

FANTASTIC CITY GENERATOR 2.0.1

By MasterPixel3D

How to use Fantastic City Generator:

1. Import Package
2. Select 'Window | Fantastic Generator' from the menu



3. To generate new City, click in the button 'Small', 'Medium', 'Large' or 'Very Large'

A screenshot of the 'Fantastic City Generator' window. It has several sections: 'Generate Streets' with buttons for 'Small', 'Medium', 'Large', and 'Very Large', a checkbox for 'With Sattelite City?', and a 'Clear Streets' button; 'Buildings' with 'Generate Buildings' and 'Clear Buildings' buttons, a checked checkbox for 'With Downtown Area?', a 'Downtown Size' slider set to 115.6, and a 'Traffic System' section with a checked 'Show Gizmos' checkbox and 'Add Traffic System'/'Remove Traffic System' buttons; a 'Traffic Hand' section with 'Right Hand' and 'Left Hand' buttons; a 'Combine Meshes' button; and a 'Generate Lightmap UVs' checkbox.	<p>There are the buttons:</p> <p>Generate Streets Small City Medium City Large City Very Large City</p> <p>With Sattelite City Activate if you want to create two cities connected by a Highway</p> <p>Buildings Generate Buldings Clear Buildings</p> <p>WithDowntown Area Activate to create a metropolitan city</p> <p>Downtown Size Set the size of the center area</p> <p>Traffic System Add Traffic System Remove Traffic System</p> <p>Traffic Car Direction Right Hand or Left Hand</p>
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4. Click in button 'Generate Buildings'

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prefab' into the scene

Now you can create two cities connected by highway.

Highway modules can also be added manually. They are in the Highway folder.

5. Click in button "Add Traffic System" to add vehicle traffic to the scene

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prefab' into the scene

Set the Player in the Traffic System Inspector so that vehicles exist only near the Player. (Recommended to set the camera)

6. Optionally click 'Inverse Car Direction' to reverse the direction of vehicle traffic

Nomenclature of folders with building prefabs

BC - Downtown street building (not in the corner)

EB - Corner buildings in suburban areas

BB - Buildings in suburban areas (not in the corner)

BR - Residential buildings in suburban areas (not in the corner)

BK - Buildings that occupy an entire block

SB - Large buildings that occupy a larger block

SB - Large buildings that occupy larger blocks

DC - Corner buildings that occupy one side of the street

MB - Buildings that occupy both sides of the street

DC - Corner buildings that occupy both sides of the street

BBS - Buildings in suburban areas (not in the corner) on slopes

BCS - Downtown street building (not in the corner) on slopes

Tutorials

Add third-party Buildings:

https://youtu.be/kVrWir_WjNY

Add thrid-party objects:

<https://youtu.be/NgEdgigaSlg>

Generate City at Runtime: SampleScene in Asset/Fantanstic City Generator/Scenes

Adding Vehicles on Traffic System:

Video 1: https://youtu.be/E_v5WmB3tyY [Video](#)

2: <https://youtu.be/LDujofxGogs>

Turn Signals and Brake Lights: <https://youtu.be/bSuA6Q8D5hw>

Resize City Manually:

https://youtu.be/CbJ_fwATGg

Adding waypoints of Traffic System Manually: <https://youtu.be/LDujofxGogs?t=96>

Unity Universal Render Pipeline (URP) : <https://www.youtube.com/watch?v=ZXxJyclsLzc>

<https://www.youtube.com/watch?v=SxGoZL31Dy4>

For more info and video tutorials access:

<http://masterpixel3d.com/fcg>

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