TRAFFIC SIGNS
ULTIMATE TRAFFIC SIGN COLLECTION
v1.0.0

Created by [Ripcord Development](mailto:info@ripcorddev.com)
info@ripcorddev.com

> **This project has been thoroughly tested for bugs before being sent to the Unity Asset store. If you do find an issue with this package, please contact us before posting a negative review on the Unity Asset Store. We are more than willing to help solve any issues you may encounter.**

The **Ultimate Traffic Sign Collection** is a comprehensive assortment of signs and posts designed to bring your project to life by adding an extra level of depth and detail. This collection contains over 200 detailed traffic sign textures, combined with various sign shapes, sizes, and posts.

PREFABS
The prefabs folder is divided into 4 different sections, Signs, Tabs, Posts, and Brackets. Both the Signs and the Tabs folders are broken down into subcategories since there are so many different prefabs to choose from.
- **Signs** – The bread and butter of this package. The signs are separated into different categories based on their purpose.
- **Tabs** –These are smaller signs that are meant to exist on the same post as larger signs. They provide more detail to the sign's direction.
- **Posts** – Objects that the signs can be placed on. Each post contains multiple mount points to help make placing signs easier.
- **Brackets** – Extra detail pieces that can be used along side the posts to further customize the placement of the signs and how they attach to the post. Each bracket contains its own mount points. The name of each bracket references the post it is meant to attach to.

MODELS
Traffic Signs essentially has 2 categories of objects. Signs and posts. They can be used individually, or combined. Whichever fits your project best.
- **Signs** – These are the basic sign shapes. Some of the shapes are available in multiple sizes. The number listed after the name of each sign indicates its dimensions in centimeters (cm). 1 cm = 0.1 Unity units.
    - **Damaged** – Mangled versions of some of the more common sign shapes/sizes.
- **Posts** – See description under "PREFABS".
- **Brackets** – See description under "PREFABS".

MATERIALS
The materials in this package are broken down into the same categories as the prefabs. Each sign has an albedo and a specular texture. If your project is using a more realistic style then you would want to use both, otherwise if you're going for a more cartoony look then you can get away with just using the albedo texture.

Each sign uses two different materials, one for the image on the front, and a second for the exposed material on the back of the sign. The sign back material is UV mapped to a square so you can easily swap it for your own texture if you prefer.

SCRIPTS

Traffic Signs contains a single script that's only used as part of the demo. It's not a required component of the **Traffic Signs** collection.

GETTING STARTED

Traffic Signs contains a prefab for every single sign in the package. Just drag them into your scene and you're ready to go, or build your own using the different post prefabs and sign shapes. The included demo scene contains a variety of examples to show how the different pieces combine.

SCENE SETUP

The following steps are only required if you want to use the full Traffic Signs demo as seen in screenshots and the WebGL build. If you want to just get right to using Traffic Signs for your own project you can skip this section.

The demo scene in this package makes use of a couple free asset packages provided by Unity. To replicate the exact look and functionality of the demo scenes, you'll need to import these packages.

Camera Movement
The demo.trafficSigns scene makes use of Unity's *FirstPersonController*. To add the controller to the scene you'll need to import the Cross Platform Input package. From the menu bar in the editor go to:
Assets > Import Package > CrossPlatformInput

With the package imported, grab the *FPSController* prefab and drag it into your scene.

