



## To Add Buildings

- 1- press on
- 2- move mouse around to the scene
- 3- Press Shift + Left mouse button to place buildings
- 4- Press Shift + right mouse button to stop Placing buildings

## To Edit Buildings

- 1- to add/remove floors select any part of the building press

- 2- merge building mesh/revert merging mesh

- 3- to delete building select any part of the building press

- 4- to Change facades select the parts you want to change and press your choice



- 5- change color press one of the colors



## Create/Edit Streets

- select one of street blocks
- press Shift+left mouse button to place blocks
- press Shift+Right mouse button to stop placing blocks

- To rotate or Delete Street blocks

- select Blocks, press