

# LIVING *Sims*

The Sims Magazine for more style

Interviews:

**Declāndabest  
Malle from  
Limelove**

*and more!*

**Stripes,  
stripes, and  
more stripes!**

How to's:

**Custom content  
management**

**Attics,  
Basements  
& Boats**

**Backyard Blitz!**

**New life  
to an old barn**

Too close for comfort:  
**Small Quarters**

Finds:  
**Storage  
Gardens**  
*and more!*

Garden shed  
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**NB** all finds have a direct link to the website where you can download the object

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We also thank everyone who has contributed to this issue - you all know who you are.

# Editorial

## Time for a spring cleaning

Slowly the snow is melting and the frost is no longer holding the world in an iron fist. All over small green sparkles are peaking up from the ground everywhere. Though it is not quite spring yet, the promise is in the air. It is time to open the windows and take the rugs outside for a cleaning. Now is a great time to clean out junk from your garage and organize your office; now you have the energy to do such tiresome tasks. We hope to give you some inspiration that might make the end result more inviting. In this issue we show you how to organize your custom content, so it is in order before you start downloading all the sparkly gems from our finds.

It is also time to take a look at the challenges we have been hosting on the forum since November, we will show you the highlights and if you feel inspired you can join us at our forum for even more challenges.

This issue is dedicated to our long time staffer, Assistant Editor Karen, who is ill. Our thoughts are with you!

*Macthekat*

macthekat • editor







## Ask Bella

Article by rokade, photos by Rokade & LkeVelvet

Ask Bella  
Please help—the romance is gone from my marriage! My therapist has given me at least a dozen different reasons for the lack of intimacy but my husband is blaming our bedroom. I just don't understand how a room could be at fault. Our master bedroom is fabulous; just look at the pictures.

- Hankering for hanky-panky



### Dear Hankering

I have often wondered how children survive the decorating style of their parents. Let's see if we can spare your children the trauma!

As for the bedroom, I believe there may be some truth to what your husband is saying. Typically, the bedroom is a personal space; a private oasis where one goes to relax, rejuvenate and refresh the body and spirit. The master bedroom directly correlates to the well-being of the home.

Now, I make no pretense to be a design guru—wait, maybe I do—but honey, that room looks like an explosion in a Waverly fabric factory! As fabulous as you may think this room is, it is no wonder your man is feeling pressured. We are going to have to get down to basics if we want to fix this room (and your marriage).

First, you are going to need to free yourself from your addiction to this 1980's matchy-matchy style of decorating. Themed rooms fell out of fashion with plastic covered furniture (thankfully), and nowadays anything that remotely resembles the chintz style you are trying to create is just... well, let me be frank... tacky.

Let's create a style that both of you can enjoy together. I recommend a more contemporary look with modern, clean lines and simple artwork. Keep the color palette simple and neutral by choosing a color that is calming for both of you and using the same tones of it throughout the room. It will







help you to relax. Stay away from bold prints, bright colors, plaids and anything that screams »look at me«.

Next, you need to think in terms of balance and scale. You must consider the proportions of the bed and the surrounding furniture to keep the room from looking overwhelmed and awkward. Eliminating the footboard can give the room an illusion of space that isn't there when the bed is framed on all sides. Don't overwhelm a small space with lots of bedding and pillows as this creates a cluttered look.

Above all, don't make the room look too girly. Floral patterns and baby dolls are probably fine for a young girl's room (we can debate that another time) but shouldn't become a mainstay of your decorating style as an adult. Men can enjoy romantic interiors if they are done correctly. Keep in mind there is a distinct difference between feminine and luxury. Men generally are not comfortable with lace and baubles so choose fabrics and textures that are cotton,

velvet, and jacquard weave; even a little faux suede and leather can add elegance and class. This will give your room the sophisticated opulence you are trying to achieve without making the room decidedly masculine or feminine. It is fine to include items that give meaning to your space but pay close attention to how you display them. Since you are sharing this room with your love, he needs to have his style reflected too.

Hopefully, my suggestions will help to put the intimacy back in your marriage. And once you get this room fixed, don't be afraid to find romance in other rooms of your house.

The best of wishes *Bella*

## Bold and Beautiful Patterns



**SimsControl**  
www.simcontrol.es



Colour



*This pool-level room, is a room that embraces all three colors in a way that showcases the best that the soothing shades have to offer. White walls surround the space and brightens the below ground retreat by offering a perfect reflecting surface for the occasional sunlight that strays into the room. Turquoise and white dominate the palette here but without the addition of the pert yellow, the space would not be as festive or as inviting. The brief bursts of yellow here and there along with its cousin, orange, are needed and used just enough to keep the space interesting.*

This issue, we chose to use three electric colors in honor of the fresh, playful and color rich season of spring. We're going to use these colors in various rooms to demonstrate how colors, if implemented well, can affect a room's appearance and your mood. We're also going to give you tools to help you develop a color palette of your own.

**White** is the color that comes to mind when you read the words: pure, bright, crisp. The role this color plays in design varies depending upon what other color or set of colors are associated with it. Put it with darker colors to brighten the palette. Put it with pastels to achieve a softer look. If you choose to use it alone then you must be careful in how you implement it, or else the brilliance of the color will overwhelm your senses.

**Turquoise** is a color that comes in many different tints and shades. When a person speaks of turquoise they could mean sea-green, mineral green, blue-green or the aquamarine colors of the barrier reef. It is, in fact, this combination of green and blue that makes this one color so far reaching in its possible uses in interior design. Combine it with white and you get an effect that is very calming and pleasing to the eyes.

**Yellow**, in this instance, bright yellow, is a fun color most closely associated with the spring and summer months. Yellow helps to enliven any space and enhances the feeling of playfulness, especially in a child's room. Most find the color to be well used in kitchens, nurseries and in gardens or enclosed porch areas.



3 colors

# Spring Colors

By LkeVelvet & MactheKat

# FFFFFFFF

# 4CD7FF

# FFFF6B

The first thing that registers when entering a room for the first time is its color. You can have beautiful ornaments and name-brand furnishings but if the color is off, all you'll be left with is an expensive disaster.





## Turquoise

**Turquoise** takes charge here and reigns supreme. The beach-wood floor has been painted a lovely blue-green, grounding the room and adding a solidifying presence to the turquoise wood-trim doors and windows and the slate kitchen counter tops. **Yellow**, paired with a bright infectious red makes the potentially laid back room, sit up with color and zest. **White**, although plentiful, is muted so that its natural intensity doesn't contend with the other colors in the room.

## Yellow

**Yellow** is not to be taken for granted. It can hold center stage all by itself. Notice how your eyes are immediately drawn to the bed and negate the white? One color does not have to be used on every surface to grab your attention; the opposite method is used here. If you want to draw attention to one color or object, the best way to make it stand out is to make everything else blend in and what better way to do this than to use the same color throughout. But what about the chair? It works as an accent and nothing else. Use this trick sparingly; it does not work with every color scheme.



## White

**White** is a color most home owners approach with some trepidation. It is a high-maintenance color, especially when it comes to furniture. Child enriched families run screaming in terror at the thought of bringing home white sofas, chairs and rugs; although this is understandable, white is not a color to be feared. Consider a kitchen graced with

white appliances and stone tile floors and half walls. There's no danger of harm here. White wood shelving and brown wood cabinets trimmed in the brisk color add a certain crisp, clean feeling to the oft used area. In a space like this, our chosen color offers a much needed brightness to the heart of the home.





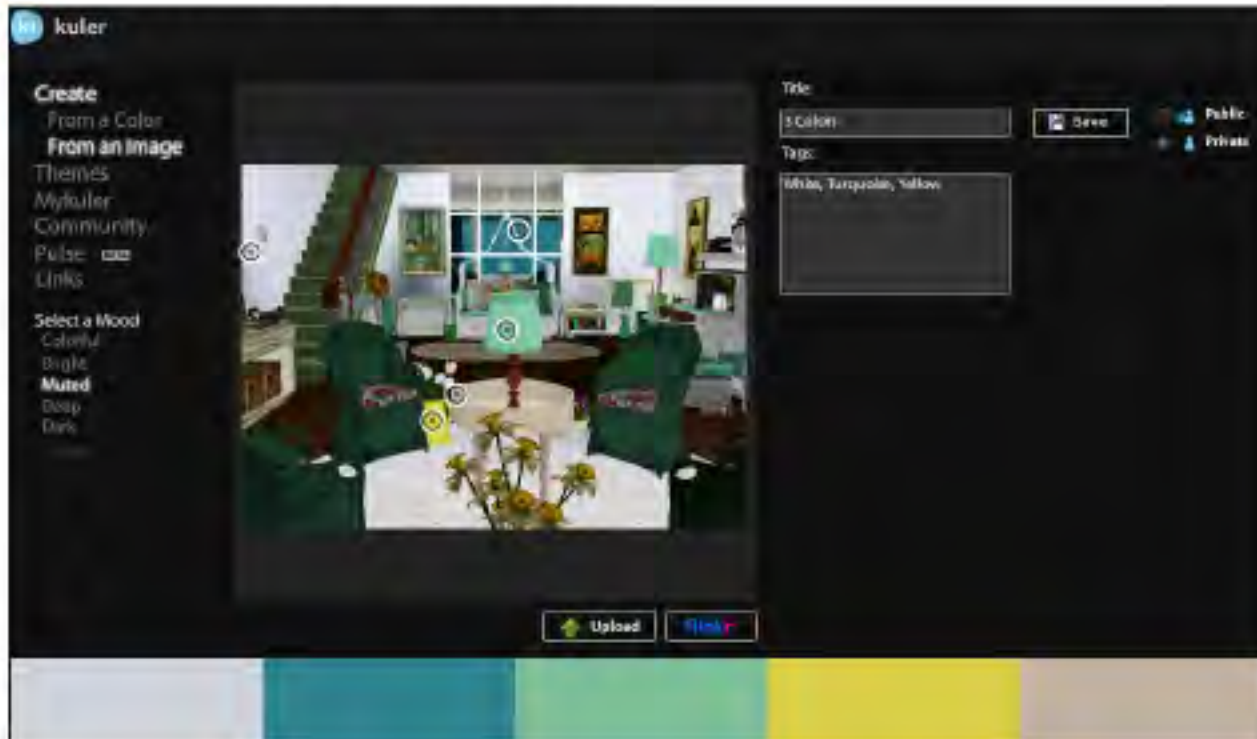


## Your own color scheme

Interested in coming up with a color scheme of your own? Try visiting some of the color havens on-line. One particular favorite of mine is Kuler, found here: [kuler.adobe.com](http://kuler.adobe.com). It's a wonderful little tool for beginners and it's very simple to use. Here's a suggestion, find a favorite room, take a picture and upload it to Kuler, it'll create a color scheme for you. It will also give you the hex numbers, color wheel and different combinations based on color theory.

So there you have it - three colors, three color schemes and a brand new shiny tool to make your

own! Work your magic, have fun and stop by the forum to showcase your results. We want to see your take on 3 colors.



Kitchen Clutter BYHSD



# turquoise finds



## Turquoise, the color of the gods!

Well no, not really but it is the color of choice. The only choice when it comes to an eye catching color that says, taste! We have finds for you that are tasteful, beautiful and just plain handy to have. Peacocks can't be the only animal to have all the looks so click the link and partake of the wonders of the gods!

*Pictures by Ankuuh & Writing by LikeVelvet*



**Wooden Chest**  
Simply Styling  
(Bedroom pg. 9)

**Turquoise Side Table**  
Pink Rabbit



**Ikea Poang Armchair**  
MissPiggi @ MTS



**Dining Chair**  
Simply Styling  
(Dining Room 9)

**Single Bed Sheets**  
Mango Sims  
(Bedrooms pg. 3)



**Candles**  
Simply Styling  
(Miscellaneous 12)



**Turquoise Wall**  
Anna's Sims  
Blog



**First Mate's Desk**  
Family Fun Stuff Pack



**Patterned Sideboard**  
Magnoliae's Blog



**Turquoise Chair**  
Pets EP

**Decorative Peacock**  
Apartment Life



# designer tips

Written by: Macthekat, LkeVelvet, Carrie is Gnarly  
Layout by: Carrie is Gnarly



Credit: Ankuuh

**Tip 1:** Try using modern patterns on old fashioned furniture and vice versa to add some variety to your room.



Credit: Ankuuh

**Tip 2:** Weave is a pattern and texture that is sometimes overlooked as a valid decor staple or relegated to baskets alone. Chairs, lamp shades, curtains or even tables can be prime candidates for weave designs.

**Tip 5:** Storage areas can be decorative as well as utilitarian. When you're in short supply of hideaway closets, be bold, bring your storage out for everyone to see.



Credit: Motherof70

**Tip 2:** Children's toys and deco items shouldn't be hidden away in your little one's room. Bring them out into the dining area or the living room for a touch of realism and bright, fun-filled details.



Credit: Lilymayrose

**Tip 4:** Bright, dynamic colors add life and buoyancy to a space. Don't hesitate in bringing these colors into the bedroom. After all, it's a space used for more than sleeping.



Credit: Umi

**Tip 6:** Wood. Whether it takes the form of planks, panels, bed frames or dog shoes, wood is a texture that adds warmth and a touch of nature to any space.



Credit: Beatdoc16



Credit: Lemoncandy

**Tip 7:** Worn, distressed furnishings and wall dressings can be as elegant and classic in their design as any high-end merchandise. Don't be afraid to dress up your space with those second-hand, sometimes third-hand items.



Credit: Lmhwijs

**Tip 8:** Bring your patterns to life with decor items that echo the print. The leaf patterns used here are enhanced by the natural plant life that has been incorporated into the design of the room.



Credit: Gustavo Vitor



**Tip 9:** A single splash of colour can bring a room to life and add a bit of fun to your space.

Credit: Lmhwijs



**Tip 10:** Neutral tones induce a sense of calm and relaxation; take it a step further by using a tone on tone palette for an enhanced feeling of soothing tranquility.

Credit: carrie is gnarly



**Tip 11:** When decorating a room, use the 60-30-10 rule. 60% will be your primary color, for example, your walls. 30% is your secondary color, for example, the color of your sofa, bedding or even carpet. The last 10% is saved for accessorizing the room. You can use this on pillows, curtains, or even a painting on the wall that uses this as the main color.



# motherof70's Blog

Endeavours in creating and playing a historically inspired neighbourhood.



# Tone on Tone

*Article and Photographs by Adalita*

We often think of a monochromatic colour scheme as being boring and all white. However, if well done, a monochromatic colour scheme can be both interesting and soothing, making your space an enjoyable place to relax.

A monochromatic colour scheme is where one colour completely dominates a room. This scheme usually uses three colours together. This is done by adding black or white in order to lighten or darken the original colour; add white to blue and you create a light blue, add black to create a dark blue. This type of colour scheme uses various tones of a single colour which creates harmony within a room. Here are some ways to carry it off with high style.





Neutral tones such as white, off-white, taupe, gray or beige give a sophisticated, versatile, serene scheme. Add contrast by varying the colour values - for instance, use toast, wheat and buff in a beige scheme.



Use varying textures and sheens in the room for subtle shifts in the colour. A beige room could include a matte bleached-oak floor, a sisal rug, orange-peel-texture semi gloss walls, a chenille sofa, a suede recliner and unstained tables.







Link your monochromatic-scheme room to adjoining spaces by continuing the main colour and accent colour, although you can introduce another colour or two. For example, a white living room with forest-green accents could blend into an entryway with pale sage-green walls, evergreen and butter cream-yellow accents, and a white floor and white mouldings.



So don't be afraid to use varying tones of one colour, it could have more impact than a bright and colourful room.





fill your  
home with  
**Colour**

We all have our own favourite colour and, let's face it, sometimes we can go a bit over the top when using it in a home. There are only so many rooms you can decorate in dark woods with shades of blue, or creme and white before it gets just a little overdone. So check out some colour inspiration found by LivingSims for you, and fill your home with colour!

*by Declan*

Red: # 830906  
Golden: # C28800  
Gray: # 2D2029  
◀ cupcak3xx





Zhaana ▲

Brown: # 653716

Green: # C5C541

Turquoise: # 5F8850

Orange: # A56740

Turquoise # 2E5C5A

Blue: # 3494A4

◀ DeccorIna



Orange: # 915C34

Tan # 87977D

Golden: # E3AF1D

◀ Zhaana

Dark Red: # 51240D

Brown: # 3D1D12

Golden: # C57F27

WindsorErick ▶







Zhaana ▲

Blue: # 73A19F  
Green: # 679F24  
Wood: # CB742D

Blue: # C2E7F7  
Turquoise # 2ED3CF  
Yellow: # DEBD5E

◀ Spacerox



Blue: # 8AADB3  
Red: # CB432B  
Green: # AF4F41

◀ sixtyten

Blue: # 7BA2B1  
Green: # 8BA659  
Wood: # E4BE69

HappySimmer ▶







cmforest ▲

Purple: # 342350  
 Yellow: # CFB75D  
 Wood: # 341A09

Blue: # 45556F  
 Yellow # C89B3E  
 Wood: # 4D3123

◀ *Speechless*



Wood: # 421707  
 Blue: # 2F2D3F  
 Green: # 5B735A

◀ *Martine*

Blue: # 003039  
 Wood: # 7B6F58  
 White: # FFFFFFFF

m\_evans ▶







◀ *cupcak3xx*

*Leela* ▶

Wood: # 906143  
 Salmon # F9AFA4  
 Pink: # A82859

Gray: # A7A5A8  
 Blue: # 89D4CD  
 Pink: # D26175



Gray: # 928C78  
 Dark Gray: # 41403E  
 Purple: # 644B4F

◀ *Martine*

Beige: # B79D62  
 Turquoise: # 0D9587  
 Pink: # CA4268

*Ankuuh* ▶





Future Design Classic?



We'll Let You Decide...

# Snow White

*Photographs by Macthekat & LkeVelvet || Article by Macthekat*

When I think about interiors that are dominated by white my mind always takes me to those Scandinavian summer homes, with their white painted wood, light wooden floors and lightly worn look. For me, as a Scandinavian, white is the default colour of a wall or any part of the interior. We have used white to create light inside our houses ever since we painted over the wall paintings of our churches after the reformation. Scandinavia is a dark place in the winter so we crave light, but we are also big fans of live flames, that create a cosy atmosphere anywhere. I know that many people outside my little corner of the world find white hard and uninviting, so I will try to show you how it can become more inviting and less hard.





## Room 1

This is a very typical example of the style found in Scandinavian summer homes, though this is not a holiday house. The main ingredient is painted wood and fabrics. Contemporary furniture is mixed with antiques and whimsical details, like the birdhouses on the wall. Soft beige, light blue and a hint or two of pink, warm up the space.







## Room 2

If you are going for a grand feel, but do not want the space to feel like it is stuck in the 1890s, white is the perfect choice. In this lounge the two-floor high room seems even more grand because of all the space and light the white interior creates. Light tones of grey have been used together with true white. Texture and fabrics create depth in the room, it also adds to the rich feel. Accent colours light up the room and break up the white surfaces.







### *Room 3*

White bathrooms always look crisp and clean, but this contemporary bathroom has taken this idea to the limit. The clean lines and crisp white features, create an airy room. The effect could have been hard and cold, but plants and round lines soften the look and make the room almost feminine. The details around the room move it from hotel generic to a room that feels like a part of the home.

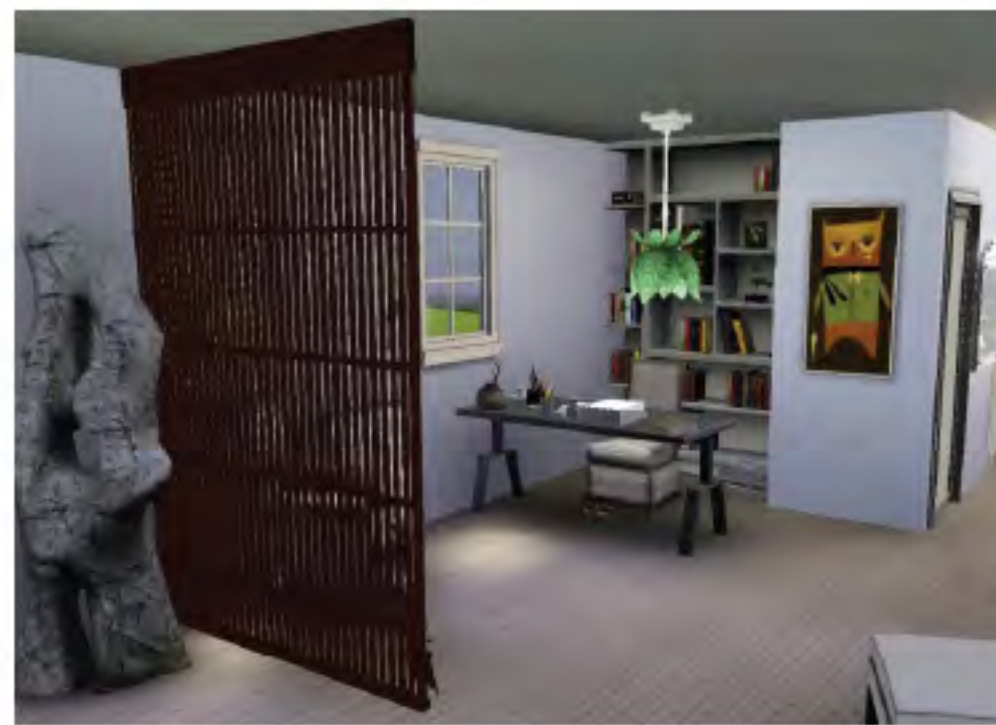






## Room 4

In this contemporary multi-purpose room, white is the main colour, but far from a solo-player. White is used to tie the room together and to lighten up the space. Sparks of colour and small interesting objects bring the room to life and add tons of personality. The white does not only tie the different areas of the room together, but provides a calm background for the quirky vintage items that have been used around the room.





