

Square Ville

User Manual

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If you need help with this product or wish to provide suggestions, please send us email at:

gbFactoryStudio@gmail.com

What I can find here?

Need to create management style game? Or maybe you have passion for Farming simulators? With Square Ville you can create vast amount of worlds and games with simple, yet aesthetic 3D models.

Features

- Over 70 3D models with winter, autumn, spring and summer customization!

Scenes

In the package you can find 4 different scenes that show examples of usage:

- Sunset scene
- Sunflowers scene
- Scene with all models
- Village scene

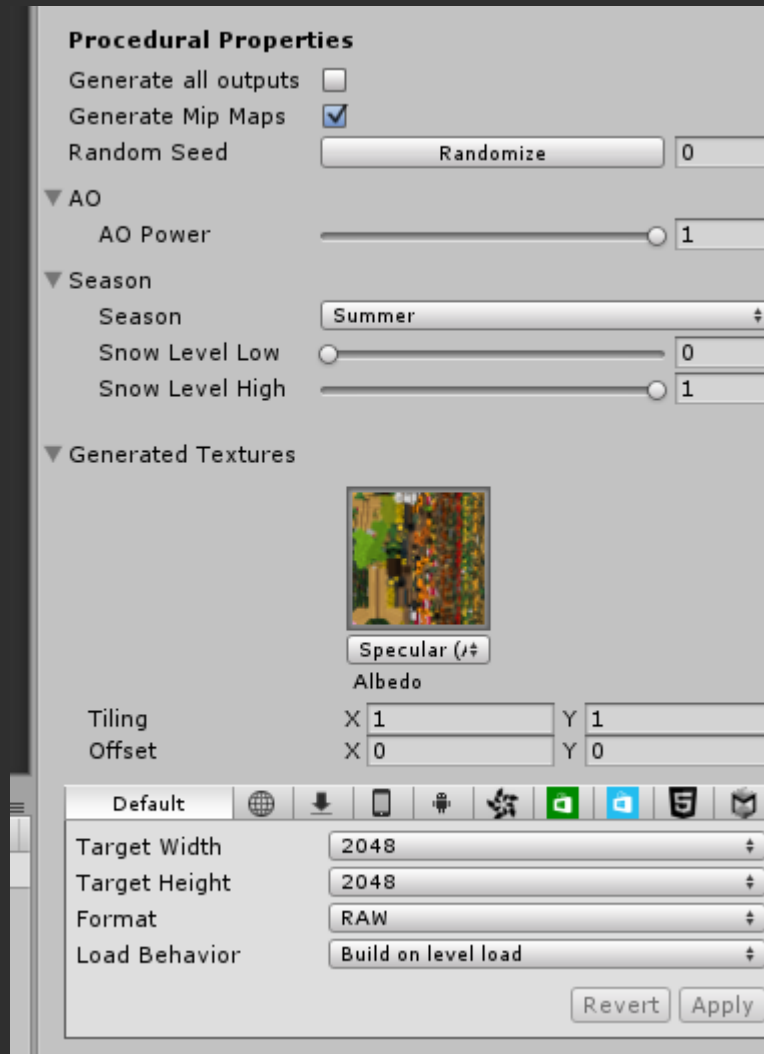
3D Models

List of assets

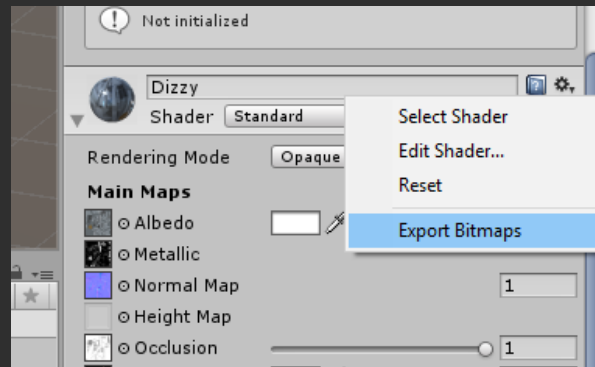
Cart, Watering Place, Feeding Place, Fence0, Fence1, Hay, Empty Field, Tractor, Basket, Henhouse, Wheat, Wheat Field, Radish, Radish Field, Corn, Corn Field, Tomato, Tomato Field, Sunflower, Sunflower Field, Haystack, Carrot, Carrot Field, Potato, Potato Field, Pumpkin, Pumpkin Field, Flowerpot0, Flowerpo1, Flowerpot2, Vase, Flower0, Flower1, Flower2, Rake, Shovel, Water Pump, Scarecrow, Oragne Tree, Citrus Tree, Apple Tree, Grain Tank, Mill, Barn, House2, House, Terrain Hill 64x64, Terrain 16x16, Terrain 64x64, Terrain Mountain 64x64, Terrain Mountain 256x256, Terrain 4x4, Road, Road Turn, Road End, Farmer, Dog, Duck, Horse, Pig, Goat, Chicken, Cow, Sheep

Materials

Materials for the assets are Procedural Substances. You can customize the strength of Ambient Occlusion (AO power) in the material and you can change the season to spring, summer, autumn and winter (drop down menu). In winter season you can also modify the amount of snow (snow level).



When you are done with adjusting all parameters, you can save all changes that you made to the models. To save modified shapes just use prefab. To save the textures, you can export changes and use them as a regular texture with normal material. Here you can find the export button:



Substance material supports all shaders included in Unity. With just one click, you can easily switch between Unity Standard Shader and Mobile Shader.

Where can I use it?

All the products purchased from the **gbFactory** can be used in all commercial games and apps. There are no hidden rules, just stay creative, and save the world with us.