FANTASTIC CITY GENERATOR 2.0.1

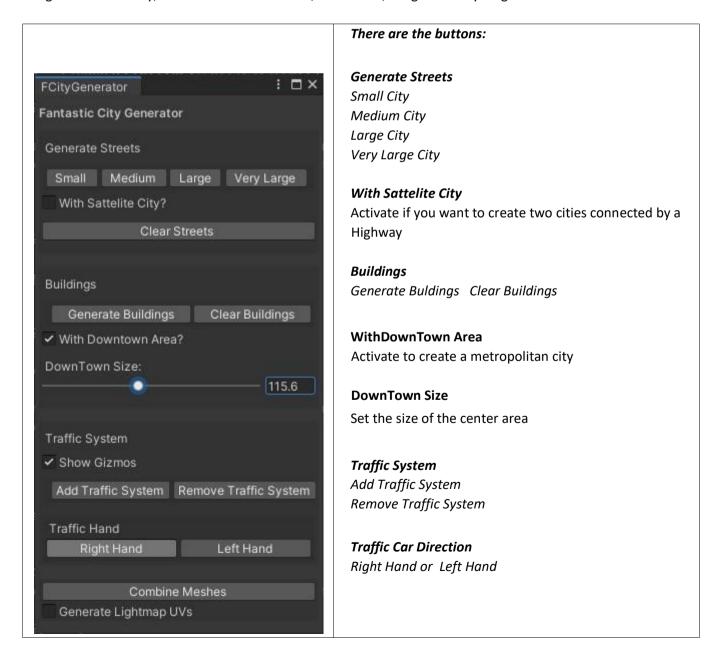
By MasterPixel3D

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 'Smal', 'Medium', 'Large' or 'Very Large'



4. Click in buttom 'Generate Buildings'

Vehicles to be added randomly in Awake (), just put the 'Assets / Fantastic city generator / Traffic system / Traffic System.prafab' 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 buttom "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.prafab' 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/NgEdgjgaSlg

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/LDujofxGoqs

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

Resize City Manually:

https://youtu.be/CbJ fwwATGg

Adding waypoints of Traffic System Manually: https://youtu.be/LDujofxGoqs?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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