KAY  
JEWELERS



So,  
you want to be a  
**Photographer?**

Article by LkeVelvet

Past issues of Living Sims have introduced picture taking/editing techniques that will help you 'put your best foot forward' with your finished pictures. This issue we're going to introduce various methods of composition. What's the use of having a beautiful space to share, or a nice sharp snap shot of a room that's half out of frame?

Every kiss begins with Kay.®



Composition is more than creating a room, pressing the 'C' button and editing in your favorite photo editing program. I'm going to share what I've learned about composing the perfect shot with you, in hopes that the photographer inside you will awaken. Master the following composition methods and apply them with care and I promise, you will have a photo well worth the time it takes to sharpen and prettify to your heart's content.

There are many ways to compose shots but not all realistically apply to The Sims's camera tool so we're going to focus on those that are relevant to the game and interior design.

The first method we'll look at is, Framing. The concept is to compel the viewer's attention to a subject in your image by blocking out other parts of the same scene. Framing can add depth and meaning to a space. An arched doorway hints at the architecture, and further, the geographic location of the space. A room as viewed through a

mirror or window gains an 'other worldly' quality and intrigues the viewer.

The shapes of those objects you choose as frames can also affect the perception and mood of the viewer. Round shapes can add a bit of fun, while square shapes can reinforce solemnity and order. Framing is a very effective composition tool and is easy to achieve, especially for beginners.



credit: Lillymayrose

## Framing



credit: beatdoc16



credit: Zhaana

## Rule of Thirds

The next method is better known than most. Indeed, it is often the first method taught to most budding photographers. It is the Rule of Thirds, a more modern version of The Golden Section method of composition studied and implemented by the great artists of the Renaissance. It doesn't matter which carnation of this particular method you choose to use; they are both based on the theory that says the eyes gravitate to a point two thirds up the page.

Take a mental picture of your desired space or subject. Now 'draw' two equal-distanced horizontal lines across the image and two vertical lines down the same image. The "golden sections" are the points at which those lines intersect. Your goal is to place your points of interest at these points or as close to them as possible. With these intersecting lines you can clearly see where the foreground, mid-ground and far-ground begin and end. If you desire to take an exterior shot of a home you've just completed, try lining up the horizon along one of the horizontal lines for a more balanced look. It's never desirable for your point of interest to be placed dead center. But as with any rule or theory, there are exceptions.



credit: Zhaana

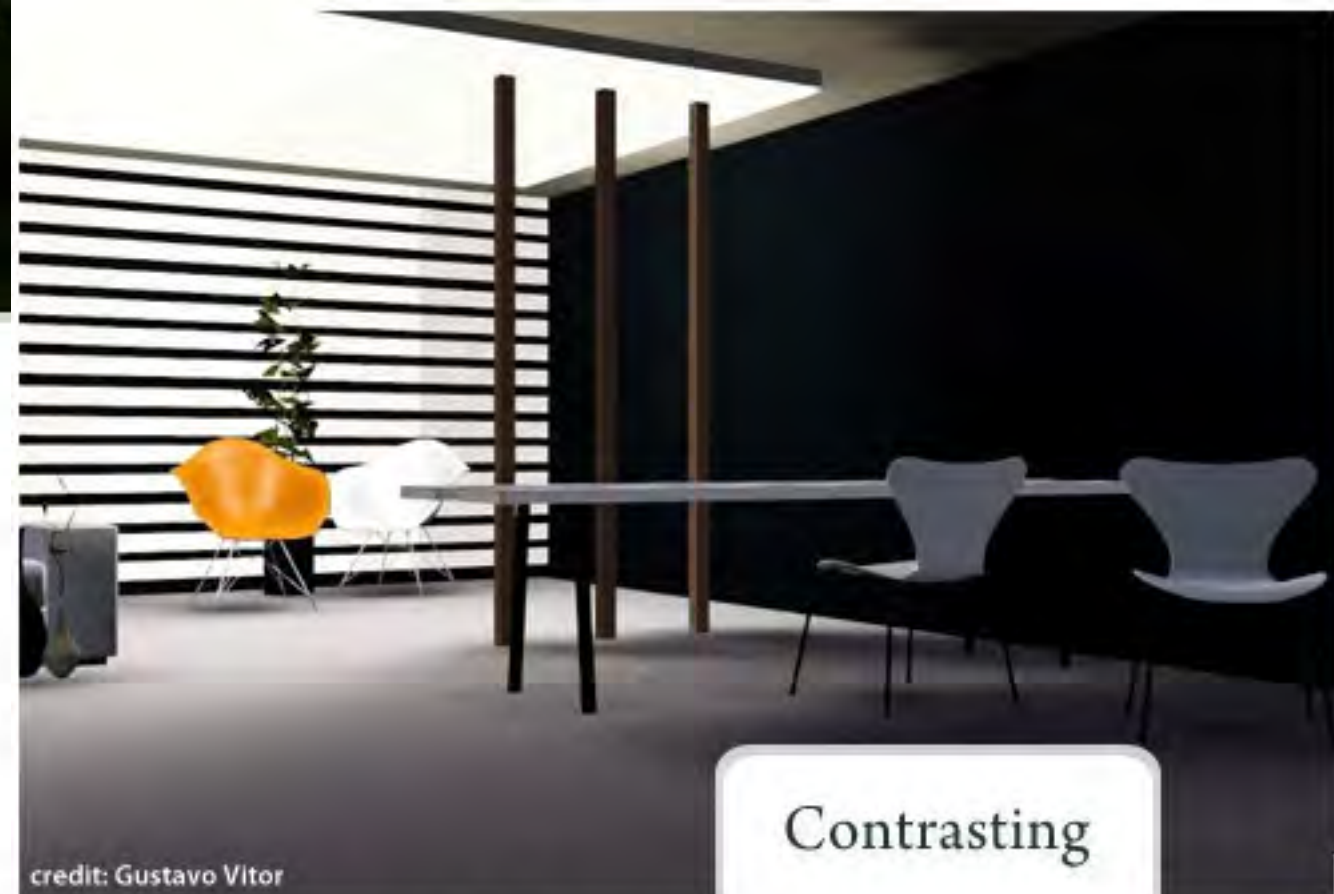




## Fill Your Frame

This leads us to, Fill Your Frame. Empty spaces are useful in some instances; minimalist shots are sure to have some but they're not usually sought after. There is nothing more straining to the eyes than trying to make out the details of a room, lot or a Sim in action, from far away. Don't be afraid to get up close and personal. The closer the better.

Map out what you want in your image (sometimes you may have to rearrange items for a more pleasing result) and then zoom in. This does not mean that you have to use the 'Z' key like a mad scientist on speed. Just nudge your up-arrow key a few times and sort of 'sneak up' on your subject. Your eyes will notice the difference.



credit: Gustavo Vitor

## Contrasting

Contrasting is yet another way to add drama, intrigue or to pique ones interest in a photo. You can use light or the lack there of to draw the eye to or away from an object or area of your choice. Falling shadows or swinging lights affect the mood of a picture, sometimes more than the placement of your subject.

You can use contrasting colors to achieve the same effect



credit: Sudoku



credit: cupcak3xx



## Diagonal & Directional Lines



credit: Gustavo Vitor

There is one last method I'd like to share with you. Diagonal Lines, or what I like to think of as 'directional' lines, can draw viewers into, and their attention toward, the central focus of the picture. Lines can be any shape, path or detail item that 'leads' to a point. A line of trees, a dirt path or row of columns is an example of directional lines. Two lines that come together from different parts of an image and lead to a single point of interest are called, Converging lines. This is even more effective.

Theories, methods and tried techniques are what we offer you for a more focused way of approaching your Sim centered photography. That having been said; don't forget to have fun. There are times that when breaking the rules will have better results, so in the end just experiment and see what works. Think about those things that catch your attention when viewing an image and then try to duplicate it. You can take a striking picture simply by changing angles. Taking a snap-

-shot of a kitchen from above instead of below can reveal hidden treasures and vice versa.

These are just a few of the many ways you can improve your photography skills and come out with results that please you and your audience alike. Take these methods and try them outside of the Sim universe and you may find that your inner photographer has not only awakened but longs for more.

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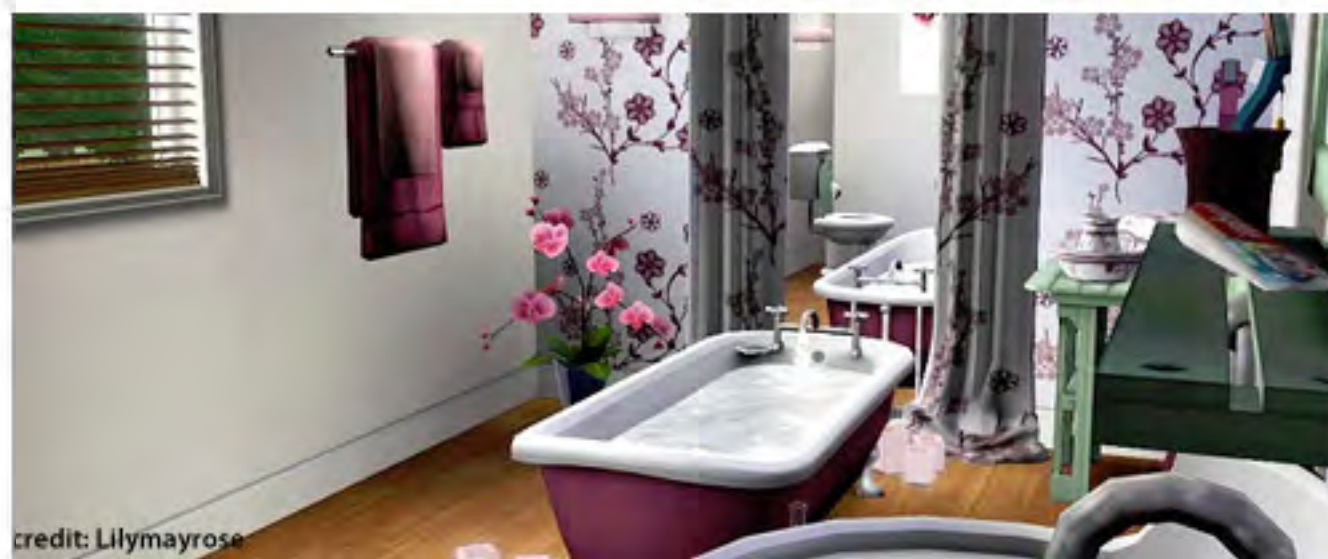
Want to see if you can recognize the different composition methods when you see them? On the next page, there are a few photos for your perusal. Remember, there can be more than one method used in a shot so look carefully. Have fun!



credit: Cerridwen



credit: Martine



credit: Lilymayrose



# Stripes, Stripes and more Stripes!

These striped oven mitts add character to the room, and emphasise the main colour palette of the room.

*Credit: Daytonaraceway*



Striped walls can create an illusion of higher ceilings, and these pale green stripes give the room a spacious feeling.

*Credit: Lemoncandy*



The use of stripes in this room gives a fun, funky feel to the room, which is great for children.

*Credit: sixtyten*

Stripes can be subtle or bold depending on how much contrast there is between the colours in the pattern. A pattern with stripes can be simple with just two colours and stripes of equal width or they can be complicated patterns with many different widths and colours.

Stripes can make a room look higher or broader when used on the walls. They can also be sophisticated or bold statements in any room. When they're combined with other patterns, stripes tend to bring the elements together. It all depends on how and where we use them!

*Text by macthekat & Tellemonstar*

The striped material used for these sofas harmonises the rooms colour scheme.

*Credit: Ballarose*



This is a start of a new series of inspiration on how to use different types of patterns in creative ways. Each issue we will feature a new pattern and a number of our readers' pictures using the pattern.





These framed striped wall paper samples are cute and colorful. They add a burst of colour to the room and offer a cheap alternative to prints.

*Credit: Umi*



The repetitive use of stripes here softens the potentially overpowering effect the array of textures in this room could cause.

*Credit: animefemme69*

Striped chairs break the blocks of colour in this room and ties the room together.

*Credit: Speechless*



This striped rug adds both colour and texture to the room.

*Credit: Ankuuh*



This striped rug adds texture to the otherwise plain wooden floors, and still works with the rest of the decor.

*Credit: Ankuuh*



The striped fabric used on the sofa and armchair make a sophisticated statement in the room.

*Credit: animefemme69*





# Straighen Out Those Sheds!

Storing away yard equipment and tools in a slapshod fashion is a good way to end up with a room full of junk, not to mention the possibility of causing you injury. Living Sims has a few tips for setting things straight and keeping your work/yard shed in tip top condition.



Text by Lkevelvet & pictures by ajÖya



Winter is on the decline and Spring, filled with days of sunshine and rain, is just around the corner. Spring is a season when all things cold and dreary are washed away and made new; hence the term 'spring cleaning'. Those of us who have lawns to mow, hedges to trim and fences to paint can't afford to settle for 'cleaning house'. We have to go beyond our freshly swept porches to the shed. You know that dark, musty little room normally stashed behind the house and well out of view of nosy neighbors? Well, now is the perfect time to clean things up and get it organized.

If you're like me then you probably find it difficult to keep the clutter down and separating the necessities from years of collected junk takes time that we often do not have. If you have an assortment of shovels, spades, rakes and shears then you know that they have a knack for taking up a lot of space. The first thing to remember when tackling this task is that you should find a space for everything.

Take up those useful but potentially dangerous tools and place them out of the easy reach of children and animals. You'll save floor space and your shins at the same time. A wall shelf or two is ideal for stocking painting supplies and the like. While you're at it, why not add some cabinets for those items that need to be kept in cool, dry places? Installing hooks for shovels and rakes will make it easier to maneuver in small quarters.

Don't forget to make room for stools and ladders along the walls. And when you run out of wall space there's nothing wrong with taking it outside. You don't have to stow that lawn mower indoors all season long. Let's face it, you're going to need it and if it's outside you'll be reminded to actually use it.





Another idea is to make use of any old tables or small storage units you may have on hand. Tables and table tops are good for up close handy work like pottery, and works well as a prep area for mixing paints or handling solvents. Fill the open space beneath with items that you want near like buckets, flowering pots or foot wear that's best suited for the outdoors.

Extra space means more efficiency and opens up possibilities for additional conveniences like a utility sink. You don't want to travel back and forth to your kitchen sink and risk spills and unhappy accidents along the way.

If you are lucky enough to have yet more room then you would do well to treat yourself to a 'must have' item: a refrigerator. Large or small, a refrigerator will store those nice cool beverages that we all long for after a long day of hard labor.

Contrary to popular opinion, sheds don't have to be dark, damp and destructive. However, they do have to be utilitarian and efficient; these two bed fellows of order, make for a better work area and less stress for you.



# SUGAH'S PLACE



SPOIL YOUR SIMS  
IN RECOLOURS





GETTING IN SHAPE,

# *SIM* Style!

This neighborhood gym has it all, from sim aerobics and weight training to Pilates and swimming! Sim community lots are prime social spots and if planned well, your favorite sim guys and gals just may get a chance to socialize with their favorite guys or girls!

Pictures by Martine & Article by LkeVelvet



We all know in the real world not everyone visits the gym to buff up. They go to show off their six packs and toned physiques or just to meet up with co-workers they don't have time to chat with during work hours. Well, sim life is no different. How many times has your athletic sim visited their local gymnasium to find the floor crowded with other sims who weren't of a mind to 'sweat it out'?

Martine, one of our gifted lot creators, has created the perfect example of how to build a gym that will cater to the needs of all your neighborhood socialites and aerobic-mad sims. She didn't settle for four walls and a few treadmills. Instead she designed a two-story health club that offers a little something for all. This health facility's floor plan is open and wide, no crowding in the aisles here! The floor to ceiling glass windows offers a view of the scenic surroundings outside and there is an upper level balcony overlooking the pool.

On the first level Martine has a welcome/registration area for potential club members; upon their entrance they are greeted with a statue that embodies the theme of the lot. What sim wouldn't be inspired by such a cutting figure? A visit to the sun lit swimming pool, vast in its size and beauty, is sure to appeal to even the laziest of sims. Chaise lounges were strategically placed, pool-side, affording ample opportunity for long conversations or shut eye if







that is what is needed. Notice the subtle touches she's added to lend authenticity to the place - the floating chair, the pool ball that lays ready for anxious hands? Care for a quick sluicing off after a swim? Check out the locker rooms; there's one for the ladies and the gents. Each room has a row of lockers and benches for the convenience of its visitors.

You'll find even more treats for the health conscious sim upstairs. There is a wide range of choices available for those who desire tone instead of bulk. Treadmills, a favorite for walkers who prefer artificial air to the unpredictable elements of nature, are lined up in a row - don't forget the television for entertainment please! Some of our pixelated pals want a little more bang for their simoleans; take a look at the weights, large and small, and the all-in-one weight trainers - muscles scream in protest at the sight. Exercise balls, trampolines, and step aerobics, are all on hand and so much more.

Community lots don't have to be boring or bland nor should we forget aesthetics during the planning stages. Maxis gave us functional lots that we all know are not pleasing to the eye. So let's take it a step further and make our lots functional, fun and fabulous!



# The 60 minutes Makeover

Do you have what it takes to make a room look grand in 60 minutes?



Join the Challenge at LivingSims forum

## Glamour Life Doors leicester @





# DRAGON WATCH

BASE CAMP - HOTEL  
SHANG SIMLA, CHINA



## DRAGON WATCH

Award Winning Hotel

- Adventure Board
- 6 Bedrooms
- En-Suites
- Kitchens
- Lounge
- Great Views

Dragon Watch Hotel, 10 Dragon Watch, Shang Simla, China

# New Life to an Old Barn

*Writing by Tellemonstar*







## Magnoliae's Makeover

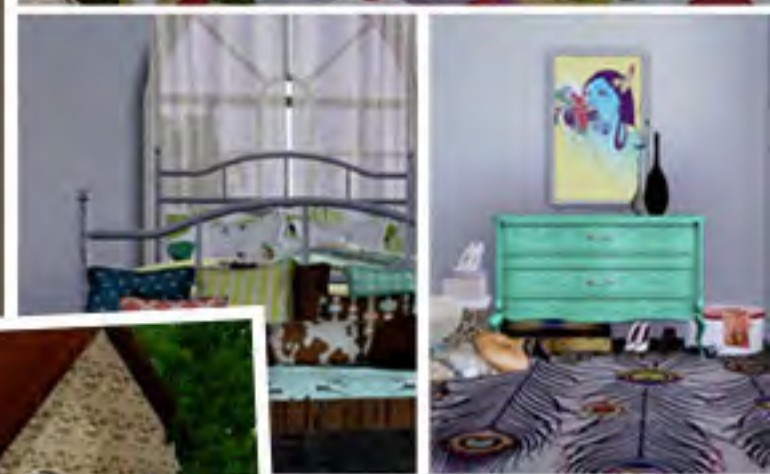
Magnoliae's makeover kept the authenticity of the American barn she chose on the outside, right down to the cobblestone path and red wooden walls. Long windows were added to allow lots of natural light to fill the rooms inside. A lovely eggshell blue paint covers the walls of the living areas, which suits the reclaimed brick (from other parts of the barn) fireplace and kitchen backsplash. Comfortable and practical but stylish furniture fills the living room, as well as a few nick-knacks that bring some character into the room. The kitchen's modern appliances suit the decor rather than being jarringly different. The breakfast bar provides an area for snack times and homework, whilst the dining room brings a little colour with the black table and red chair cushions.

The first of two children's rooms is a brightly decorated, yet simple room for a young active boy, the second is decorated for a young girl. Simple and practical wooden and plastic furniture that is sturdy enough to last until adulthood have been used to create an illusion of space. The children's rooms are separated by a joint bathroom. Upstairs, the nursery is decked out in pale purple with a magnificent view of the garden and countryside. The master bedroom is a relaxing area with clean lines and a huge window that allows for plenty of natural light. The master bathroom continues the soft eggshell blue colour of the main living areas, which makes the room seem much larger than it is.

## SR4's Makeover

SR4's makeover of the Italian style barn kept the lovely rustic nature of the stone as a main feature of the outside, with a simple and easy to maintain garden. The living and dining areas are light and airy, with plenty of natural light let in by the enormous windows. The white colour scheme is beautifully accented with patches of colour, like the pink and green patterned dining chairs, and the large mat on the floor of the living area. The kitchen area is small but practical, and not at all squashed in.

The master bedroom is cleverly decorated with cushions and brightly coloured accents that add the necessary touches of colour without overpowering the room. The bathroom features stone-brick walls and a large claw-foot bath. A few plants add a nice touch of green to the room to accent the grey & black of the walls and floor. The upstairs sitting room is brightly decorated with animal print chairs, and a huge wooden wall mask.





## Ankuuh's Makeover

Ankuuh's makeover of this Norwegian style barn starts at the beautifully blooming garden. Flowers of every colour and size bloom, with a couple of small seating areas to observe the comings and goings of the world. The inside features a practice area of budding ballerina's and wooden wall-paneling in bright colours. The master bedroom is a wonderful mix of contrasting colours with green and orange walls, and dark woods. The African wall masks and interesting trinkets give the room a broad appeal. The study is practical and stylish with plenty of natural light from the windows. A couple of bright prints on the walls, with the desk going from wall to wall to optimise space.

The kitchen is modern, with wood cabinetry and a green microwave. The dining room uses both booth-like seats and chairs for a fun and practical way to eat and entertain. Wooden wall cabinets display and trinkets whilst allowing more space for the piano and living area. The comfortable, modern red chairs and sofa suit the warm colours in the rest of the room, whilst the accenting green brightens.



