

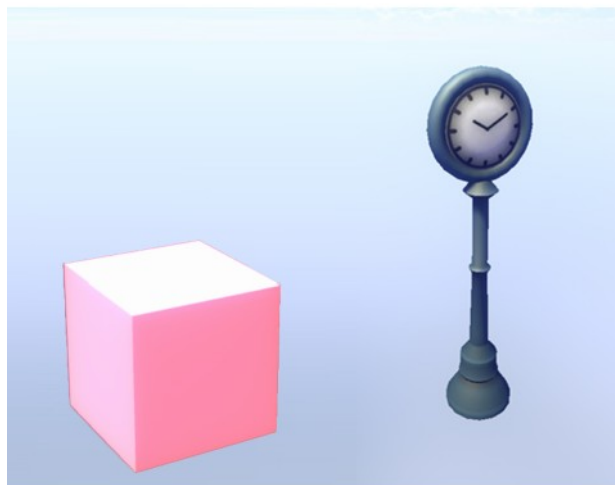


One toon building is a free sample of the Toon town package from the Unity asset store.

Prefabs

You can find 2 prefabs in the prefabs folder:

- **ComI01**
- **Masterclock**



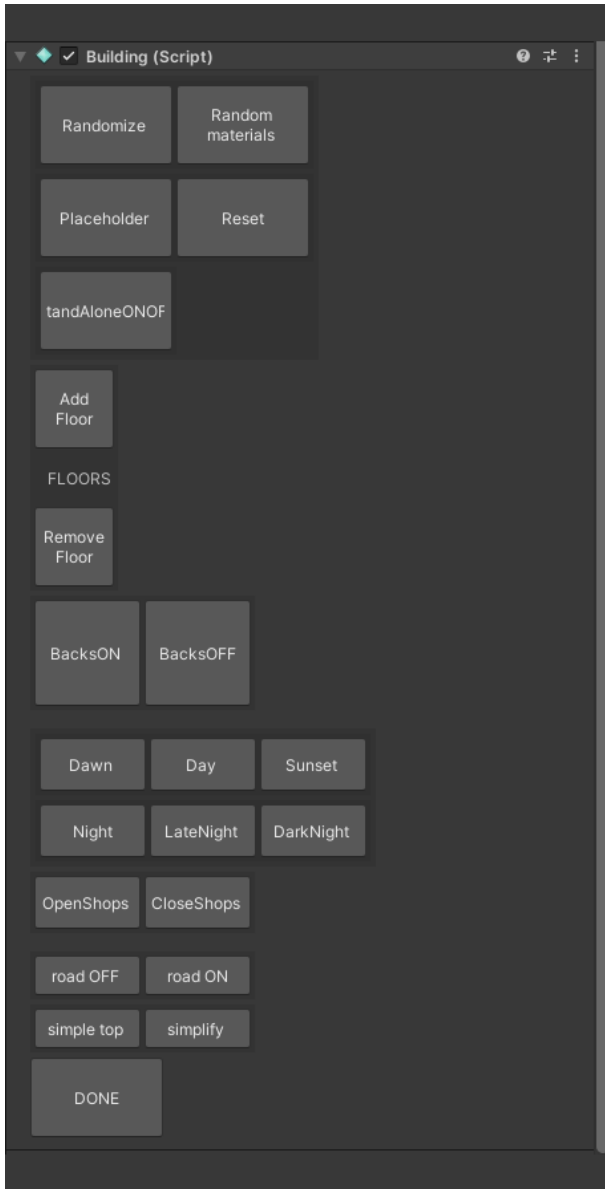
ComI01

Masterclock

Throw ComI01 into a scene and you will be able to create a building and play with its options. Use Masterclock to change the hour of the day and the environment and some other options, for this one to work properly your main light needs to be named “SUN”.

1.-ComI01.

Editor script options:



Randomize materials and addons.

Randomize materials.

Use the placeholder.

Reset the building.

Make the building stand alone or part of a block.

Add one floor.

Remove one floor.

Add/remove the back of the building if part of a block.

Set the hour of the day for the building, doesn't change the environment.

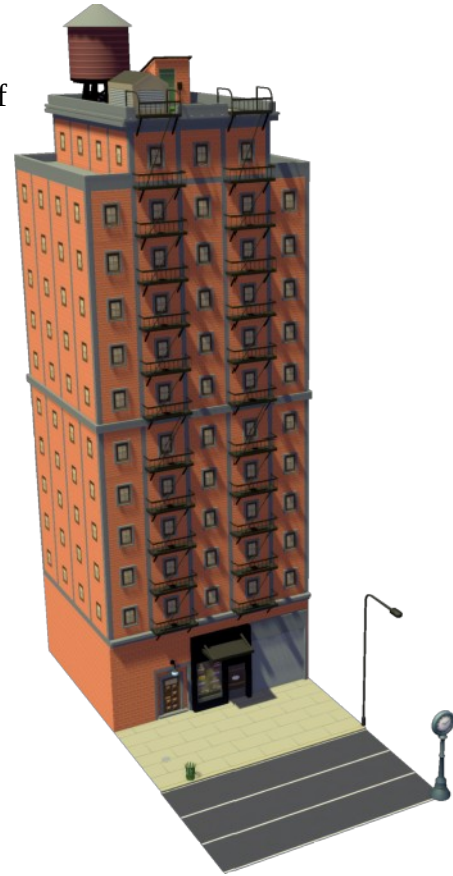
Open/close shops.

Add/remove the road if part of a block.

Simplify the addons on the top of the building.

Simplify all the addons of the building.

DONE: Remove unused addons and scripts making the building lighter.



2.-MasterClock.

Editor script options:



Next/prev hour of the day.

Select a specific hour.

Add/remove the background buildings.

Randomize the building.

Add/remove floors to all the blocks in the scene.

Change fog range.



Additional prefabs

Within the prefabs folder there are some other sub folders:

-**Floors:** there are one folder for each building (in this case just one: ComI) with all the floors and some additional elements to construct them.

-**Props:** elements to decorate buildings and roads:

- HouseLights: some lights and illuminated signs
- Shops: basic element to create shops.

-**Roads:** all the roads and floor used to create the streets and the building's floors.

-**Shops:** prefabricated shops using the shops props and some additional ones.

Scripts

-BlinkingLights

Some prefabs use this to change the texture offset.

-Building

Used by the building prefab.

-Game

Hides the cursor.

-MasterClock

The prefab MasterClock uses this to control the hour of the day and some other options.

-Propsbyhour

Some gameobjects use this to be active or not by the hour.

-RandomAddOns

Used by some prefabs to activate or deactivate variations as lights, shops, roof elements...

-StreetLights

Used by the StreetLight prefab to orientate the light beam towards the camera around the axis Y.