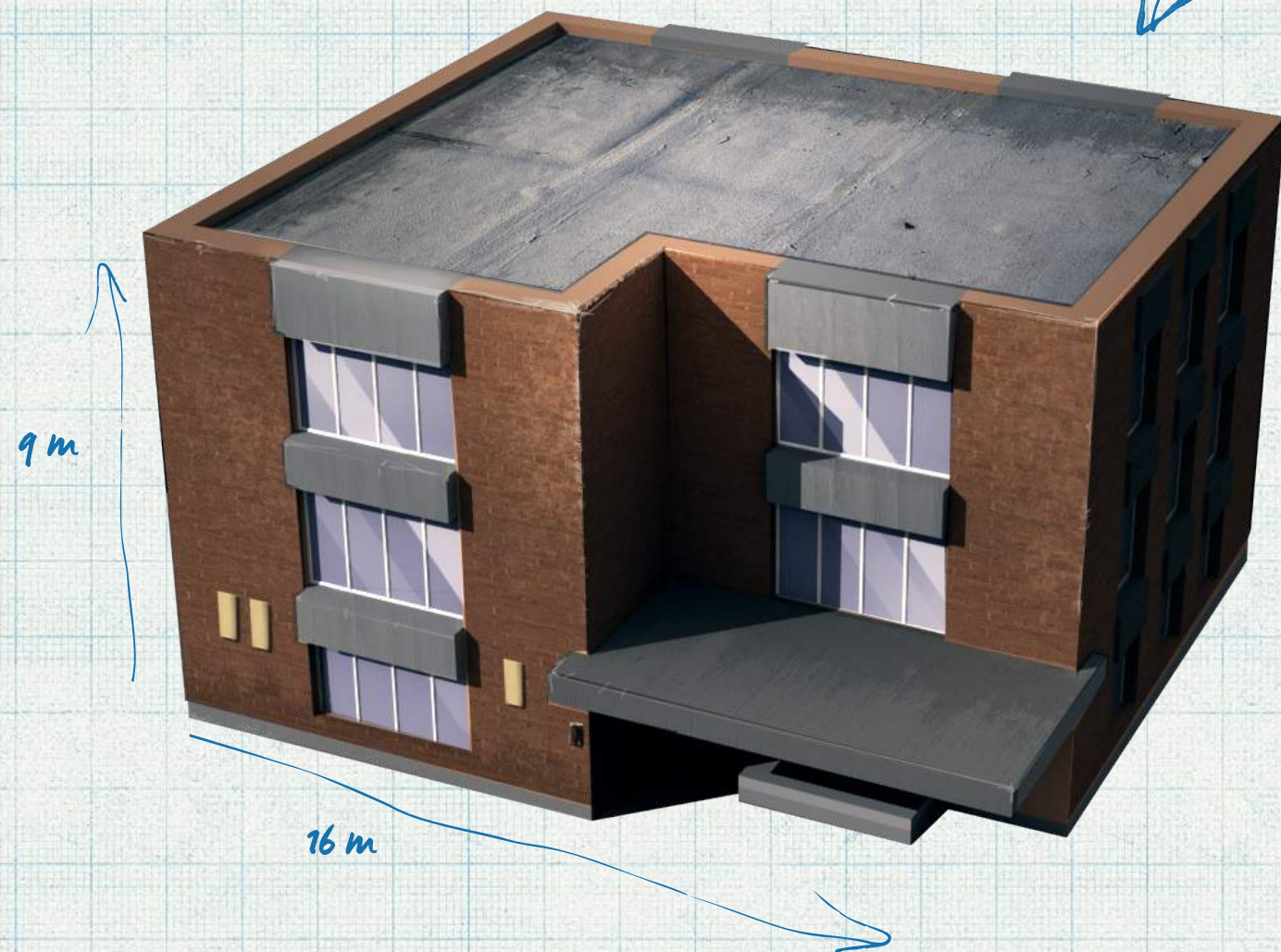


COMMERCIAL HIGH DEN LOW TECH 04

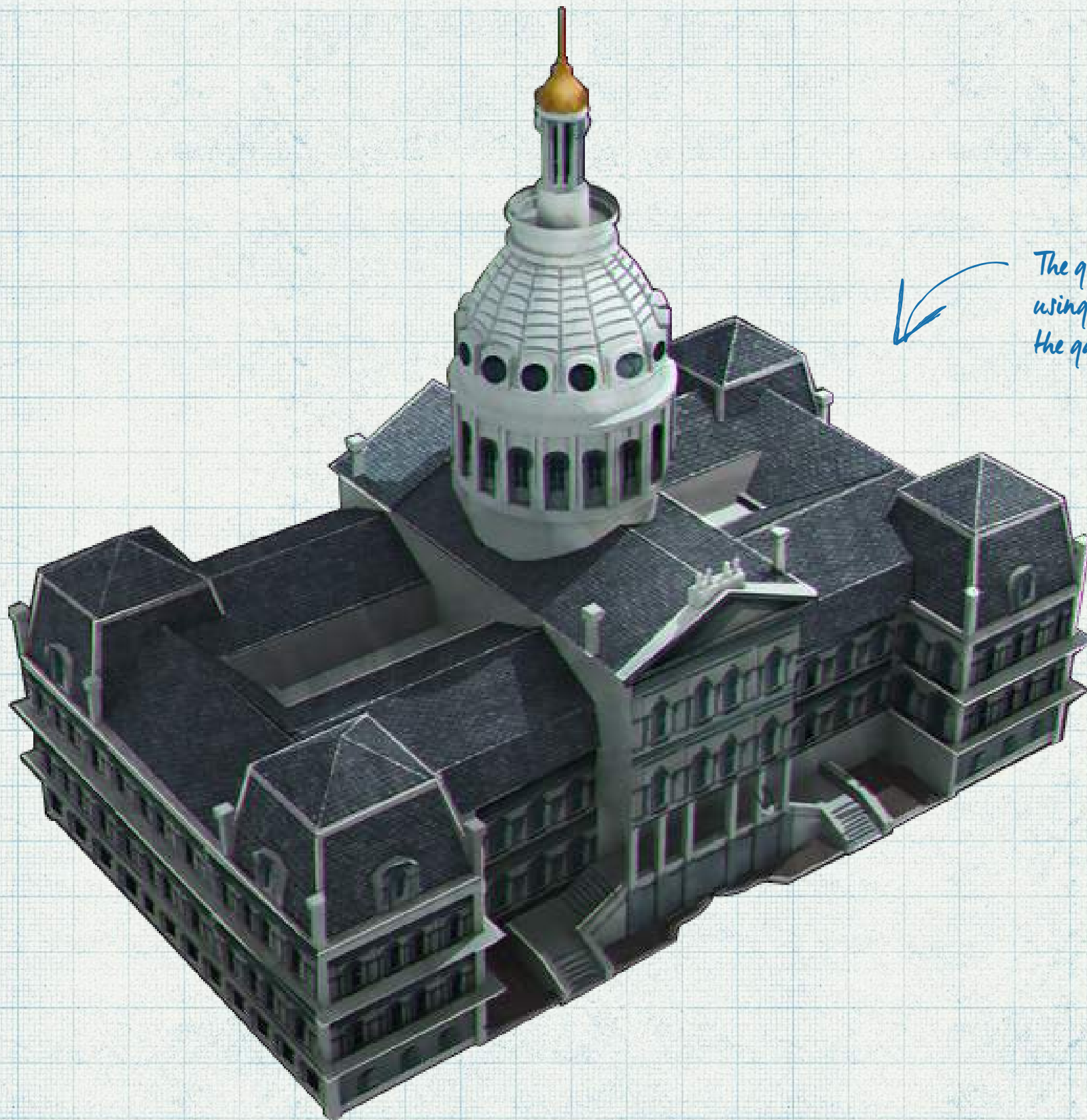


OFFICE LOW DEN LOW TECH 01

Early Brutalist office buildings



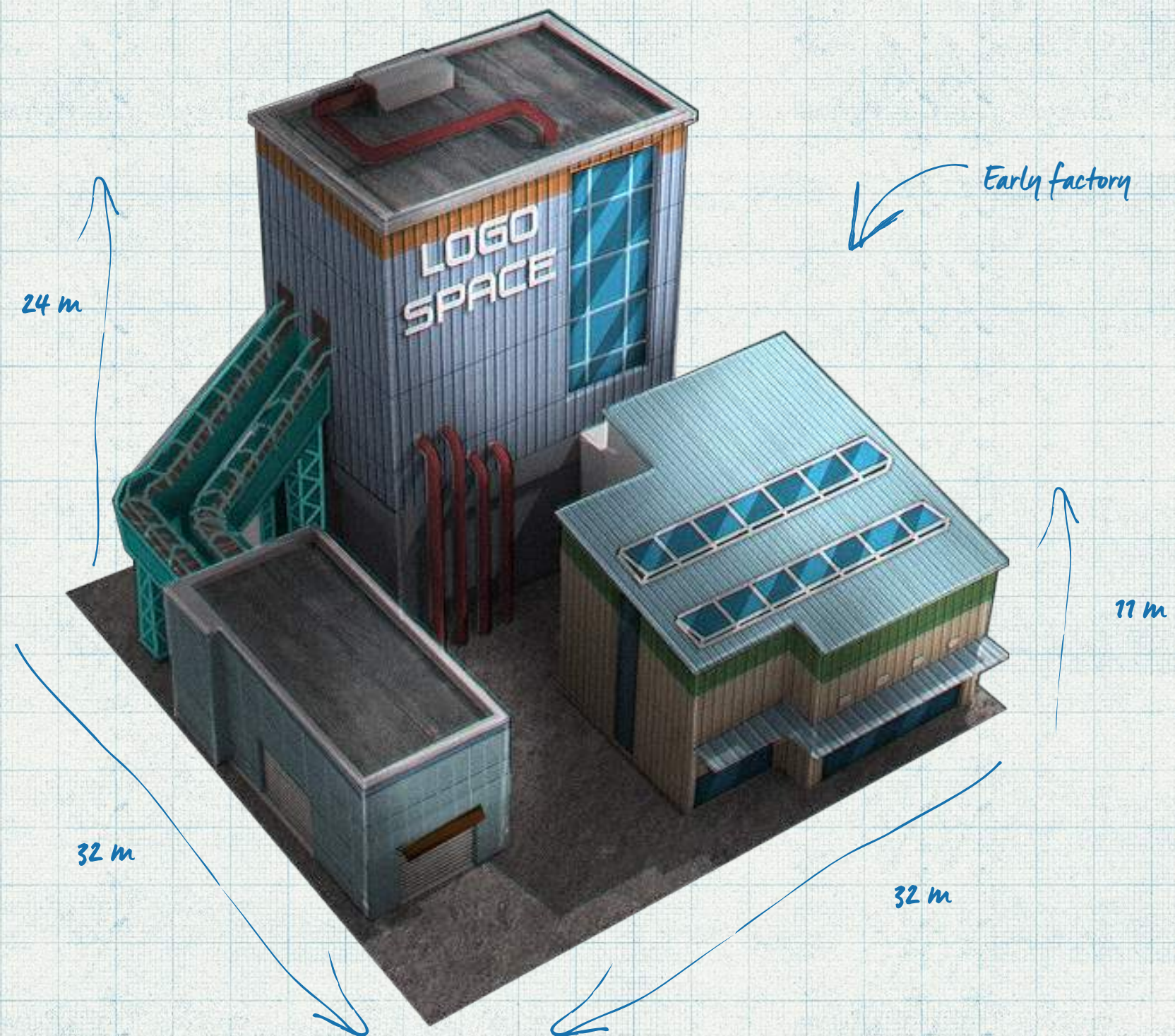
CITY HALL



The government buildings like City Hall are unique in using a much more traditional style than the rest of the game, here in a late 19th century setup.