## Cari4003's Makeover

Cari4003's makeover of the American barn got rid of the bold red paint and uses white paint on the wooden walls to give the house nice clean lines. An outdoor entertaining area is out back and a large pond and bright flowers finish the front garden. Inside the abundance of wood could be overpowering, but is broken up by greenery and the brightly patterned sofa in the living room. Exposed beams and tall support beams give a rustic charm to the inside. The laundry & gym area are clean and free of clutter because of the metal clothing racks and shelving that has been used.

Upstairs the kitchen's modern styled cabinetry is of a much paler, contrasting wood the make use of space effectively. The breakfast area provides a great place for a cup of coffee while reading the newspaper. The master bedroom is full of wooden furniture that is complimented by the pale green wallpaper. A beautiful antique dresser has the perfect place just below the window. The study/den is spacious, and the wood is softened by the carpet on the floor. The glass-topped desk, and orange couches bring a nice touch to finish the room.



# One Man's Trash is another ~~Man's~~ Treasure

## Woman's

I get up at the crack of dawn having carefully laid out my plan of attack the night before and hit the streets with a mission. The old adage, "The early bird gets the worm" couldn't be truer. After all, you just never know what you are going to find.

My cohort in crime is generally my husband, John, and without him I wouldn't be the skilled junk collector I am. Armed with his yellow Ford truck, he plays an important role in my mania: moving man. I cannot be expected to concentrate on the bounty before me if I have to carry and move it too! He does so with little grumbling as he knows that I am an addict and there would be no point to arguing with me over the value of a 25 cent teapot that my heart is set on owning.

To the uninitiated, a white elephant sale might look like just so much junk but let me explain the significance of one. No mark up. None! Nada! Zip! Zilch! Everything you see has already been purchased by someone years before who didn't understand its charm and no longer wants it cluttering the house, the garage, the closet, or the storage area. Bargains galore! That is where I come in. Having spent a lifetime loving items that others find no use for ... I am in "hog heaven!"



Sometimes I feel like I should be standing in one of those support groups, saying "Hi my name is Sandy and I am an addict". I can't help it; I am a self-professed rummage sale fanatic. I love the thrill of the hunt! This sport, as I like to call it, isn't for the faint of heart or a lazy Susan who likes to lay in bed until noon. No Sir! My motto is, "If you snooze you lose!"







When I arrive at a rummage sale, I make sure I find the owner to engage in a little small talk, after all this is a social activity as well. It also gives me a chance to size up the sale and look for the best deals on the large items first. It is the simplest way to make short work of a cluttered garage. Dressers, benches, old trunks and the like are the first booty I snag. That keeps John busy loading my treasures while I get to peruse the smaller items.

This is where having made contact first gives me a leg up in the bargaining arena. I love to bargain but it wasn't a skill I was born with; I learned it the hard way years ago when my obsession first became evident. There were several times when I knew I had paid too much for an item and that nagging feeling might just have put an end to my garage sale days.

Yet, as luck would have it, I stumbled on a valuable technique—the reluctant attitude. Now I am no actress, but I can put on a poker face that screams lack of interest with the best of them. On the outside, I am the buyer who vacillates at every purchase and is haunted by the feeling of buyer's remorse. On the inside, I am giddy and struggling to control the excitement of my new found treasure. Having honed my skills and facial expressions through years of yard sales, I am a seasoned pro. When it comes to the "haggle" I am the Ali Baba of the flea market.

I have always been a curious person and perhaps that is the real root of my passion; sometimes I am totally amazed by the bizarre stuff that people are actually willing to say they own. It makes me wonder what goes on behind closed doors. My voyeurism aside, I tell myself that garage sales are actually good for the environment and helps out by recycling. John just nods his head in agreement as he knows there is no sense in pointing out my flawed argument. He knows that I am hopelessly addicted to the thrill of garage sale junk and there is no way to cure me. I get a little giddy when the cold weather turns and the smell of spring is in the air. Be still my pounding heart, it is garage sale season!

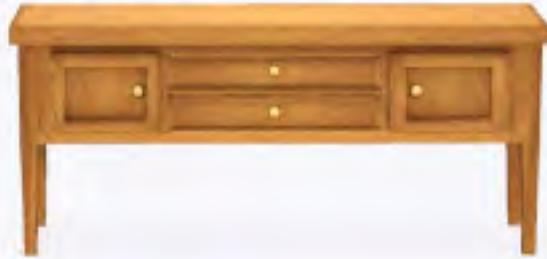




# New & Hot: Storage Finds

What better way to start organizing than by buying some new storage space?

Momama at TSR



HugeLunatic at MTS

Simtrastos



Shakeshaft at TSR



CarpeDiem at TSR



Shino&KCR at TSR



Awesims



Exotic Elements



Angela at TSR

Roan at TSR



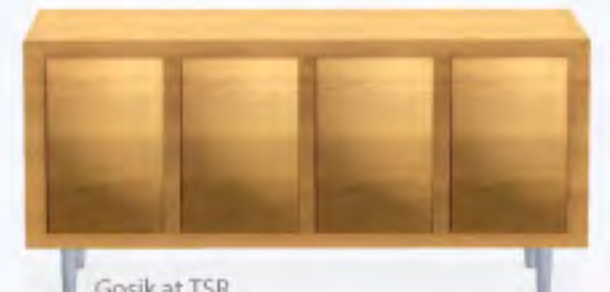
Pilar at SimControl



Sasilia at TSR



Awesims



Gosik at TSR





# GOT GARAGE?

Traditionally, the garage is the most overlooked, underused room in the house! A garage can be so much more than just a dumping ground for unwanted items or a space to park vehicles. A garage conversion might be just the solution to a shortage of living space. These days, garage space can be a windfall providing a multi-functional space – need a new bedroom, a guest house, workshop, a weight room or even space for a home business? The square footage required is already there. Depending on whether the renovation is temporary or permanent, a garage conversion can cost significantly less than adding on.



## Ankuuh's Makeover

It can be a challenge to take on a dark, damp, windowless room and turn it into a cohesive part of the house. Any transformation of the room requires careful thought and planning. Things like insulation and a heat source can be the difference between a great usable space and one that is just tolerable.

When Elizabeth "Eli" Morgan, needed space for her upstart clothing line, "Urban Beats," she hired an architectural firm to carry out her vision. "I needed a space that was professional as I frequently have customers and buyers in my home. The area not only had to display my finished product but also needed to allow for storage of bulk fabric." For Eli's conversion, she wanted a clean modern look for her business; she also felt that it was central to have a space that, as she put it, "would allow



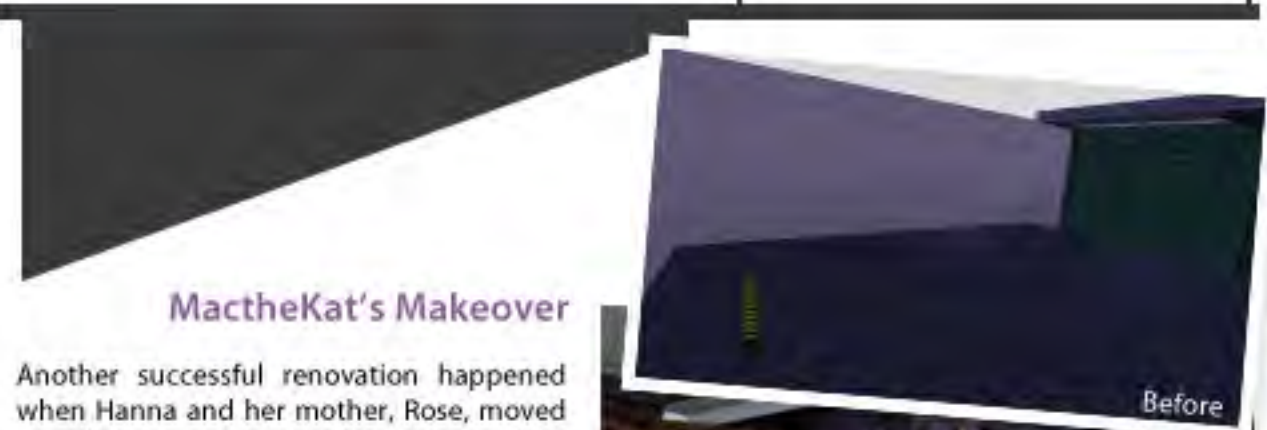


me to be creative." As part of the renovation, Eli was concerned about how removing the garage door would impact the exterior design. "It was important to me to ensure the conversion of the garage unified the overall exterior of the house; so we left the garage door even though it doesn't function anymore."



future author to write vampire books and create graphic novels. "I hope that her room will inspire her and perhaps even soften her a bit," Rose conceded.

There are those people who find they can't commit to the spirit of a garage conversion; moving in odd bits of furniture and accessories to make the space seem less like a garage but never fully utilizing the space toward any particular conversion. It can be difficult to give up that dedicated space that belongs to our vehicles, but for those that do, garage conversions are the hottest thing in design right now as the options are endless. Especially when one considers the required space may be just a few steps away.



### MactheKat's Makeover

Another successful renovation happened when Hanna and her mother, Rose, moved into their current one bedroom home. "We didn't own a car when we first moved in and so the space just became a storage area for us," Rose explained. "Hanna had just turned 15, and like all teenagers, she needed a space of her own. That is when I started giving some thought to converting the garage." Hanna and Rose did all of the work themselves and since they were renting the home, they did not do anything too permanent to the structure other than adding the window to bring in natural light. "I let Hanna decorate the space to suit her personality – which is romantic Goth at the moment," Rose added teasing her daughter. "I think my mom was concerned that I would turn the space into a bad theme room but I think I showed her I could create a serious space." And a serious space it is! One designed for a





# Buggybooz Retreat

sims 2 creations



Does your sim have a green thumb? Can't keep 'em out of the garden? We have just the gift, actually a few gifts for your nature loving friend. Bushes, trees, garden deco and even a fountain can be found in our garden gift bag! Don't leave your sim hanging, get busy clicking!





# 21 Garden Treasures

1. Manor House Collection
2. Manor House Collection
3. Macarossi Pond Set
4. AussieTopEnders Bigger Bougainvillea
5. BitzyBus Tree with Birdbox
6. Resplendant Garden
7. Hollyhocks
8. Eponymous Garden
9. Bushy Tree Sirona Sims
10. Smaller Willow
11. Eponymous Garden
12. Invisible Fish Tank
13. Macarossi Pond Set
14. VerdantVelvet Buggybooz
15. Big Bushes
16. Macarossi Pond Set
17. Nengi Flowering Bush
18. Cat @TSR
19. Daisies @ Sims2me
20. Macarossi Pond Set
21. Lisa's Tree









# WESTERN BANK HOTEL ★ ★ ★ ★ ★

CHAMPS LES SIMS, FRANCE

Hotel Facilities Include:

- Double Bedrooms
- En-Suites
- Kitchen
- Lounge
- Gardens



Western Bank Hotel, 111 West Southbank Blvd, Champs Les Sims, France



# GARDEN *blitz*

Pictures and Article by Speechless

If you ever need help with gardening or desire to surprise someone with a brand new garden, then look no further, the Garden Blitz team is here!

We are the biggest garden makeover show and beautiful gardens are just what we do. Lets have a closer look at two families we surprised with a brand new garden last month.







## THE HART FAMILY

When Bebe Hart first contacted the Garden Blitz team she never thought they would pick her family's garden for their makeover show. It was her long planned surprise for her parents; after she turned 18 she really wanted to give something back to her parents for the support and love they had given her and as her mother had always dreamed of having a lovely family garden she knew exactly what to plan.

Bebe's parents, Dorie and Gus, were pleasantly surprised when they arrived home from their holiday. Dorie whispered her thanks, through tears of joy, to the Garden Blitz team and said, "It's perfect. Just perfect for my family."

Bebe's parents had a rather large garden with plenty of space, but there was nothing else other than neatly cut grass. Garden Blitz decided to go for something romantic and traditional. Their lead planner, Ken, designed a garden path with soft curved lines which sweeps through the garden with grace. The path serves the dual purpose of dividing the garden into sectional areas. He added plenty of nooks and corners to hide and was careful to choose items that are best suited for year round planting, that will thrive with each season. These flowers were specially chosen to add charisma and colour to the space. A spacious and practical decking area for the whole family to use finishes off the garden and gives them a place to host those warm summer afternoon grilling events.







garden it's now a perfect place for the family. Ken also designed a modern patio area for the family which includes a small sandpit for Sam and a breakfast corner for the adults. "This is incredible," gasped Leighton when he saw their new garden. "It is a million times better than I could have ever imagined; finally, Sam can safely play outside while my mum does her gardening!" The young man was obviously overwhelmed, and that's what the Garden Blitz team had hoped for.



## THE SEKEMOTO FAMILY

Yumi Sekemoto contacted the Garden Blitz team in hopes of surprising her son Leighton who is recently widowed and is busy looking after his 2 year old son Sam. Recently Leighton had put all his savings into upgrading their house and there had been nothing left for a garden. Their medium sized garden was boring and bland with no features or place for a 2 year old to play.

Ken, the Garden Blitz's chief planner, decided to

create an enclosed but open area, with a small and private space for Yumi to be able to grow those all important vegetables.

The newly fenced garden has a child-lock for safety and sports a modern clean look throughout. A small water feature and colourful planting softens the harsh corner exterior of the house while it keeps the garden looking fresh. With soft sandy paths leading to different parts of the







That house on the hill

**There is a house, far away, up on a hill. In the house lives a lone sim, a sim who isn't quite like the other sims. I can't quite put my finger on what makes this sim different, but something is not quite right - there is something there that isn't quite like you would expect. A glint in the eye, the way they hold their head...**

**Is your sim living in that house on the hill?**

**Is your sim something more than just a sim?**

**Perhaps even something supernatural?**

**Then this is your chance to show us how they live!**

**Join the Challenge**

Photos and text by Ankuuh & Ariasm

# Divine DESIGN

When Lara finally had the money to move out of her parent's house, she didn't hesitate for a second and bought a little apartment near the heart of the city. There is just enough room for a woman alone and she loves every inch of that little building. But there is one downside; it is a real fixer upper.







The whole apartment was, from top to bottom, covered in dark wood and hideous tiles, which made it appear even smaller. Especially the kitchen and the living room, the most important places of her home, looked like a homemade coffin where she really wasn't happy staying in. Lara asked me to solve her problem and make her new home look young, crisp, and most of all very new so that she could show it to her friends and family. After a good look through the house I started with taking down all the dark wood. In a young home there really isn't a place for that. Second we threw out the kitchen cabinets which we also didn't have any use for.

When I first met with Lara to brainstorm about her tastes and ideas for her home she mentioned that she always really liked light blues and greens; they reminded her of the ocean and nice warm beach days. I decided that those colors would be the main theme of her kitchen.

Because I wanted to give Lara's home a youthful look I opted for green kitchen cabinets with a modern finished look. It is a rather bold color for a kitchen, but it gives Lara's kitchen a focal point and that is what it really needed. Behind the kitchen I chose a combo of green and blue sea colored tiles. Those aren't only very nice to look at, but they bring the green down a bit and they are also very functional considering you would like to cook in your kitchen. For the rest of the walls I went for a



Before:

Especially the kitchen and the living room, the most important places of her home; looked like a homemade coffin where she really wasn't happy staying in.



light blue wallpaper to make the room look bigger but also to give it that nice crisp feel that every new home owner loves to have.

Because the kitchen is so small there really wasn't any room for a decent table with chairs. Instead I chose to use a big white cabinet where Lara could store all her supplies. The white color of the cabinet makes it less colossal and in your face. For the finishing touch I hung some paintings and added a big plant in the corner of the room.

For the living area I did the same thing. First, I threw out all the dark wood and then went for light colors to make it look bigger; this keeps the lay-

out nice and simple. For the living room, I chose a big couch and a nice little fauteuil. Nice patterned wallpaper does the trick here, and with a nice rug you can make the room warm and inviting. For a fun detail I chose shelves for her to display all her pictures on. I finished the room with a nice painting and some plants.

When Lara first saw her new home she was ecstatic. She couldn't believe this was her home. She finally had a kitchen she could actually cook in and a living room she could actually sit in and relax.



Before







After moving from a small home to a bigger one, Evy and Dan found they didn't have enough furniture to fill the whole house. The living and dining areas were an especially big problem. The little dining table and couches that they had in their old house really weren't big enough to fill the large spaces. Not knowing what to do, they decided to consult me.



The first thing that caught my eye when I went to their home was the ceiling. Dan and Evy told me they wanted to keep it, as that was what made them fall in love with the house in the first place. They loved the old Hollywood feel it had and wanted to continue that look throughout their home. With that in mind, I started on their big makeover.

White walls made the rooms look cold and impersonal, and didn't do the ceiling any justice, so my first task was to paint them a stunning dark green. This makes the rooms look warmer and a bit smaller, and also adds a splash of the personality of the people living there. Most of all, the green makes the ceiling really pop, which was what I was going for. Beige tiles were chosen for the floor to bring the colors in the room together, while also providing a visual rest for the eyes.

Furniture-wise, I chose a big olive green sofa with two matching single chairs. This filled the room up nicely without making it too cramped and

cluttered looking. For side tables, I used trunks that Evy and Dan had in their garage. We cleaned and painted them, turning them into real eye catchers. For the rest of the furniture, such as the bookcases and the dining table, I opted for a nice dark wood. It fit perfectly with the light colored tiles and the green walls, and gave the whole room a warm and cohesive feel.

I placed a big olive green rug under the dining table to make the dining area really match the living area. An antique lamp was placed on the dining table, and a large lamp and flowers were added to the living room, making both rooms come alive. These little touches added a glamorous feel that vibes nicely with the ceiling.

When Dan and Evy saw the newly decorated rooms, they were in awe. They can now live here like a famous couple in their own little Hollywood home.





# Hot New Finds



Looking for that one perfect piece to complete your game? Well the wait is over. Check out some of the latest and greatest from the sims 2 community.

*Photographs by Motherof70*

nemestnaya @ BPS >

< Serena\_Moonstone @ GOS

v MysticRain @ BPS

< MysticRain @ BPS

GrandDuchessEmerald @ Sapphiresims2 >







< daislla @ MTS

Around the Sims 2 >



hodadk47 @ Sims2Artist >

< Jeanie @ M&T sims >



Around the Sims 2 >







What Makes a Style:

# Victorian

Article and Photos by Rokade  
Victorian style home by Hillcrest at MTS



The year was 1837 when a very prim 18-year old Alexandrina Victoria assumed the throne of England upon the death of her uncle, William IV. At the time of her coronation, a new class of wealthy merchants, formed as a result of the Industrial Revolution and British colonization, was rising to power. Her reign, the longest of any British monarch, became known as the Victorian Era.

This new class was conservative and disciplined; daily living meant abiding by a strict moral code of hard work and restraint. This burgeoning middle class built and decorated homes that previously only affluent landowners and aristocrats could afford. These grand homes were magnificent and extravagant, taking full advantage of imports from the colonies and the mass production of furniture from the numerous factories of the Industrial Revolution.

Technically, Victorian décor is not so much a style as it is an era. Designers during this time period borrowed from history whilst experimenting to a greater degree with architectural elements from Gothic, Tudor, Rococo, Elizabethan, Sheraton, Chippendale and Neoclassical. The Victorian movement was so varied and popular, it influenced two other movements: Arts and Crafts and Art Nouveau.

The new movers and shakers of the time loved to show off their new found social status and worldly interests. Nowhere is this more evident than in the specialized types of rooms typically found in a Victorian home. No self-respecting Victorian would find themselves without a parlor or drawing room: a specialized room to greet visitors or entertain guests and display their new found cultural existence. This room was overflowing with the finest furniture, fabrics and curios. In short, the parlor was the best room in the house.





## How to get that look for your sim

Other indispensable rooms were: the library or study which was typically a man's space where he could retire to write letters, read or research his next big adventure; the butler's pantry, a utility room used mostly for the domestic staff located off the kitchen for the storage of food and wine; and the conservatory, an all seasons glass room drenched in light, often used as an intimate sitting area to connect the owners with nature without leaving the security of the home.

The highlight of this era was travel and adventure made popular by imperialistic expansion. The Victorians loved to bring back curiosities from different countries to decorate their homes. It was not only accepted but expected that a proper British home would contain items from Asia and the Middle East as well as Egyptian relics.

### Color

Color is very important in Victorian décor. Deep, bold tones like ruby, bottle-green and eggplant were found in the most discriminating homes of the time as it was felt that these colors enhanced the importance of the rooms. These sumptuous colors were used as a central theme to the room—tone-on-tone color combination was a rarity. More subtle colors such as amber, gold or jade were used in the private spaces of the home.

### Wallpaper

Due impart to the Industrial Revolution, mass produced flocked wallpapers were the rage: scrolled leaf, damask, and embossed patterns would be found on every wall. Victorians made

heavy use of bordered wallpaper, ceiling molding and wainscoting to accent their decorative wallpaper patterns. Bare painted walls were only found in servants' quarters.

### Texture

Fabrics were another way in which to give a room a very decided Victorian look; velvet, damask, leather, and jacquard were used in abundance. Victorians didn't just have drapes...they had DRAPES! Over-the-top, ornate and imposing, these drapes had features like valances, heavy swags, fringe details, lace panels, rope tiebacks and upholstered cornice boards. This feature of the room had to make a statement—no light and airy curtains here!

### Furniture

The large scale production of furniture made it possible to attain cheaply produced and easily

obtainable furnishings quite easy. Large imposing mahogany or rosewood furniture with curving silhouettes and glossy glazes were used throughout the home. Victorians loved sideboards, so much so that sideboards were placed in the room to be a focal point, where all could view their treasures. Couches and sofas couldn't be overstuffed enough with embellishments like brass tacks, fringe and buttons. They were design elements in and of themselves. Heavy woven fabrics, hand painted screens and wood graining were often used in the not so "well-to-do" homes to imitate more expensive furniture and exotic woods.





