City Streets
Tiling street models & textures

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City Streets is a collection of tiling models and textures that can be used to quickly layout the streets of a city for your project. All the models and textures will tile with any combination of the pieces included in this package.

For your convenience all the meshes have been unwrapped with square tiling UV coordinates. As well, the models are set up to use separate textures for the sidewalk, curb and street. This will allow you to drop in your own textures and really customize the look of the streets should you choose to. All tiles are built on a 12x12 grid. The new big curve tiles occupy the space of four 12x12 tiles.

TROUBLESHOOTING
A couple quick notes about the package.

Prefabs
All prefabs include a number of mount points, a center point. These are entirely optional but they do help with lining up each tile so they connect properly. The center point is a new addition that is located at the center of the tile's bounding box.

Tiling Issues
If you see any seams around the edge of the textures set the wrap mode from the default Repeat to Clamp. This will ensure that the texture tile properly.
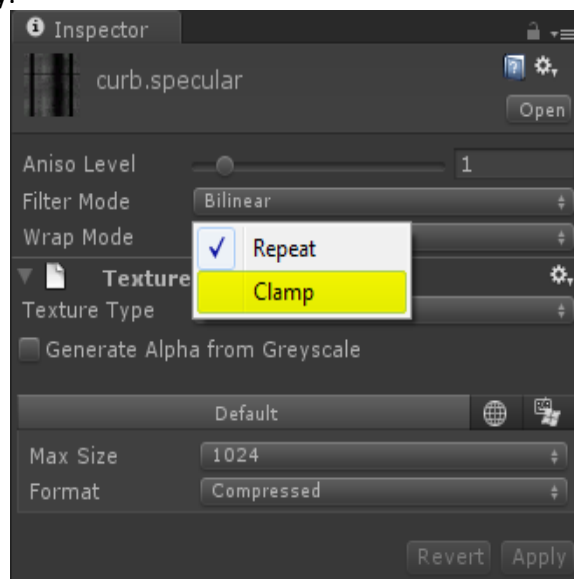
Resolution

All textures are supplied at 1024 resolution. If this is too heavy for your project you can reduce the resolution in the inspector without having the modify the actual image files. Just change the Max Size to whatever is appropriate for your project.