Thank you for purchasing this asset pack. I hope it proves useful to you.
If you have any problems, questions, suggestions or general inquiries :
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DOC v1.0

SimpleSignDesigner is 2 packs;
SimpleSignDesigner: Models + SimpleSignDesigner: Textures(free)

SimpleSignDesigner:Models

This pack requires> SimpleSignDesigner:Textures

LOD0:
Total Verts: 500
Total Faces: 474
Total Tris: 948
(the total includes all 13 models)

LOD1:
Total Verts: 200
Total Faces: 150
Total Tris: 348
(the total includes all 13 models)

Contains 13 sign models & 1 .psd containing the source uv layouts/color code.
All 13 models have been atlased together for optimization. The 13 sign models require: SimpleSignDesigner:Textures(free).

If you do not want to use substance textures in your projects, you can still use SimpleSignDesigner to export(render/bake) the customizations you've made to the substances

into image files. This allows you to still have access to all the customization and texture variations of the substance and be able to use the signs with normal images instead.

Before you get started using the sign models; make sure you've downloaded ***SimpleSignDesigner:Textures (free)*** from the unity asset store into your project(after or before doesn't matter).

SimpleSignDesigner: Textures

Features:

The main power behind this substance and its models is not having to retexture the base signs every time. I added a "top" layer input called "Input Image" so you can add your own logos, images, etc to the atlas. There's a .psd included with the direction of the sign panels on the atlas texture.

Using Input Image:

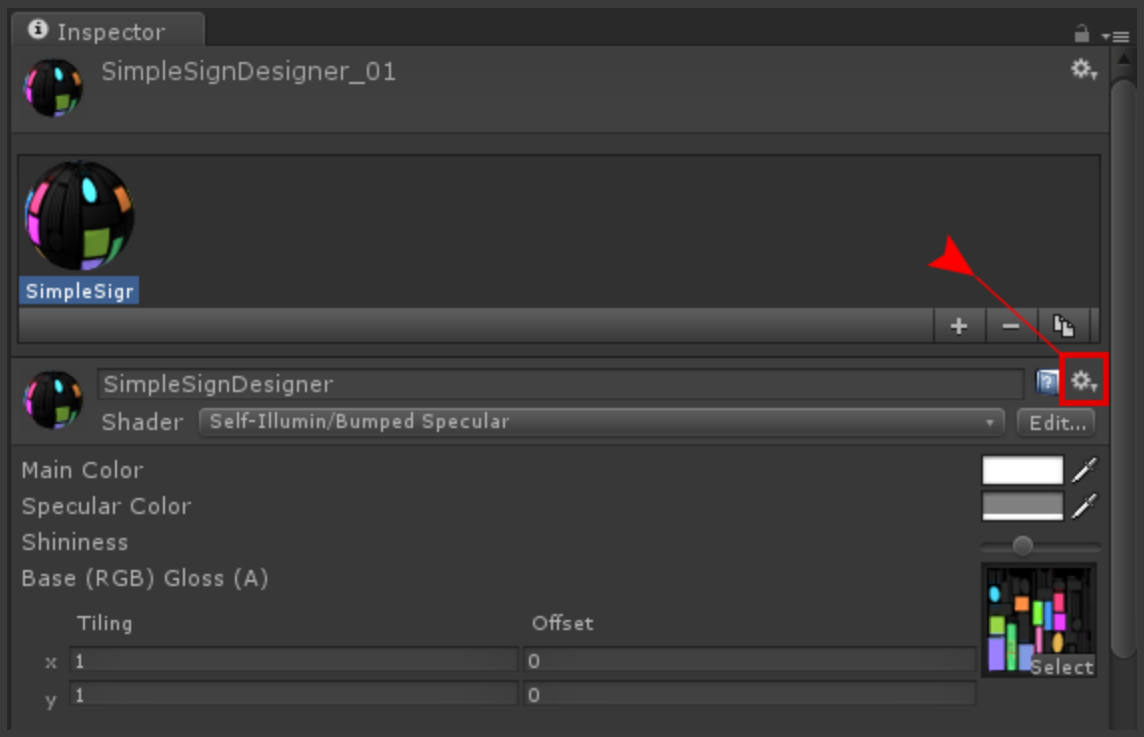
To use the "top" layer of the substance you should first get the UV layout in the psd folder included with SimpleSignDesigner:Models

It's named layout_directions.psd. WIth the UV layout you can easily add images, names and logos to the designated panels.