## Floors

Wood flooring was the rage – parquet, plank or strip – it just didn't matter! Particularly trendy was the use of exotic woods like bamboo and mahogany to showcase the family's wealth, but for all the love of wood floors, no Merchant class matron would allow their floor to be left "naked." Oriental rugs and drug-get fabrics were the mainstay of the home. Intricate tile designs were often used in the kitchen and bathrooms as a form of artistic expression.



## Accessories

The up and coming middle-class were some of the first people to enjoy electrical lighting in their homes. Their homes would literally be overflowing with small lamps of every shape and size as the owners believed it gave a clean, bright effect to the room. Artwork was vital to establishing the wealth of the home owner and often represented social history, historical events or architectural themes. Pictures of their families were displayed in gilded frames throughout the house in abundance.



The style of this era actually borders on cluttered. Small knick-knacks and ornaments overwhelmed every room in the house. This was intentionally done to give the impression of wealth and status. So when adding accessories, do not worry if the room looks overcrowded – it is supposed to.

The Victorian Era was a tremendously diverse and exciting period of time; new social orders and classes were reforming in the area of design and politics alike. This gave tremendous expansion to a movement that affected almost every civilized country in the world.



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# THE RUIN GARDEN

## BAR AND GRILL

*Article by Rokade; pictures by Spiegelsplitter*

As a long time resident of Camden Burroughs, I remember the old dilapidated iron works factory on the edge of town. At one time, this factory used to employ a majority of the towns' inhabitants making iron parts of horse tack and carriage components. When the demand for such items fell off, the factory was sold and the building sat empty for the next half a century or so.



«In a way the renovation made it seem like the forging process was still going on.»



As we all know, empty buildings left to their own devices do not fare well and this structure was no exception. As the grasses grew taller, the exterior became a junk yard for unwanted possessions and trash. Before long it became a playground for mischievous children with too much time and overactive imaginations. Old factories quickly become eyesores to city planners who make it their business to remove the decaying structures with great speed.

Luckily for this decrepit turn of the century building, a man, named Terry Dungarvan, saw the value in restoring this vital part of the past. His goal was to create a pub house reminiscent of a homeland he left long ago.

**«I had a hard time proving to the city fathers that I could make a go of the old place,»**

It wasn't an easy task either; between permits and environmental regulations, the renovation almost didn't get off the ground. «I had a hard time proving to the city fathers that I could make a go of the old place,» Terry explained. «It seemed like every time I turned around I was violating some ordinance or another – I think the residents thought I was going to turn everyone into the town drunk. You know 'beer is so much more than a breakfast drink' attitude.»

It took five years and a life savings to make Terry's dream a reality. Although it is called by the locals, «The Ruin Garden Bar and Grill» its real name is «The Old Forge Pub» to pay honor to the smithies who worked the factory so many decades ago.

«In a way the renovation made it seem like the forging process was still going on,» Terry laughed. «I knew what I wanted and I wasn't about to compromise – so even though the progress was gradual, it was steady.» As Terry's wife, Emma, put it, «Never but never question the engineer's judgment!» And to look at the place today is to realize just what a lofty vision it was!

Terry, who considers himself purveyor, bartender and bouncer, has created a near impossible pub house in the truest of traditions. Wanting to make sure that his pub didn't fall into the dirty ambiance of «beer soaked carpets

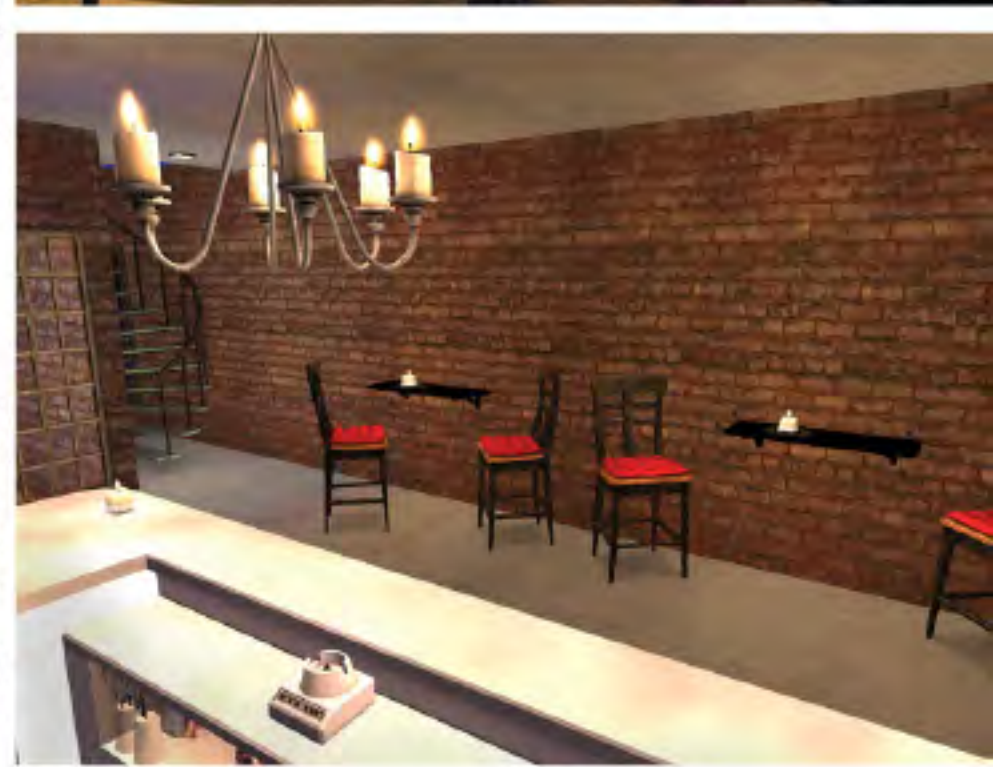


and cigarette burned furniture,» he kept the brick façade, ceiling beams and reclaimed the wooden floors of the old factory. It has given this pub a modern, yet relaxed atmosphere that retains that quaint quality of a neighborhood meeting place.

**«You just can't believe how beautiful it is to sit among the stars and look at this fabulous building etching the night sky.»**

The outdoor garden courtyard was Emma's idea; she wanted to provide an area where locals could enjoy the architectural detail of the centuries old structure, «You just can't believe how beautiful it is to sit among the stars and look at this fabulous building etching the night sky.» The focal point this courtyard provides, captures the mood of the pub – relaxing, serene and beautiful.

Terry and Emma have defied the odds and reclaimed the history of the building by incorporating its past into a useful function for the future and in doing so, created a meeting place for everyone to enjoy.





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# Small Quarters

## Too close for comfort?

What do you do with a space that is too close for comfort?

Try to make it comfortable of course! Six entrants in our Small Quarters challenge play sponsors to sim home owners.

These home owners have made the best of their small spaces by integrating hobby and entertainment items in with those everyday necessities we all need.

by LikeVelvet





## Moryrie's flat

Lorena Kraven spends most of her time out of the country which led to her decision to give up her condo for an apartment. She recently moved into an old apartment building by a bistro. She's lucky enough to share a balcony with a neighbor who doesn't mind checking her mailbox for her when she's out; in return, she gives him various trinkets from the countries she visits. Little souvenirs from her travels can be spotted about her quarters and makes the space feel more like home.

The apartment has dark exterior walls made of crumbling brick. The bathroom is old and it shows. So Lorena spends little time using it. Instead she dries her hair and applies her makeup in the main room. The main room includes a kitchen; which doesn't have a stove - just a microwave, a fridge, a stacked washing machine and dryer. The larger area is separated into a living and sleeping area by ceiling to floor book cases and a makeshift study. The bed and dresser were purchased at IKEA but Lorena rarely uses the bed; the futon sofa she has is much more comfortable.







## Lmhwijs's flat

Phaedra Thorne works as a researcher, but she thinks of herself as an aspiring novelist. She has books everywhere because she has no where left to put them, and the piles just keep growing. Although she loves the written word, Phaedra is very social so she wanted a place where good friends would feel right at home. She tried to incorporate her bedroom into a living room, so she chose a daybed that's easily turned into a makeshift loveseat with the addition of a nice quilt and a few pillows.

In her down time, Phaedra likes nothing more than to cuddle up with a good book and read away the world. Or she's working away on her book. She doesn't own a TV as she thinks they hinder creativity, and she'd rather read a book any day.







## Mandarambong's flat

Sheena Grace is 27 years old and wants to be a published author. Sheena's life revolves around books. She even hosts book club meetings twice a week at her house. When asked why she doesn't look for a bigger place, Sheena replied, "I have lots of books and lots of cozy spaces to read them, who could ask for anything more?"

The contemporary dwelling she owns is just the right size for her now. She has a daybed, bracketed by tall book shelves, a small but cozy and surprisingly modern kitchen that her visitors admire and a view of the beach that could make the loftiest homeowner green with envy. What more could she want indeed?







## Cheriest's flat

This is Charlie Clarke. She is of British and Russian decent. A recent graduate from college, Charlie was excited to purchase her first home. Although its little more than a shack as far as its size, she's made the small space into a lovely home.

Charlie was an Art Major and it shows in her artistic take on design. The colorful wall covering, pattern rich comforter and the magnificent flea market finds scattered throughout her home are evidence of her love for art, antiquity and old world style. She even brought in a few pieces from her Nana's house back in Britain. After some hard labor and endless hours of flea market searching, she's finally made a great home for herself.



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## Lke Velvet's flat

Tiberius Adams is a part-time artist, cook and greetings-card maker. Tiberius loves the solitude of his home most days but enjoys the Piercing Pagoda just as much. He's a confirmed bachelor and has no intentions what so ever of becoming engaged, married or divorced. That's why he took pains to decorate his space for one single purpose, his own personal happiness.

He likes an open floor plan because he is not by nature a sloppy person. He's arranged his most precious items in the order of his delights. Sleeping is not a high priority so he reserved the most space for his art, hence the easel and paint supplies and his cooking, his second passion in life. His favorite colors range from the very dark - black, to the most brilliant, white. "Red, it is my in-between color of choice for now. We're all filled with the essence of life - red is the ultimate symbolism of life."

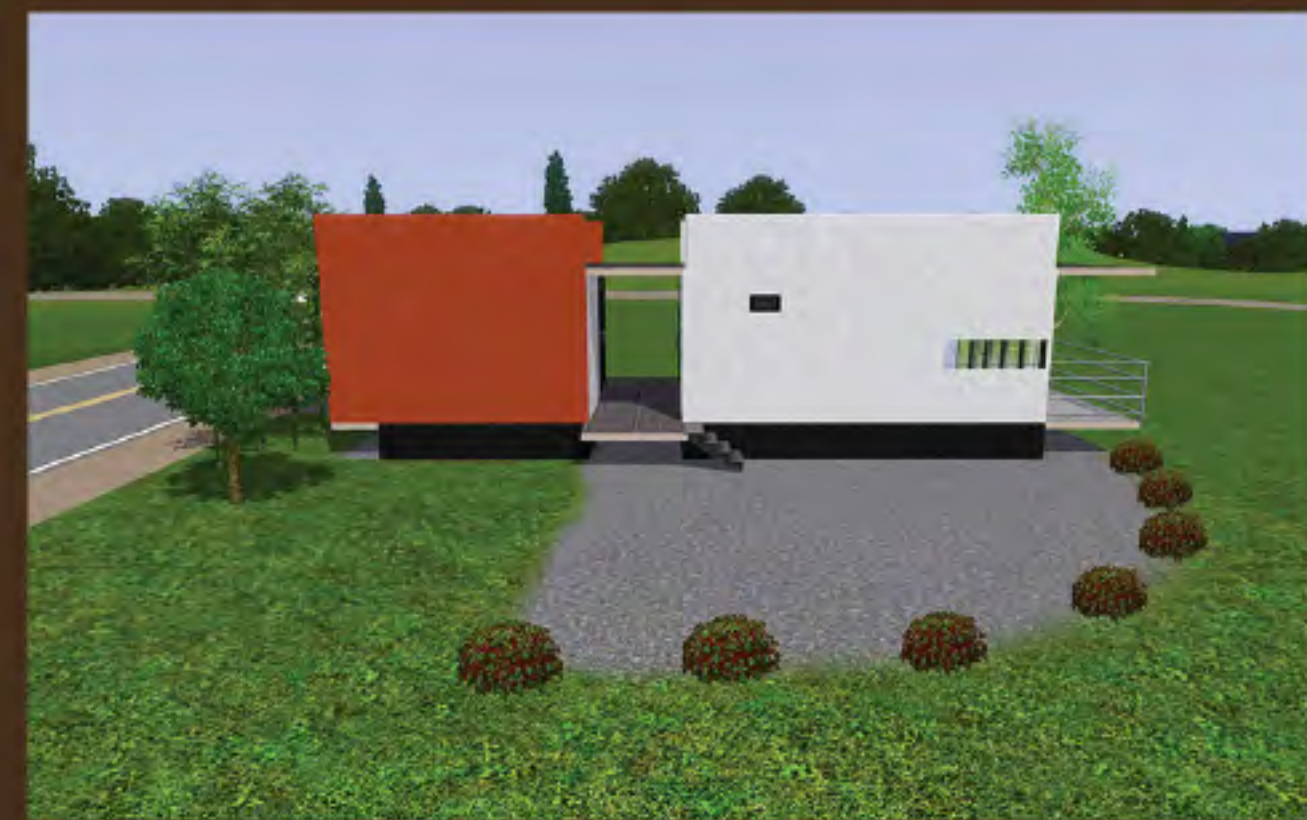
Um, Tiberius tends to take himself too seriously at times.





# Fresh Soil

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## Something [Amazing]

Sublime Living = Sim Living

Pictures by Ytessa & Text by LkeVelvet

Sim homes, from Sun Valley to Riverview are benefiting from the sublime offerings of creative talents in worlds beyond their pixelated imaginings. Chairs, sofas, wallpaper and even wine, are theirs for the asking and they are asking! So let your fingertips do the walking or clicking, to the most divine living items your sims could ever want or need!



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Simplan X



Paola Set Chair  
Awesims



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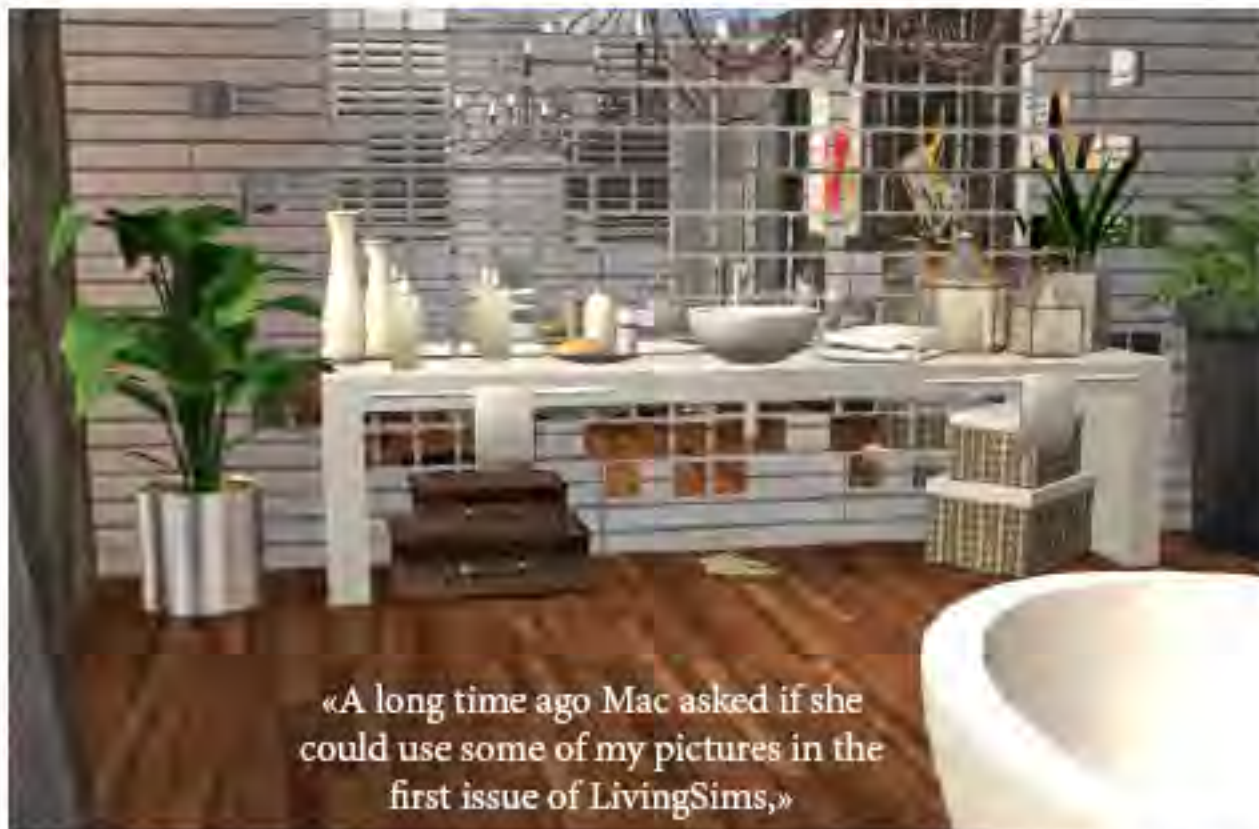
Staff interview

**DECLAN**

*article by Rokade & pictures by Declan*

Declan! I couldn't believe it; I was going to meet the fabulous, very British Declan. It was a dream come true and I was psyched.





«A long time ago Mac asked if she could use some of my pictures in the first issue of Living Sims.»



**D**eclan met me in the impressive foyer of the Living Sims Studio. At 17, Declan is tall and thin; his blond hair is cut in a 'surfer meets skateboarder' style completed by his boyish grin. He was everything I had heard... friendly, charming and cute! After a quick tour of the building, we headed to his office for our interview. I couldn't help but notice the title on the door, Director of Staff; I decided that would have to be the first question on our agenda to discuss.

Declan's office was impeccably neat and masculine; a white brick fireplace sat center stage across from his desk. When I commented on his tidiness, he replied, «I go through phases of being messy and then having a huge clean out. Just this morning on my desk there was a Red Bull can, a cake wrapper, a box of cookies, and an empty can of coke from who knows when; since I knew you were coming, it was time for a clean out!» Still it looked to me like Declan was a guy who liked to keep things organized.

I couldn't help but notice the picture of his friends on his desk, «I'm the guy on the far right-hand side with the cheesy grin,» he told me. I didn't see a cheesy grin, I saw a confident, attractive guy out on the town with his mates.

**W**e sat down in two white egg chairs next to the fireplace. «First things first,» I said to him. «Let's talk about being Director of Staff.» «That is a long story,» he said. «Being one of only two dudes on the staff, it can be a little bit of work. There was a small ruckus a few months back and after it was all sorted out, it was decided we needed someone to look over the staff, and I have proudly held the role ever since.»

I understood his desire not to air the magazine's dirty laundry but I had to press him just a little. I knew there was more to the story – what made the staff pick him for this prestigious position? «Well, I suppose you would have to ask the Editor, Macthekat, but I would like to think that she respects my opinion and trusts me not only as a member of the staff on the magazine, but also as a friend.»

It seemed incredulous to me that there were only two guys on staff, and I had to know if it was hard working with all those women. «The ladies tend to tease me a lot, which I really do enjoy,» he said with a wink and smile. «I like it though because it means I have them all to myself. Although saying that, I do get referred to as one of the girls quite often.»





«The whole Sims community thought I was a woman before I made the ModTheSims Yearbook.»



Sitting here across from Declan, I just didn't see how that could happen. «Really,» he said laughing, «The whole Sims community thought I was a woman before I made the ModtheSims Yearbook.» I bet that was a real surprise to the community! For a moment we had a good laugh – Declan was so easy going nothing seemed to bother him. It was evident why he is the Director of Staff; even without the title I could see he enjoyed taking care of people.

How did all this start, the work on the magazine? «A long time ago Mac asked if she could use some of my pictures in the first issue of LivingSims,» he said. «Then I offered to help her by writing some articles and it sort of went from there – two years now.» Had it really been two years? Wow! Time flies when you're having fun. «I love working here at the mag and the people I've met are all awesome.» Declan seemed genuine in his praise of the magazine. «Besides, working here has gotten me a lot more interested in the publishing world as a whole too.»

I had heard of a long standing joke about ele-

phants and I hoped Declan would give us some insight into what it meant. «Oh yes, the infamous elephants; total inside joke here people!» Declan said shaking his head. «Basically when Mac has a headache and moans about it in the staff chat, she blames it on MY elephants which go and visit her and make a whole bunch of noise.» With a mystified look on his face, he explained, «I don't understand it either.» Still laughing about the elephants he said, «I love it here!»

Yes, I could see that he was doing something he really enjoyed but why the Sims? «I love role playing games, things like Oblivion, Fable II, Half Life II, etc., but with the Sims you can play your own adventure, plan everything out.» Declan smiled lighting up his boyish good looks, «I used to play a good mixture of building and playing with families, but now I'm more focused on building.»

It is well-known that Declan is one of the most creative builders in the business! His design style used to be modern but recently he has been moving toward traditional. «Now I think I sort of enjoy half modern and half traditional ... maybe some colonial design when it comes to interiors.»

Declan loves architecture with his favorite being Victorian and Georgian, «Huge townhouses, brownstones, sash windows – the works. I think the little details are quite nice too, something that makes the house different from all the others out there.» His newest project is to add New England Colonial and Cape Cod architecture to Sunset Valley. One can't help but envy those lucky little Sims.

Recently Declan built a New England Colonial style house with three floors and a really unusual driveway and garage setup. «It's my pride and joy and I would really miss it if I had to reload the game.» We all understand the pain of losing our favorite things when have to reload the game. Hopefully, he will share it with the community – I can't wait to see it.

Declan went on to say, «In the beginning I used to be pretty basic at building – you know squares and rectangles with a few windows – but recently I've been building from actual house plans which I really enjoy!»