The demo scenes in this package make use of a couple free asset packages provided by Unity. To replicate the exact look and functionality of the demo scenes, you'll need to import these packages.
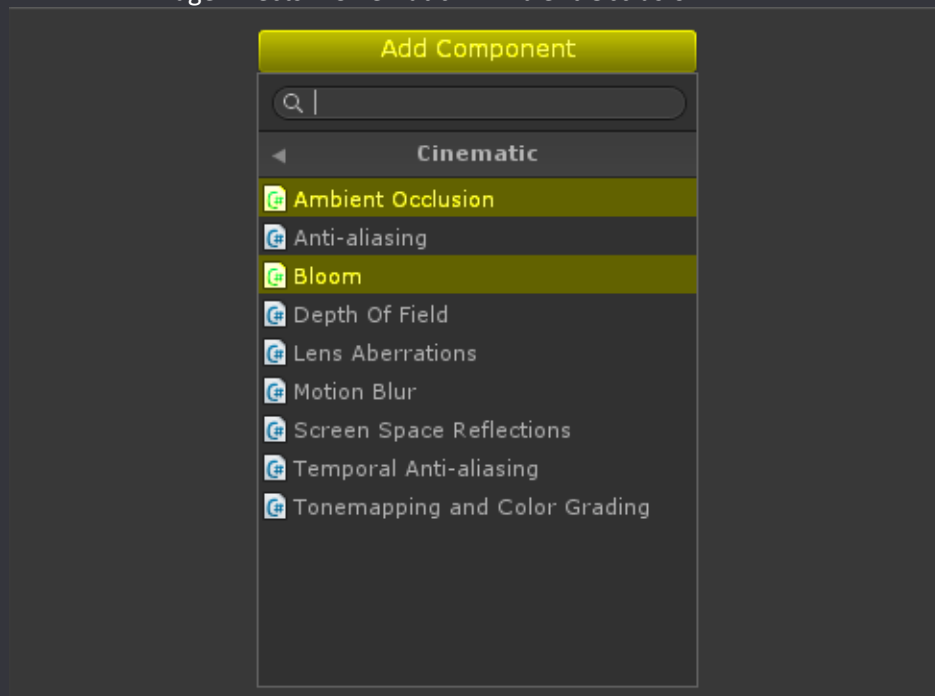
Image Effects
Unity 5.4 –**Legacy Cinematic Image Effects**
Unity 5.5 and up –**Post Processing Stack** – (the setup for this package is slightly different, but the settings are the same).
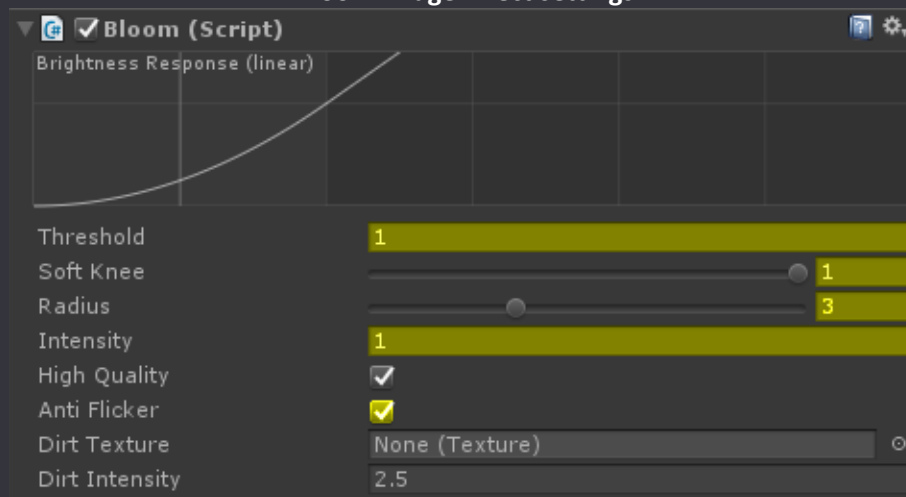
The instructions below will show the setup for the Legacy Cinematic Image Effects since that's what was used in the demo scenes.

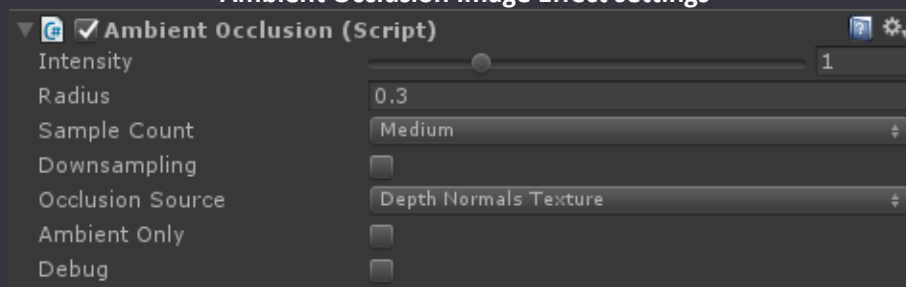Select the camera in your scene and add the following components:

- Image Effects > Cinematic > Bloom
- Image Effects > Cinematic > Ambient Occlusion

Bloom Image Effect settings

Ambient Occlusion Image Effect settings

WRAP UP

The **Ultimate Traffic Sign Collection** is a great time-saver when it comes to bringing your city scene to life. If there is anything you'd like to see added to this package, please don't hesitate to reach out and let me know. I'm always looking for new items to add.

If you find this package useful, please don't forget to leave positive feedback on the Unity Asset Store. **If you have any issues, please contact me with as much information about the issue as you can and I will get back to you as soon as possible.**

Thank you!

RIPCORD //
DEVELOPMENT //