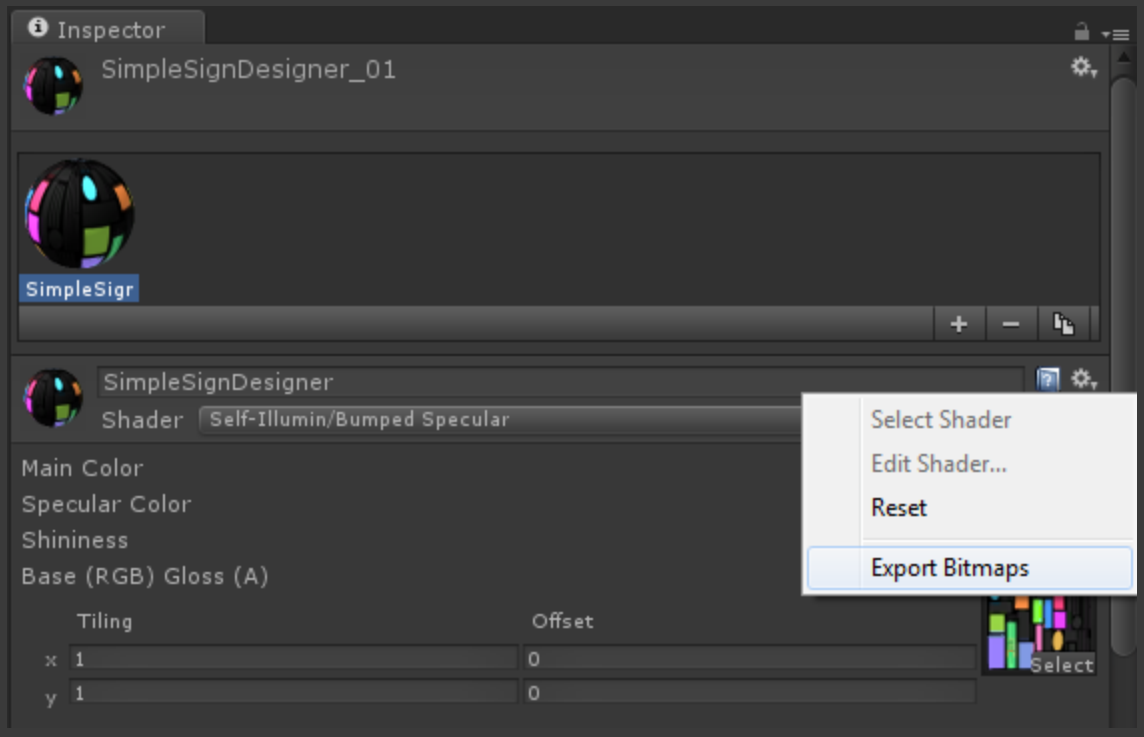
IMPORTANT!>
If your are having issues with your images in Input Image layer; It might be the image format. I recommend .psd or 32bit .tga for working/easiest results. I have been having alpha issues using .pngs with substances(even though I prefer png).

To export bitmaps from a substance:

Click on the substance material and navigate to the top of the inspector. Then click the gear at the top of the material:



and then export bitmaps;