I knew Declan was talented and I had heard he had been inspired by homes he had seen on television, «I'll be watching a show and see a really neat house or building, and then I go load up my game and try to replicate it.»

So I pressed him for some tips on building, «Just go for it. Sometimes the best houses are the ones you don't plan at all. The best way to get started is to try looking at a good variety of architecture styles and periods and find one that appeals to you.»

For Declan, it is usually his imagination that inspires him, «I just go with the flow and see what happens but I hate landscaping and I always save it for last – so I can't help you there.»





As with most of the players, there is a part of the game they wished they could have in real life. Declan's wish was to have the cheat «TestingCheatsEnabled True», but then who wouldn't want that? He added with a twinkle in his eye, «Only so I could increase and decrease my needs at any time ... could be quite interesting.» I had to giggle a little when he put it like that; I wondered how anyone could have thought Declan was a woman.

I knew our interview was coming to a close but I wanted to get a few juicy bits like what he was doing with his life beyond the Sims, did he have a girlfriend, and what was his favorite food? You know, the kind of stuff that makes him a person. Declan is a college student studying Film and Photography while living at home with his Mum and cat, Kitty. He just recently started driving lessons – watch out ladies! He loves Italian food particularly anything with garlic and lemon.

The one question we all wanted to know – does he have a girlfriend? Declan answered like this, «There is only one woman in my life right now; I have a rather unhealthy obsession with Lady Gaga. Have you heard Lady Gaga lately? Oh, my Gawwwd she rocks!» Well, I guess ladies that means he is off the market! I know he broke a lot of hearts today – mine included.

It was such a pleasure getting to interview Declan; I was sorry to see it end but he left me with one final thought, «I am fortunate to be a part of the best interior design magazine out there!» Yes, fortunate indeed – yet, I think our readers feel they are the fortunate ones!

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# from gosik

with  
sim luv

New lots, paintings, meshes – where is this wealth of content coming from? Much of it is coming from a new and up-and-coming sim artist and creator, Gosik. You will find her work at TSR, home to many inventive and creative artists. In this interview we are going to learn more about this new and gifted creator and about her eye for detail.

Questions and Text by MactheKat and LkeVelvet





Can you tell us a little bit about your self? Where are you from? What do you do for a living? How long have you been into sims and so on?

My name is Gosia, but everyone calls me Gosik and I live in Poland. I graduated from University a couple of months ago. I'm addicted to board games (especially Monopoly), coffee and red nail polish. I enjoy spending time with my friends, reading and traveling. I'm artistically inclined, love to create and I love challenges. I'm a perfectionist, so I always try to do my best and therefore usually spend more time working on one thing than others.

I've known the game since Sims 1 (first) came out. One of my friends showed it to me and I thought the idea of this game was great. I even got my own copy but became bored with it after a very short time. I started getting into it again a few years later when Sims 2 was released. I liked playing the game, building and decorating. Somewhere in the middle of the whole Sims 2 series I discovered custom content and that opened a bunch of new possibilities for me. The game became even more interesting and even more addictive.

How did you start creating for Sims 3? Can you tell us about your design process?

I started the adventure with Sims 3 in July when I was (working towards) my masters. At the beginning it wasn't creating, it was just a way to relax and kill some time. I just played the game, built some lots and decorated them. At some point I decided to share what I had built. I still remember how excited I was when my first lot was downloaded ten times! It was an absolutely amazing feeling and at the same time something very new to me. I have been creating different things my whole life but it was the first time I shared something with people. As time passed I started creating sims, learned to make makeup, shoes and finally objects (by the way, the last two are my favorite things to do).

As for the design process, there isn't one pattern for that. So far I've been trying to create something I haven't done before so that I can learn new things. There are times that a very specific idea just pops into my head, when I know exactly how every object will look and [there are] times when I do some research, browse websites and magazines until I find something that catches my eye. The common thing is that I usually have a single item as a base for the whole project.

Many of your objects have a rather rustic feel about them, could you tell us about that?

To be honest the "rustic feel" is more of a coincidence than deliberate action. I have been creating for a very short time and at the beginning I have been mostly trying to create "something". Of course I did have ideas and plans, but in most cases the finished objects were completely different from what I imagined at the beginning. It was mostly because [of my] lack of experience with creating. I didn't know what could and could not be done and I didn't always know how to achieve what I wanted. Now, [that] I know a little bit more about meshing I feel that finally I'm doing what I have in mind.

You have also done some beautiful modern furniture, where did you get your inspiration for these?

I always loved modern design and this was always something I wanted to create. Most of the modern pieces that I've made are things that I would like to have in real life. Since I can't, I can at least make them for the game.

What is going on in your game right now?

Actually there is nothing going on right now. Since I started creating I play the game very rarely. I mostly turn it on to test my creations and make previews. From time to time I build a house and decorate it, but it doesn't happen too often.



There is one more thing I would like to say. I would like to thank everyone who have been patiently answering all my questions!

And we'd like to thank you Gosia for your time and your contributions to the community. Your work shows that, whether or not a person is new to creating or not, you can still be a master. We and I'm sure our readers will anxiously await your next creation. Until next, this is Living Sims dear readers, we'll see you next issue!







In-depth with **Limelove**



Limelove has been on the scene for quite some time. Living Sims recently had the pleasure of getting better acquainted with the force behind the popular Sim blog; the creator and founder agreed to an interview and revealed more about herself and her craft.



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**+INTEGRATION**, the new kitchen by Flat Counters Ltd. offers stunning design, modern appliance technology and practical usability all in one place. Available in customised finishes.



*Pictures by Malle • Article by Macthekat & Lkevelvet*





*Although a brief bio is available on your blog would you please share a little about yourself with us and our readers?*

Sure, my real name is Marlene and I'm a 19 year old student from Germany's beautiful capital Berlin. Currently I'm finishing school (should be studying right now) and there are only 6 weeks of actual school left until I'm having my final exams. Pretty scary. After school I'm planning to do an Au-Pair year, preferably in England, but that's about it. I hope that I'll figure out further future plans while I'm abroad.

*It's apparent from your blog, Lime Love, that you've been a part of the community for quite some time. What keeps you coming back to it year after year? Sims 2 in particular.*

Well, without its community, which is always creating and developing, this game would have never become such a great success. It's surprising that even after 6 years of Sims 2 there are still lots of stuff to be created and things that make me go all: 'Damn, that's genius, someone should have thought about this earlier.' Objects like OMSP's or just recently the emptied Ikea bookcase. Apart from that I love the fact that with the community there's not one day that I can't look at new interesting pictures of Sims, houses or downloads. That's why it never gets boring.

*When did your interest for playing the Sims morph into a desire to create for the game and share with the community at large?*

Hm, well I remember that even in Sims 1 times I already dreamed of creating stuff for the game, but I think I simply was too young then and had just started out using computers in general. I guess in Sims 2 times I first just overestimated the difficulty of creating, I mean meshing for example still remains a total mystery to me to this day and just recoloring things wasn't that common as it is today in the first years after the release of the game. I remember that it was people like Mira, Grito and Omer who inspired me to give recoloring at least a shot and I was surprised to see that it's not as difficult as I thought.

*In one of your blog entries, you remark that you find it hard or challenging to recreate the 'modern' style in-game. What is your preferred style of interior design? What in particular draws you to this style?*

Well that's just because I can only decorate the way that I also do in real life. Most of my rooms look very much like my own room or how I would decorate a kitchen if I already had my own flat. Since I'm a collector of kitschy odds and ends in real life, I of course tend to use lots of clutter for decorating in the game as well. In my opinion that's just what makes a room feel cozy and lived in. It's not like I don't like modern things, but I prefer a balanced type of style with

antique things mixed with contemporary furniture. In my room I for example have an old dresser from 1900 next to my white Ikea cupboard.

*Marlene you have a massive amount of recolors using meshes from a wide selection of artists. Can you tell us who ranks highest in your downloads folder?*

Phew, that's a hard one. My first big love was Stefor (I wish she was still doing free things), she makes the cutest stuff, always with high recoloring potential. Then there's Mira who I already adored before she started meshing, because she has this awesome teak wood textures and shares my passion for lime green, when she learned how to mesh that was like heaven on earth. I also couldn't live without Buggybooz's great kitchen sets, Billyjean's cute clutter, Sims2Play's painting meshes, 8-3's uber-cute kitchen stuff, Aroundthesims's nice nick-knacks, Siminparis's cozy beds and Simply Styling's fantastic...everything. And still there are so many other creators and sites I could mention, I haven't even started on Bodyshop creators...

*There has to be a talent for selecting the right source material to be a good recolor artist from where do you draw inspiration, for example, art work, magazines, blog etc?*

That's a little hobby of mine: browsing through various blogs and other art/interior design sites. I regularly scroll through blogs like Decor8 and

Print&Pattern, Flickr groups like 'The art of display' or 'Thrift store decor' and I like digging through Etsy for scanned vintage fabrics. I usually fail at copying rooms from interior design pictures but the magazine 'Living & More' which my aunt has subscribed to and always gives me when she has finished it, is always very colorful and inspirational.

*Our readers, I'm sure, will want to know if you have dipped your creative talents into the Sims 3 pool yet or if you have considered expanding your talents to meshing for the new version of the game?*

Oh well, if my shitty little laptop dies in the near future (which is very likely to happen any day) and I have a new one I might give it another shot, but at the moment I enjoy Sims 2 way too much and the fact that I know how to create things for the game makes it hard to give it up. Also I noticed that there's something about the way that Sims 3 looks that I don't like. I think it's the Sims and that 'architecture simulation' look of the houses.

Meshing for the Sims 3? If I would learn that, which is not very realistic (ask Fabuloussims' Agustín, I'm a hopeless case), I would definitely first try to create all the things I always wanted for Sims 2.

*There are a few artists who are beginning to offer non-castable objects for variety sake, is there a chance that we'll see some offering from you if or when you purchase?*





**Sims 3? Or have you refrained from purchasing the game yet? If so, what will it take for you to consider crossing over?**

Never say no, huh, but I guess there's only one reason that would ever make me consider crossing over to Sims 3 completely, but I hope that this one will never come true. When the Sims 2 community would fade out like the Sims 1 did. But in my opinion it's not as likely to happen, because Sims 2 and 3 are very similar, whereas Sims 2 was revolutionary in comparison to Sims 1.

**Whether or not you decide to branch out into the expanding S3 community, we can't help but to admire and appreciate the work you've done for Sims 2 through the years. Do you have any parting words or advice for our readers, the potential creators in particular, that you would like to share?**

Oh it's my time for big words. No, I'm bad at that. Just don't be afraid to give it a try. I'm the best example that even a noob can learn to create all kinds of stuff for the game with a little patience and practice. Start with the great tutorials at Modthesims; they taught me everything I know today. You will learn that once you have produced the first things and have shared them, that the Sims community is very supportive and loveable. I'm still thrilled every time I spy something I created in someone's pictures.

Thank you Marlene for taking time from a very busy schedule to share with us. You have been a gracious contributor to the sim community and for that, we are grateful.

Once again Living Sims has had the pleasure to speak with one of our community's talents and we hope to continue. Thank you too readers and remember, keep simming and keep reading.



# Gift from Malle

**Includes: armchair, loveseat, sofa, neoclassic berger and three paintings**



2 Download by clicking on the picture





We know you are from Lifestyle4sims, could you tell us a bit about the people behind it?

It is our pleasure to tell you a little bit about ourselves!

**Tanja:** My name is Tanja and I am 37 years old. My boyfriend, my daughter, our dogs and I live in a very rural area in Southern Germany. I usually spend almost all of my spare time building beautiful estates for our visitors. Of course there are other (important) things to my life as well – such as my family. We try to spend as much time together as possible, play board games every once in a while or simply sit together and talk. Even four years into our relationship we still have plenty to talk about. My daughter is 14 years old and loves making her own little movies which we always watch in awe. My other passion is to decorate. I just love it! I keep on rearranging our apartment on a regular basis, much to my family's regret as they can't find things anymore, then. Other than that I like to read books by Cecilia Ahern (P.S. I love you), Nicholas Sparks, Stephanie Meyer (Twilight) or by the German writer Cornelia Funke. And sometimes I just glance through magazines. By the end of last year I decided that I did not want to run my website by myself any longer and pulled Christin aboard. I was overwhelmed by her houses so I wanted to have her working for my website at all costs. Lucky me, she was as enthusiastic about the idea as I was and by the beginning of 2010 we went into action.

**Christin:** Well yes, and my name is Christin. I am from Germany as well and live in Berlin. I am 59 years old and have been in a relationship with a (very Sims2 understanding) guy for the past 15 years now. I also have a 28 year-old-daughter and a 3-year-old dachshund. We have been renting a nice little house with a small yard on the outskirts of Berlin. I used to work as an accountant until about 2 years ago. I retired early and therefore have a lot of time enjoying my various hobbies, such as: Sims2 – building, decorating and downloading as much as possible. Cooking – I love to cook passionately for family and friends. There is nothing more pleasing to me than to sit at a table and to have a nice meal together. My garden – I love plants and we have built ourselves a little green

At one time Lifestyle4sims was a one-one woman operation no more. The two ladies behind the scenes of this popular site took time to share what it's like to be them, among other things.

Article by Ankuuh & Picture by Tanja and Christin

# LifeStyle4sims double the pleasure!



oasis which we enjoy during the summer. And then there is my dog which keeps me busy during the day. I have been a member of the BPS-Forum for about a year now. It's like being part of a big family and everyone is so helpful. Like many others I had started showing off my houses in the forum and that's how Tanja happened to find me. She asked if I was interested in working with her as she was looking for a partner for her (now our) website. I couldn't believe it and was really surprised and felt honored. But to tell you the truth, I still can't quite believe it.

**How long have you been playing the sims ? And what did/do you enjoy most about the game?**

**Tanja:** Pretty much from the very beginning. In fact I used to just play Sims 1 and when Sims 2 was released I started building houses and realized that I enjoyed that even more than playing the game. I love the variety and the many possibilities about the game. I can be creative and use little tricks to build houses that I would love to live in myself.

**Christin:** For me it all started about 8 years ago. Our friends' daughter was sick and I was taking care of her when she showed me the game (Sims 1) and I was instantly enthused by it and started playing

myself. When Sims 2 was released I switched right away and then stuck with it.

**When did you come up with the idea to make a site for your sims' houses?**

**Tanja:** I had wanted to have my own website for a long time so that I could share all my creations with others. However I did not dare to take this step until four years ago. Today I can say that I am extremely happy about taking this step. It is so much fun!

**Christin:** I can't really say much about that since I had never had a website before!

**What is the first thing you do when building a house?**

**Tanja:** Sometimes I start off creating the garden and build the house after. That may sound a little odd, but the garden is a must – I love to have it wild, colorful and romantic.

**Christin:** It varies. Sometimes I start off with the house, sometimes with the garden, but the garden is always important to me and needs to be in harmony with the house.







**Where do you find your inspiration for building your homes?**

**Tanja:** By walking or driving around with a watchful eye – that’s how I sometimes get ideas for gardens and such. I also have plenty of magazines on decorating at home; I even used some of the ideas from the magazines for the Sims. I love the American way of building which can be found in many of my houses. Other times I simply have an idea in my head and try to translate it into a house immediately.

**Christin:** I also get my ideas from being an attentive observer when I am out and about. Lots of things are instantly transferred or compared to the Sims (it does sound a little strange doesn’t it?). While traveling abroad I was able to obtain lots of inspiration and impressive details as well.



**You have a lot of details in your homes, do you have a particular way of doing that or do you just go with the flow?**

**Tanja:** Well who doesn’t like a nicely decorated place? The details are what make a house special. It is important to me that the details fit the house and then again I also like to mix old and new – Vintage Style is my favorite!

**Christin:** I love looking at different decorations. And decorating is what I enjoy doing the most. My vision for the interior decoration is always connected to the theme of the house that I am currently building. I always try to make it look real, “lived in” so to speak, and try not to overcrowd the rooms with decoration and furniture. But everybody seems to have their own way of building and that is what’s great about this game – you can let your creativity run wild.

**On your site you provide your houses fully decorated, why did you choose to do so?**

**Tanja & Christin:** Unfurnished or undecorated houses are not an option for either one of us. It is way too much fun to decorate the houses and we believe the decoration and interior design is what makes the houses special. The nicest compliment we once got about one of Tanja’s houses was: “What is so great about your houses is that they seem so alive...as if the owners had just stepped outside for a moment...!” Comments like that make us incredibly proud and provide a tremendous boost of motivation.

**If you have to pick a favorite home from your site, which is it and why?**

**Tanja:** My all-time favorite is the “autumn house”. This beach house would absolutely be my dream house and the one I would love to live in with my family.



**Christin:** Well my favorite is "Casa Trinidad". I'd had this idea for quite some time as I am a huge fan of Cuban music and because the island and its morbid charm has always fascinated me. The only things I was missing were Cuban posters. But then Tanja was my savior. She created all those wonderful posters for me. That's when I could finally transfer my ideas into a house and it really was so much fun.

**You use a number of different styles, if you have to pick one what is your favorite and why?**

**Tanja:** I actually don't really have a favorite style, but what I like a lot is the shabby chic or vintage look. I don't like these modern and square houses at all – that's why you can hardly find any houses of that style on the website. In my opinion they seem cold and uncomfortable. They just don't touch me and make me feel welcome. But I guess it all depends on one's tastes.

**Christin:** I agree with Tanja. I like pretty much everything and love vibrant colors. I have tried decorating and building in light or pale colors but in the end it somehow always turns out to be pretty colorful again.

**If you had to pick one project you have done within the last few months as a favorite, which would it be? Can you tell us about the house, the idea behind it and how you went about creating it?**

**Tanja:** The Christmas Eve house – the story behind it is quite simple. Our greatest wish is to celebrate a real American Christmas just once. All the outside decoration and the way streets and houses and apartments are decorated – everything decorated with so much love – to be able to experience the people's heartiness – to us that would be the greatest thing on earth.

**Christin:** I haven't built quite as many houses yet. My favorite is "Casa Trinidad".

**What is the most challenging thing you ever built?**

**Tanja:** Each one of my houses was a challenge because I try different things every time and like using little tricks in order to bring variety into the houses.

**Christin:** I have only built simple houses so far, therefore the building instructions were not too complicated and it did not take me a long time to figure them out.

**You mostly have sims 2 homes featured, but are also starting to create for sims 3, what are your plans for the future ?**

**Tanja & Christin:** In the beginning I (Tanja) was really enthusiastic about Sims 3 and building houses seemed easier, but then after I had built the first two I realized that I was pretty bored doing so. In our opinion the items are not as detailed as they are in Sims 2 and there are not as many nice elements available (yet). The only thing that is absolutely breathtaking is the graphics – and the sunrise and sunset are just stunning. We agree that in the future there won't be any houses for Sims 3.

**Many of our readers are a bit scared of building from scratch because it seems like such a big task. Do you have any advice for them?**

**Tanja & Christin:** Don't be scared, just go for it! Everybody has a different imagination and in the end all that counts is that you are satisfied with whatever you've built. Our first estates weren't too great either – looking back we like to smirk at ourselves. But everybody has to start from scratch at some point. And for those who don't want to build their own houses or who simply don't have the time for it, they can

just download their favorite house from our website!

## Closing words

We would like to use this opportunity to show appreciation to the designers: Thank you so much for all your effort and time you put into making this happen. We would like to give you a huge compliment for your creativity and skills which enable us to build our (dream) houses. Without you, building would only be half as fun. Consider yourself hugged!





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Tutorial

# Attic



This tutorial will teach you how to make attics or increase the space under your roof. This will be useful for small houses. Two bedrooms and a bathroom may fit in the attic, as shown in the example here. This tutorial can also help you learn how to use the «constrainfloorelevation» cheat. I hope you learn something useful from me!

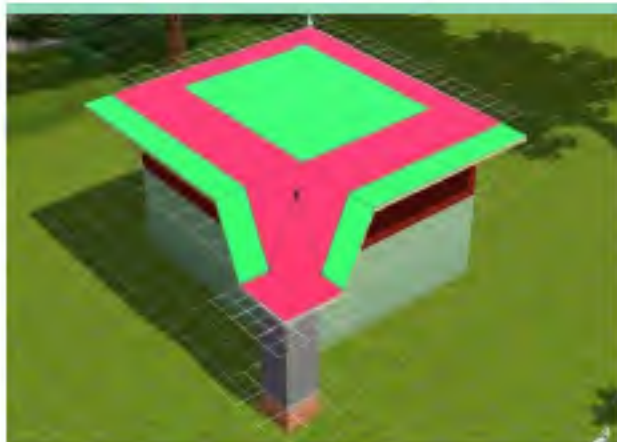




### Step 1:

Build a box two levels high, then build a foundation base (1x1) on the side with walls (1x1) on top of it.

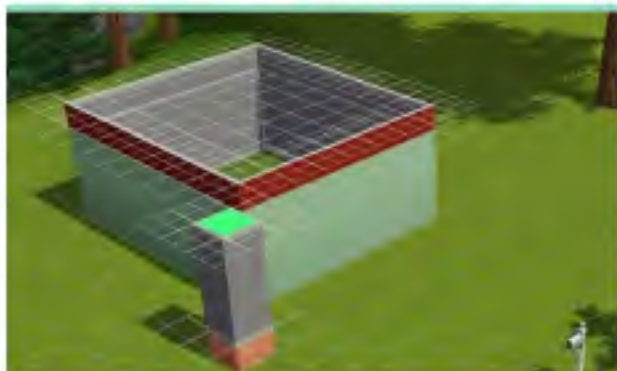
**NOTE:** Don't forget to untick «Autoroof».



### Step 2:

Enter the «constrainfloorelevation false» cheat (CTRL+SHIFT+C, then type constrainfloorelevation false). From top of your foundation, flatten the top level of your house-to-be with the terrain leveling tool (a floor tile can also be used for this).