BIG FACTORY 07



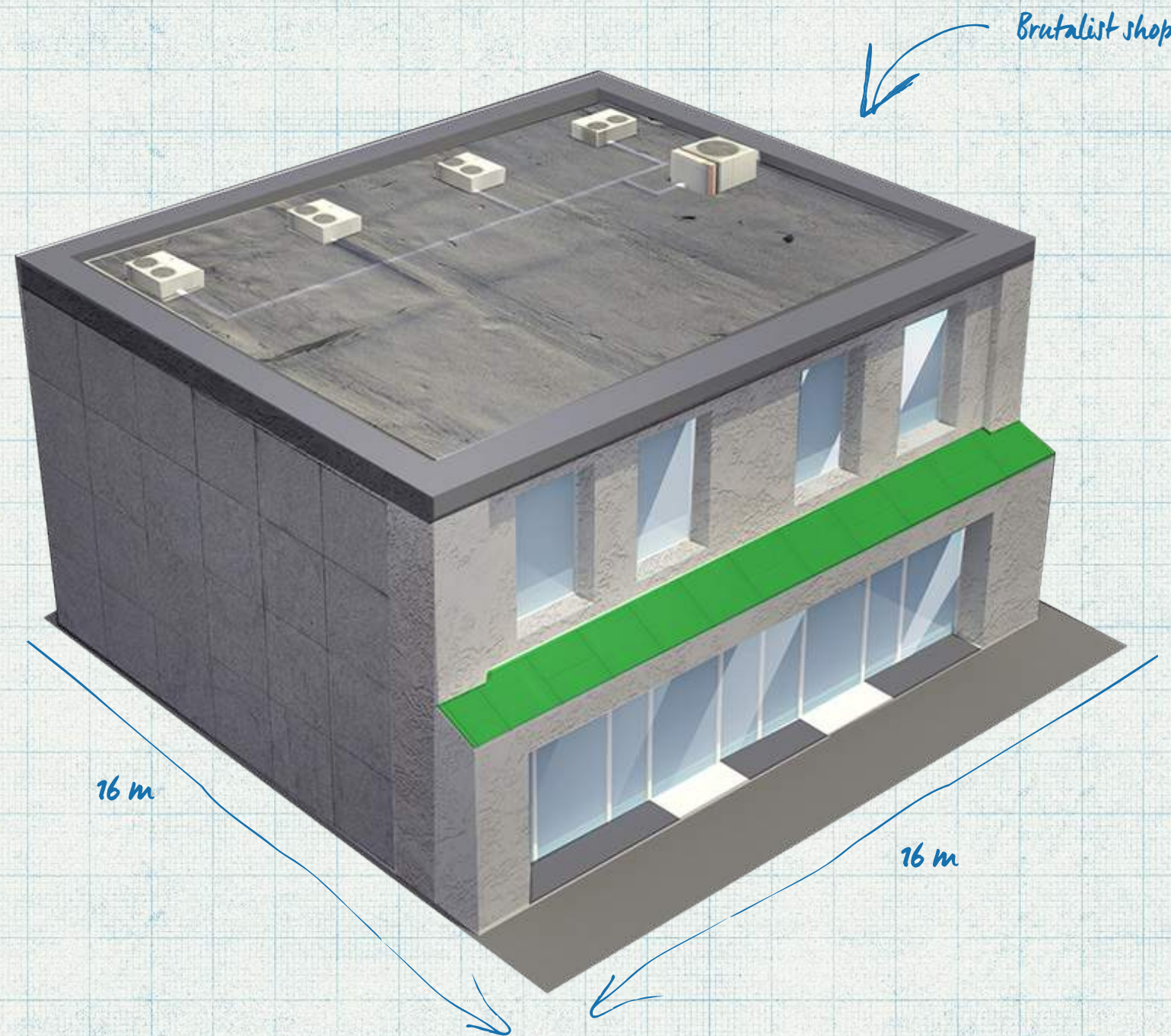
FORESTRY BUILDING 01



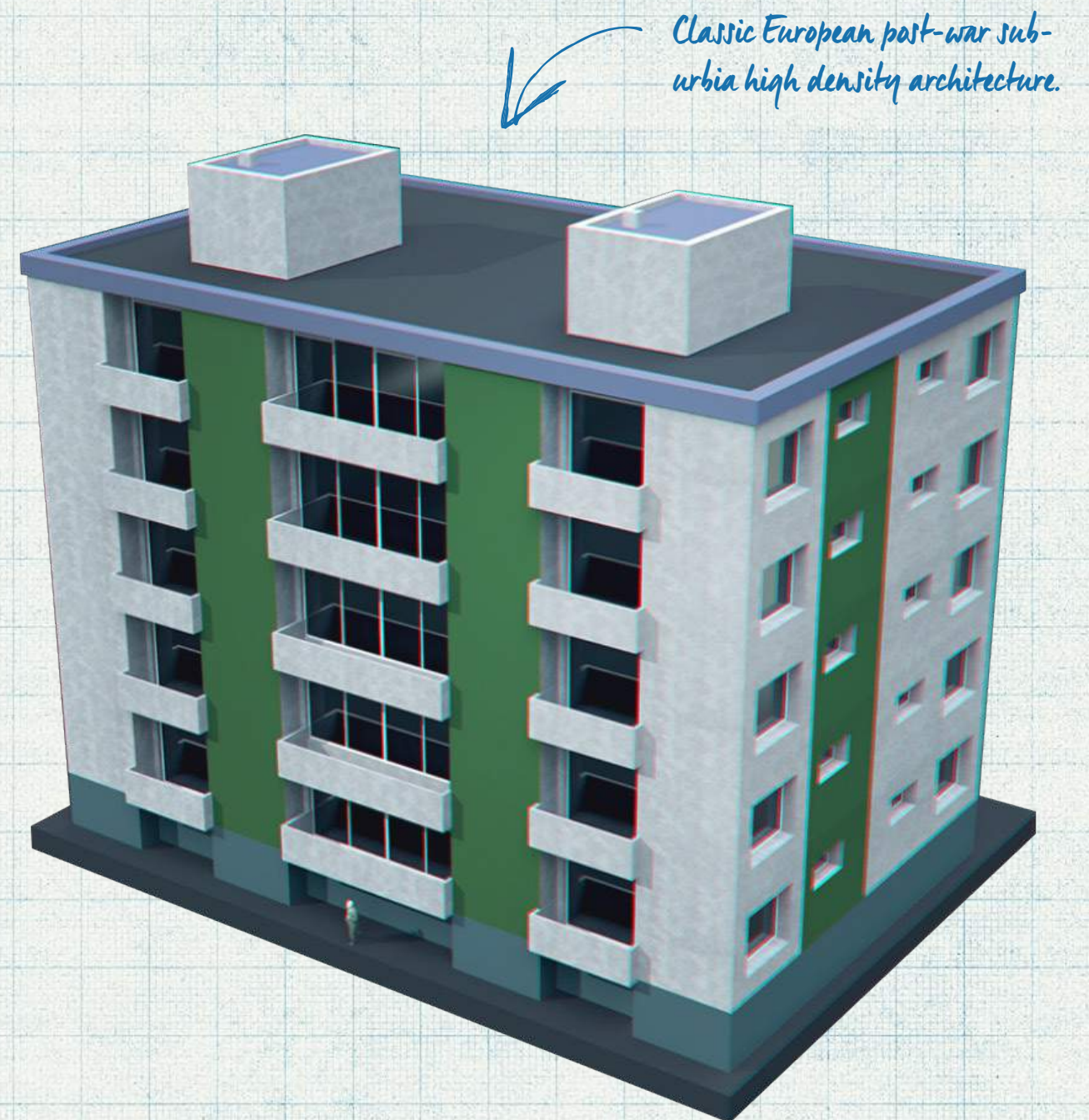
*The sawmill shows clear
inspiration from 50's US.*



SHOP LOW DEN. MED TECH 02



TENEMENT HIDDEN LOWTECH 06



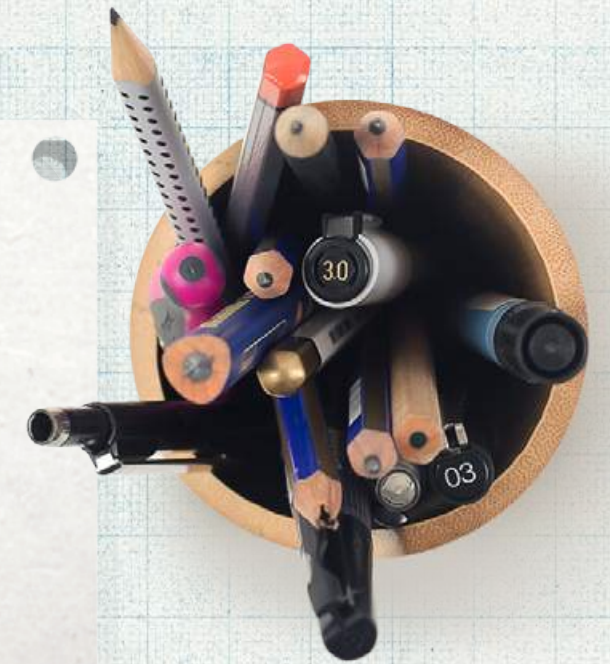


2

CONTEMPORARY ARCHITECTURE

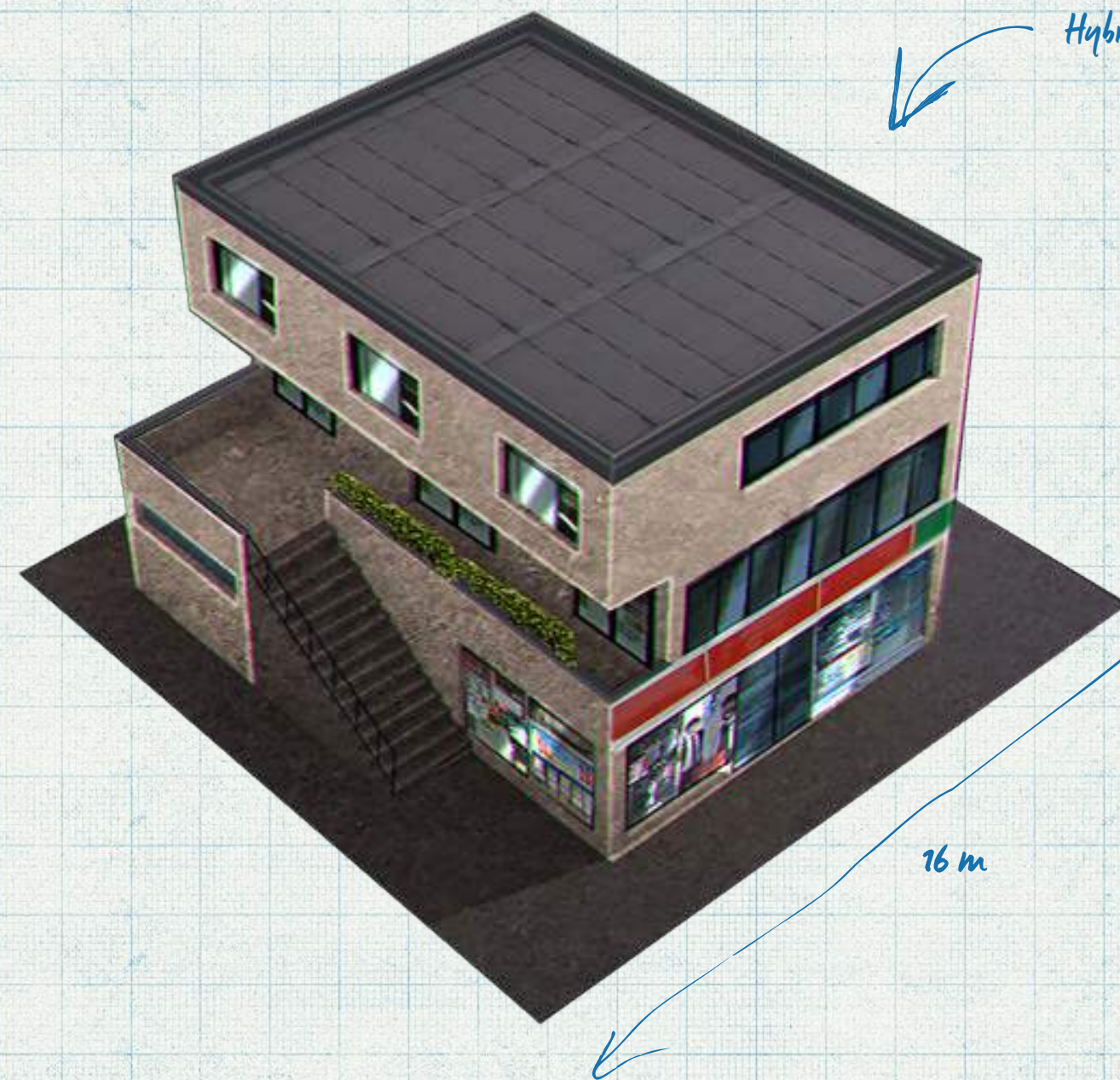
Contemporary architecture

Based on the style from the turn of the millennium, high-tech and post-modern architecture dominate the styles, but also retro-futurism and neo-modernism shows, especially in the landmark buildings that dominates the cities. The style is more international and Asia's rise on the global scene can be seen in the inspiration of the building styles.





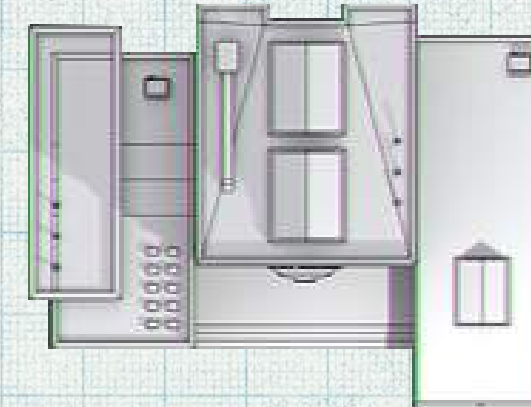
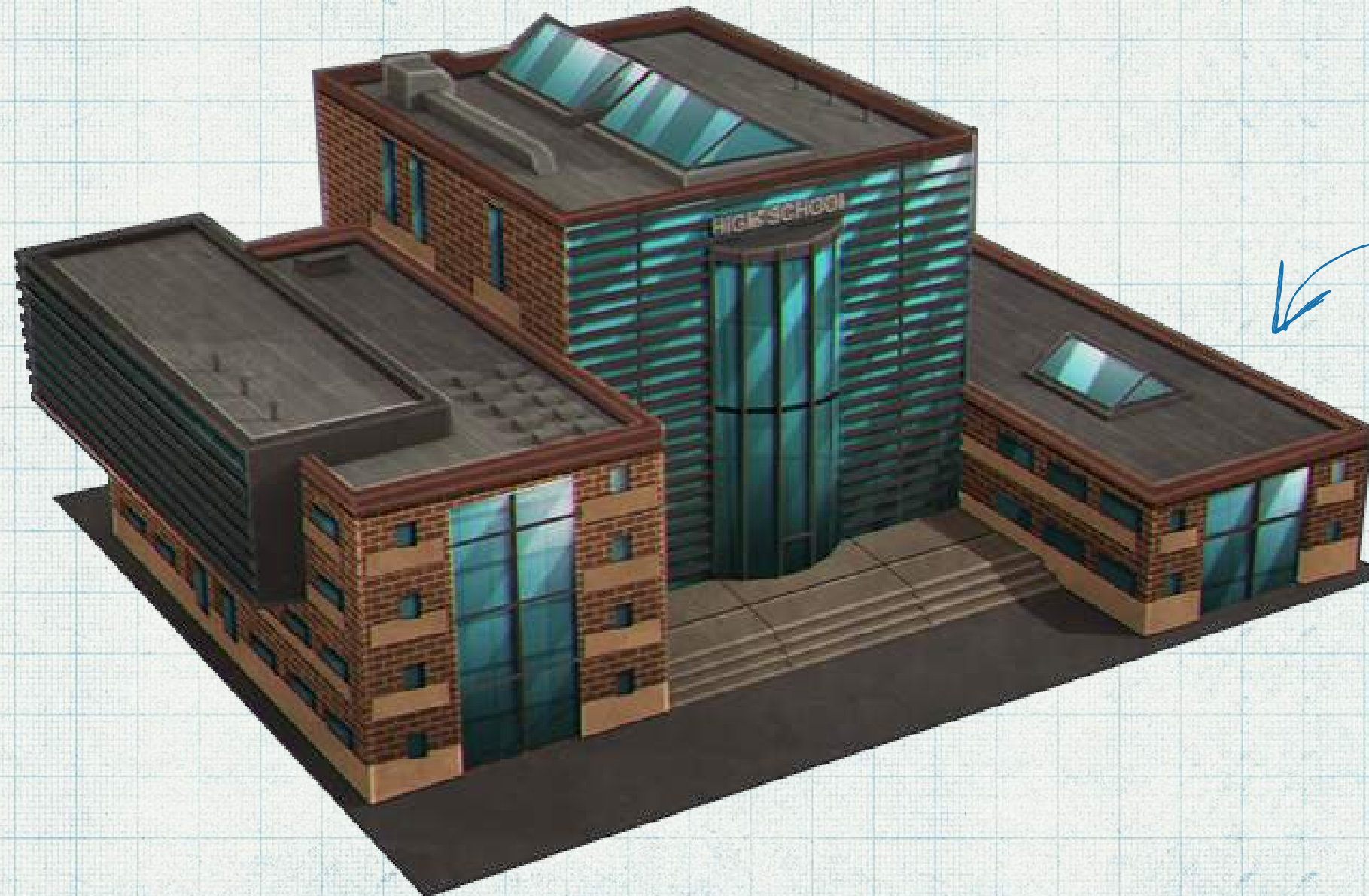
SHOP LOWDEN LOTECH 02



