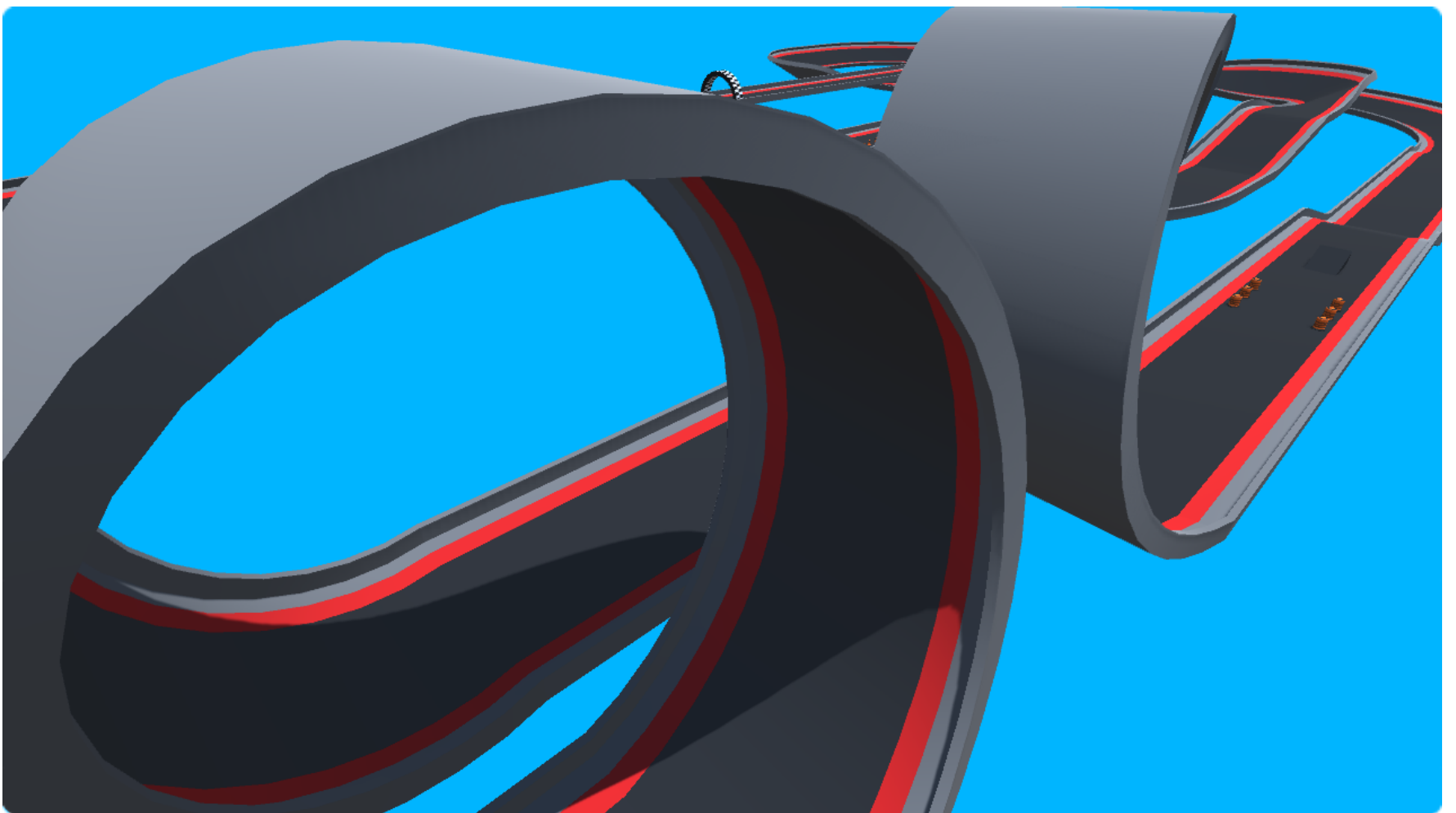


PolyLabs, LLC

Modular Race Track (Street) User Guide

v 1.1 (January 28, 2019)

For a tailored experience: support@polylabs.co



Contents:

