

Cartoon Race Track Budapest

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## Description

NOTICE: Package contains project with built-in RP setting, but it can be used with

URP and HDRP render pipelines. All my racetracks can be used in any RP, you just

need to switch the material type. Cartoon style model of Alber Park Circuit, located around Albert Park Lake in Melbourne, Australia. It opened on November 20, 1953. It is currently holding Australian GP races.

Total length of track - 2167 meters

Basic workflow description:

You can assemble a complete racetrack within few minutes by dragging and dropping a set of prefabs into your scene. Those are:

- \* Terrain (road, grass, gravel, curbs)
- \* Vehicles
- \* Colliders
- \* Objects - distance markers, cars, banners, buildings
- \* Trees
- \* Walls and barriers
- \* Buildings

After placing the pre-built track components you can easily turn off some of them if you want to customize or optimize your scene.

I have made the grass, road, curbs and pavement as separate meshes. This way you can add different sound effects when car is driving over them. You can use your scripts and physics materials to make the grass mesh slippery, sand patches to slow the car down etc.

Additionally, you can place individual objects to further change the appearance of the environment.

Here is the list of all available 3d objects you get with the track:

- \* 10 hot air balloons
- \* 3 small ad boxes for track side
- \* 4 medium sized sponsor banners
- \* 2 wide banners for track name or sponsors
- \* Over 20 different tree types
- \* Tyre barrier, 2 different color tyre stacks and 2 different color single tyres for track side
- \* Different types of walls - short, long, with or without safety fences
- \* Track crossing bridge
- \* Orange traffic cone
- \* 2 types of distance markers
- \* Start light set and pitlane exit light
- \* Lamp posts
- \* 2 types of floodlight poles
- \* Pitwall (seats with tables for race engineers)
- \* Plastic block to use for track layouts
- \* Spectator seats
- \* 2 white tents for mechanics or guests
- \* Safety blocks made of tyres
- \* 4 RVs

- \* 7 cars
- \* 4 trucks.
- \* Various location specific props and buildings

Total length of track - 2167 meters, average width 12 meters.

What are the benefits of using this asset?

1. Ease of use. You don't have to spend hours sticking together straights and corners to make a race track. All you have to do is drag prefabs into an empty scene, and you have a cool looking cartoon track with road, grass, mountains, trees, garages, walls and everything else you might need. All what's left is to place your vehicle prefab and start testing.
2. Safety. If you have a scene with track built from separate elements, there is always possibility to corrupt the scene file, or run into compability issues after upgrading engine. If you lose your scene file, all your hard work is lost. With this pre-built modular asset, you will always have complete track after just a few minutes of work.
3. Separate objects. If you don't like the trackside object placement of default track, it's easy to turn off the elements, and place trees, walls, garages and everything else as you see fit.

For any questions about this asset send me an email to [retrovalorem@gmail.com](mailto:retrovalorem@gmail.com).

Technical details

Complete track geometry:

Polygons: 1 172 135

Triangles: 1 814 644

Edges: 2 273 480

Vertices: 1 145 282

23 Materials

1 Physical Material

31 Textures (including specular and normal maps) - sizes from 512x512px to

8192x8192px

UV mapping: overlapping