Note: You need to pull the leveling tool (or floor tiles) FROM the foundation TO the opposite side of the house, not the other way around.



### Step 3:

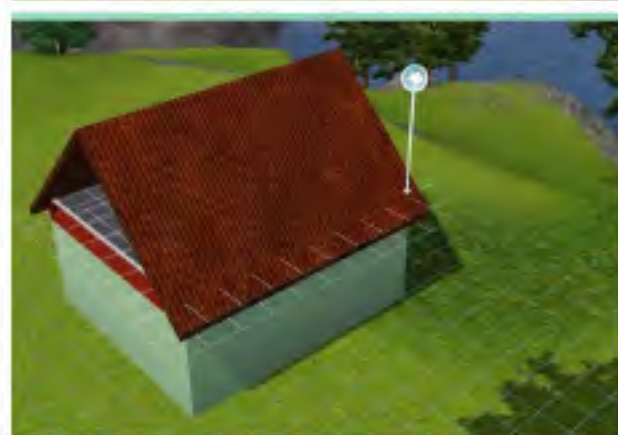
This is how it should now look. I have made the walls different colors so you can see what happened to the walls.



### Step 4:

Now on the top floor, build a wall box inside the short walls; this will be on top of the green walls. This will pull the walls on the sides of the house up to the regular height, making an attic.

**TECHNICAL:** It will be much easier to use the "Create Room" tool rather than the "Create Wall" tool.



### Step 5:

Try adding a roof, using the red walls as the base.



### Step 6:

As you can see in the picture, the walls are higher than the roof. Adjust the roof height using the «Adjust Roof Height» slider, to your desired roof height.

Your attic is now complete, and you may add windows at the front and back of the house. If you'd like more space in your attic, adding dormers will help. The next step explains how to do this.







### Step 7:

Make a box for your dormer (see the image). Make sure that the cheat (constrainfloorelevation false) is still ON.

This is what it should look like with the main roof:



### Step 8:

The uneven wall (which I've painted white) isn't nice to look at so we'll delete it. Using the Sledgehammer tool, smash the white walls.



### Step 9:

Let's add the roof of the dormer. You may add one or two dormers, depending on how you'd like the house to look. In my example, I added two dormers.



### Step 10:

This is what it should look like after adding the roof to your dormer.



### Step 11:

Change the color of the roof if you want and don't forget to add stairs. Also, don't forget to turn the cheat off ("constrainfloorelevation true"). This is roughly what your final attic should look like (you can make it as big or small as you'd like).



### EXTRA:

If you want to change the height of the dormer roof, here's how to do it:

1. Use the Sledgehammer tool to smash the MAIN roof.
2. Change the roof of the dormer to the desired height using the «Adjust Roof Height» slider.
3. Click on «undo» or press CTRL+Z to add the main roof back.



### Step 12:

Make your house beautiful by adding plants, paint, and fences to your liking. This is how your cottage or small house could look after adding the finishing touches. Enjoy making your small houses bigger and making your attics usable. Happy Simmin'!

### constrainfloorelevation false:

Use «false» to make it possible to raise or lower the floor even when there are objects, flooring, or walls on it. It is a very powerful cheat and can be used to create interesting effects, as well as split level houses. Use «true» to turn the cheat off once you've finished using it.



# Tutorial *Basement*

To Boldly Go Where No Sim Has Gone Before...



Enjoy *your*  
Easter

FROM ALL THE TEAM AT LIVING SIMS



With every new expansion of the Sims franchise, comes a new and exciting feature. One of the most exciting features introduced with the new upgrade is the ability to create 'real' basements for our sims. Finally! But just how does one go about creating a basement that doesn't scream 'dungeon'? This issue, LivingSims' resident expert is here to show you how to do just that.



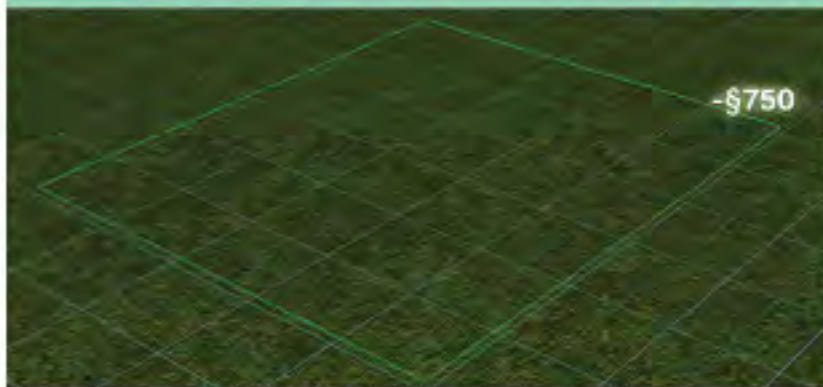
## Basic basement

First we are going to build a very basic basement. These can be placed under an existing house - you just have to make room for the staircase. For this tutorial we are going to start with an empty lot.



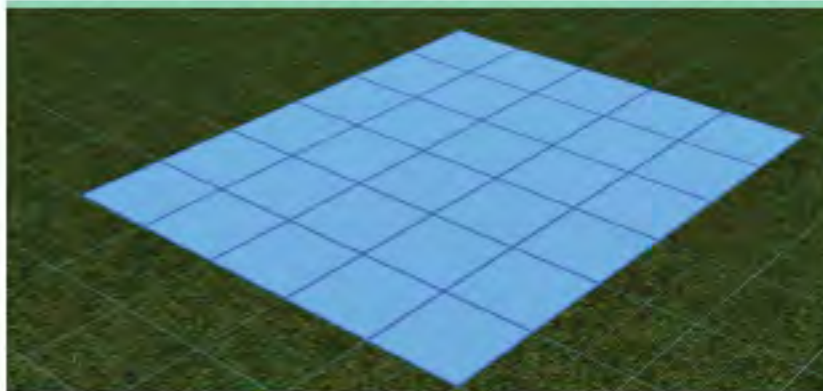
### Step 1:

Pick the basement tool



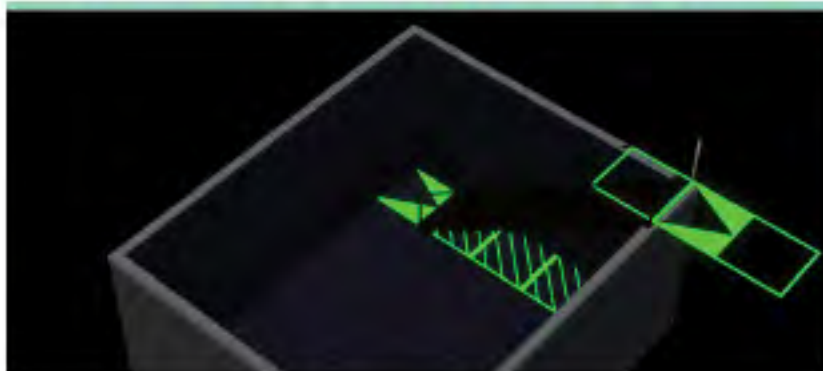
### Step 2:

Drag the basement tool over the area where you want your basement. It can have any shape you want. You can edit this later.



### Step 3:

This is how it looks overground with the tool selected.



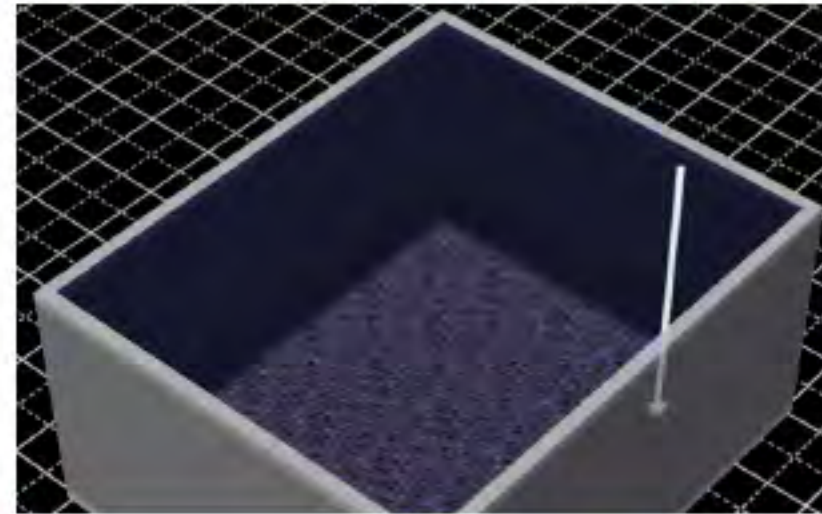
### Step 4:

Place a staircase, otherwise your sims can't enter the basement.



### Step 5:

If you go up to ground level, this is how your basement looks.



### Step 6:

Decorate your basement; remember to place a lot of light. This is how your basement could look when you are done.



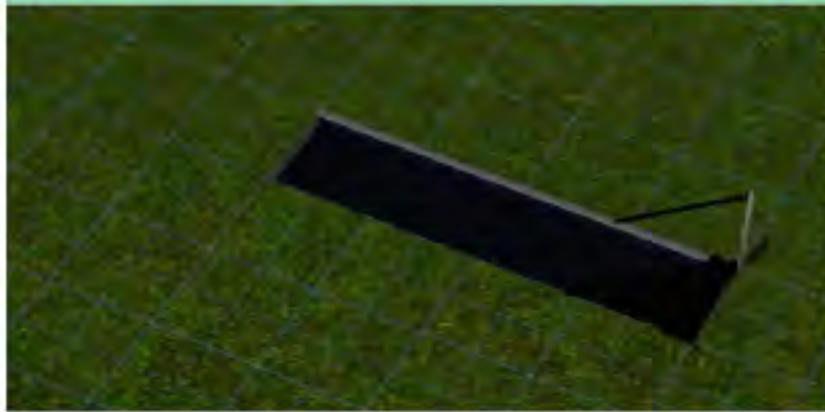
This tutorial requires that you have patched your base game or that you play with World Adventure installed.

If you want to build a semi-basement you will have to use the old technique for creating basements from Sims 2. Find our tutorial in issue 8.



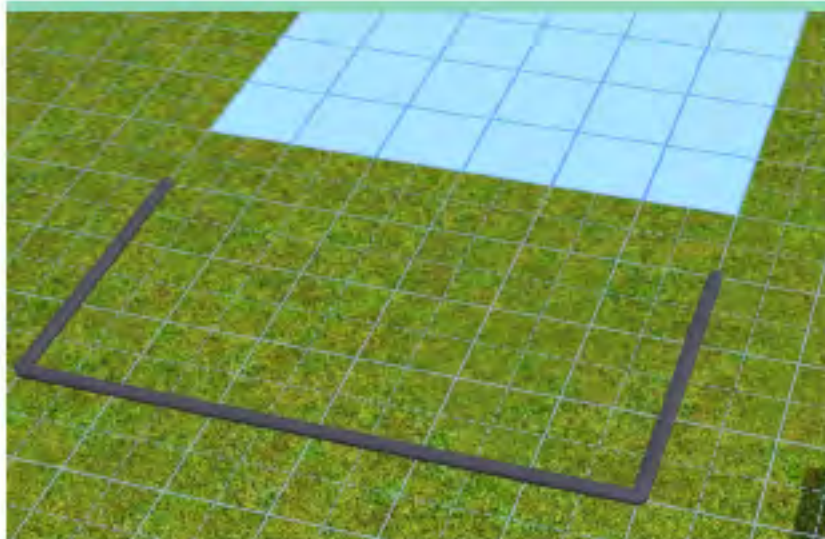
## Basement with windows and sunlight

Your basic basement can't have windows as it has earth on all sides. If you want some daylight in your basement, you can place a mirror pool on one side of your basement to allow some light in.



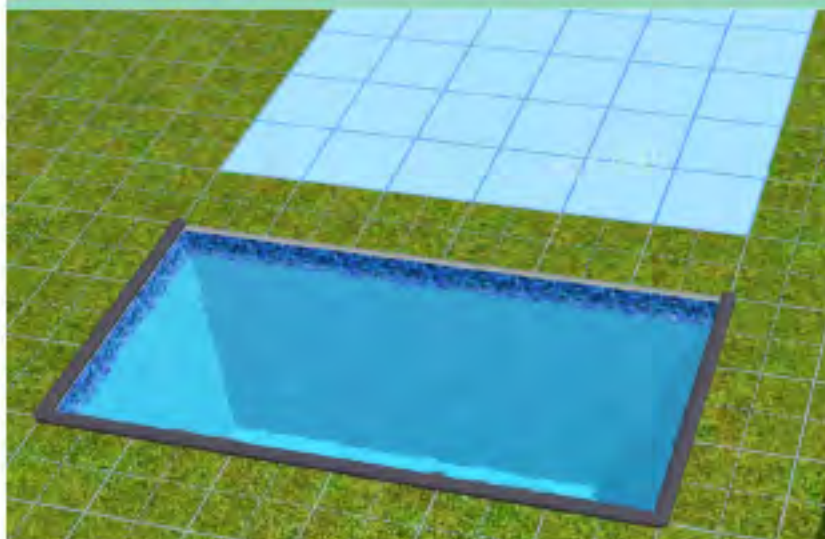
### Step 1:

Build a basic basement as the one described above. It is a good idea to delay decorating until we are done with these steps.



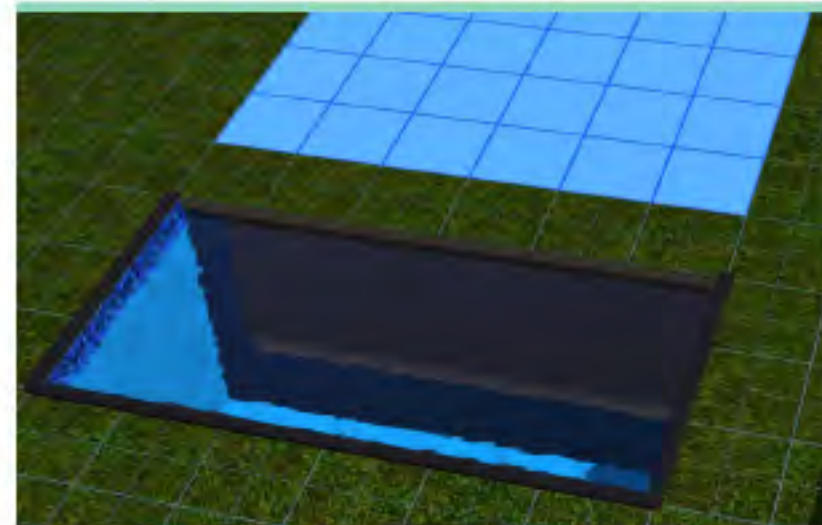
### Step 2:

If you want a low-rise 'fence' to decorate your mirror pool's edges then you will need to place these first.



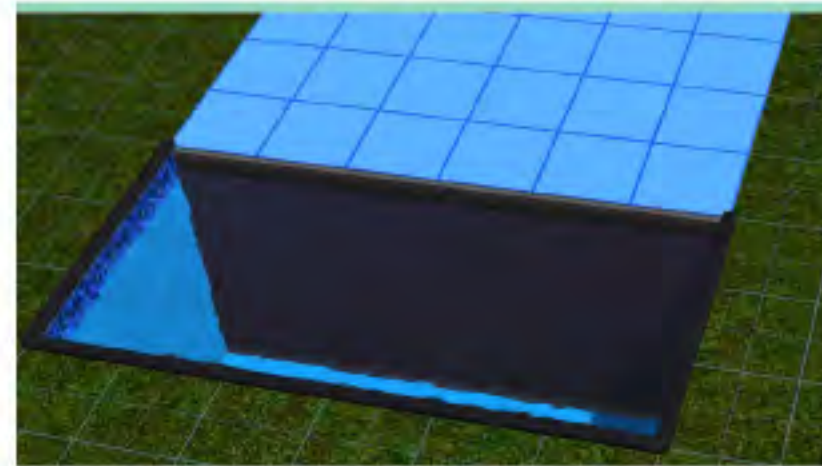
### Step 3:

Pick the pool tool and drag the pool over the area where you want the mirror pool. This has to be at least one square way from the basement.



### Step 4:

Select the basement tool again and while holding "Ctrl" drag the tool on the empty area between the basement and the pool. This will remove the wall of the pool so we can place the basement here.



### Step 5:

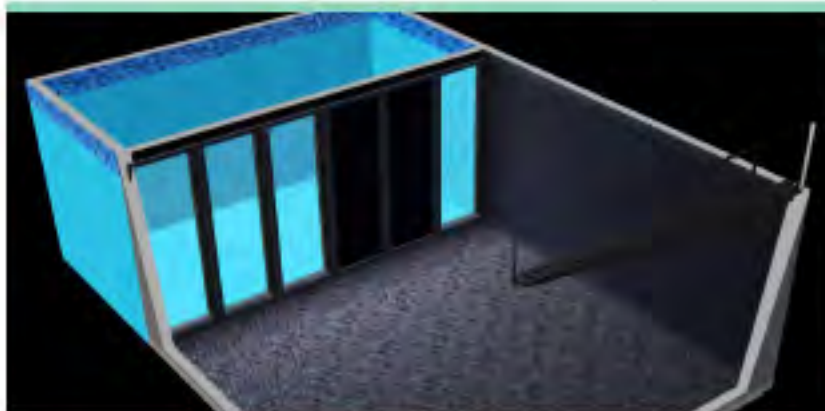
Drag the basement tool over the area between the basement and the pool.



### Step 6:

This is how it looks underground. Now it is time to place some windows. Turn on the moveobjects cheat. Just pick the windows you want and place them in the wall between the pool and basement





### Step 7:

If your windows turn black like this when you place them, just place all of them and then grab them again and place the ones that are turned black once again.



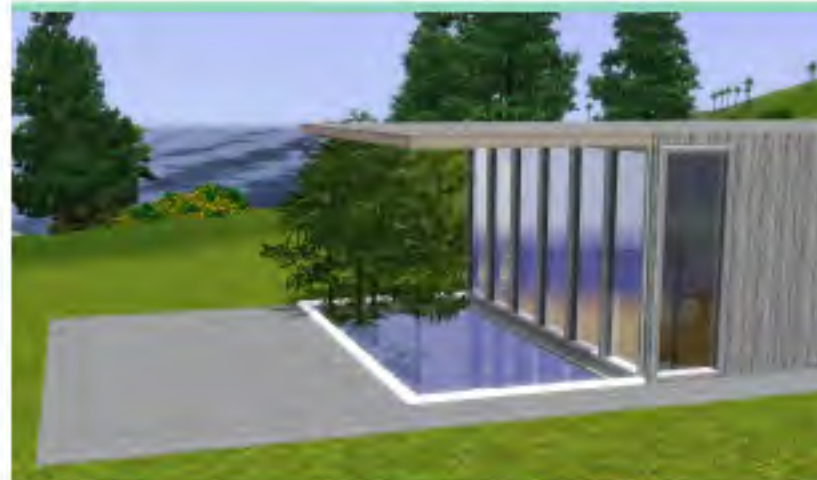
### Step 8:

That's it! You have a basement with pool, windows, and sunlight.



### Step 9:

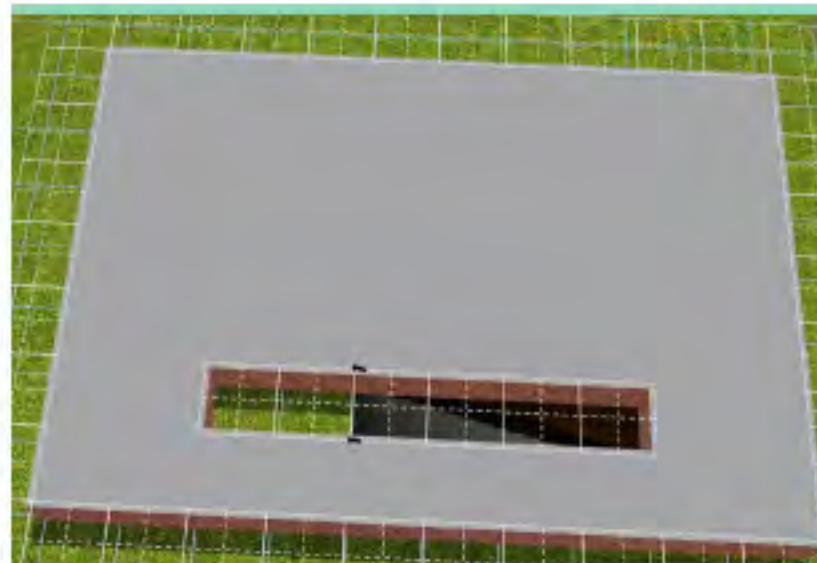
This is how it will look when it is done. Now it is time to decorate your new basement. You can place plants in the water with moveobjects on.



The finished result. As you can see there is water in the pool and your sims can swim in it. The crazy sims can even fish in it.

## Basement under a foundation

If you want to build a basement under a foundation there are a few more steps to the tutorial.



### Step 1:

Start by building a basic basement. Then drag a foundation around the stairs. The foundation does not have to cover all of the basement, but it might make more sense if it does. Make sure to leave 2 squares free between the foundation and the stairs. You can also do this in an L shape if you want to.