1. Package Information
2. Using Custom Materials
3. Using the Atlas Editor

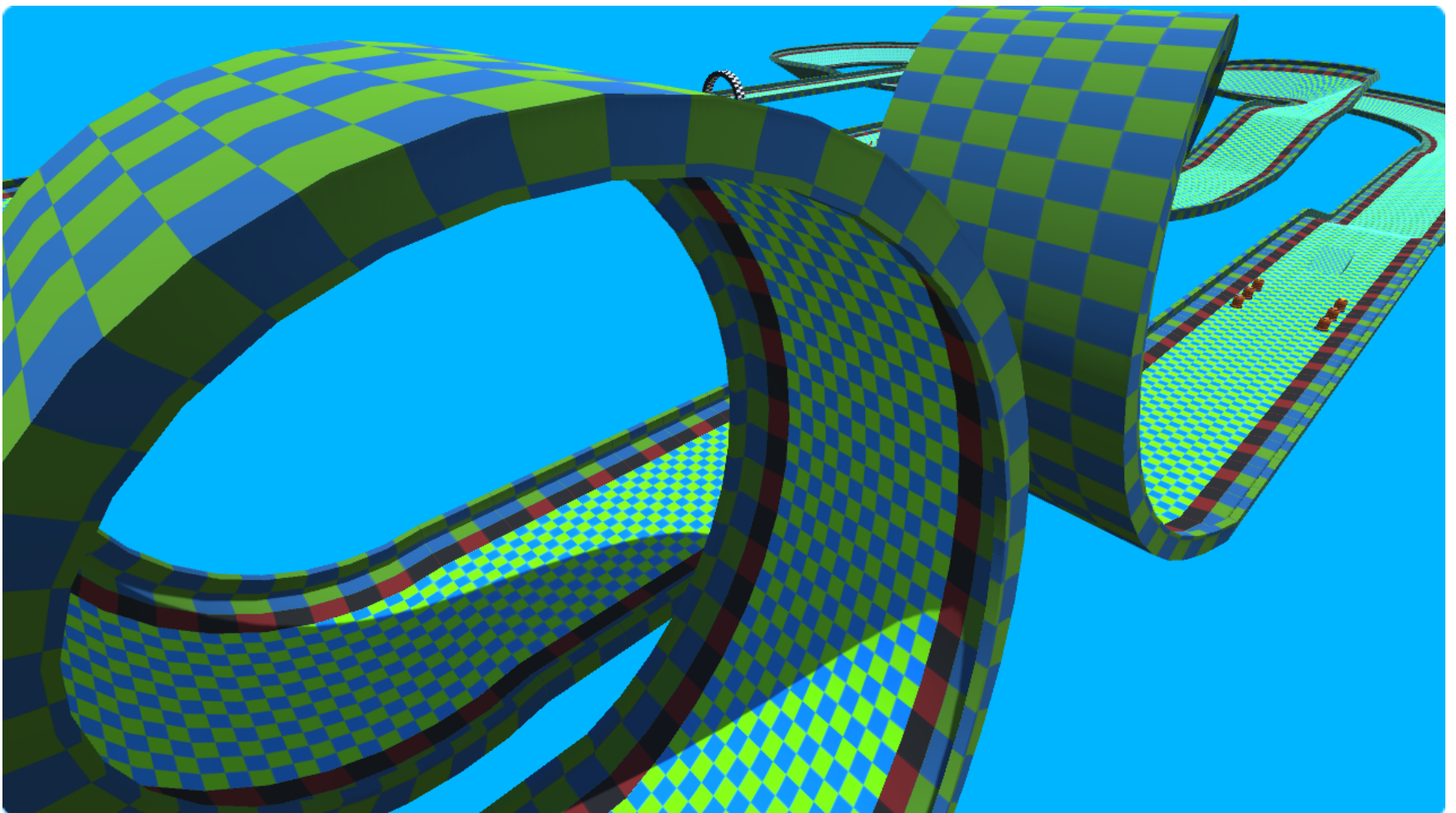
Package Information

Modular Race Track (Street) contains 29 Course piece prefabs and 11 accessories, both in individual material format and an optimized folder with all of the assets using a single material. This package also comes with a Substance archive file that enables you to customize the look of the atlas texture and export your own atlas textures for custom looks!

Using Custom Materials

This package was designed with customizability in mind; every modular piece has been unwrapped and prepared for a game-ready, plug and play use. No hassle and no post-purchase work needed, just how it should be! The image below shows the unwrapping on a checkered material.

An important note, **some materials may need to have their tiling set to 2x2 for proper scaling with half pieces.**



Using the Atlas Editor

This package uses a Substance material to edit and bake the atlas texture. There are many ways which to go about editing the materials.

For Unity 2018.x users and above:

Download [Substance in Unity](#) From the Unity Asset Store to use Substances within unity.

Note: At the time of writing (January 28,2019), Substance in Unity is not in a stable state, so method 2 may be preferred until a stable version is made.

Unity 2017.x and below have Substance support built in natively.

Method 1:

1. Find the Substance "AtlasEditor" within the "Bonus" folder of the package. Reveal it in the inspector and scroll down where you will find drop down tabs for editing the colors.
2. Once you have made your desired changes, you can use that output material on the assets by dropping it into the texture slot of the mesh renderer component. Additionally, you can find the "Atlas_Material" within the "Modular Race Track (Street) Optimized" folder and select that texture.

Method 2: (Preferred, but also for exporting textures)

1. Download [Substance Player](#) (free download by Allegorithmic).
2. Open the "AtlasEditor" file with the application.
3. On the right hand side, you will notice drop downs, click on these to reveal the color options you would like.
4. Once you have made your edits, find the "Export Bitmaps" button on the top bar. Clicking this will reveal a menu to export the texture.

Important! make sure to check the file type being exported: it will try to export a .tga file by default which is not compatible within Unity. Change this to .png, .jpg, or other applicable file type.

For further support or questions, we're always here to help: support@polylabs.co