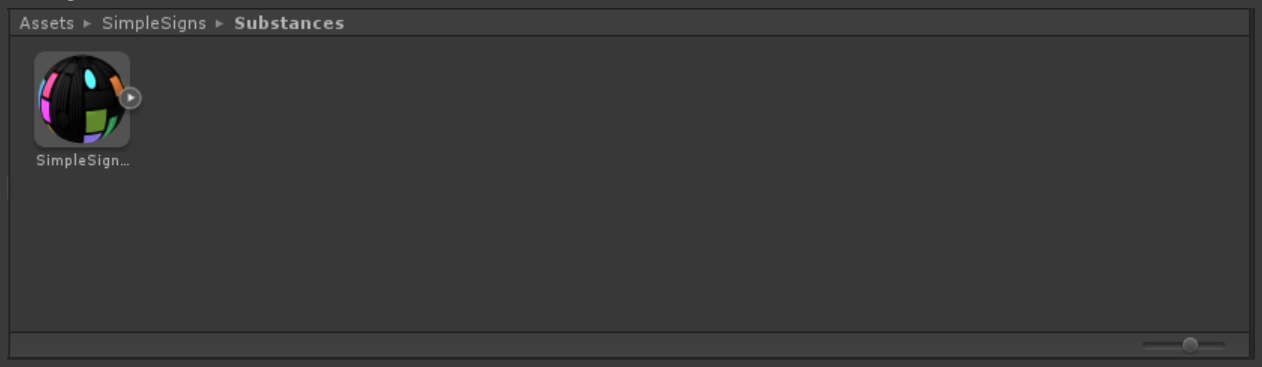


Substances

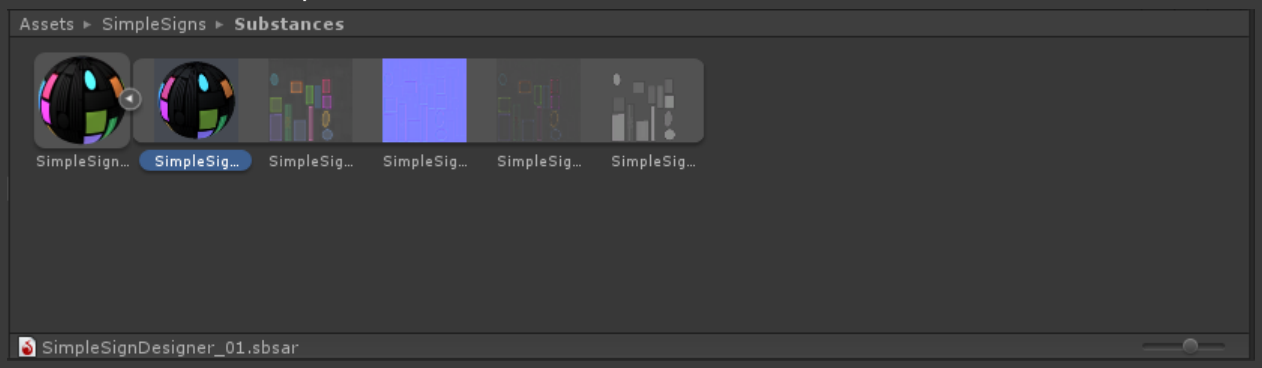
How to:

Download both into your project:
1. SimpleSignDesigner:Textures(free)
2. SimpleSignDesigner:Models

Navigate to the substance folder:



Click on the arrow to open the substance and use the material embed in it:

