

Hi,

Thanks for purchasing Build-A-City.

I left all the prefabs in pieces so you can take them apart and make them bigger or smaller. Most the textures used are seamless and you can tile them add more windows to buildings.

To turn on lights just search in the hierarchy for the words “night time” and then enable all. That will turn on any lights in building and street lights. To turn on lights in the skyscrapers just enable emission in the skyscrapers materials. To do this just search for skyscraper in the Build-A-City folder and all the skyscraper materials will be there for you to easily turn on emission all at once. Don't forget to turn off your directional lights for nighttime also.

To make buildings look distressed just search for the word “distressed” in your hierarchy and enable everything.

One or more textures on this 3D model have been created with photographs from Textures.com. These photographs may not be redistributed by default; please visit www.textures.com for more information.

Thanks again for choosing to use my assets in your projects. Let me know if you have any issues.

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