Hybrid style between the two periods

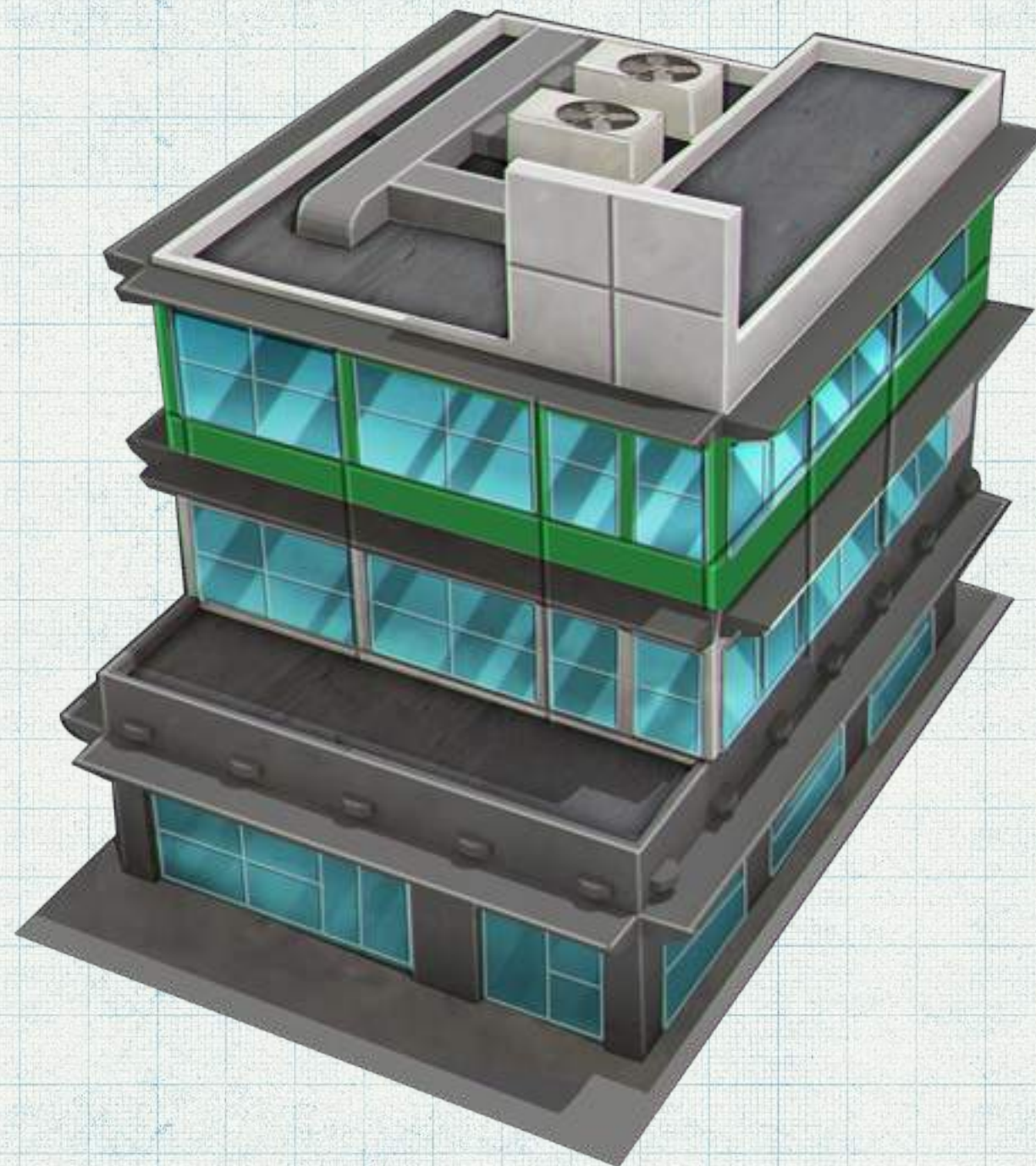
16 m

HIGHSCHOOL



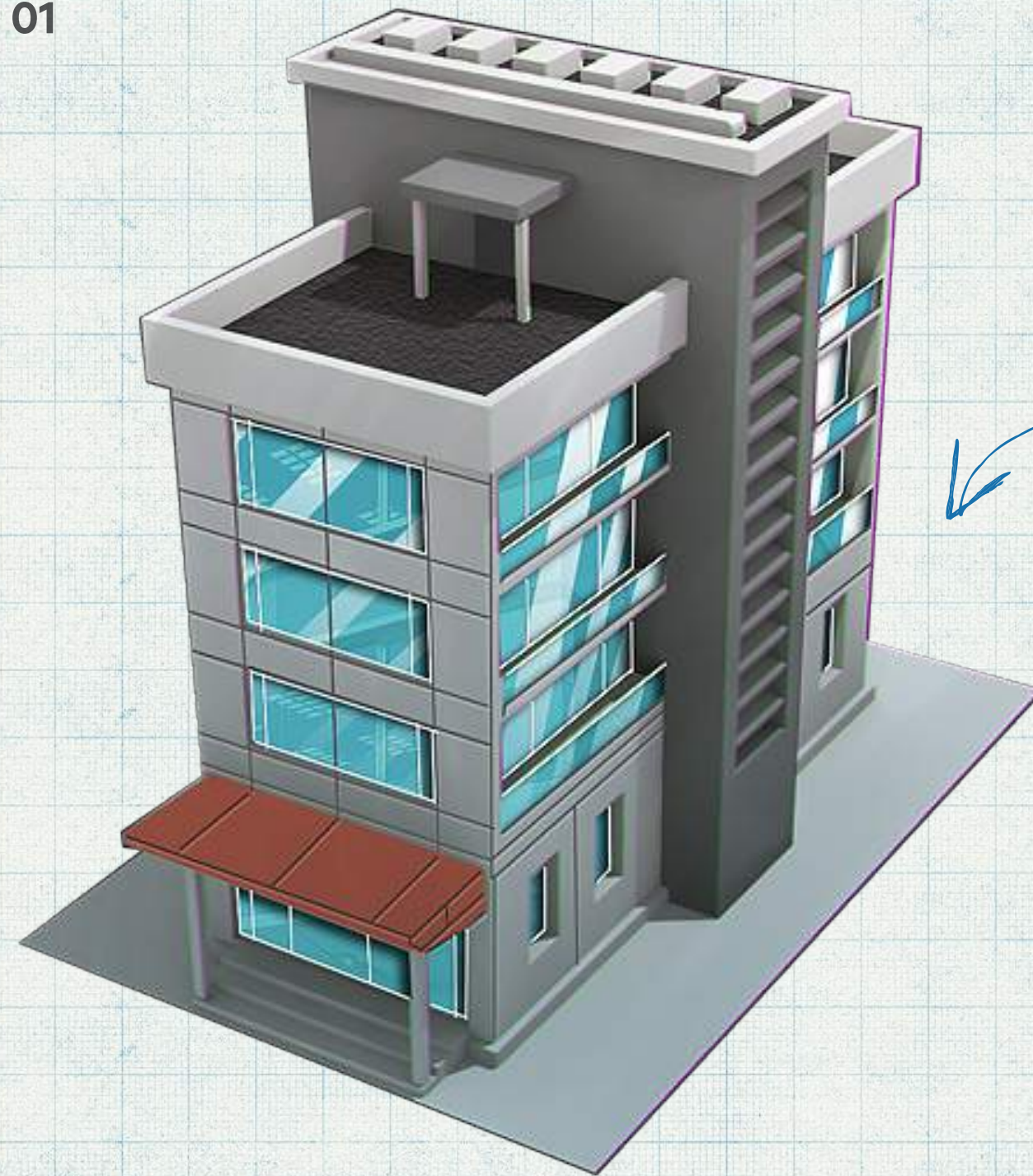
High school in post-modern style.