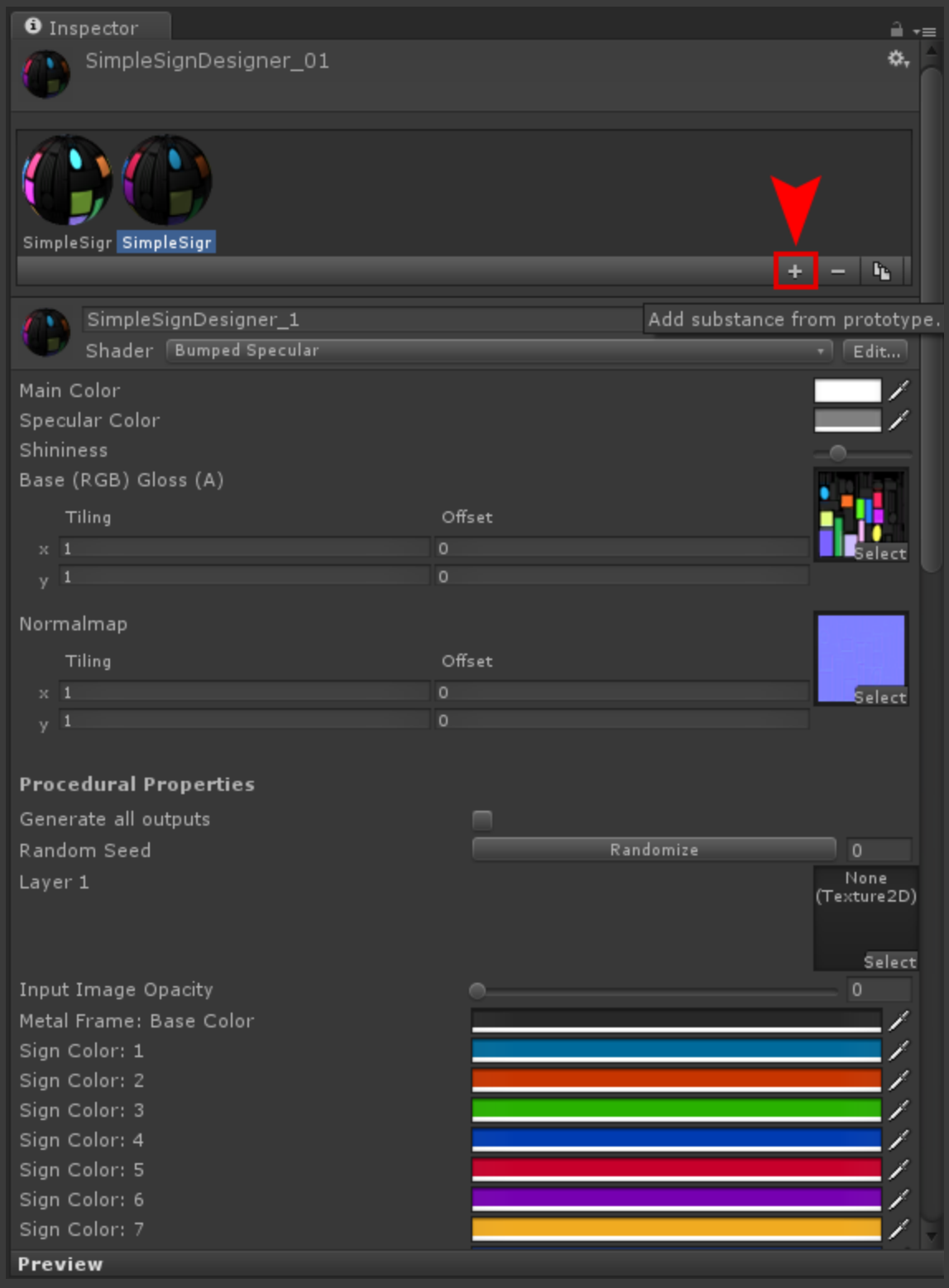


Then drag and drop that material on the models, voila.

There are a few ways materials can be used from substances.

1. You can just duplicate the material itself(recommended) especially if you're not sure how many variations you need.

2. You can instantiate a substance in a special menu within unity specifically for substances. WARNING! (it is not recommended to have more than 5 duplicates of a substance within this hierarchy)> An alternative :duplicate the material itself then dock 5 instances within each:



3. You can change a substance with code without affecting the original. Allowing multiple instances to exist at runtime. I will not go into detail of how to.. it's a bit more complex than what I see this pack providing. But here are some links that might help:

http://forum.allegorithmic.com/index.php/topic,260.0.html
http://forum.unity3d.com/threads/86414-Substance-answers-!/page23

http://docs.unity3d.com/Documentation/Components/class-ProceduralMaterial.html
http://docs.unity3d.com/Documentation/ScriptReference/ProceduralMaterial.html

http://docs.unity3d.com/Documentation/ScriptReference/ProceduralTexture.html

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Extra Notes.

Things to consider while optimizing assets:

In the case of dynamic batching:

- Generally, objects should be using the same transform scale.
    - ***The exception is non-uniform scaled objects; if several objects all have different non-uniform scale then they can still be batched.***

>>ex. re-size sign height and width but not depth

- Using different material instances - even if they are essentially the same - will make objects not batched together.

In the case of dynamic batching:

Static batching, on the other hand, allows the engine to reduce draw calls for geometry of any size (provided it does not move and shares the same material). Static batching is significantly more efficient than dynamic batching. You should choose static batching as it will require less CPU power.

SOURCE: http://docs.unity3d.com/Documentation/Manual/DrawCallBatching.html