

Tram Set



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Index:

1. Overview	Page 2
2. general Unity Asset structure	
3. Prefabs	Page 3
4. Materias and Textures	Page 4
5. Modify Textures	Page 5



Thank you very much for buying our Tram Set.

1. Overview:

This set includes a tram, a stop, a small station with inventory like a map and benches and a modular railway system which has straight rails, a point, ends, a tram turntable and a bumper. All buildings are accessible.

Textures:

all textures are digital painted.

All objects are put on a 4096x4096, 2048x2048 and 512x512 textures and are supplied with a specular and a normal map.

2. General Unity Asset structure

- Meshes: all meshes in FBX format which were used for the prefabs. Those can be imported to a 3D software for modifications.
- Materials: eight materials included
- Prefabs: models with materials and optimized colliders
- Scenes: two example scenes, one scene with all prefabs as overview and one demo scene
- Textures: twenty two textures for eight materials
- Documentation: the „Asset Documentation“ as PDF

On the following page you find a chart regarding the prefabs and a chart of all the textures and materials.

3. Prefabs

The following chart shows you a list of the Tram Set objects and the polygoncount of the 3D models plus their colliders.

Nr.	Prefab	Polygons	Collider Models	Collider Polygons	Note
BUILDINGS:					
01	Tram	4.944	collider models	1.498	The tram and the tram wheels, are separate meshes or rather prefab children. The tram's pivot is positioned over the railways (+22cm) if Y=0.
02	Stop	3.862	collider model	502	
03	Station	6.824	collider models and box collider	464	The station roof (Roof Large) is a child in the prefab in order to make it separately invisible for easy positioning of the inventory. the identical station doors are with different textures for individuality.
04	Roof Small	2.106	collider model	146	Roof Small can be used as a separate roof for the waiting area or as an addition for a building.
INVENTORY:					
05	Bench 1	1.587	collider model	127	The identical built benches have different textures for individuality.
06	Bench 2	1.587	collider model	127	
07	Timetable Floor	28	collider model	30	Map-stand
08	Timetable Wall	6	box collider	6	Hanging Map for walls
RAILS:					
09	1m Rail	194	collider model	35	The meter information in front of the name is the length of the railways. The ties are 2,70m wide.
10	1m Rail Close	226	collider model	37	
11	3m Rail	518	collider model	89	„1m Rail Close“, „3m End Cross“ and „5m End Bumper“ are prefabs for ending railways.
12	5m Rail	842	collider model	143	
13	10m Rail	1.652	collider model	278	
14	15m Rail	2.462	collider model	413	
15	3m End Cross	608	collider model	101	„10m Turntable“ and „15m Y Rail“ are for switching directions. The turntable and the outlying interchange tracks are separate meshes/ prefab children.
16	5m End Bumper	842	collider model	211	
17	10m Turntable	2.942	collider model	630	
18	18m Y Rail	5.463	collider model	908	

Most pivots are positioned at the center of the bottom side - except for „Bench1“, „Bench2“ and „TimetableWall“. Their pivots are at the lower edge at the back for making positioning them easier to walls.

All objects are set to „Static“ except the Prefab Childs „Tram“ and „Tram Wheels“, „Station Door 1-5“ and „10m Turntables“, in case you want to animate them.

4. Materials and Textures

In the following chart you can find how textures have been used in different materials.

Material	Texture	Size
Tram	Albedo: Tram4KColor	4096x4096
	Specular: Tram4KSpec	4096x4096
	Smoothness: 0.4	
	Normal: Tram4KNormal adjust to: 0.3	4096x4096
Stop	Albedo: Stop4KColor	4096x4096
	Specular: Stop4KSpec	4096x4096
	Smoothness: 0.3	
	Normal: Stop4KNormal adjust to: 0.5	4096x4096
Station	Albedo: Station4KColor	4096x4096
	Specular: Station4KSpec	4096x4096
	Smoothness: 0.4	
	Normal: Station4KNormal adjust to: 0.5	4096x4096
Station Floor	Albedo: StationFloor2KColor	2048x2048
	Specular: StationFloor2KSpec	2048x2048
	Smoothness: 0.25	
	Normal: StationFloor2KNormal adjust to: 0.5	2048x2048
Station Roof	Albedo: StationRoof4KColor	4096x4096
	Specular: StationRoof4KSpec	4096x4096
	Smoothness: 0.3	
	Normal: StationRoof4KNormal adjust to: 0.3	4096x4096
Inventory	Albedo: Inventory2KColor	2048x2048
	Specular: Inventory2KSpec	2048x2048
	Smoothness: 0.3	
	Normal: Inventory2KNormal adjust to: 0.8	2048x2048
Windows	Albedo: Windows512Color	512x512
	Alpha-Channel for transparency	
Rails	Albedo: Rails2KColor	2048x2048
	Specular: Rails2KSpec	2048x2048
	Smoothness: 0.45	
	Normal: Rails2KNormal adjust to: 0.5	2048x2048



5. Modify Textures

If you want to change the words „Station“ or „Stop“ into your own places or if you want to change the road map you have to open the following textures in a picture editing software:

- Station4KColor
- Stop4KColor
- Inventory2KColor

Add your own content into the framed area (shown in the pictures at the right).
Overwrite the original .png file in the Unity project and your content will automatically appear on the Scene Objekt.



Thank you for buying our Tram Set Asset. We hope it's a beautiful and useful module for your project.

If you have any questions, please write an e-mail to:
info@artsyvulpini.com



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3D-greetings from the Artsy Vulpini
Anja and Vanessa