SHOP LOWDEN MEDTECH 03



High-tech style shop

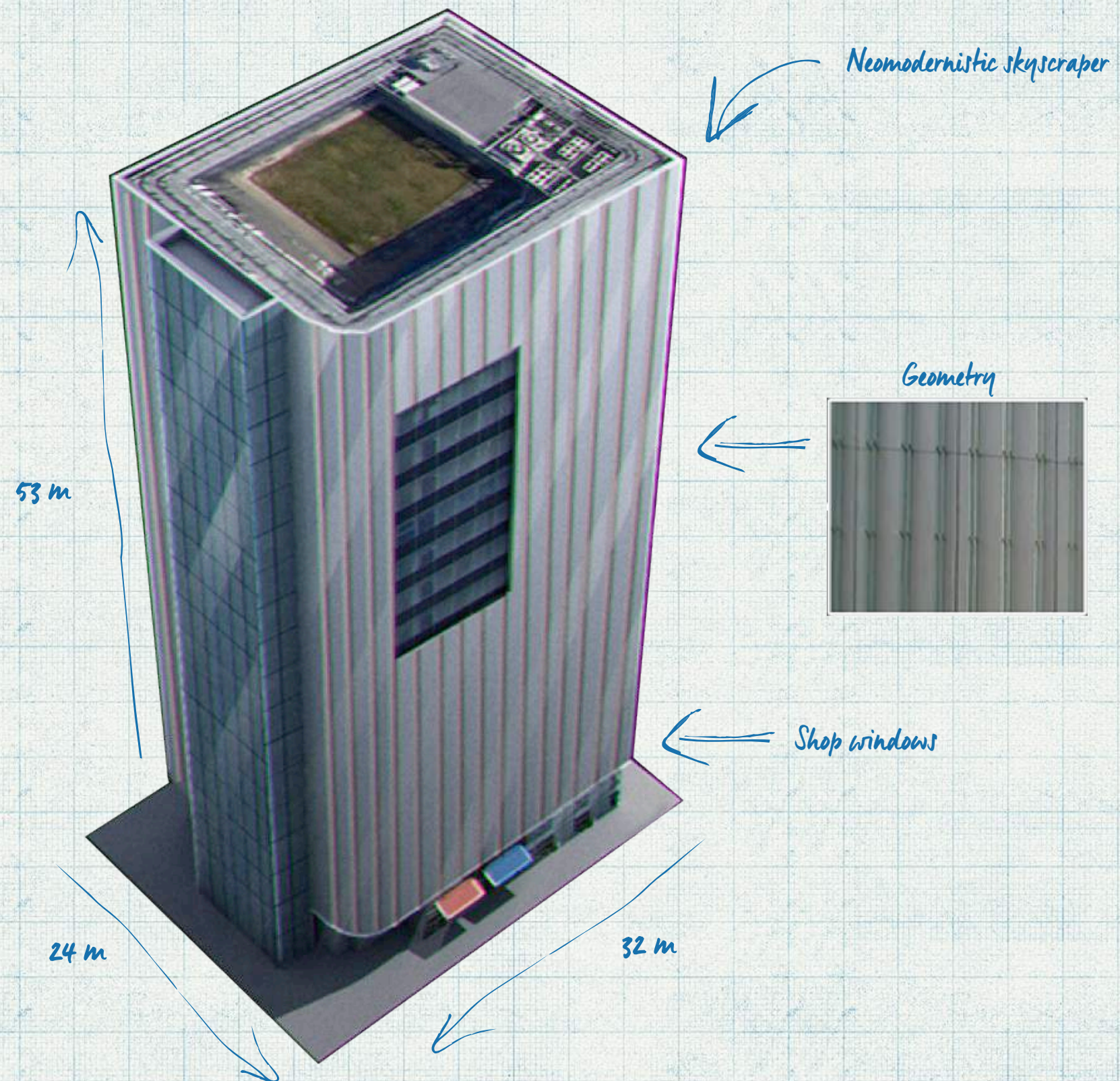
OFFICE BUILDING LOWTECH 01



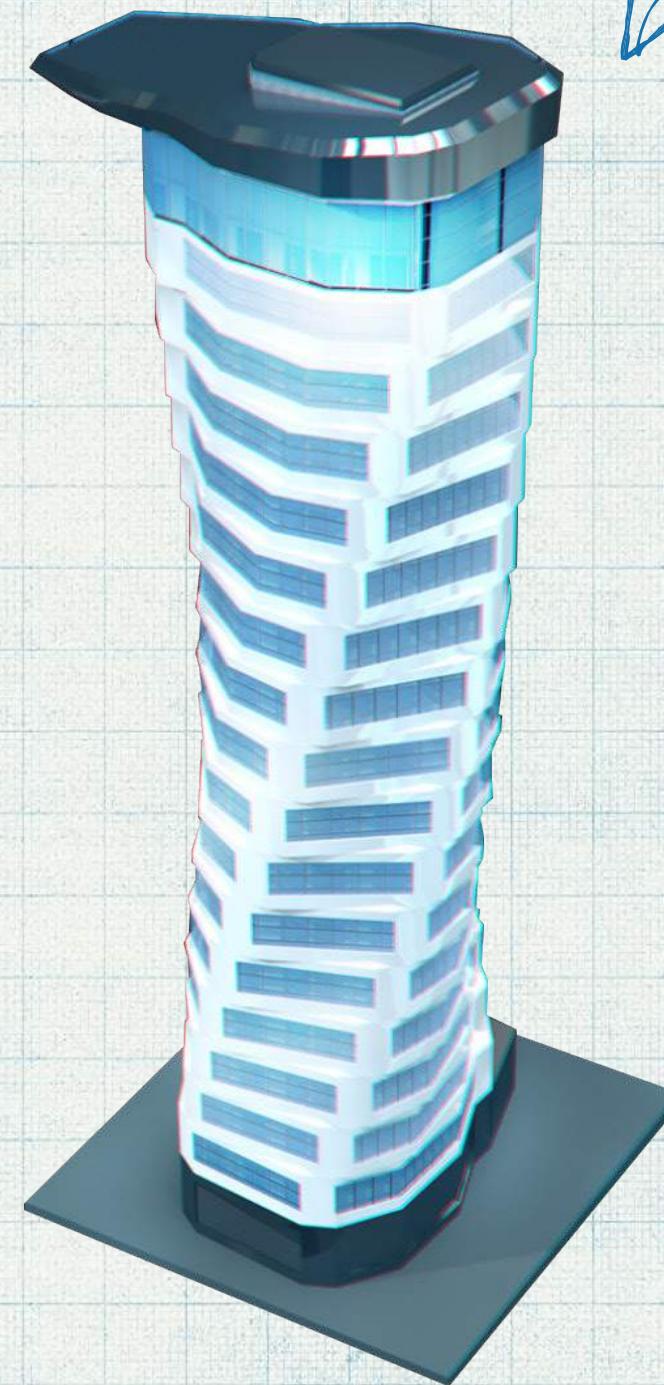
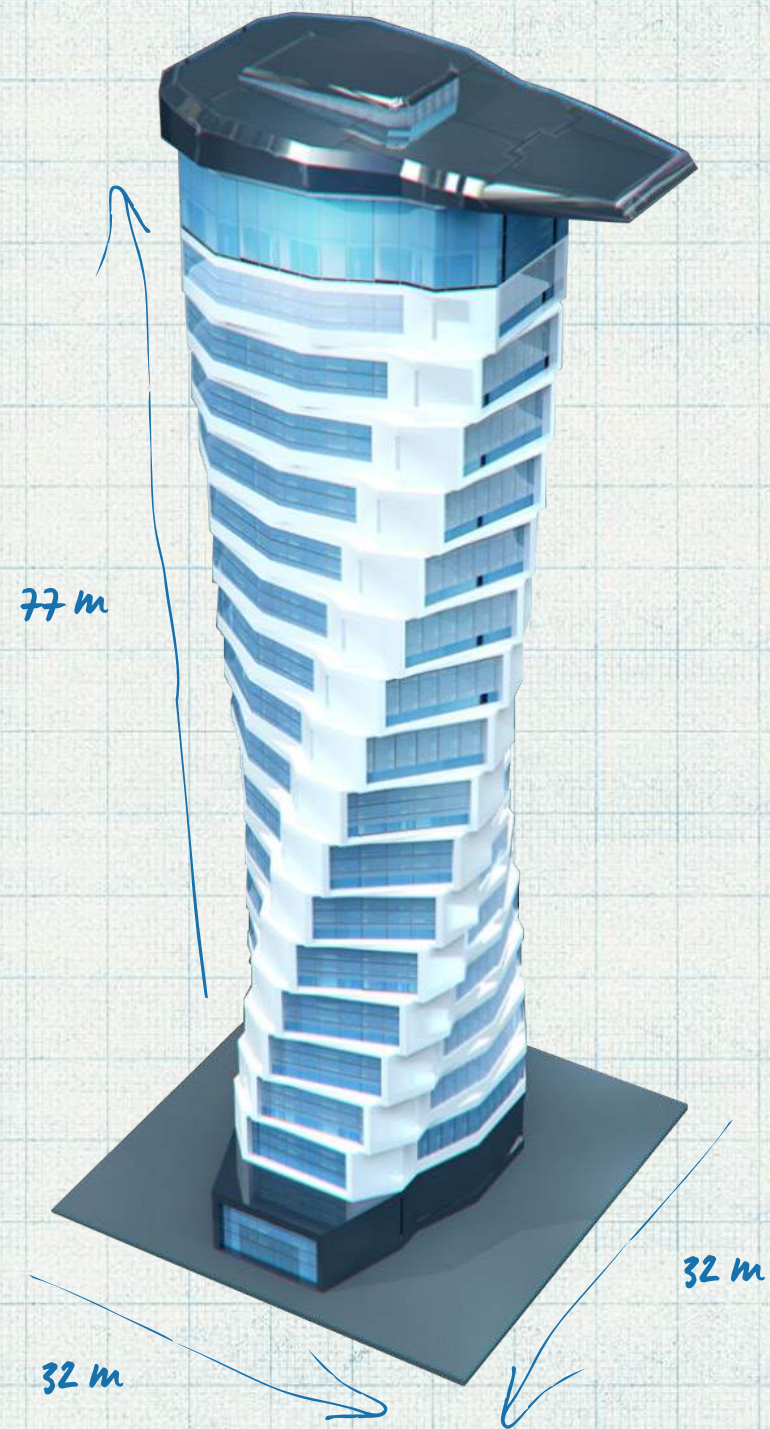
High-tech style office



