# **Tram Set**



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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 showes 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 seperately invisibal for easy positioning of the inventory.	
					the identical staion doors are with different textures for individuality.	
04	Roof Small	2.106	collider model	146	Roof Small can be used as a seperate 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	
06	Bench 2	1.587	collider model	127	textures for individuality.	
07	Timetable Floor	28	collider model	30	Map-stand	
80	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	
10	1m Rail Close	226	collider model	37	name is the length of the railways.	
11	3m Rail	518	collider model	89	The ties are 2,70m wide.	
12	5m Rail	842	collider model	143	"1m Rail Close", "3m End Cross" and "5m	
13	10m Rail	1.652	collider model	278	End Bumper" are prefabs for ending rail-	
14	15m Rail	2.462	collider model	413	ways.	
15	3m End Cross	608	collider model	101	"10m Turntable" and "15m Y Rail" are for	
16	5m End Bumper	842	collider model	211	switching directions.	
17	10m Turntable	2.942	collider model	630	The turntable and the outlying interchan-	
18	18m Y Rail	5.463	collider model	908	ge tracks are seperate meshes/ prefab children.	
	I		I		I	

Most pivots are positioned at the center of the bottom side - except for "Bench1", "Bench2" and "Timta-bleWall". 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 Smoothness: 0.4	4096x4096
	Normal: Tram4KNormal adjust to: 0.3	4096x4096
Stop	Albedo: Stop4KColor	4096x4096
	Specular: Stop4KSpec Smoothness: 0.3	4096x4096
	Normal: Stop4KNormal adjust to: 0.5	4096x4096
Station	Albedo: Station4KColor	4096x4096
	Specular: Station4KSpec Smoothness: 0.4	4096x4096
	Normal: Station4KNormal adjust to: 0.5	4096x4096
Station Floor	Albedo: StationFloor2KColor	2048x2048
	Specular: StationFloor2KSpec Smoothness: 0.25	2048x2048
	Normal: StationFloor2KNormal adjust to: 0.5	2048x2048
Station Roof	Albedo: StationRoof4KColor	4096x4096
	Specular: StationRoof4KSpec Smoothness: 0.3	4096x4096
	Normal: StationRoof4KNormal adjust to: 0.3	4096x4096
Inventory	Albedo: Inventory2KColor	2048x2048
·	Specular: Inventory2KSpec Smoothness: 0.3	2048x2048
	Normal: Inventory2KNormal adjust to: 0.8	2048x2048
Windows	Albedo: Windows512Color Alpha-Channel for transparency	512x512
Rails	Albedo: Rails2KColor	2048x2048
	Specular: Rails2KSpec Smoothness: 0.45	2048x2048
	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:

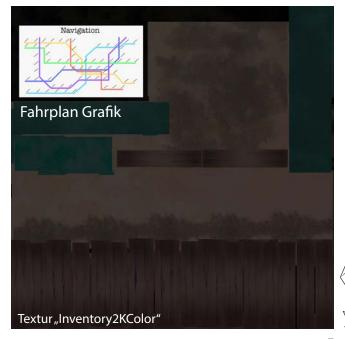
- Station4KColor
- Stop4KColor
- Inventory2KColor

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