### Step 2:

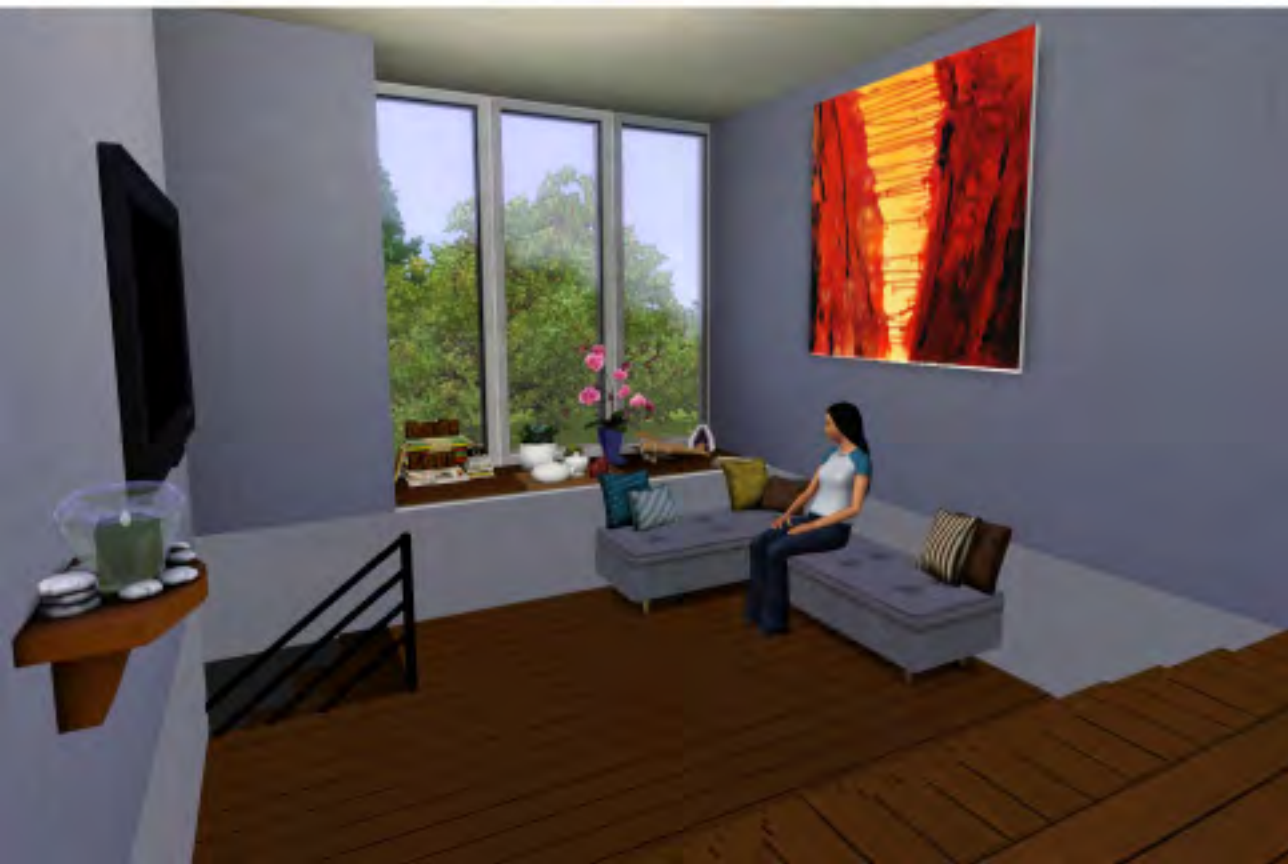
Place a staircase like it is shown in the pictures.





### Step 3:

You can paint the walls and cover the floor to make the area between the two floors look better. You cannot cover the stairs with floor tiles if you want your sims to be able to walk on the stairs.



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# TUTORIAL: Boat Building

Written by cazarupt, photos by cazarupt & Martine

Not only can our Sims live on land, but now – on water. There are several boats available to download from various fan sites; this tutorial is going to teach you how to make your own. It requires a large amount of time and perseverance, as well as creative input. Stick to it, don't give up and yours will turn out with some fantastic results.



**STEP 01** Choose a nice large lot to build your boat on. You'll need it to be big so you can create a nice lake around your boat. I'll be using 467 Farmer Valley Road in Riverview. Once you enter the lot, you'll need to flatten it with the Flatten Lot button in the terrain tools menu.

**STEP 02** Now, you need to cover the entire lot in water. It doesn't matter about the depth, we'll adjust this in a minute.

**STEP 03** You need the depth of the water to be deep enough so you can't see the terrain paints, but not too deep. Roughly one story deep is good. Change the depth of an area in one corner to get it right. Now you need to flatten the bottom of your lake. Using the Level Terrain tool, drag from the corner with the correct depth to the opposite one.



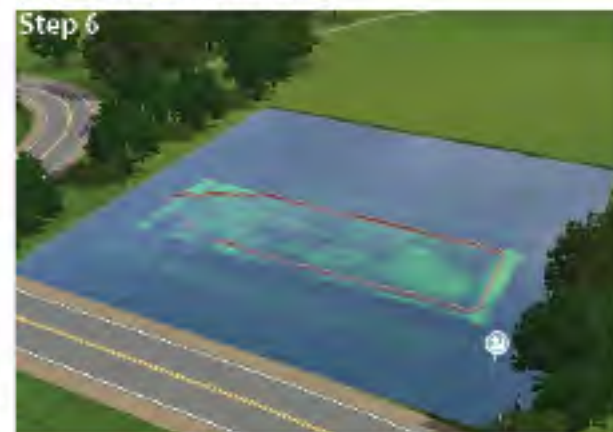
**STEP 04** Now, decide on the shape and size of your boat. Build an island a little larger than that size, and flatten it with the Level Terrain tool.



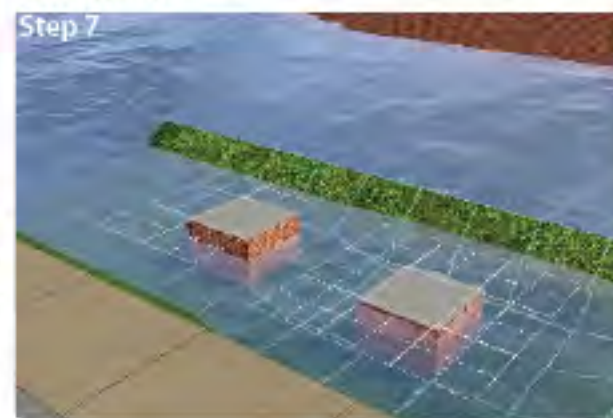
**STEP 05** Build the basic outline shape of your boat on the island with the Foundation tool. Once that's done, you must press **Shift + Ctrl + C** and enter the cheat **constrainfloorelevation false** into the console.



**STEP 06** In a similar way as steps 2, 3 & 4, lower the island down into the water, submersing the foundation in water. When you flatten the bottom of the lake, the top of the foundation should pop back up above water.

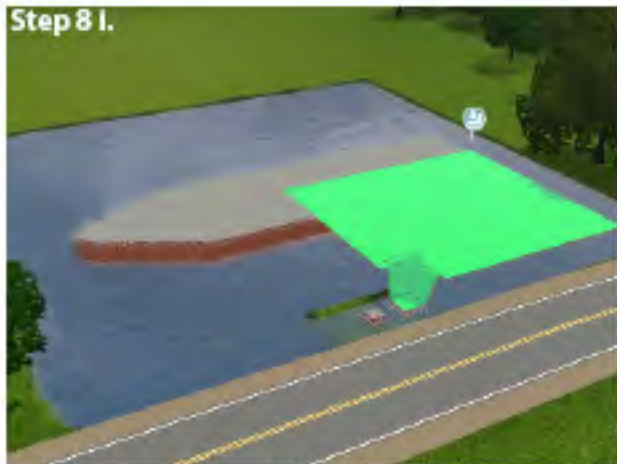


**STEP 07** Next we need to get the top of the foundation at the right level; just above the water is about right. For this, we'll need to build a sort of 'Scaffolding' at the side of the lake. At the side, you need to flatten out the bottom of the lake, high enough to let a piece of foundation just poke out of the water.





Step 8 I.

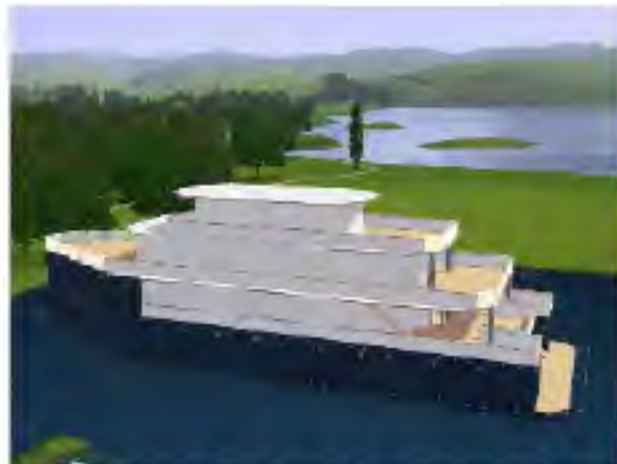


**STEP 08** Using the Level Terrain Tool, level from the piece of foundation 'scaffolding' across to the boat. Then, flatten all of the foundation so it's all at the correct level. We're now ready to build on top of our boat base.

Step 8 II.



**STEP 09** You can start to build the upper part of your boat. Build the basic outline and interior rooms first. Then move on to windows and doors - but don't furnish yet! We'll do this later.



**IDEA TIP** My boat as of Step 9. Get inspiration from real boats to try for the right shape, and make sure you have lots of outdoor space. Wooden decking is perfect flooring.



**IDEA TIP** Subtle Accessories such as the Life Ring that came with the base game is perfect for the Naval Theme; pair it with a few deck chairs and you're set to go.



### Advanced

This part of the tutorial takes things to a more advanced level using lots of CFE. It's best to learn a bit before you attempt this part. It's split up into several different sections depending on what part of your boat you want to develop. If you want to skip advanced techniques, just go on to step 26.

#### Creating a curved Bow (steps 10-18)

**STEP 10** Select the sledgehammer tool. Delete all of the foundation for where your curved bow will be.

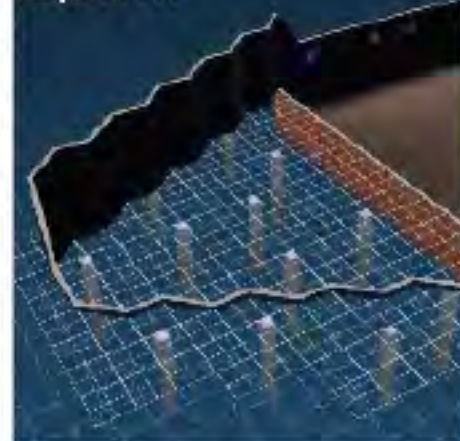
**STEP 11** Enter the cheat `moveobjects on`. Now, cover the place where your foundation was with columns. Make sure every square is covered (has a transparent cross on it).

**STEP 12** Cover this area with floor tiles.

**STEP 13** Delete the columns from before.

**STEP 14** Flatten the floor back down to normal height, similar to Step 8.

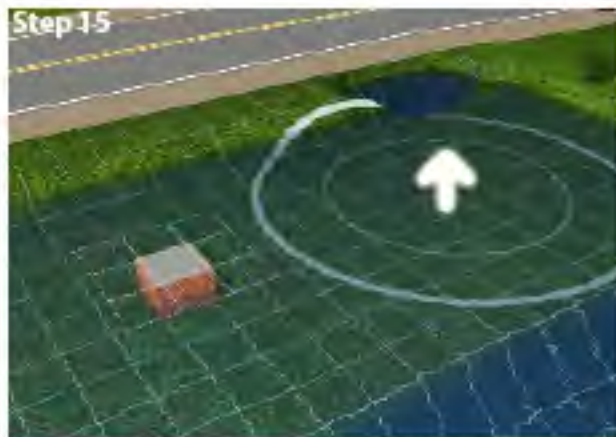
Steps 10 - 11



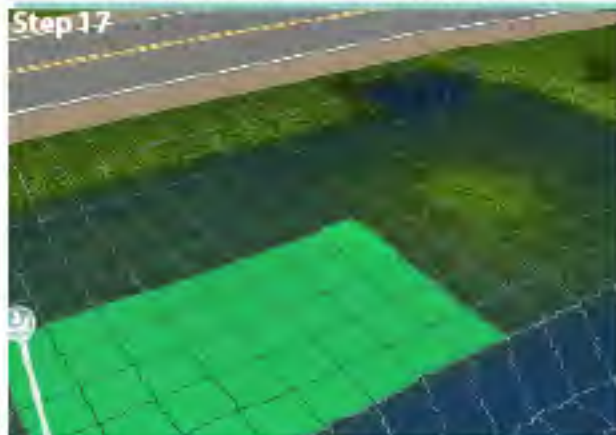
Steps 12 - 14



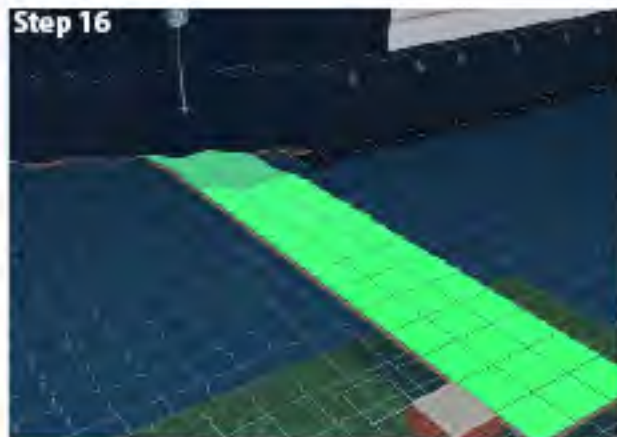




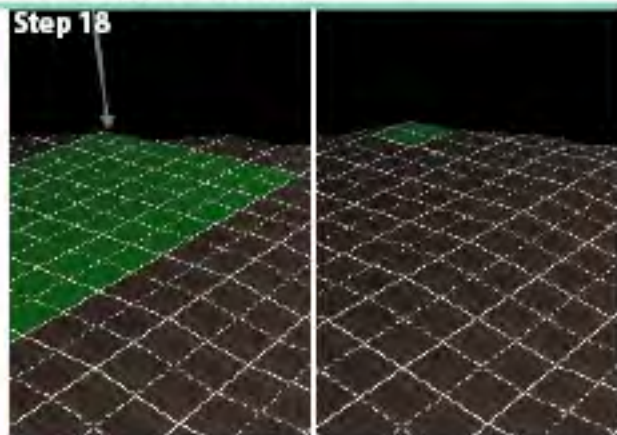
**STEP 15** Create a single piece of foundation to the side of the lake. Make it so the top of the foundation is poking out of the water just a little more than the boat is. Then, flatten a large area adjacent to it. With the large circular brush on the softest setting, raise the terrain a tiny amount.



**STEP 17** Once you've done that, flatten off from the very edge of the newly raised terrain. We don't want to raise up the terrain too much. Then, flatten the whole of the 'scaffolding' area to this height.



**STEP 16** Level across from your piece of foundation to the bow of the boat. You'll notice that the bow will raise a tiny bit. We want to keep doing this so we get the raised bow. You need to level the whole bow to this height, leaving the sloped row of flooring just at the edge.



**STEP 18** Now we can build a new piece of foundation. Repeat step 16, but only level to one row further away. Continue to do this as many times as you need to, to get the whole bow raised in a slope.

### Adding Curvature (steps 19-22)

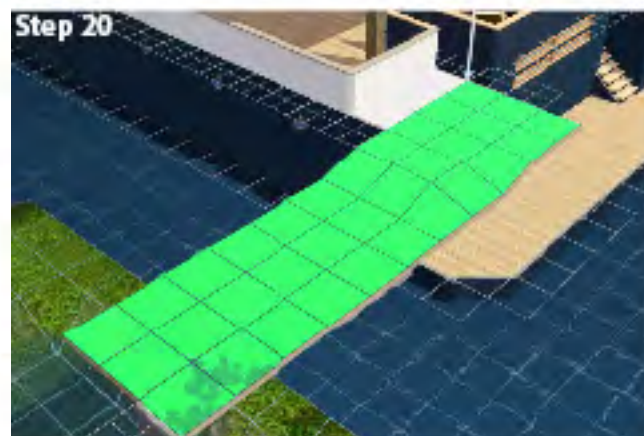
We can use some of the principals from the last section to add curvature to the boat. That's things like sloping parts and walls that have a curve along the top. I'll be adding a curve to the back of the boat, but you can easily apply the same principal to different parts.

#### Key Point!

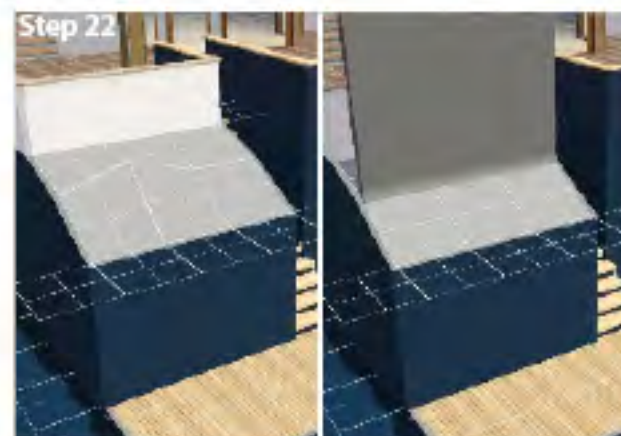
You can only level across from the one level to the same one. So if you have a wall that is only on the first floor and you want it to be the same height as the wall on the fifth floor, you can't level across from the fifth floor to the 1st. So when interpreting this principal to use in different ways, remember to consider this.



**STEP 19** Start by building a scaffolding tower at the side. We can raise this up and down, in order to do the same to the levels of floors and walls of the boat.



**STEP 20** We'll be using the same concept for 'leveling off' as used in steps 8,14-18. Start with the scaffolding tower. Lower it down so the foundation is just a small amount under the water. Then level off from the second story of the tower over to the same on the boat.



**STEP 22** If you've got any problems with pointy parts or single squares that are out of shape, simply use a wall to fix. A wall will level any tiles it goes across to the same height of the tile where it started from. We can use this to remove those tiles that are out of place.

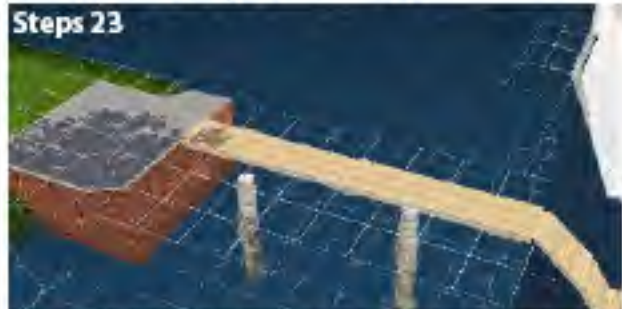
**STEP 21** Lower again and level across again to get a curve (similar to steps 15-18).



## Getting to the Boat (steps 22-24)

You finally need to add a gangplank or bridge that will let your Sims get onto the boat.

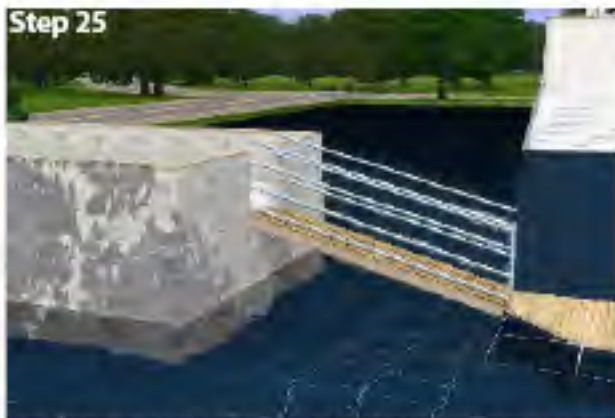
### Steps 23



**STEP 23** Add a pier to the side of the lake, for the bridge to come off of. Make it from foundation, which needs to stick out into the lake to where you want your bridge to start from.

**STEP 24** Where you want to create the bridge, you need to place columns under the water (use the **moveobjects on cheat**). Then, add some flooring on top for where the bridge will be. Using

### Step 25



the columns will mess-up the boat and pier somewhat, however you can just fix this with the leveling tool and leveling with walls techniques that you have already learned in step 22.

**STEP 25** Using the same 'leveling' technique that you've learned throughout the tutorial, slowly lower down each tile of the bridge until it looks something like what I have below. Alternatively, you may choose to have a curved bridge – or even none at all!

## Finishing Off

**STEP 26** Time to furnish. Add tables, sofas and chairs to the outside decks, and nice open-plan rooms on the inside. Boats work best this way, as it gives a great nautical feel. Make sure you turn CFE off at this point, by typing **constrainfloorelevation true** into the console. Decorating can muck up all your hard work!

**STEP 27** Landscape the surrounding area; you could do it on a sea theme with beaches at the edge, or make it so the boat appears to be in a dock! Just experiment, and choose what you think is best. After all, experimenting is what this tutorial is all about.