SHOP HIDDEN HITECH 03

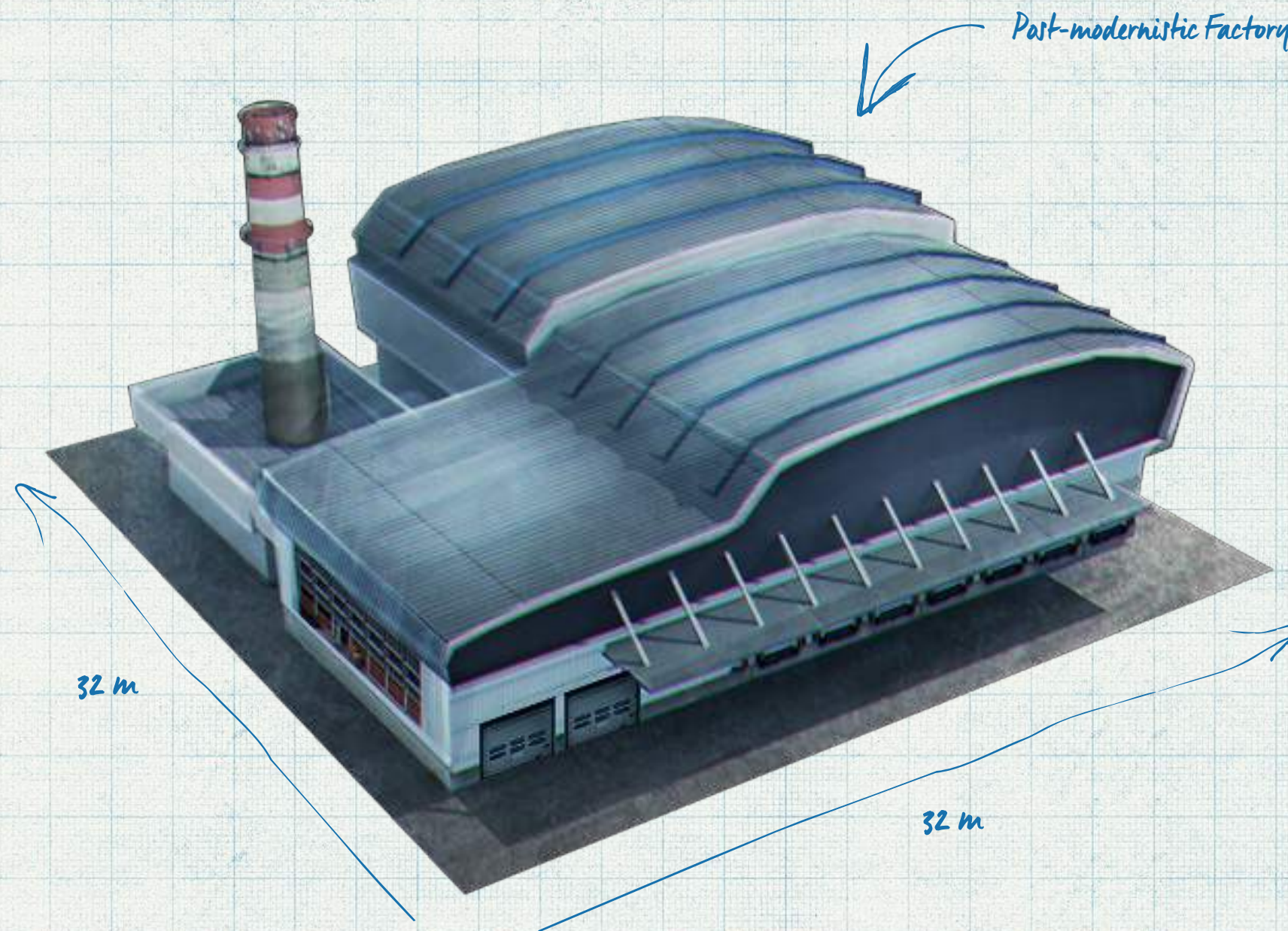


OFFICE HIGHTECH 09

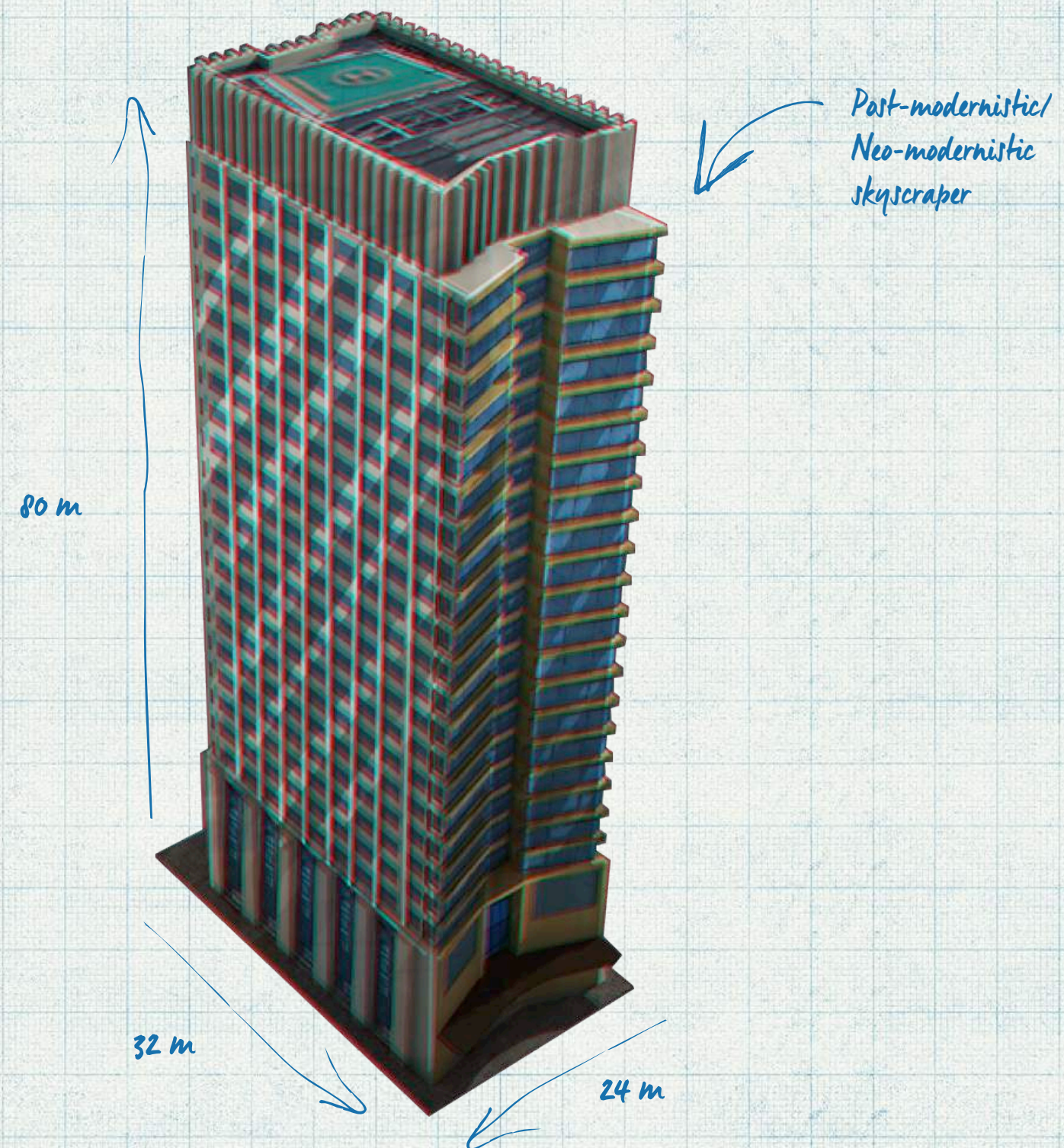


Skyscraper inspired by
the neo-futuristic Turn-
ing Torso in Sweden

BIG FACTORY 04

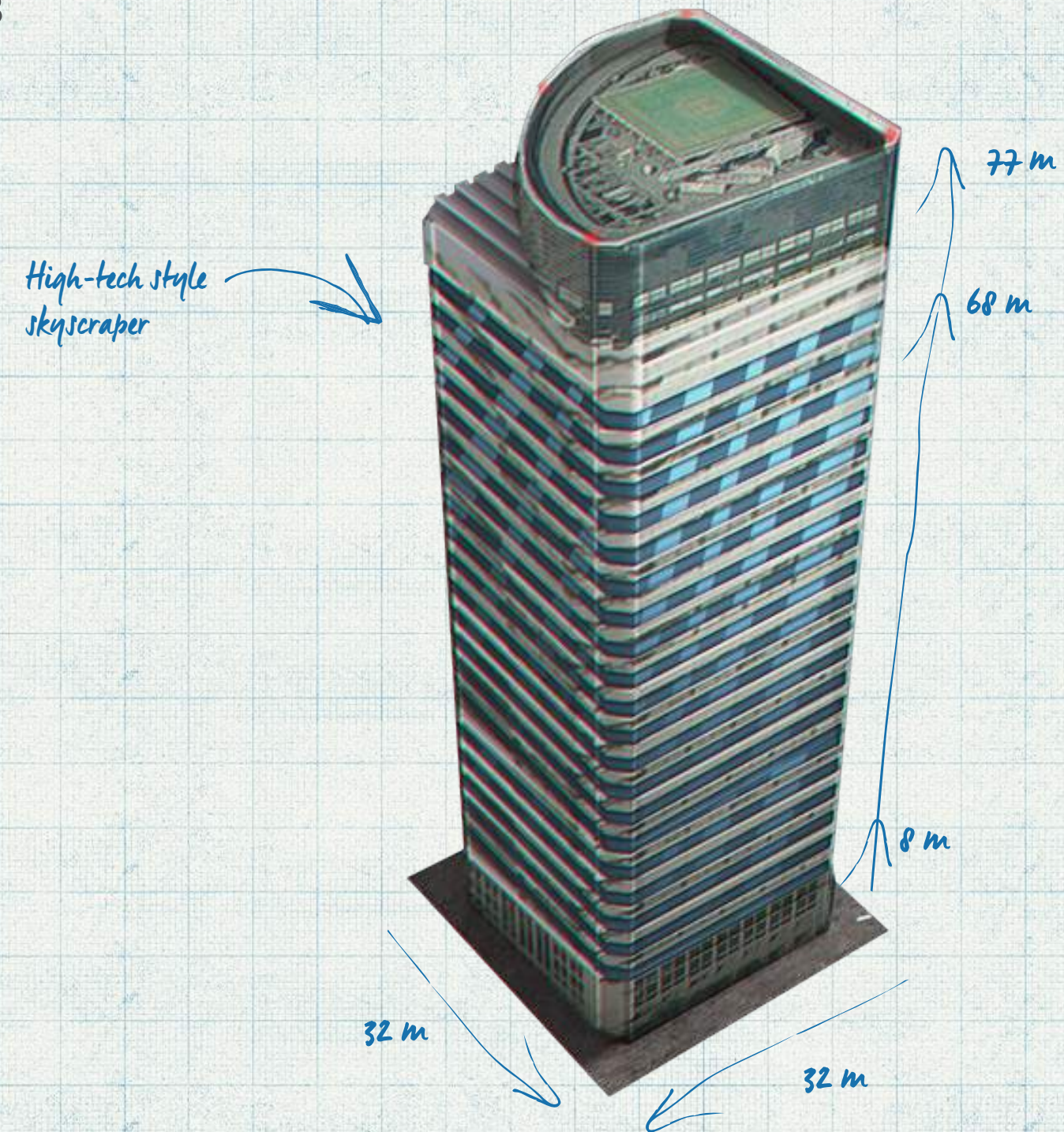


SHOP HIDDEN HITECH 09 (HOTEL)

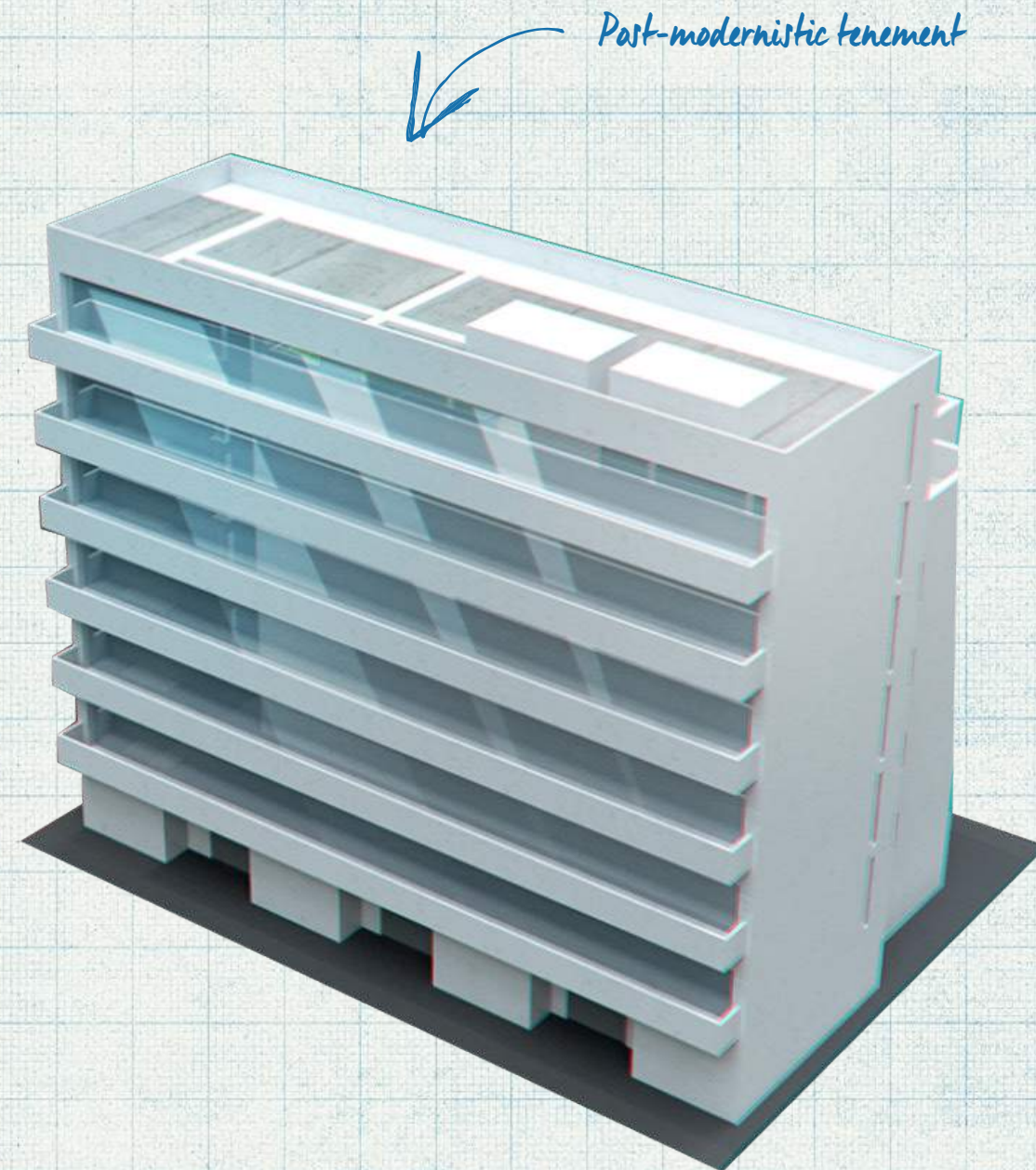
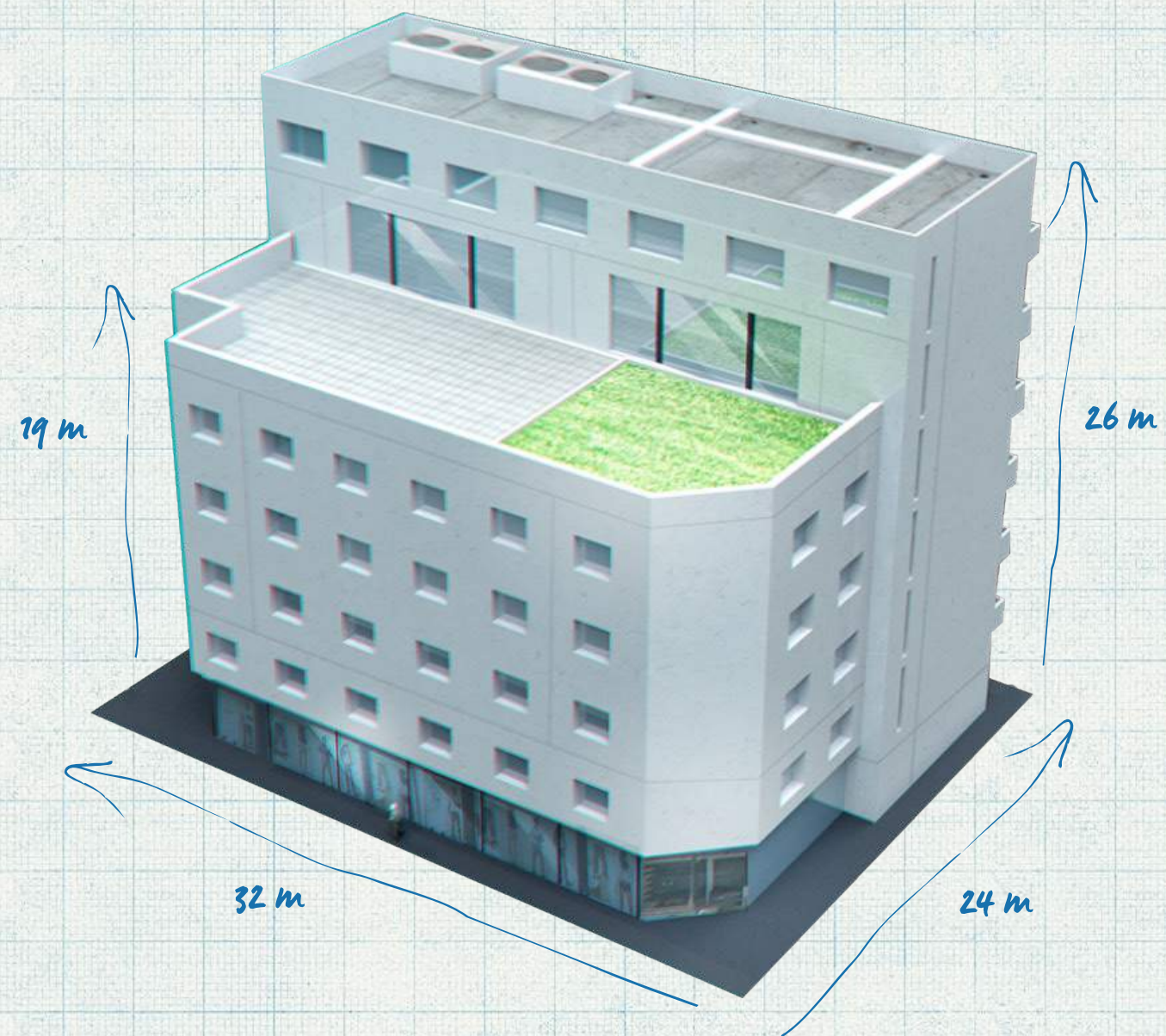




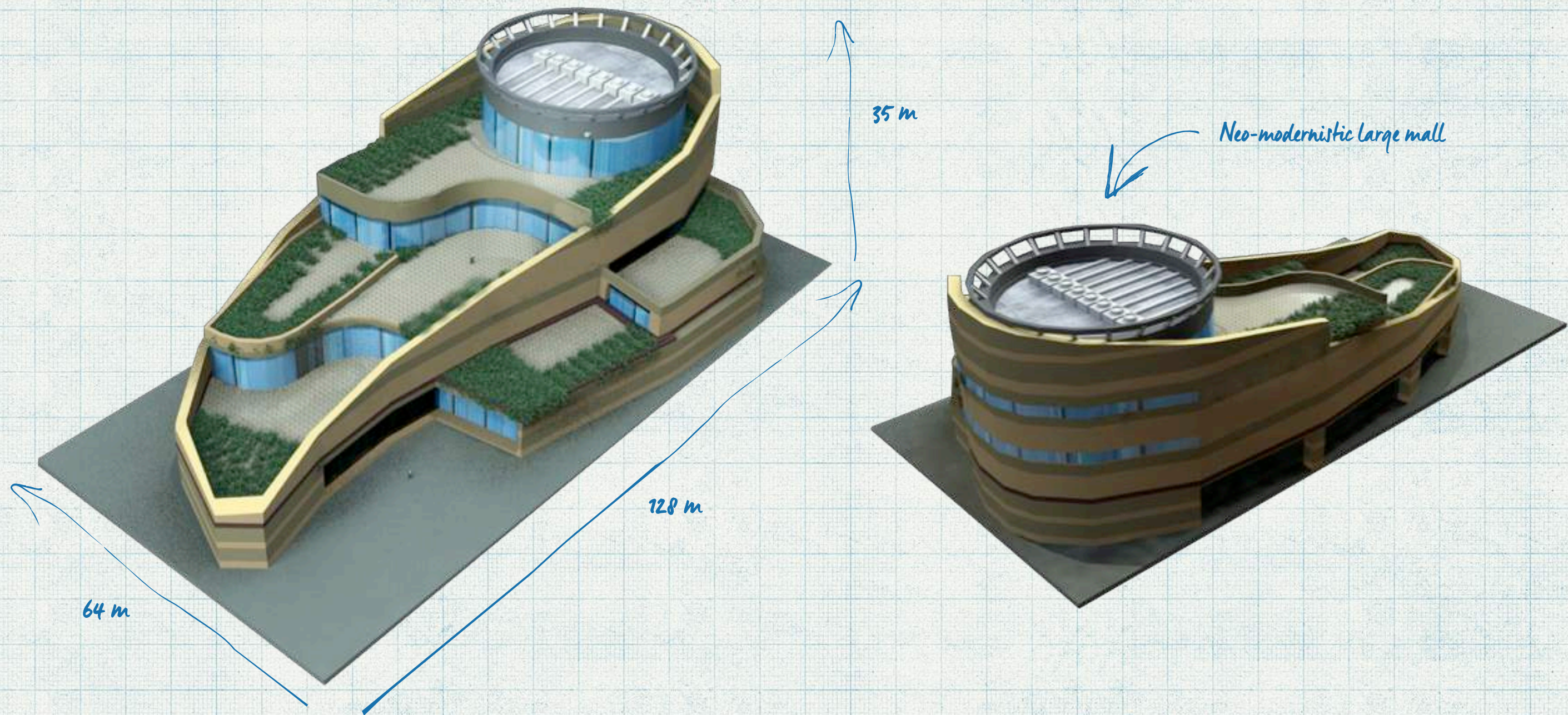
HIGHRISE HIDDEN HITECH 08



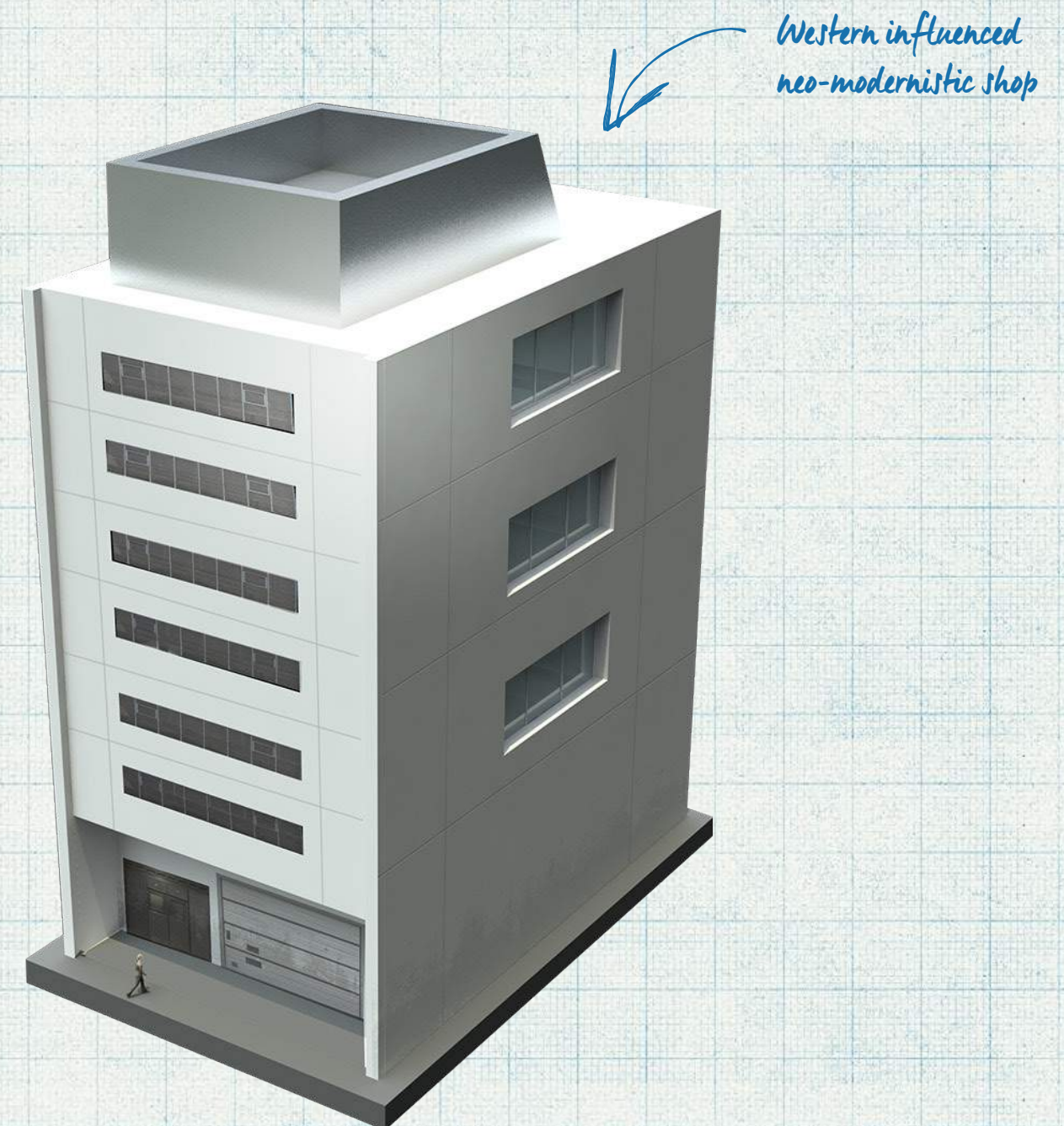
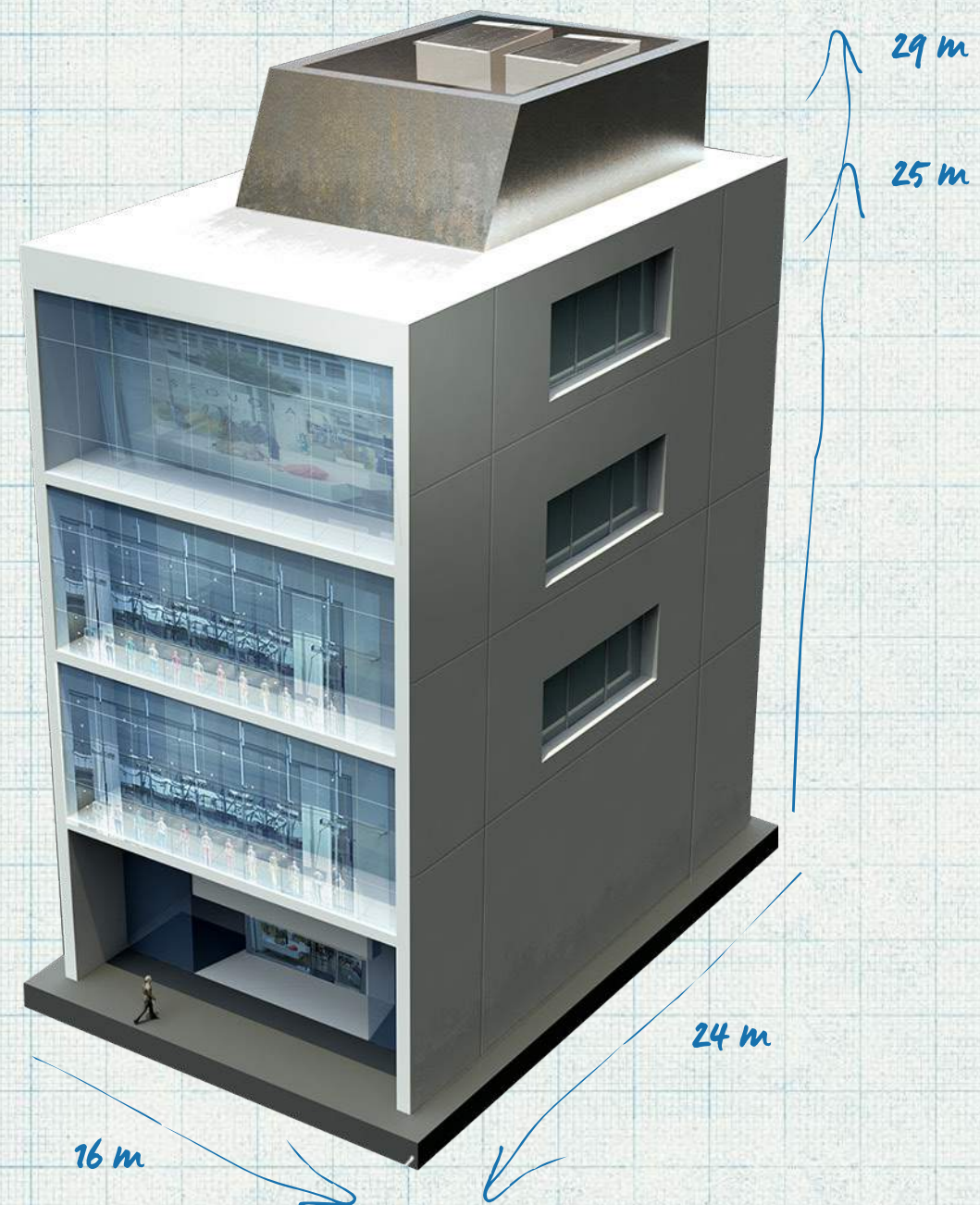
TENEMENT HIDDEN HIGHTECH 07



POSH MALL – MONUMENT



SHOP HIGHDEN MEDTECH 04



3

FUTURISTIC ARCHITECTURE



Futuristic architecture

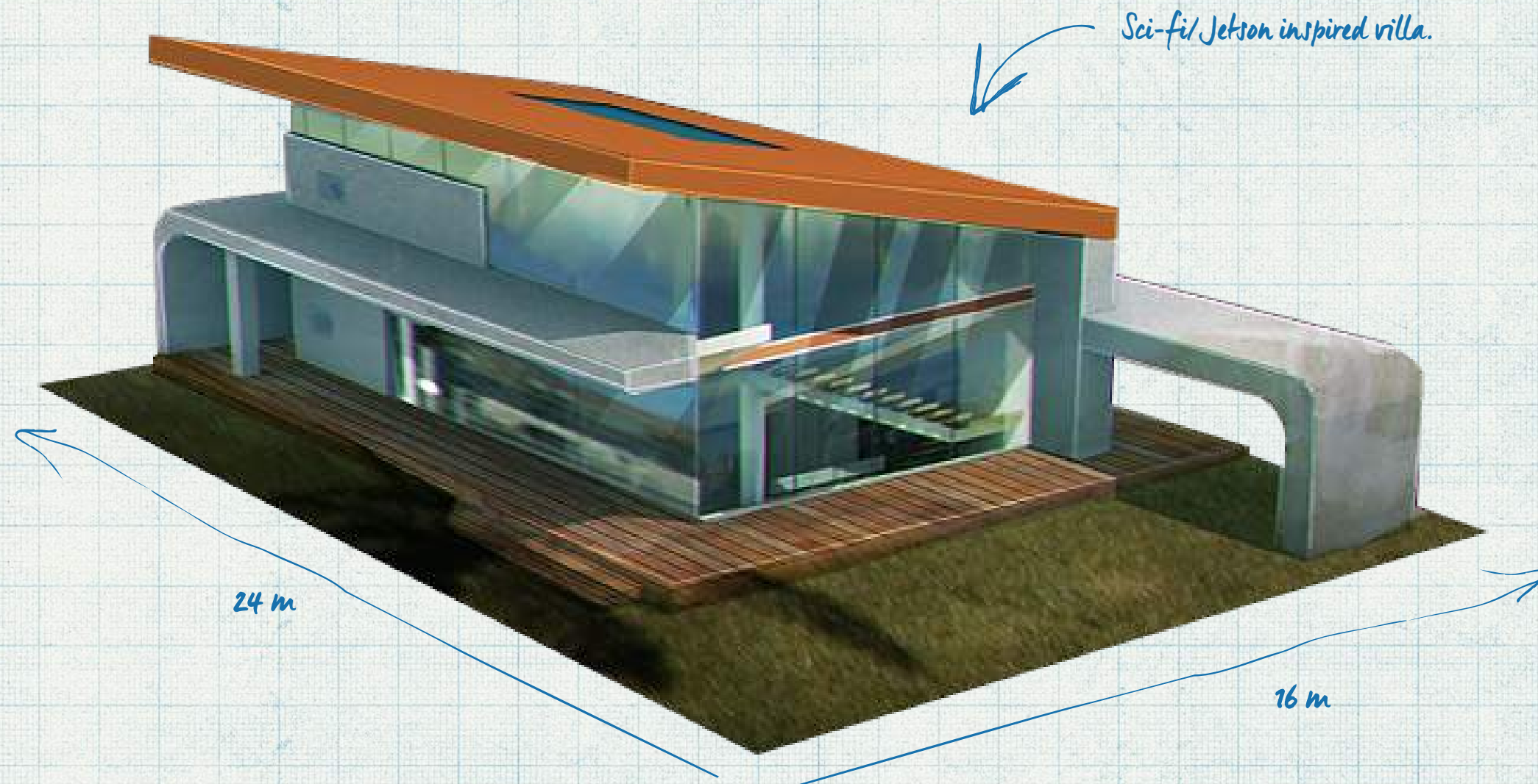
The final stage of architecture in the game has moved slightly in to the future. Styles like neo-futurism and neo-modernism is still strong, with several of the landmarks bearing deconstructivistic influences (like the Museum of Modern Art).

But the styles are also in many ways imaginary, telling us as much about the ideas and dreams of the game's creators as it does about current styles.

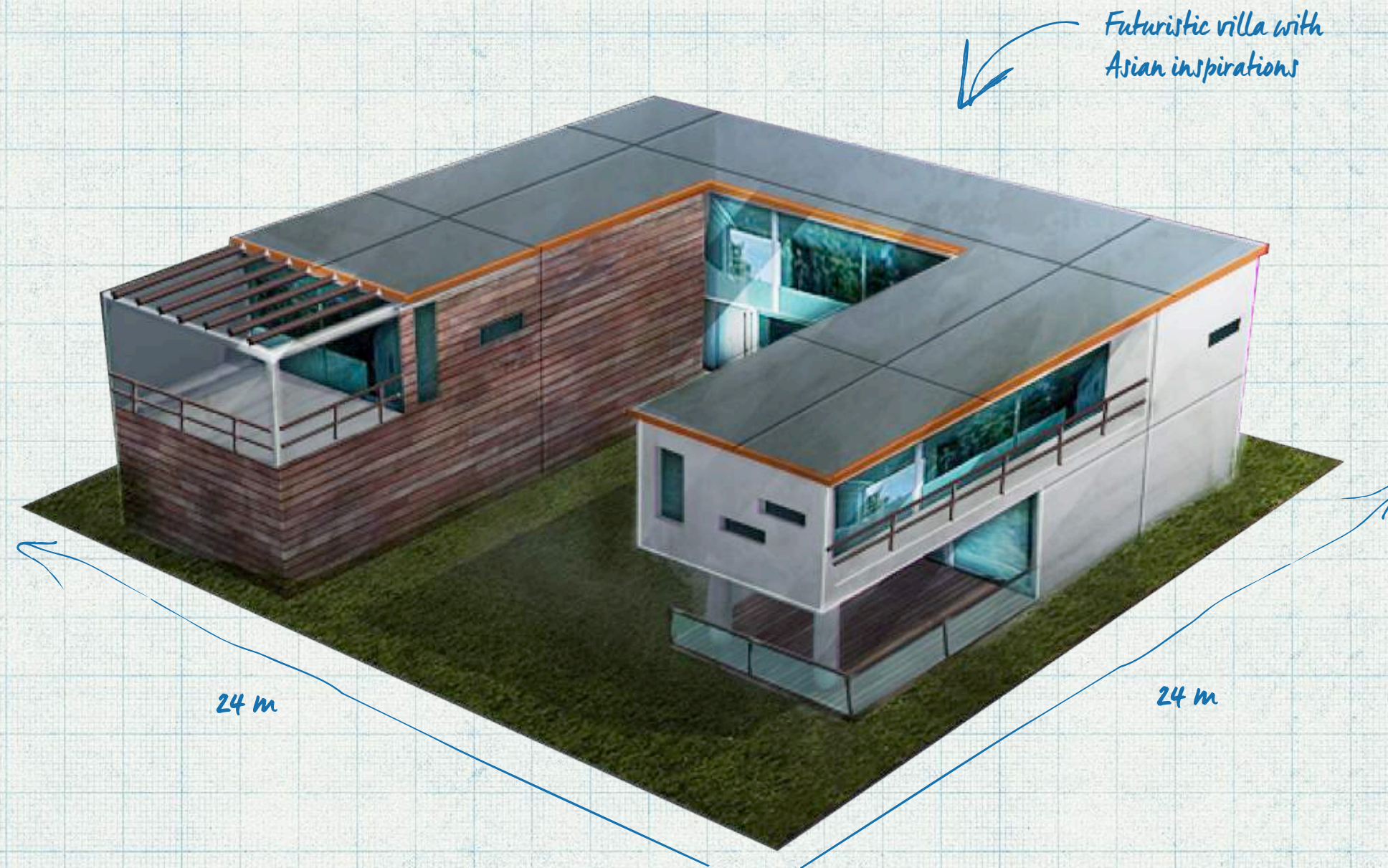
From fantastic villas, sci-fi inspired skyscrapers to the awe-inspiring monuments, the late stages of the games architecture aspire to amuse and inspire.