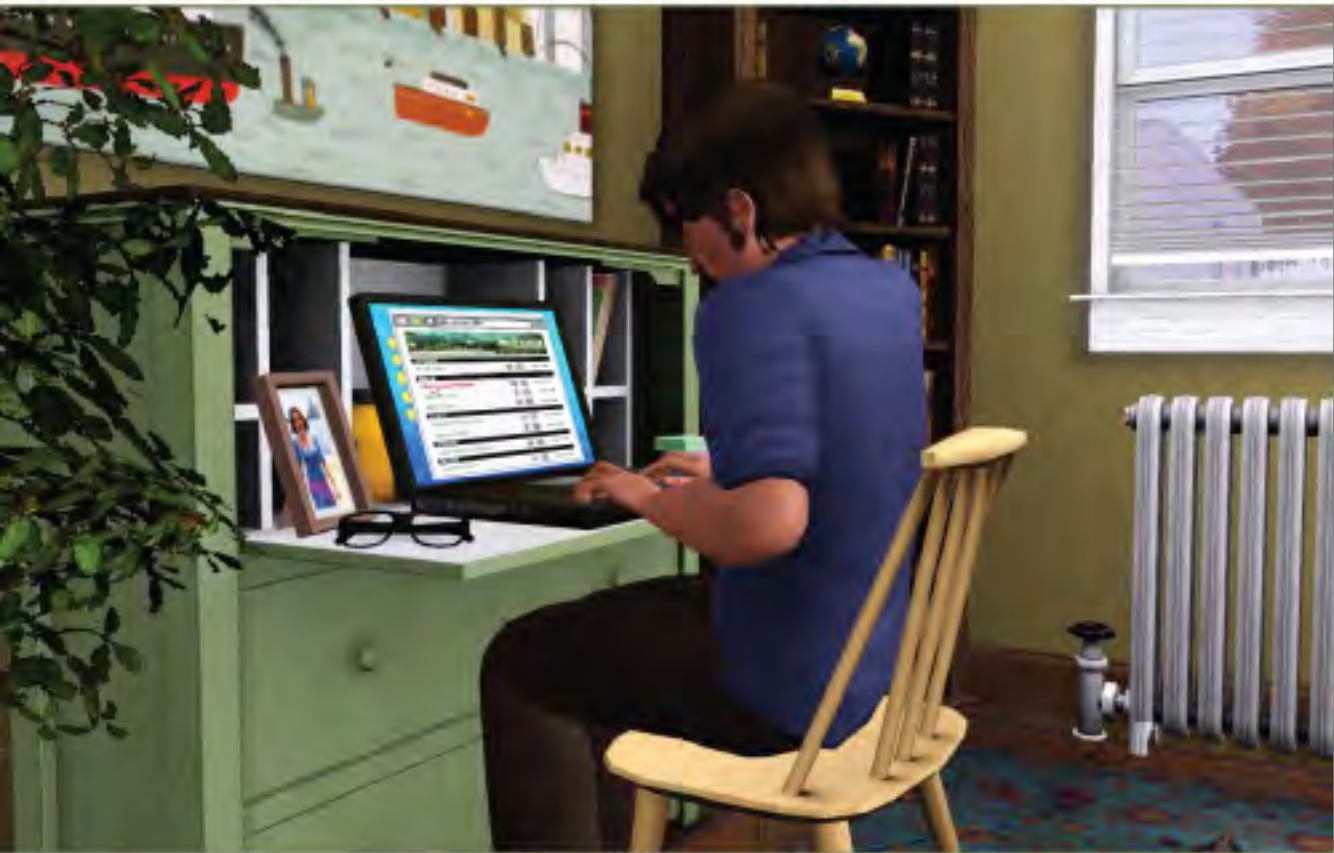


*Above - Modern lounge: ideal for relaxation.  
Left - Stylish cabins below deck.  
Far Left - A place to sunbathe on the flybridge deck.*



# Custom Content Management

Tutorial by Martine



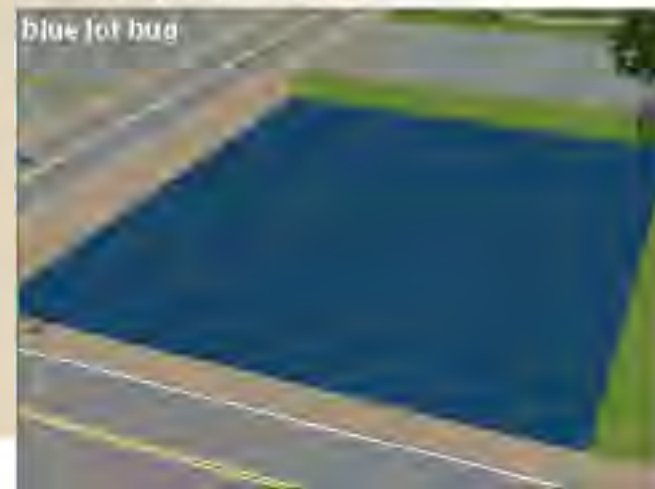
## General Tips

- This is the single most important tip I can give you; always have a recent backup available of the following files and folders: Saves, Saved Sims, Library, DCCache, Downloads and third party custom content. You can find the mentioned folders in this location: Documents > Electronic Arts > The Sims 3.
- Clear the four cache files (CASPartCache, compositorCache, scriptCache and simsCompositorCache) every once in a while to keep things tidy. You can find them in the location mentioned above.
- Use the TS3.exe or TS3EP01.exe to start the game instead of using the launcher for faster loading (you can find the exe files in Program Files > Electronic Arts > The Sims 3 of The Sims 3 World Adventures (if you have WA) > Game > Bin).
- Do you have a fast computer? Use a FPS limiter to keep your graphics card from overheating and to ensure lag-free gameplay.
- Check new objects and hair files for outrageous polygon counts using the TSR Workshop (objects) and Delphy's Unitool (CAS items). The more complex an item is, the more polygons it has, and the harder your computer has to work to render the object. A basic rule is a maximum of about 2000 polygons per tile. This number will vary depending on your computer's hardware.
- Check newly downloaded items in-game, previews are not always accurate and quality can turn out to be much less than expected. I even keep an entire neighborhood to store all my custom content in various categories; there's lots for kitchen clutter, tables, electronics et-cetera. This way I can easily keep track of what I have downloaded (especially handy since TS3 doesn't have the ability to create collections, what was EA thinking?!)
- After installing the 1.7 patch many people started experiencing blue cut outs in their neighborhoods. These are caused by custom content created with outdated tools. Once a neighborhood gets 'blue lotted' there's no way of getting it back except with a backup. You can use Delphy's TS3 Dashboard to identify and fix corrupt custom content.
- Last but not least, keep your mods up to date to avoid conflicts. Also update your tools such as S3PE regularly.

## Patching Tips

- Do not install a patch or expansion on the date of release (I know you're dying to play with that new vibrating bed, but you don't want your game to blow up in your face now do you?). Wait for feedback from the larger forums first (I recommend MTS and MATY) to see if there are any major problems.
- Always take out all custom content and hacks before attempting to install anything (you can, however, leave the framework files in; just be sure to take out all others. You might have put files in locations other than your Mods folder, such as camera hacks or a modified game-play package), slowly put them back in when everything has installed correctly.

Are you tired of lag and stuttering gameplay? After the introduction of World Adventures and patch 1.7 many players started experiencing a drop in frame rates, slow loading times or their games not working at all! In this tutorial I will show you how to install and manage your custom content, without having to use the launcher, and make your game run as smooth as the first install at the same time. I will start with some general tips and information on how to safely install an expansion pack or patch.





# The Tutorial

Before starting I'm going to answer some basic questions. You might wonder what's wrong with using the actual launcher to install custom content. The answer is simple: once you install something using the launcher, it's thrown in one big file (DCCache) from which it cannot be deleted. Sure, you can 'delete' it from the launcher, but you won't get your precious space back. Also, the launcher is quite a pain in the behind to use, due to slow installing and general annoyance. This method, with greater organizing ability, makes sure you know exactly what is installed.

There will be two start points in this tutorial: one, for people who have been using the sims3pack format and one, for those who are already using the package format. If you are part of the second group you have probably experienced rather serious lag after installing numerous package files. This is because even though the game is created to read package files, it prefers using a few large files at once rather than hundreds of smaller ones. So it is not necessarily the size but the sheer number of downloads that are causing stuttering game play. I also want to encourage you to read through the whole article. While this method can be a little bit overwhelming and confusing at first, the resulting smooth game will definitely be worth it.

## List of needed tools:

- Delphy's Framework Installer Tool
- Delphy's Sims3Pack Multi Extracter
- Delphy's TS3 Dashboard
- Sims 3 Package Editor (S3PE)

Be sure to read all the tools' specific instructions carefully, as I won't go in to detail about them here.

Name	Date modified	Type
CurrentGame.sims3	5-2-2010 22:37	File Folder
Custom Music	7-12-2009 22:35	File Folder
DCBackup	4-2-2010 0:35	File Folder
DCCache	5-2-2010 22:37	File Folder
Downloads	4-2-2010 0:34	File Folder
Exports	21-1-2010 23:43	File Folder
InstalledWorlds	21-1-2010 23:46	File Folder
Library	28-1-2010 13:15	File Folder
Recorded Videos	22-1-2010 14:15	File Folder
SavedSims	28-1-2010 12:44	File Folder
Saves	5-2-2010 22:37	File Folder
Screenshots	5-2-2010 22:36	File Folder
SigsCache	17-12-2009 17:15	File Folder
Thumbnails	7-12-2009 22:35	File Folder
WorldCaches	24-1-2010 11:50	File Folder
CASPartCache	4-2-2010 0:35	Sims3 package
compositorCache	5-2-2010 22:37	Sims3 package
DeviceConfig	5-2-2010 22:22	Notepad
Options	5-2-2010 22:22	Notepad
scriptCache	5-2-2010 22:37	Sims3 package
simCompositorCache	5-2-2010 22:37	Sims3 package
Sims3Logs	5-2-2010 22:37	XML File
userPresets	27-1-2010 12:36	Sims3 package
Version.tag	17-12-2009 17:10	TAG File
WorldPresets	8-12-2009 23:22	Notepad

## Important Links:

1. FPS Limiter
2. TSR Workshop
3. Delphy's Unitool
4. Mod the Sims Forum
5. MATY
6. Delphy's TS3 Dashboard
7. Delphy's Multi Extracter
8. Delphy's Framework Installer
9. MATY Framework
10. Living Sims TS3 Help Section
11. Sims 3 Package Editor

Prior to starting: Install the framework using Delphy's Framework Installer Tool; this enables you to use the package format to install custom content. If you use a Mac then you should install MATY's framework manually.

## Step 1:

### sims3pack users:

- First, make a backup of your Downloads folder, where all your downloaded sims3packs are stored.
- Then convert your downloaded sims3packs (except for official store sets, worlds or counters) to package files, using Delphy's Multi Extracter.
- Once you have converted all items you will have to delete the files in the DCCache folder as well as the files in the DCBackup folder.
- Now you re-install your official store sets, worlds and counters as sims3packs using the launcher.

## Step 1:

### package users:

- If you've been using packages before there aren't any special precautions that must be taken, just make sure you have your official store sets, world files and counters installed via the launcher and have a backup of both your Downloads folder and Mods folder (where your package files are stored).

Now that you're using package as your standard format, you need to keep in mind that certain things will still need to be installed via the launcher from now on:

- Patches
- Official store sets
- Worlds
- Counters (they do not recolor correctly when installed as a package file)

**Note:** Counters do not always show this behavior, you can test this in your game with a custom counter. To see if they recolor correctly, recolor a few counters and then place them in an L position. If they do not recolor correctly they will snap back to their original color.

## Step 2:

- Next you will have to run Delphy's TS3 Dashboard to make sure your package files are not causing any trouble. Content created with outdated tools or even mistakenly downloaded TS2 content can easily slow down your game. These corrupt files will be constantly loaded by the game, causing enormous lag.

## Step 3:

- Create a folder somewhere on your computer called TS3 Downloads, this will be a sorting folder where you will put your package files, from now on.
- Create several sub folders (one for each CC category, or another sorting system you prefer, by creator or site for example) in your sorting folder, also create a separate folder for your hacks.
- Put the package files in the correct folders.



## Adding new downloads

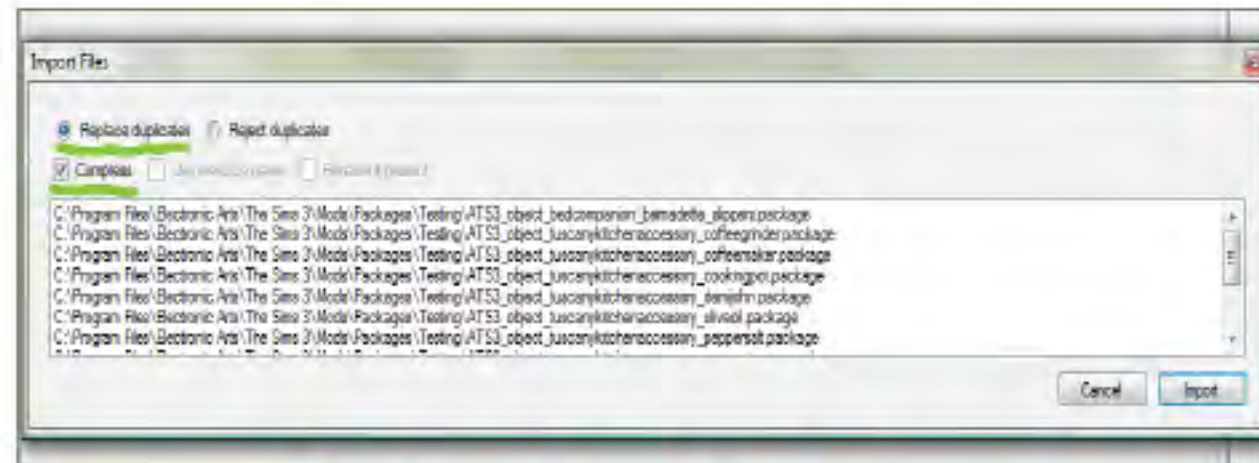
## Deleting items

### Step 4:

- Now, open up S3PE. Click File > New.
- Click Resource > Import > From package.
- Go to your sorting folder and choose one category. Select all package files belonging to that category and click Open.
- Then tick the Compress box and make sure Replace Duplicates is also ticked.
- S3PE will now import and merge your packages. Depending on the number and your hardware this might take a little while. I do not know what the exact limit is, but I recommend staying between 300 and 500 separate packages, per merged package (as for size, 200 MB per merged package should be the guideline).
- When all files are merged, save your merged package (for example Clothing.package) to your Mods folder (Program Files > Electronic Arts > The Sims 3 > Mods > Packages). Saving might again take a while, this is normal.
- Rinse and repeat for all other custom content categories.
- Do not merge your hacks. Put them in a separate Hacks folder in your Packages folder. This is because hacks do not always merge well and need to be updated often. Personally I have merged all my hacks except the Awesomemod hack without issues. Do this at your own risk however! I recommend staying under 50 merged packages in total (preferably somewhere around 20). Most computers won't really start to feel the strain until about a 100, but less is always better!

- When you have new package files ready to add, open up the category package with S3PE. Click Resource > Import > From package and select your new files.
- Again, make sure Replace Duplicates and Compress are active.
- Let S3PE import the files and save when it's done.
- I strongly recommend keeping your sorting folder up to date as well, as this makes deleting files much easier.

- When you no longer want to use a certain item in your game, simply delete the package from your sorting folder and use S3PE to create a new merged package of that category.
- Then replace the old merged package in your Packages folder with the new one.
- And that's it! I hope this tutorial will help you to decrease lag and to have more control over your downloads. If you have any questions, please ask them in the TS3 Help section at Living Sims' forum.



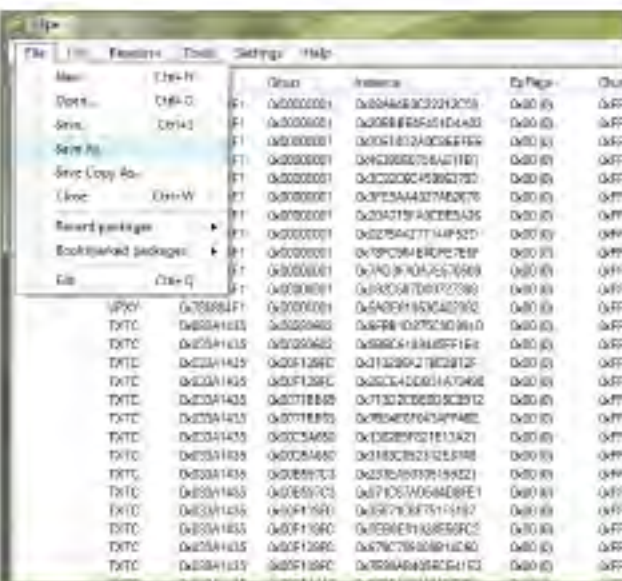
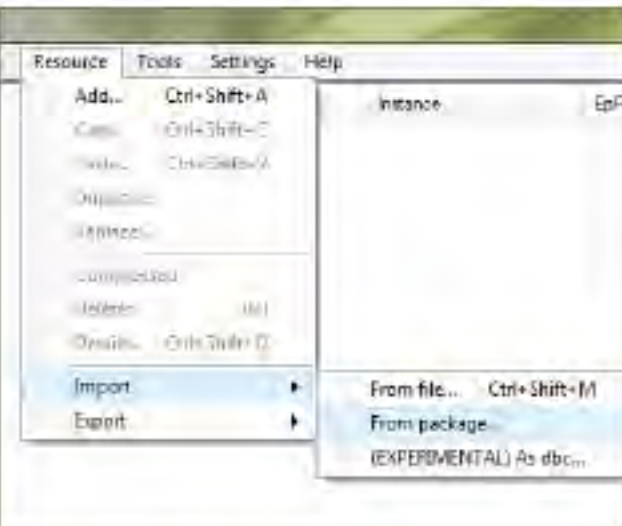
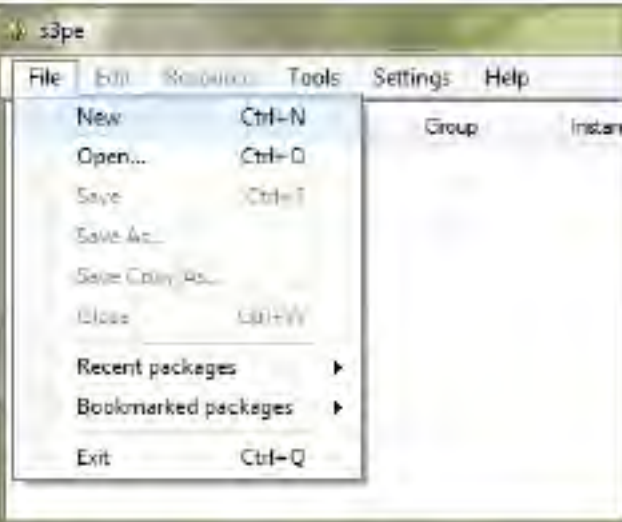
### Credit:

Delphy for all his amazing tools

pljones and Inge

Jones for S3PE

Anach at MATY














# World Reviews

In December EA released the Create a world tool, ever since then people have been releasing wonderful worlds. But with all these fancy new worlds, how is one to know the good from the bad?

Luckily living sims is here to help; this is the first of a series of reviews. Each issue we will take two worlds and play test them, and then give you our honest opinions. Enjoy!

	Rating from 1 to 5 stars, where 5 stars is best	<input checked="" type="checkbox"/>	Spawners included
	Island world	<input checked="" type="checkbox"/>	Populated: The world includes sims
	Normal neighbourhood world	<b>Resource demand:</b> From light to heavy tells you how much computer resources the world requires. A light world can run on older computers while a heavy hood requires a high end new computer	
	Big city neighbourhood world		
<input checked="" type="checkbox"/>	Yes		
<input type="checkbox"/>	No		
	Work place lots included in the world		
	Community lots included in the world		
	Residential Houses included in the world		



## Mysterious City

- Overall: 
- World type: 
- World size: Small
- Empty:
- Lots included:  
- Spawners:
- Populated:
- Resource demand: Light

At first glance this medium sized world may seem suburban, but you will instantly see why this town is special. The core of the town is very dense and feels city like. But there are no pre-made houses, or Sims. The scenery is unrealistic at times; the use of terrain paint is overdone at times, and looks quite repetitive. This is a very nice, basic town with stunning community spaces.

<http://sims3.shaiya.fr/index-1.php>



## Niua Simoa

- Overall: 
- World type: 
- World size: Large
- Empty:
- Lots included:   
- Spawners:
- Populated:
- Resource demand: Heavy

This tropical world contains an amazing amount of detail, from the coral reef to the grand volcano. The landscaping is very realistic, and the lots fit the tropical style of the island. There are pre-made community lots, homes, and sims. The saved game included has a very interesting, but confusing plot, and the world is customized to fit those sims' needs, which makes it difficult to create your own community. Over all this is an amazing world and one of the most detailed available.

[www.modthesims.info/download.php?t=387272](http://www.modthesims.info/download.php?t=387272)



# Vegan-Friendly Falafel

Article & photos by: AjÖya



## Ingredients:

- ▶ 2 cups chickpeas (garbanzo beans), drained
- ▶ 4 cloves garlic - peeled and sliced
- ▶ 3 tablespoons peanut butter
- ▶ 1 green onion, chopped
- ▶ 1 onion, cut into chunks
- ▶ 1 egg
- ▶ 1/4 teaspoon ground coriander
- ▶ 1/4 teaspoon ground cumin
- ▶ 1/4 teaspoon cayenne pepper
- ▶ 1 tablespoon soy sauce
- ▶ 1 tablespoon corn oil

Cooking Skill: 5

Quality: Nice

Serve Cost: §

Veggie: Yes

Serve: Lunch, Dinner

Single: Yes

Group: Yes

Requires: Lettuce, Onion



Prep Time: 10 Min

Cook Time: 20 Min

Ready In: 30 Min



## Technique:

1 Blend chickpeas in a food processor. Add garlic, peanut butter, green onion, onion, egg, coriander, cumin, cayenne pepper and soy sauce; process until well mixed. Shape into balls, using about 1 tablespoon for each.

2 Heat oil in a medium skillet over medium-high heat. Brown balls on all sides.

Number of Servings: 4



## Serving Suggestions:

Falafel can be served as an appetizer with hummus and tahini, or as a main course. Stuff pita bread with falafel, lettuce, tomatoes, tahini, salt and pepper. As an alternative, falafel can be formed into patties and served like a burger.



Falafel is a very popular fast food in the Middle East. Vendors sell it on the street corners in Cairo. As a main dish, it is served in a pita bread sandwich which is stuffed with: lettuce, tomatoes and tahini. As an appetizer, it is served on a salad, or with hummus and tahini. Falafel is a favorite among vegetarians.

In Egypt, McDonald's has their version of a falafel sandwich. Can you guess the name? McFalafel, of course.

Learn how to make your own Falafel right at home





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