VILLA LOWDEN HITECH 06



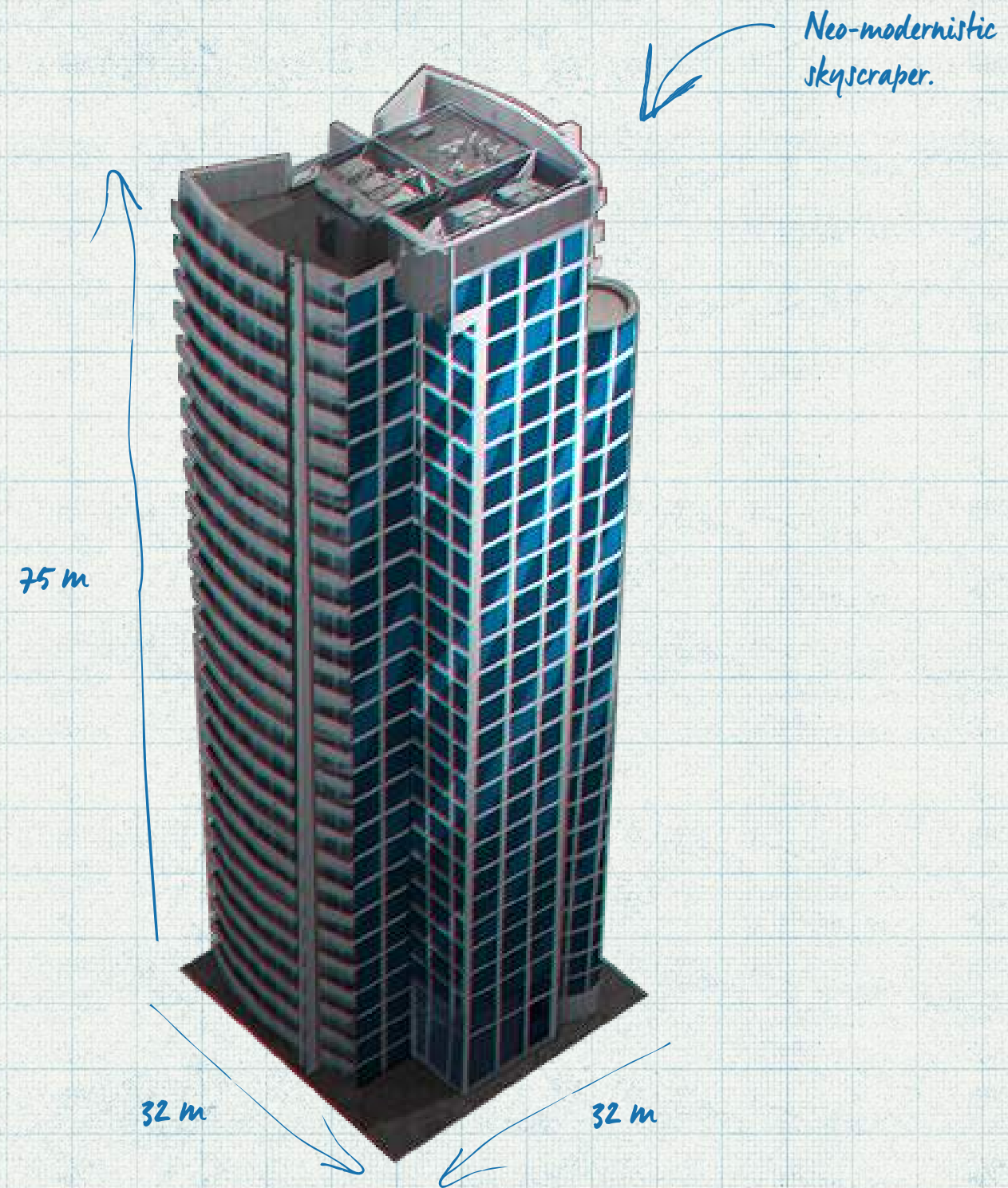
VILLA LOWDEN HITECH 08



*Futuristic villa with
Asian inspirations*

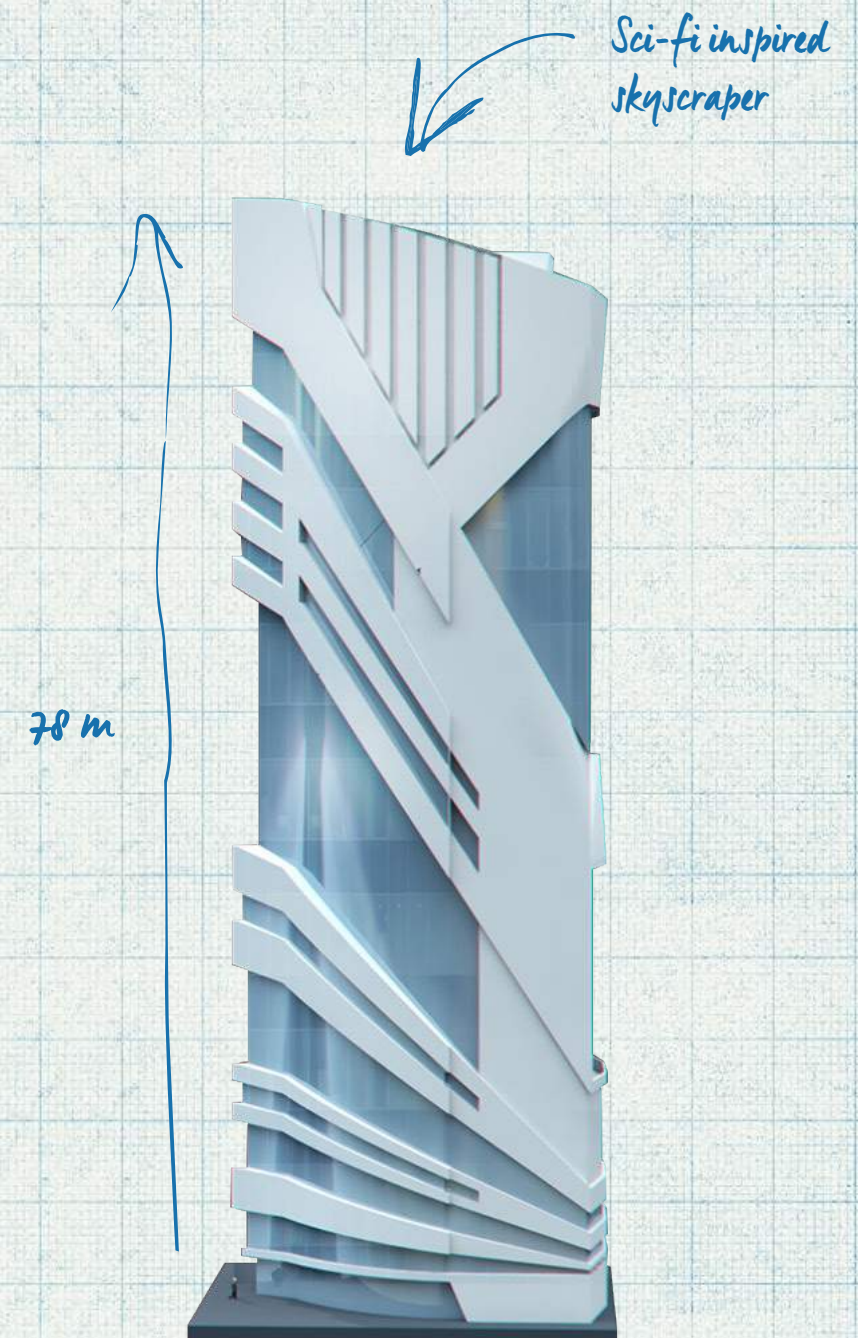
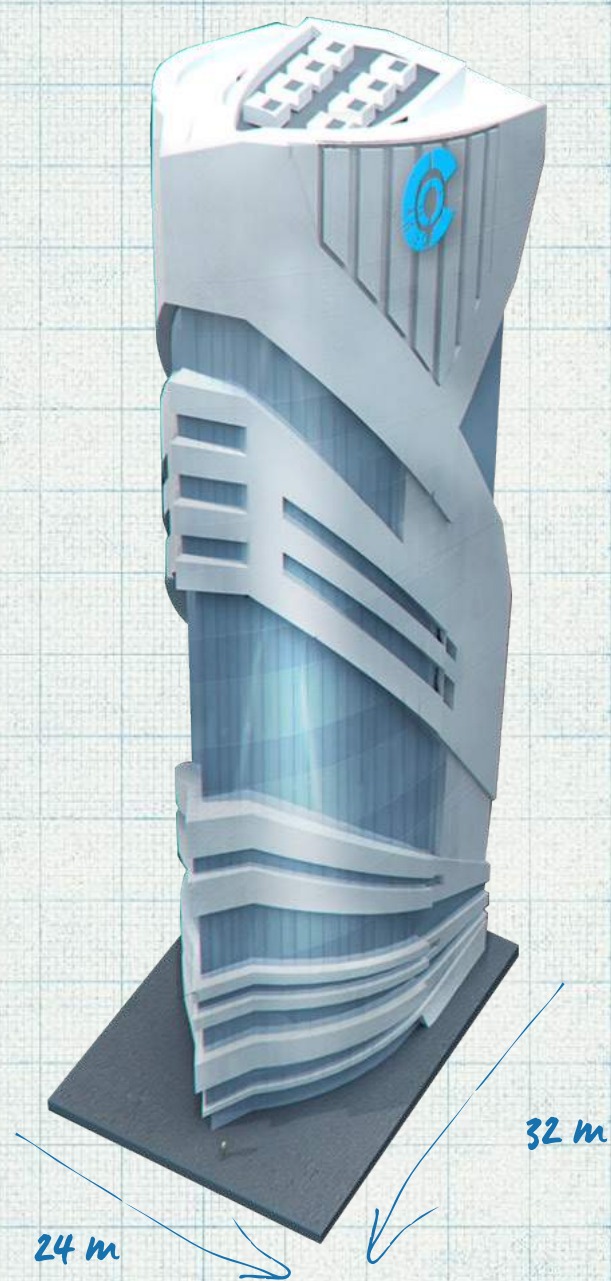


HIGH-RISE HIDDEN HITECH 07

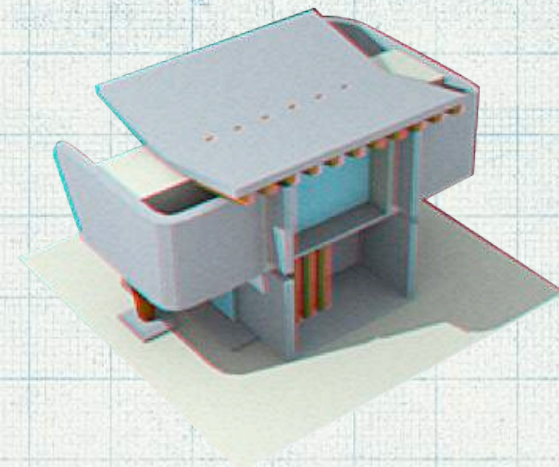




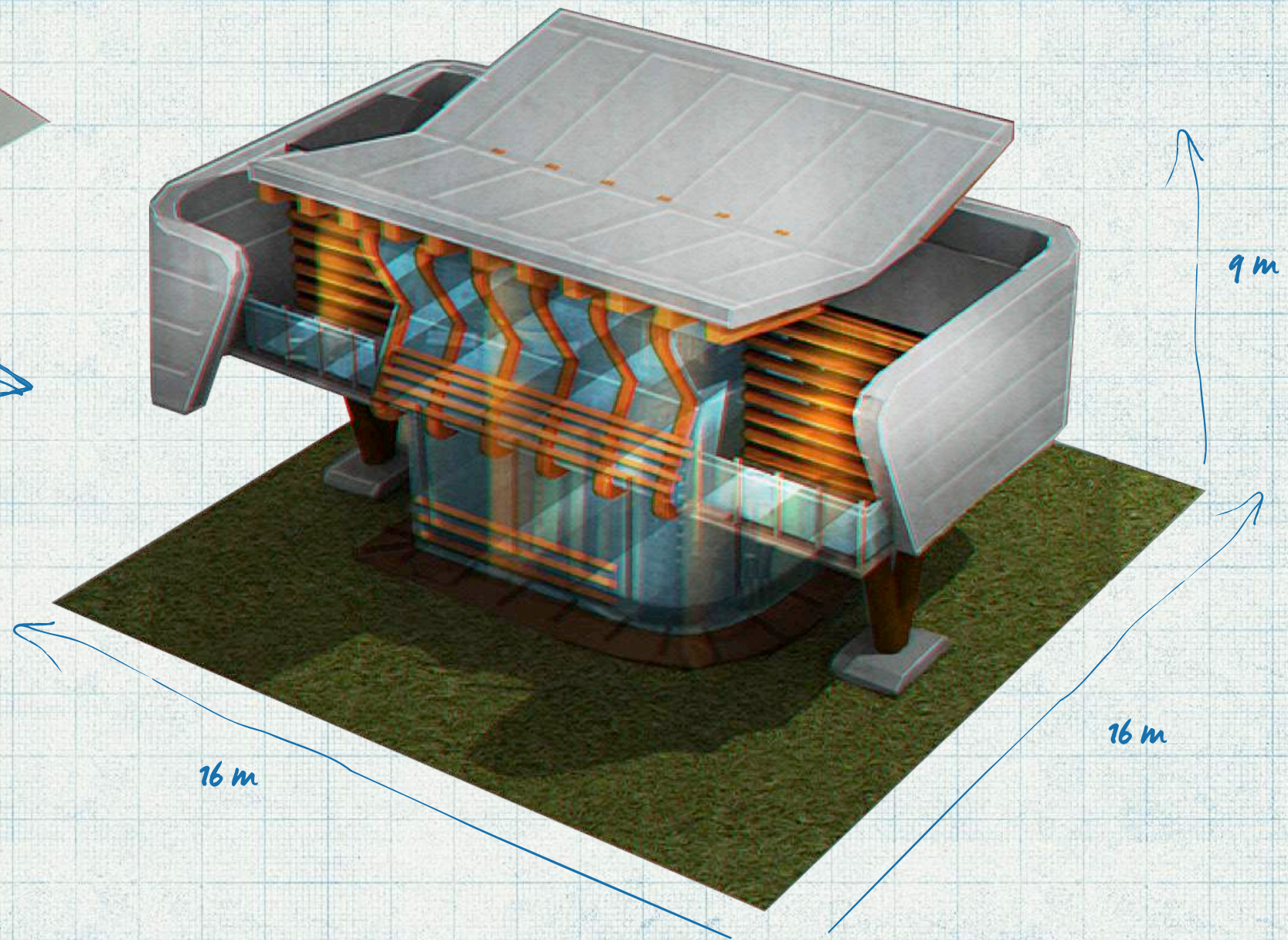
OFFICE HIGH TECH 08



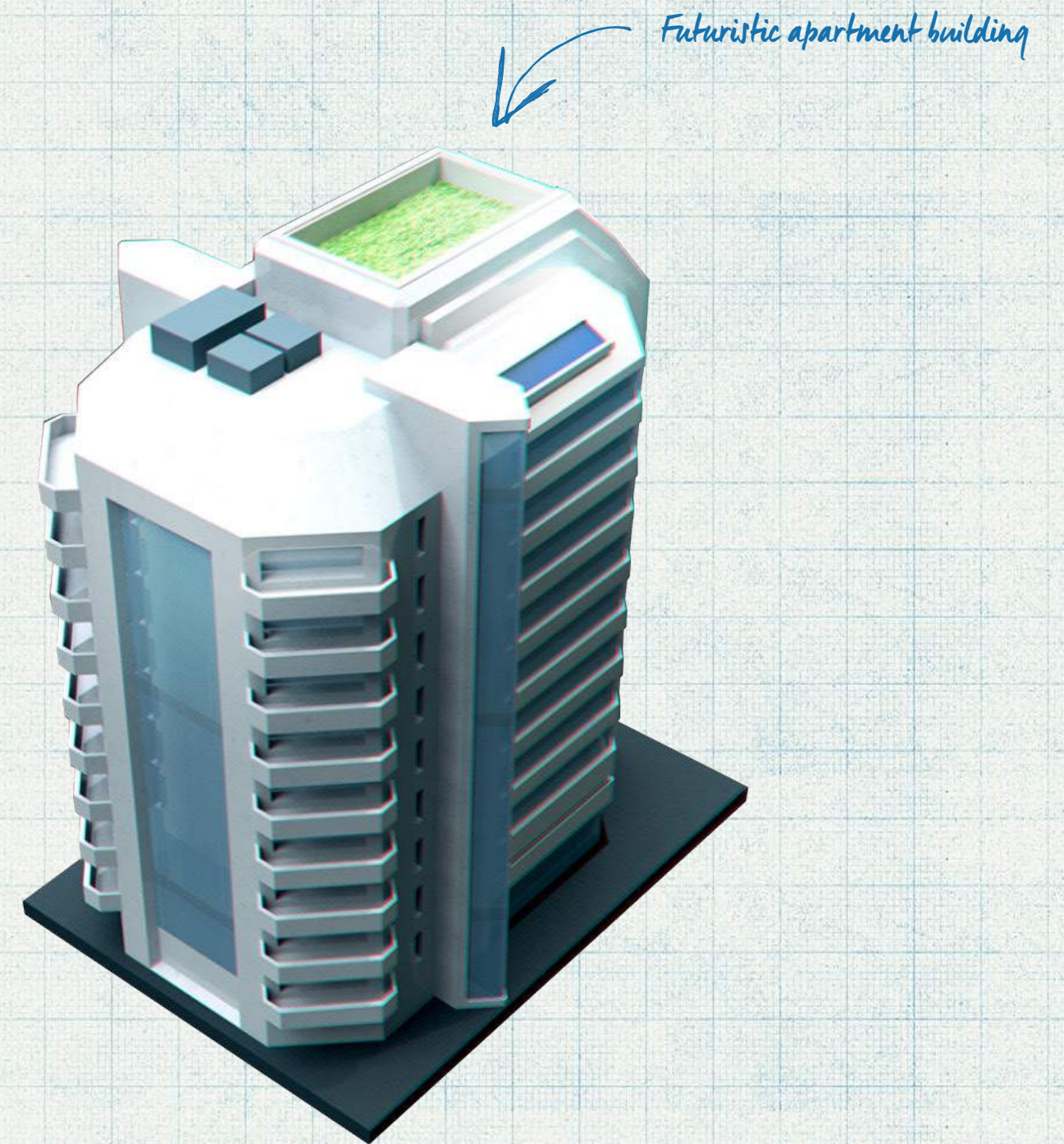
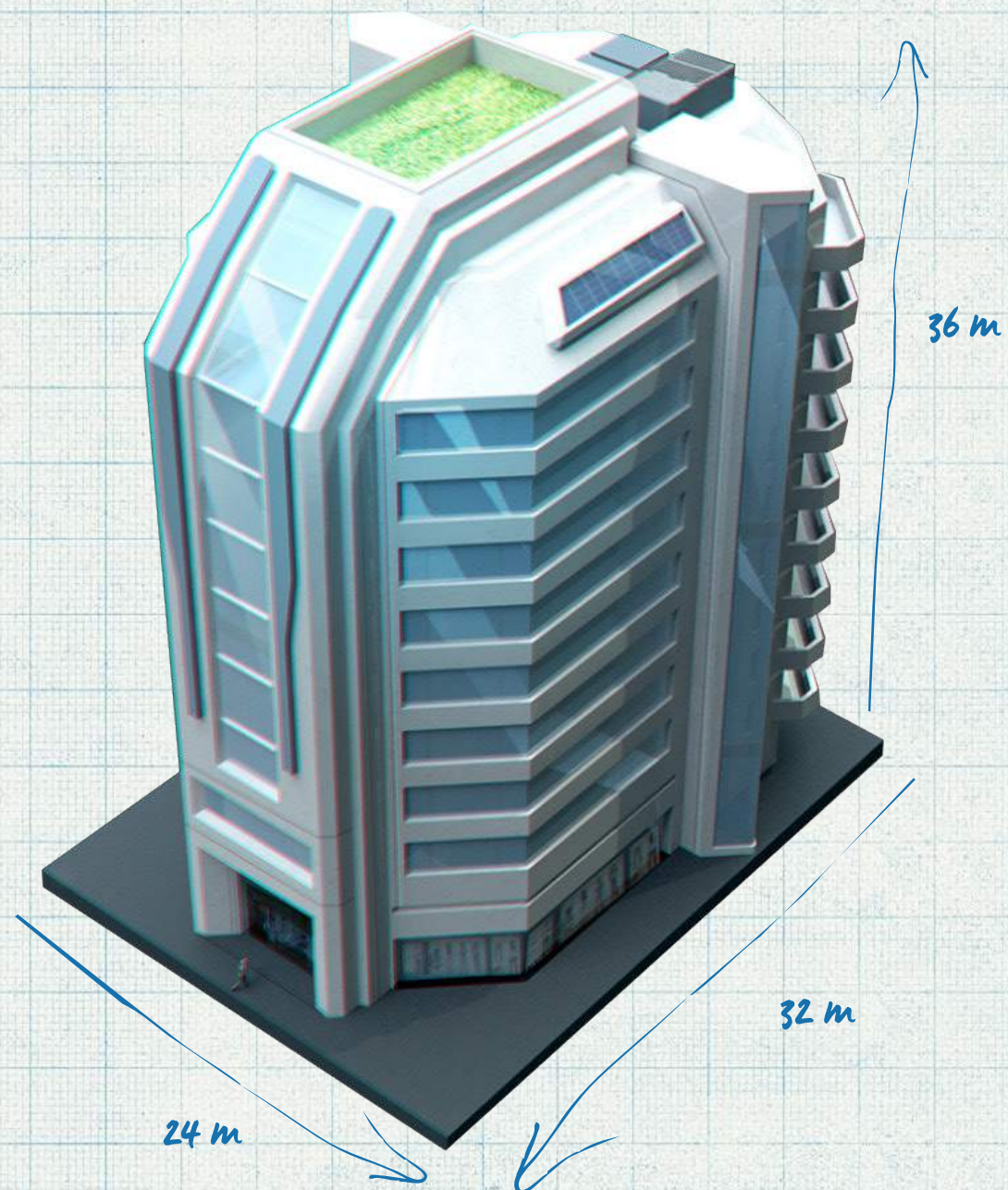
VILLA LOWDEN HITECH 09



Sci-fi inspired villa

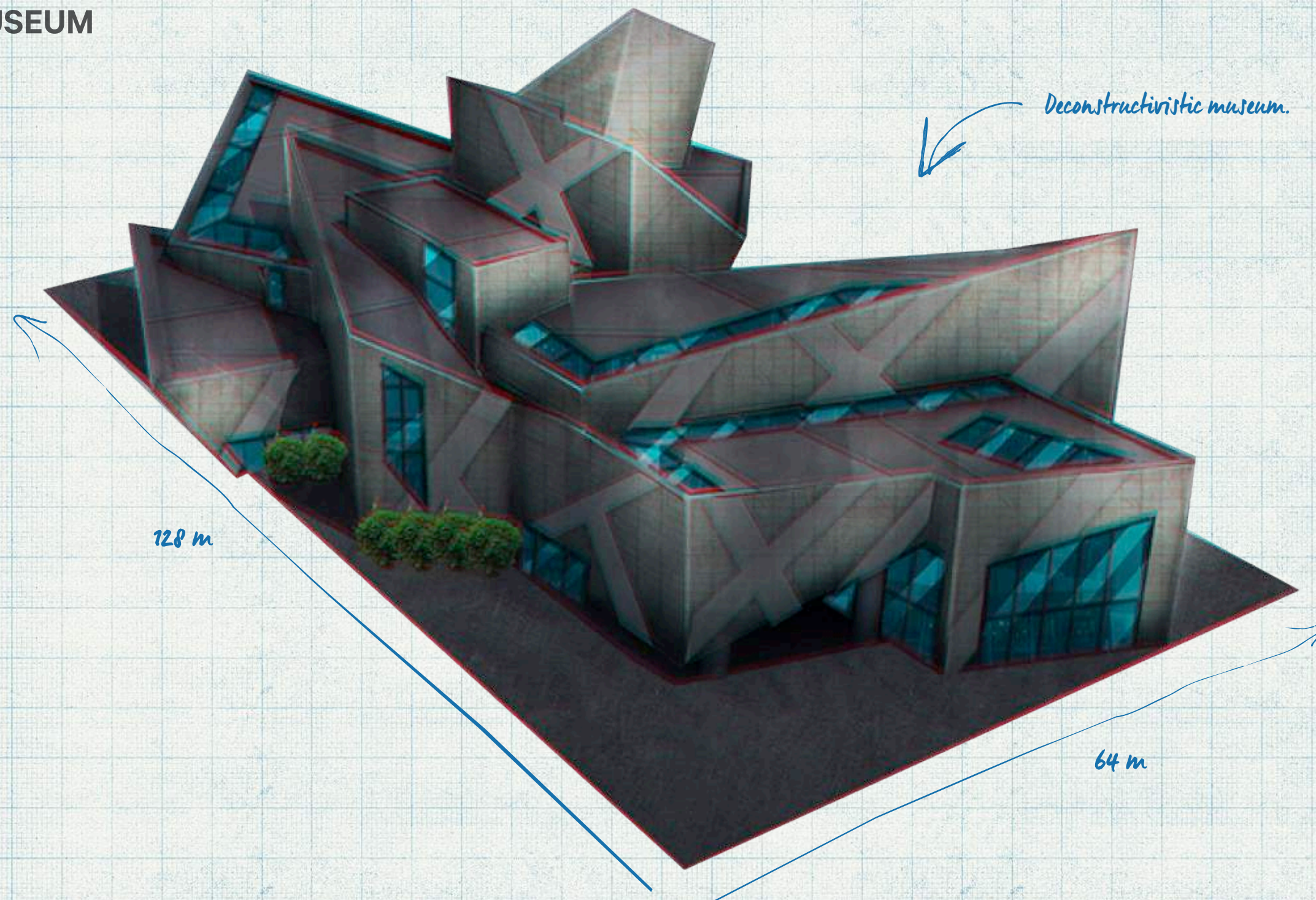


TENEMENT HIDDEN HIGHTECH 09





MODERN ART MUSEUM



FUSION POWER PLANT



Very sci-fi fusion plant

FUSION
POWER

